A Question:
If description renders everything as surface, then how to construct images that resist surface?
That does not describe the world as over there, as separate.
That offers the picture plane as a composite density in which one thing gives way to another and then always, another.
Embedded rather than marked and inscribed. Dense. Networked. Tentacular.
How to describe space as opposed to object?
How to draw the subterranean, a vast interior - as opposed to an endless over-there?