

In these drawings of solid colors hide silhouettes, figures, forms, situations, conflicts, stories, and above all, states of human behaviour. All these that appear here represent a way of living and feeling the world that surrounds us. Everything is and becomes because there is a game at hand and the ones playing it do so univocally. The game is called contemporary life and the characters are none other than us. There are those that run and step on others, others that hide, those that wait, those that scream, those who have learned to devour another, those that jump into the abyss, others that have succumbed, the foul, the desperate, the hypocrites, the proud, the destroyed, the quartered, the oppressed, even the annulled, those that are protected, and those that attack by protecting; there are for all types of tastes and colors and everything is there, in the role that it has been assigned.

All the works of Ruth Gómez resides in her particular vision of understanding human relations. All of these lines and colors and in general, all the constructive process that has abled her to generate her own structure of language, is essential to propose the story that she wants to tell- a clean, concise story with a predominant reading that makes it clear to the spectator that they are before a visual trap, a game in which what is important is the shout for help, since among those that run from here to there, among those that create such scandal, the only voice we hear is the voice of Ruth.

Animal Companions thus inspire all. We look and need each other. We like to protect ourselves, for a little later we have to kill ourselves. Savage animals, all of us, and the only rules are those of the game. Untamed, our only objective is to follow, survive in spite of everything and everyone.

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