

Nelson, B.C. based artist Clint Baerg's works are explorative of traditional forms. His oil paintings are derived through loose gestural drawings, merging the abstract and representational to elicit a fresh perspective. Clint's work often reveals a narrative that embraces the excitement of unintended consequences. His compositions are open and informing while allowing the viewer to make their own discoveries and conclusions. Colourful and expressive, his works imbue the imperfection of life with a sense of naïveté.

Clint Baerg was born in 1980 in Dawson Creek, B.C. Canada. His early adult life was spent as a steward of the family farm. He currently lives and works in the rural West Kootenays of British Columbia. Clint began his formal Artistic Education at Northern Lights College (2005-2006). Emily Carr University of Art (2006-2007). New York Studio Program (2008).

Recent showings include, "A Child of Nintendo", Kootenay Gallery of Art (2025), "A Beginning", Hidden Garden Gallery (2025), "Members Only Show", NMAG (2023). "O.S.D.", Artists Home (2023). "No Bad Memories" NYSP, Brooklyn, NY (2008). "O.S.D.", Emily Carr (2007) "Student Show", Northern Lights College (2006).

Clint Baerg is a two time past recipient of the Elizabeth Greenshields Foundation.

www.artistcab.com
 [artist_cab](https://www.instagram.com/artist_cab)

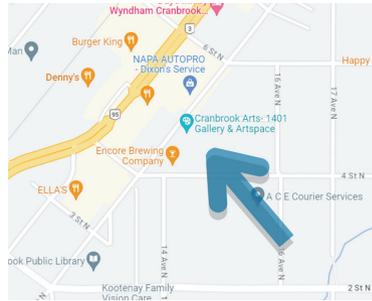


Gallery & Shop | Art Workshop | Pottery

Gallery Hours: 11:00 to 4:00
 Wednesday to Saturday

Learn More

www.cranbrookarts.com



Find Us
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 Cranbrook, BC
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We would like to acknowledge that Cranbrook Arts operates in the homelands of the Ktunaxa Nation, and express our deep gratitude for this privilege.

Thank You Funders



Feb 4 - MAR 14 2026:
 clint baerg:
 A CHILD
 OF
 NINTENDO



"Super Mario Bros. - World 1-1"
 Oil on Canvas 92 1/8"W x 72"H 2024



"Mega Man - Ground Zero"
 Oil on Canvas 96 1/8"W x 75"H 2024

OPENING RECEPTION
 SATURDAY FEB 7, 12:30-3:00
 ARTIST TALK AT 1:00



A Child of Nintendo

This series of paintings captures the experiences of childhood during the 1980s and early 1990s, particularly the joy of playing Nintendo video games.

These memories are intentionally loose and suggestive, meant to highlight how personal perspectives have evolved with the passage of time.

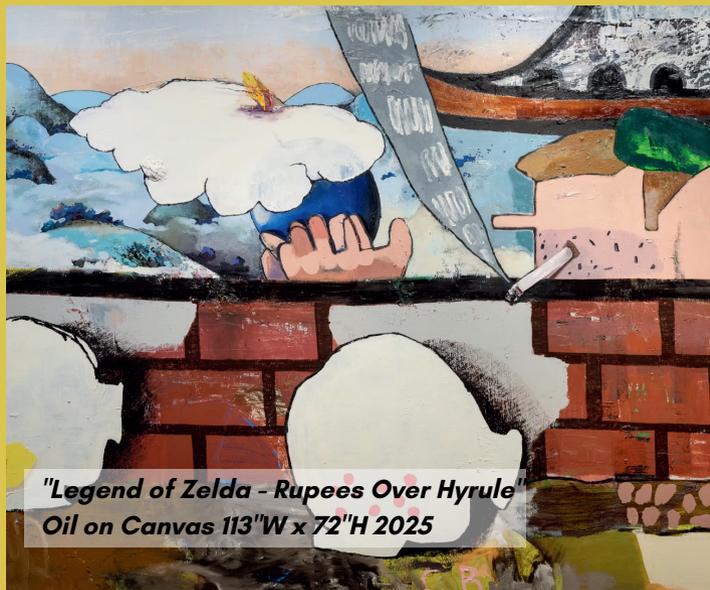
To gain a deeper understanding of our present selves, it's essential to revisit the foundational experiences of our formative years—those that were both immersive and enduring.

Nintendo video games fit this description perfectly; they introduced a new way to play from the comfort of home—innocent yet challenging and interactive. These games offered a novel approach to storytelling, featuring expansive landscapes and exaggerated characters whose adventures mirrored the fables found in books or passed down through the stories of elders, all visually brought to life like cinematic experiences.

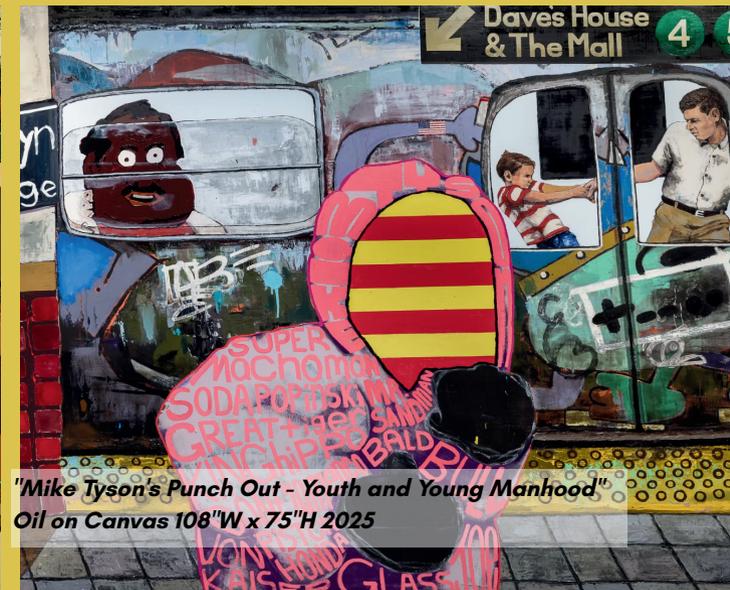
It was a multi-sensory journey, where the sights and sounds responded to the tactile engagement of the controller, leaving an imprint on our consciousness and altering our perception of the world.



"Castlevania II - Simon's Quest"
Oil on Canvas 94"W x 71"H 2024



"Legend of Zelda - Rupees Over Hyrule"
Oil on Canvas 113"W x 72"H 2025



"Mike Tyson's Punch Out - Youth and Young Manhood"
Oil on Canvas 108"W x 75"H 2025