



**Artist Statement:**

Lexi Caron

My artistic concentration focuses upon the creation and manipulation of electronic mediums to exhibit a unique form of creativity and design. My specific skill set includes illustration, video manipulation, and animation. I strive to create content that my alloys my viewers to share in the same emotional and interactive experience that I have with my own art. I have most experience in Adobe programs such as Photoshop, Illustrator, Premiere, Animate, and After Effects. I have also worked within the field of video game coding and design to create small-scale 8-bit style video games.

My future goals as an artist are very broad and span over various passions of mine. What I would like to retain is a sense of wonder and fascination within visual expression and culture. In my eyes, artistic communication and interaction is extremely important in anyone's life; our brains crave that artistic escape. Not only do I want to truly enjoy my own creations, I want to elicit certain emotional responses from my audience based on the passion i'm focusing towards. On a more specialized scale, I would like to focus upon storyboard style animation as well as filmography and videography. Through my college experience, I have narrowed my artistic passions and discovered what I truly enjoy working with, and what I would like to develop in the future.

**Title****Original Format**

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Figure 1: Dotoku

Game Maker Studio 2

Figure 2: Ugoku

Adobe Premiere 1280 × 720, Adobe Animate

Figure 3: Daemonium

Adobe Premiere 1280 × 720, Adobe After Effects



Figure 1: Dotoku



**Figure 2: Ugoku**



Figure 3: Daemonium