ETHAN WORKER
CAPSTONE SUBMISSION

FALL 2019

Ethan Worker

Fall 2019

Capstone – Electronic Arts

Department of Art and Art History

Artist Statement:
When setting out to make new work, my aim is to process and unpack topics and issues that have affected and altered our modern perceptions of reality. By working with significant mental concepts such as memory, self-perception, nostalgia, and escapism, I seek to gain a greater understanding of my own reality, as well as identify the factors and forces that influence many of us in today's landscape.

Through digital manipulation and 3d motion-based techniques, I hope to build a sense of reflection and introspection. My aim is to recontextualize these issues of self-realization in the vacuum of a distorted, yet familiar setting. By reframing these topics in a reflective alternative context, distance can be gained from biases and preconceptions, hopefully resulting in a greater ability to step back and contemplate the means by which our individual realities and senses of self are constructed.

Working in a digital 3d setting allows for an ability to create this alternate lens of reality, defying physics, social influences, scale, and realism. Instead, symbols of humanity and identity can be reappropriated and viewed within the context of an isolated, singular objectivity. My work doesn't aim to depict the world and all of its complexities photorealistically, but rather it seeks to hold a mirror to these individualized processes within each of our lives; to explore these concepts of mind and worldview in a self-contained, untethered space.

Title	Original Format
Figure 1: SOVEREIGN	Video, 2000 px x 2000 px
Figure 2: NOSTALGIA	Video, 1920 px x 1080 px
Figure 3: DIGITAL FORM	Video/MAX Patch, 1000 px x 1000 px

Figure 1: SOVEREIGN
Video exploring systems of power and control. Originally shown at the Otterbox Digital Dome.
Media: Cinema 4d, Adobe After Effects, Adobe Premiere
Link: https://vimeo.com/378456970

Figure 2: NOSTALGIA
Video examining a potential world overcome with voyeurism and nostalgia as a commodity.
Media: Video, Cinema 4d, Adobe After Effects, Adobe Premiere
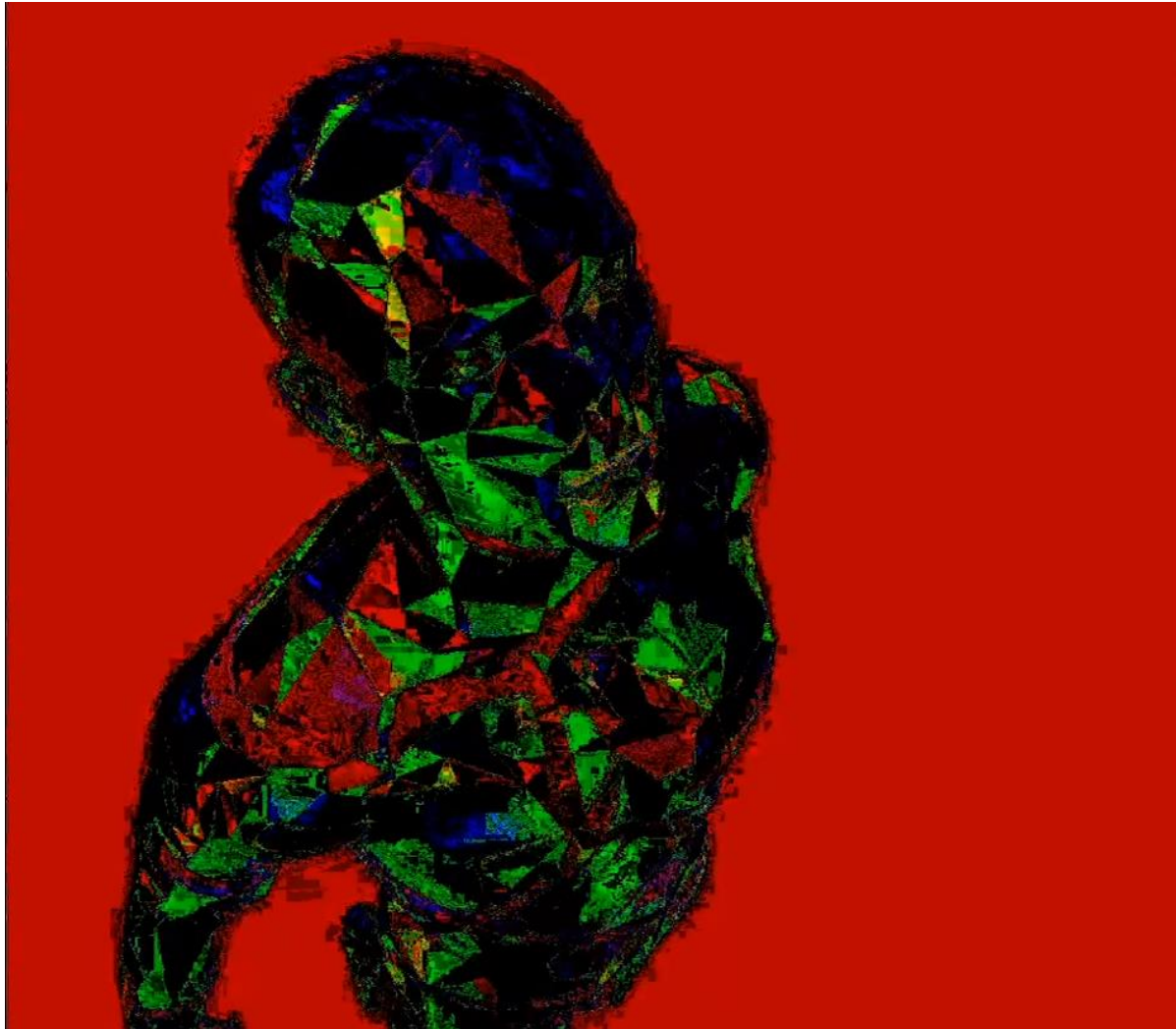**Link:** https://vimeo.com/363802977

Figure 3: DIGITAL FORM
Video altered and formed sonically by programmed MAX Patch, exploring ideas of collaboration with digital entities.
Media: Cinema 4d, MAX, Adobe Premiere
Link: https://vimeo.com/378456518