

X



BUTTERFLY WING
CAR

CAT TOY
DIRTY LAUNDRY
ETCH-A-SKETCH

MASK
PLUSHIE

RAT CLOTH
SHELL
SKULL
SLIME?

TRASH
TRASH
VINYL
WEB

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Capstone - Electronic Art

Department of Art and Art History

Artist Statement:

With ever-evolving technologies, I am drawn to continuous experimentation with new processes, programs, and techniques. At their core, my artworks are rooted in explorations and manipulations, delving into realms such as coding, photography, modeling, and animation. However, what truly drives these works is the concept of interactivity. This allows the audience to engage with my work, with each interaction resulting in new and different art.

The theme of these works is the process and the act of creation, serving as a platform for the continuous development of electronic art. *Sleepover* is an exploration of the uncanny, experienced through player interaction. *Character Creation* is an exploration that spans the development of character design and interaction through sketching, modeling, rigging, and gameplay. The process in of itself breathes life into the different characters.

Title**Original Format**

Figure 1: Sleepover	Unity, https://youtu.be/YI9qX1nCGzA?si=tFTBMB__Wi7dPGTq
Figure 2: Character Creation	Multi media
Figure 3: Character Creation	Multi media
Figure 4: Character Creation	Multi media
Figure 5: Character Creation	Multi media
Figure 6: Character Creation	Multi media
Figure 7: Character Creation	Multi media
Figure 8: Character Creation	Multi media



Figure 1: Sleepover



Figure 2: Character Creation



Figure 3: Character Creation



Figure 4: Character Creation



Figure 5: Character Creation



Figure 6: Character Creation



Figure 7: Character Creation



Figure 8: Character Creation