

Artist Statement Kevin Moore

My art merges video games with the process of digital fabrication. Computer aided design software allows me to construct 3D models or objects, similar to the way objects are built for video games. These programs have become more accessible and user-friendly. I can deconstruct a 3D model and create templets to rebuild the form into physical sculptures. The faceted surfaces relate to the look of older video games and technology.

The choice in materials and the fabrication process are vital components of the finished piece of work. I use paper and metal, with paper, the process is like origami or paper folding. I have explored evoke different emotions through the use of repetition in form and changing the scale. Within metal, the process is more industrial, cutting, welding, chasing, and finishing. In this investigation of the physical and virtual, the use of metal adds another layer of permanence.

When I was a kid, I was immersed in virtual worlds, wondering what it would be like to walk alongside weird creatures, friendly characters, or experience the vast digital world.

	<u>Title</u>	<u>Media</u>	Original Format
Figure 1:	Mario 1	Sculpture	Painted sheet metal, bondo; 90 in. x 36 in. x 30 in.
Figure 2:	Mario 2	Sculpture	Painted sheet metal, bondo; 90 in. x 36 in. x 30 in.
Figure 3:	Peach	Sculpture	painted sheet metal, bondo; 70 in x 36 in. x 30 in.
Figure 4:	Mario Peach	Sculpture	
Figure 5:	Mario Peach Person	Sculpture	
Figure 6:	Yoshi 1	Sculpture	Paper installation, sky blue thread; 50 in. x 12 in. x 72 in.
Figure 7:	Yoshi 2	Sculpture	Paper installation, sky blue thread; 50 in. x 12 in. x 72 in.
Figure 8:	1000 cranes	Sculpture	Paper installation, white thread; 9 ft. x 15 ft. 22 ft.
Figure 9:	1000 cranes 2	Sculpture	Paper installation, white thread; 9 ft. x 15 ft. 22 ft.
Figure 10:	Cranes	Sculpture	Paper installation, white thread; 9 ft. x 15 ft. 22 ft.



Figure 1: Mario 1.



Figure 2: Mario 2.



Figure 3: Peach.



Figure 4: Mario Peach.

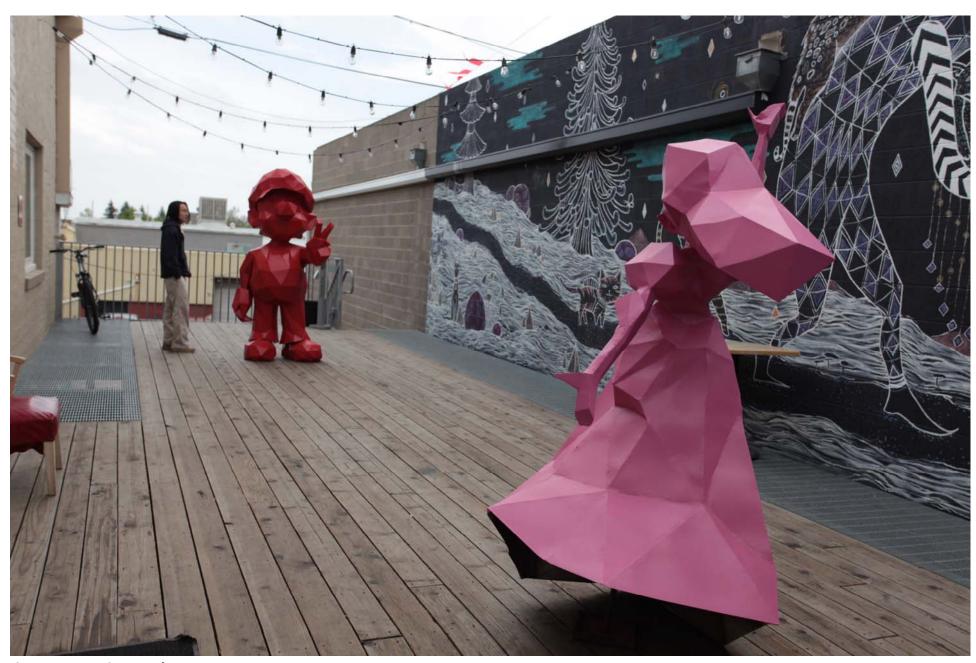


Figure 5: Mario Peach Person.



Figure 6: Yoshi 1.

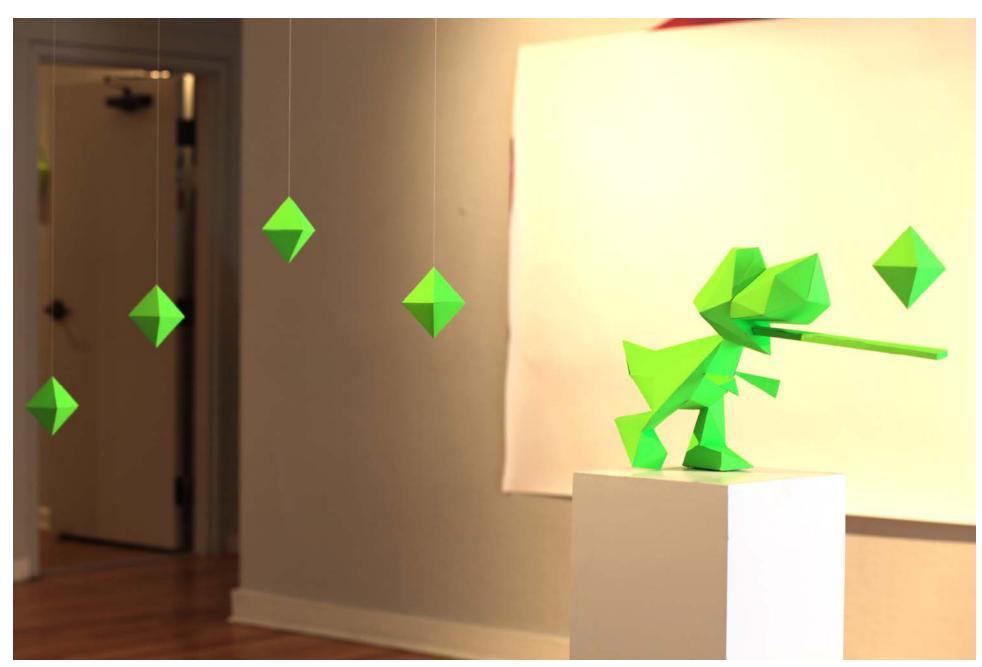


Figure 7: Yoshi 2.



Figure 8: 1000 cranes.



Figure 9: 1000 cranes 2.



Figure 10: Cranes.