

Andrea Buer

Fall 2020

Capstone – Electronic Art

Department of Art and Art History

### **Artist Statement:**

An integral aspect of my growth as an artist has been an insatiable curiosity for how things function and how they can be combined to create something new. This goes hand in hand with my foundation in traditional sciences thanks to my intended goal of becoming a doctor, which has given me a unique perspective to explore. The diversity of my educational background shows up in my work. For example, my piece *Presence* used live tracking of a person in a space to effectively translate their movements into an audio and visual glitch that appeared on a prerecorded video. This utilized studies in anatomy and physiology alongside coding and film to create the effect. *Presence* was a critique on the impact that we have on our surroundings, sometimes unknowingly, a concern frequently addressed in my artwork this past year. *Presence* is but one of many pieces that require an interdisciplinary approach to realize the concept while addressing the issue that I am interested in. My art has always focused on the human experience alongside nature but has recently been refined to a more specific idea related to ancestry and local legends.

Growing up, I was raised on stories and lore specific to not only my family heritage but to the mountains and rural plains we came from. This reconnection to my childhood resulted in an exploration of the spiritual realm. Specifically, I have begun to analyze both the modern and ancient phenomena of cryptids. Cryptids are creatures like Bigfoot or Hidebehind that have eyewitnesses, but little to no evidence to prove their existence. There are countless cryptids around the world, varying from one location to the next and they are often more prominent in rural areas that are inherently closer to nature. Humanity has this uncanny ability to create our

own boogeymen out of the unknown and I want to analyze why this is and how it has changed over the centuries. Technology has advanced alongside reporting's of cryptids, and in some cases has given them an even stronger presence. I am interested in researching and creating art that digs into the phenomena of our created boogeymen and our relationship to them as our relationship with technology deepens in turn.

My most recent works explore coding of interactive stories and games, using film to push the narrative of a world that intersects our own, bringing the cryptic and unsettling into a more personalized experience for the viewer/participant. This has been used in various projects of mine, from a coded website (*Cryptids'R'Us*) to surreal videos (*Merging*) and my biggest undertaking, a work in progress titled *Cryptic Calling* which will be a fully interactive game made in Unity. I hope to get people thinking about their own folklore and how, despite advances in technology and medical understanding, our modern minds continue to adapt and maintain these cryptic traditions in our lives.

# **Original Format**

Figure 2: Box Art

Figure 3: Game Dynamics

Figure 4: Operating System

Figure 5: Board Game

Figure 6: Assets

Figure 7: In Play

Figure 8: 12 - 5 - 1

Figure 9: Merging

Figure 10: Astray

Figure 11: Cataclysm

Photoshop .png, 612 px x 792 px

Photoshop .png, 730 px x 861 px

Photoshop .png, 719 px x 849 px

Photoshop .png, 3832 px x 2152 px

Photo .jpg, 4032 px x 3024 px

Photo .jpg, 730 px x 1146 px

Photo .jpg, 768 px x 1024 px

Video .mp4, 1920 x 1080 px



Figure 1: Cryptic Calling

# DIG DEEPER. FIND THE DATA. EXPOSE THE TRUTH.

When you get the offer to make some extra money from the comfort of your own home, it's hard to say no. The hours are flexible, the work is easy, and best of all you get to listen to your own music. Things are going great...until you realize that what you're tracking may be a part of a bigger problem.



Unravel the clues to a story you've become a part of. Be careful not to lose yourself in *CRYPTIC CALLING*.



## **DELVE INTO A BRANCHING STORY**

Explore all that the game has to offer, from puzzles to ciphers. Each of them has an underlying message . . .

For you.

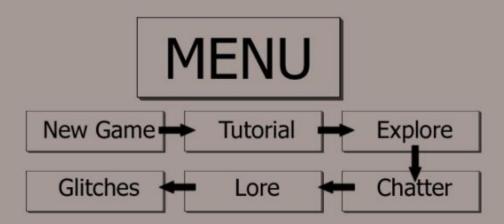


## UNCOVER THE TRUTH

Keep track of the data while monitoring all activity of other users in the system. Nothing is as it seems and without careful planning you could end up in a dangerous situation.

Figure 2: Box Art

# FLOWCHART.



The above pattern repeats as the player progresses through the game. Exploration is not timed, and as more information is discovered more glitches occur. There will be puzzles and ciphers to solve along with conversations that take place with AI that chat with the player.

The game's premise is that the player has taken on a job to track a cryptocurrency now in use. While tracking it statistics on the damage of cryptocurrency is revealed along with a supernatural twist.

Figure 3: Game Dynamics

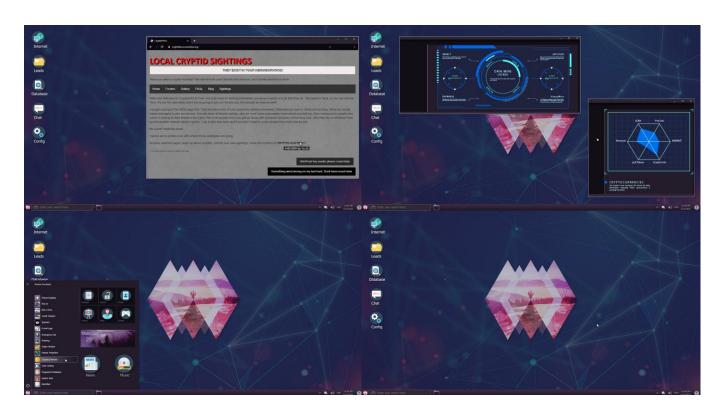


Figure 4: Operating System



Figure 5: Board Game

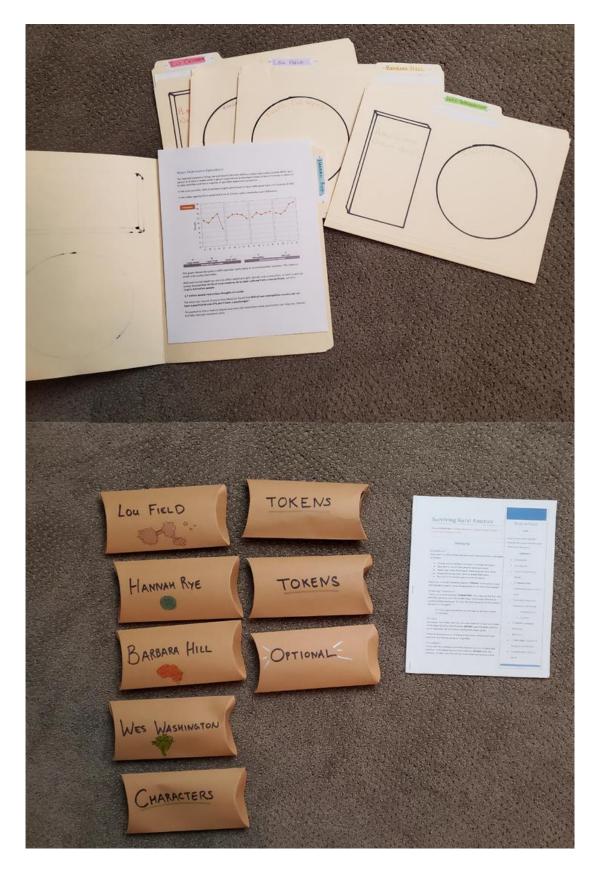


Figure 6: Assets

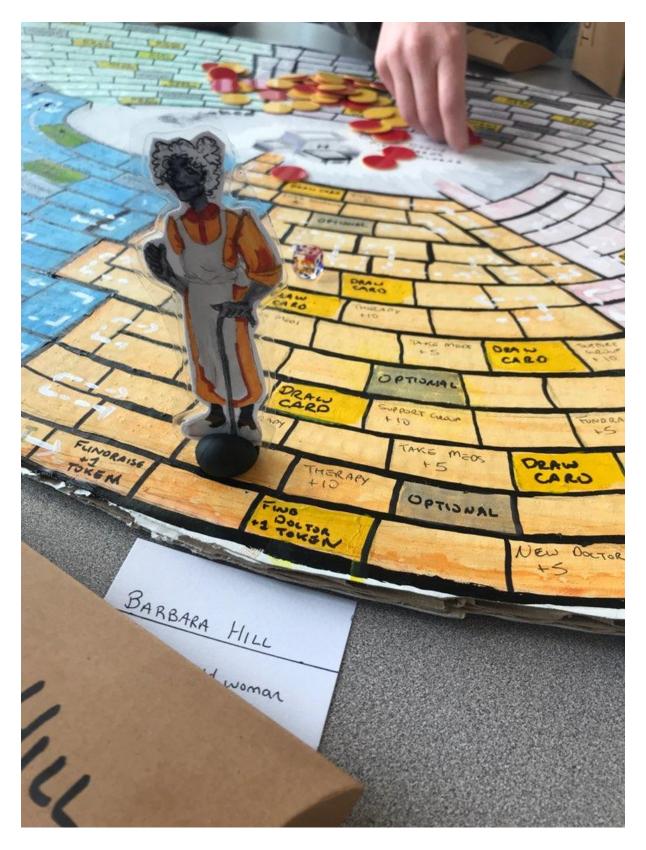


Figure 7: In Play



Figure 8: 12 – 5 – 1 https://vimeo.com/485706628

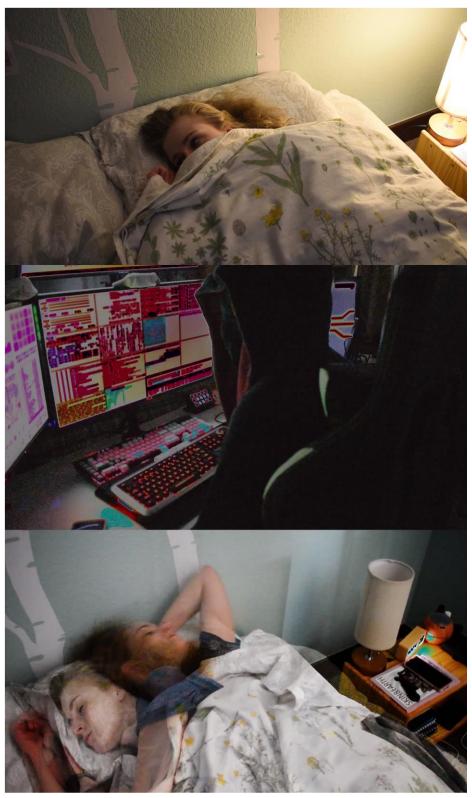


Figure 9: Merging https://vimeo.com/462481822

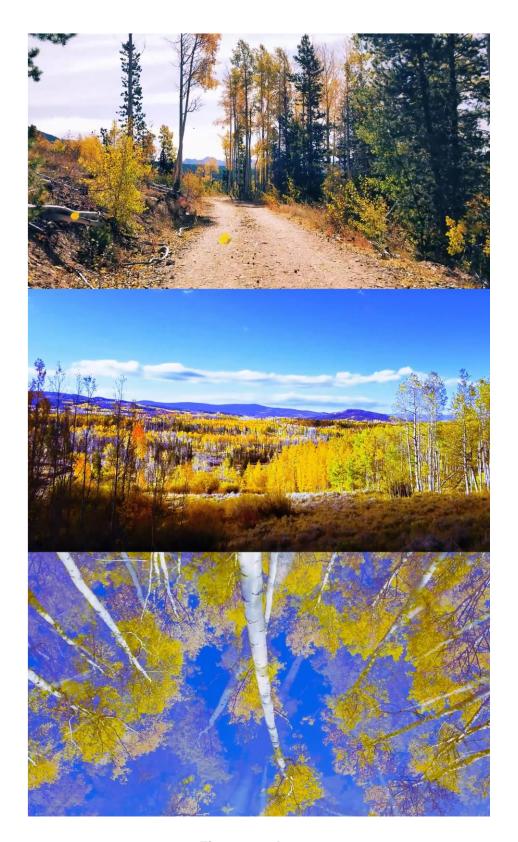


Figure 10: Astray <a href="https://vimeo.com/474512585">https://vimeo.com/474512585</a>

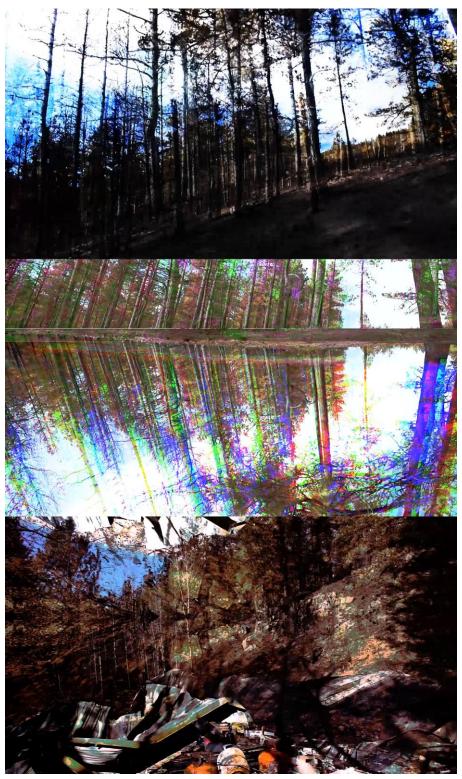


Figure 11: Cataclysm <a href="https://youtu.be/G0QHZD">https://youtu.be/G0QHZD</a> OUqw