

Sabrina Moskoe

2023 Spring

Capstone – Electronic Art

Department of Art and Art History

Artist Statement:

I'm a visual designer, new media artist, and researcher who creates art and design. Driven by interdisciplinary thought that encompasses art, design, technology, and social science, my work explores physical and digital landscapes as well as the human perception of these spaces. Working primarily in digital software and computer programming, I utilize my experience in graphic design, game design, and illustration to experiment with various media such as virtual/augmented reality, animation, large-scale installations, and computer vision. My artistic endeavors reference and take inspiration from the experiences provided by video games and the field of UI/product design.

Title**Original Format**

Figure 1: [Galacticground]

Video, 1280 x 720 px resolution

Figure 2: If a Computer Could Dream

Video, 1280 x 720 px resolution

Figure 3: Colored Connections

Installation, 34 x 44 in

Figure 4: Sometimes, Need Space to Grow

Installation, 1280 x 720 px resolution



Figure 1: [Galacticground] <https://vimeo.com/763627902>

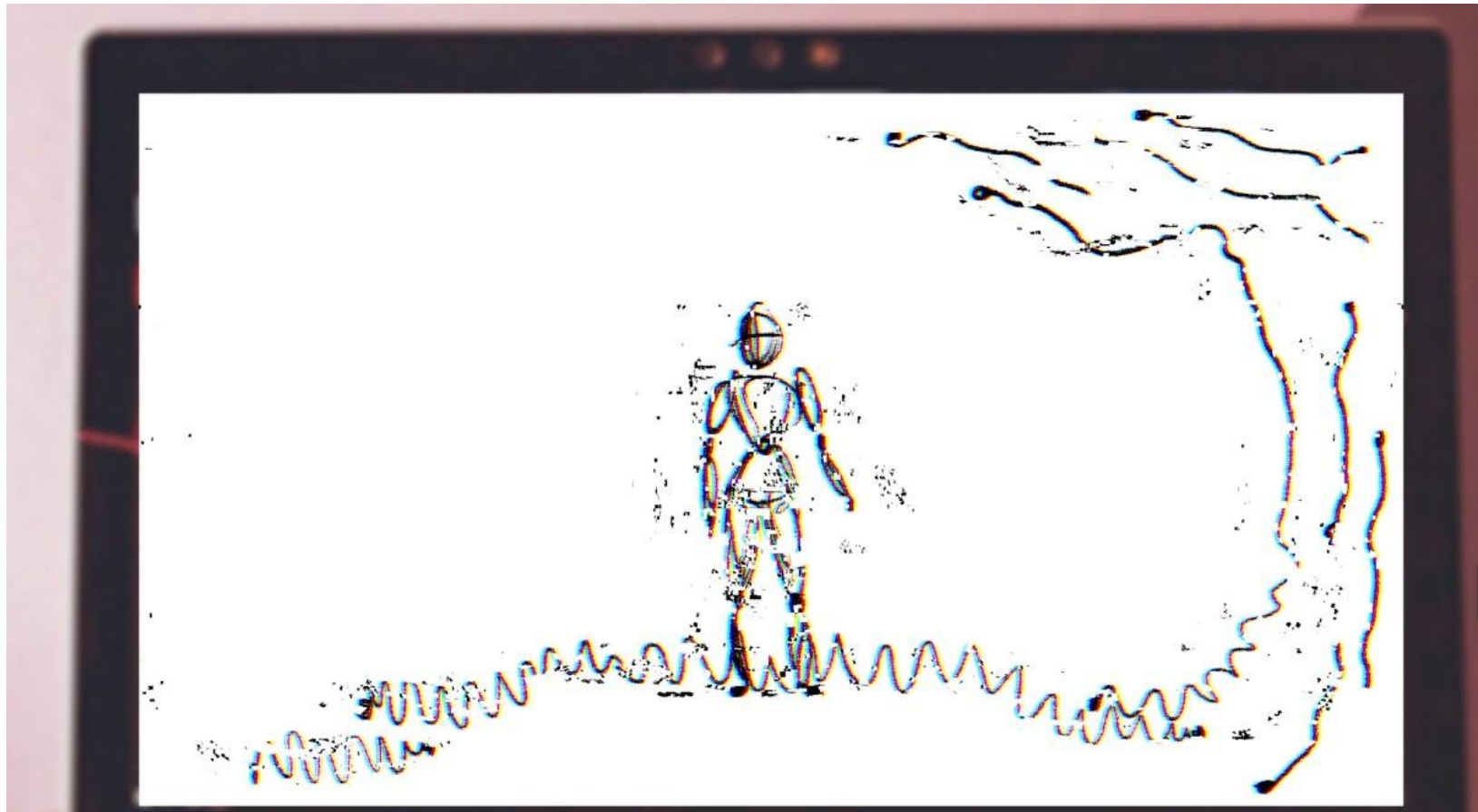


Figure 2: If a Computer Could Dream <https://vimeo.com/755367229>



Figure 3: Colored Connections <https://vimeo.com/783736820>

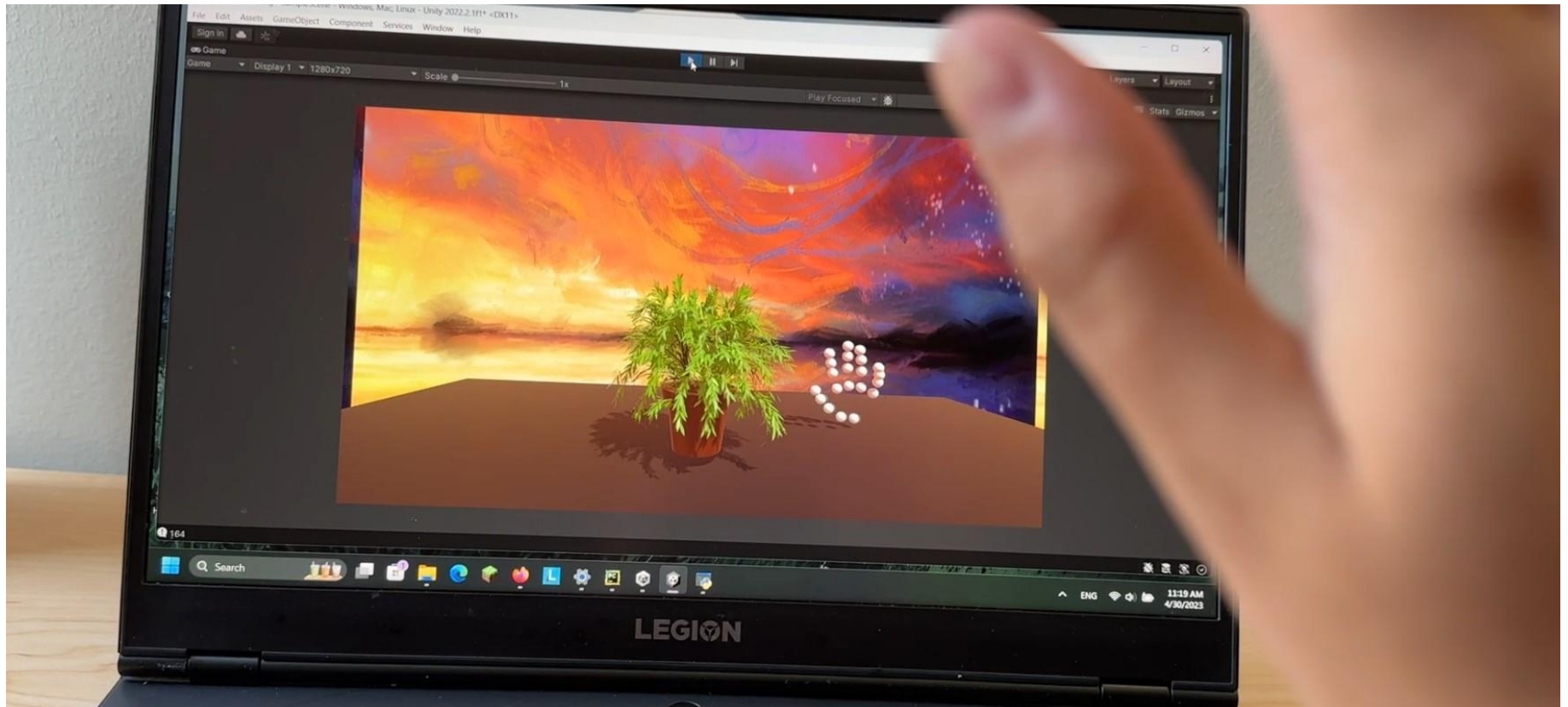


Figure 4: Sometimes, Need Space to Grow <https://vimeo.com/822510517>