



Artist Statement

Annmarie Carlson

Art for me has always been about interpreting and communicating the world I see around me as well as finding innovative techniques to do so. Interactivity is what has drawn me to Electronic Art. At first my work was focused on how my audience interacted with the finished work, but I found a very unique enjoyment with how I interact with my work as I am moving through the artistic process.

I have found this intrigue specifically when working with different forms of animation. I have explored many methods of animation, including 2D, 3D, frame-by-frame, and in-betweening. Hand drawn, frame-by-frame 2D animation has been by far the most rewarding, but 3D animation is what excites me the most. The way you can digitally mold a shape and animate it into a lively character is like nothing I have ever experienced before. I have also found an immense amount of satisfaction when conquering a learning curve such as understanding how to navigate the digital space through the in-program camera.

I find so much inspiration from artists such as Emily Gobeille, who's unique work creates a fun word to play in while also educating her audience. Ideally, I too would like to find new and innovative ways to bring awareness of important issues to my communities.

I look forward to the future of my artistic style. I believe that my fascination with innovation will continue to open up new doors full of new ideas. I know I will always find enjoyment through the process of animation.

	<u>Title</u>	<u>Media</u>	<u>Original Format</u>
Figure 1:	Block Blocks	Interactive Sculpture	Wood and Ink, 10 x 12 x 8 in
Figure 2:	Block Blocks	Interactive Sculpture	Wood and Ink, 10 x 12 x 8 in
Figure 3:	Block Blocks	Interactive Sculpture	Wood and Ink, 10 x 12 x 8 in
Figure 4:	Block Blocks	Interactive Sculpture	Wood and Ink, 10 x 12 x 8 in
Figure 5:	Jumbled Thoughts	HTML Canvas	HTML coding, Notepad++
Figure 6:	Jumbled Thoughts	HTML Canvas	HTML coding, Notepad++
Figure 7:	Jumbled Thoughts	HTML Canvas	HTML coding, Notepad++
Figure 8:	Jumbled Thoughts	HTML Canvas	HTML coding, Notepad++
Figure 9:	Bzzz	2D Animation	Adobe After, Illustrator
Figure 10:	Bzzz	2D Animation	Adobe After, Illustrator

	<u>Title</u>	<u>Media</u>	<u>Original Format</u>
Figure 11:	Jumbled Thoughts	Video	HTML Coding

Link: <http://annmariecarlson.com/#portfolio>

Date of Creation: March 2016

Major: Fine Art

Focus: Electronic Art

Course: ART 457-L01 Advanced Interactive Media

Programs Used: Notepad++

Description: This is a Canvas HTML interactive code. A working version can be found in the link.

Figure 12:	Bzzz	Video	MP4, 02:00min, 164 Mb
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Video: <https://vimeo.com/185762956>

Vimeo Profile: <https://vimeo.com/user45685733>

Date of Creation: 11/1/2016

Major: Fine Art

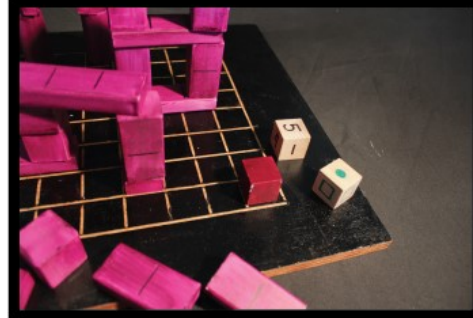
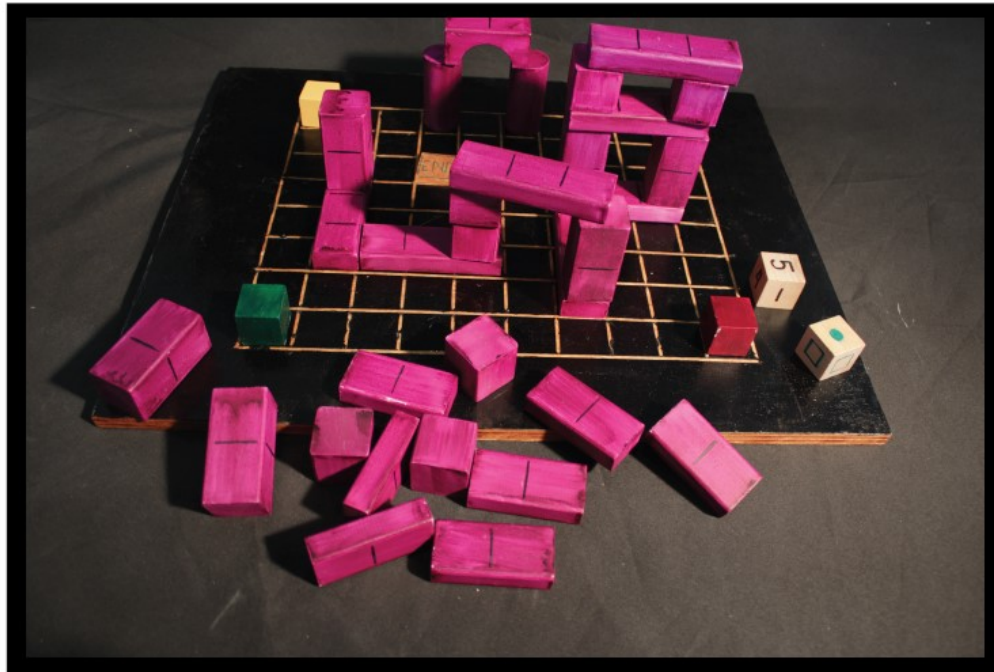
Focus: Electronic Art

Course: ART 458-L01 Advanced Experimental Video

Programs Used: Illustrator, After Effects

Description: This project was intended to use animation in order to better my understanding of After Effects. The storyline depicts the importance of bee conservation.

Block Blocks



Game Play

Build a structure and move the pawns around the structure. Each player is trying to stop their pawn from reaching the END space. The first player to reach the END space loses.

Starting the Game

1. Each player chooses a color. Place the pawn of that color on the board space that matches.
2. Each player then rolls to see who begins. Highest number becomes first player and the order continues to the left.
3. One by one each player goes around placing blocks onto the board to build a structure, starting with player one. Once the last block has been placed, the next player places the END space on a block of their choice.
4. Player one then rolls the Actions Dice.
 - If ♣ is rolled the player is to move an opponent's pawn
 - If ● is rolled the player is to move his or her own pawn
 - If ■ is rolled the player is to move a block

If the Action Dice indicates to move a pawn, roll the Number Dice, then moves that pawn the amount of spaces rolled on the dice.

5. The first player to reach the END space loses

Placing and Moving Blocks

- Blocks must match up with the units on the grid.
- Each square unit on a block is one moving space
- Blocks may be stacked as long as they still match up to the grid
- A block cannot be moved if there is a pawn on it
- A block can only be moved if it is indicated by the Action Dice

Figure 1: Block Blocks—An Interactive Game

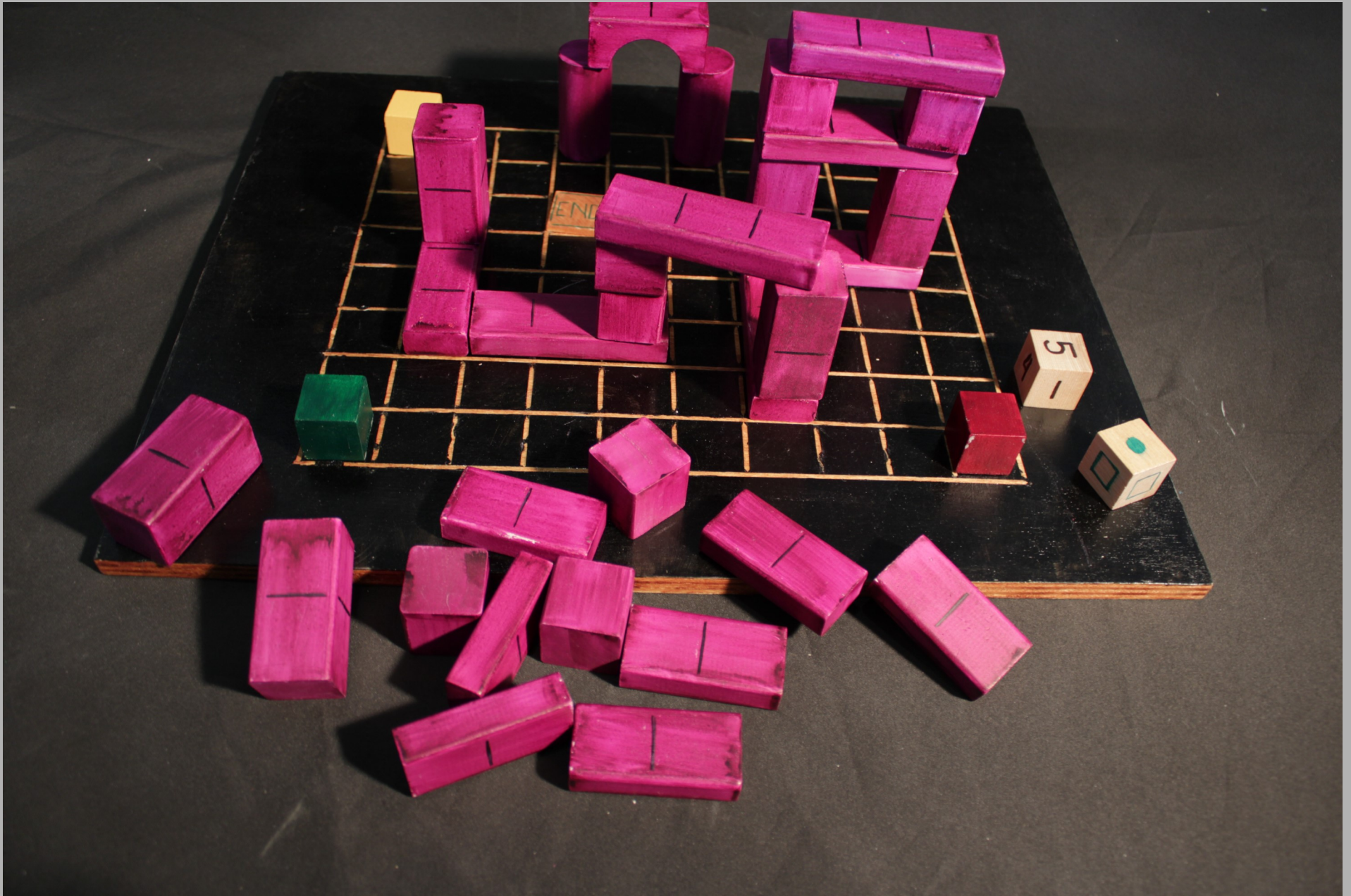


Figure 2: Block Blocks | Detail

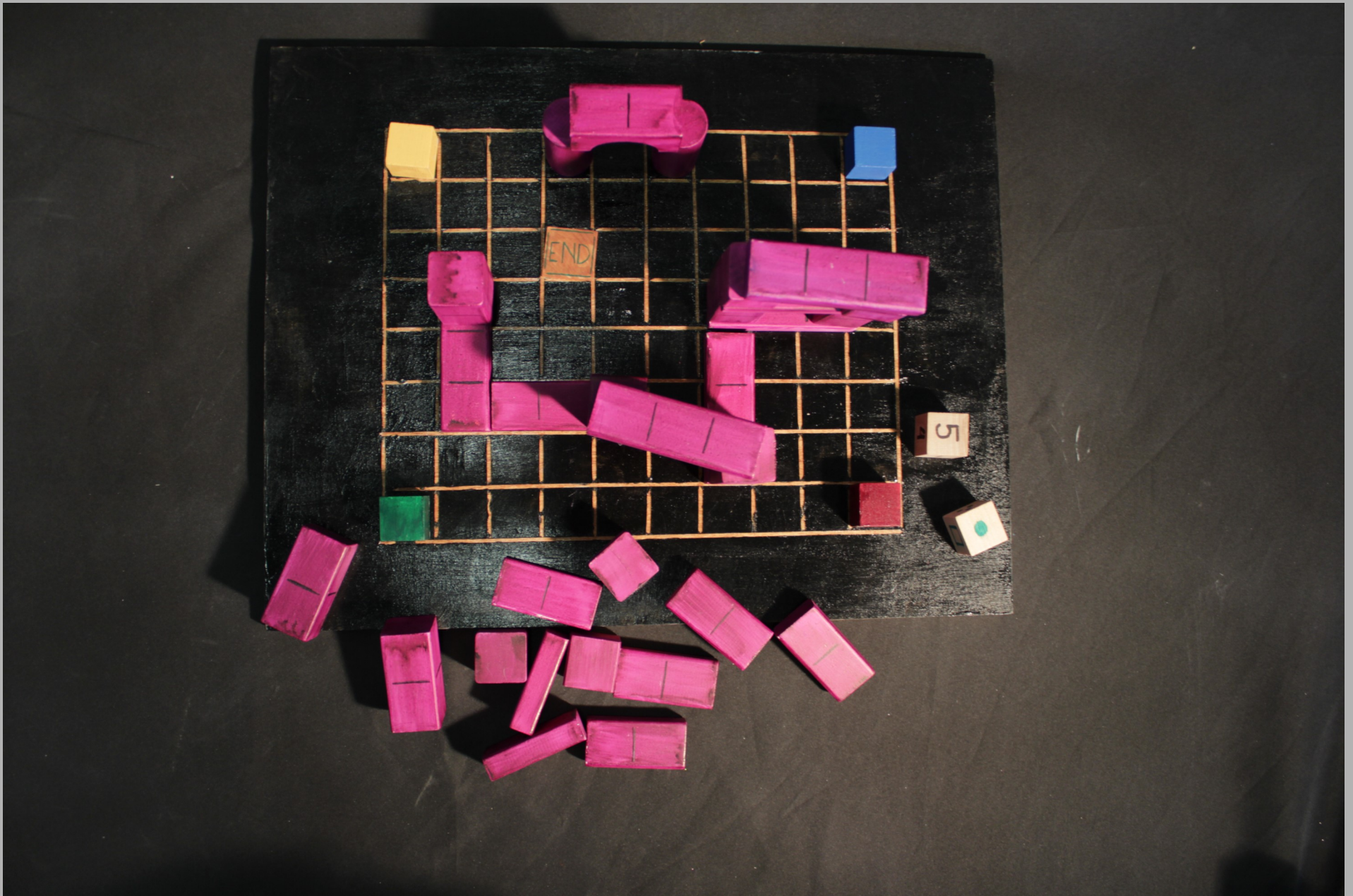


Figure 3: Block Blocks | Detail

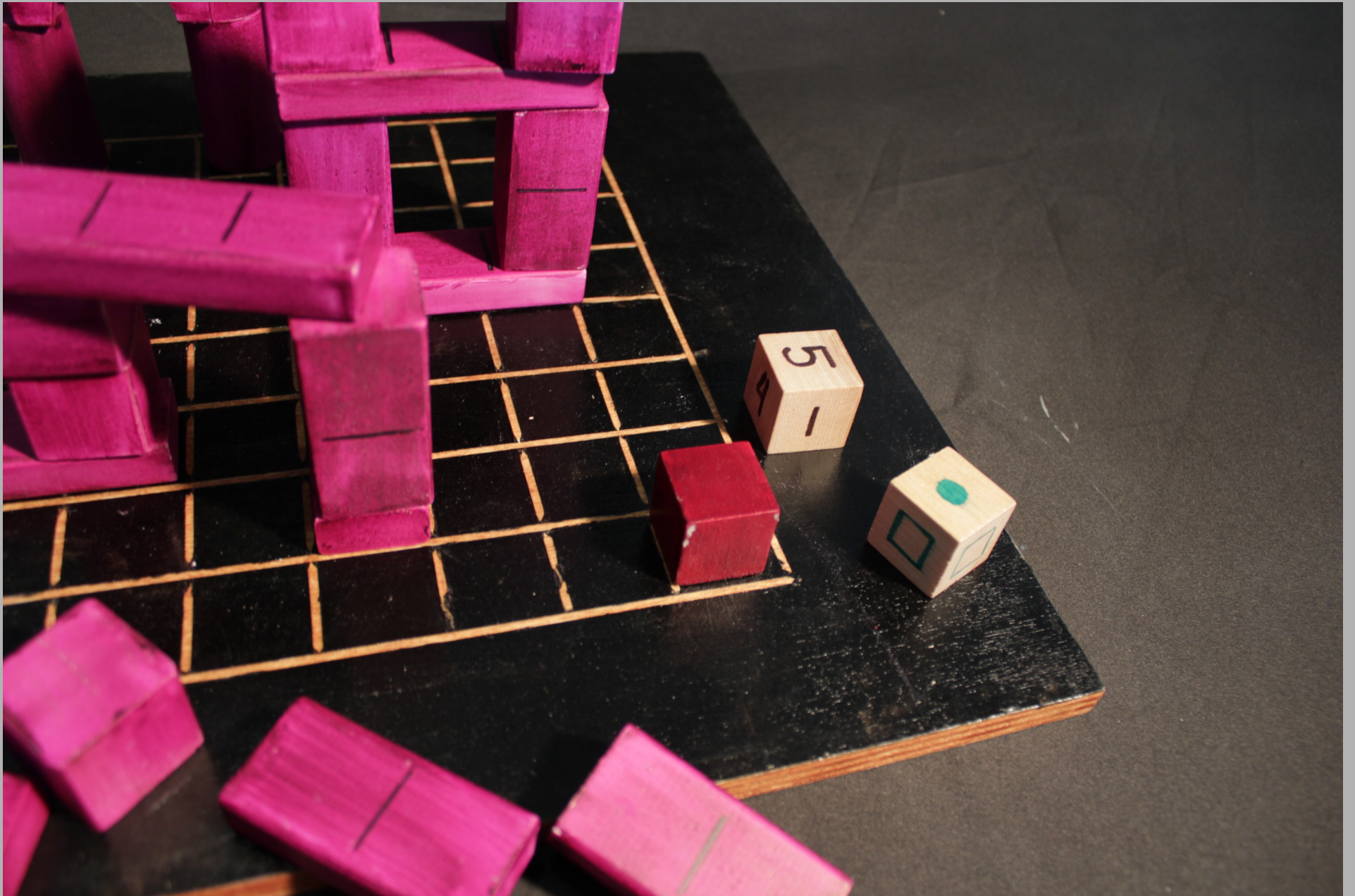


Figure 4: Block Blocks | Detail



Figure 5: Jumbled Thoughts | Detail

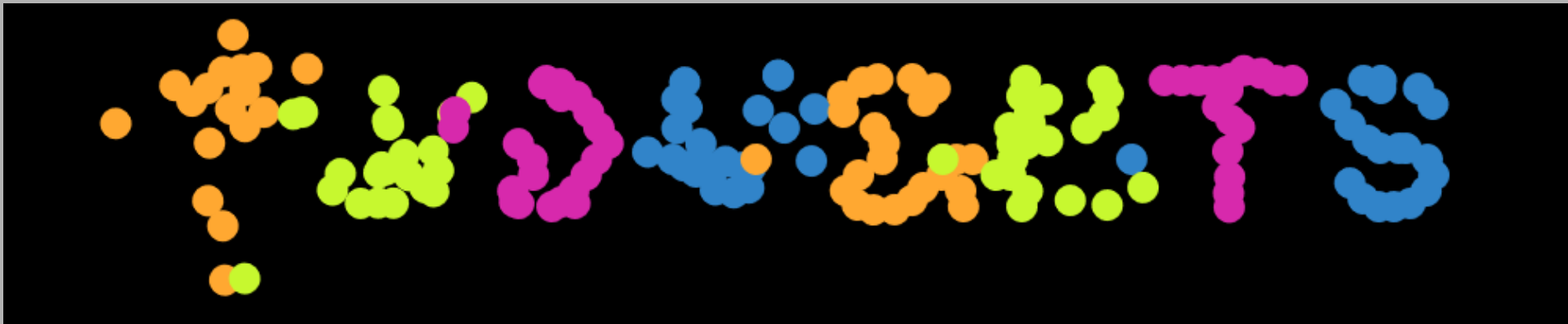


Figure 6: Jumbled Thoughts | Detail

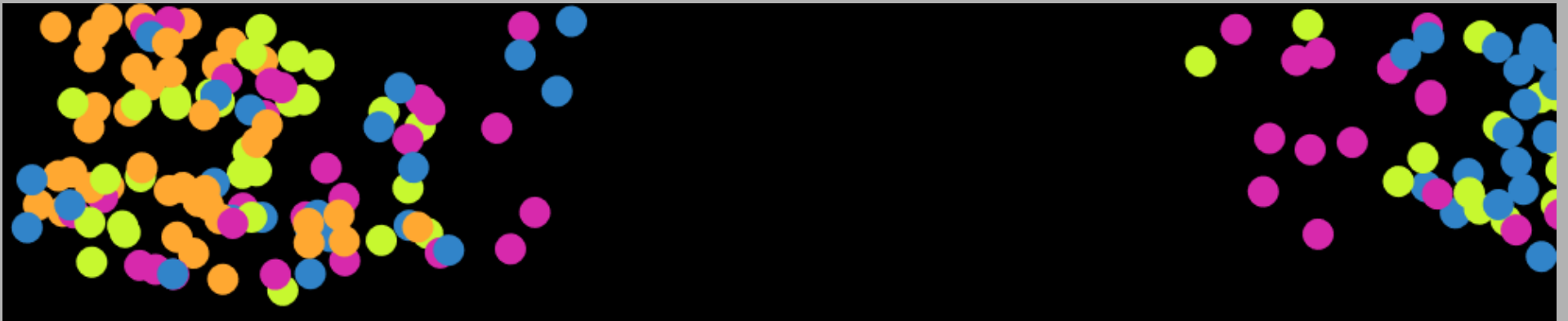


Figure 7: Jumbled Thoughts | Detail


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    })();

function initBalls() {
    balls = [];

    var teal = '#FFA831';
    var pink = '#C7F82F';
    var yellow = '#D729AC';
    var blue = '#3184C9';
    var orange = '#FFA831';
    var lime = '#C7F82F';
    var shell = '#D729AC';
    var turtle = '#3184C9';

    // T
    balls.push(new Ball(100, 60, 0, 0, teal));
    balls.push(new Ball(110, 60, 0, 0, teal));
    balls.push(new Ball(120, 60, 0, 0, teal));
    balls.push(new Ball(130, 60, 0, 0, teal));
    balls.push(new Ball(140, 60, 0, 0, teal));
    balls.push(new Ball(150, 60, 0, 0, teal));
    balls.push(new Ball(160, 60, 0, 0, teal));
    balls.push(new Ball(170, 60, 0, 0, teal));
    balls.push(new Ball(180, 60, 0, 0, teal));

    balls.push(new Ball(140, 70, 0, 0, teal));
    balls.push(new Ball(140, 80, 0, 0, teal));

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Figure 8: Jumbled Thoughts | Code



Figure 9: Bzzz | Screenshot



Figure 10: Bzzz | Detail