

Artist Statement:

Morgan Jones

Much of my work deals with the interaction and blending of opposite forms of media and concepts. For instance, a piece may combine digital and physical objects, or natural and mechanical forms.

It is the societal and scientific relation of these seemingly opposed terms that interests me most. What makes something "real"? Is it merely your eyes perceiving it, or your hand touching it? Can something natural be made with a machine, or can natural things create a machine? Would something lose its former identity once reshaped into something else?

Part of the answers to these questions can be found in biology and physics, where concepts of machines and reality are tested, respectively. Biological systems, such as the organelles in your cells, or the fractal nature of forest systems, display characteristics found in machinery and high-level mathematics. So, can our machinery be considered a natural creation? Quantum physics and the Theory of Relativity are currently two systems of thought which, while both explaining a great many things, are incompatible with one another. So, if both are right, but neither fully, is our reality "true" or only a partial fragment? Can something be interpreted in an infinite amount of ways?

The use of time is also essential, not just due to the nature of video or interactive medium but because of its direct ties to how we perceive the flow of time.

To take a scene and stretch it beyond our need for its information creates an over-saturation of sameness within the mind, letting the brain remove itself from all surrounding stimulus. This is not unlike concepts found in meditation, where the redundancy of a task or thought leads to a "white noise" of the mind, inner clarity. Conversely, to take a scene and have it speed by causes an assault on the senses, disrupting the natural calm one's mind might have.

In this way, time in my work acts in the realm of metaphysics and psychology, where the physical components are in the realm of physics and biology.

Title**Original Format**

Figure 1: Microcosm (Detail)	Screenshot / Detail
Figure 2: Microcosm (Records)	3D printed models, average 25cm diameter
Figure 3: Skirmish	Board Game (3D printed pieces, Acrylic, printed cards)
Figure 4: Pulse (Detail)	Screenshot / Detail
Figure 5: CLIMB (Detail)	Screenshot / Detail
Figure 6: [REDACTED] (Detail)	Screenshot / Detail
Figure 7: Microcosm	Video, 1920x1080
Figure 8: Pulse	Video, 1920x1080
Figure 9: CLIMB (Sample Gameplay)	Videogame, N/A
Figure 10: [REDACTED]	Video, 1920x1080



Figure 1: Microcosm



Figure 2: Microcosm (Records)



Figure 3: Skirmish



Figure 4: Pulse

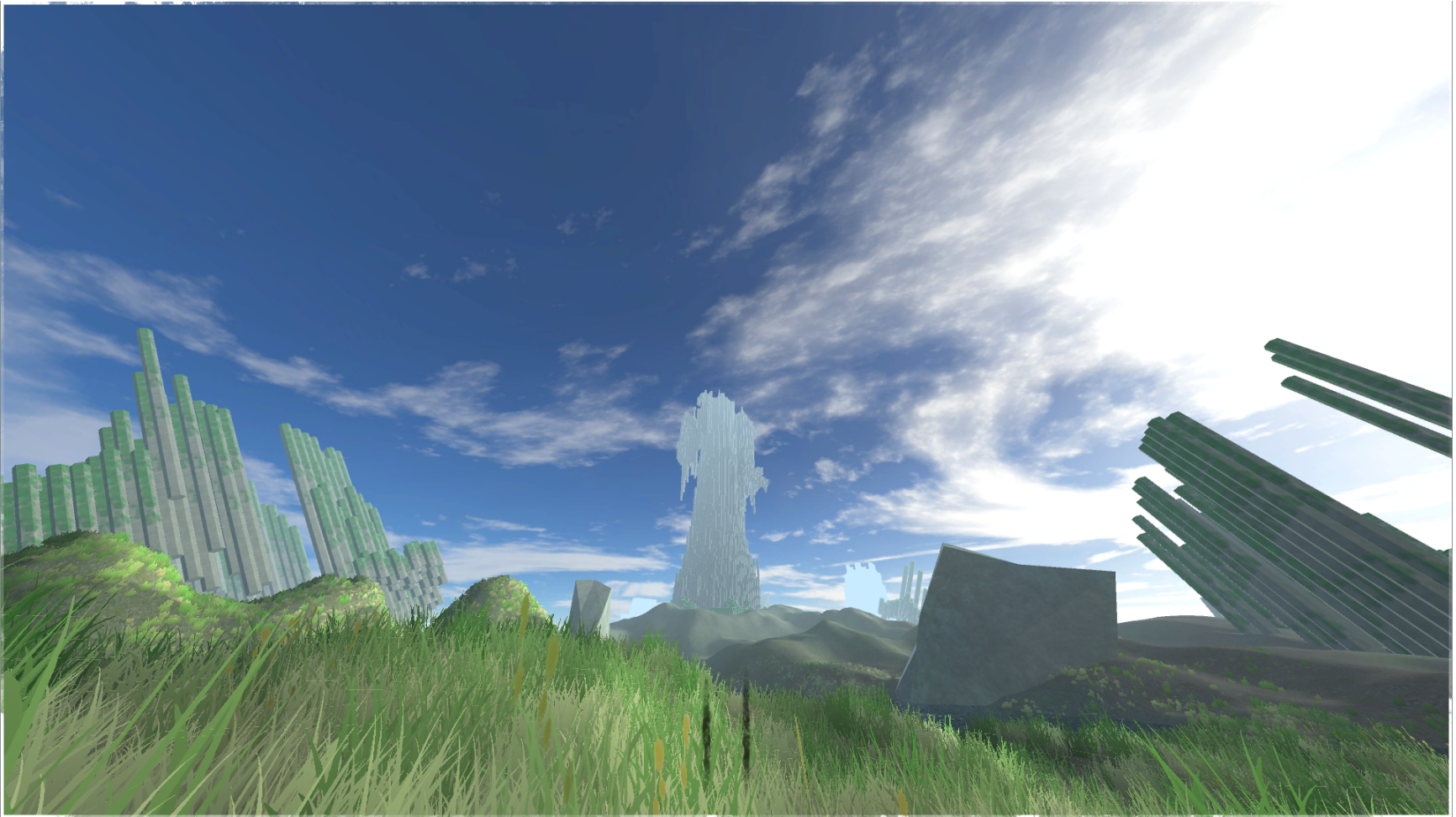


Figure 5: CLIMB



Figure 6: [REDACTED]