**Noe Morin**

Biography

Noe Morin is a newly graduated artist from the Creative Technologies program at the University of Regina. His artworks vary from pieces in animation and 3D modelling work for short videos or hobbies, to light works in photoshop and Processing. Thematically, his pieces are consistent in exploring things like nostalgia in media, worldbuilding practices in media such as fantasy games, books, and films, and writing his own projects yet to be released. Many of his showcases took place in the halls of Riddell Centre at the University of Regina, where many of the Creative Technology exhibits their works due to the high volume of traffic and open spaces for larger projects.

Currently, Noe is searching for a place in the fields of VR development, story writing, or media and communications. He resides in Regina, Saskatchewan for the time being as he looks to expand his experiences in the fields of technology and art.

Notes

My artistic practices usually involve me writing about artistic theory and practices surrounding the creation of stories and worldbuilding. The part technology plays in this is that I find video games to be one of the most interesting modes of telling a story and engaging someone into that story. It’s through this love of writing and interest in the aesthetic development of games that I find myself communicating my artistic values.