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ART 175-01

Prof Andrew Blanton

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Signal

Artist Statement

Signal explores the subtle parallels in behavior between human and marine life, unlike the rigid dichotomy often assumed people. Humans have fascinating methods of finding and inventing ways to radiate light for many reasons similar to marine life behavior: breeding/attraction, scaring predators, to communicate with others (lighthouses). From the flashlights, to the glowing screen of cellphones, to reflective fabric jackets, humans constantly innovate in order to surround themselves with light. *Signal* attempts to replicate and juxtapose these behaviors in a shared space of ocean, technology, and human life.

BlendShape

Gallery Lobby

BlendShape is the central entity greeting visitors who enter the Steam application. The installation spins at a constant, steady speed, but when augmented by the viewer's own vision when moving, the lines begin to give the illusion of blurring. The resulting illusion is similar to the effect of using Autodesk Maya's Blend Shapes feature. Inspired by the visual forms used by CADRE and San Jose State University's Digital Media Art program, *BlendShape* recreates the iconic rainbow grid in a three dimensional space, allow viewers to freely enter and explore the space before entering the featured student galleries. It is an experience only possible through VR and 3D technology, as the viewers being in the virtual space allows the *BlendShape*'s illusionary visuals to take place.