

SJSJ 175 project 2

Experimental Exhibition

For this project you are asked to create a virtual reality art gallery. Think about the overall aesthetic of the composition and create at least one sculpture that exists in a virtual environment. Think about ways in which you can challenge 3D environments weather that be in virtual, physical, or some combination of spaces. Your project should consider the fourth wall and think in ways that virtual and physical space are interwoven. You will be graded on originality of concept and technical craftsmanship of the scene as well as overall aesthetic of the work. I encourage you to push beyond your typical area of interest and push a conceptual narrative within the work. Your project should be posted to github in this folder by the beginning of class on 2/27 and a link to your file should be included on the front page of the class git repository.

As always if you have any questions or concerns technically or conceptually feel free to contact me @ andrew.blanton@sjsu.edu or come to office hours in Art 311 on Tuesdays and Thursdays from 11-12p.m.

