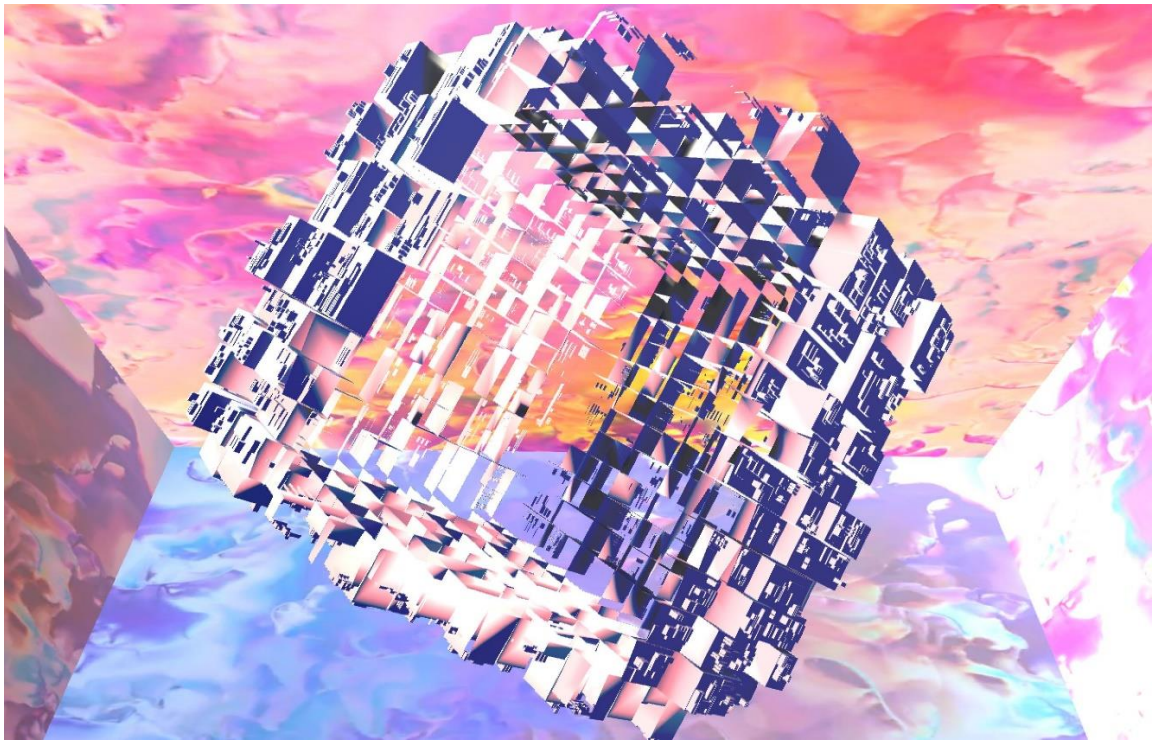
ARTIST_STATEMENT

Virtual Environment

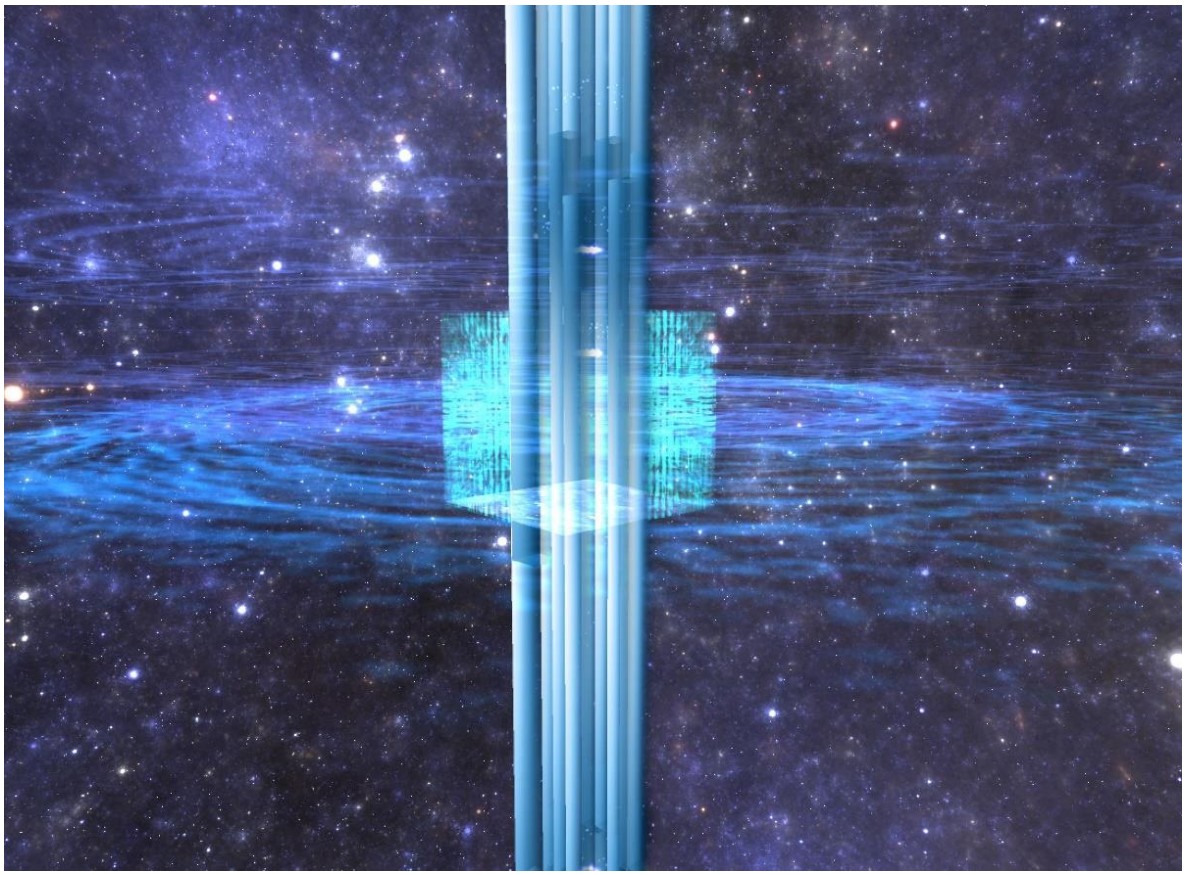
FALL

“We immerse ourselves in the myths we have almost always synthesized about reality,”

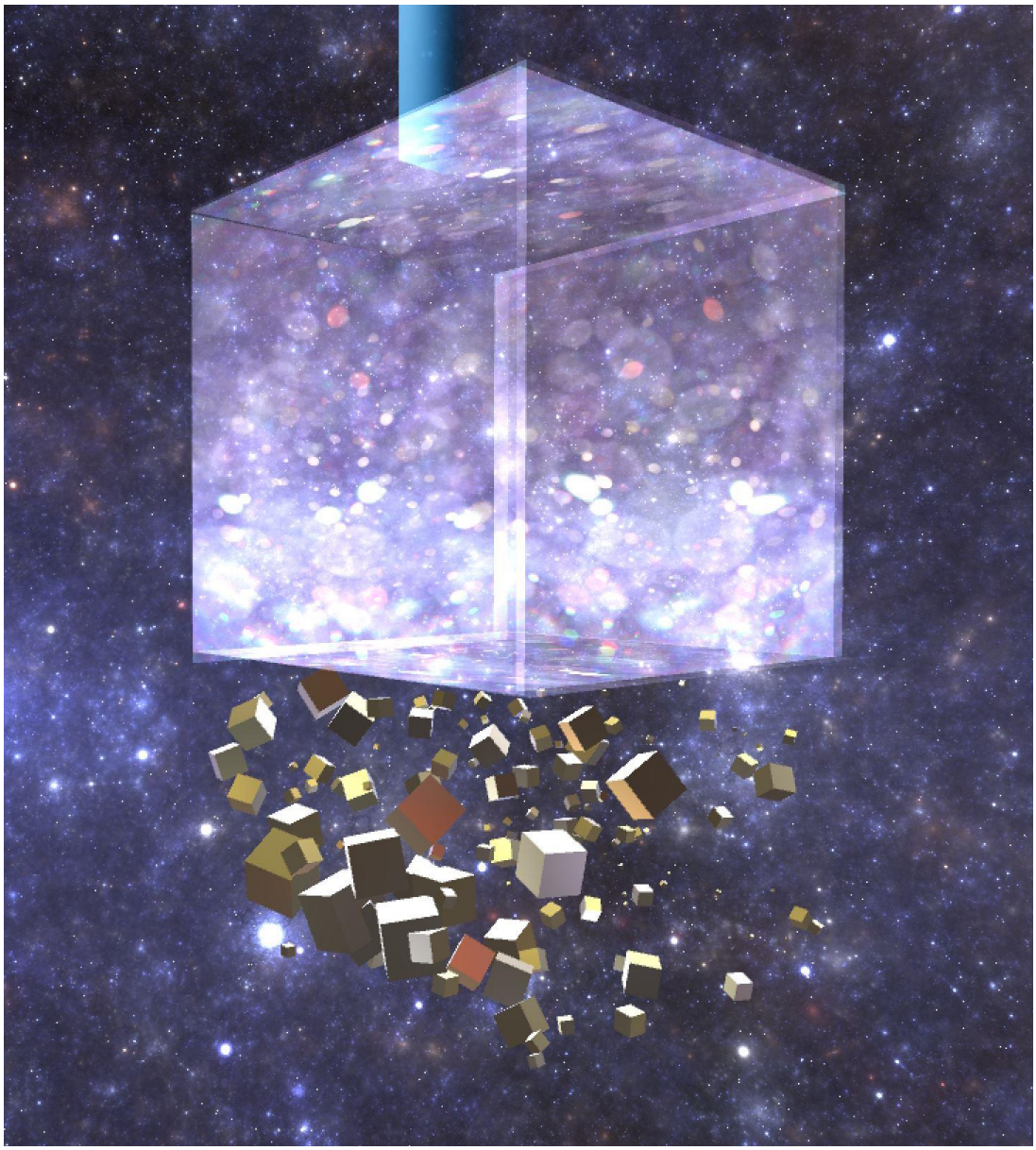
- Patrick Lichty



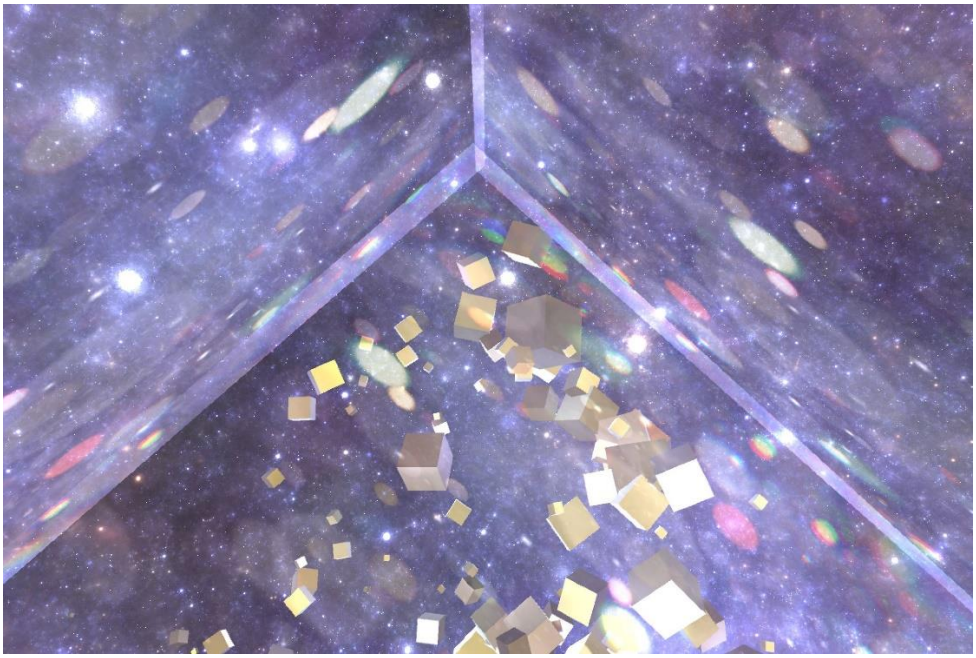
Initially, enrolling in Art 175 has been one of the best decision I've ever made in the Digital Media Art field at SJSU. I got the opportunity to enable better learning with technology in this class and Virtual Reality (VR) seems to be the natural next step in the evolution of advancing my academic goals. VR has been useful for me as an Artist not only for content consumption but also great for its content creation allowing me to interact with my own imagination.



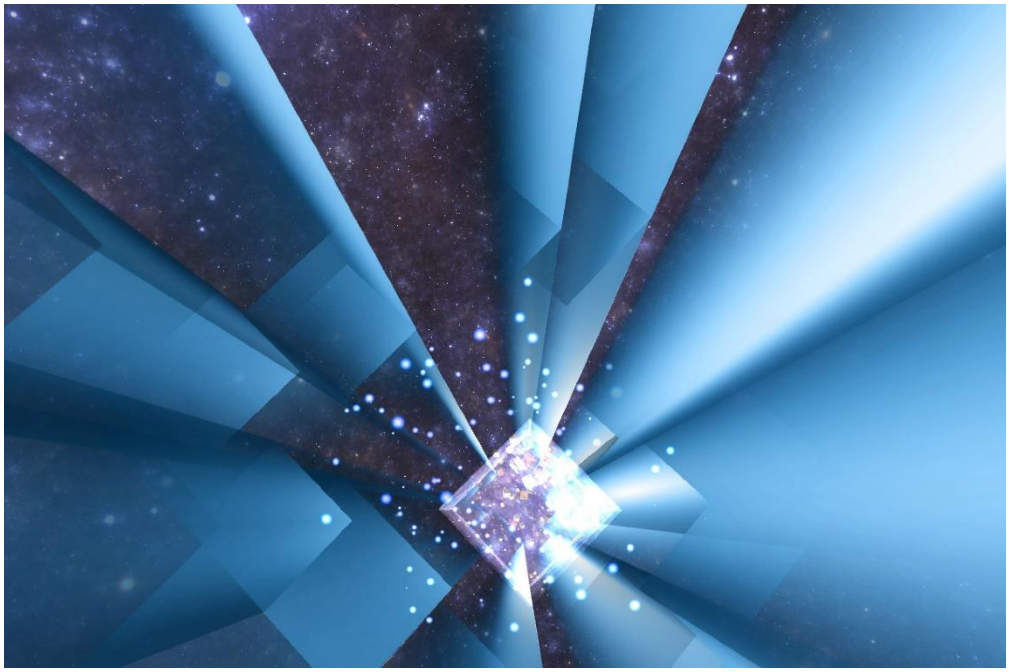
I strove to create an atmosphere that would allow the audience to have an immersive experience by providing aesthetically gratifying sculptures, animation by producing a sense of abstractionism. In terms of storytelling, my artwork "Fall" depicts support. Therefore, if one falls, there'll always be tons of support to make them stand up and rise to the top. My story quite simply provides the vehicle for delivering a simple yet strong message that is not only heard and understood, but that also inspire and elicit action. Besides, regarding the process of my work, I have done quite a few scenes, trial, and errors, and brainstorming of ideas before getting to my final scene. Using Maya 2018, I designed and created virtually every sculpture and proceeded with Unity 2018 to add material textures, colors, and finishing touches as well as animation. In terms of Skybox, I used a live space skybox that consist of animated stars and orbits.

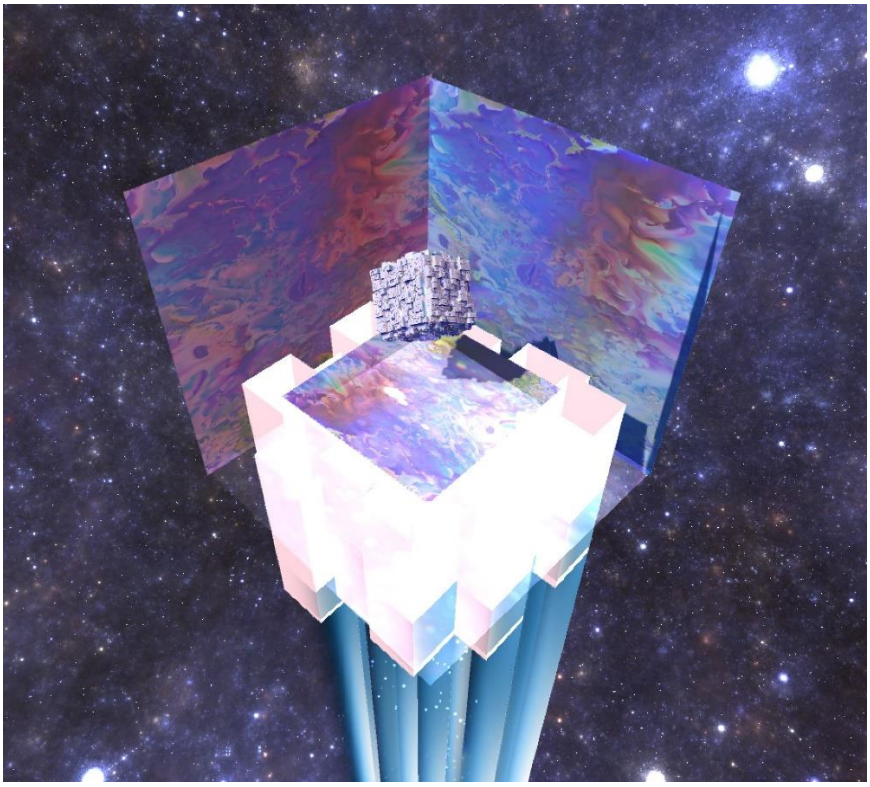


I created a virtual spacious chamber in which I added an abstractive pastel-aquarelle motion video as a component to each interior wall, hovering and rotating in the heart of the chamber, a cube of delusion. In addition, I created squared translucent tubes that produce a dispirited air which will eventually reach the surface of another chamber. Even though a lot of people uses basic particles in their virtual environment, I decided to exert particles to another level. In Unity, I went to the inspector to edit my particle system, making the shape to be cubes, changing the emission, size over Lifetime as well as rotation over Lifetime. Also, I edited the color and texture in the Renderer.

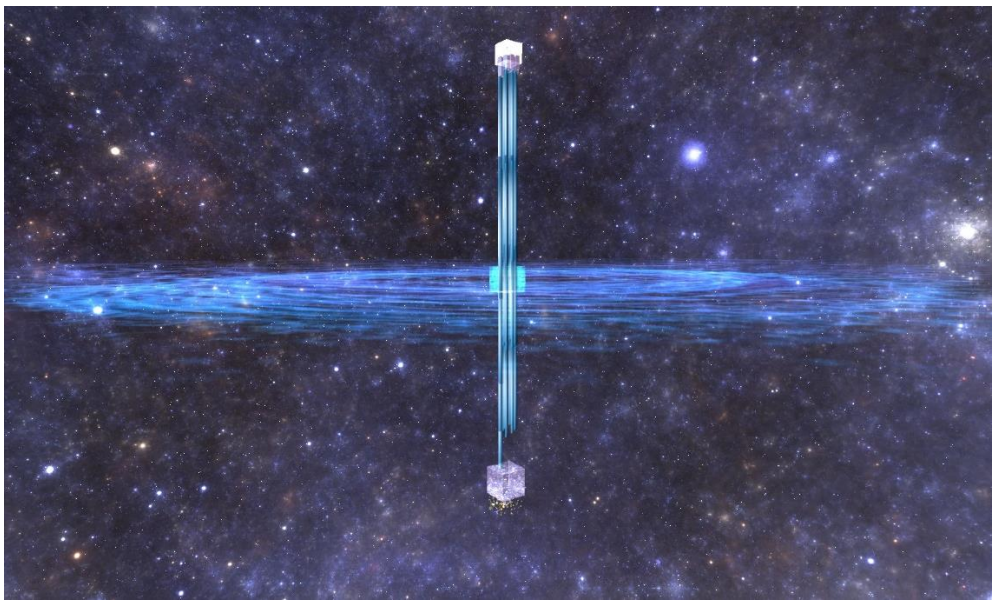


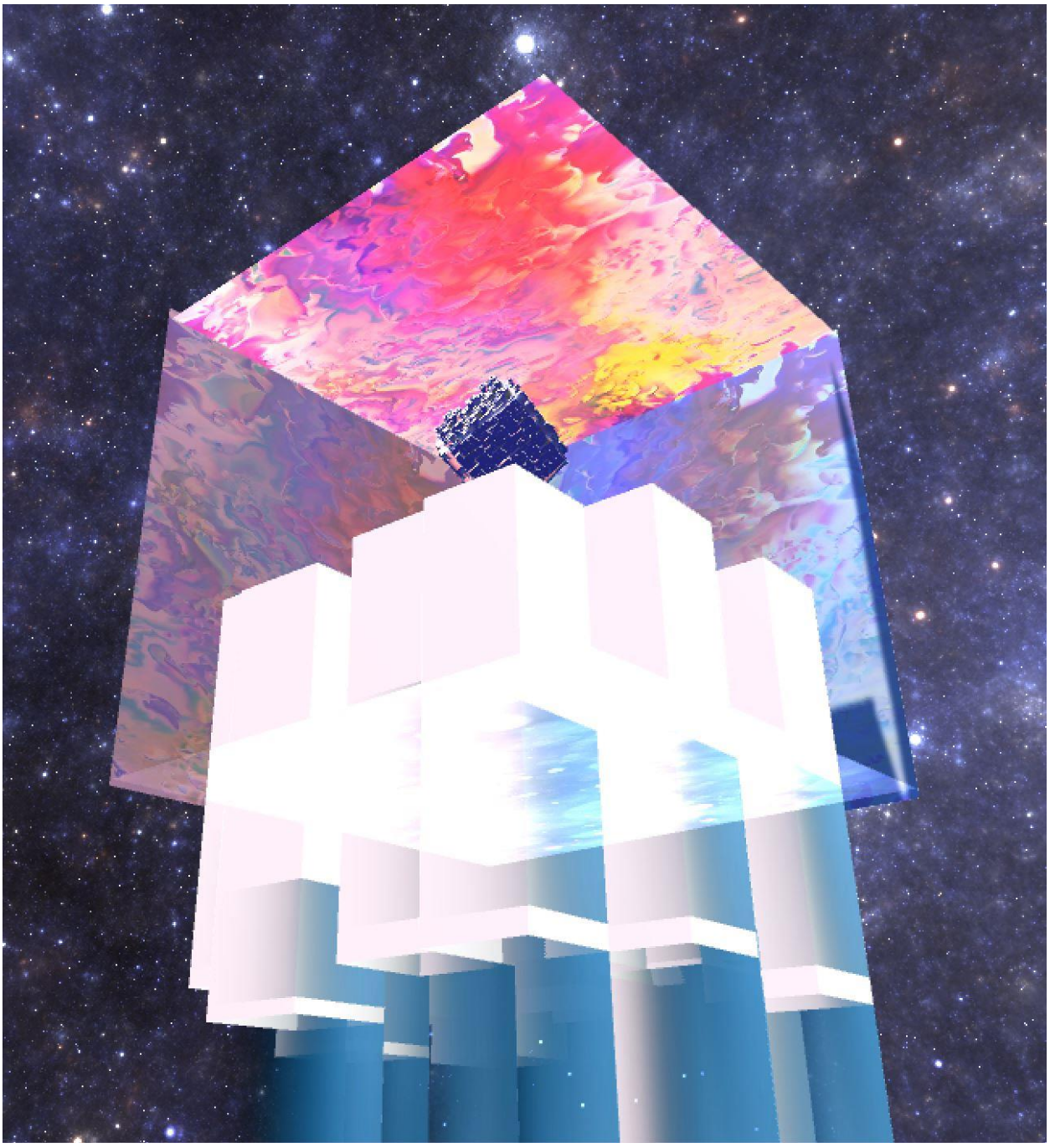
Those animated/particle cubes symbolize the support where one may never fall endlessly. Furthermore, using Collider components, I defined most of my 3D shapes for the purposes of physical collisions. Some of them were invisible, having rough approximation which was more efficient and indistinguishable to create illusions in my virtual environment. I fundamentally used almost all the tools that we have worked with and all the direction given by Professor Andrew thus far in this semester to create my unique virtual artwork.





It's clear we're in the early stages of VR and it's going to keep changing. However, technology will continue to push boundaries of how immersive VR can become. I believe that VR will inspire a whole new generation of future students, ready to innovate and change the world. VR is quickly cementing itself as a necessary technology across industries, and I hope that it won't be long before it becomes a ubiquitous global presence.





Fall_2018