

Sin Tax

I have been heavily influenced by games for a good portion of my life so as a result a lot of my work are usually very video game related. Because I'm so passionate about this field it helps me to create great works of art because they involve something that I am greatly fascinated by. When you create work that is based on something that you are fascinated by the quality of your work will show for it and that mentality has been a huge part in what I create. So for this piece I plan to follow this same pattern by making a video that is based on a topic that is currently taking place in the gaming community.

A Sin Tax has been proposed by a Pennsylvanian senator who wants to propose a "sin tax" on all mature rated video games that are bought. This means not only when you buy a game will you be charged for the game itself but also any sales tax that applies but an additional 10% on top of that. Making a game that would 60 dollars rise in price up to potentially 72 dollars which is 12 dollars of tax added onto a already expensive purchase. This potential bill could become an issue if it passes, if it does other states could follow suit and thus make it harder for some to afford to buy a game that can already be expensive as it is. Using a format I did for a video in Art 75, I plan to create a video where a video game character interrupts my game session to inform me of what is going on. It will be a mixture of live action and a type of animation as seen below.

"Animation":



Live Action:



Materials:

High quality CLR camera

Rode mic to capture good sound

Access to the programs Adobe Photoshop, Illustrator, Pro and After Effects

PS4 (personally own)