

Tom Lin

NEUFACE - ARTIST STATEMENT

NEUFACE is based on the speculation of emerging technologies. We have reached the point that we as humans become dependent on electronics, and vice versa. The question is whether we will be integrating technology into our wellbeing in the near future; in the sense of everyone turning into cyborgs and connecting to a universal ecosystem. When we reach that point, people will divide into groups conflicting based on ideas, morals, and those that are against the ecosystem. All our minds connected as one. Becoming one.

Personally for me, I am against technology being embedded into me because and becoming connected to a universal ecosystem because I would lose my sense of identity. In addition, everyone else would be in my head as I would be in theirs; and that disrupts privacy. Ironically, we are walking down the path where what I have addressed may become a reality. I hope that things do not turn out as bad as I predicted.

I started this idea as a prototype for my future BFA project that addresses a similar issue. In a sense, this idea branch out from the issue of emergence of embedded technology. In addition to address issues on technology, it was a way to integrate my illustration skill into 3D modeling. The project would not have been possible if it was not for Sculptris, a 3D sculpting tool that lets me form models as if I was working with clay.

I sculpted the cyborg head in Sculptris. After Sculpting, I exported the model in OBJ format, and transferred it to Maya. After importing the OBJ file into Maya, I rendered out the model as PNG, and designed the posters in Adobe Photoshop. I designed in three versions: introductory advertisement, pop art (advertisement), and opposition. I believe I have achieved my project's vision because this is somewhat of a stepping stone for my BFA project.



NEUFACE

Bio-Tech Breakthrough

TOM L.





THE FUTURE IS HERE

NEURO-MACHINE INTERFACE IS THE NOW THING

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