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Steve Durie

ART 103

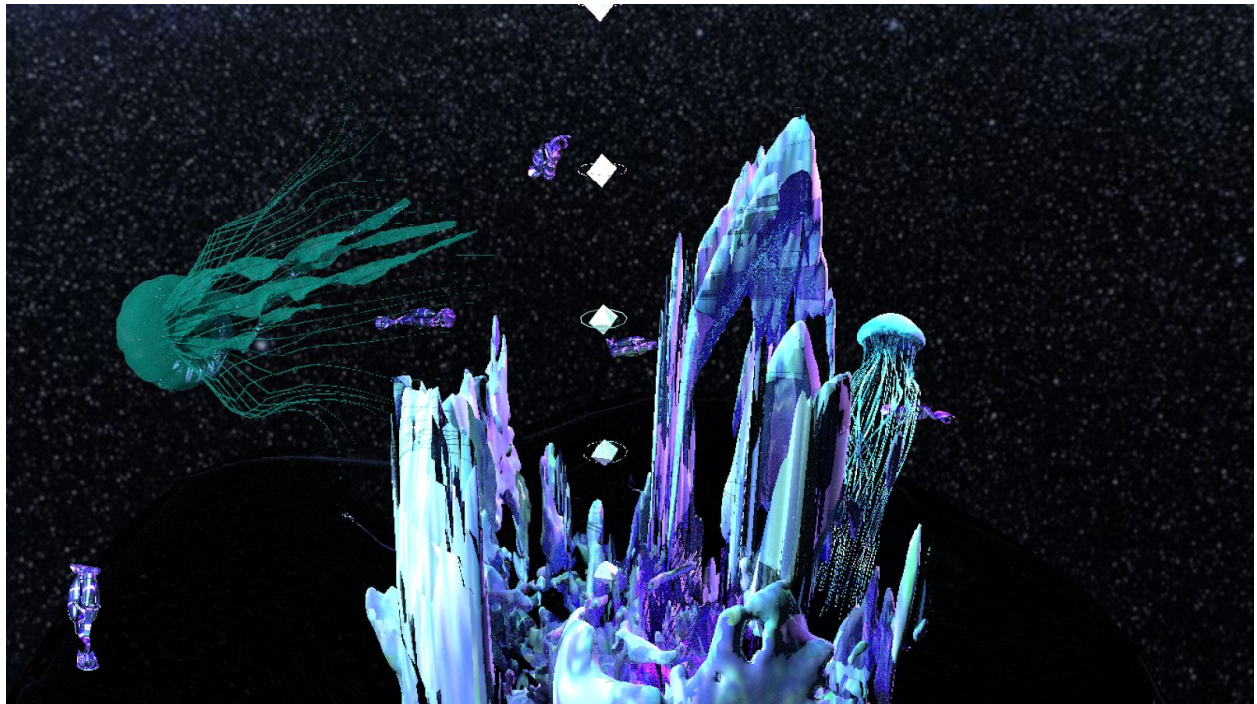
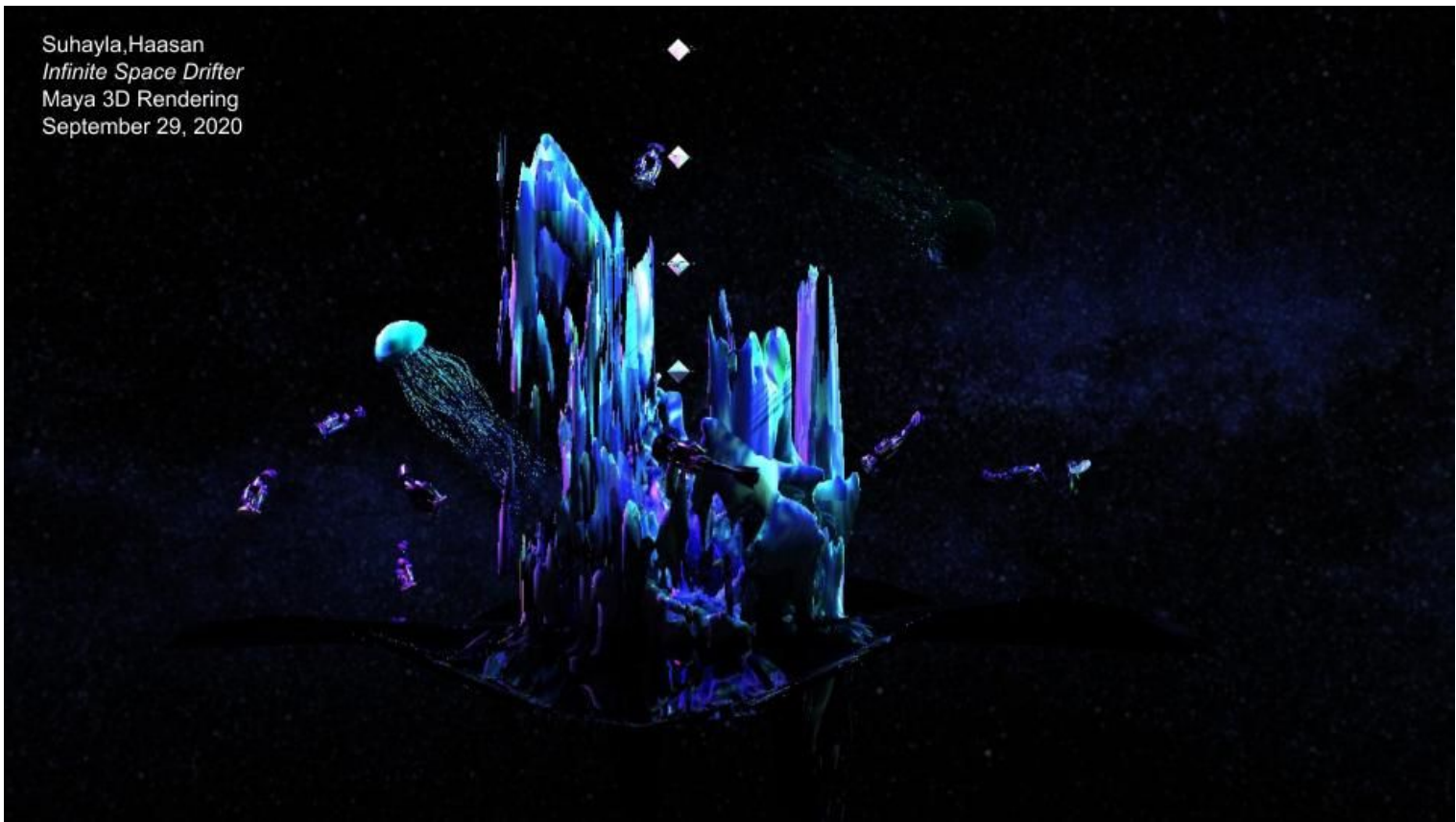
February 3, 2021

Assignment#2

Artwork #1: *Winter Sketch 5*



Artwork#2: *Infinite Space Drifter*, 3D model scene made in Maya





### Artwork #3: *Glitching Memories*, a game made using p5.js

#### Concept:

This piece was originally a final project that I made for my Art101 class, however the concept that the game explores is a topic that I have been personally interested in for some time. During the "quarantine", my family and I watched old home videos to pass the time. We found that each of us remembered had different recollections of the same event and remembered certain details. This conversation catalyzes my interest in how memory changes over time and from person to person. During my ART101 class, I thought it would be interesting to create a game that is continuously changing. I went with the idea of "glitching" the background-image of the game to mimic the process of how the brain stores memories in a systematic way, just like computers. In computers, files can become corrupt and distorted, similar to how memories can change over time.

Link to Game: <https://suhayla924.github.io/creatingAGame/finalGame/>

Play-through video of the Game: <https://youtu.be/9VX3DjacSzg>

#### Game Stills:

