

Portfolio – Computation Arts

Alexandre Godfroy

Godfroy, Alexandre. *Through the Forest*. Video Game. 2024.

Through the Forest shows my ability to create a large-scale multidisciplinary project. The idea behind this project was to create a video game that makes the user think about their impact on the environment. During my research, I realized just how the online and technological sphere was problematic in terms of carbon footprint and tons of CO2 emissions. In this project, I applied my knowledge of color theory for the different elements such as the background and the character, my graphic design knowledge for the design of the UI, the design of the music and soundtrack, as well as my programming skills to code the interaction between the character and its environment, and all the other elements needing to be linked to each other. I leaned into a nostalgic 2D platformer, taking a lot of inspiration from the game Hollow Knight. I really appreciated how diverse the skills needed to realize this project were. I learned to push myself in multiple directions, as I created all the assets, soundtracks, and programming myself. I did use some tutorials, especially for the programming, as I did not know the specific commands needed for Unity Engine.

A few known bugs were unable to be fixed in time: ability to jump on walls, bug where the fifth slide would not show the animation of the character idle when talking about the new druid race. This bug would trigger at random, therefore I was unable to find and fix the problem before submission.

Godfroy, Alexandre. *Through the Forest*. Video Game. 2024.

The full video game file could not fit in the portfolio, therefore here are some download links:

WeTransfer (valid for 7 days): <https://we.tl/t-00aVXWJXQU>

Google

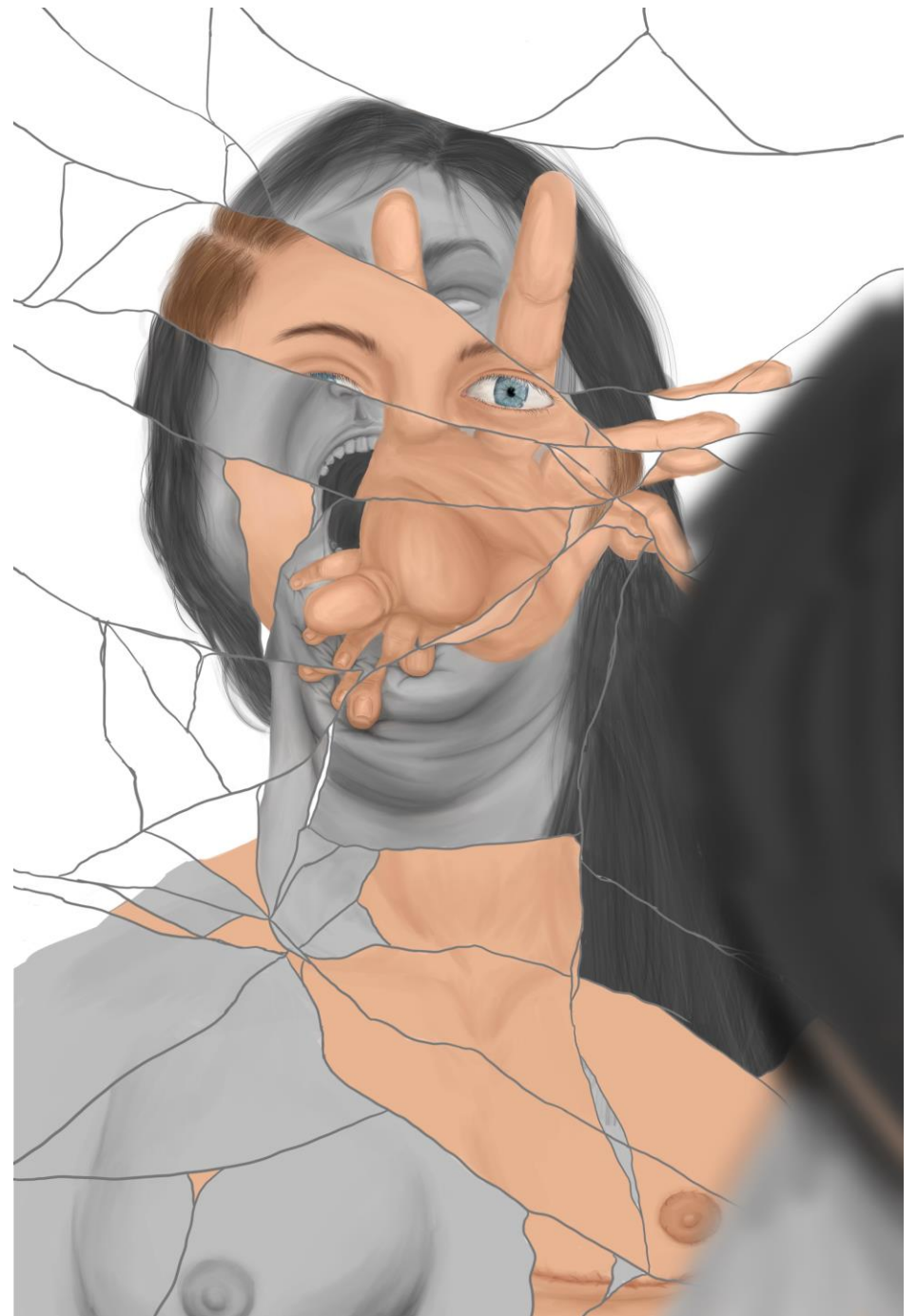
Drive: https://drive.google.com/drive/folders/14xHw8UfjvkGi68OXPgdUEF5PTfBE_vED?usp=sharing

If for a reason one or another these links do not work, here is a recorded gameplay of the full game:



Godfroy, Alexandre. *The True Self*. Digital painting (Procreate). 2023.

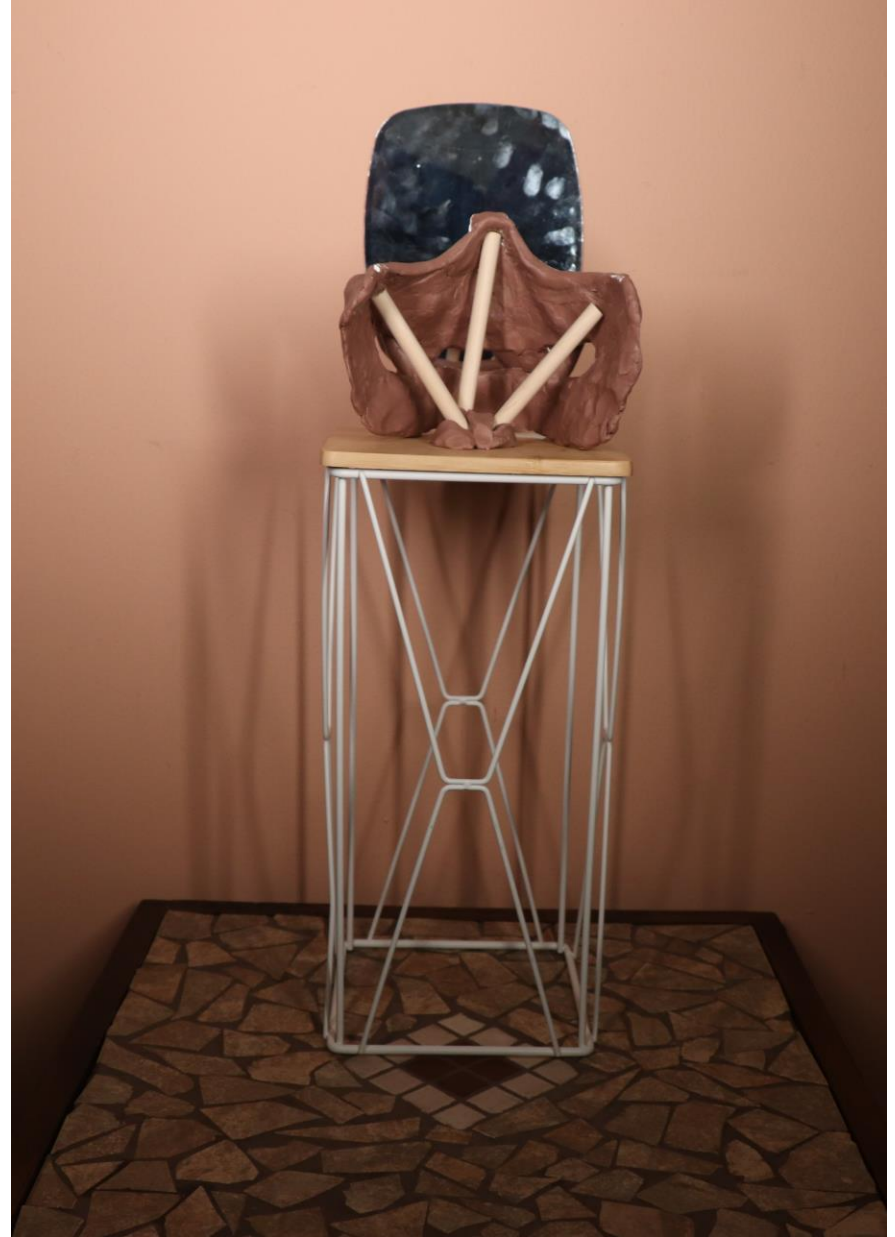
The True Self shows my technical ability to link colors and texture to a different, metaphorical meaning, in a Surrealist fashion. The work explores the image of self that might be experienced when someone is transgender. The mirror is cracked, and showing hints of another, preferred self. This is seen through the struggle of the female figure, her lack of color, and the peacefulness of the man. Depth of field is also used to strengthen the image of a mirror. Those different elements represent the internal and personal experience of gender dysphoria, the feeling of not being in the right body, specifically in trans men. As a trans man myself, my intention was to showcase this experience in a way that allows people who normally cannot experience it to have a better understanding of it.





Godfroy, Alexandre. *The Person Behind the Mask*. Oil clay sculpture on pedestral, mirror. 2023.

Godfroy, Alexandre. *The Person Behind the Mask*. Oil clay sculpture on pedestral, mirror. 2023.



Godfroy, Alexandre. *The Person Behind the Mask*. Oil clay sculpture on pedestral, mirror. 2023.

The Person Behind the Mask demonstrates my ability to work in three-dimensional space through sculpture. The work represents the bottom half of an Oni mask, displayed in front of a small mirror attached to the wall. The structure is placed very closely to the wall, forcing the viewer to look at it through the mirror, therefore hiding the bottom half of their face. The mirror itself represents the fractioning of the self, of the identity. When looking into the mirror, the viewer sees a version of themselves, hiding part of their identity behind the mask. This is a social commentary on how many people hide behind “masks” in front of different people, or in different social situations. Society requires us to modify our appearance or personality to fit into specific standards. *The Person Behind the Mask* shows how this mask dulls out the individual, removing part of one’s “self.” For this project, I learned to render my ideas effectively in a three-dimensional workspace.



Godfroy, Alexandre. *Take a Breath*. Video/Soundscape. 2022.

Take a Breath is an abstract video and soundscape project to transport the viewer in a space of peace, to dissociate from reality. This project was realized in a time where I had a challenging time staying grounded and needed a space to feel free. The video was first shot on a Canon i7 on the side of the Mille Ile river. The soundscape was entirely made by hand to match the video clips, as an exercise in adding sound effects in post-production. None of the audio in the video is the original sound of the on-site location. Through this project, I learned to better express my feelings and emotions through video production and to better understand the different layers of sound found in a specific setting. This has allowed me to have a better understanding of my environment, as well as enhancing my skills in sound montage.



Godfroy, Alexandre. *Leaf Study*. Watercolor on Fabriano Artistico paper. 11x15". 2022.

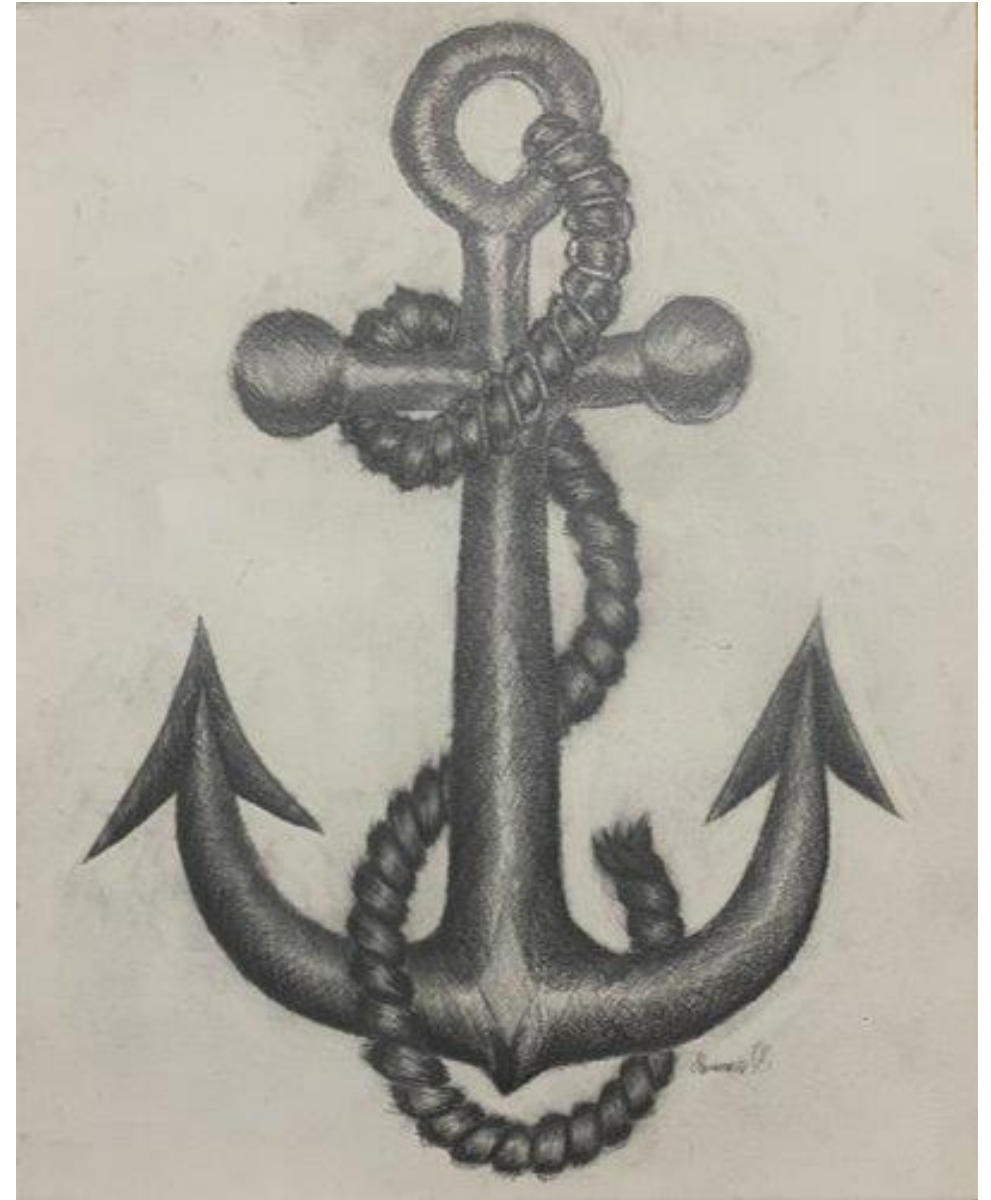
Leaf Study is a watercolor painting that was made for my painting class in Vanier College. This was realized as a still life observational drawing of dead leaves, which I had found and selected for their rich color and shape. I utilized mostly techniques such as wet on wet for doing the background itself and most color blending on the leaves, as well as wet on dry for the base of the leaf, some details on the leaves as well as their shadows. I learned to mix my colors and pigments in a much more natural way, leaning into different undertones to add richness to the color. I applied many washes to add more depth in certain areas of the leaves. Different spots and imperfections were made with close attention to detail to replicate the studied leaf and its volume as best as possible.



A higher resolution image is linked as a separate file in the portfolio

Godfroy, Alexandre. *Raise the Anchor!* Graphite on Arche Torchon paper. 22x30". 2020.

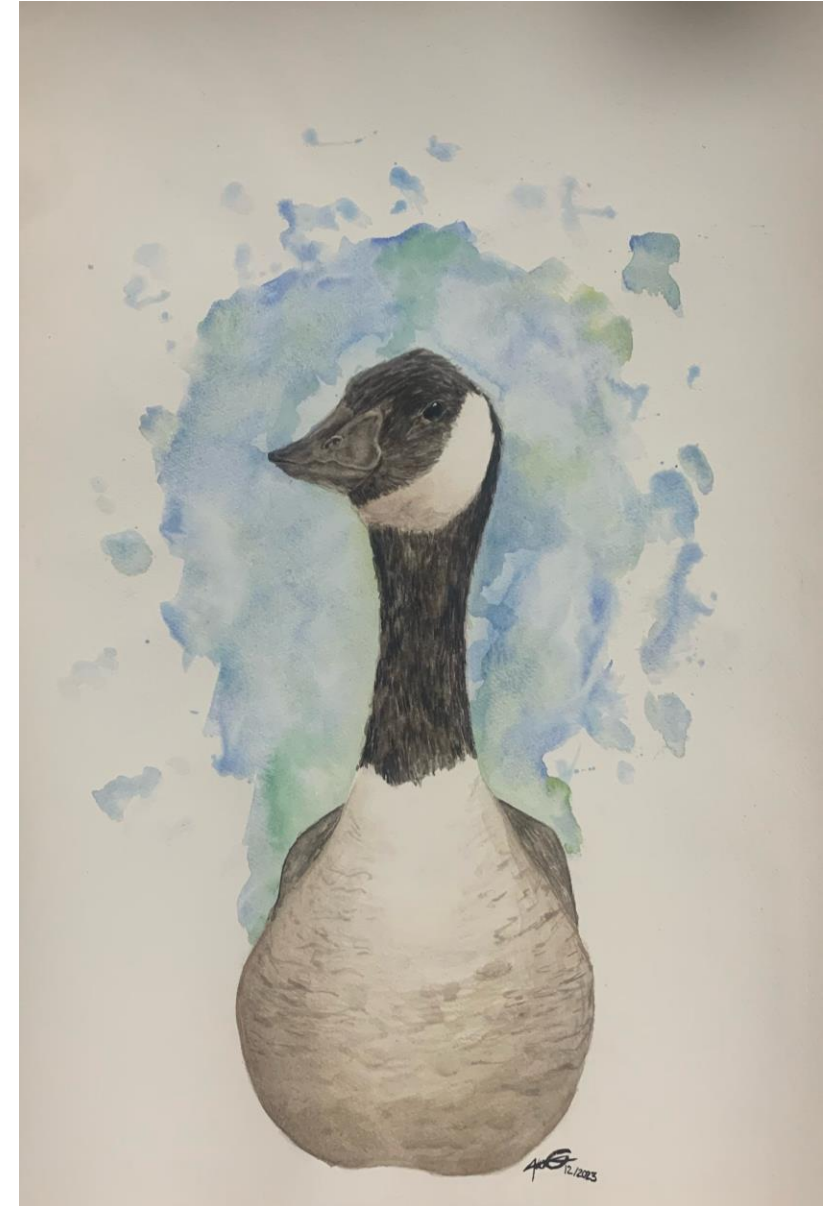
Raise the Anchor! is a piece that I made during Covid-19, as a farewell gift to my brother moving out of the familial household. The theme choice was originally due to my brother's passion for boats and sailing, therefore creating this metaphor of him raising the anchor for new beginnings. Wanting to lean into an industrial and gritty aesthetic, the drawing was made using crosshatching techniques. The paper was also chosen specifically with this aesthetic in mind. In fact, the use of the "torchon" grade watercolor paper from Arches really emphasized the texture of the graphite due to the roughness of the paper. No blending was made on the drawing itself, the shading was entirely made with different hardness of graphite pencils with, as mentioned above, a crosshatching technique. Although this piece is older, it truly highlights my study of volume and style, and the size of the project made me learn to focus on much smaller details, such as all the small fibers of the rope.



A higher resolution image is linked as a separate file in the portfolio

Godfroy, Alexandre. *A Wild Goose Chase*. Watercolor on Fabriano Artistico paper. 15x22". 2023.

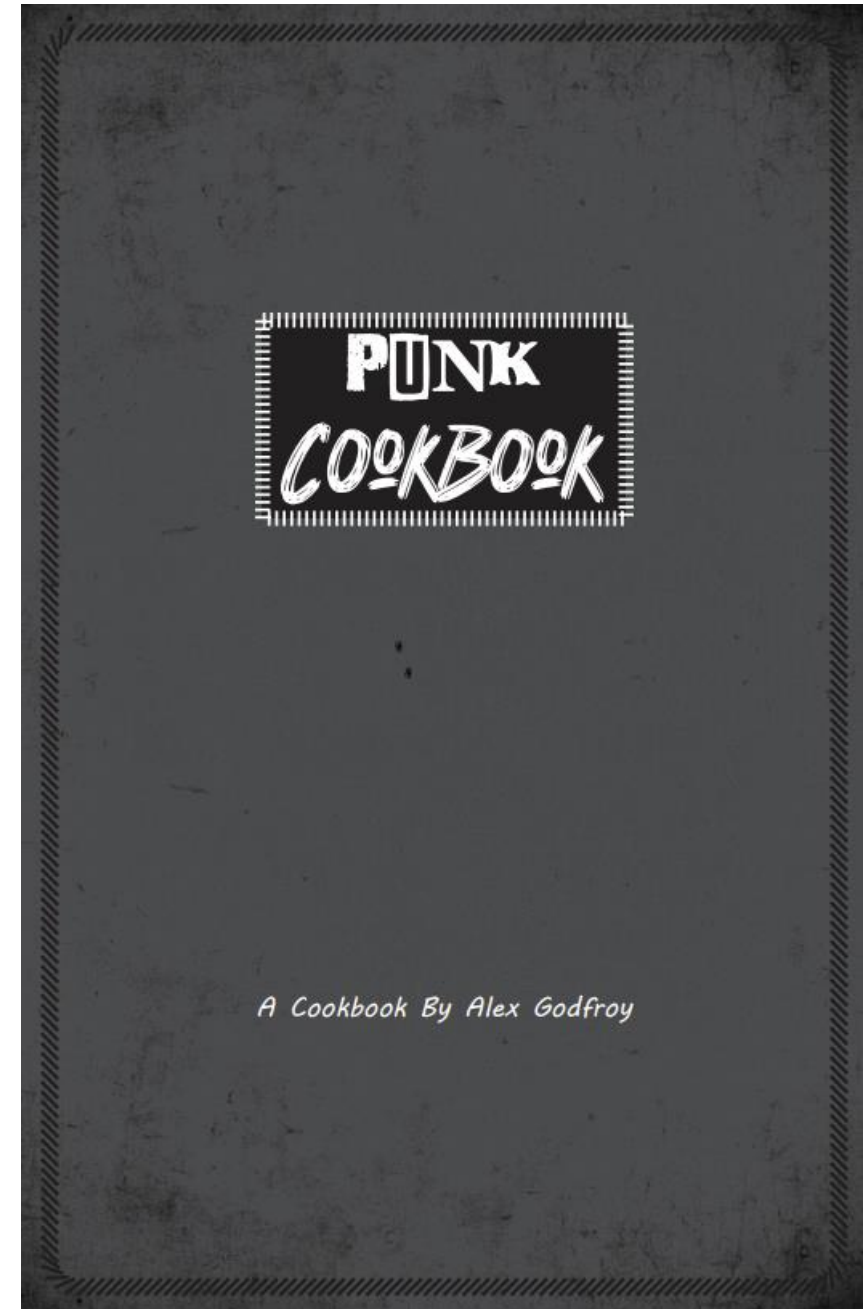
A Wild Goose Chase is a watercolor painting that was commissioned to me in winter 2023. This painting was also made as a study of the different textures that the distinct types of feathers can create on the body of a bird, here more specifically a Canadian goose. Depth and volume were created utilizing layering, combining many different types of brush strokes and washes, also adding richness to the colors. The black and browns present on the goose were made with a reddish orange undertone, to contrast with the splash background. The use of contrast and complementary colors really helped give depth to the painting. The shape of the goose was masked while painting the background to really add a separation, as there are many light areas in the painting that would have looked muddy and odd with the mix of blue and green undertone from the background.



A higher resolution image is linked as a separate file in the portfolio

Godfroy, Alexandre. *Punk Cookbook*. Digital Design (InDesign). 2023.

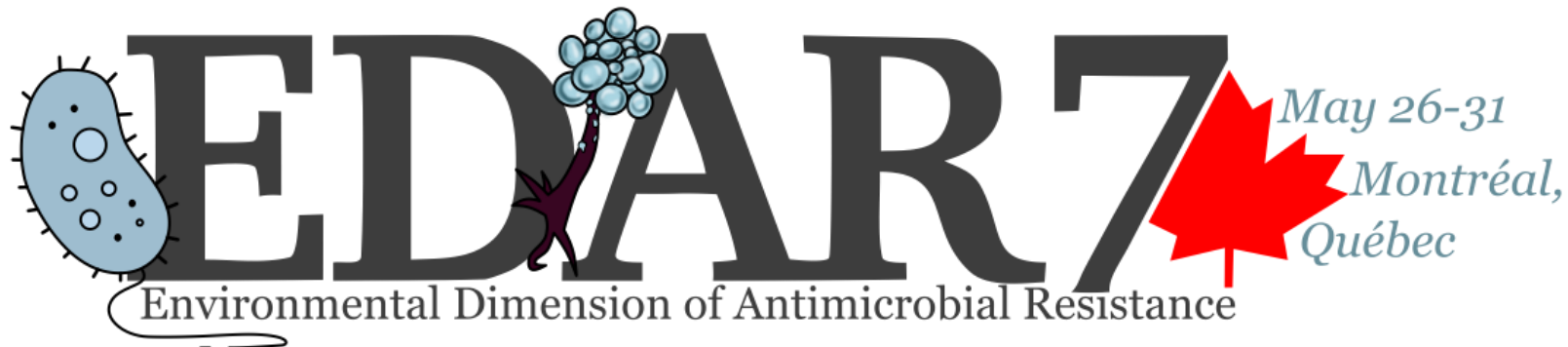
Punk Cookbook was a fun project where I decided to fuse two vastly different things into a magazine format. In fact, the idea was to make a cooking magazine, with a few recipes, but with an aesthetic and intention fitting with the punk subculture. The size of the magazine was intended to be 5.5x8.5" closed, and 8.5x11" when open, as it would be easy to print the magazine at home. This was made as a tribute to the "DIY" magazines often found in punk culture, usually containing information about upcoming shows and events happening in the scene. The use of bold colors and chaotic changing designs was used as a reference to the patchwork usually found on punk clothing. The backgrounds of the recipes would also often be associated with the food it was displaying. The diverse backgrounds also allow to quickly know which recipe the page belongs to, as they are all quite unique. As I do not have my own recipes, I borrowed some of my favorite easy and tasty recipes from Joshua Weissman, popular chef on YouTube. During this project, I learned how to properly design a document made for print in an interesting and appealing way.



The full document is linked as a separate file in the portfolio

Godfroy, Alexandre. *EDAR7 Conference Logo*. Digital Design (Curve/Vectornator). 2023.

The logo for the 7th conference on Environmental Dimension of Antimicrobial Resistance (EDAR7) was a commission done for the upcoming international conference happening in Montreal in May 2024. This project was a fantastic way for me to gain professional experience working with companies as a freelance artist. I learned to work with the customer, offering different variations, and being firm with the client when I knew a demand would be impossible or simply would not look good in the logo. This also allowed me to learn to filter out the ideas of my client, as well as quickly getting an understanding of the needs of the client to waste as little time as possible in making different iterations. This also led me to having more graphic design opportunities that helped enhance my vector skills as well as my creativity in terms of digital design and placement. This logo is getting an important exposure, as this international conference is expecting more than 500 attendees.



Godfroy, Alexandre. *Temperature code*. Java programming. 2020.

This code was made for my final project in my introduction to Java course in Cegep. Although this project is fairly old, I did not really get to do much coding outside of school, as there were no projects that I was doing that would really require it, other than the video game present in my portfolio. This code still shows my understanding of different key concepts of Java and of programming, utilizing methods and basic functions throughout my code. This code helped me learn how to use and edit external files and storage systems that were not directly implemented into the code. Although not displayed as a separate item of the portfolio, the code for the video game presented as the first piece required extensive work to learn a different code environment and troubleshoot the code to ensure everything would work together.

The code itself is linked as a separate file in the portfolio