Artist Statement

With a physics degree, my colleagues went out to discover new ions, fight cancer with lasers, and stop asteroids from hurtling into our planet. I've been instrumental, too. In terms of degree, I angle to fill their lives with vibrating particles. Whenever their laboratories open up to field trips, wave of kids to academic could dream: "Discoveries. Symmetry. The journeys. Quite loopy." The lyrics of "Entanglement." Or they could ponder: "In comes interaction. Oh the nucleation. A plasmic collision." The lyrics of "Centration." They will be singing TOUR, after the actual tour.

Let's tour around this lab that is me. I drew the planets, and Pluto, on the corners of my alphabet homework. Beyond paper, theatre was the open way I could express my astronomical dreams. Like the fabric of spacetime, the audience was dark matter and we, as stellar objects, project into the void. In high school, I delved into music theory. The nerdy persona remained, and the artistic talents dwelled into my college years. As I was finishing up my astrophysics thesis, my sister let me know that my high school calculus teacher had been annually sharing my musical. During my junior year of high school, I wrote *Mathland* for their winter project. Studying the magnetohydrodynamics modelling of the solar corona was not fluid, so I decided to return to musical writing on the side to be dynamic. Like a star, TOUR had its matters aligned in the span of billions of years.

One may come to believe that my parents love this journey. Of course, no. I respect particles as like family, they made us. In light of this pandemic, invisible molecules evolved to harm us. Invisible quarks are here to keep us grounded.

To end this tour, the takeaway is that this is the lab of an artistic scientist. What is the difference between that and the lab of a scientific artist, one may ask? Their theory is that science and art are two sides of the same coin. That is not conclusive. Science and art make the coin. I do not flip. I spin. That experimentation is my theatrical application.