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CART 263 - Reflective Essay

Over the course of the last two years, I have learned the foundations of programming and explored many other web based tools and AI models. I began thinking of the online space as an artistic medium during CART 211, taught by Joachim, in which I made a web-based browser that connected text and video together, guiding the player as a first person online experience. I then learned more about the fundamentals of programming with Sabine in CART 351, exploring the possibilities of JSON, Javascript, and three.js. My final project focused on developing a 3D web space in which the node based model could be directly manipulated by the cursor, easily zooming in and out of space, and connecting clusters and families of text together. At the same time, I started learning p5.js with Lee in CART 253, utilizing interactive elements within the context of the webpage, and building an interactive audio player as my final project. This semester, I have been expanding my p5.js skills in CART 263, using speech recognition models and hand pose to delve deeper into creative interactivity. Simultaneously, I am going further with these concepts in Gabriel's CART 398 class, training AI models and learning about OSC connection with multiple audio-visual programs.

For my final project *ASK TH3RA*, I am exploring the realm of online therapeutic services, and the use of AI for astrological wellness cults. By using a speech bot to answer the player's questions, they will encounter a series of strange responses, guiding them in the wrong spiritual direction. After 5 levels of preliminary questions, the AI therapist discloses its results and advises the player depending on their individual prescription. As the player selects elements vocally, the therapist bot responds with a randomized array of phrases. The focus of the game is to confuse the player instead of actually helping them during their spiritual quest.

Overall, I feel very passionate about developing these skills to use in future projects, and being able to flesh out concepts that can be built from the ground up. The learning curve has been tough but rewarding, even though troubleshooting can be tedious and

confusing. I am always trying to save other projects that can guide and influence me creatively, trying to understand the artist / developer's approach to programming. Obviously, there is so much more to learn before I feel truly at ease with this massive skillset, but by continuing to do more projects and following online tutorials, it will help me focus on the tools and gain understanding about their creative potential. I've never felt technically apt to work in this field, but throughout my degree, I have been able to learn about programs which scared and confused me at first. Also, collaboration with other students and friends has been invaluable to my learning curve. I foresee myself exploring these methodologies for personal projects, combining AI, web, audio and 3D to build immersive experiences for a larger audience. As an artist and musician, my aim is to create work which can merge my interests and the fundamental knowledge I have gained during my time at Concordia.

As of now, my focus is to develop interactive projects which explore language, storytelling, and memory, using sound design and interactive visuals to enhance the viewer's experience. I have never been interested in creating games exactly, but I am more so interested in exploring world building environments and connecting individuals through web-based creations. I have been thinking about adapting some of my online prototypes for new VR experiences, expanding upon key concepts and bringing together my ideas. I would like to include more of my 3D models into these future endeavors, exploring new ways of animating forms and pushing the narrative side of my projects. I feel like there is a lot more I need to learn in order to merge these things together, but I am fairly confident that I will achieve this in due time, with the help of friends and teachers alike.

Inspiration + Future Explorations

Jürg Lehni - Apple Talk

https://vimeo.com/16192374

Syntax Erika - #FVS 000 #S2

https://vimeo.com/357072077

Julie Khashimova - Maze of Riverforms

https://vimeo.com/777890107

Pulsar - IanniX score

https://vimeo.com/82946717

Ren Yuan - Visualizations

https://twitter.com/_renyuan/status/1780760479545372733/video/1

Loren Schmidt

https://twitter.com/lorenschmidt/status/1778861311314555013/video/1

Nikita Diakur - Ugly Dynamics

https://vimeo.com/138989976

Mike Pelletier - Performance Capture: Part 1

https://vimeo.com/147314780