

Artist Statement

I'm Huimin Huang, I'm a freshman student at San Jose State, majoring in Digital Media Art. As a fake artist, I'm bad at drawing, I know nothing about Art History. But I still choose Digital Media Art, because I have been interested in New Media since I was little. I went to middle school in China, so I had no chance to get in touch with New Media. But then I immigrated to the USA with my family and went to high school in San Francisco. The time when I decided to Digital Media as my college major was having Game Design class in my 11th grade. When I attended San Jose State, I learned how to use different kinds of software like Pro Tools, Affect Effects, Photoshop, TouchDesigner, Visual Studio, etc. Also, I had my first two major classes in my freshman year, Digital Media Art and Digital Media Video. These two classes are similar, and most of the projects are the same. But they taught by different professors, so I can learn to use different ways to deal with one problem.

For most of my artwork, I would like to use my own footage and audio, then use effect to make it to be the way that I want. For example, the final project I did in Art 75 is called Retrospect. The most part of the video is made by Touchdesigner because of the glitch. Then, I put all the clips together by using Premiere Pro. It seems simple and easy, but actually it took me a lot of time to have an idea and make it. I know I'm not a professional artist yet, because compared to others, I'm like a baby in the art world. But I will try my best to learn the most that I can learn.