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Art 74.01

12/13/17

Final Paper

Artist Statement

I never really considered myself an artist. I gave up the idea of a career in engineering

and science to follow my passion of creating video games. To bring about my visions of

immersive player experiences, I work in the mediums of 3D modeling, architecture, miniature

painting, and level design. My science background influences my work through a desire for

precision and mechanical and biological realism and accuracy in the pieces I create. I am

influenced from European mythologies, typically English, Nordic, Celtic, and Finnish

Mythologies, as well as the occult and creations based on these tales of magic like Warcraft or

the works of Tolkien. Another source of inspiration and influence are the works of H.P.

Lovecraft and the elements of cosmic horror based on it in western science fictions like Star

Wars, Starcraft, and superhero movies like the recent Dr. Strange. I am also influenced by the

sleek and classic art of James Bond. Because of my drastic career shift, the stories I wish to tell

within the interactive media that I wish to create are centered around a strong respect for

nature and life and a respect for being true to one's self about interests and passions.

Conceptual Basis

My work has the working title, Strung out Thoughts. It was meant to be changed if I thought of a better one once it was finished. It's important to note that I was unable to finish my project in the time allotted. It stops dead on day two with no warning. Ironically, the idea was that it was going to be a time management game where responsibilities and expectations grew day after day until you had so much on your plate that you were losing sleep, not eating, hurting yourself, disappointing people, possibly losing your girlfriend, and as a player felt genuinely stressed out. It was supposed to be incredibly difficult, with missing things like a good night's sleep taking off 50 points, but only getting 25 points back if you slept well the next night. The primary goal is to use your time wisely to be able to argue effectively day in and day out through email that you deserve to get into a college that, no matter what you seem to do, just will not let you attend their school over what ends up amounting to a clerical error. But you can't argue effectively if you've been losing sleep over the other obligations in your life.

Another subgoal is to not lose your girlfriend who will throw a couple big curveball events at you over the course of the several days of game time and you have to play your cards right to keep her happy.

There is also a Hunger gauge that you have to keep up by eating at least twice a day, but you can miss that every now and then (and most likely will) because Every day that something bad happens, you take a big hit on your 3rd gauge, the Sanity meter. And the Sanity bar goes up a lot slower than it goes down, so you really have to budget your time and you'll quickly find yourself giving up entirely on important things in favor of spending some time for yourself to

keep from going insane. If you go insane, your dialogue and action options change and start to sound crazy. There is always a crazy option and always a good option, but if your insanity drops too low, they start to look similar.

All of this was to be done with the choose your own adventure editor, Twine, to save time on coding. I got about 50 or so individual slides in and realized I was unable to find a balance between interesting concept and a project I could complete within the timeframe.

All in all, this is basically another net art, but taken a bit further into a full on game. I consider level design a point that could be argued is art. The way a game makes you feel when you play it is something I'm looking to get a mastery of before I enter my field. This one was meant to make you feel stress. It was going to be a real challenge to try and get in, with only a few different paths actually leading to good endings. This was a reflection of how I felt just trying to get into SJSU, which I would not do again.

I suppose I've just got to be realistic with how much time I actually have to work on a project and learn how to choose an appropriate concept for the amount of time I can give.