

Jacob Cassell works with a variety of digital media, though primarily keeps his focus on bringing real-life objects into 3D space by means of a 3D scanner. Most of his work involves 3D scanning or 3D modeling to some extent. He also makes 3D printed pieces, digital video works, occasional interactive coded art pieces, web art, and works out of old technology such as the Gameboy camera. His digital photography practice is centered entirely around the Gameboy camera. He works often with the subject of innocence and the philosophy of time, and with topics involving mental health. His works have been shown in the San Jose State University galleries since 2018. He operates out of San Jose, California, where he lives and works selling craft beer and collecting watches.

I haven't got anything else to say, I'm really not good at talking about myself...