

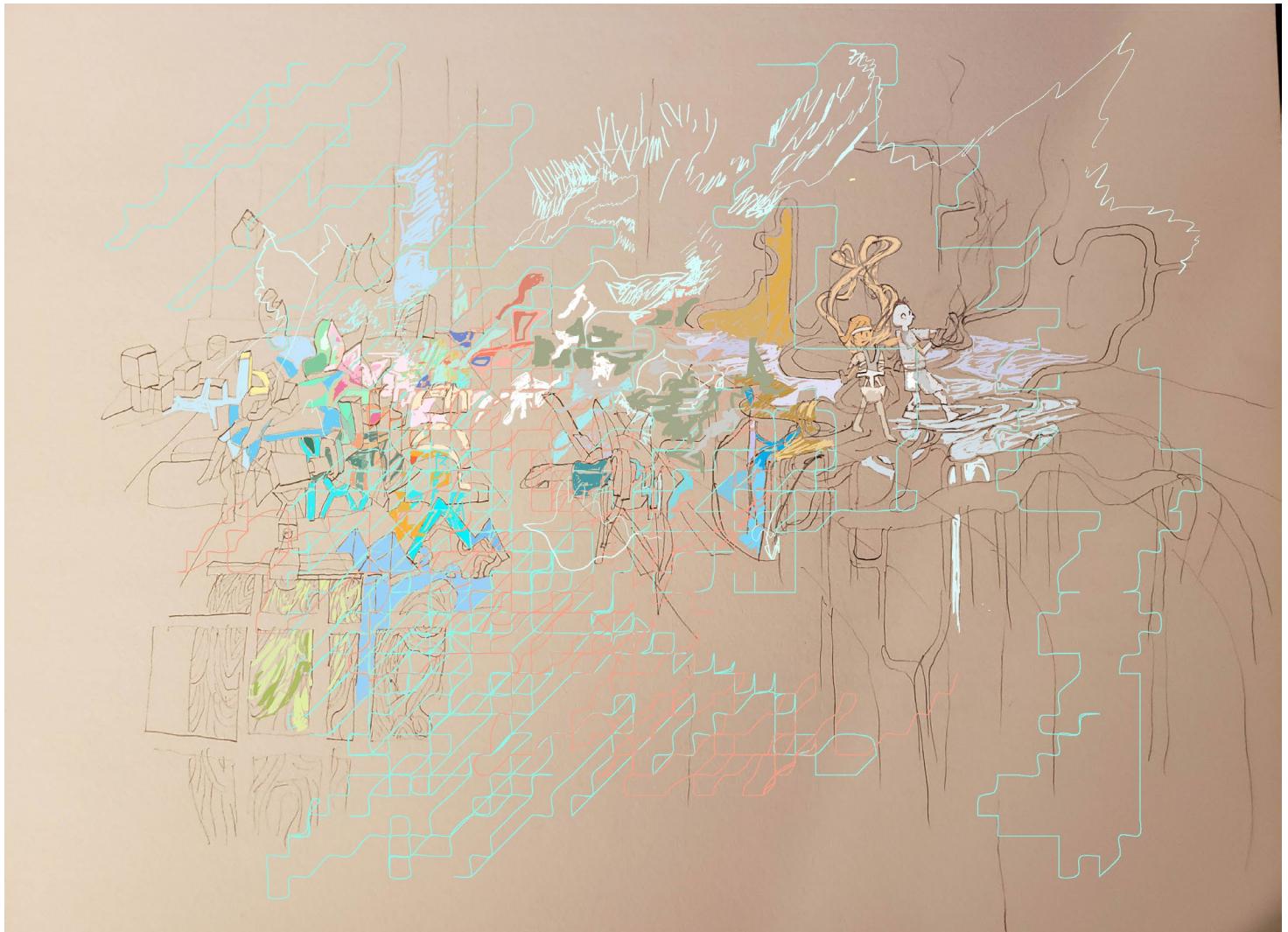
Jonathan Pang
selected works



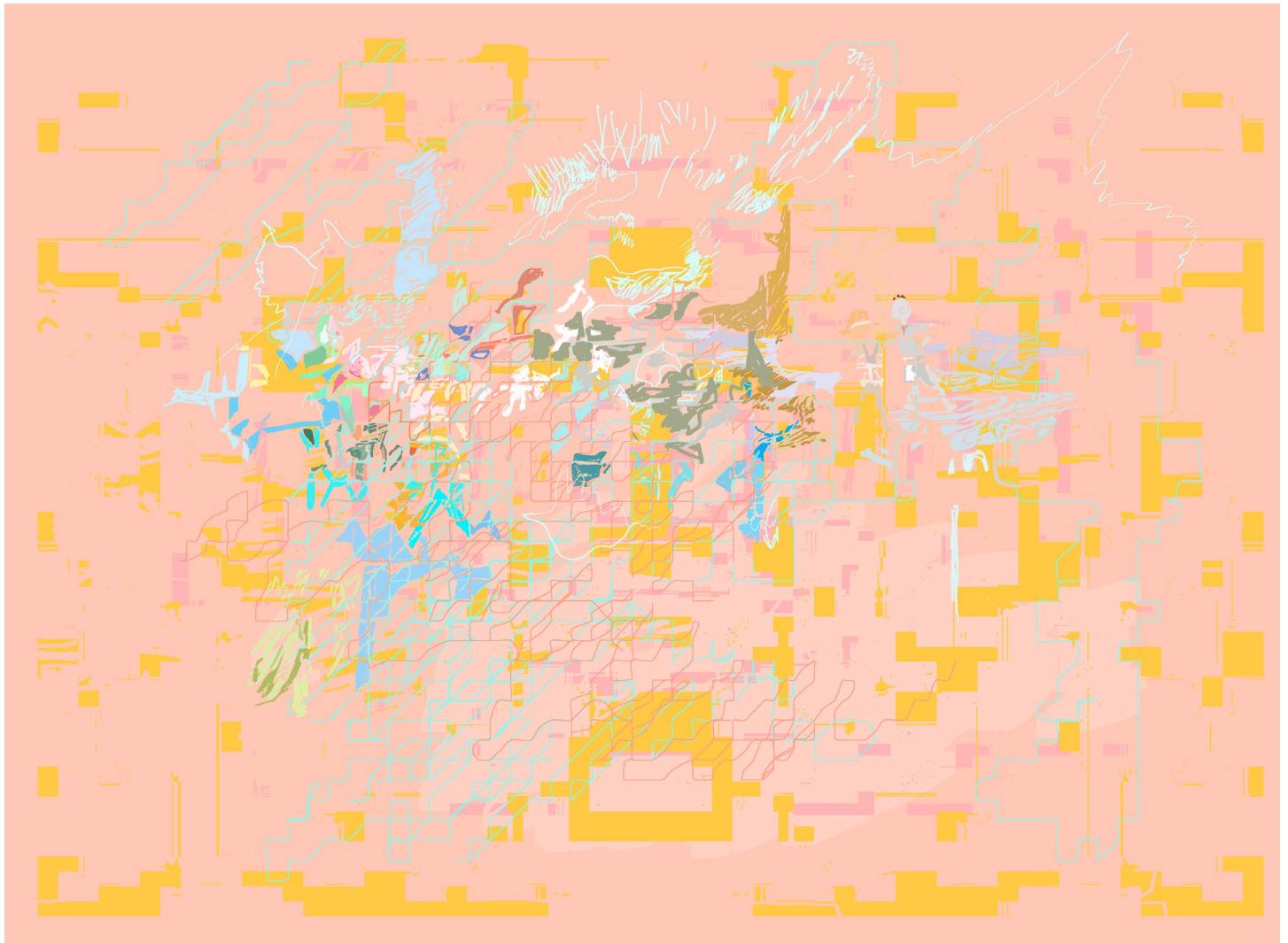
Bizarre and Cold
2020
Digital ink, graphite on
paper



Untitled
2020
Digital ink, graphite on
paper



Functionality vs. Pattern
2020
Digital ink, graphite on
paper



Variation 2
2020
Digital ink, graphite on
paper



BBMotherboard
2020
Colored pencil on board



Vector
2019
Clay, paper mache, acrylic,
motherboard



Centralizer
2019
Gouache and colored pencil
on mylar



Generator
2019
Gouache and colored pencil
on mylar



Heaven and earth
2019
Gouache and colored pencil
on mylar



Presentation
2019
Gouache and colored pencil
on mylar



Unique
2019
Gouache and colored pencil
on mylar



Fire from above
2019
Gouache and colored pencil
on mylar



AlPortS 99
2019
Gouache and colored pencil
on mylar



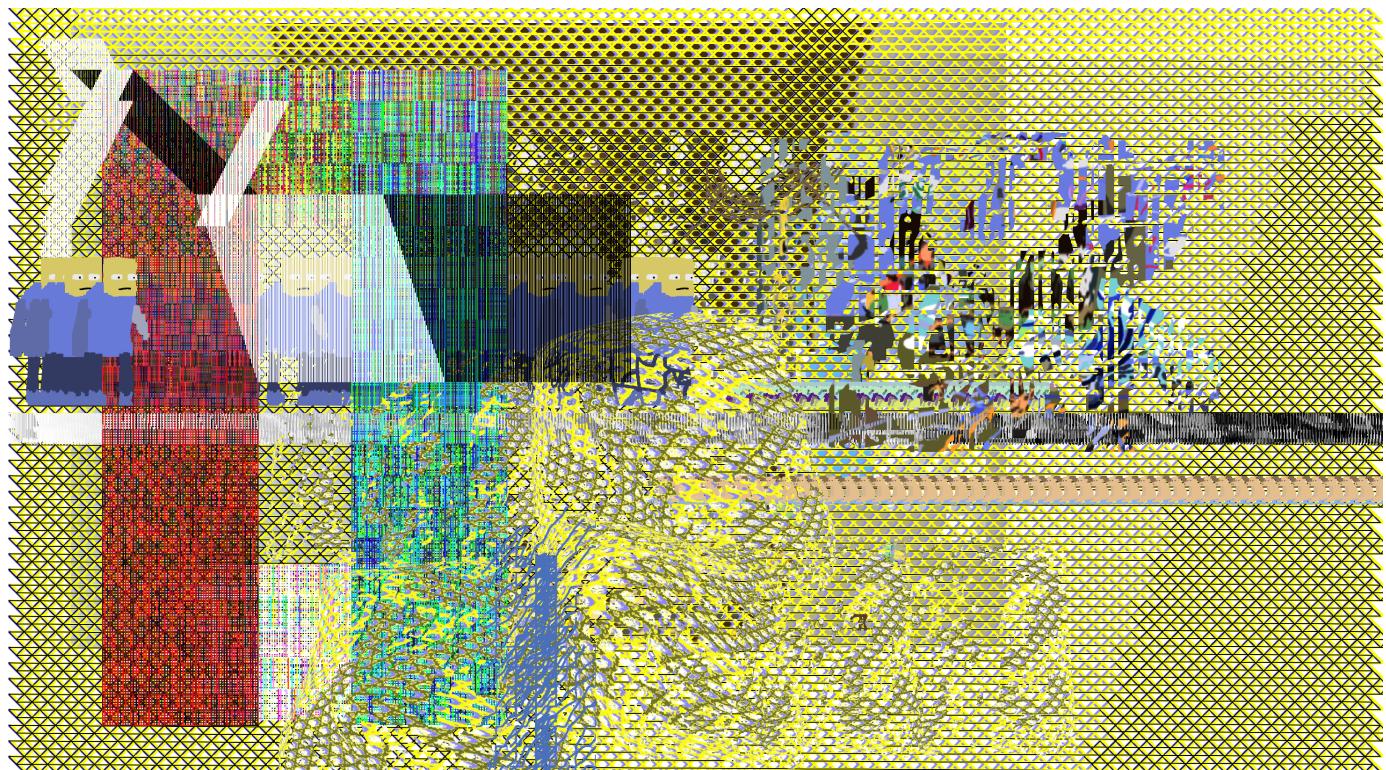
Quodcumque
2019
Colored pencil on paper

RRoma
2019
Tempera on board

Digital works



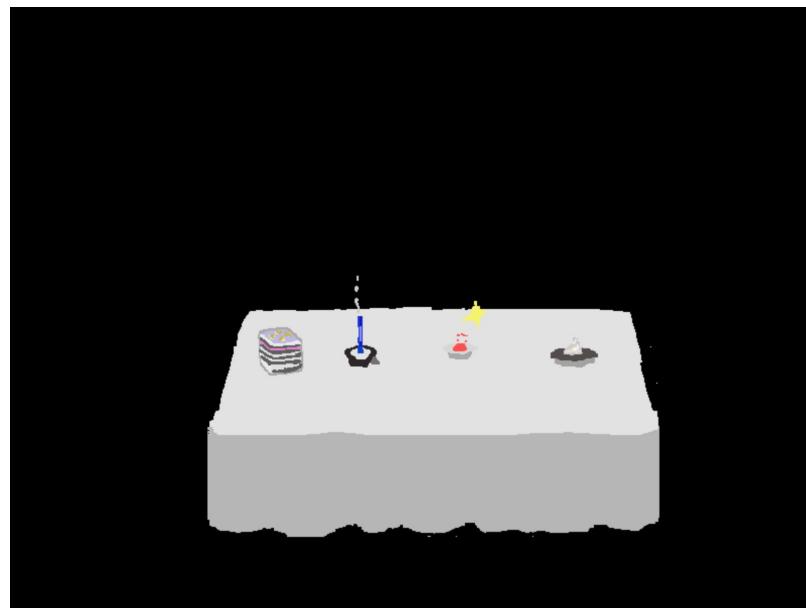
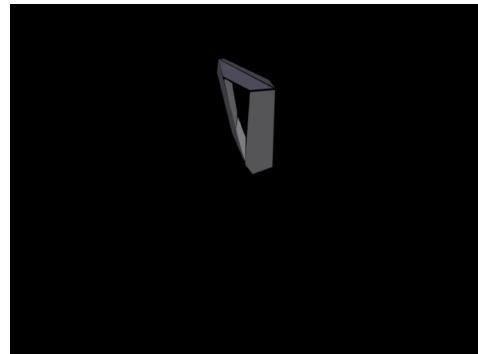
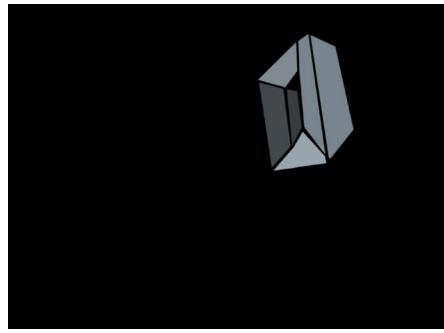
FirstLines
2019
Processing



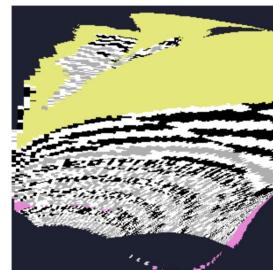
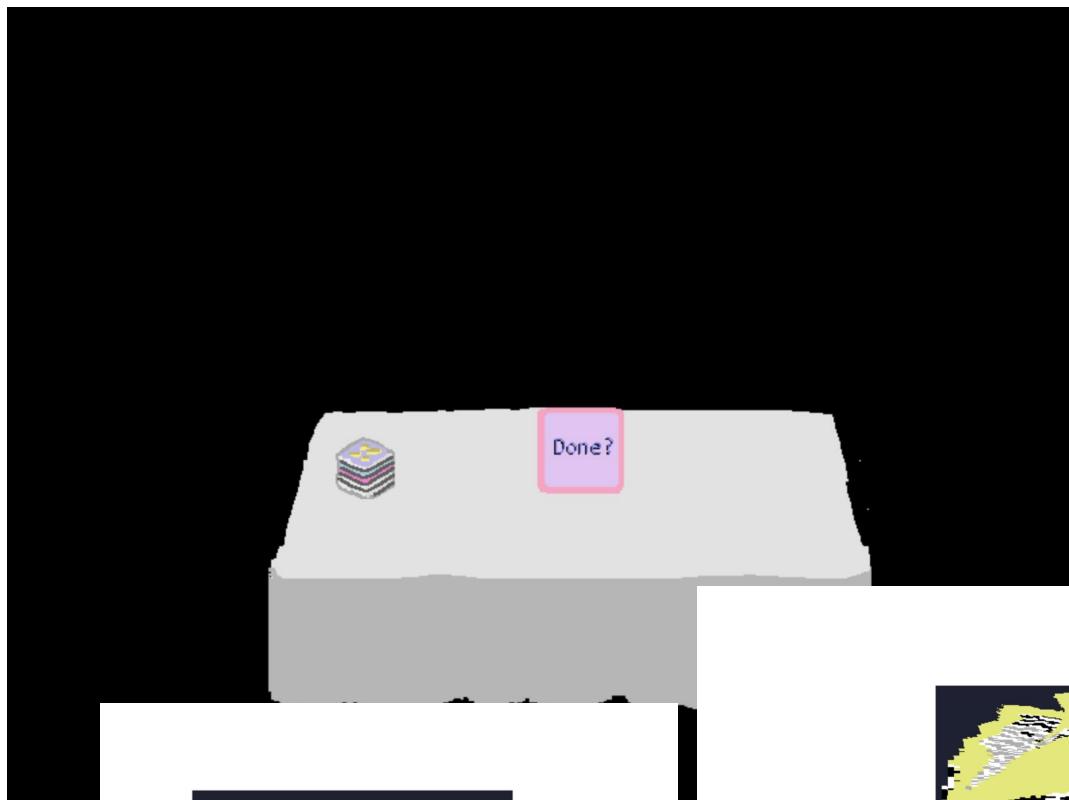
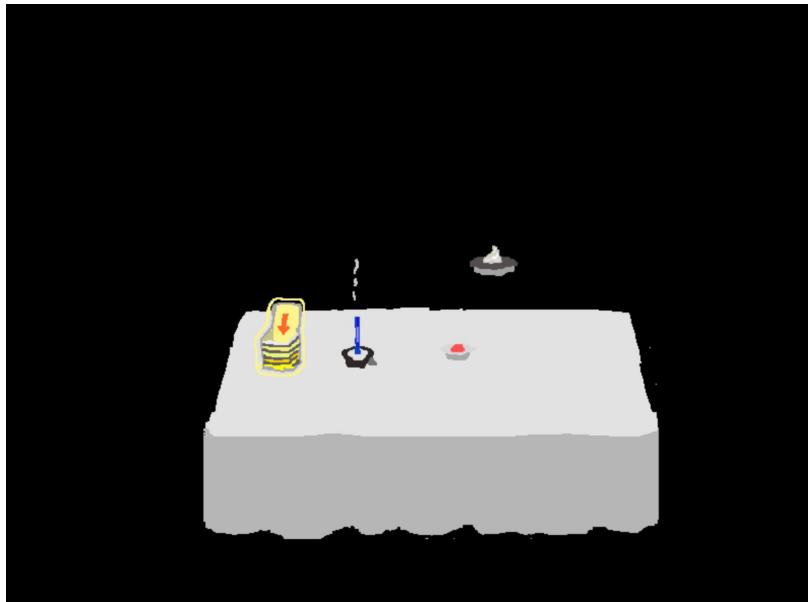
There's a lot
2019
Processing

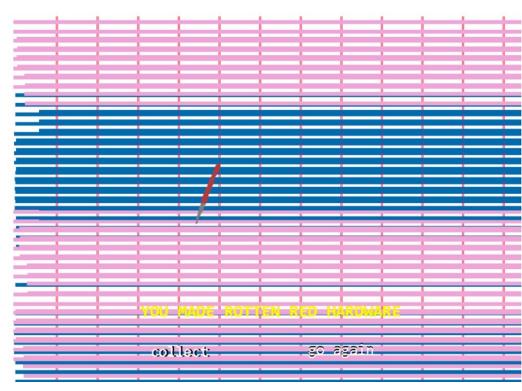
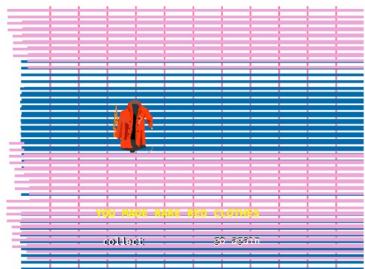


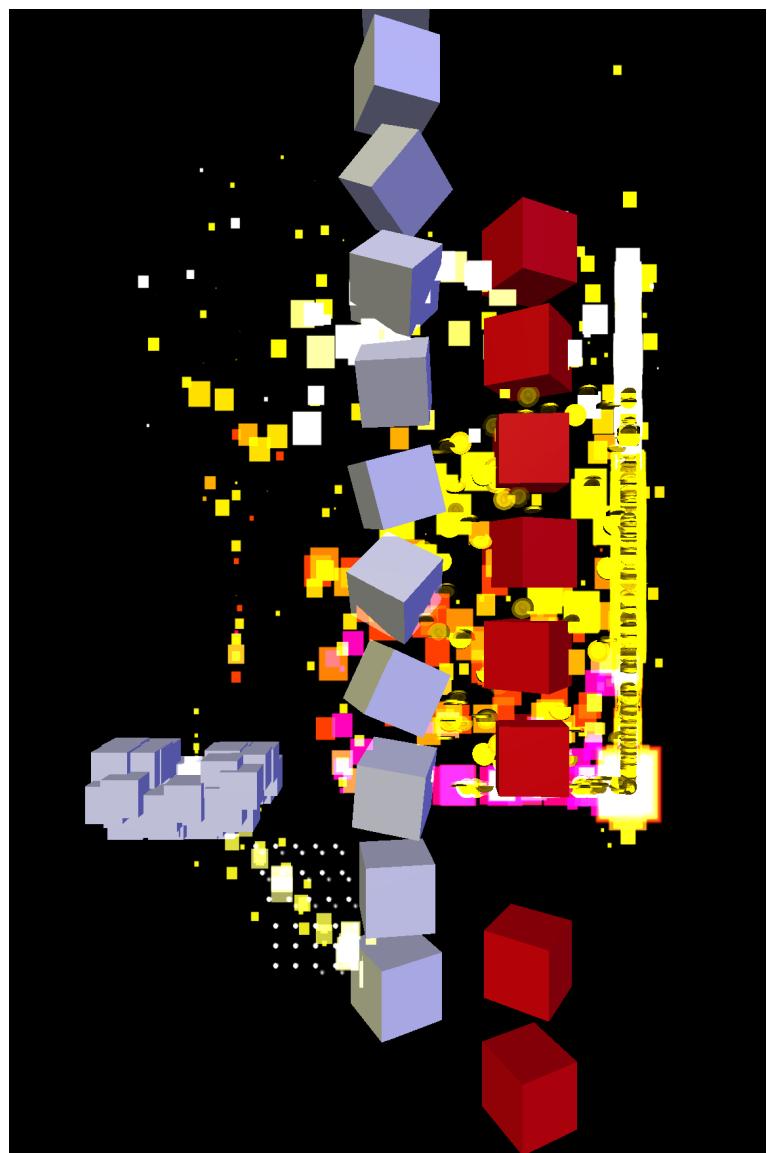
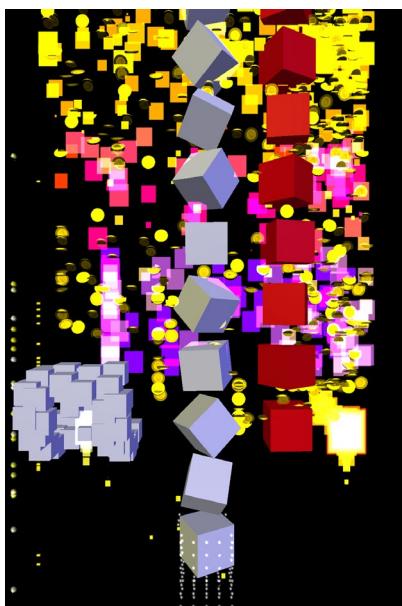
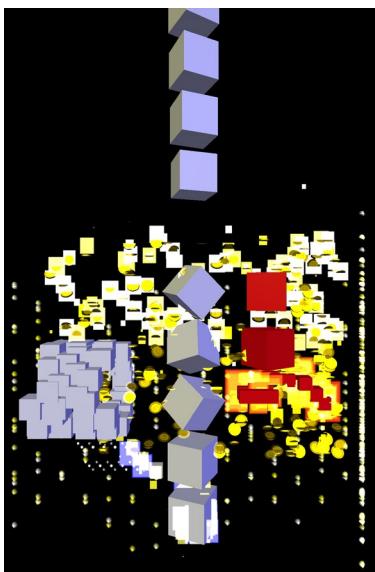
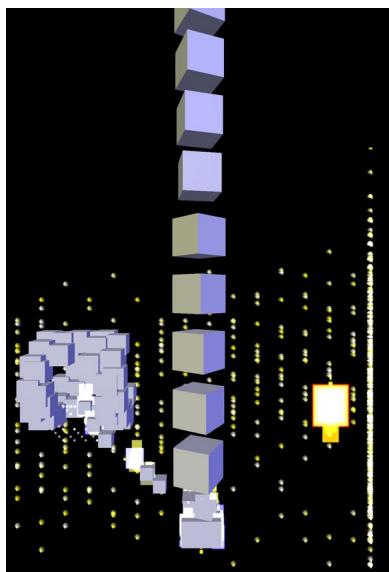
little o(n)
2018
Pixel sorting



Shake Well: an Ethereum Game
2018
Phaser.js, Web3.js, Metamask
<https://jpang7.github.io/ART-2701-Project-6/public/index.html>

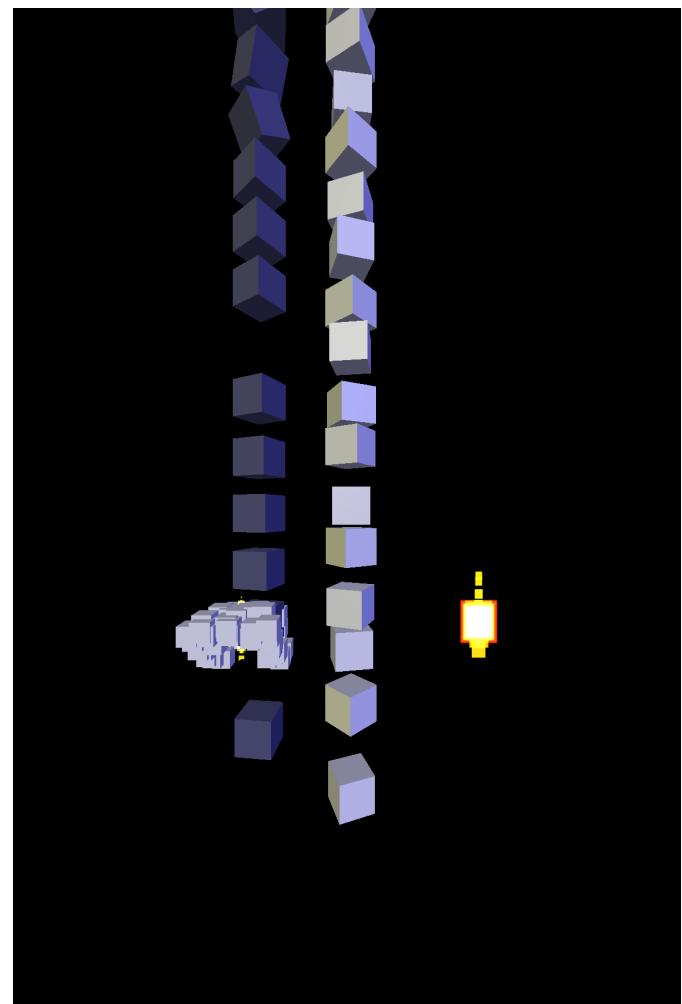
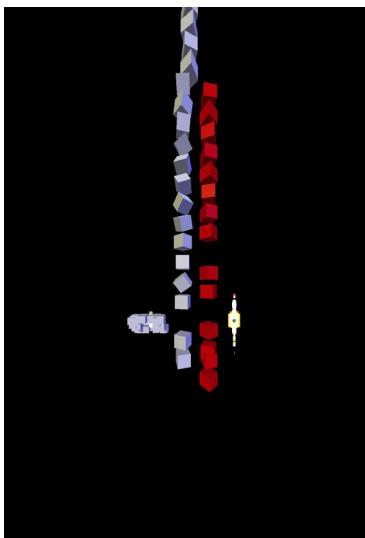
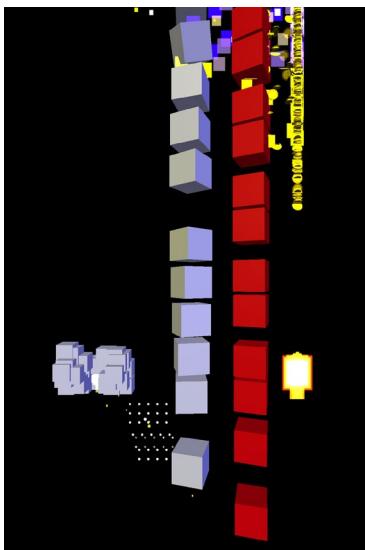






Miner-Extractable Value
2019
Three.js
Proton.js

[https://jpang7.github.io/
three-mev/dist](https://jpang7.github.io/three-mev/dist)





Take-off
2018
Photoshop

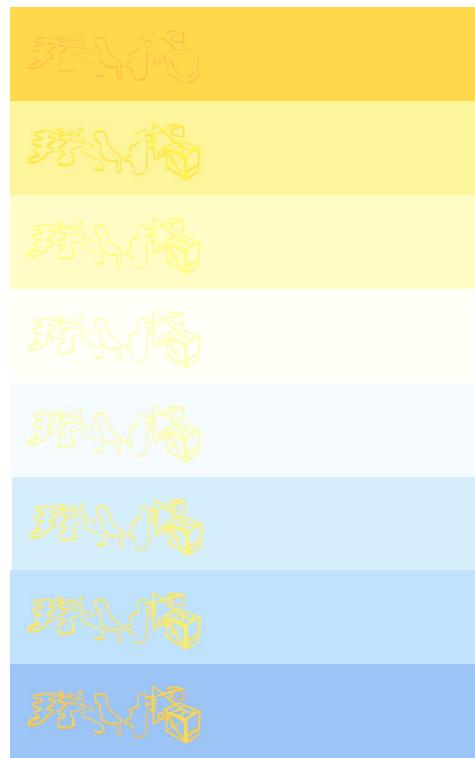


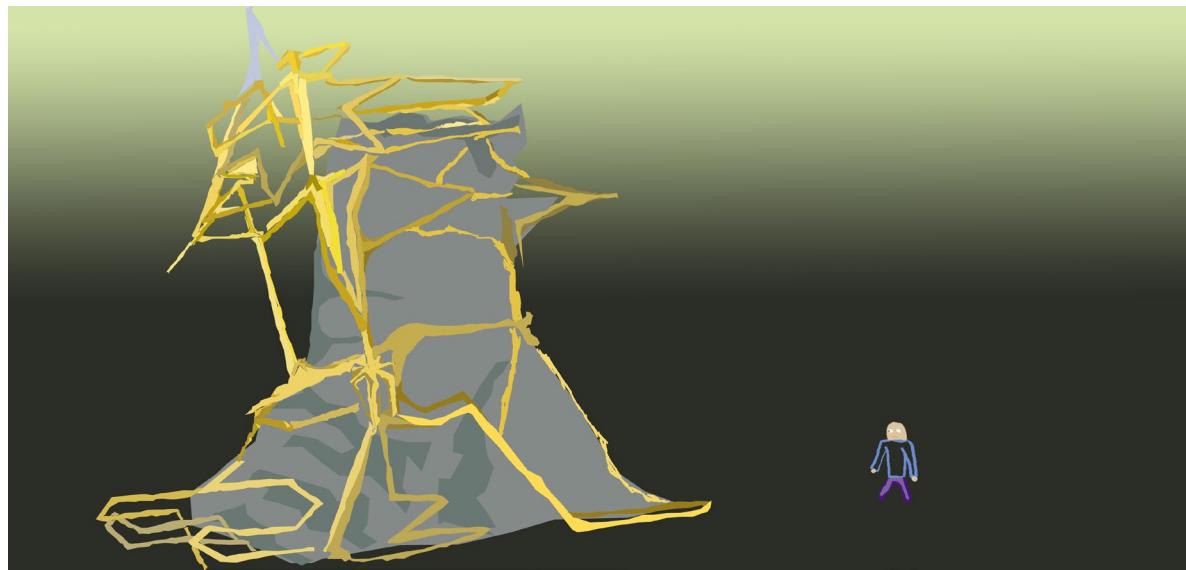
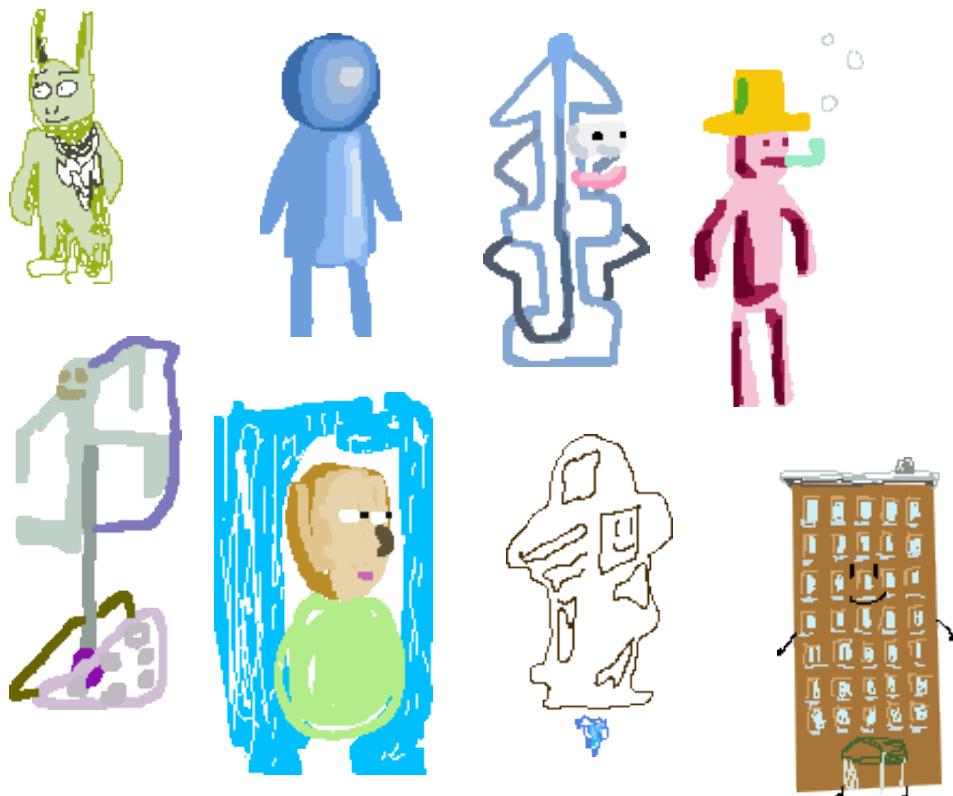
Inventory

2018
Photoshop

wOW!

2018
Photoshop





Shake Well- Prelude to the
Theme
2018
Photoshop, Phaser.js



Sebring
2018
Intaglio, inkjet on chine
colle



Spirro
2018
Intaglio, inkjet on chine
colle