Artist Statment - *I See You*

Inspired by George Orwell's book 1984, the concept of "Big Brother is watching over you" is

portrayed through the series of digital designs and paintings. The idea surrounding thought crime and the increased presence of government surveillance through the collection of mass data from social media have made the story and notions by George Orwell seemingly more relevant in today's society. By incorporating the growth of technology by adding elements of Augmented Reality through animation combined with abstract portraiture, which emphasizes the pixelation and glitches in images present in technology, the series of pieces portray Big Brother watching over you.

**Big Brother;** portrays the face of a hierarchical power figure who controls the media outlets and blurs away those who do not fit or suit his beliefs, shown through the AR animation of pixels blurring the lines of the image to hide the truth within the media. The bold red color of the image represents the power and dominance of the face.

**Blink**; displays the fast and continuous flow of news coming through our lives as we blink and miss the truth behind new outlets. The AR animation's fast-paced color snapping motion and fading in of the blinking face represents this quick flow of news in society. Furthermore, the bright multicolor gradient background combines all signifying powers present, representing inclusivity and diversity that social movements aim to combat.

**Blurry Lines**; conveys the misinformation in the media and how facts can be misrepresented and falsified to the point where society struggles to find the truth. The moving lines in the animation blur into multiple faces, showing various stories behind one, leading to misinformation and factual representation in media.

Furthermore, to incorporate the significant presence of technology in society, the immense growth of Artificial Intelligence, and the potential that AI holds, I inserted my original designs of these abstract faces into DALL-E 2, where I allowed the computer to generate and create its own versions of my creations. Then utilizing AI art, I produced two paintings on canvas with acrylic to represent the personal artistic expression that AI lacks. The digital design Big Brother used to create Big Brother 2.0 and Blink to develop Blink 2.0.

The series is meant to inspire and educate the new generation of art as technology evolves. As AI art is becoming more powerful and taking over artists' skills, it has become even more vital for artists to incorporate and use the technological capabilities available to our advantage.