#### Asset Map Artifact 1: Shell&shine

##### Plants, sea shells, holographic paper, bottles, puzzle pieces

This artifact would involve wrapping bottles in holographic paper according to how much sun the plants need. Shells would be added to the bottles for grounding and water would be added on top of the shells for clippings from the plants to begin to propagate. Puzzle pieces could be added around the edges of the bottles to form a wall in which multiple propagation-filled bottles would fit into each other to be carried together. This would help you refill multiple plants’ water at once, and act as a reminder for who needs how much sun.

#### Asset Map Artifact 2: Slither city

##### Creative cloud, camera, books, video editing, pet snake

I envision an artifact in which my pet snake, Plissken, weaves his way through a maze of plants in a surreal city made of books, holographic paper, bottles, puzzle pieces, and plants. I would film his journey through this shiny scene and rearrange the objects as he explores to continuously change the landscape. I would then take that footage and make a collage of layer and/or looping clips of him learning, to examine how creatures respond to “wicked problems” in unfamiliar territory.

#### Asset Map 3:

##### Found footage, terrarium, particle/arduino boards, adjustable temp light bulbs, C++

This artifact would include both a physical and a digital component as part of a product that is part experiment and part art piece. I would add shells, plants, and holographic paper to the terrarium and use adjustable temp light bulbs outside of it to adjust to plants’ wellbeing and growth. I would then program the boards using C++ to monitor how the paper, shells, shadows from books, etc. affect change the light intake and see how it affects the plants. Playing found footage in the background would also affect the light intake, allowing for a wildly different scene day after day. I’d love to see how changes to the light, airflow, and materials around the plants affect how they can grow.