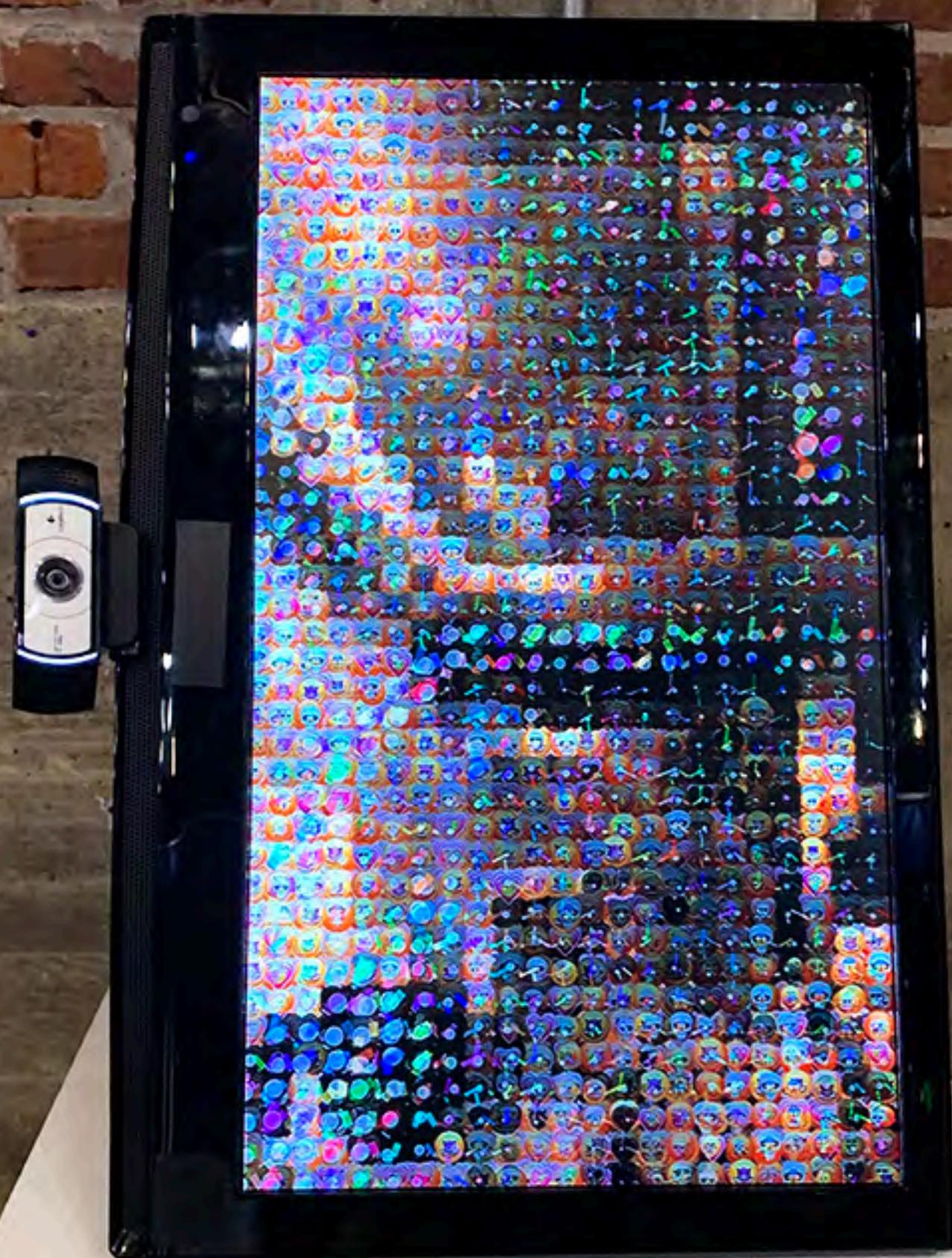
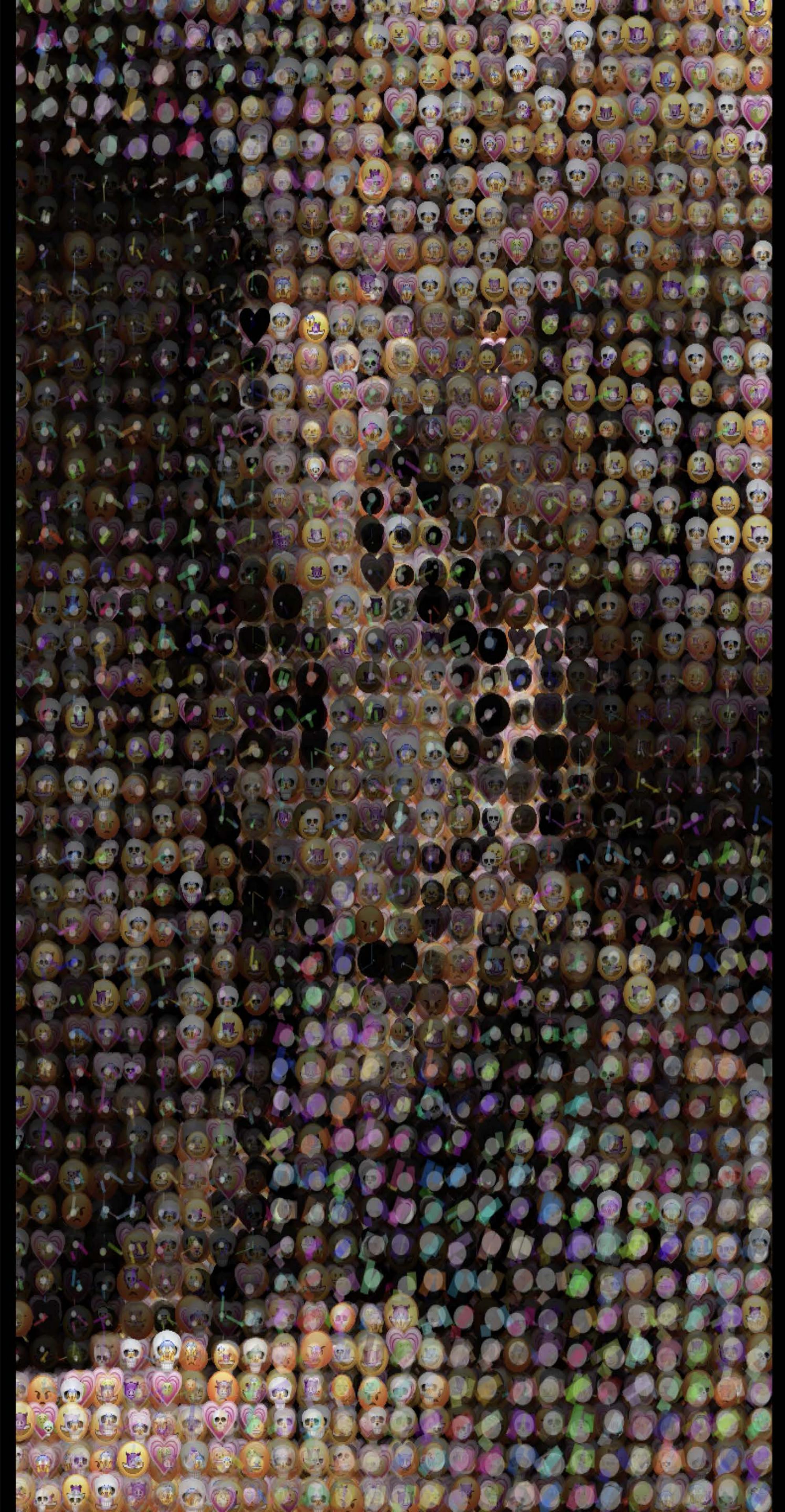




Click Anywhere to View Documentation of **CYO Airport Story**
AI NPC Test Online

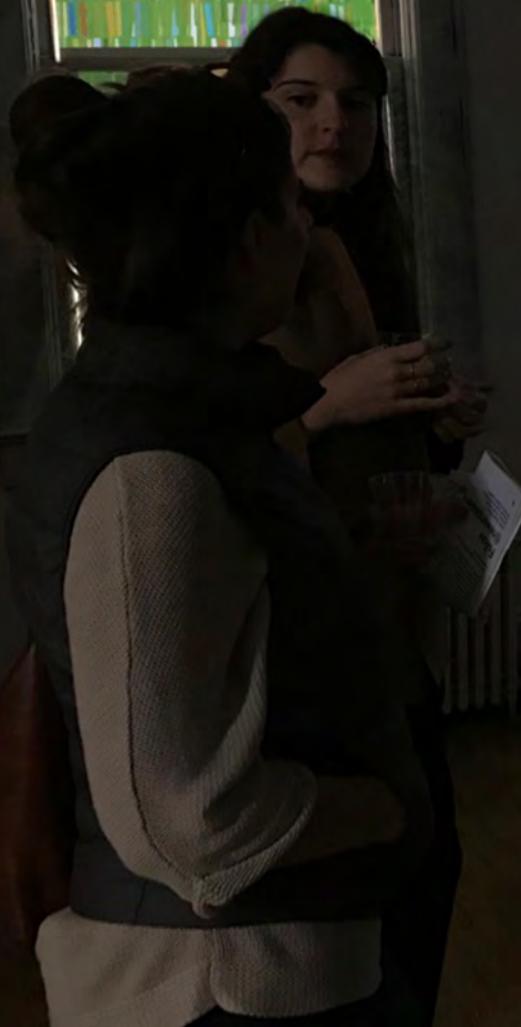
Click Anywhere to View **celluMoj** Online







Click Anywhere to View
simpleLand/simpleWater Interactive Animation Online





405

405

The Beach Island 19





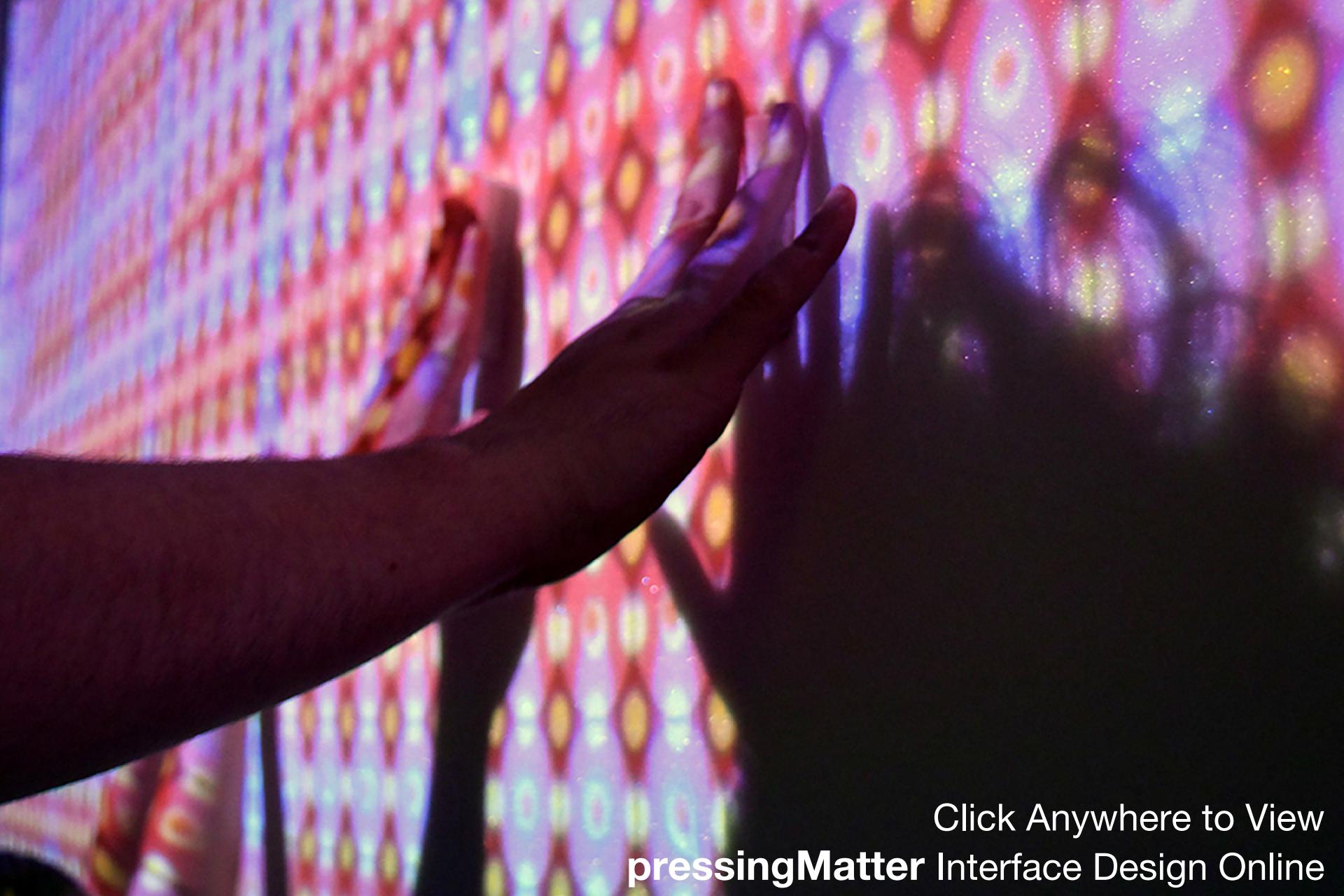
THE PEOPLE
THAT
WE LOVE

Click Anywhere to View **The People That We Love** Online



Click Anywhere to View
Porch RGB Projection Mapped Video Online

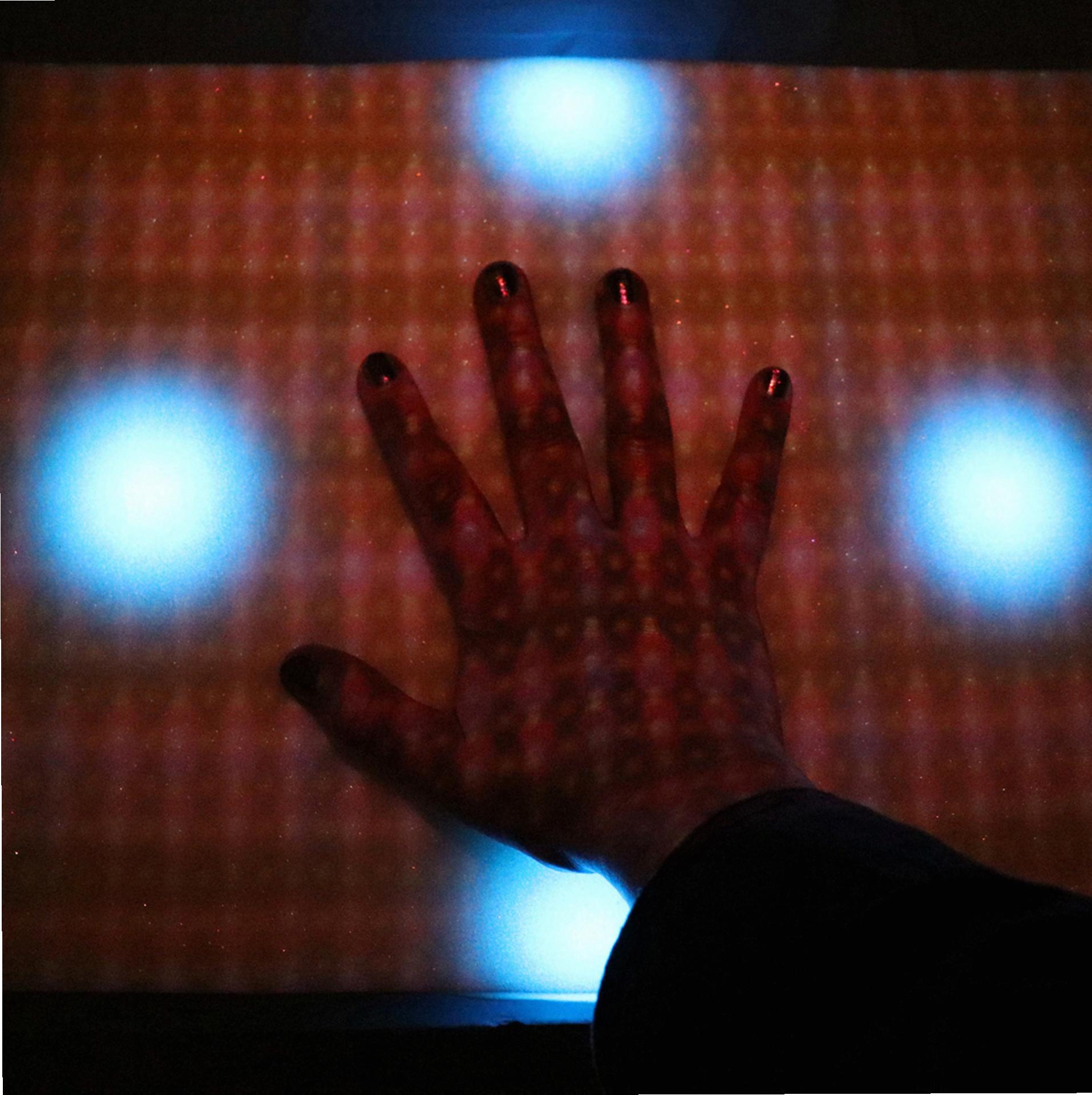




Click Anywhere to View
pressingMatter Interface Design Online

The image shows a dark room with two rectangular objects on pedestals. The object on the left is a light-colored rectangle with a grid of bright horizontal and vertical lines projected onto it. The object on the right is a light-colored rectangle with a warm, orange-red glow emanating from its top surface. A tripod-mounted camera is positioned to the right of the second object, pointing towards it.

Click Anywhere to View Test Documentation for
animatedPedestal (*Pressing Matter* series) online



Page 1: **CYO Airport Story** (2023-present), serious game VR research project
(click on image to view test documentation of a non-player character (NPC) AI chatbot

-A Unity VR serious game research project set in an airport as a tool for neurodiverse persons that experience airport-related anxieties.

Pages 2-3: **celluMoj** (2020), interactive video mirror
(click on image to view gallery and interface documentation)

-A delayed video mirror composed of the current more popular used emojis and other visual fragments.

Pages 4-6: **simpleLand, simpleWater** (2019), site specific interactive installation
(click on image to view install and interface documentation)

-Created for the group show “Life on an Island”, as a result of The Trust for Governor’s Island Residency, this piece explores land and water from an environmental perspective, where human interaction yields chaotic results.

Page 7: **simpleWater** (2019), a one night interactive installation as part of PROJECT(ion)

-Adapted from *simpleLand*, *simpleWater*, *simpleWater* was illuminated to highlight the state of the Mississippi Gulf Coast during the summer of 2019.

Page 8: **The People That We Love** (2018), screen capture stop motion
(click on image to view animation)

-An abstract animation that simultaneously describes a journey of seasons, media, and memory.

Pages 9-10: **Porch RGB** (2019), a collaborative site specific installation
(click on image 9 to view projection mapped video)

-Commissioned by the University of Mississippi Museum, this piece celebrates and documents Oxford, MS at a specific moment in time with a daytime and nighttime component. The night component involves video, animation, and projection mapping by Valerie Guinn Polgar and the day element involves assembled windows with Photography by Rebekah Flake. The original design was adapted after a Neo-Confederate group arrived to march in Oxford, MS on what was to be the original install day.

Pages 11-13: **pressingMatter, pressingMatter Mini, animated Pedestal** (2017-2020)
from the *pressingMatter* series
(click on images 11 and 12 to view interface and process documentation)

-Interactive installation series comprised of programmable LED strips, push buttons, memory foam, projected interactive animation (Processing), and speakers.