

# 1,000 Plastic Bags or So (2017)



This project was presented in the graduation exhibition at the University of British Columbia. It was additionally selected by the University to be submitted for the BMO 1st ART! competition.

This artwork was created during a collaboration with Melt Collective, a student run recycling cooperative at the University of British Columbia.

Their mission is to reshape our perception of plastic, from waste to resource.

Over the course of 6 months, I worked with other volunteers there to brainstorm and prototype new uses for recycled plastic gathered from the university and the community.

This archway was my final project in their lab. I developed a technique of melting plastic bags, by frying them to allow molding the plastic.

I built a classical archway using this technique, in order to reference to architecture of antiquity, and imply a new direction design can and must take.



# Blue Obsession (2017)

This project was presented in the graduation exhibition at the University of British Columbia.

This robotic sculpture was the product of a collaboration with another artist studying at the University of British Columbia. We set out to explore how humans relate to robots, how humanity is changing, and may yet change as robots become more sophisticated, and increasingly integrated with humans in terms of cyborg- and cybernetic-enhancements.

With access to a robotic arm from FESTO Robotics, we began by trying different things we could make the robot do that might have some artistic merit and serve as a catalyst for debate and thought about robots and humans.

This command based attitude was not fruitful, too based in digital logic. Thus began an exploration into what is truly human, that robots can't replace. This led us to ASMR, which is interesting in terms of how robots may play a role and infiltrate areas of human pleasure that appear to have something uniquely, supremely human.

The final product was a robotic arm, set in a gallery, that played with 'slime' infinitely.

I believe this was successful in creating dialog around robots and pleasure, yet was only a beginning of exploring these ideas.

In some ways this piece was limited in its criticality as the robot was confined to a performance for its human visitors.

video: <https://vimeo.com/249602541>





## TerraTree (2018)

This project was presented in an exhibition at the historical graveyard in Enschede, The Netherlands

The TerraTree project was developed through a class at the University of Twente in Enschede, The Netherlands. In collaboration with the historical society and the city of Enschede, teams of five designed interactive artworks for a park the city is trying to revive, in the site of a historical graveyard.

TerraTree was a collection of three interactive boxes, that could be controlled by several people, to explore different stories of people in Enschede, specifically those buried in that graveyard.

This artwork had two main concerns: how to combine different multi-media elements in an intentional, meaningful way, and how multiple people could interact and experience the work together. Additionally, we felt strongly that the experiencing the park was at the core of this project, so the technological instalation could not be too distracting, nor remove the user from being present in the park.