



feedback

digital arts

SENIOR EXHIBITION

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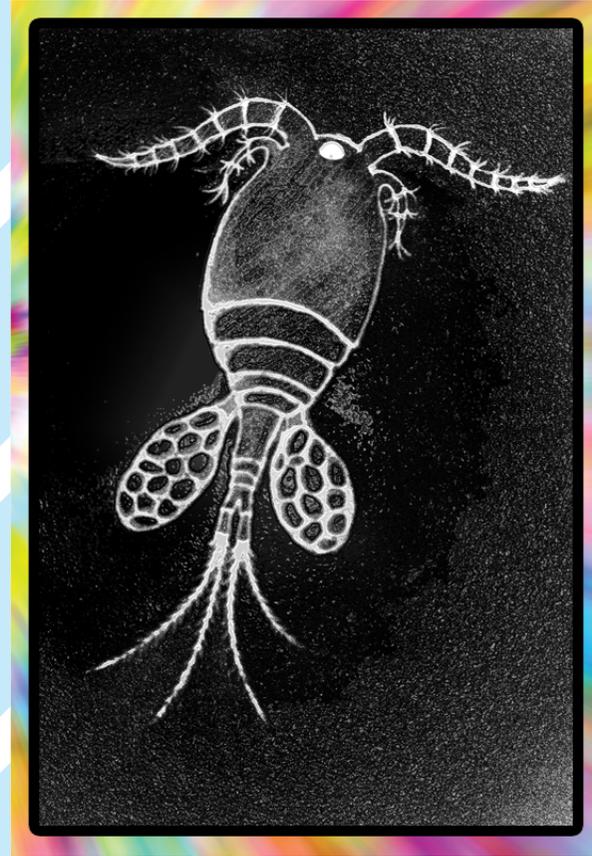
catalogue design by Ian Campbell & Sabrina Macho

Carolina Barrios

Aquatic Drifters

As a biologist and digital media artist, I am always trying to find new and interesting ways to share my biological studies through the use of technology. What started out as a biology senior research project on freshwater zooplankton branched out to also become an interactive piece that represents the affect of humans on the movement of zooplankton. Aquatic Drifters is a study of the ecological influence that humans have on zooplankton by tracking their movement and visually representing the different paths they take.

With this interaction, I want the viewer to try and understand not only zooplankton movement but also how we affect the way everyone else sees these crustaceans. By having the ability to select and interact with a specific plankter, we are designating which one will have an affect on the final result that the rest of the audience sees. We are not just choosing which plankton to visually represent overall plankton movement, but we are also influencing how onlookers understand our relationship to them. One change, in this case one click, can drastically change how we view our environment.

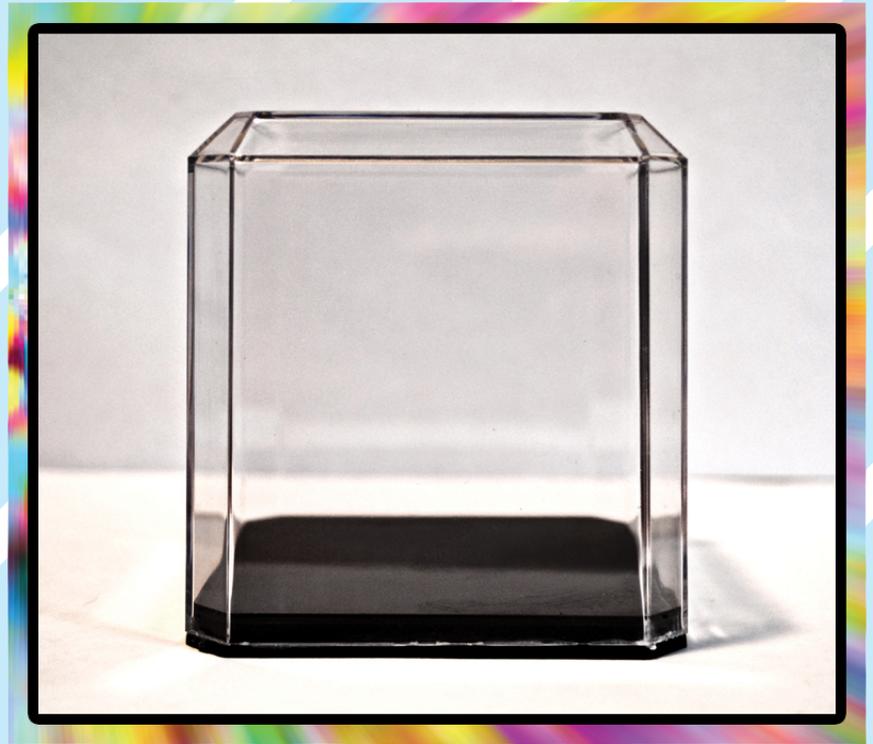


Ian Campbell

Reliquary

In 1917 Marcel Duchamp shocked the art world by submitting a slightly altered urinal into an art exhibition. For the years to follow, his readymades brought the mundane world into the gallery space and made viewers approach these objects from a new perspective as art. In a similar way Jeff Koons, a contemporary artist, made the appropriation of banal objects his signature style, endowing them with symbolic value by displaying such items as vacuum cleaners (*The New Series*, 1980s) behind glass cases as precious artworks, out of the viewers' reach.

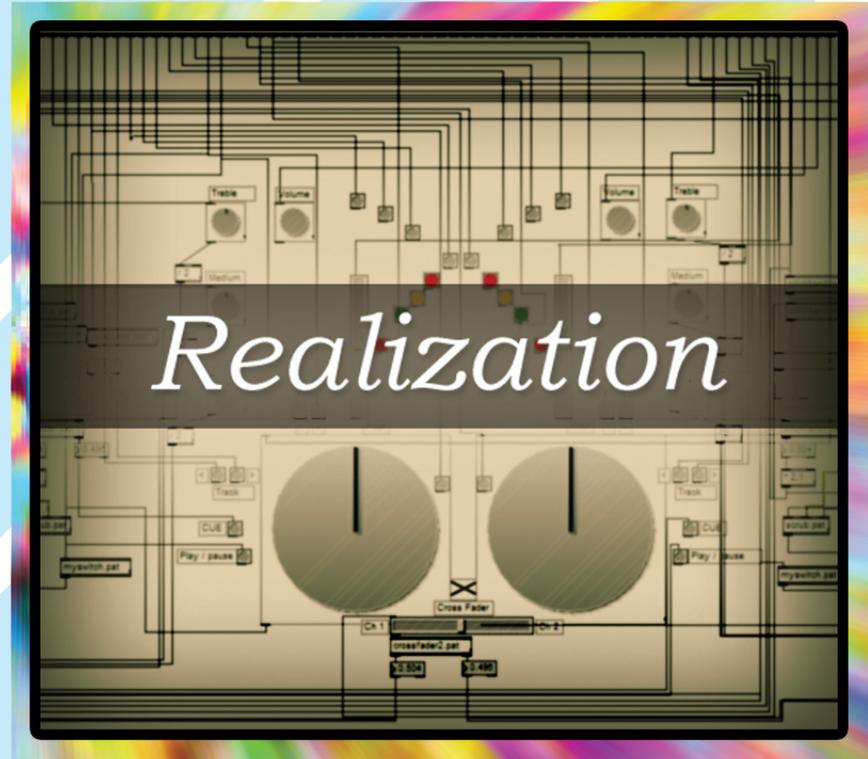
Reliquary, an interactive installation, presents a different take on the concept of the readymade. The purpose of *Reliquary* is to force the viewer to approach a specific idea with a new perspective. This piece is meant to offer a setting for the interplay of ideas on religion and spirituality, by breaking the traditionally reinforced boundaries between the audience and the artwork. The integration of sculpture and video through digital interactive elements commands attention from the viewer physically, sonically, and visually. These diverse levels of engagement will enable the audience to experience a wide array of artistic perspectives on spirituality.



Charles Carr

Realization

This interactive project uses a motion sensor camera to drive a musical piece. The music you will hear in particular is an algorithmic composition that I made using Cycling 74's Max, which is a visual programming language that specializes in this kind of project. To write an algorithm for this composition, the first thing I looked towards was the user-experience itself: the grounds to the entire piece. Your role in this project's design isn't to be underestimated, even if you're not aware of it. Everything will become clear in a matter of time. Soon, you will have your moment of realization.



Ashley Dykes

Solicitude

“So·lic·i·tude [suh-lis-i-tood, -tyood]:

1. the state of being solicitous; anxiety or concern.
2. solicitudes, causes of anxiety or care.
3. an attitude expressing excessive attentiveness: *to show great solicitude about his wife’s health.*”

-From Dictionary.com

In my film, the protagonist of my short film experiences all three of these definitions and ultimately lets them control his life until he spirals out of control. A father becomes overly obsessed with keeping his daughter safe after a drunk driver crashed into his wife, and ultimately hurts his daughter in a delusional attempt to keep her safe.

On a more technical standpoint, a single actor wearing a red body suit with a green screen behind him creates the characters during filming. In editing, I remove the background, leaving only the body. I gather face parts separately by covering the actor’s unwanted facial features in green face crayon, and then I edit out those unnecessary parts and attach the wanted parts where I want. The result is a body with a blank canvas that can be modified to better fit both the character’s and the scene’s mood.



Chad Grenier

Chartreuse Moose

Drawing upon my influence of John Frusciante's *Electronica* EP, titled *Letur-Lefr*, I decided to conceive a comparable electronic album with an acoustic touch. My objective was to seduce the listener by creating a body of work with a pure instrumental basis. Using Logic Pro X as my digital audio workstation, I composed all the music using numerous MIDI software instruments, as well as a few acoustic instruments. The finished product resulted in an album that I named *Chartreuse Moose*, which blends both ambient and electronic music. I then decided to output my music through a quadrophonic speaker system. This means that my music will be channeled out through 4 speakers, placed at the four corners of the room. By doing so It would produce a surround sound atmosphere, which I believed would enhance the listeners overall experience.

CHARTREUSE MOOSE



Michael Johnpoll

Resurrection of Red

What measure is a human? Against whom or what do we compare ourselves to determine our humanity? Who asks questions like this? Certainly not I — I just produce answers.

Creating *Resurrection of Red* is just one facet of the universe I'm revealing; just one way to answer the questions that plague humans.

There is no better way to look inward than from the outside. This is just the first page, the opening sequence, of a story about an early artificial intelligence, *Red*, and an unlikely and downright grumpy immortal, *Smith*.

Techniques of many disciplines -video and photo manipulation, poetry and prose writing, and even a little spelunking and urban exploration to obtain images, moving or not- went in to the creation of this film. As with much of my work, I seek to convey that there is more to life, the universe and everything than is dreamt of in any one philosophy. There are as many truths as there are people and seeing the world a little differently doesn't take being a machine or deathless, but it makes the transition from my befuddled head into the gallery a bit simpler.



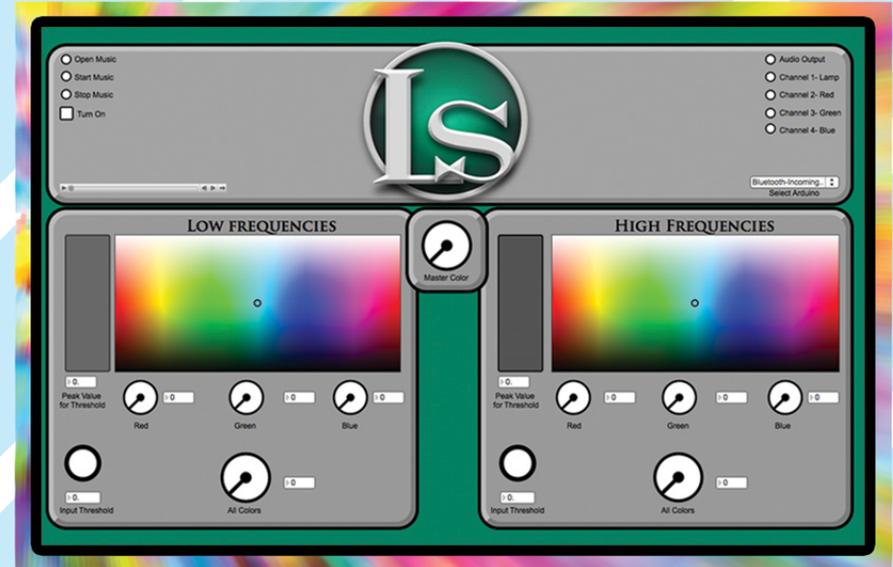
Zachary Kisch

Light Show: The Art of Controlling Light by Sound

Equipment used by DJ's and visual artists are all dependent on multiple forms of hardware. For example, a DJ board doesn't produce sound without being linked to a computer, which is linked to a soundboard and, finally, speakers.

The reality of visuals when using lights they must be connected to a light board and then controlled by a lighting technician in order to get them to react to audio, and this is not always precise. So why not have a device that can connect the audio and visuals easily and precisely? Through my research I have created an application that does just that.

I have successfully created a software application that links the art of audio and visual precisely. The application analyzes audible frequencies fed into a computer in order to output light in either pre-established or user-determined patterns. This in turn makes the application a precise collaboration of audio and visual performances, controlling light by sound.



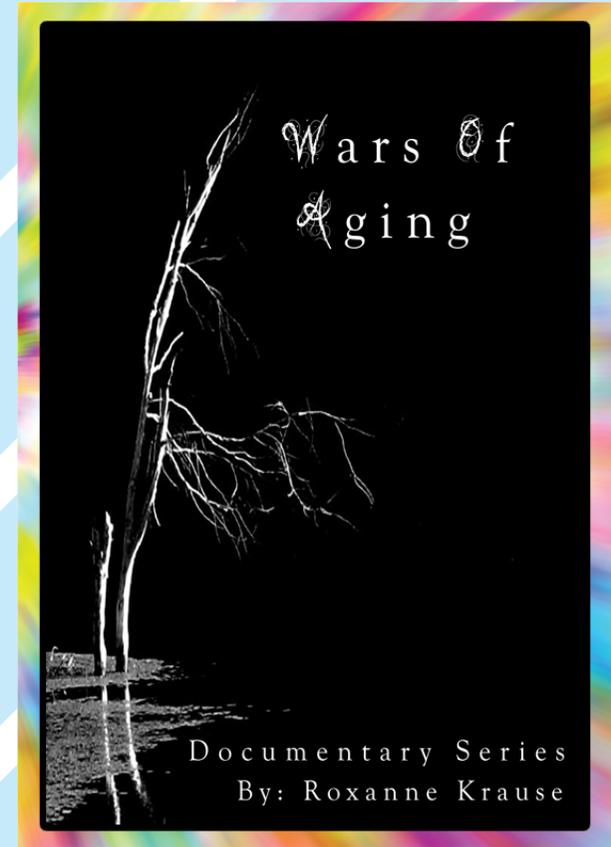
Roxeanne Krause

Wars of Aging

Video is my eye into the secret world, down the portal of thoughts... my lens. The collections that I compose come from my desire to capture moments that we as humans want to hold onto forever. The documentary format allows others to confront the fears and complexities of life that we rarely allow to escape our subconscious. For this particular documentary I wanted to explore the mindset of the elderly.

The elderly were always close to me even as a child and I knew that this was my opportunity to share their lives with others so they may be impacted.

Through the videos the audience can hold onto someone else's moment of history and be inspired to create their own.



Kate Lloyd

Gender Bender

Live performances for musicians offer an array of opportunities to showcase their artwork and talents, but reproducing studio sound can sometimes be difficult. Guitarists often use tools like foot pedals and stomp-boxes to recreate effects during live performances that they typically have greater control of in the studio setting. Unfortunately, these tools have a tendency to be cumbersome and risk different types of malfunction, such as short-circuiting. As an alternative, the Gender Bender has been developed giving the musician the ability to create and personalize a seemingly limitless array of effects that can be applied wirelessly over a network using Open Sound Control and User Datagram Protocol, rendering traditional methods obsolete. The Gender Bender provides simplified use and implementation of audio effects, as well as extending control parameters for the guitarist by simply attaching a smart phone via a modified armband. The Gender Bender has the potential to expand both the instrument and musician's ability to produce and extend an assortment of audio effects not easily found with traditional equipment. Providing a universal system, the Gender Bender has the ability to be applied and customized with various instruments enhancing the artist's ability to recreate that much desired studio quality sound.



Sabrina Macho

Saudade

Saudade is a word of Portuguese origin that cannot be translated to English. The word describes a nostalgic or melancholic love for a person or object that can never be. Whether it is lost or imaginary love, it leaves the seeker feeling emptiness nonetheless.

This project is the culmination of my passion for animation and my interest in fine art. I sought to tie these together with my eclectic fascination with myth and folklore. For me, anything related to fantasy represents *saudade* in its entirety: I love it wholeheartedly, but it is a physical impossibility.

I used digital art skills to create an installation that gave the illusion of “magic” through its interpretation. The projected animation on canvas could actually be a landscape painting coming alive. Similarly, the canvases could be a window to another world; one where a unique scheme of vivid color and new awareness of time exist. The layers of texture on the canvas and in the animation play an important role representing the complexity of the theme.

The broad purpose of the piece is contemplation and solace. Everyone has impossible desires or wishes; this artwork is an illustration of mine.



Katie Moore

Comparing the Effectiveness of Different Controllers for Interacting with a Virtual Environment

Virtual Reality is supposed to simulate reality accurately; however virtual worlds are usually explored using controls that are unintuitive, or methods that are very different from how people interact with reality, such as using a keyboard and mouse or a console controller. In order to provide a more intuitive means in which to explore an environment, different controller interfaces can be implemented, such as motion and touch controllers. In an attempt to provide a more intuitive means to interact with a virtual environment I have developed interfaces using motion controllers, a smartphone, and a custom built gaming chair that acts as a joystick, in addition to the traditional keyboard and mouse or console controller.



Maurie Murray

Live Through Me

Live Through Me is an alternative Hip-Hop and Rap album produced, recorded, and written by me. The album is my official introduction into the world of music as a rapper and composer. In my music, I'm showcasing the vast amount of skills and techniques I've learned to display my creativity. In terms of my sound, elements of old and new school Hip Hop are mixed with experimental instrumentals. This body of work consists of songs that detail my life, my beliefs, my experiences, and my dreams for the future. From social issues dealing with race to personal issues dealing with love and lost, life as I know it is reflected in my work. My project serves as a beginning of a journey to break the mold as a rapper and as a composer of urban music.



Kyle Ritch

'Bout Time

I like to think of myself as a “band-in-a-box” artist. Having spent 14+ years developing musical abilities across a wide variety of instruments and genres, I found that my own personal tastes drove me toward mainstream rock and metal. This type of music is inherently high energy and often coupled with intense lyrical content, though it does have the flexibility to be uplifting and awe-inspiring for the listener. My goal as an artist is to break the norm by merging the aesthetically pleasing sounds of cleanly sung vocals with the instrumental technicality, production value and intensity of modern metal music.



Megan Shea

Anamnesis

This experimental film attempts to visualize the reconstruction, distortion, and recollection of one's memory. Our attempt to relay our memories to others; how we remember them, see them, hear, feel, and smell them, can be extremely difficult. We do our best to describe what we want to convey in order for our audience to truly understand or visualize what it was that we want to relay. But in totality, the memory cannot be fully recaptured and presented to our listeners as the original vision; the transfer is always opaque. Not only do we have difficulty in our memories display to others, but we also have our own trouble to recall the details. I sometimes wonder how many and to what extent are my memories true to the event that passed. As time passes we tend to forget, omit, and recreate what we believe we saw, did, or heard. The recollection of these memories, their order, and their content may not and most likely are not exact. In my project, I attempt to convey a nonobjective representation - an idea of one's chaotic sense of stored reality and how it may be visualized and audible if it were possible to peer into the mind.



Kyle Simmons

Somewhere Out There

There's nothing like the nostalgia that comes with listening to a favorite album for the first time in years. As simple as it can be, music has the ability to satisfy the soul in ways we can't even comprehend. This was the inspiration behind my latest work, a full length LP entitled "Somewhere Out There." My goal was to create memorable music with a modern edge of different sounds and styles. By combining reggae, rock, hip-hop, and folk, I was able to achieve a high energy sound with catchy melodies and good vibes.

The band is Eastwind, a 5 piece from Jacksonville Beach who's specialty is feel good music. The album was written and produced in my project studio over the last 12 months and was recorded, edited, mixed and mastered by your's truly. The LP is a double sided feature molded after the old A-side/B-side days of vinyl and cassette with each side having its own theme and energy. Overall the album symbolizes a journey of self exploration with youthful energy, great instrumentation, and a nostalgic feel.



Victoria Williams

Lipstick and Nicotine

Lipstick and Nicotine is the sophomore album effort of recording artist Victoria “K” Williams. For this album I wanted to capture the raw human emotions of heartache, the human struggle and loss. To heighten these emotions I wanted to strip the album down to its bare essentials to capture the raw intensity of my vocals and lyrics. “Lipstick and Nicotine chronicles a four year span of my writing career and follows the many struggles that I’ve had with love, life, and heart ache. My album will keep you on a high like the drag off that “last cigarette” while lingering on your ears like a sweet kiss.



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