

Artist Statement

I have always had a passion for creating art since I was thirteen. The first time I saw artwork that inspired me was when I was introduced to a documentary called "Style Wars". This told the story of the graffiti culture in the late 70's into the early 90's in New York City. The freedom to create anything the mind can conceive was a great an inspiration, and to have an identity that is true to oneself brought a uniqueness I found very appealing. Ever since then I have been drawing in a 2D medium. As I continued my artwork into my undergrad I was introduced to making artwork digitally in a computational space that allowed for interacting with 3D elements. This opened up an entire new form of media that I have been passionate to explore.

Through the classes I have taken in my emphasis of IMA (Interdisciplinary Media Art) I had the privilege of learning creative coding and digital fabrication. I learned how to code programs that interact with the viewer that sparked my creativity to find ways to make environments that change with those interactions. The first iterations of creative coding was done with an open source program called Processing 3. This allowed for the viewer to interact with written programs that involve 2D and 3D spaces on the computer.

As I continued taking more classes I was further introduced to Arduino open source microcontrollers. With the knowledge I obtained from working with Processing 3, Arduino's platform was very intuitive for me. Arduino allowed for programming to involve the control of electronics that brought programming into a physical space. As I was learning the platform of Arduino I also learned techniques of 3D Printing through Digital Fabrication. This also allowed me to bring designs I create on the computer into a physical space. With the combination of both 3D Printing and Arduinos I am able to bring computational designs and programs into the real world and have interactions with them in real space and time.

Through my work I have learned many different things about technology and fine art, and finding ways to create a balance. My mission is to inspire the viewer to think about different ways of adding technology to traditional gallery spaces. Everytime I finish a piece I think of what I want next with this form of media, pushing the envelope and making new things fail or succeed is a part of my everyday drive.