

## FINAL EXHIBITION:

For the Final Critique of this class students were asked to organize, produce, advertise and hang an exhibition on December 1st. Students had complete freedom in the organization of this as long as they worked together as a class. The exhibition was a pop-up and only needed to be installed for one day.

Students decided to hold the show in one of their class-mates' homes. They converted 5 rooms of the house into an exhibition space.

The event was a great success with around 60 people in attendance throughout the evening.



# The Young Twenty Somethings Art Exhibition +Extravaganza+

## Artist Statements

### Bridget O'Hara

"Inch by Inch"

Video Installation

The current general consensus of the American population is that 2016 has been one hell of a year. We have faced pivotal moments of social change from every front. We have seen our government send tanks after peaceful protesters, racial and cultural divide, and a president who divides us further. I think we're all a little tired. We are tired of having to fight, tired of hating others and of being hated. If things are ever going to get better, we must take initiative and be better. Do not look up to your government as an example. Instead, look at your neighbor and love them. Change is slow. It happens, as Trevor Noah says, "inch by inch". It won't come on a silver plate. It comes when you build your community.



### Christina Burroughs

Architecture in Chaos, Pt. 1

Architecture in Chaos, Pt. 2

Video/3D Animation

Architecture in Chaos explores the idea of what people think the world should be as opposed to what it is. Originally, this piece was one piece instead of a series and was a wall piece where each building would be 3D printed and mounted to a wooden polygon frame. The life-sized buildings inside the gallery inside the gallery lend itself to the idea that the present will become our history one day. The buildings in the room are Titanic Belfast, Run Run Creative Media Centre, Perth Arena, Thomas & Mack Center, and Princess Elizabeth. The video is a visual representation of what goes on around the world. This project as a whole started off as fun then it became the bane of my existence, and the creepy madness that comes from the video and the starkness of the room.

## James Hodge

"Lithodelphis Live"

Projection/Audio

This project is a live show that aims to pair audio with visuals. The music includes songs from three albums in the genres of chillwave, vaporwave, and future-funk. The songs are mixed and mashed-up together to create a set that flows throughout. The show uses midi signals to coordinate audio clips & effects with video clips & effects. It blends live elements (keyboard and hand tracking for effects) with the fluidity of a dj set by breaking apart each song into loops of each instrument. Each song has different visuals including 2d visualizations, 3d animation, and a filmed music video. These elements represent different parts of the song and are used to show how the songs blend together. The goal is to create a show that represents visually the atmosphere of my music.



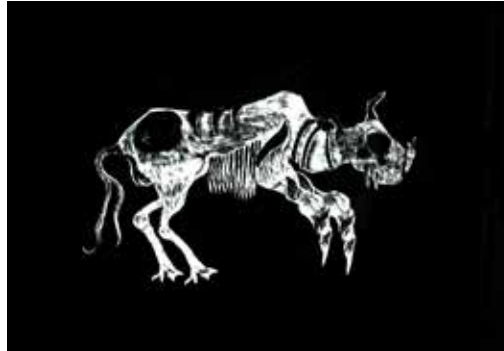
## Chy Papac

"Mitsuko's Creature" - Projection Art

"Ripple" - Projection Art

"Eye Piece" - Loop Based Video Art

It's often difficult for me to pinpoint where the inspiration for each piece lies. The creative spark for Mitsuko's Creature originated in the work of Junji Ito, whereas delirious thoughts at 3 am and an artist presentation given by one of my peers motivated my aesthetic choices for Ripple and Eye Piece. Although these pieces may not seem related formally, the thought process underlying each unites them. Mitsuko's Creature embodies the idea of fear, Ripple symbolizes meditative thought, and Eye Piece represents a feeling of intense discomfort. Together, these pieces attempt to explore a string of human experience.



## Xinyao Zhang

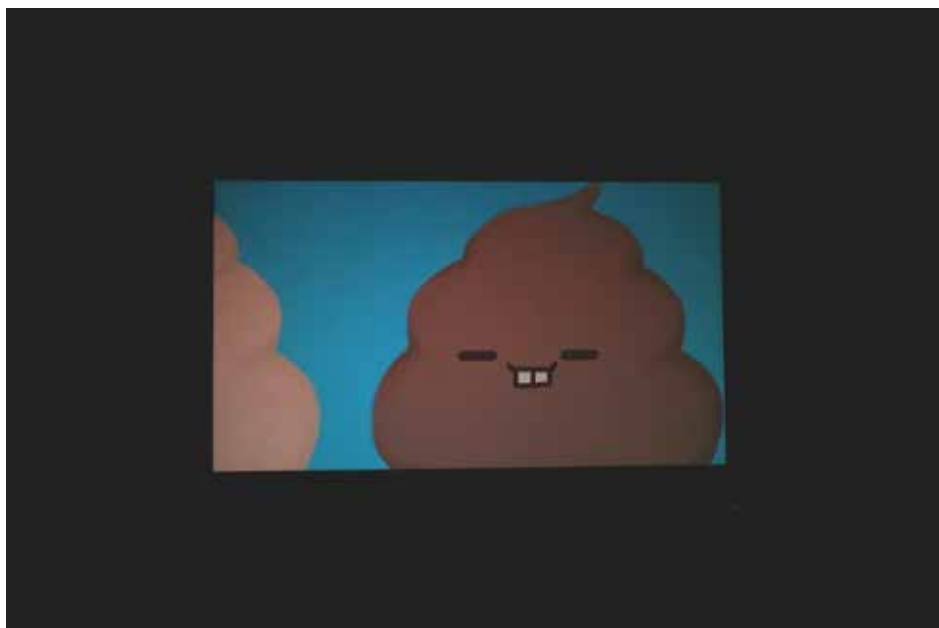
"Pancakes"

"Ice Cream"

"Marshmallow"

Animation

I've always been interested in creating a series of food humor videos. I was inspired by a short animation on YouTube called "Two Chips". I like the idea of turning food and ingredients into characters and give them personalities. My videos were created mainly in After Effects. I always started off with illustrating thumbnails and sketches in Photoshop and Illustrator. Then I would bring the layers into After Effects and animate each scene one at a time. I often include recorded conversation and sound effects in my videos to improve the overall quality. I really enjoyed making these animations, I have learned a lot from troubleshooting each program. I would definitely like to experiment more styles and create more food humor related animation in the future



## Christian Jones

"Peace"

Projection

I want to capture the idea of "utopia", but in the sense that a perfect world can't be made with what already exists as a structure or place, but instead, an experience of traveling in an ethereal form free of physical constraints. The idea of a progression through space shapes my interpretation. I use a bird and stained glass as my interpretation for the ethereal body. I will show light as it filters through smoke to juxtapose perfection from chaos. To do that I will use incense and light it around the projection to cause rising, scented smoke to interact with the projected light. This will create an atmosphere of ethereal qualities such as calmness, travel through space, and peace.



## Julia Courtney

"Inverse"

Projection

"Inverse" is a combination of short black and white After Effect clips. I tend work in small pieces and find patterns between them to create a balanced composition. I want the viewer to feel the movement as they watch the oscillating patterns and lines move through space.



## Teah Shaw

"fervor and disquiet"

Projection; Mixed Media Installation

How else could I convey the urgency I've been feeling for the last six months? Flashing lights have blinded me before and the drone of a needless thought lies too closely to my ears. The fifteen spires exist to point, as they do, to nothing in particular. However, whatever passes through is taken by the heart to feel exactly what they must.



## Connor Pletcher

"Coming to life"

Video, physical model, interactive view.

This is my adventure into 3D modeling as has been an interest for me since I first started playing games. This ability to allow my art to evolve from a 2D space into a 3D plane is a beautiful thing and has created many opportunities. I want to show that what was not doable years ago now is. I have created a physical model from my school's 3D printer and plan to do so much more.

