



Portfolio of Student Work

Rhonda Holberton, Associate Professor
Digital Media Art, SJSU



GRADUATE WORK

Documentation of projects from Digital Media MFA advisees enrolled in my classes



GALLERY 1



[ART]WALK
GALLERY 2

GALLERY 3



SJSU





Digital Media Art presents

WWW.

Interconnecting with the Wood Wide Web

WWW. Interconnecting with the Wood Wide Web

This work consists of an interactive gallery exhibition, a pop-up greenhouse installation, and a series of design fiction workshops to collectively envision a sustainable future. Participants are invited to “grow” an imaginary *virtual plant* and generate a descriptive narrative that identifies their creation. Using experimental new media technology such as 3D Scanning and AR/VR, we begin to collaboratively prototype technobotanic life.

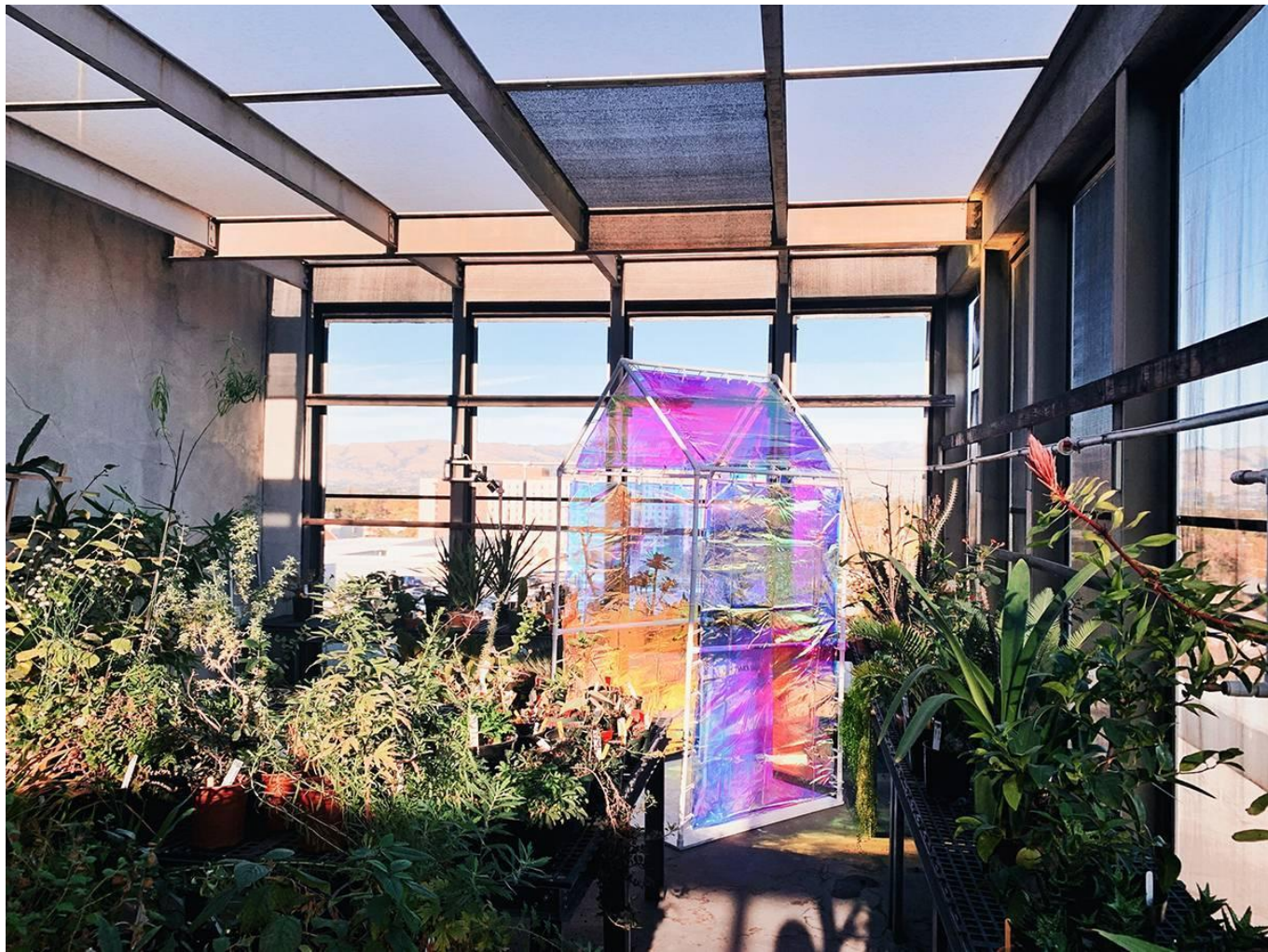
Workshops Schedule

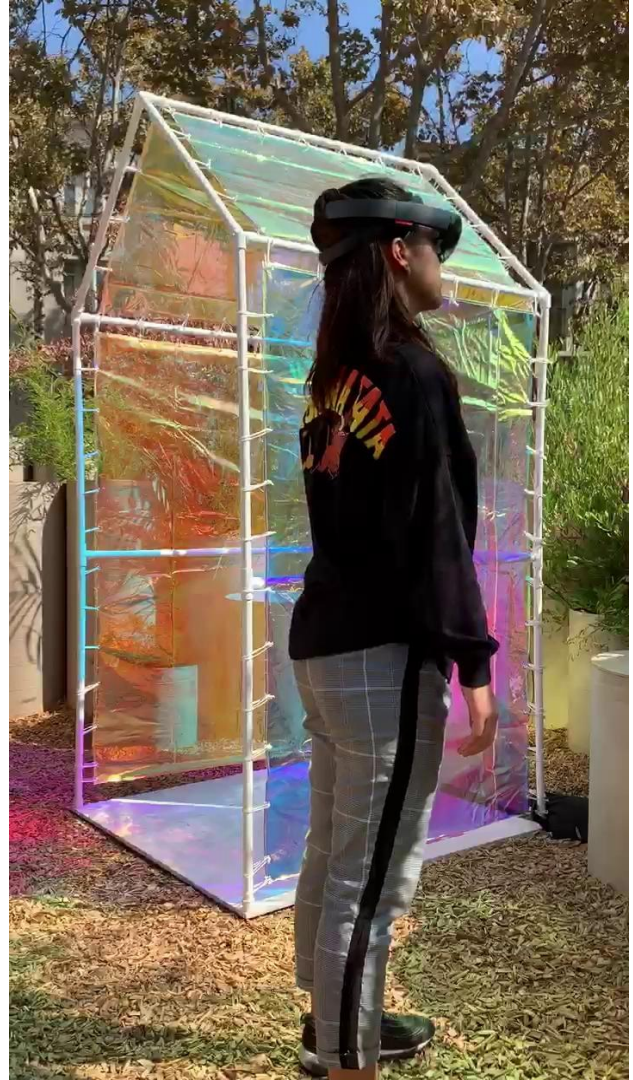
Thu, Oct 10 10-12 A.M.	From storytelling to story living Sculpting + 3D Scanning + Animation <i>Art Building #241</i>
Tue, Oct 15 7-8 P.M.	From storytelling to story living Sculpting + 3D Scanning <i>Backyard, Downtown SJ</i>
Tue, Oct 22 10-12 A.M.	Virtual Worlds // WebVR @ Immersive Storytelling Lab <i>Dwight Bentel Hall (DBH) #226</i>



1:28 / 4:00







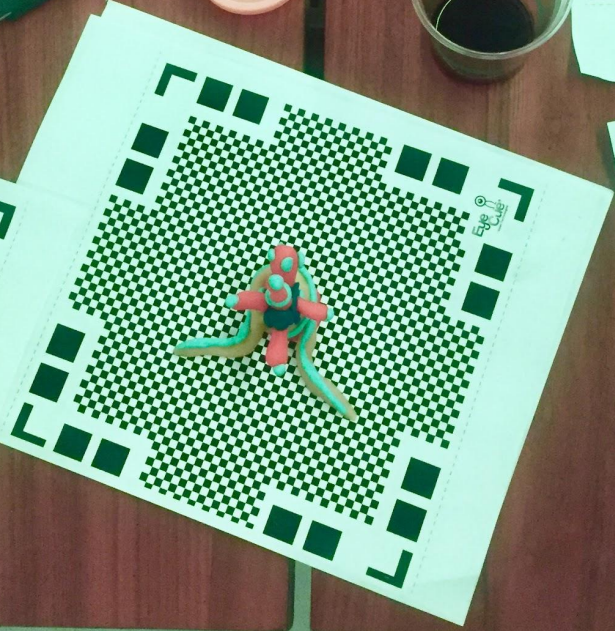
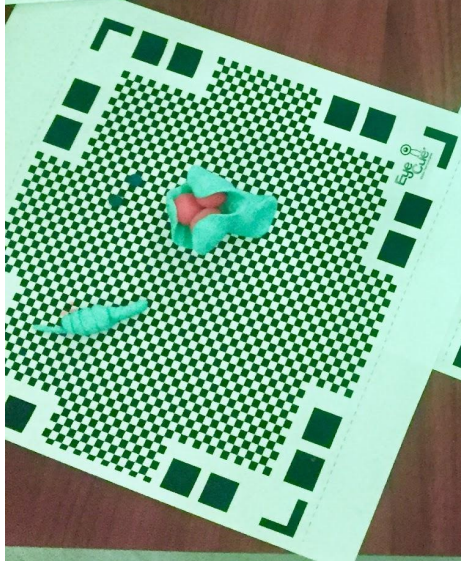
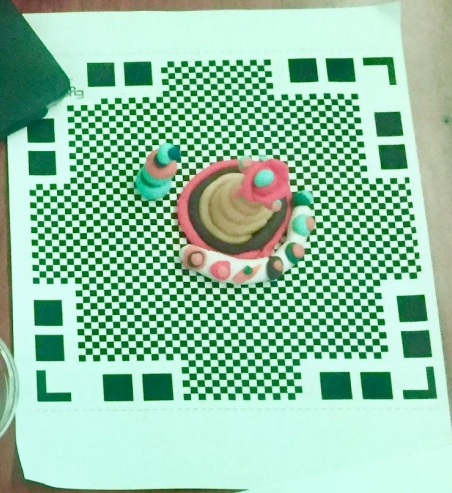








Handwritten notes on a piece of paper, including the words "card" and "A new chapter of".







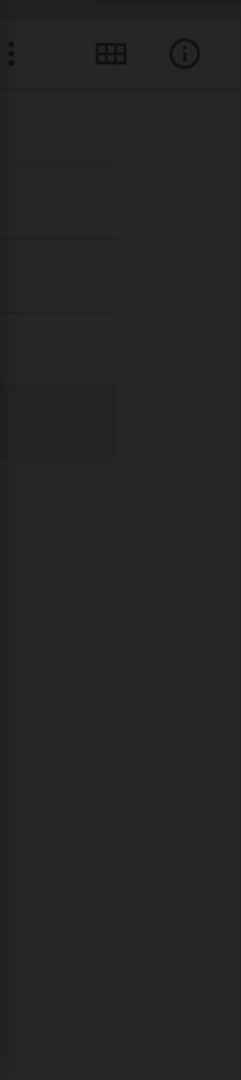


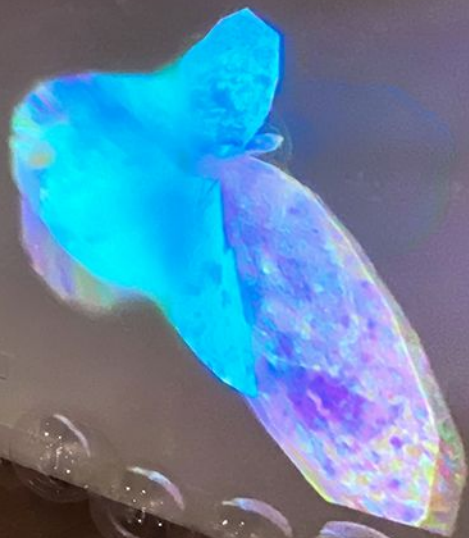
Homology, 2020, Machine Learning & Mixed Media

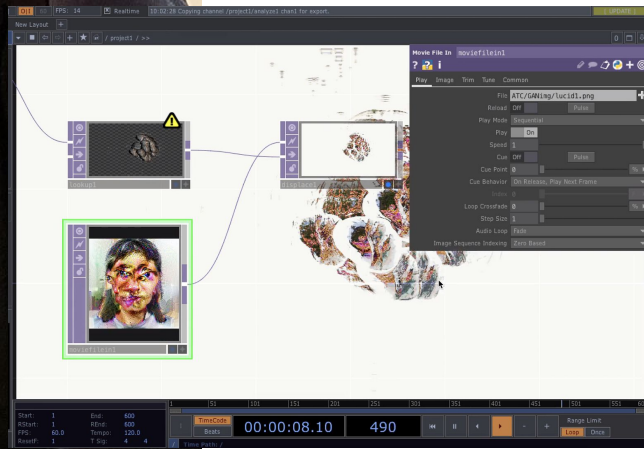
```
import Kiki.Wu as objectives
import programming as transform
import participants as render
show(result)
```

Homology(2020) is an exhibition demonstrating the fluidity and aesthetics of the computational process. I've created works effortlessly from a critical observation of machines since my 2019 work, Absdiff (2019), a series of natural pixelated, glitchy images and screenshots collected from my phone and laptop. Through embedding my face into codes, I expand the idea of creating art using supermatic technology like artificial intelligence, and further release my agency of completing this exhibition to software and participants, who are authorized to iterate works by their movements and sounds in the gallery. Homology shifts the distribution of laboring between artist, computer, and viewers, it extends the digital embodiment to physical space.

- New
- Priority
- My Drive
- Shared drives
- Shared with me
- Recent
- Starred
- Trash
- Storage
- 15.5 GB used







A Ghost Manifesto



A ghost is a furtive desire.

To become a ghost haunting around the physical world, we must create the desires of excessive material ownership, which proves the unfound consciousness of consuming commodities that we don't need.

To become a ghost haunting around the digital world, we must addict to many social media platforms, which demonstrates the fragile humanity of constructing a perfect personality that we consider crucial but have never validated it in the physical world.

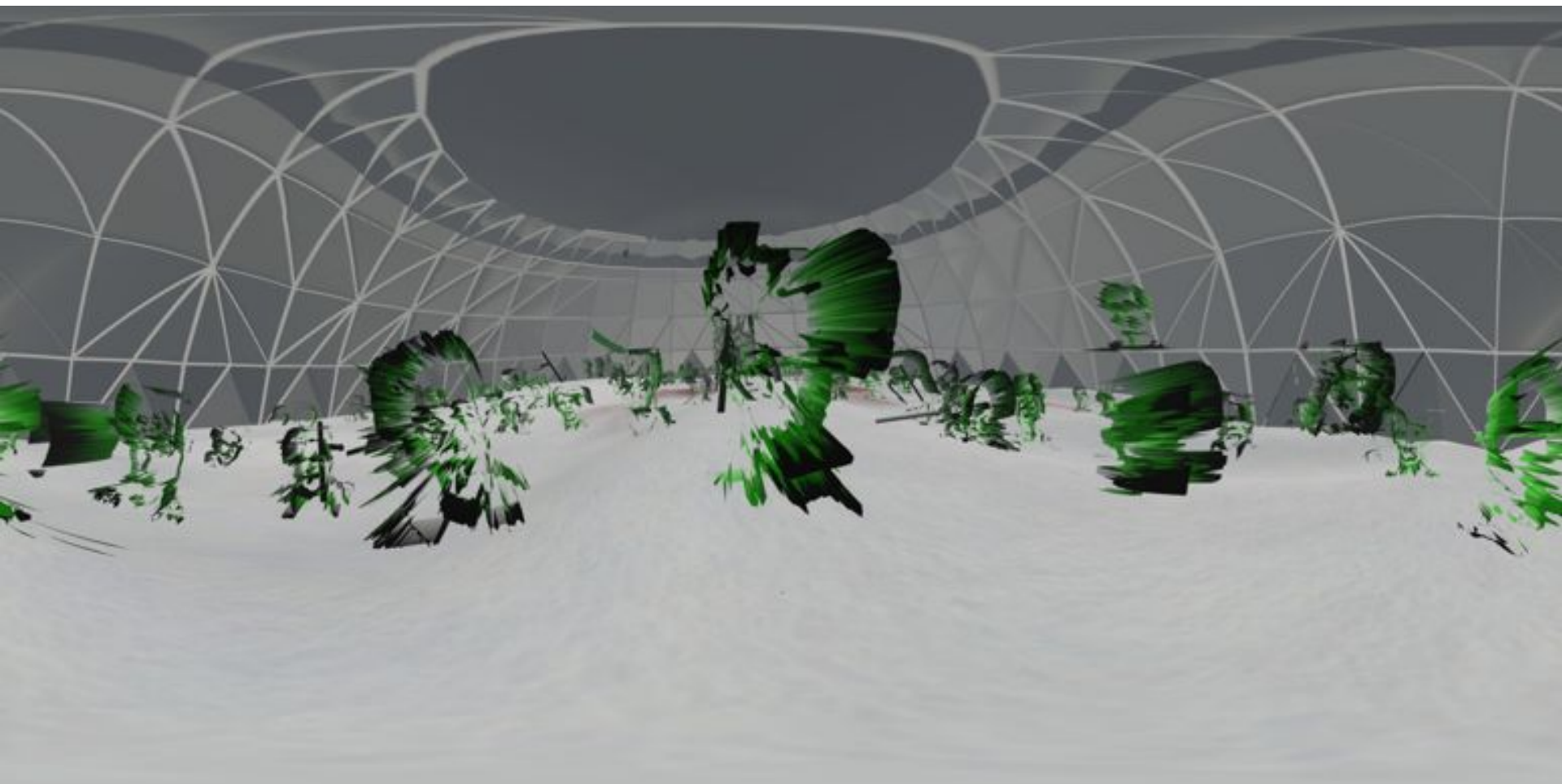
A ghost must lose something unconsciously.

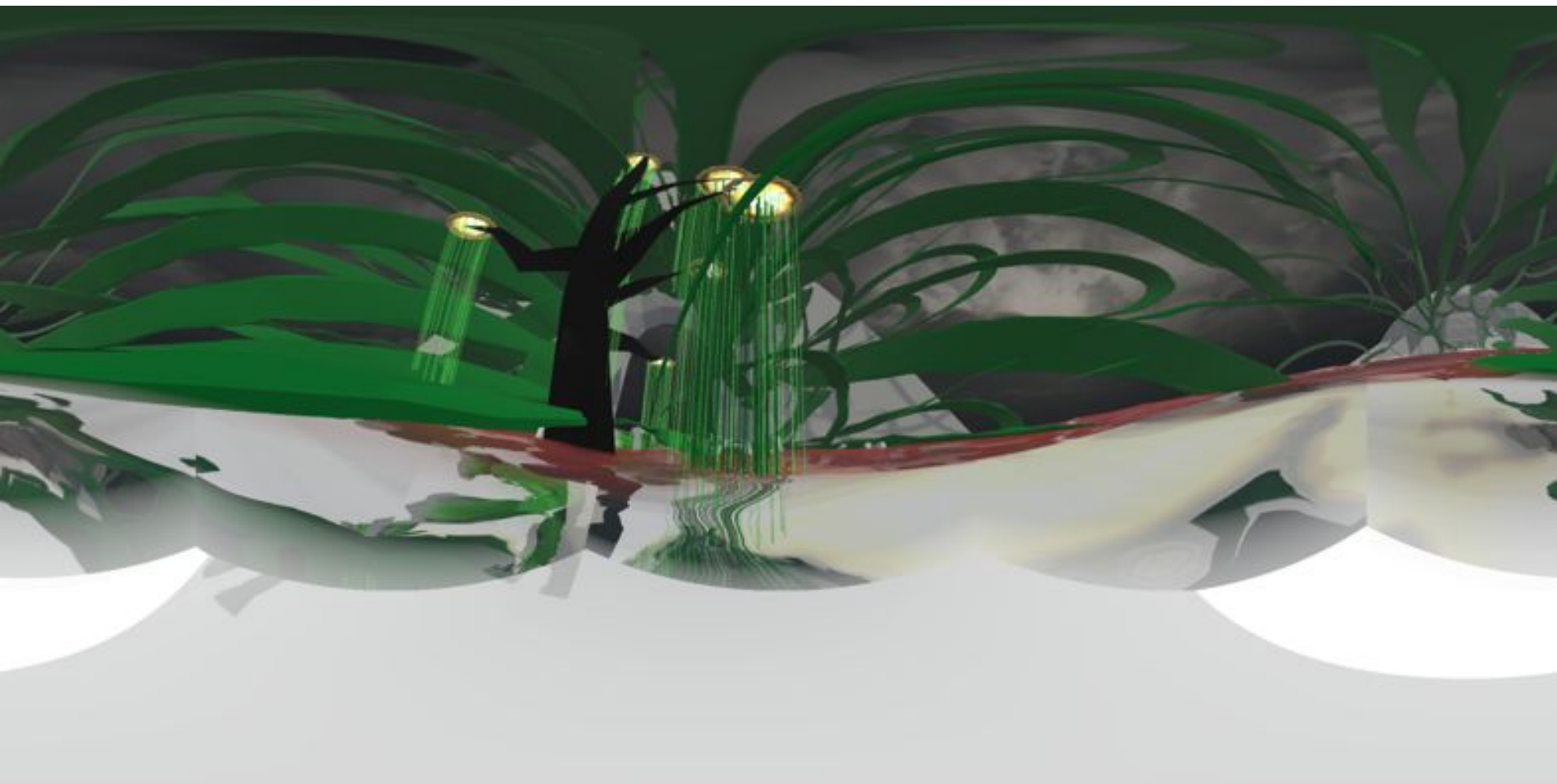
Green Hope

Green Hope, is a multimedia art installation based upon my memories of revolutionary protests in Iran which occurred after the 2009 presidential election. The Green Movement was the first vast public opposition of the Iranian people against the government. It resulted in numerous cases of deaths, arrests, exile and media censorship.

This body of work is a poetic effort to reflect on the edge between external destruction and internal creation. My life has been affected dramatically by the movement and its aftermath. I still carry unresolved issues regarding what I experienced throughout the Green Movement regardless of whether I am in Iran or anywhere else.









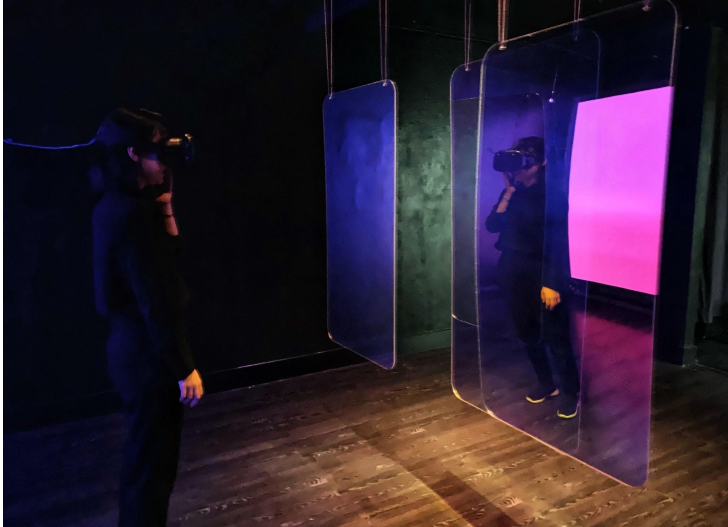


Ritual Vitality

An immersive media art installation that imagineers spaces in between the digital and physical realms.

Ritual Vitality subverts perceptions of the geophysical world through digital manipulation. Via immersive technology, I'm imagining an environment where the actual and virtual planes can coexist, and the body becomes as immediately abstract as it is concrete. Software simulation changes the way people operate organically. Checking notifications on smartphones have become part of daily rituals and vital to maintaining both our online and offline existence. Therefore, I believe it's essential to critically think about the radical and unorthodox modifications in life arisen as a consequence of emerging technology.

<http://leilykhatibi.com/ritualvitality.html>



RITUAL VITALITY

<http://leilykhatibi.com/ritualvitality.html>



Prayer, 2018, Web VR

People tend to behave differently when they are entering a religious place like a temple, because they are taught here gods can see you and know your desires. The transition of human behavior inspires me to import Taiwan's religious culture and Chinese calligraphy aesthetics in virtual reality. Importing the cultural ritual such as "pray", "light an incense stick", in this VR space players can trigger visual effects by clicking specific objects.



Prayer, 2018

Web VR

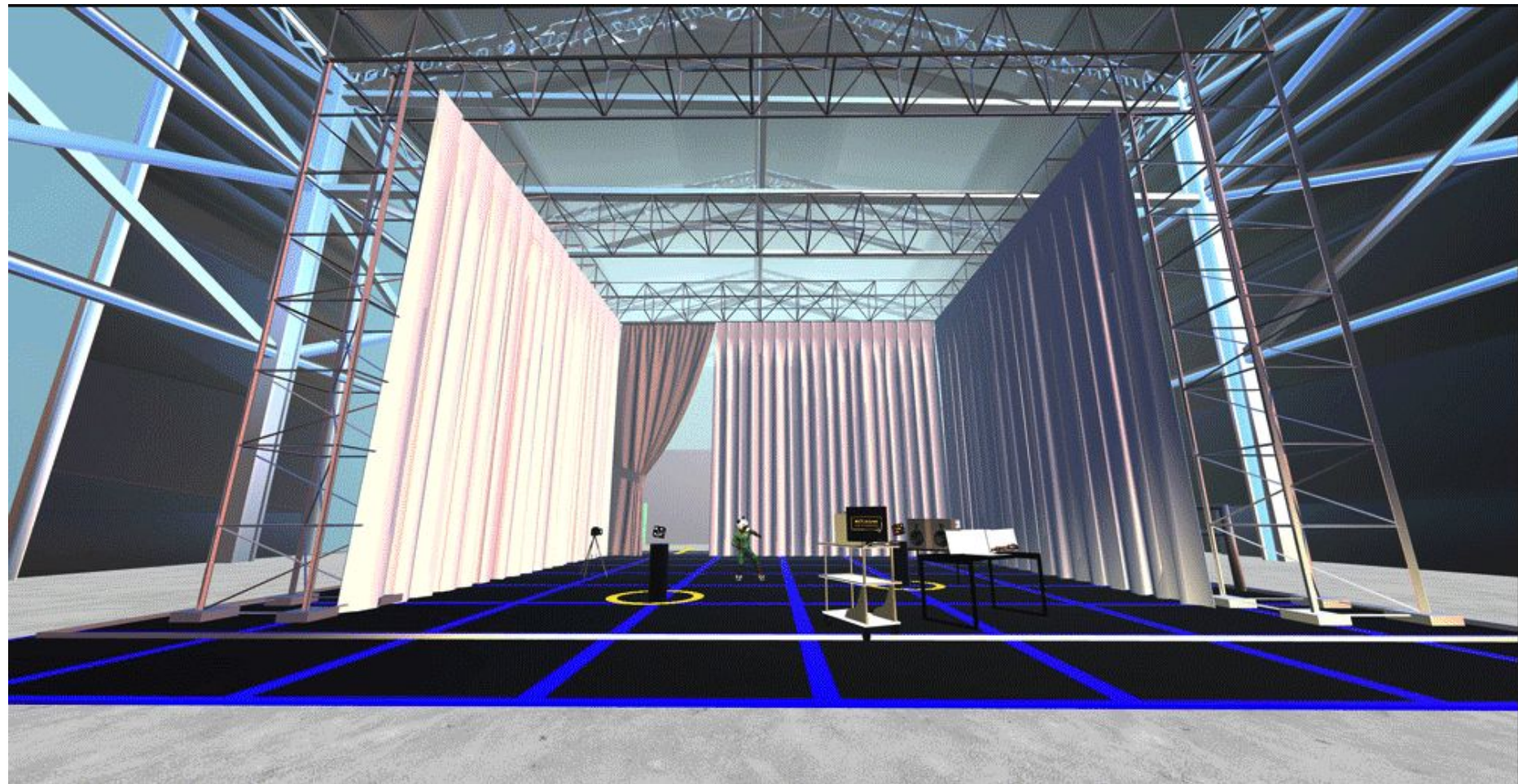


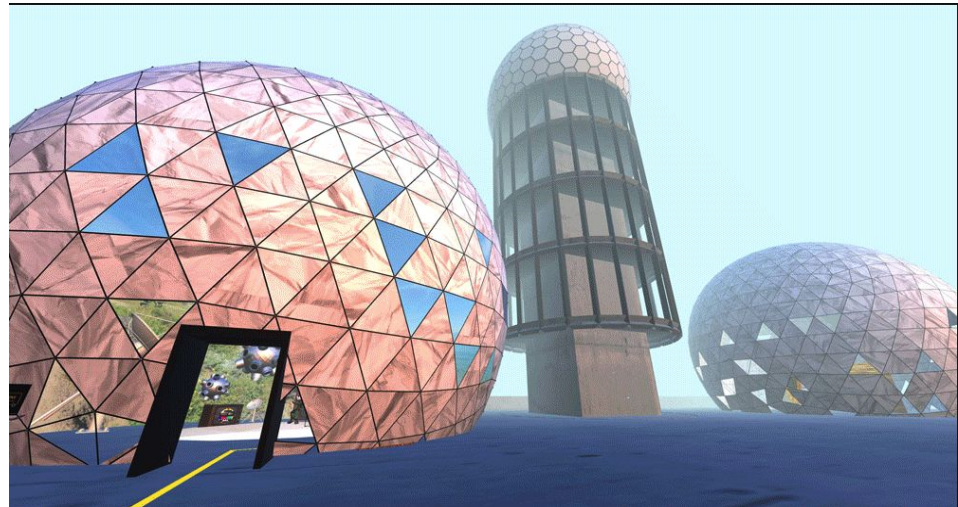
Identity Factory, 2021

In the summer of 2021 I taught a course, Art 175, in which SJSU students worked collaboratively with the Curators and Digital Development team at the San Jose Museum of Art to create an interpretive online experience for Hito Steyerl's Factory of the Sun Installation which opened August 6, 2021.

Under my supervision, students worked with the curator of the exhibition, Kathryn Wade, to create an interpretive analytical framework of Factory of the Sun. The interpretive framework will be used to design an interactive online experience for the public to help the exhibition "come to life" through active visitor involvement.

Students also developed assets in collaboration with New Art City Developers that were used in the online exhibit. [The Identity Factory](#), was hosted by New Art City and opened to the public at the same time as the physical exhibition. As of Fall 2022, it had seen over 3,500 visitors.





INTRODUCTION TO 3D MODELING & PRINTING

Documentation of projects from an undergraduate intermediate level course

Elizabeth Nguyen, *how i feel when i'm anxious*

Maya, 37 sec.

This piece is a reflection of how I see myself when I'm experiencing an anxiety attack. Each scene demonstrates the physical feelings I get during an episode. The setting is set in a white empty room, allowing the character to be more focused upon and also symbolizing my mindset as everything goes blank for me. I made the avatar nude and pink, showing the vulnerability that occurs over me. The constant vibrating at the beginning of the video is a physical demonstration of the tingling, yet numbing sensation I get throughout my body, especially on my face. At the end of an episode, I always find myself losing balance, dizzy, and I feel sluggish, thus the deflating body. The black particles that take over me indicate the feeling of suffocation because my breathing is erratic and my vision blacking out. Creating an animation for this experience is a good medium to show people the symptomatic feelings I get during an anxiety attack. Showing a simulated animation is more effective than describing my experience verbally. Compared to traditional video, an animation can push the laws of physics to get a point across. This also plays on the idea of how anything can be done in a virtual space. I can't physically deflate that the avatar shows in the video in real life, but in a virtual space, the avatar that embodies me can do that. The portrayal of my virtual self is clearly distinct from how I really look, however, its representation is closer to how I feel physically and mentally.



Julie Wei, *Escape*

3D Modeling, 32 seconds

The narrative behind the animation stems from my tendency to ease my stress by means of "traveling" into a different world, namely, the world of fictional stories. The gem which appears in world two is meant to symbolize such stories, with the green pertaining to the green used in the Webtoon app logo. The use of black and white versus color is inspired mainly in part by Wizard of Oz, in which Kansas was monochrome whereas Oz was colorful. Overall, the total rendering time of the whole animation took approximately five days of nonstop rendering. Although there were many troubles along the way, I also learned a lot of new techniques through this experience.





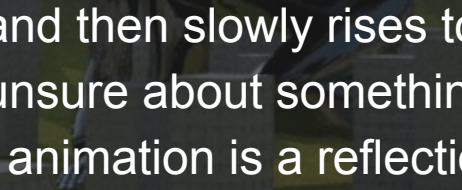
Cole Pergerson, *Virtual Three Dimensional Self Portrait*

Medium: 3D render

Dimension: 1280p x 720p

Length: 30 seconds

The avatar starts grounded and then slowly rises to a standing position. He observes himself as if he is unsure about something. The video ends with him looking out into the sky. This animation is a reflection on how I feel when I try to push something that is outside of my comfort zone. I've learned that being in a leadership position can be lonely which is difficult to cope with. The reflective material of the body points to my difficulty to take credit for myself, instead I often see others doing better work than me.

A 3D rendered avatar in a dark, industrial landscape. The avatar is a dark, metallic-looking figure with a human-like form, appearing to rise from a crouched position. The background features dark, blocky structures and a hazy, overcast sky. The overall mood is somber and reflective.



Thing of Internet



The Internet is more than a place comfort and escapism for most of us. It's always there. Like a true friend. Allowing you to express yourself freely or be someone or something that you've always wanted to be. Without any judgment. However, with the Internet becoming such a big part of our lives it has been exploited and manipulated. Personal information being sold and bought or just taken for personal gain. People putting all their personal information out there, when now there's a chance that it could be used against you.

Therefore, the Thing of Internet has awakened, it feels the need to express its concern for its current state. It's noticed our eyes locked to the blue screen, the phantom vibrates, the like addiction, and the need for constant media feedback. Companies have been able to perfect the positive feedback loop to keep us coming back, even though we know their alternative motives.



Pure, Power, and Pain, 3D model installation

For this project, I created a gallery installation containing three 3D modeled busts as the different objects with different textures. The busts were inspired by my previous work in which I used found objects to create a thematic piece. While the busts don't have any real identity, the objects embedded in them give the viewer an idea of their symbolism: the jade textured bust for purity, the horns for power, and the nails and stones for pain. I then modeled a small opening for each bust as well as an arch to mark each opening.



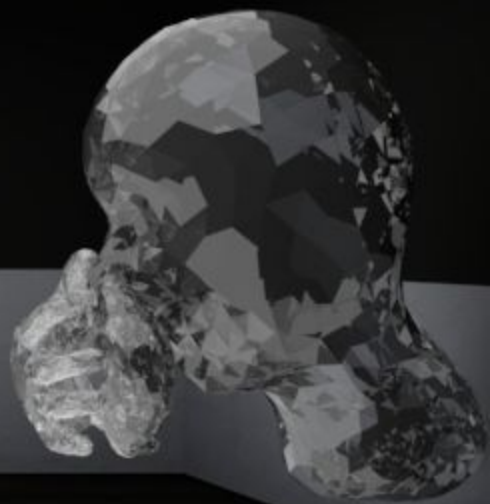
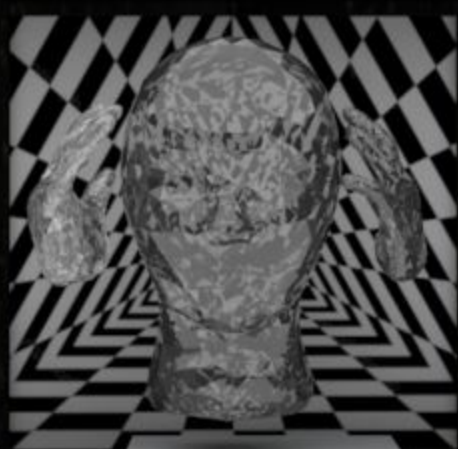
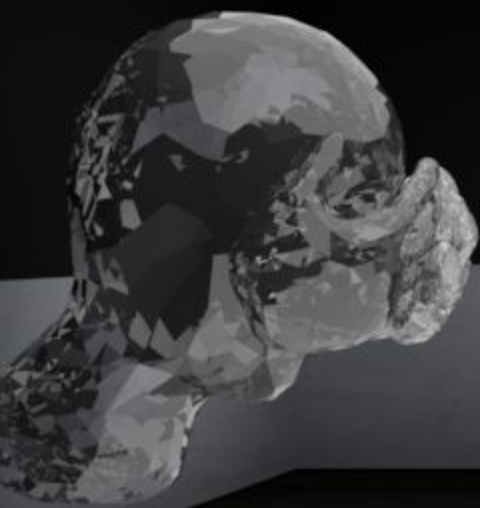


"Mercurial", 3D Models and Rendering in Maya

The models within this space were created from the influence of man and the many emotions and experiences man goes through. I also focused more on where we as humans see ourselves within the world and society around us while trying to convey a nihilistic tone. A lot of the textures used were mostly transparent to reflect the transparency of our thoughts and emotions; thinking they can be easily hidden. This is especially seen from the glass material used for the "see no evil, hear no evil, and speak no evil" sculptures. Materials I also used include blood, chrome, metal, copper, gold, jade, etc. I wanted to play a little on how the shine of the material is reflected with the light.

I didn't want to use any matte material because I really wanted to emphasize reflection and transparency. The scene itself is simple and grounded more in a realistic environment but also wanted to give an eerie, uncanny valley tone. Using a gallery space I want the idea of viewer just looking and thinking of each of the models like how a gallery should but also feel isolating with the darker lighting, cramped hallway, and spacious lobby with the large floating head sculpture looking down at you.





Ghostwater Ceremony

This virtual reality setting is an arrangement created by an ancient digital civilization. The idea behind this project was to create a scene of what an ancient tribe might live like if they existed in the digital age. The installation is located within the internet and uses elements like earth and water to suggest it's awareness of the physical world. The idea of making surfaces smooth is a nod to the ancient Greek and Roman sculpture and architecture. The smooth, white, marble is a signature detail in most classical sculpture.



Mayans in Maya

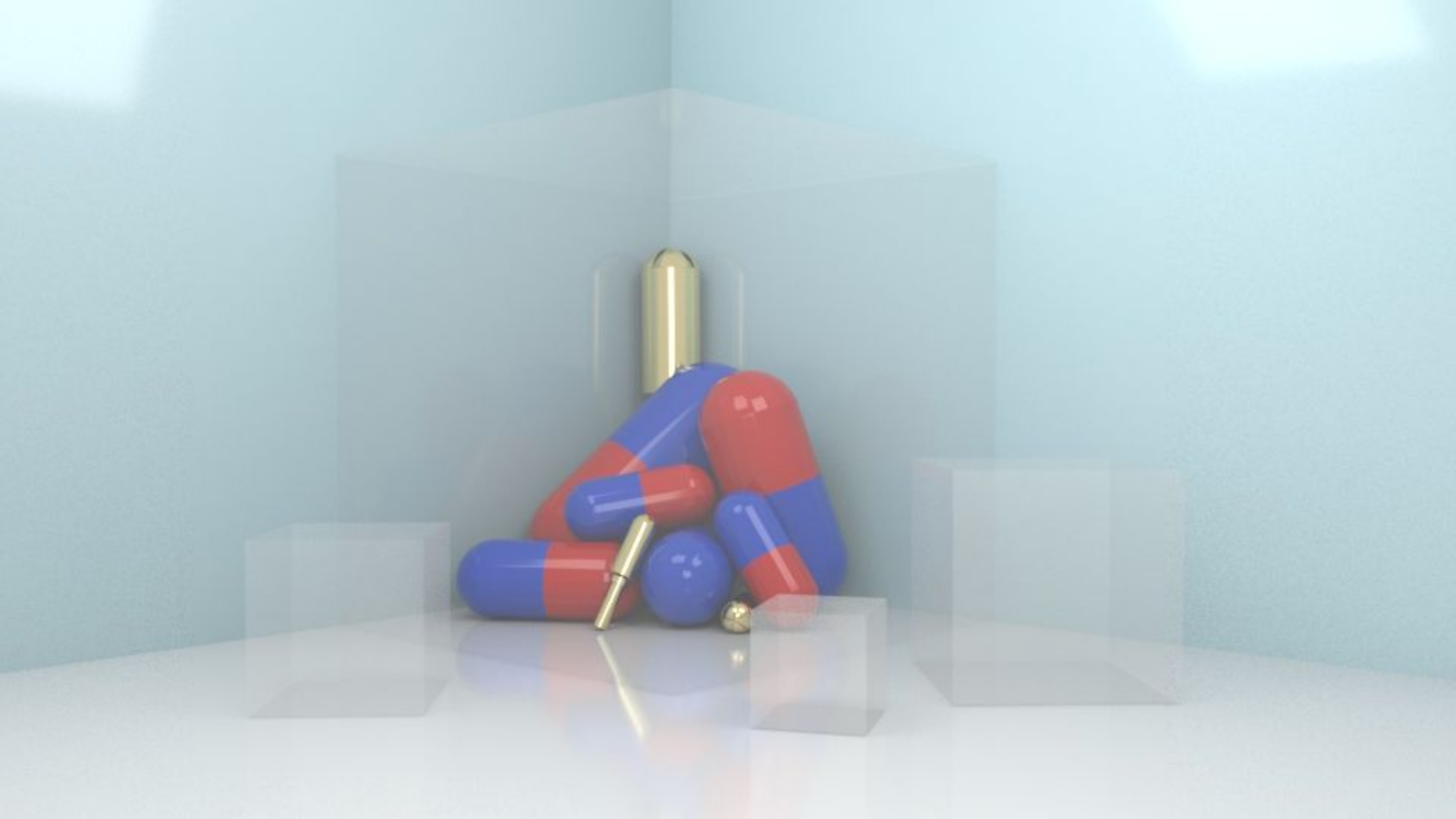
The goal in this piece was to emulate Mayan design language and organize it in a style that also emulates Peter Tarka's tidy arrangements and ambiguous locations. The main textures used are terracotta and stucco and I used a color palette that was inspired from common colors used in Mayan murals. Also, part of the intent was to create a bit of a tongue and cheek joke referring to Maya software to emulate Mayan culture. The lighting effect used was intended to make the piece feel like if it were a blend of diorama installation or a tilt-shift photo, making the location feel ambiguous.



Public Shame

Within this piece I explore the public shame women still receive around periods and menstrual cycles. I decided to change the texture of tampons, turning these applicators into gold and as a result glorifying their use. The red and blue pills represent the pain and bodily element during the sensitive time of a period while many women rely on some form of medicine to get themselves through it.

Enclosed in a glass box, periods are the elephant in the room. The large clear box acts as a metaphor for this subject which lingers around most women, but can not be openly discussed or shared. After modeling every object from a basic polygon, I attached a specific texture to each item, making the gold shiny, pills multicolored, and glass transparent. I imagine this piece as a larger than life sculpture with the center tampon being over seven feet tall and the smallest pill being at least two feet in diameter.



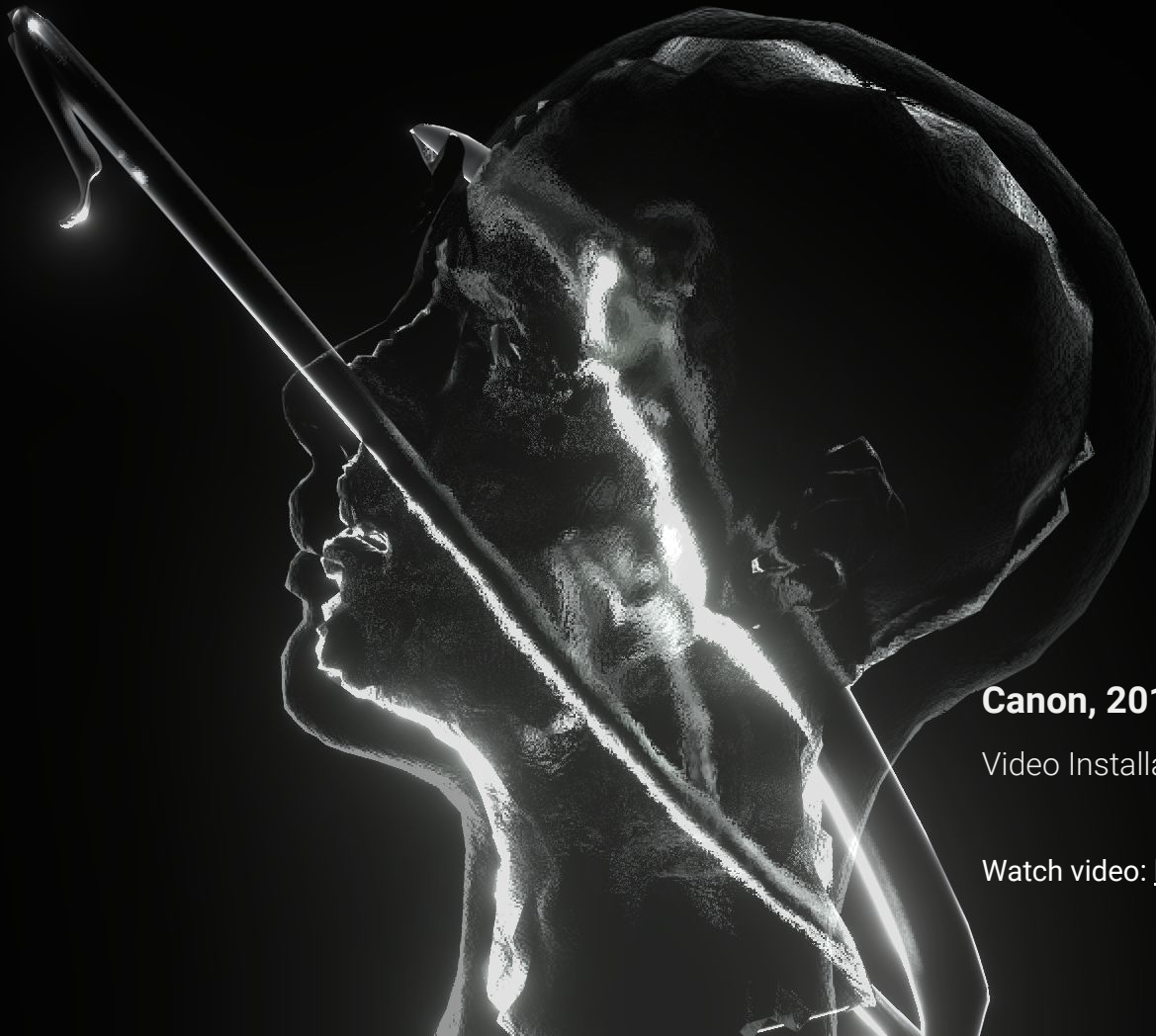
Underwaste

The ocean is full of life which many creatures inhabit but this beautiful mass of water gets polluted due to the lack of care that is shown. Some of these causes are from human activities like garbage misplacement and oil spills which harms the sea life and the ocean itself. So what if we explore the futuristic post oceanic-change as this issue continues? It would result in the ocean water becoming murky and dirty with trash but also making sea life cease to exist. My inspiration came from the artists', Jakob Kudsk Steensen, VR installation called AQUAPHOBIA which discusses how the world would be like in the future if rising water levels and climate change were to take over.



Canon, 2019, Video Installation

3D video inspired by physical practices like Qigong and Yoga which aim to transform body and mind, or benefit people's well-beings. Just like its definition in contemporary dance and music: a piece of music in which instruments take it in turns to repeat the melody, Canon represents the changing synchronization of our mind and the appearance.



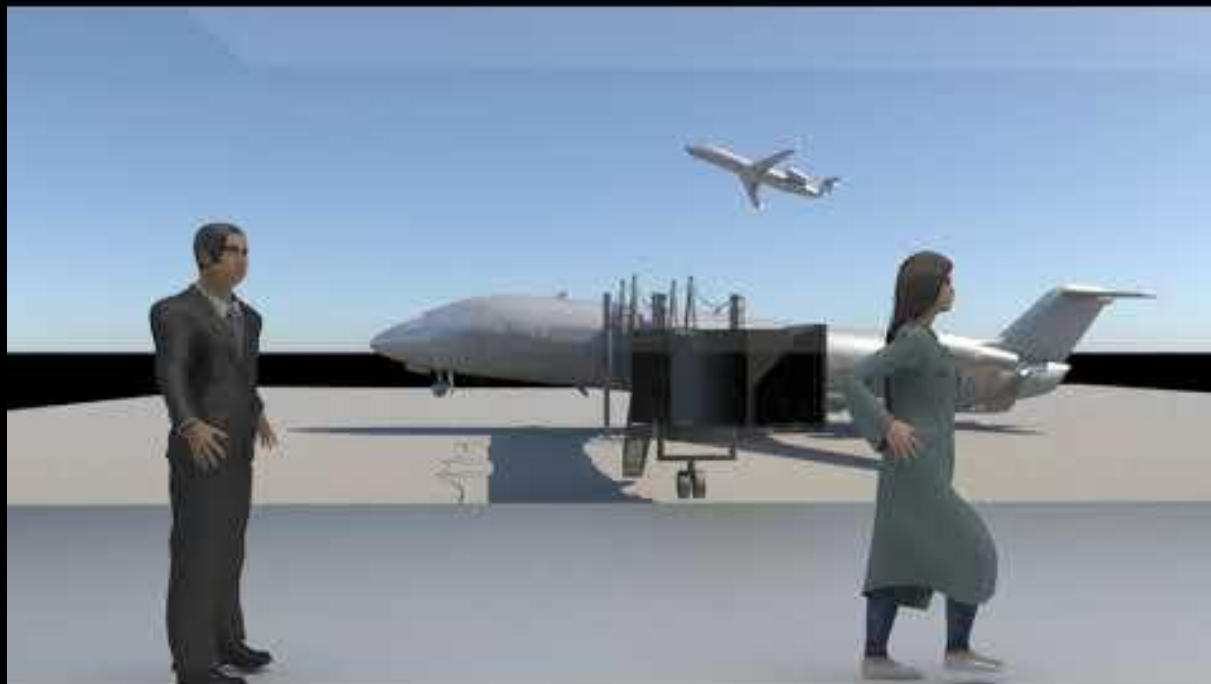
Canon, 2019

Video Installation

Watch video: <https://vimeo.com/329041226>



The Last Moment



Farewell



Alley King



The Hours of Grief Lead a Lifetime of Reflection



Detritus



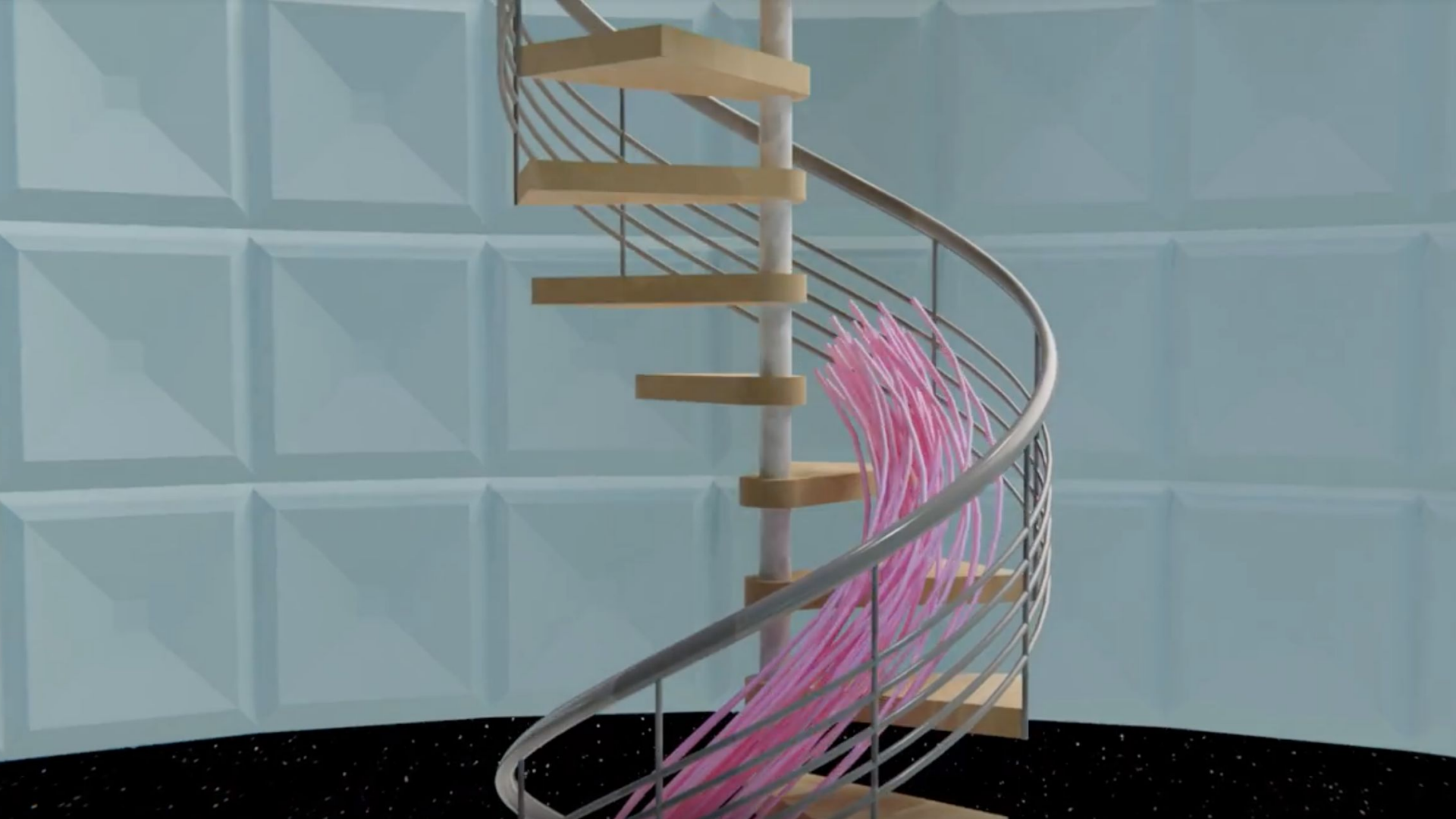
Introduction 3D Modeling Demo Reel, Fall 2018



Introduction 3D Modeling (Stills)

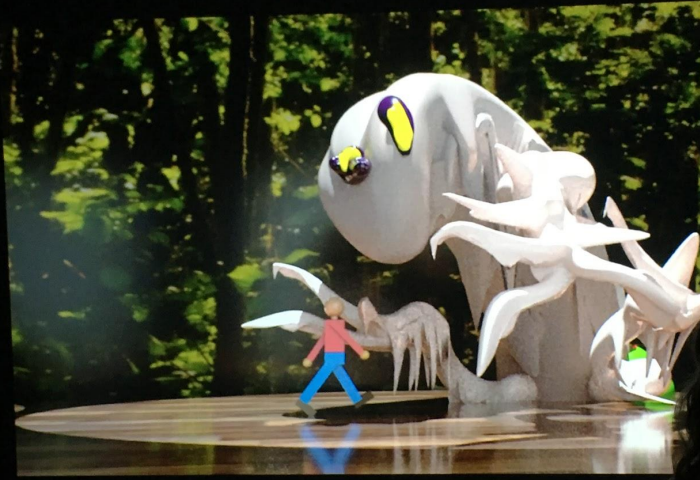












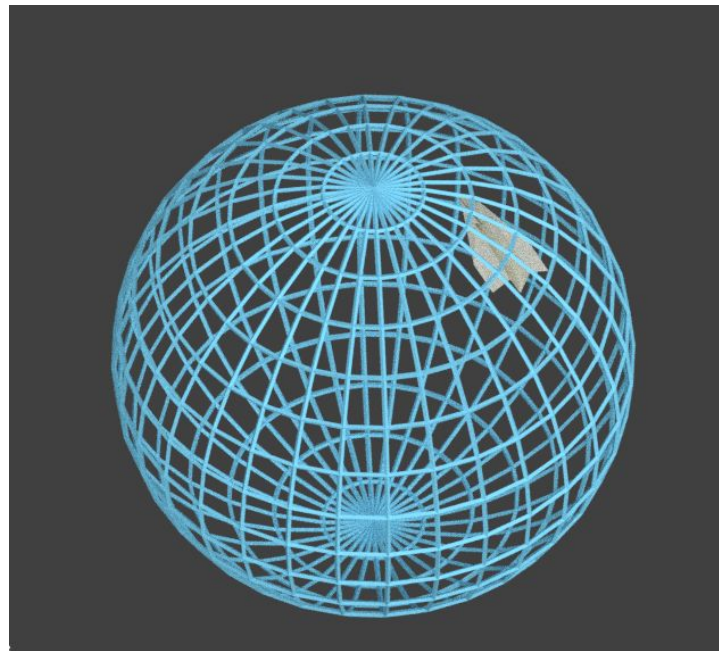
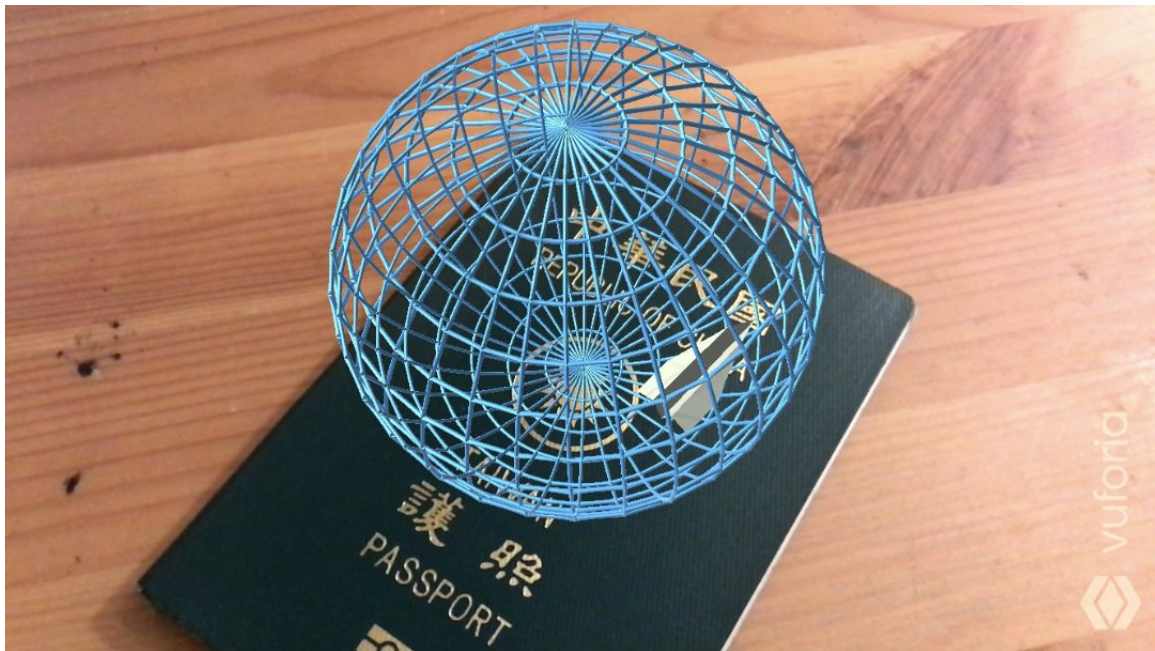


ADVANCED DIGITAL PROJECTS

Documentation of projects from an undergraduate upper division course

Border, 2018, Augmented Reality

Border is a dialogue between personal identity documents and the electronic devices (mobile phone), like the ID is scanned in the airport when traveling, scanning the passport by AR app encourage Taiwanese to check their nation name and think of the hidden story. The project name “Border” not only means the geographic borders that keep Taiwanese travelers away but also the restrictions set by Taiwan governments and the national identity crisis that interferes Taiwanese to join worldwide organization.



Seed of Life

The idea behind this project was to show the connection between my life and the seed as a beginning of everything. Everything in the world starts as a seed. A plant. A relationship. A musical composition. A life. So, the seed represents the beginning of my life and the plant/flower symbolizes my physical and mental growth. When I was doing this project I was thinking about my graduation and my life for the past 4 years and how I've grown as a person during my time at the university. This is my last school project and I wanted to take time to appreciate everything I learned, people I met, and the person I have become.

<https://vimeo.com/337333588>



Don't blur out my culture

For my AR Project, I expanded my photography project 'Don't blur out my culture'. The project explores the frustration that Asian Americans go through everyday in their life. Asian culture is often fantasized and fetishized. Asian culture is misrepresented in the mainstream media but when it does, Asian women are generalized to be submissive and 'exotic' and Asian men are portrayed as nerdy and unattractive in the media everyday. Due to the underrepresentation, Asian Americans have to feel alienated in the country that they were born in. My AR project 'Warning Sign' shows a warning pop-up through lens that warns about how to approach to this problem satirically.







Save Point, 2019, Mixed Reality Installation

My project revolves around the concept of a save point existing within real life by using AR. I wanted to bring a sense of familiarity and playfulness by referencing this portion of the video game culture that I have grown up with; the concept of a physical "save point" being located within the game world. Even though this feature prominently exists within RPG styled games, saving one's progress, whether manually or automatically, is a vital function in any video game. Rather than starting from the beginning, restarting from where the last save was recorded is beneficial. Saving in the game world can be located in any space where one is present, data can be overwritten and done infinitely, and is convenient for quests and many other features.





EXIT



Merge, 2019, Augmented Reality Created with Unity and Blender

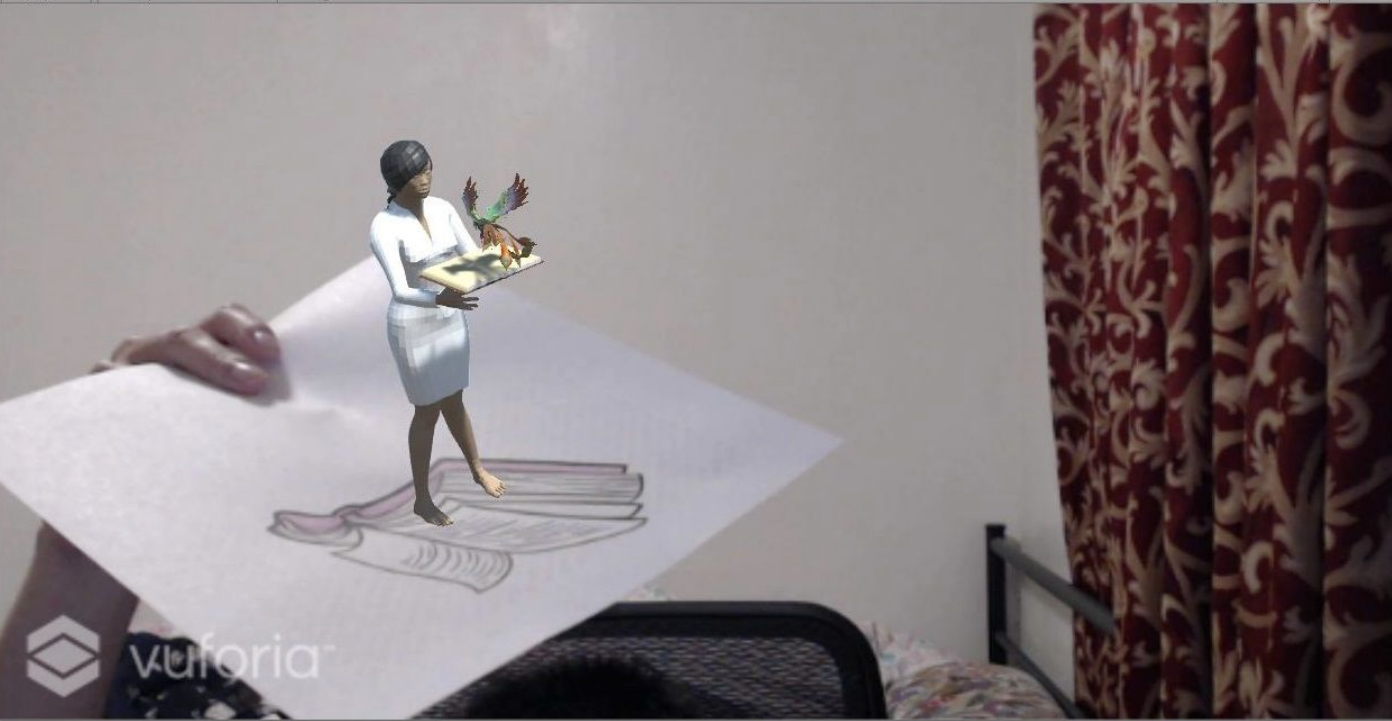
My art piece Merge is about the merge of cultures. This is an extension of my Imagination project. I used fantasy creatures that represent different cultures such as Chinese phoenixes and English dragons. The child receives both the cultures of the parents. I used image targets of a TV for the father and a story book for the mother. They represent a more traditional and older way to find entertainment in stories. Nowadays, people are moving away from both traditional books and TV to online devices. I used unity to launch the AR app and use blender and makehuman to implement models into unity.



Merge, 2019, Augmented Reality Created with Unity and Blender



Merge, 2019, Augmented Reality Created with Unity and Blender



Merge, 2019, Augmented Reality Created with Unity and Blender

Pixel-Stitch

Pixel-Stitch is an AR based project where the design of a cross stitched pillow is both the target image for the AR model, and contains a QR code. My intention wants to connect traditional mediums and digital ones, specifically with pixel art. While it's cute and kitschy, the underlying message lays within its stitched in code [and 3d model]. Each pixel is a single square block of color, and a cluster of more colors can eventually create an image, ranging in resolution. Digitally, pixels are the basis for any display on a monitor, where more can be easily created through various programs in an instant and be arranged more conveniently. With cross stitching, each "pixel" is sewn on individually, counted in place before hand on a gridded fabric; while it is more time consuming, cross stitching is technically an earlier and traditional form of pixel art.



Full-Fledged

In this piece, I wanted to revisit AR to create a "completed" piece for one of my sculptures. Before jumping into the execution, most of my pieces created this semester were based off one sculpture, and what would an exhibition of that sculpture look like if all the other pieces around it were digital or had some form of digital media? I wanted to use AR to integrate digital media into a sculpture so that it feels more complete and cohesive to the rest of my work. At first, I wanted to digitally animate the head so that it follows the camera/viewer. Then, I thought why not complete the sculpture by adding a digital body. By digitally adding a body, I'm not limited to budget, materials, and exhaustive labor that went into creating the head in the first place. With digital media, I had the freedom to create, modify, or destroy on the spot without severe consequences. The body would also answer the question, what could have been done more to the piece if I had those resources, time, and effort? I used Maya to 3d model a found obj of a female body, and I modeled my own rocks and nails that are placed on the body to reflect the pieces on the head. Then, I imported an image of the sculpture for the image target and the 3d modeled body into Unity. I then deployed the app onto my phone which I used to test the image target as well as the physical sculpture. While the image of the piece is successful, the sculpture itself is somewhat successful. When placed in front of a white background and within the right distance, the 3d model does appear on the sculpture, but the viewer cannot move the phone around.



Invisible Collections

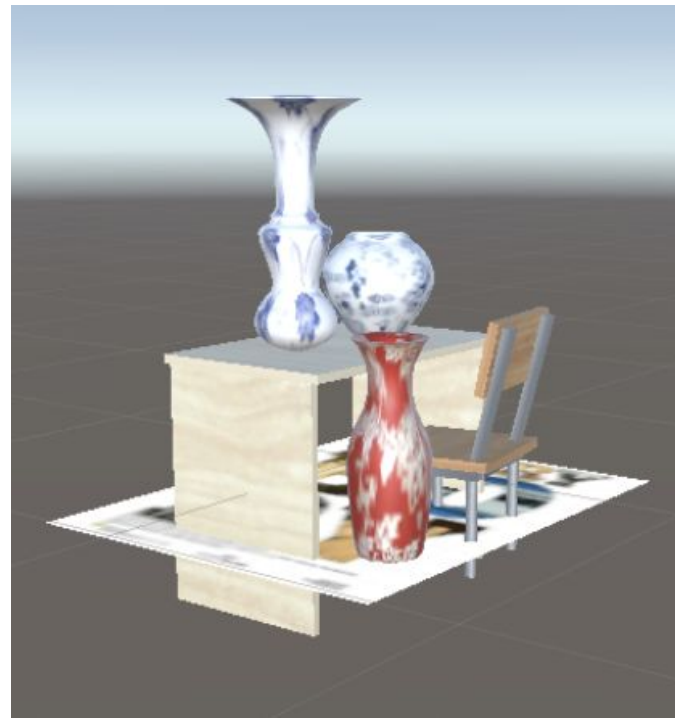
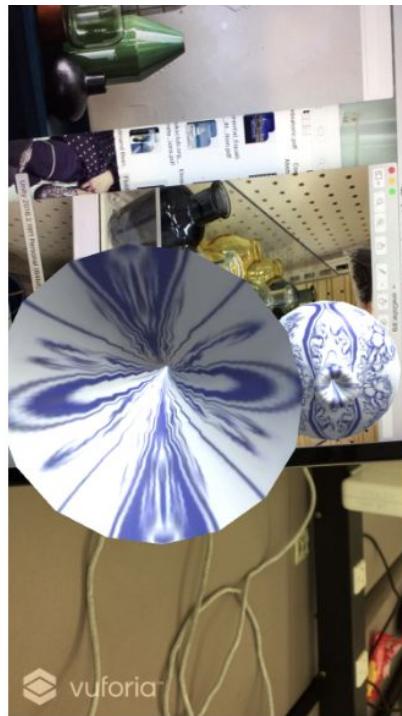
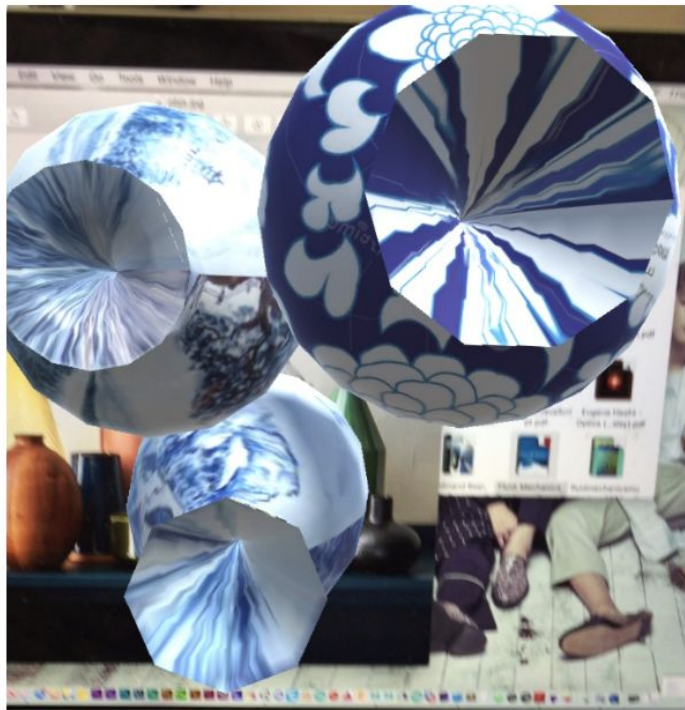
My project primarily focuses on the invisibility of cultural artifacts. Everyday, we observe mundane objects as well as the functionality of vases and jars; what we don't see is that the hidden cultural artifacts and heritage stories. This project also questions the authenticity value of the artifacts and questions the labor which almost every objects were made from China. Invisible Collections can be expanded to a social practice art piece, where utilizing the function of price tag as my image target and then using to identify the authenticity and value.



Image-Target: *Cheap Vases*, Digital, 2019
Size: 3024x4032



Image-Target: *Mundane Objects*, Digital, 2019
Size: 3024x3024



Invisible Collections, Digital, 2019

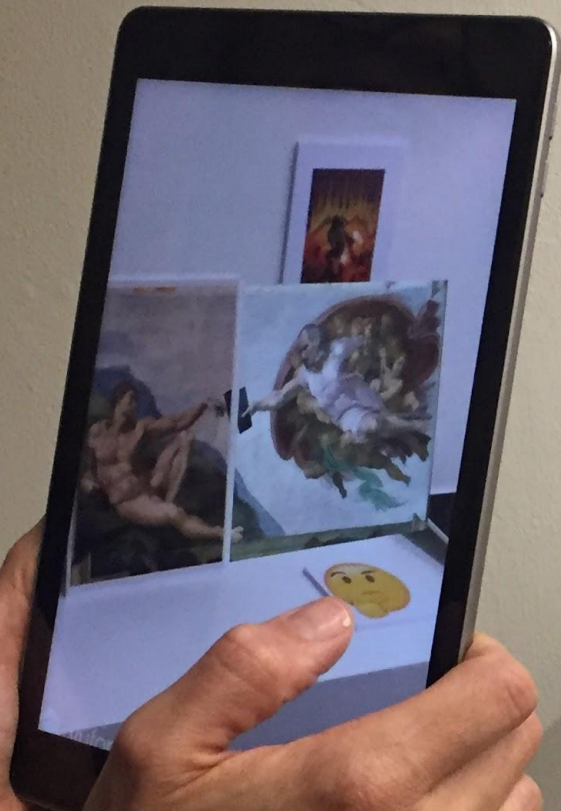
Size: 740x740

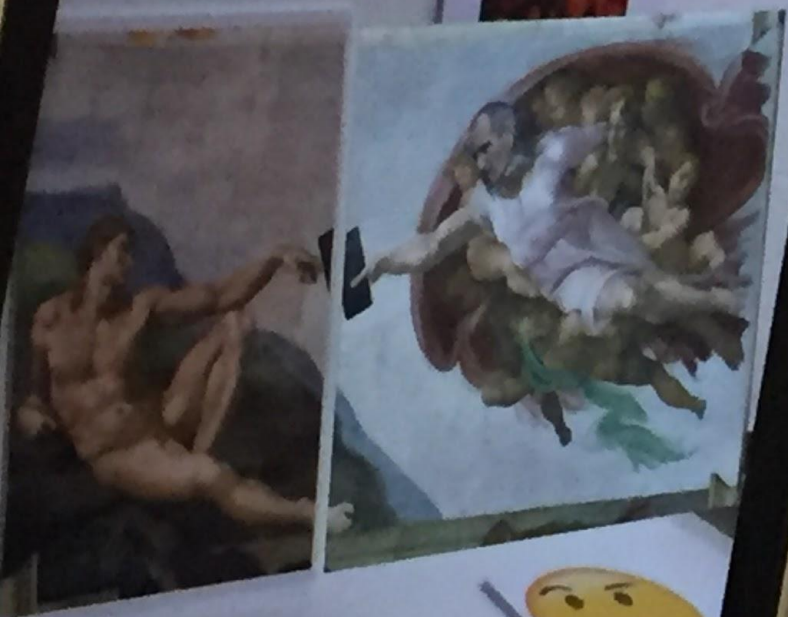


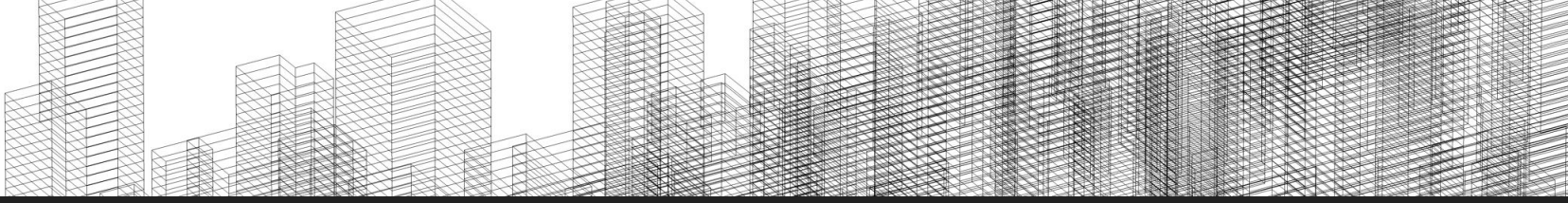


Gift from the Machine









Social Conscious



justinbieber



4,367

102M

92

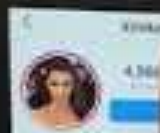
Justin Bieber

checkout the son
www.youtube.com

I have all
these
fans and
yet I feel
alone



Kim Kardashian West
KARDASHIAN WEST
4.4 million followers



Kim

4.4M

1.7M

Kim Kardashian West

kardashian.west

www.kimkardashian.com

I have more
followers
than 7
presidents
combined
and yet I'm

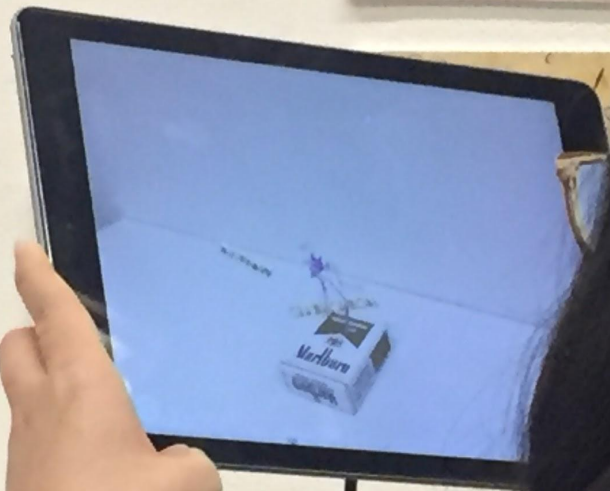
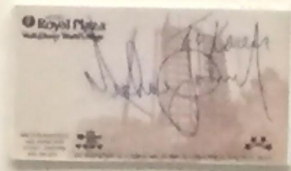
I have more
followers
than 7
presidents
combined
and yet I'm

21M

21M

Instant Gratification

We live in a world full of lures and distraction. It's so much easier for people to gain instant gratification nowadays, through fast food, cigarettes, drug, alcohol, etc. Because how convenient they are and how much gratification they can bring to people make people forget how fatal they actually are. I often planned to eat healthy food but ended up being really tired and eat fast food instead. I understand that we sometimes need instant gratification in our lives, but we should always self-aware what we are doing. If some people are looking for something healthy and long term, instant gratifications are definitely not good choices. When camera aims logo target (eg. KFC), skulls will appear on the logo along with the words "Instant Gratification".





This work is about the hidden dangers that exist within familiar products we might feel are safe. Most of us (I know I didn't until fairly recently) think about what could possibly be in makeup. As a society, we often are just seeking beauty, perfection, a certain look and will go to any lengths to get it. When we shop, we are hopeful of whatever form we are creating of ourselves through our newest acquisitions. In reality, much makeup contains mercury, petroleum, formaldehyde, coal tar, asbestos and other cancer causing materials.

Christina Simmons
Conceptual Photographer

Thank you for your interest.
Created with Adobe Photoshop, Blender and Unity
© 2024

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Sharetea
Bubble Tea



Public Service

This piece uses images from old advertisements to display bits of history that have more of a backstory that may or may not be obvious to the general public. This work was inspired by the recent laws passed by our government in regards to a woman's right to choose. These laws attack women and depict them as enemies if they wish to abort children conceived through rape, giving power to a rapist. This lack of regard and form of control have reigned over women for decades. These ads first show women being forced into being lobotomized when they realized they didn't want to "stay in the norm," of the household and enjoyed being in the workplace. Lobotomies are horrendous, deadly and damaging, and given only to "reset" a woman who realized she was no longer happy staying inside a home. The other ad is a playful Lysol ad that morphs into the deadly Lysol ads that would berate women or threaten them the happiness of their marriages if they didn't poison themselves with Lysol douches. These women often developed forms of cervical cancer which caused not only birth complications but death later down the road for them. I wanted to show that mental and physical control of women is still present in our society, in spite of truths of the impending anthropocene, etc descending upon us.



00:11:38.09

New Painterly, Video, AR, Acrylic, and Paper, 2019

For this piece, I explored traditional abstract painting and new media editing software and AR. In a sort of glitch art, the work evolved from my original idea of what I would make as I worked further on it. This work was molded by the software I used to create it in different ways. Adobe After Effects dictated the movement of the waves in the painting, Unity dictated the placement of the objects and their overlays, and Vuforia decided on the display of the augmented reality trigger image of the photoshop bar and the frame. In a way, this process added to the glitch aspect that I was trying to connect to as even I was not fully in control as I let the software decide what to do.





fAiRies, Photograph, AR and 3D Model

In 1917 a series of photographs were made by 2 young girls in England featuring fairy cutouts. We can easily tell that these fairies are 2D cut outs, but for many years it was debated. The 2 girls claimed that these fairies were real and many believed them until one of the girls admitted in the 1980s that they were faked.

Sir Arthur Conan Doyle, the creator of Sherlock Holmes, believed without a doubt that the fairies in these images were real, claiming, “The recognition of their existence will jolt the material twentieth century mind out of its heavy ruts in the mud, and will make it admit that there is a glamour and mystery to life.” For this project I want to recreate this classic hoax with animated fairy models to bring some ‘glamour and mystery’ to the twenty-first century.



vuforia™





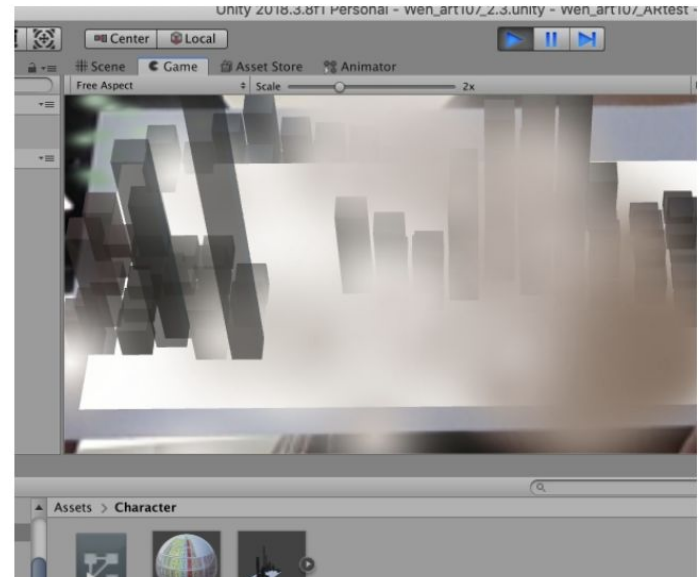
vuforia™





Periodic Pollution Manufacturing Ltd.

For this project, I want to present the transformation of elements around us. Using periodic table, a very common thing that we know so well, as a trigger, I intend to show the connections between the elements that we discovered and the things that we are accustomed to, between the basic knowledge that we learned and the actual behaviors we made. Some results can happen immediately and last for a long time, such as the damage we made to the environment. Human development is to some extent like building this periodic pollution manufacturing plant.



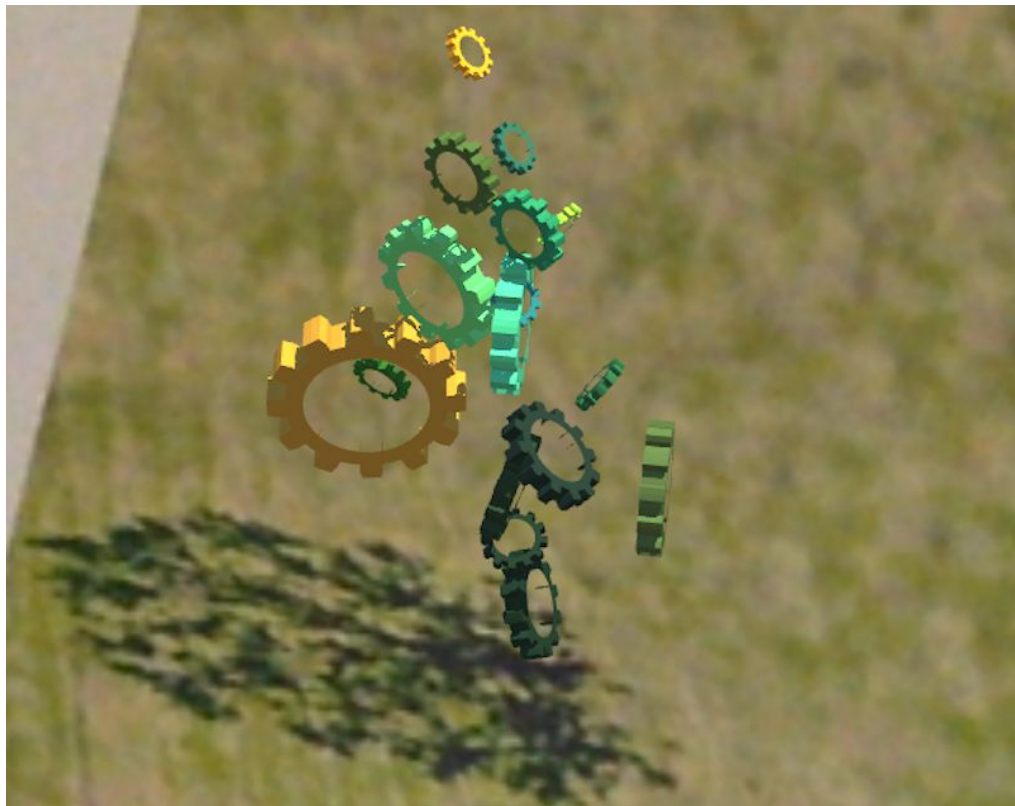
ruforia™

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Gear Tree

In this final project “Gear Tree”, I explore the idea of the blurry borders regarding nature, mechanical, human, and technology. Each gear rotates on its own and at the same time forms the shape of a tree. The shadow of this tree seems to be more in line with the laws of nature, but it is not separated from the body of the tree. I used Blender and Unity software to create this AR environment, showing this new kind of unity.

Gear Tree

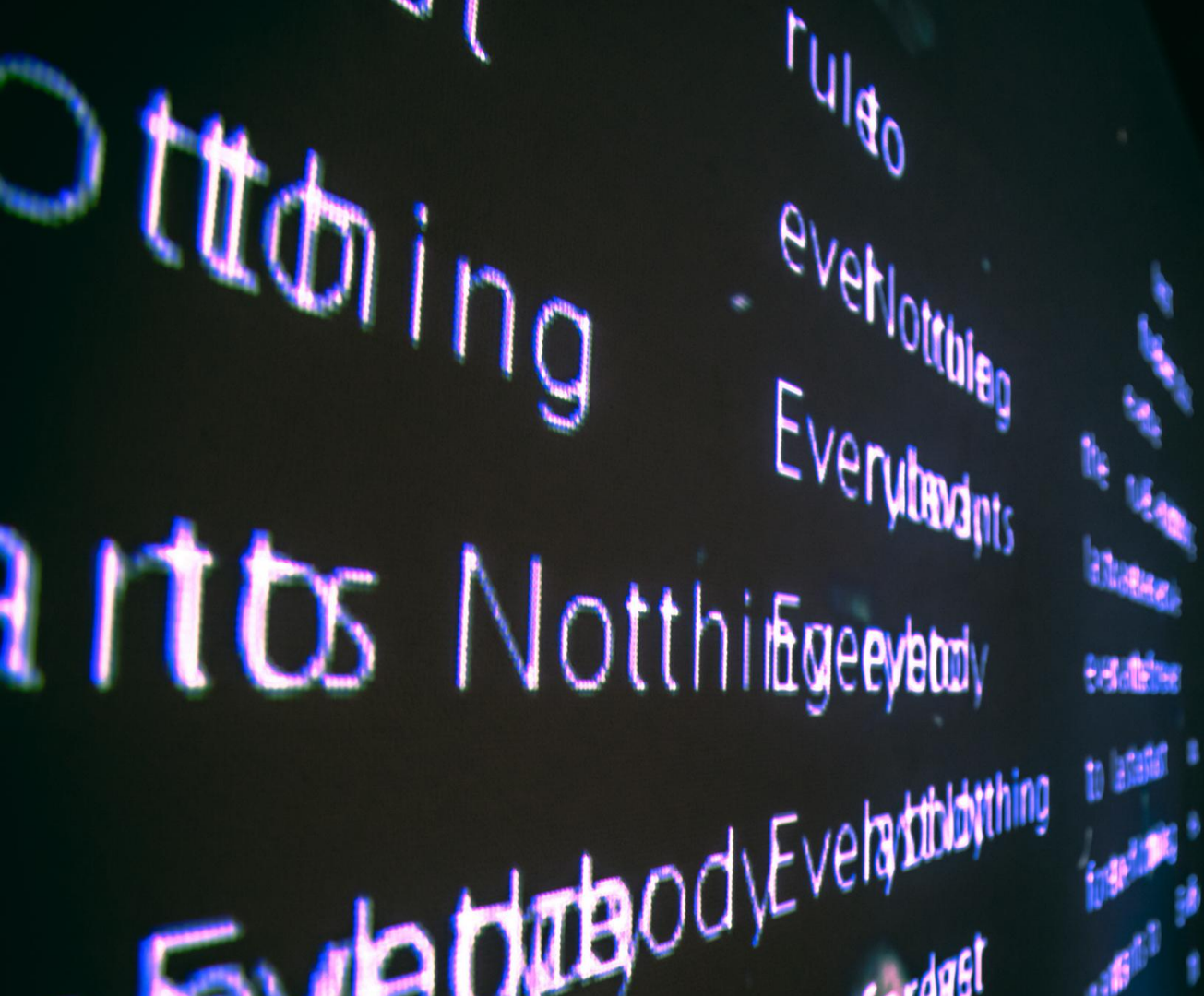


Gift from the Machine

As a netizen I have seen many things that are interesting on the internet. This work called Gift from the Machine shows the man that has gain access to the 21th century. My work takes this classic artwork and use it as a parody in Augmented Reality. This image is cut into parts with only one part is viewable without AR lens. For the gallery we use smart devices to view through the camera lens to see something that can only be seen through these lense. By looking through the camera, onto parts of The Creation of Adam it reveals the full image - revealing the full image and the meme. The development of internet culture revolves around memes. Various photoshop of stock photo or snippets from shows and games edit with captions are used as a form of expression. Classical arts are parodied to fit modern culture. Creation of Adam has been used for parody in great extent ranging from cartoons to videogames. I want my art to be tongue in cheek if possible. By incorporating the internet into discussion of fine art, we are able to connect to major trends on the internet. Not many people may recognize the context of internet culture. May this Gift from the Machine reveal through the lens into internet culture.

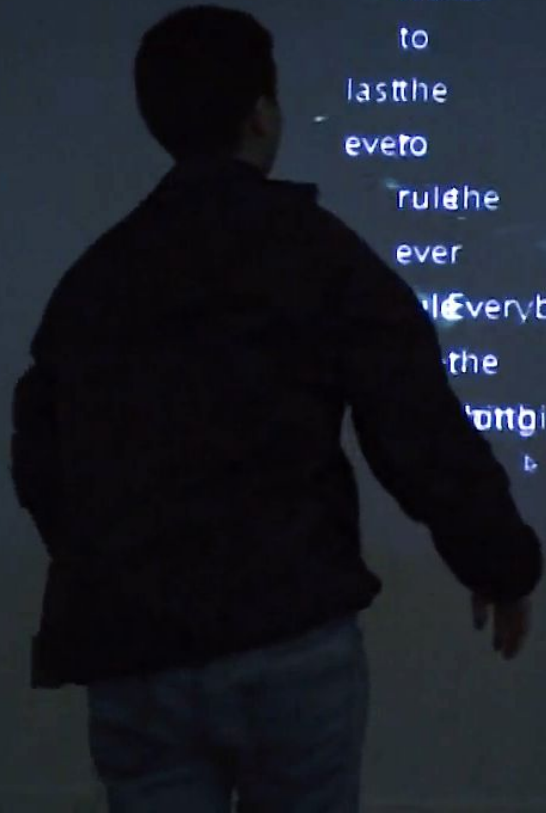
Momentum, 2018, Interactive Installation

Driven by the audience's dynamics motions, Momentum can be considered as a magic mirror, which disenables audiences to see their real appearance clearly and creates a fancy illusion. Viewers must change their postures several times to confirm where their reflections are. Interestingly, the dynamic, ever-changing motion graphics encourage people to find and communicate with the invisible sensor, just like the lyrics say, they try to rule what they see, however, the imitation of sensor distance prevents viewers to get too close to the projection mapping. In the end, the viewers are almost controlled by the Kinect sensor, they unconsciously become “objects” in this project.



Momentum, 2018

Interactive Installation



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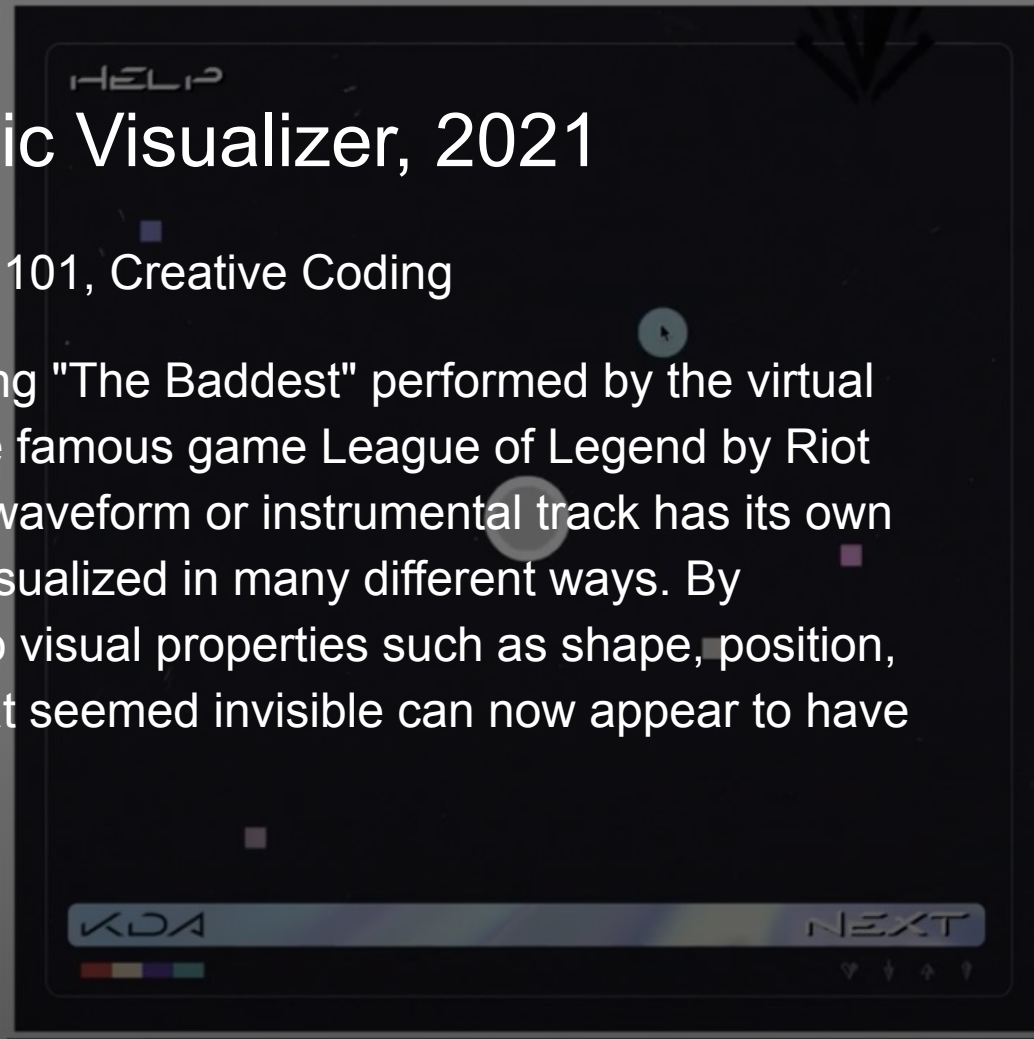
Momentum, 2018

Interactive Installation

Van Nguyen: K/DA Music Visualizer, 2021

Web-based Project Produced for Art 101, Creative Coding

This project is a visualizer for the song "The Baddest" performed by the virtual Kpop girl band named K/DA from the famous game League of Legend by Riot Games. Van Nguyen believes each waveform or instrumental track has its own visual aesthetic, and that it can be visualized in many different ways. By connecting the waveform of sound to visual properties such as shape, position, scale, color, opacity, audio tracks that seemed invisible can now appear to have characters.





DMA BFA EXHIBITIONS



DMA BFA Exhibitions

*Select Exhibitions
2017-2023 where I was
the Faculty Advisor*

[Resonance](#), (Fall 2022, held at the Hammer Theatre & on newart.city)

[Rediscovery](#), (Spring 2022, held on newart.city)

[Proxyverse](#) (Fall 2021, held on newart.city)

[Digital Autonomy](#), (Spring 2021, held on newart.city)

[Pivot Point](#) (Spring 2020, held on newart.city)

[Dimensions](#) (Fall 2019, held at the Hammer Theatre)

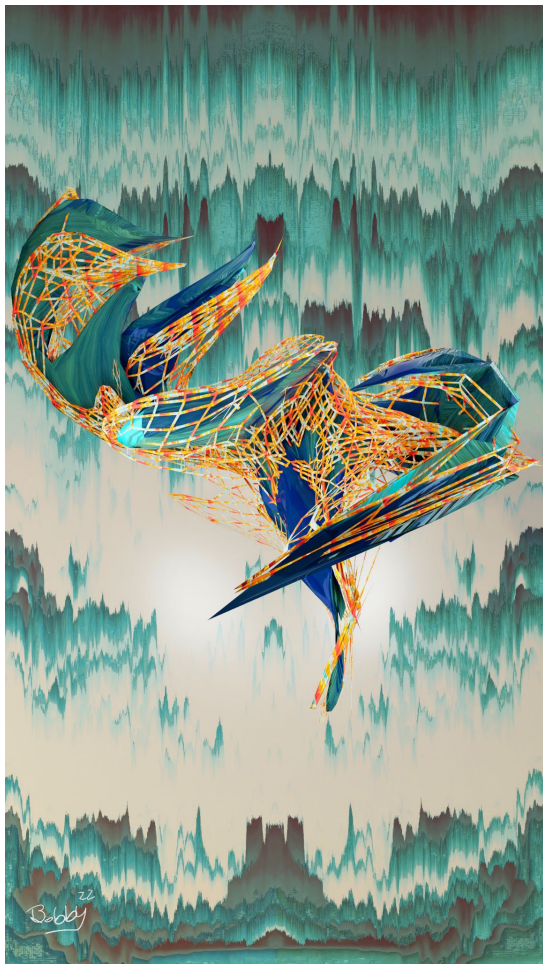
RESONANCE

SJSU Digital Media Art
BFA Exhibition

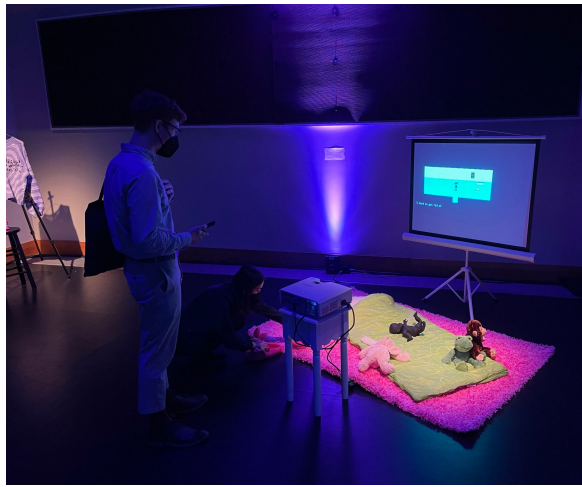
Hammer Theatre Center | November 19th, 2022
Registration coming soon

[View the Resonance
Exhibition Here!](#)

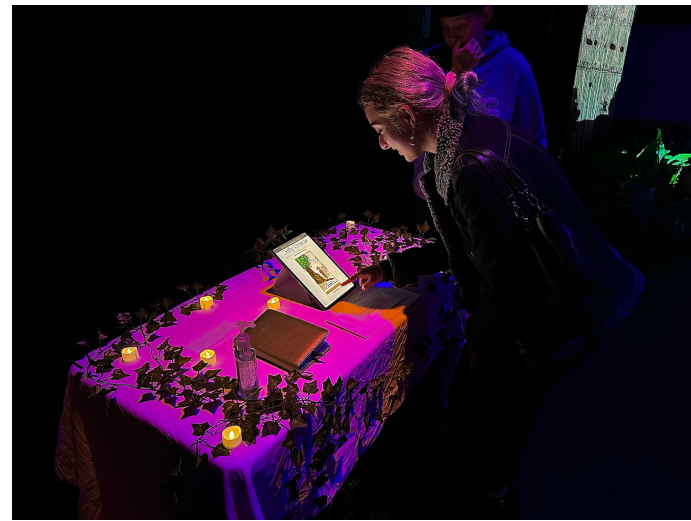
Exhibition's Opening Day:
Saturday, November 19th at 6pm
Hammer Theater Center
101 Paseo De San Antonio between 2nd and, N 3rd St, San Jose



[Robert Chavez](#)



[Alyssa Castañeda](#)



Daily Oracle

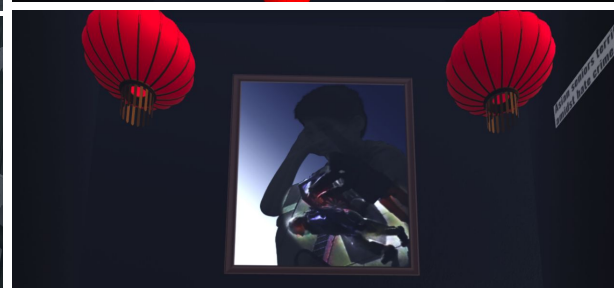
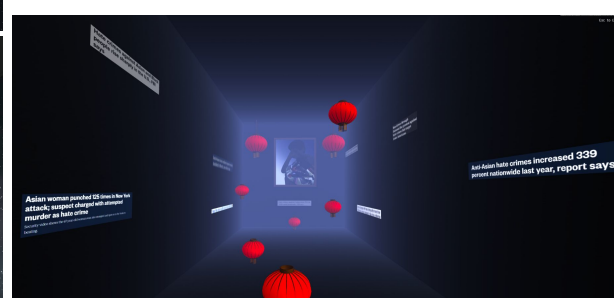
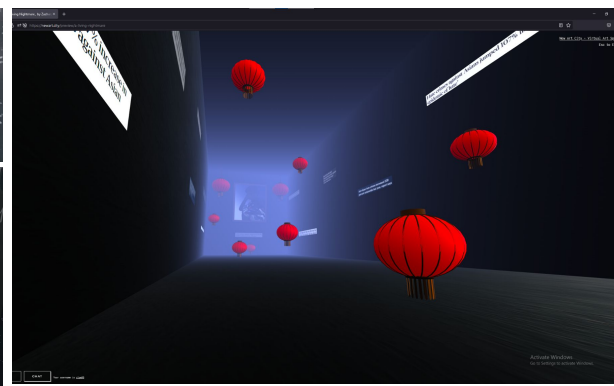
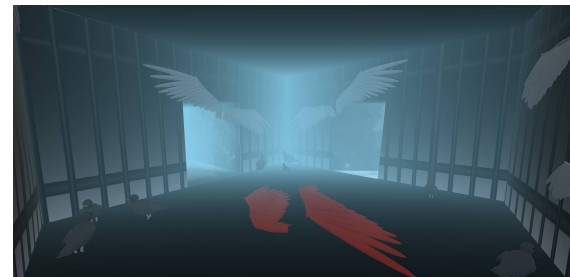
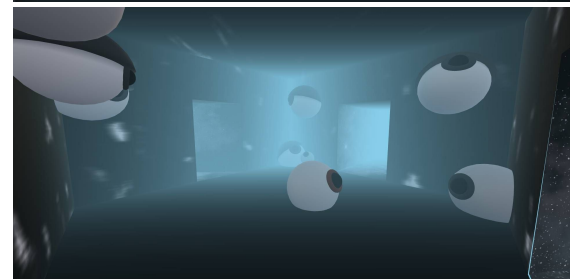
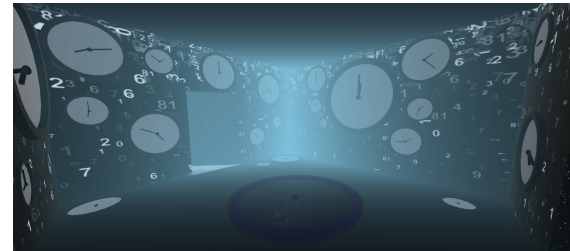
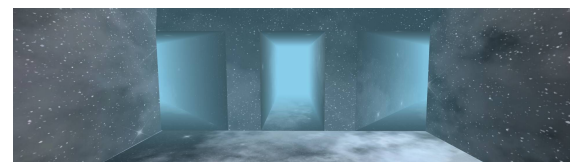
Filipino/Mexican Folklore Oracle Cards

Cards Created by Avery Gutierrez

[Avery Gutierrez](#)

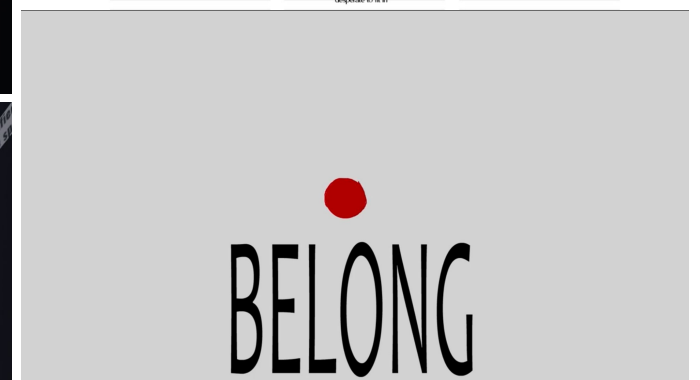
SJSU DMA BFA Senior Exhibition, Spring 2022

REDISCOVERY



STORYBOARD

Title: Belong		Page:	
Scene No.	Shot No.	1	
Showing the red circle alone in a crowd of different colored shapes.			
Scene No.	Shot No.	2	
Showing that when over the red circle moves, it is alone, as if it though it is desperate to fit in.			
Scene No.	Shot No.	3	
As the circle finally touches one of the other color...			



[Diana Dominguez](#)

[Zachary Lum](#)

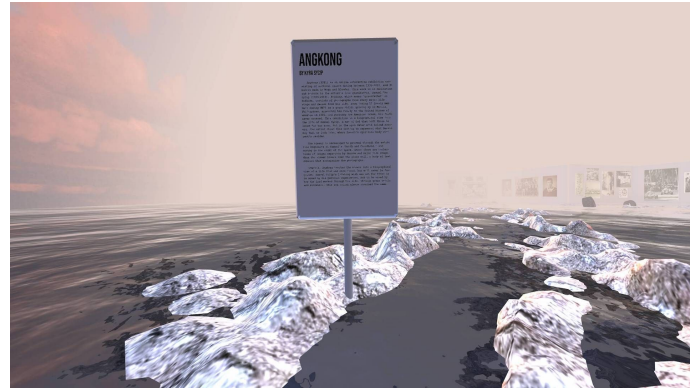
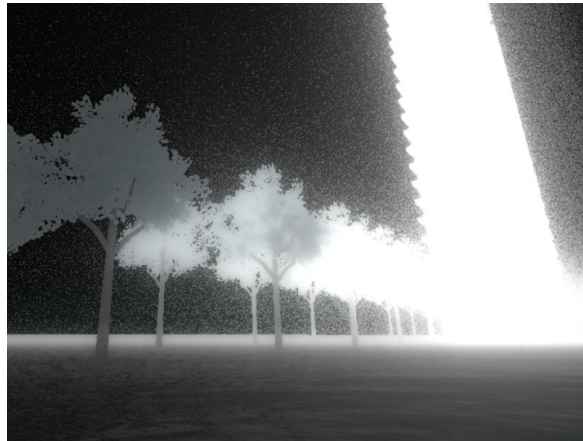
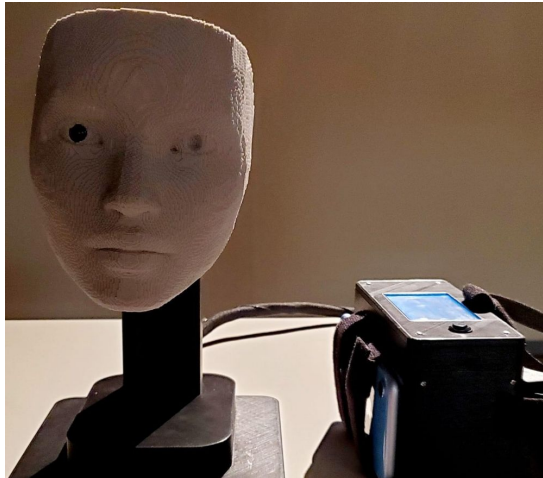
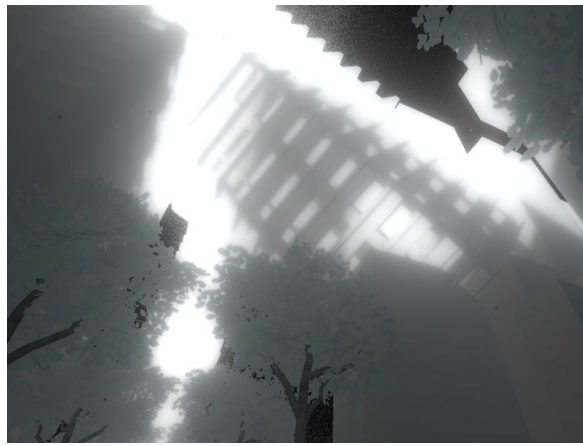
[Richard Nubla](#)



PROXYVERSE

[DMA BFA Exhibition Fall 2021](#)

[Website](#)



[Jordan Hoekwater](#)

[Raymond Lam](#)

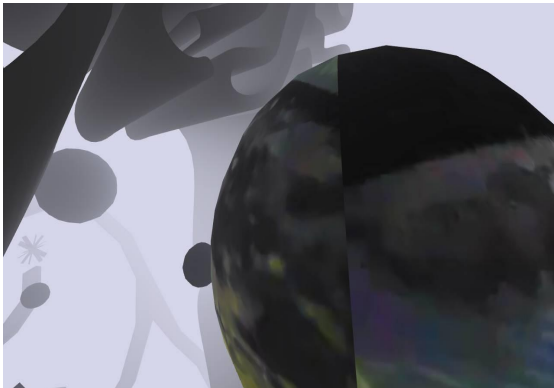
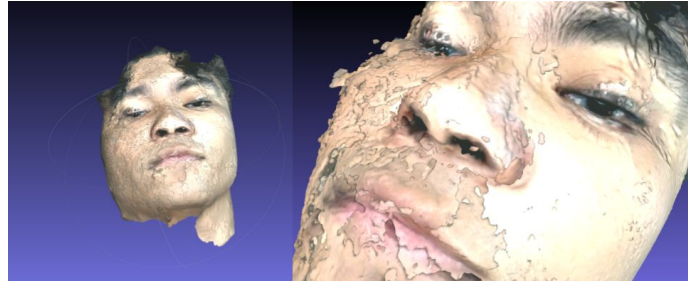
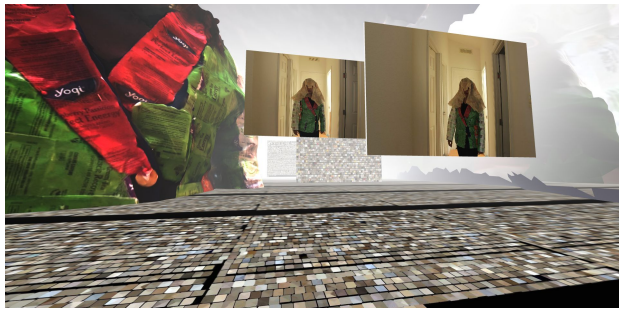
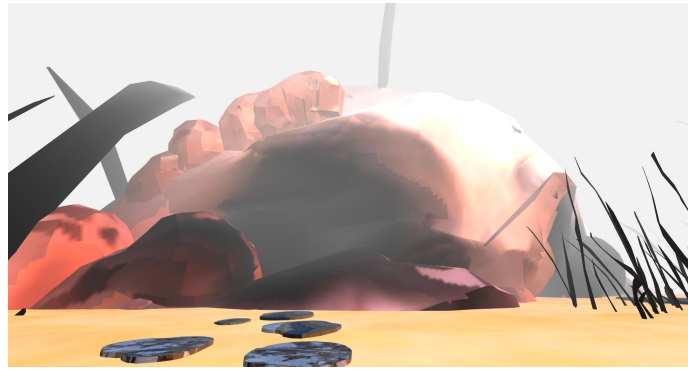
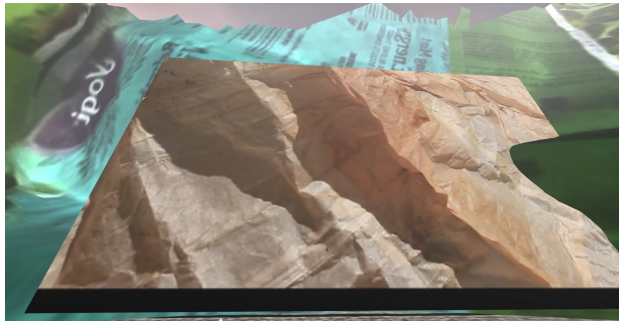
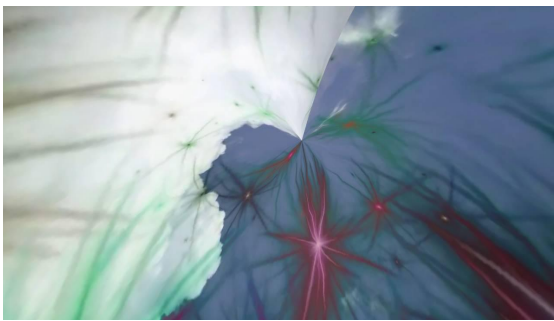
[Kyra SyCip](#)



DIGITAL AUTONOMY

scroll down for more





[ASRA](#)

[Sabrina Kwong](#)

[Ranz Ocampo](#)

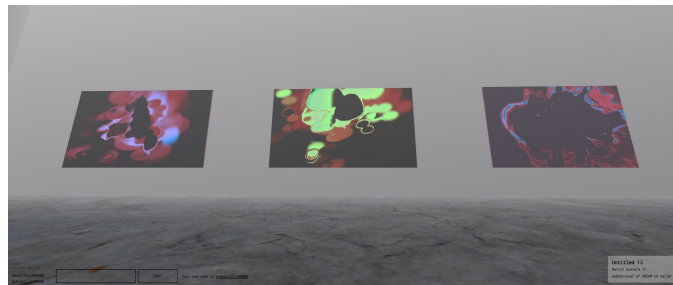
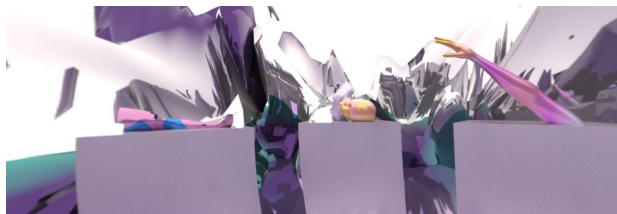
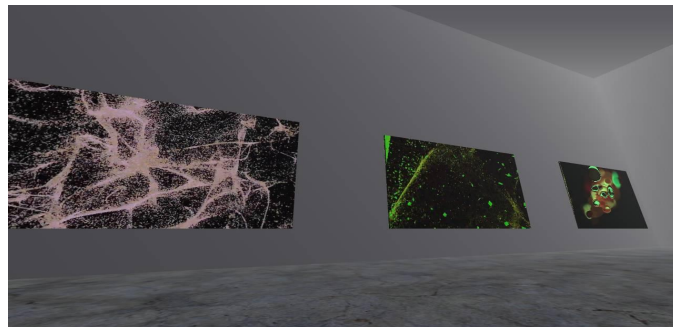
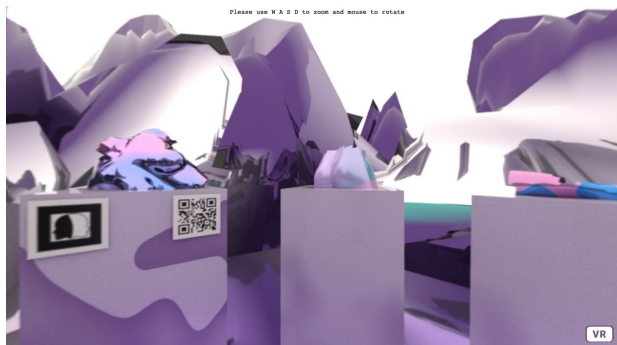
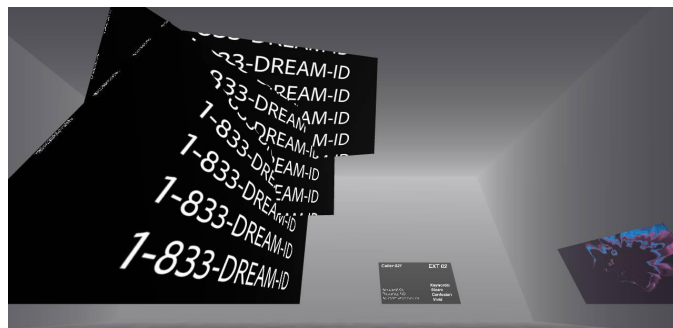


SAVE THE DATE
SJSU DMA BFA EXHIBITION
CLASS OF 2020
MAY 22nd 5-6 pm PST



Pivot Point

[DMA BFA Exhibition Spring 2020](#)



[Angelabelle Abarientos](#)

[Charli Lui](#)

[Martin Guevara](#)