

**Title** - The Sum of Our Parts

**Program of Study** - Master of Fine Arts

**Presentation Type** - PowerPoint

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**Category** - Creative and Artistic

**Abstract:** Within the art world, I have sensed a certain disconnect that I attribute largely to the digital age and the use of the internet. Art can be viewed privately from websites and applications in the safety and comfort of homes on the opposite ends of screens. With my art, I strive to dismantle this disconnection by creating pieces that cannot be captured solely on screens. My work demands physical presence. With this in mind, I wanted to create a special piece of digital artwork that was meant to juxtapose the way in which this work is usually consumed. The Sum of Our Parts is an interactive program made using Unity and the C# language. It is meant to be projected at a large scale on a wall, building, etc. for viewers to interact with. The program consists of particle emitters that spawn digital streams of colored lights and an influenced random music generator. When a viewer activates the particle emitters, the streams follow the mouse, controller, etc. As well, the music generated changes pitch and speed to match the mood of the emitter itself. The music never loops, but remains in key so that no matter what order the chords are generated, the piece sounds pleasant. The piece will never look or sound the exact same. Each viewing is different and personal in its own way. Though the piece can rest on its own, it becomes most lively when the audience is engaged with it, but not just on a visual level. As a single viewer interacts with the piece, all surrounding viewers will, in turn, experience what is being created in real-time. This creates a sense of interconnectedness in the audience as the piece begs for collaboration and discussion. The viewers, in a way, create the art together as they themselves

become a pivotal part of the piece. The space, the program, and the audience all become a sum of parts that make a beautiful whole. Since this piece is conceptual in nature and digital in make, it can always be revisited and updated or adjusted. This allows for further experimentation, research, and development. As engagement in the arts is a very important topic, one that heavily inspires my thesis work, I can easily see that this project has expanded my horizons and pushed my creativity. The Sum of Our Parts is a stepping stone that leads to greater works and extensive research.