

Artist Statement

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This work, *Unreal*, is a virtual environment that the audience can explore within the first person perspective using a mouse and keyboard. It was created using the modern game engine Unreal Engine 4 that allows a developer or artist to create interactive projects, movies or games that can be designed in several different genres with different interactions. From puzzle to a first person shooter, a role-playing game to an adventure game, a game engine gives the freedom to the developer or artist to create whatever project they would like as long as they put the time, energy and research into it.

Unreal is set in a secret underground laboratory environment because I like the fascination of the discovery through exploring the unknown. I picked out the first-person perspective for the audience to use in order to explore it and get a sense of interacting with the space so that the audience can feel drawn into the world through someone else's eyes.

As an artist, ever since I was young, I always dreamt about creating movie scenes, worlds and environments in my head, but I never found what creative medium I was satisfied in using to fully unleash that vision. Through game engines starting with Unreal Engine 3 that I won a \$40,000 level design competition for 3rd place in 2018, I was finally able to figure out how to build these virtual spaces that I was never satisfied with attempting to draw alone. By 3D modeling with Maya to create the props found in my work and then texturing and lighting tools to give character to it, my *Unreal* project gave me the full freedom to create my own virtual space that someone can absorb their attention in and for me to include whatever outlying little detail that I wanted so that the audience can experience my vision for the idea of exploring the unknown that I enjoy the thrill of doing.