

I am

I am
I'm never really sure what I am .
People ask me what I do I never really have an answer I'm happy with.
I do know exactly who I am and how I work but not really in words
I was stuck for a while right here.



I decided to look at my ident project from last year as a starting point.
I was pretty happy with this image it felt like me.
Ok so that's me now but how, did I get here.



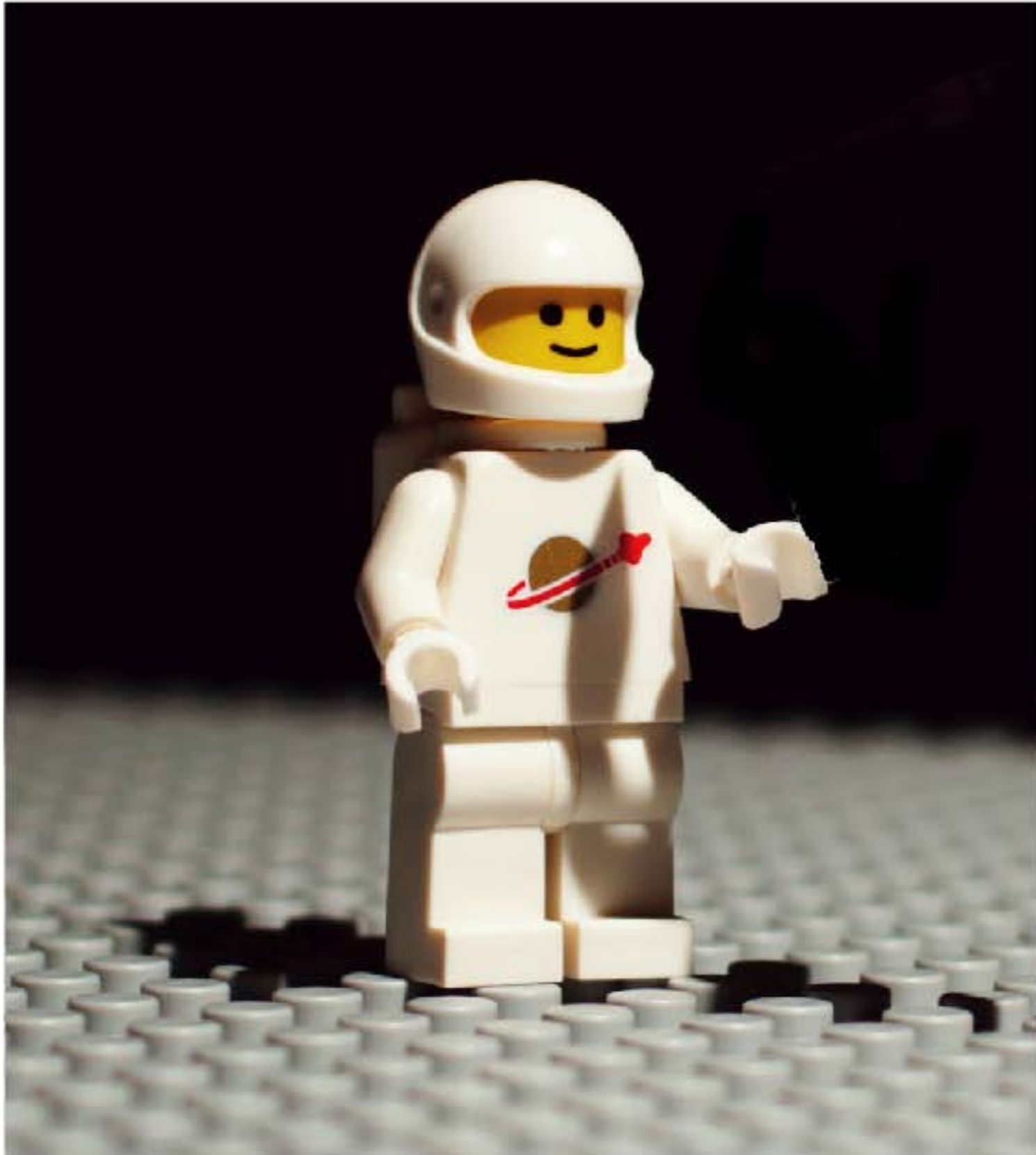
Lego
It was Lego that put me on this path
Some of my earliest memories are playing with Lego.
Not those kits with instructions.
But good old fashioned blocks



These blocks were like the pixels of today, they defined what you could create, this may have resulted in very low resolution objects, but this wasn't seen as any sort of impediment it was just how things were. I was always of the opinion that given enough blocks I could build anything.



Lack of resolution had its draw backs. This was a time before Lego people. So this the type of person that populated my Lego worlds. What you lost in resolution you made up for in imagination. Sure you could make more realistic looking people but they were far to big.

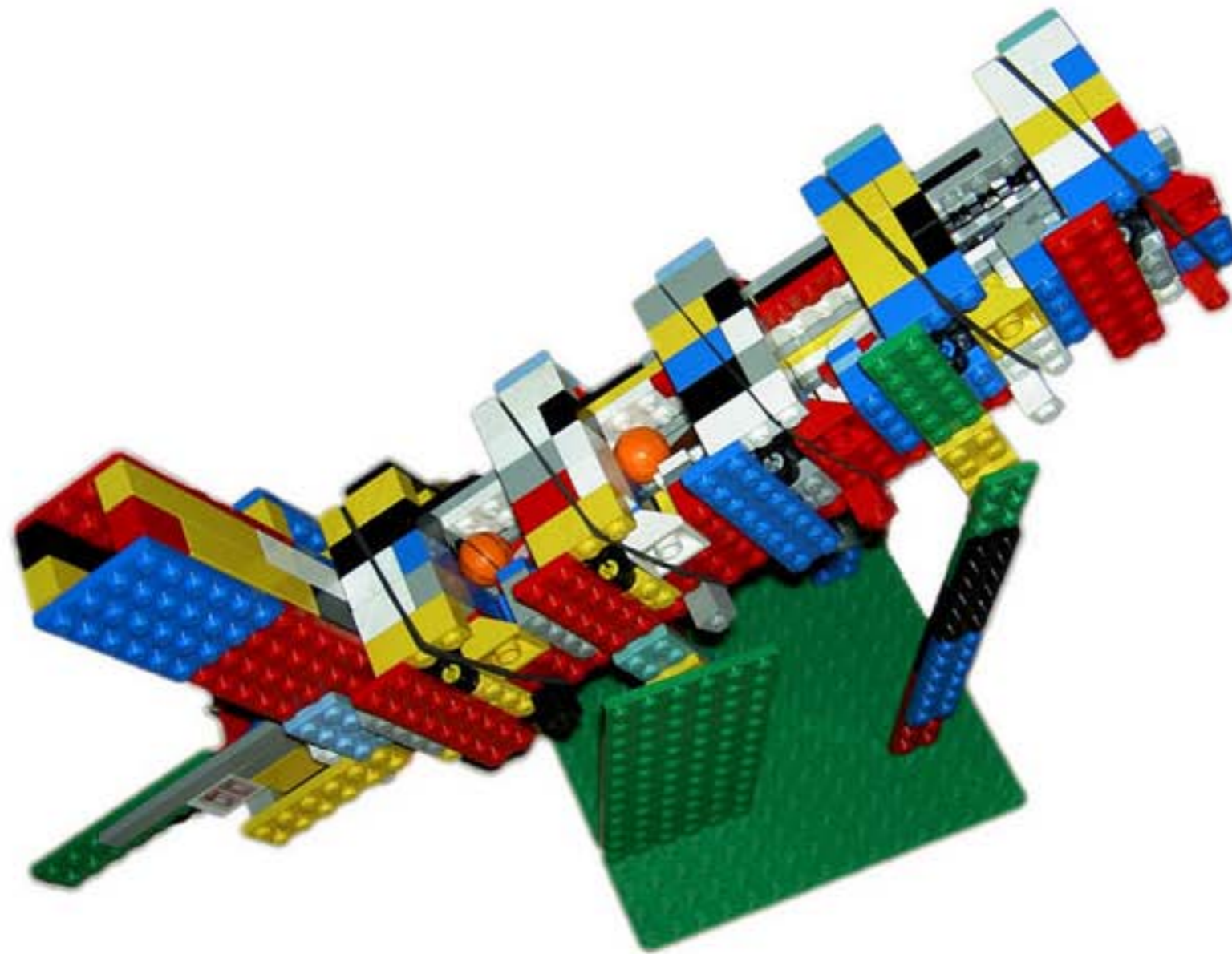


AS my imagination and skill grew so did the product. Lego men appeared on the scene as did kits with specialised parts. No longer was the one block the smallest element in the box. Suddenly resolution increased by an amazing amount, as did the possibilities of what could be built.

497 Galaxy Explorer



I love the new kits, not to build what was on the box but to get those exciting pieces.
But many others didn't get it, their first exposure was the kits they never had to work their imagination, they built the kit and sat it on the shelf.
That was it. Follow the instructions, play by the book.
By throwing away the instructions I got to build my own toys.



I loved experimenting with lego trying to put it together was it wasn't meant to go, and seeing what that turned into. I wanted lego to interact with the rest of my life, I built cages for crickets. I added rubber bands and fishing line and built contraptions to shoot at my brother and ones to turn off the light from my bed. I had broken down the wall, Lego worlds and the real world had collided.

wtf

So what's lego got to do with e-media ?

Well its been instrumental, in shaping who I am today.

I built and dismantled my own toys, created worlds.

Learnt that the book was interesting to glance at but wasn't where it was all at.

Its all about creating not following.



My experience with computing pretty much mirrored my lego experience.
here was another very ro res world to play in.
There were a few games at shops, we had 4 types of pong at home.
They were ok to play, but there was no depth to them. They didn't capture my imagination.

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Name      krisu           [Cleric]
Dungeon  The Warren

Level      1           STR 15
Exp        0           INT 18
Gold       0           WIS 12
Hit Pts    12          CON 12
Spells     2  0  0  0   DEX 18
                        CHA  9
                        I I I I I I I
                        I  #  I
                        I  X  I
                        I      I
                        I      I
                        I      I
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You have encountered a level 1 Troll.
It missed.
Do you wish to (C)ast, (F)ight, or (E)vade? _

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When our school got its first computer our math teacher showed them to us. It all looked pretty dull, till he showed us a simple game and the code that ran it. I was amazed here was a computer game you could pull apart and see how it worked. I could make games. Again I could build my own toys.

wwta

So where's the art ?

Well I had little exposure to art as a kid, we had one picture on our wall, my dad brought it of a door to door art seller. All our walls were white (easier to repaint apparently) My earliest influence would have been from the great Dr Seuss



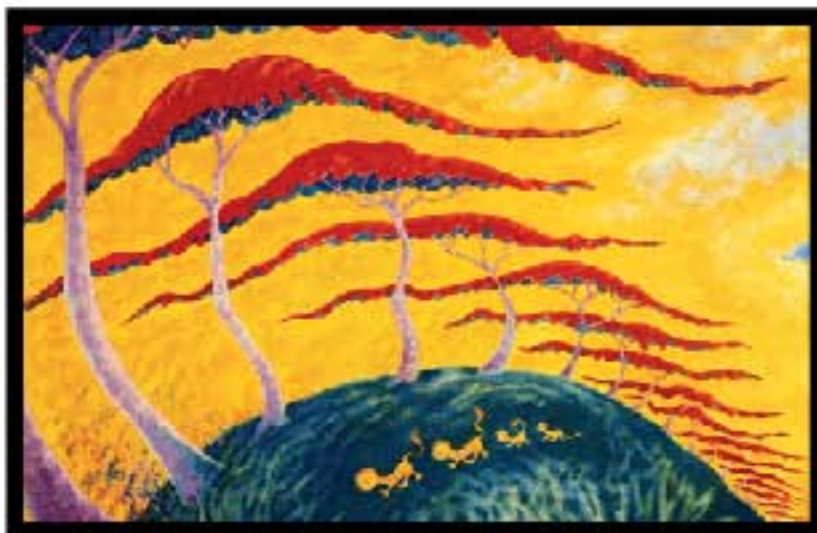
I wore many Dr Seuss books out I just loved the crazy worlds he invented, and would often be transported there. I love the colours and he made me think, And the more I thought the more I was lost into his worlds. I would often spend hours just staring at pages lost in those world.



Dalí was a fairly easy step from Süss. Easily accessible, all the poster shops had prints, I even had a large collection of Dalí print t-shirts for a while. This isn't my favorite painting but certainly the first I saw. But like the images from my childhood there were bizarre worlds depicted in beautiful colour and again I found myself escaping to these worlds.



Dali was my stepping stone in to the world of art, and although my likes are far greater than surrealism maybe because maybe this was my first window into a new world it still has the greatest pull. I still want to step in to these worlds and really experience them.



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So for the I am I like I want project I did what I usually do when looking for inspiration image searches. Just madly on anything that seems appropriate, bringing up 50+ closing those that don't appeal opening more from pages that may be of interest. This time though I seeded the searches from previous favorites (seemed appropriate as its about how I got here)



Of the wall the thing that stood out was the colour and light, So that seeded my next searches, I've always had a strong attraction to colour. Possible something to growing up in stark white houses. I have loved it all from those giant Mark Rothko paintings to neon sign and glow sticks.



One work that I really liked was Olafur Eliasson's "THE WEATHER PROJECT" installation at the Tate Modern in London. The building was an old power plant. People in the space lay down as if basking in the sun's warmth.



I also like solar equation which was recently in Federation square in Melbourne. On of this things I like less about this is that people could use their iPhones to set of flares on its surface. That just seems a little gimmicky to me. Although I love the concept of interactive art I'm not sure this is the most appropriate way to do it.



So where is my project going.
Building worlds
Its where I started building worlds to escape into. But not worlds of block or pixels worlds of light and colour.