

Artist Statement_2023

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I am a digital artist passionate about designing and creating mixed-reality experiences.

Mixed Reality and experimental animation. I am also interested in working on interactive digital and mixed-reality installation art combinations. For the past eight years, I have worked on experimental animation installations, a structure combining digital art, ceramics, and sculptural objects. I have been researching and creating artistic and inspirational digital installation works combining mixed reality, projection mapping, and 3D environment modeling. I am also interested in working with electronic textiles, soft sculptures, holograms, 3D printing, and kinetic art.

I graduated from Carnegie Mellon University with a Master of Entertainment Technology in May 2020. I graduated from Indiana University Bloomington with an MFA in Digital Art and an MFA in Printmaking. I also received a BFA from Hongik University in Seoul. I majored in printmaking. My educational background has provided me with broad artistic knowledge, including mixed reality world design, game design, 3-D model making, digital art, time-based, digital installations, book art, ceramics, and prints.

I have been practicing art in mixed media for 25 years. This includes painting, printmaking, artist bookmaking, digital art, and mixed reality experience design. My further research aims to explore new media and combine them with cutting-edge technologies in the field of experimental media to create projects that allow viewers and users to have an inspiring and aesthetic experience. Creating islands of memory that are the product of a specific point in time has always fascinated me. It reflects the idea that time cannot be captured or preserved. However, memories can be transformed and continue to exist in new contexts. I create a rich and dynamic narrative experience by constructing my island of memories. I allow them to float and interact with other memories.

Through my experimental animation, visual effects, and music, I want to convey the process of transferring memories to this new island and transforming them into new memories. By incorporating visual, auditory, and sensory elements, I strive to create an experience for my audience that is deeply immersive and emotionally resonant. My research and direction uniquely combine technology and storytelling. As a result, mixed reality, projection mapping, and experimental animation offer a wide range of creative possibilities for exploring the connections between memory, time, and personal experience.