

< Artist Statement-2022 >

Haran Kim

harank@alumni.cmu.edu

www.harankim.com

I am a Digital Artist passionate about designing and creating mixed-reality experiences using physical and virtual or augmented reality. I am interested in working on installation arts combinations of mixed reality with interactive digital media arts.

For the past three years, I have been working on my current project, which combines digital art, ceramics, and sculptural objects. I have been researching for creating artistic and inspiring digital installation works that combine Mixed reality, projection mapping, and 3D Modeling. I want to expand my knowledge and skill-sets to work for designing artistic experiences in mixed reality. I am also interested in working with e-textile, soft sculpture, holograms, 3D printing, and Kinetic arts.

I graduated from Carnegie Mellon University, with a Master of Entertainment Technology, in May 2020. I earned an MFA in Digital Art and an MFA in Printmaking from Indiana University Bloomington. I received a BFA from Hongik University, majoring in printmaking in Seoul, South Korea.

My educational training has provided me with broad artistic knowledge, including Mixed reality world design, Game design, 3d Modeling, Digital art, Video art, Time based Media, Digital installations, Book art, Ceramics, and Printmaking. I have been practicing art for over 20 years with various media.

I am a lifelong learner, and I'm trying to continue intensive research on new media. My further research aims to explore new media more closely and combine them with cutting-edge technologies related to experimental media to achieve projects that allow viewers and users to have an exciting and aesthetic experience.

I express nostalgia for childhood memories. I want to capture the moments when childhood memories come clearly in my current daily life. The childhood memories I remember, for example, the sound of my neighbor's baby, the winding road of my neighborhood, the first dress my mother made me, and the excitement of running around the neighborhood in that dress, suddenly overlap with my current memory.

When I reconstruct old memories through various mediums such as ceramic sculptures, virtual reality, projection mapping, animation, and digital art, my memories expand and move as if I were floating in a space I had never been to. When floating objects wander into a space composed of abstract and virtual spaces, I seek to capture the moments when childhood nostalgia that existed in my unconscious becomes living stories again. The emotions of childhood are related to vision, hearing, touch, smell, and specific flavors at the present moment. I want to express the journey of momentarily discovering moments that appear from the past to the present.

Through various media, as I age, I study how to make a new trip through my work with the emotions that my past and present memories evolve with the complex environment around me. My works can be a ticket to travel to spaces that I have never been to, spaces that I may have forgotten my memories of staying, to spaces decorated with new imaginations with my experiences and feelings that have evolved in the present.