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Title: From 8-bit to VR

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Artist's Statement:

This poster entitled, *From 8-bit to VR*, visualizes the generational advancements of gaming computer graphics, from the 8-bit, mono-colored world of Atari's Space Invaders, to the immersive universe of virtual reality. The illustration depicts a figure passing through a technicolor barrier towards a glowing dark orb. The ambiguous orb represents technological advancements that have not yet been discovered, and exists, just out of reach, to push future generations towards innovation. Towards the orb, a figure moves with a cautious confidence, as it navigates the limits of VR. This is because, while exploring virtual space, one can lose a sense of their physicality—as depicted in the bitmapped quality of the figure—and may even mistake the fabricated as actual reality. However, by embracing the bright, maximalist aesthetics of gaming culture, the piece seeks to cultivate, in the viewer, an overwhelming and optimistic excitement for the future of computer graphics. As progress continues in the discipline of graphic design and virtual reality, this poster gives homage to the history of gaming graphics and represents how we could use our knowledge of what was, to inform what could be.

Technical Statement:

To create this poly-focal poster, I predominantly utilized design programs such as Adobe Illustrator and Photoshop. The previously listed programs were used to create illustrations of first generation gaming characters like the Space Invader aliens or the Tetris tetrominos. Illustrator was also used to generate 3D modeled graphics. These graphics were purposely placed slightly overlapping the SIGGRAPH logo in the upper left corner, to give the image a feeling of dimensionality. Then, a multicolored gradient was added to directly contrast the black and white that exist in the 'pre-vr' part of the poster. Finally, the most integral part of the process was to capture a figure that depicted both apprehension and confidence in their body language. I directly modeled, Evan Stewart, to move as if he knew exactly where he was going, but had never been there before, and was able to capture this image, which adds motion to a typically static medium.