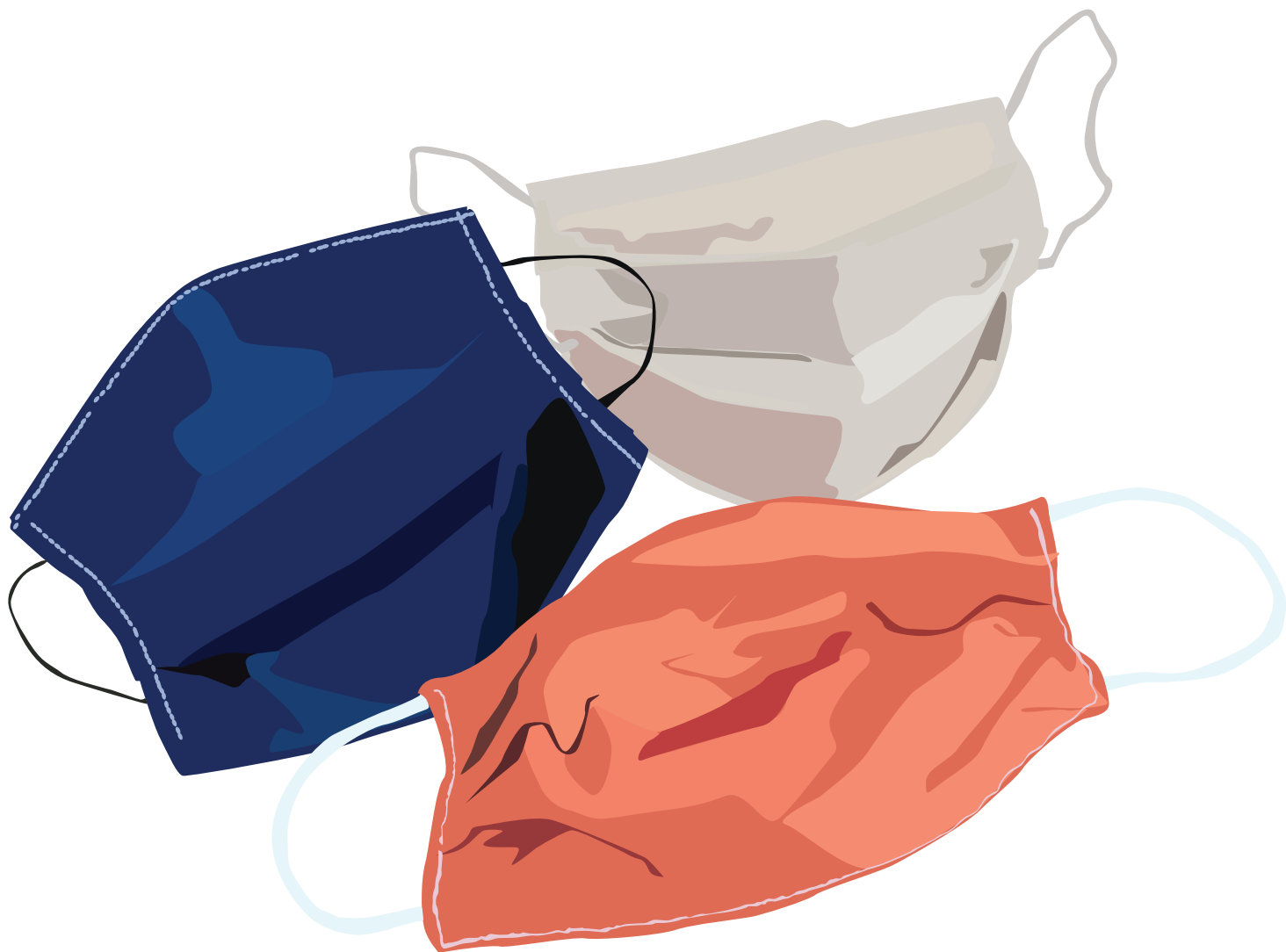


# Heroes of the Front



Lauren Chun

# Table of Contents

Project Description	2
Artist Statement	3
Site Specifications	4
Previsualization	5
Artwork	6-8
Statement of Purpose	9
Artist Bio	10
Previous Work	11
Contact Information	12

# The Project

Heroes of the Front is a series of augmented reality sculptures that showcase faces of the frontline, those who are in hospitals working hard to combat the pandemic. The portraits are composed of masks that the public have been wearing. Wearing a mask, washing our hands, and social distancing are the ways we combat the virus as everyday heroes.

The piece is made of masks to show how if we all pitch in together and wear masks our efforts can culminate to help support our front-liners in the fight against the virus. The masks move in and out to symbolize the wavering support but when we all work together, we can get the job done.

There are numbers floating around associated with the increase of percentages of new positive tests for COVID-19 and as we all work together and the masks align, we can reduce these percentages down to flatten the curve.

There are no physical components to this piece allowing no physical maintenance, such as cleaning and disinfecting. There is no need to show any physical distancing markers or indications because the piece is completely visual keeping it to no contact. The artwork is viewed via personal smartphone so there will be no sharing of devices to view the piece. The view can get the perspective from their angle of the art uniquely being 6 feet apart from one another. This piece is ADA compliant.

As the artwork is currently being hosted by a server at SJSU it can be ported to another server if necessary. It does not have any physical maintenance fees but will require service fee to maintain the code. There is no security issues in the current iteration.



# Artist Statement

As an artist I use augmented reality to tell stories as well as augment the lens we see our world. As it is hard to understand the perspective of others, augmented reality allows a lens of perspective to see what someone else might be imagining their world to be like. Augmented reality also allows us to fantasize on what could be or what life might look like as well as augment what our decisions might look like or personify our feelings to communicate it to others.

In this piece, I use augmented reality to draw perspective from the situation, if we stand too close to the pandemic all we see is a scattered mess of turbulent numbers and statements that do not help us understand the situation. If we take a moment to step back from the situation it creates perspective to understand why we must take physical distancing seriously and do our part to stay at home in this situation. We can be mindful of our actions as individuals to help the collective.

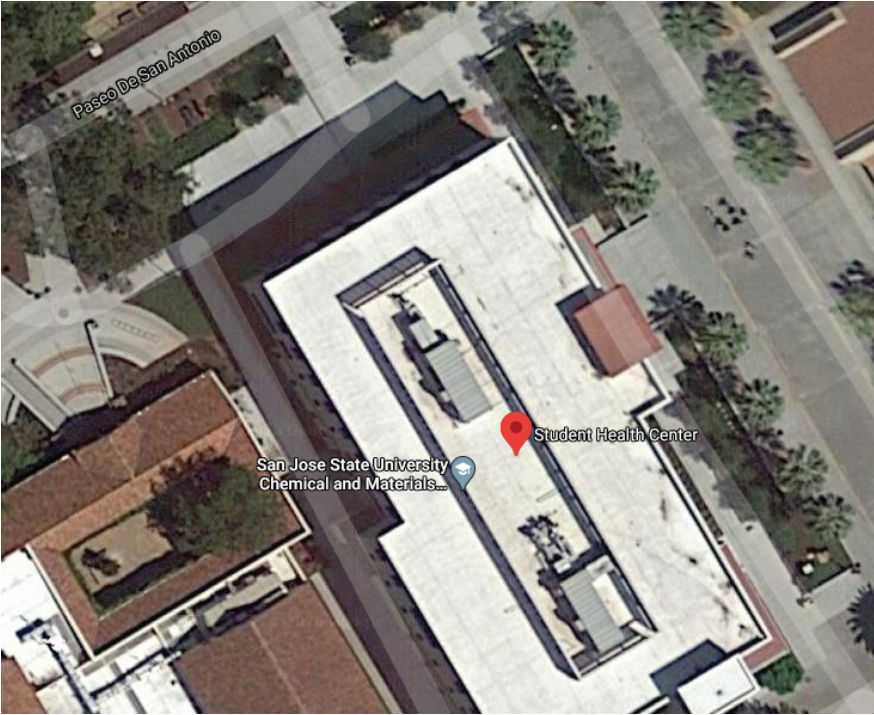
We are overwhelmed with information and are fearful of statistics but at the same time not everyone is taking it seriously. Those number are reflecting real human beings and part of our community. Society must curb our lifestyles to reduce this curve.

For my artwork, I wanted to take on this idea of the big picture to showcase the health care workers who have been working directly with those affected by the virus. As the virus spreads via air particles and cannot be seen by the naked eye. Augmented reality also invisible to our eyes but only with the technology of a smart phone allows you to see it. Also, with the nature of augmented reality, it acts like the virus as well floating around specific locations. I used GPS based augmented reality to be able to parallel that the more masks usage in specific area can help that community fight the virus. Some community are doing better than others because they are working together to listen to what the experts on the virus.

I plan on placing these different augmented reality pieces around different locations to parallel different communities working together to fight the virus. It does not have to be only one specific city, people all over the globe can work together to effectively fight from the virus and support their front line heroes in their communities



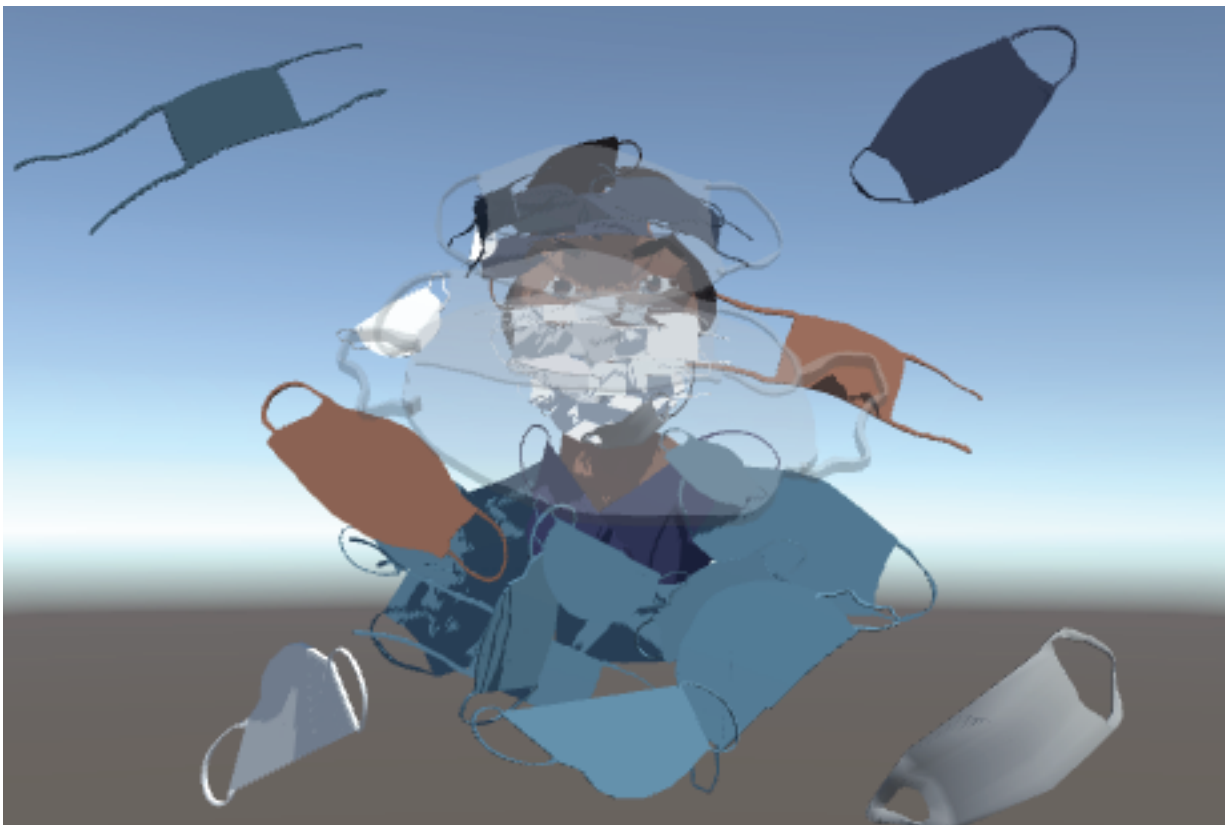
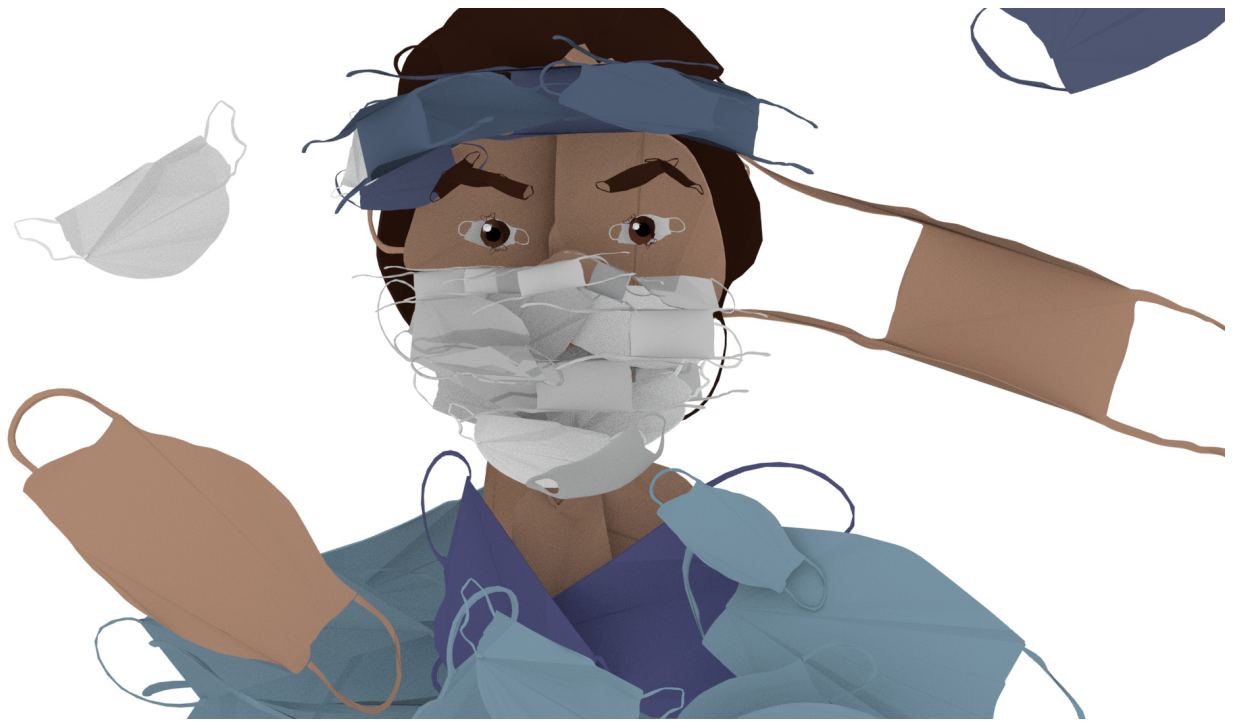
# Site Specifications



SJSU Health  
Center  
One Washington Square  
San Jose, CA 95192-0037



# Previsualization





# Artwork

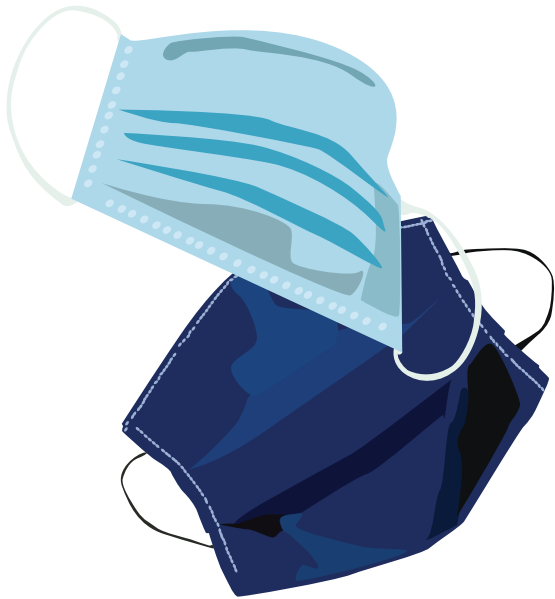


Viewing in AR Poise application off site

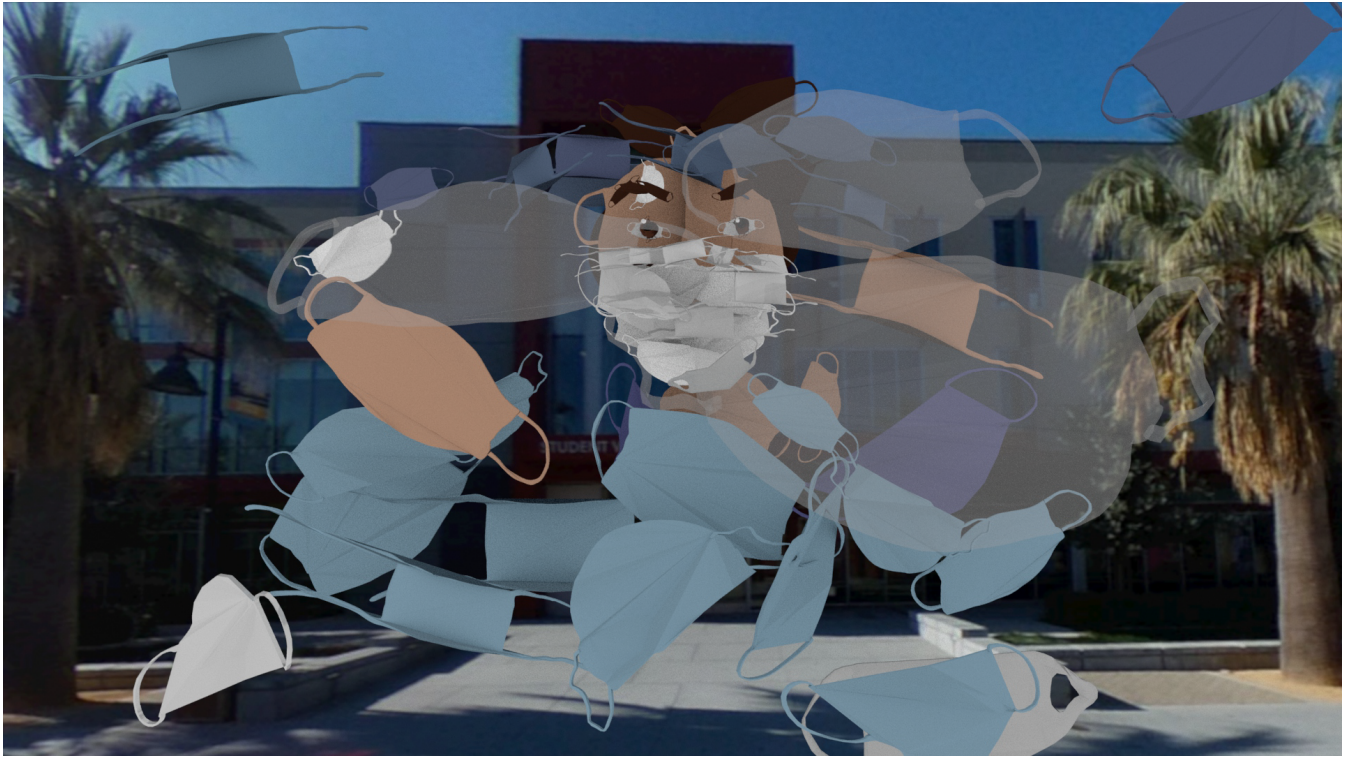


Viewing in AR Poise at GPS Coordinates









Animation shift masks back and forth

# Artistic Statement of Purpose

For my art practice I like to create environments to immerse the viewer into the art piece. My primary mediums are augmented and virtual reality, they allow me to play with art in an immersive way that has not been done traditionally before. Virtual reality and augmented reality allow viewers to become like a child again and discover and explore the environment they find themselves subjected to. The act of the viewer taking into the environment allows for more interactivity than more objective mediums. Just like a paint virtual reality can mimic real life but it can also create a fantastical world of line and shape that does not abide by the exact laws of math and physics. It can mimic these laws that govern our reality but also distort it and disrupt what is seen.

My art practice revolves around what can be imagined, as a child I would have surreal lucid dreams that I wanted to share with others exactly what they were like and how they felt to be in them. With virtual reality you can visualize and simulate experiences with more than just your eyes. Virtual reality places on your sense as it deprives you of your senses of the outside. Your eyes play tricks on you as visual distorts play on your perception of perspective. As the distorts are just tricks of your mind, it allows the viewer to feel like the experience is real.

As we cannot all fully grasp what it means to be us as individuals virtual and augmented reality can bridge that gap ever so closer to be able to leap into what someone else is experiencing with their feelings and what might affect their thinking. Virtual reality allows a more ease of access to empathy with others, to literally be able to step inside someone else's shoes.

In my work, I like to dabble with my perspective, how I see or saw myself versus how I am seen by others. I like to focus on the mind and what affects me. I create art to help others facing similar situations or past experiences to understand them from another point of view.

I like to challenge what is perceived and show what might be really going on inside my head and how it might manifest in reality, in the form of a flutter butterfly. I also like to create spaces for others to think about themselves and who they chose to represent themselves as and what might be an optical illusion. Creating spaces like a reflective room dimly lit by soft glowing lights paralleling the reflection on the self hazily seen by yourself.

# Artist Bio

Lauren Chun is a local Bay Area artist pursuing her BFA in Digital Media Art at SJSU.

She expresses her art practice in the virtual and real realms with 3D digital artwork.

She specializes in Augmented and Virtual Reality as well as 3D sculpture with new technologies.

## Education

BFA Digital Media Art

Minor Architectural Studies

San Jose State University 2021

GPA 3.748

## Group Exhibitions

2020/2021 Artist Pool San Jose Japantown Hidden Histories Public Art Project

2019 Cafe Afterlife, Hammer Theater

2019 Web Design Online Gallery

2019 Advanced Projects in Digital Media, Gallery 5

2019 Gender Equality and Body Positive, SJSU Student Union

2018 Peep Show, an art exhibition on the topic of surveillance, Social Policy Cafe

2018 Campfires, Vampires, Crime Scenes, Bees, and More, SJSU Black Gallery

2017 Photography Exhibition, Herbert Sanders Gallery

## Relevant Experience

2020- Internship San Jose Japanese Museum

2020- Artist Internship with Artist and Philosopher Jonathon Keats

2020- Internship San Jose Museum of Art

2019- Vice President of CADRE Student Organization

2019- President of Augmented Reality Virtual Reality Club

2019- Chair of ACM SIGGRAPH Student Organization at SJSU

2019 VR Internship with SJSU E-Campus

2018- Digital Media Art Lab Manager

## Awards

2020 Recipient of the AAUW NCCWSL Scholarship

2019 President's Scholar

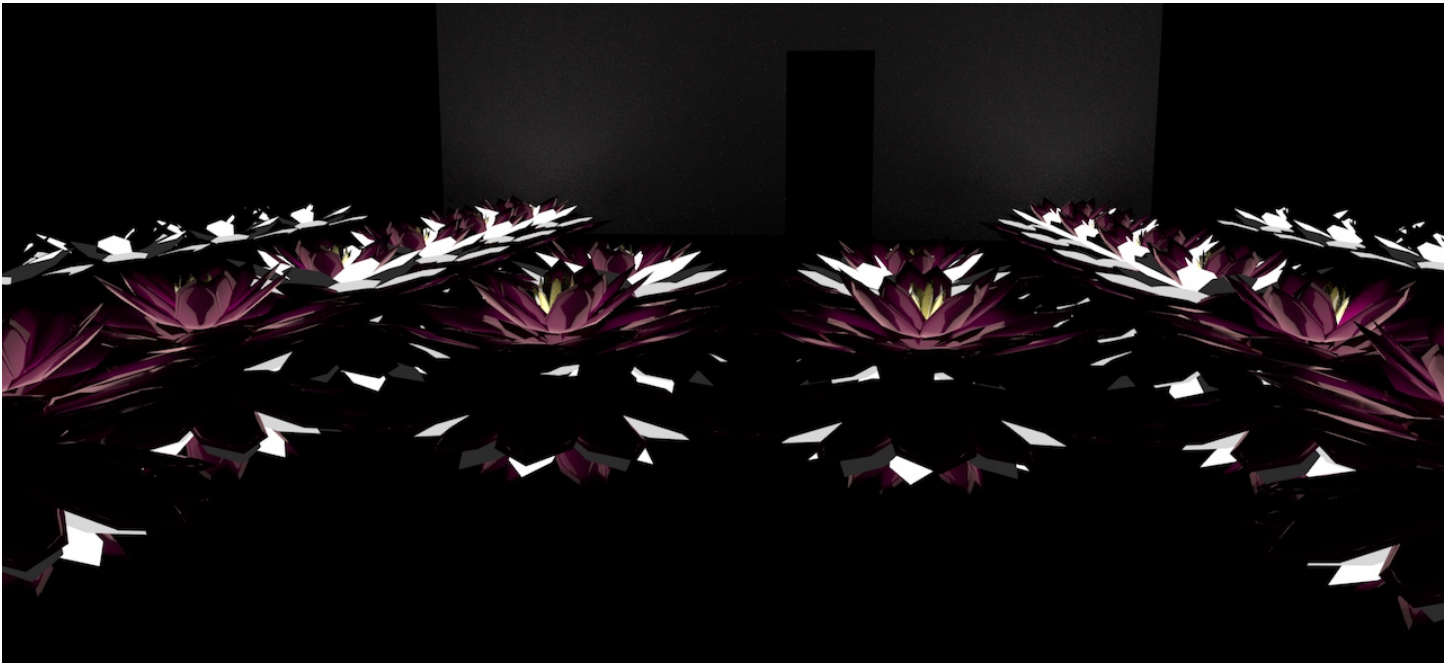
2018 Dean's Scholar

2017 Recipient of Intel Award: Paseo Prototyping Challenge

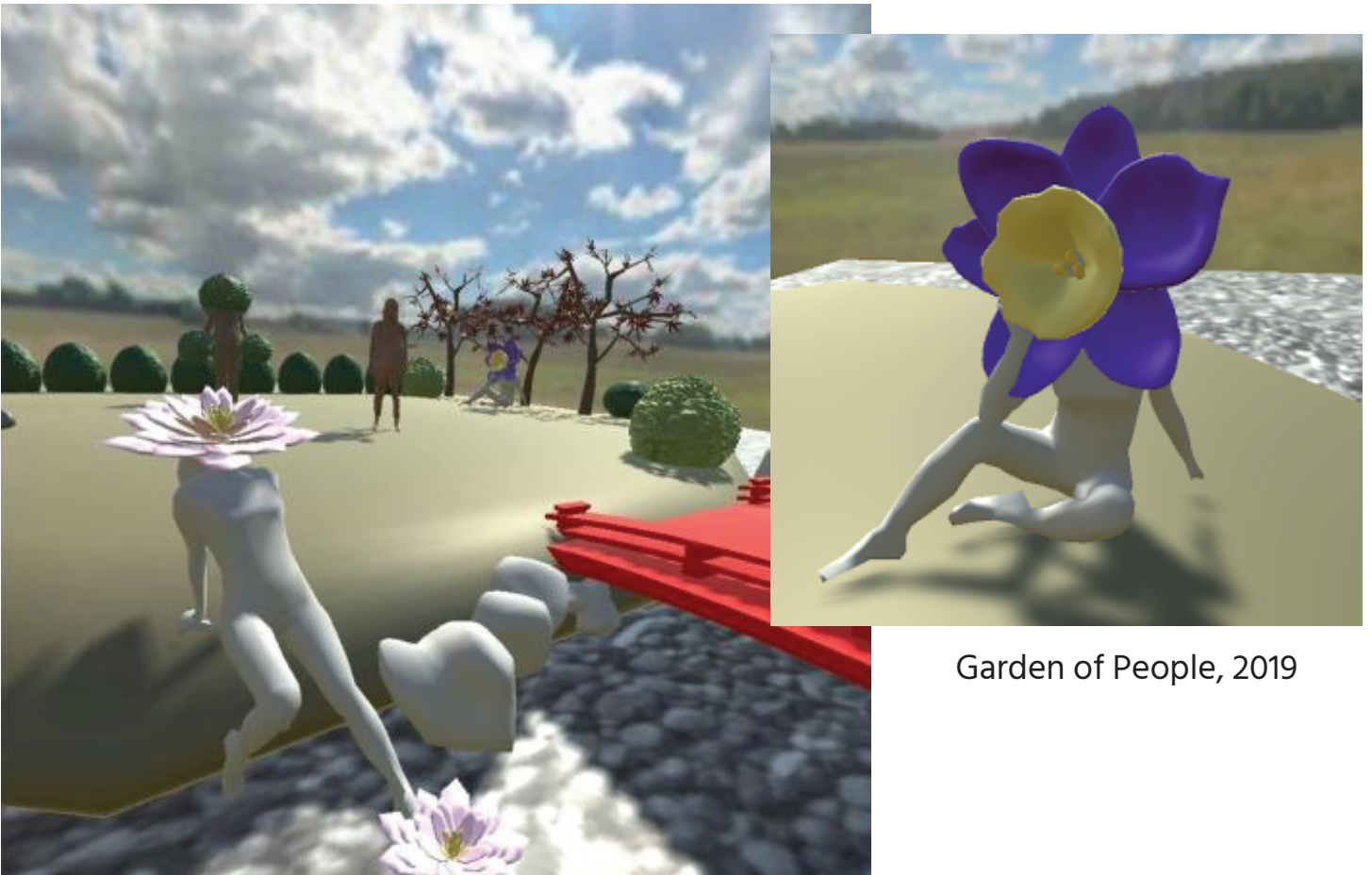
2017 Honorable Mention: Microsoft Hololens Hackathon



# Previous Work



Lily Reflection, 2018



Garden of People, 2019



# Contact Information



**Lauren Chun**

[lmchun@sbcglobal.net](mailto:lmchun@sbcglobal.net)

[lmchun.github.io/l\\_chun/index.html](http://lmchun.github.io/l_chun/index.html)