SCAPE

March 3 - April 10

Cabby Brown, Marissa Price, Meredith Moir, and Zach Yacobozzi

Through a variety of media — including painting, sculpture, video, projection mapping and video game design — SCAPE explores different planes of understanding such as mindscapes, landscapes, e-scapes and escape. These works touch on themes of reality, grief, meditation, memory, mental health, identity and voyage.

Scape, noun
/skāp/

n. Synonymous with scope or scale. Related to how monumental a task may be (such as a demo is only a fraction of the project planned to be fully produced) c.2020 - Z. Yacobozzi

n. A location or scene — tangible (as in the real world) or intangible (as in the mind). Example: “like memory, emotion and mental health, and I think those things are a sort of mindscape that people have to try and navigate.” c.2020 - M. Price

n. A place full of color where all existing matter can go to escape the manic world that we live in. c.2020 - M. Moir

n. A feeling and a place together. It is a relationship, or a conversation, between the eye and the world we observe. c.2020- C. Brown

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Cabby Brown, Marissa Price,
Meredith Moir, and Zach Yacobozzi

Zachary Yacobozzi
Transylvania University ‘20
English Major; Digital Arts and Media Major
Transylvania Chess Club

Scape /skāp/
n. Synonymous with scope or scale. Related to how monumental a task may be (such as a demo is only a fraction of the project planned to be fully produced) c.2020 - Z. Yacobozzi

Biography
Zachary Yacobozzi comes from St. Joseph, Michigan and has been writing stories for his entire life. His work focuses on characters and their interactions, creating wild and fantastical journeys that change these characters on a fundamental level; his latest project, a demo for the game *Wanderlost*, is a proof of concept for just such a journey.

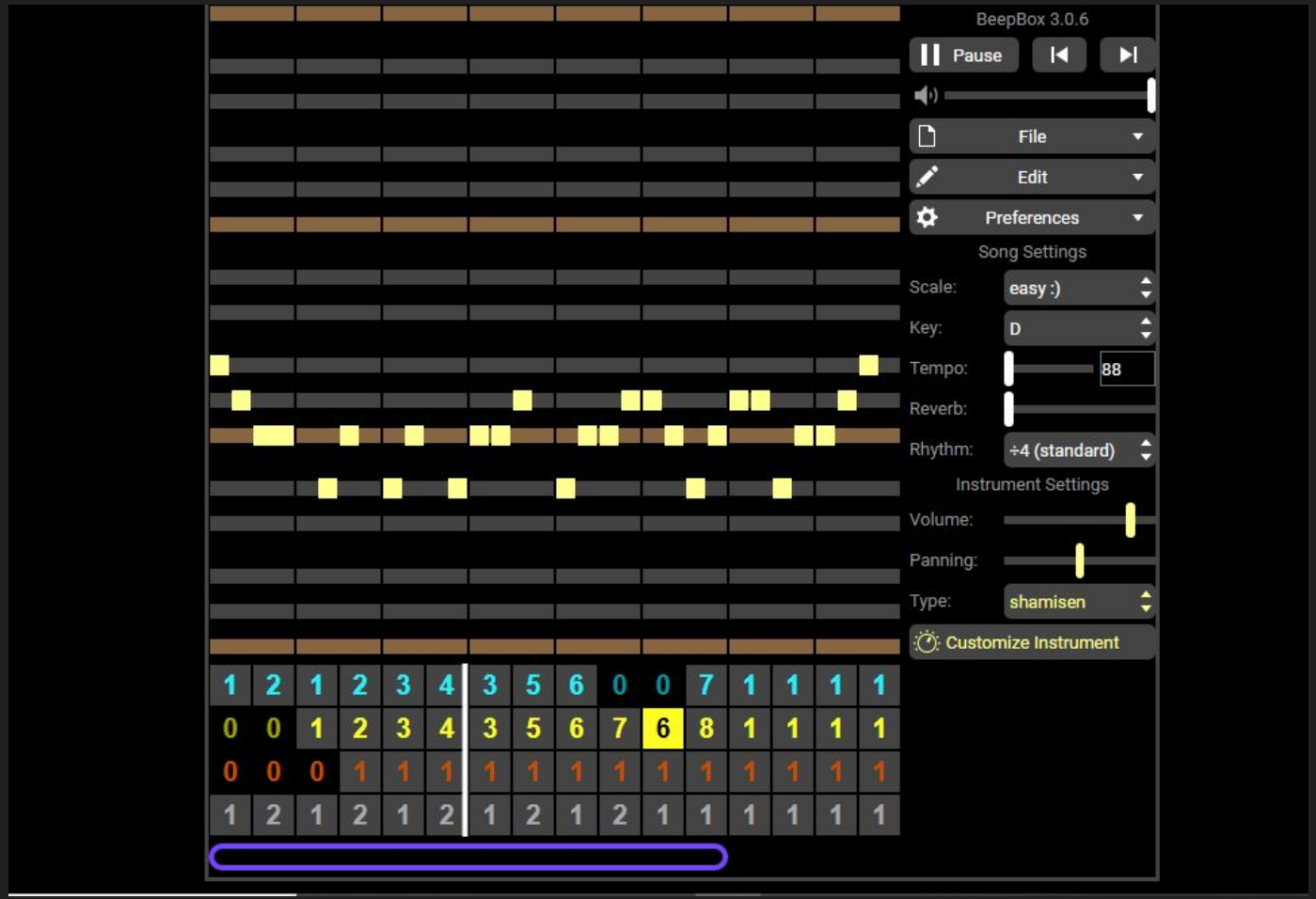
Artist Statement
This game demo represents what is more or less the culmination of Zach's life. Before he could even write properly, he spent his life as a storyteller, using pictures to convey meaning where words could not. After many years of honing and polishing his skill in storytelling, this game demo can be seen as the final evolution of those early days, relying on both literary text and visual spectacle in order to tell a story unlike anything he has ever told before, using a medium he is truly passionate about to convey his imagination and ideas to the rest of the world.

While the story is something that he wants to hold privately for the game's final release, the gameplay aspect is equally as important, serving as a means with which to connect the audience to the characters in a way not truly possible in other mediums. In this regard, every decision made in the gameplay itself is meant to represent this symbolic bond between Zach and the audience- the turn-based RPG gameplay is easy to pick up for newcomers, but also represents the tactical elements of video games that the creator enjoys and appreciates so much, and the simplistic pixelated artstyle serves the double purpose of drawing in onlookers and contrasting heavily with the heavy themes of the narrative itself. Games have been a part of Zach's life for almost as long as drawing and writing have, and with this demonstration, he hopes that he can express just how much they mean to him.

Game Description
The game begins in a cavern area, with the player being tasked with first approaching a sign. After being asked by the sign what difficulty they want to play on, they will be sent into another room featuring a large boss enemy. When the player enters combat, gameplay shifts to a menu-based RPG system, where they will have to utilize the skills of the two playable characters to eventually bring down the boss's health. Upon defeating them, the demo is concluded after a short congratulatory cutscene.

Zachary Yacobozzi
Wanderlost Demo
2020
Javascript/Pixel Art

PiSKEL
ScarletActor *
Create Sprite
Sign in
1
Add new frame
12 FPS
Layers
Layer 4
Layer 2
Transform
Palettes
Purple.gpl
x3.04
[288x192]
1/1


BeepBox 3.0.6
Pause
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Edit
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Song Settings
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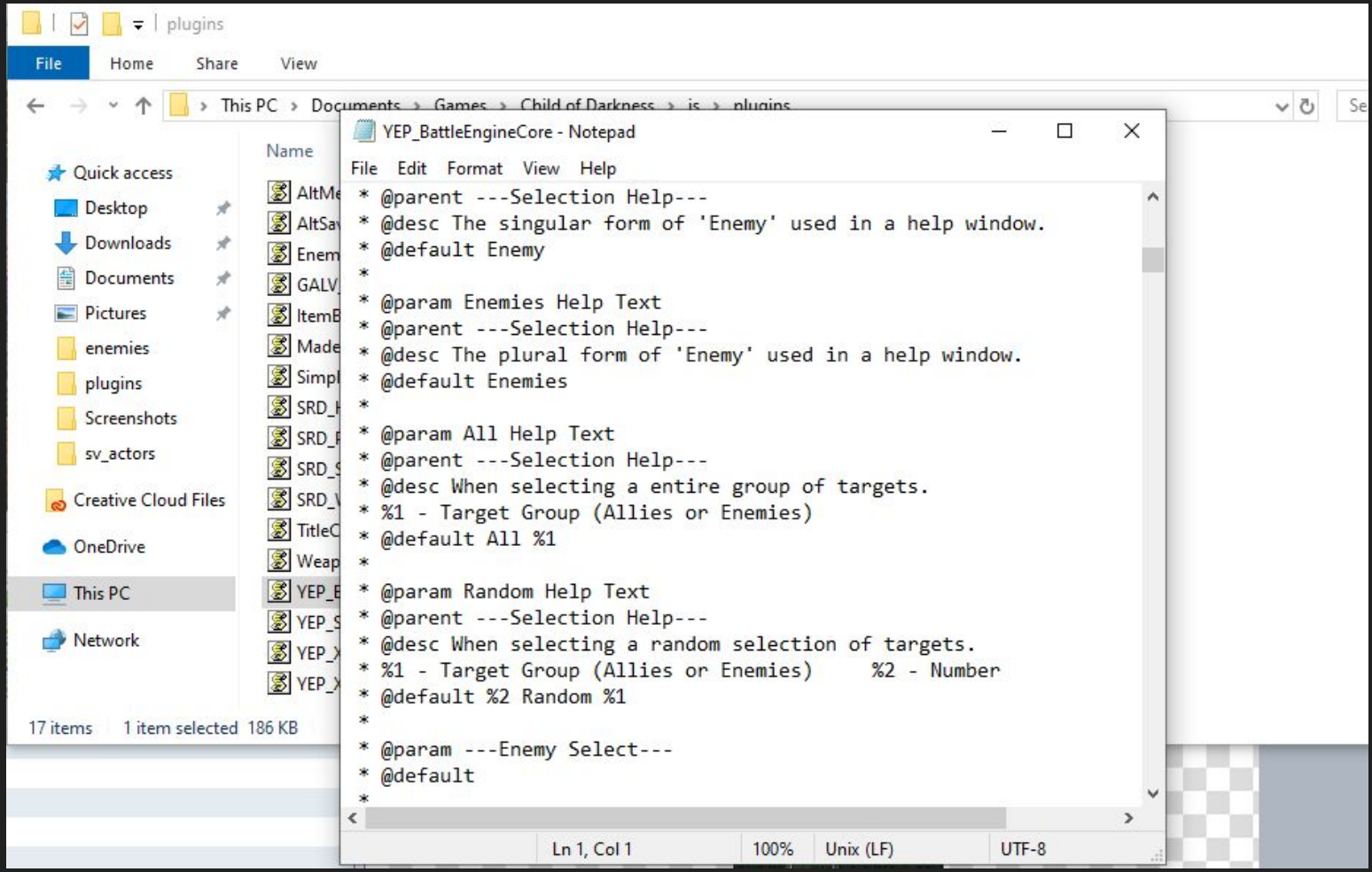
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Share
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Documents
Games
Child of Darkness
js
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plugins
Screenshots
sv_actors
Creative Cloud Files
OneDrive
This PC
Network
Name
17 items
1 item selected 186 KB
YEP_BattleEngineCore - Notepad
File Edit Format View Help
* @parent ---Selection Help---
* @desc The singular form of 'Enemy' used in a help window.
* @default Enemy
*
* @param Enemies Help Text
* @parent ---Selection Help---
* @desc The plural form of 'Enemy' used in a help window.
* @default Enemies
*
* @param All Help Text
* @parent ---Selection Help---
* @desc When selecting a entire group of targets.
* %1 - Target Group (Allies or Enemies)
* @default All %1
*
* @param Random Help Text
* @parent ---Selection Help---
* @desc When selecting a random selection of targets.
* %1 - Target Group (Allies or Enemies) %2 - Number
* @default %2 Random %1
*
* @param ---Enemy Select---
* @default
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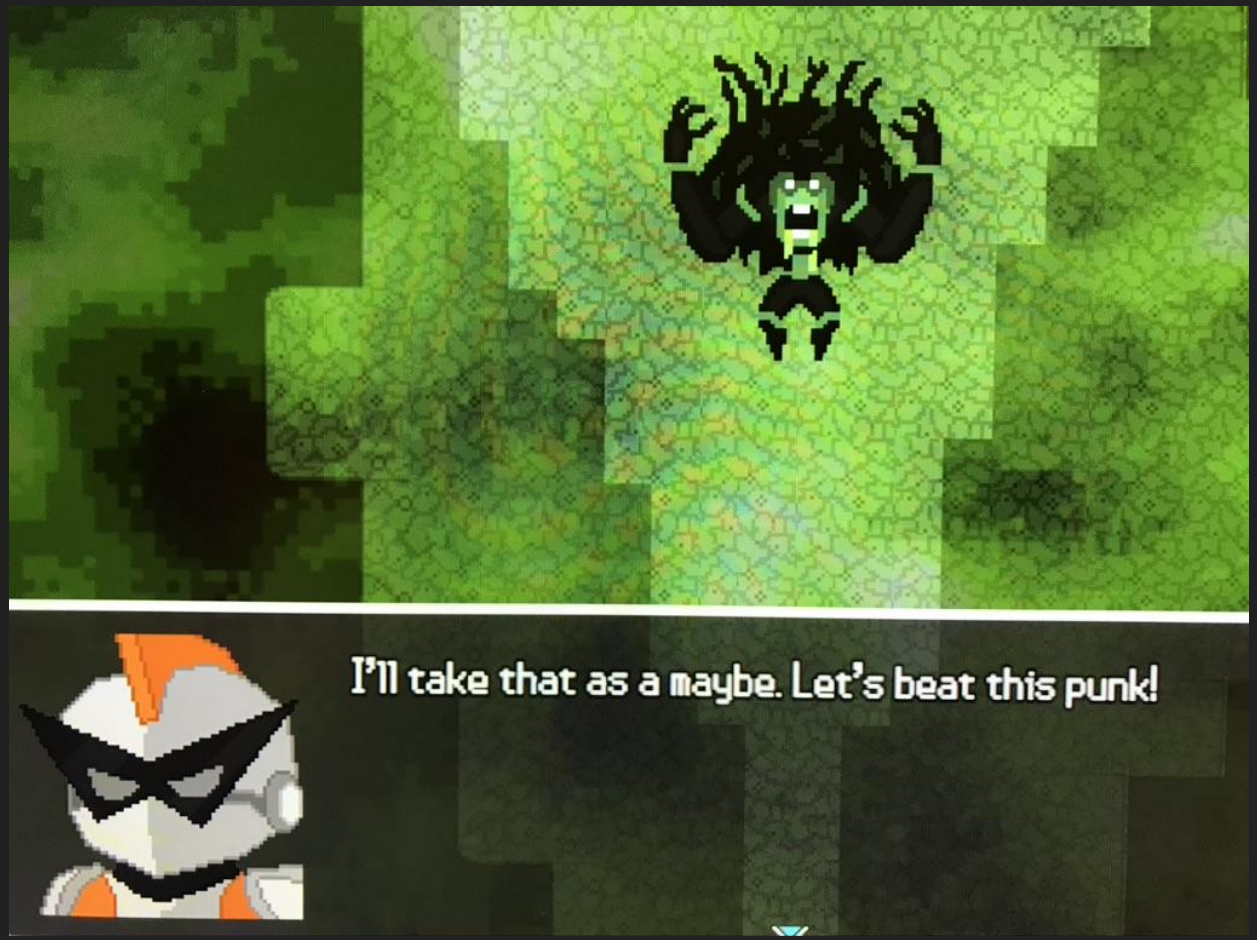
UTF-8


I'll take that as a maybe. Let's beat this punk!

Marissa Price
Transylvania University ‘20
Studio Art major, Art History minor
Extracurriculars- Transylvania Student Art League
Artist Website- sites.google.com/view/marissaprice

Scape /skāp/
n. A location or scene-- tangible (as in the real world) or intangible (as in the mind). Example: “like memory, emotion, and mental health and I think those things are a sort of mindscape that people have to try and navigate.” c.2020 - M. Price

Biography
Marissa Price is originally from Grayson, Kentucky and grew up with a love for drawing and making crafts. Since coming to Transy, she’s found that she is interested in working in a variety of media with a particular love for digital and sculptural work. Marissa is passionate about mental health advocacy and connects much of her work back to that topic.

Artist Statement
Price’s work explores the emotions that surround the experience of having mental health issues, both in terms of specific symptoms and how the stigma impacts people with those experiences. Informed by personal experience and, in some cases, the stories of people with similar experiences, her work aims to give people an insight into the lives of those who do have mental health issues, and to express the universality of experiencing mental health issues to some degree. Also informed by her personal experiences with grief and remembering those who have been lost, Price aims to represent the ways that memory degrades, and even fragments, over time, which largely involves digital processes of fragmentation, distortion, and pixelation as a means of creating a parallel between the ways our brains “glitch” and the way machines do. Price approaches these ideas with various media, including sculpture, ceramics, photography, videography, embroidery, and digital illustration.

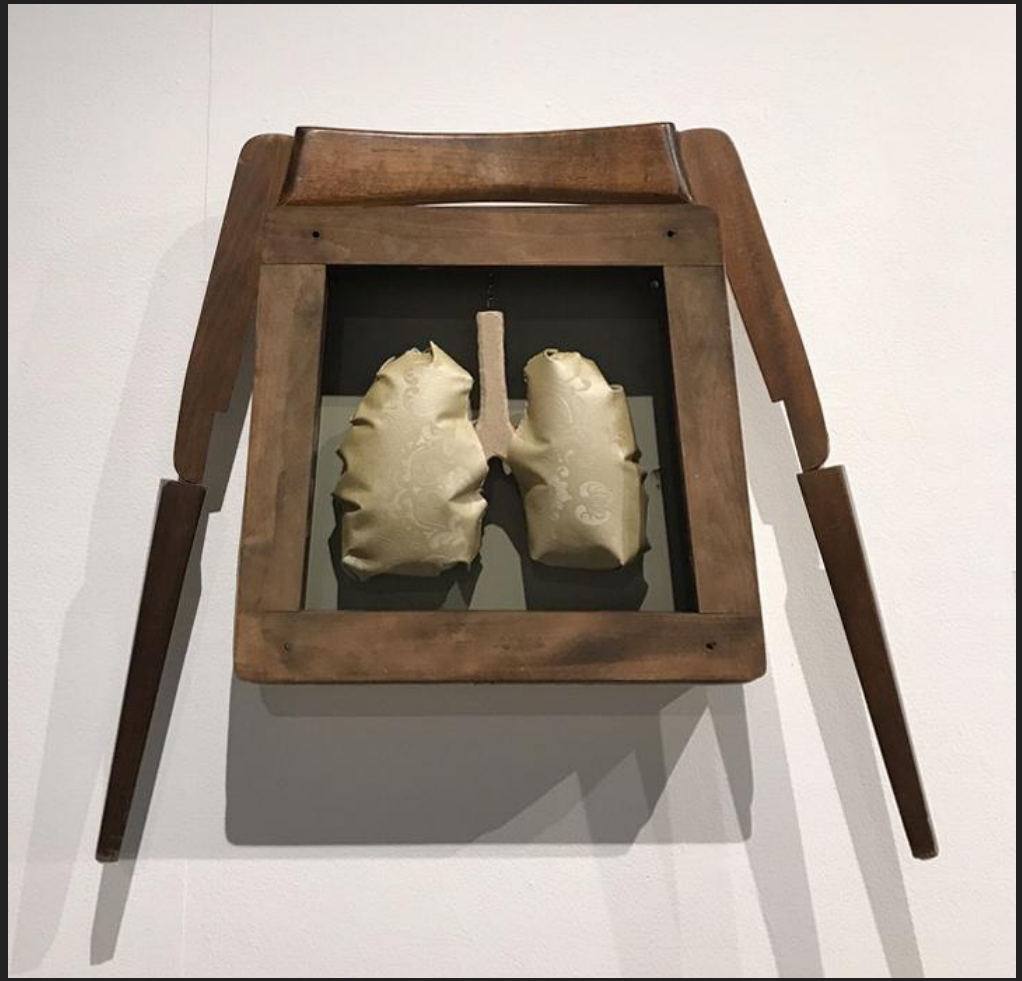
Marissa Price
I Remember and I Don't (For Mamaw Cathy,) winter 2020
Embroidery on cotton over digital print
Three 5-inch hoops

Marissa Price
I Remember and I Don't (For Mamaw Cathy,)
details, winter 2020
Embroidery on cotton over digital print

Marissa Price
Fading Away, winter 2020
Projected mural video

Marissa Price
Fading Away, winter 2020
Still of projected mural video in Morlan

Marissa Price
Simplified, winter 2020
Digital print on cotton
Two 11.5” x 14” prints



Marissa Price
What's Inside, winter 2020
Wooden chair

Before image of *What's Inside*,
courtesy of Kurt Gohde

Marissa Price
Precarious, fall 2019
Red clay

Marissa Price
Precarious, fall 2019
Red clay

Marissa Price
Unsettled, winter 2020
Red clay
(see audio from *Precarious*)

Marissa Price
Unsettled, winter 2020
Red clay

Marissa Price
Restless, winter 2020
Red clay
(see audio from *Precarious*)

Marissa Price
Restless, winter 2020
Red clay

Marissa Price

Melancholy, fall 2018

Wire, newsprint, wood, fabric, etc.

Marissa Price
Melancholy, fall 2018
Wire, newsprint, wood, fabric, etc.

Marissa Price
Breaking the Stigma, winter 2019
Digital Recording

Marissa Price
Thoughts on *Breaking the Stigma*

Cabby Brown
Transylvania University ‘20
Studio Art Major

Scape /skāp/
n. A feeling and a place together. It is a relationship, or a conversation, between the eye and the world we observe. c.2020- C. Brown

Biography
Cabby Brown grew up in Louisville, KY and has always enjoyed making art from an early age. She became more interested specifically in painting through high school and has continued to grow in her artistic practice and technical skills while in college at Transylvania University. Brown grew up spending lots of time outdoors, hiking and camping, which she still enjoys. Additionally, she has a rich love for music and expression through dance. These things come together to provide inspiration to her paintings. Brown is currently living and working in Lexington, KY.

Artist Statement
Brown’s paintings are about experiencing and being influenced by a moment. The moment when her brush or palette knife touches the canvas, as she looks and meditates on her subject. In this moment she is able to hold space for whatever emotions, positive or negative, she may be feeling at a given time, as she becomes closer and closer to the present moment.

The balance between representation and abstraction is a recurring theme in Brown's work. Her inspiration comes from looking at a subject, like a landscape, face, or object, and the conversation her eye is having with that subject. More recently she has felt drawn to abstraction in her paintings and this may be reflective of many different things. When she is feeling constrained in life she finds it appealing to paint in a less constrained, but still thoughtful way. Sometimes the visual inspiration of a painting is not obviously depicted in the work, and it is purely the thoughts, emotions, and memories of her own which guide her to create a composition of color and brushstrokes. In some pieces it is difficult for her to put words or reasons behind the aesthetic choices of a composition. Painting, or any sort of mark making, for Brown, is often very intuitively based, and not always planned strategically, a theme runs as a guiding principle through other aspects of her as she bases many of her decisions off intuition and gut feelings.

Cabby Brown
Untitled, winter 2020
8 x 12 ft
Acrylic on raw, unstretched canvas

Cabby Brown
Guide 1, winter 2020
2 x 2 ft
Acrylic on raw unstretched canvas

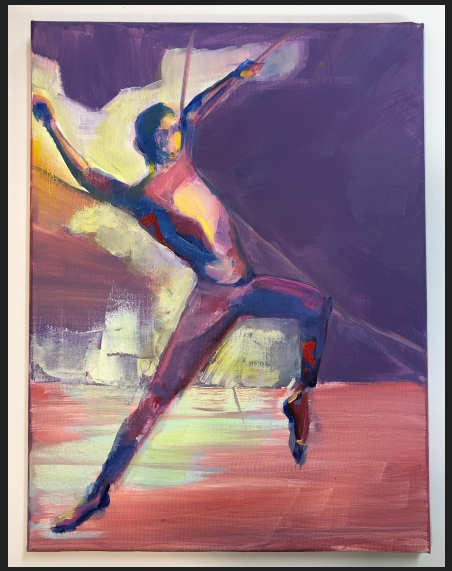
Cabby Brown
Guide 2, winter 2020
2 x 2 ft.
Acrylic on raw unstretched canvas

*see audio from *Guide 1*

Cabby Brown
Guide 3, winter 2020
2 x 2 ft.
Acrylic on raw unstretched canvas

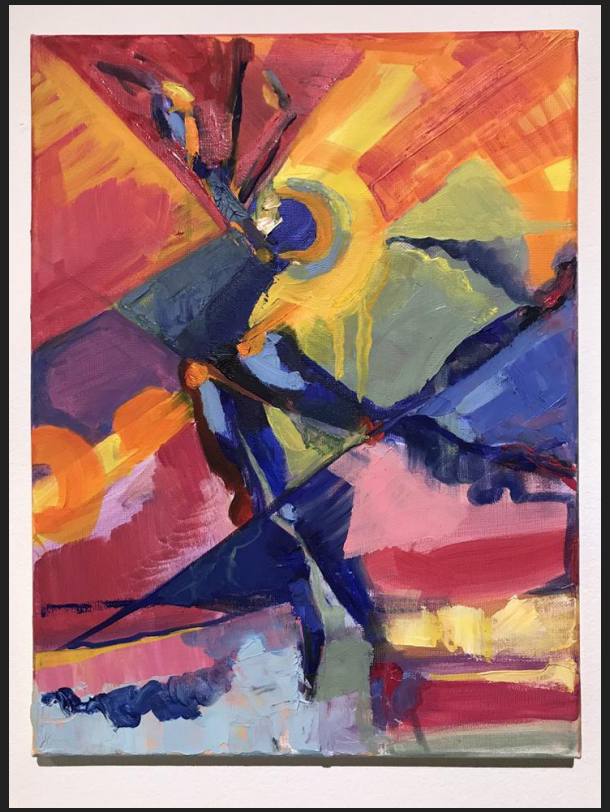
*see audio from *guide 1*

Cabby Brown
Eric, spring 2019
34” x 44”
Oil on canvas

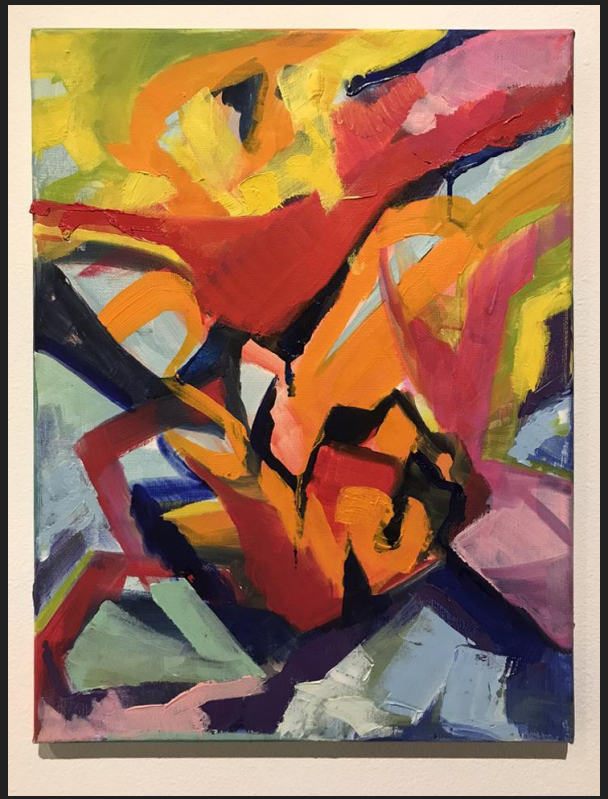


Cabby Brown
Breaking the Rules, 2018
12” x 16”
Acrylic on canvas

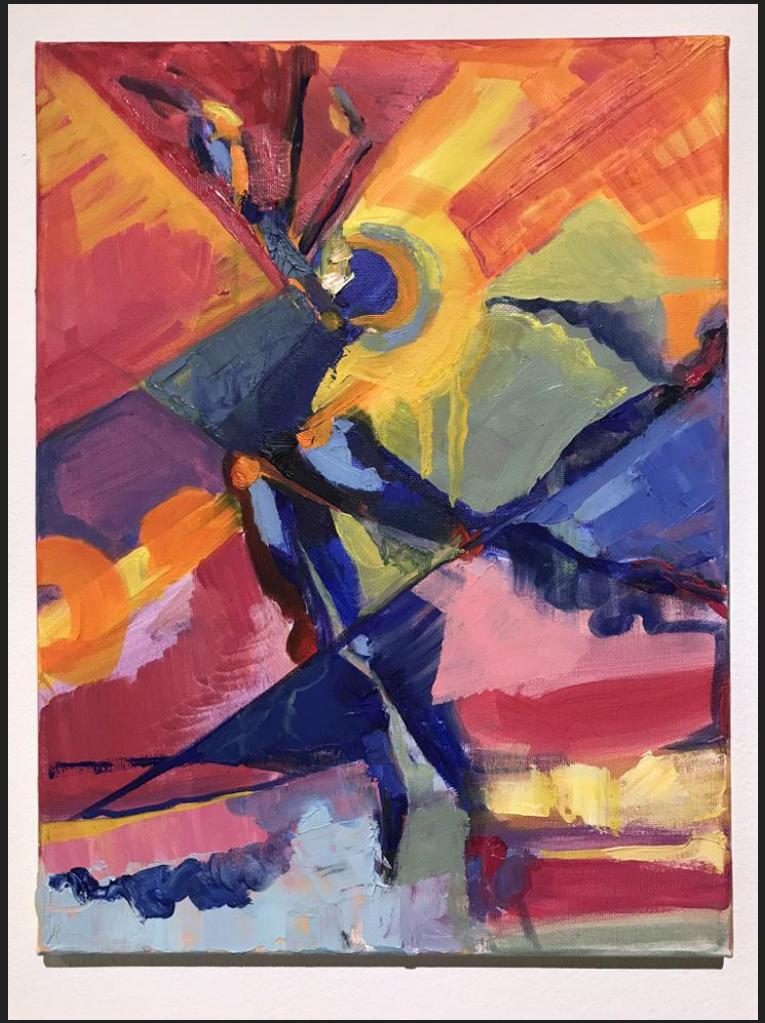
(Not included in the exhibition)



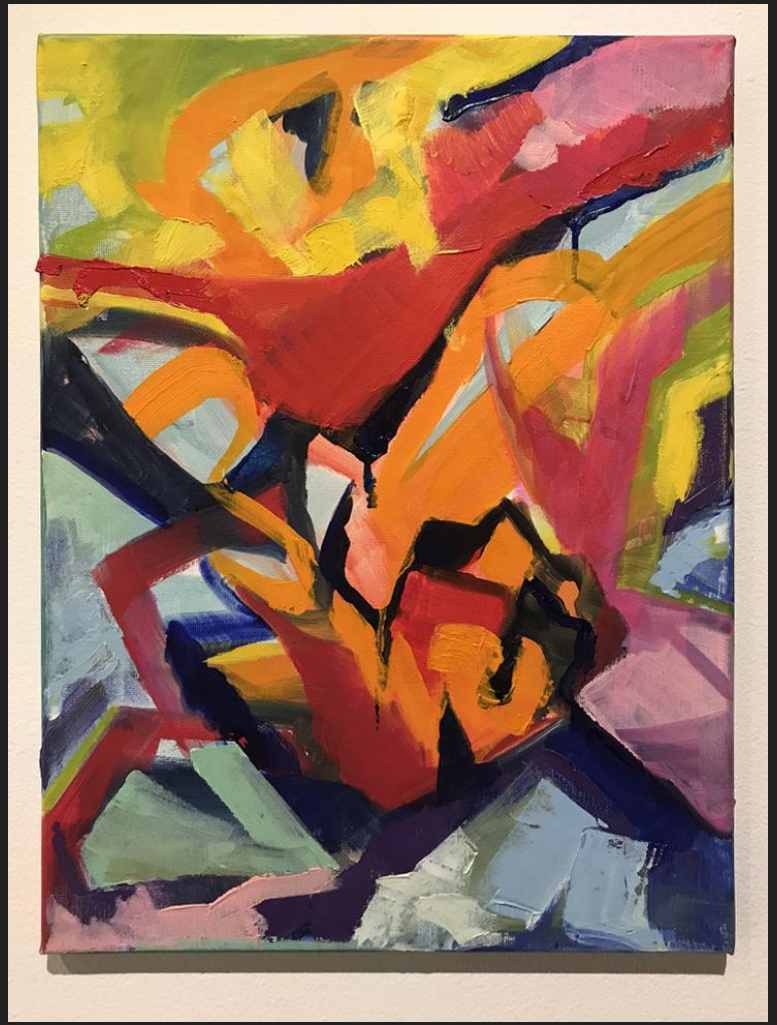
Cabby Brown
Breaking the Rules, 2018
12” x 16”
Acrylic on canvas



Cabby Brown
No Rules, 2018
12” x 16”
Acrylic on canvas



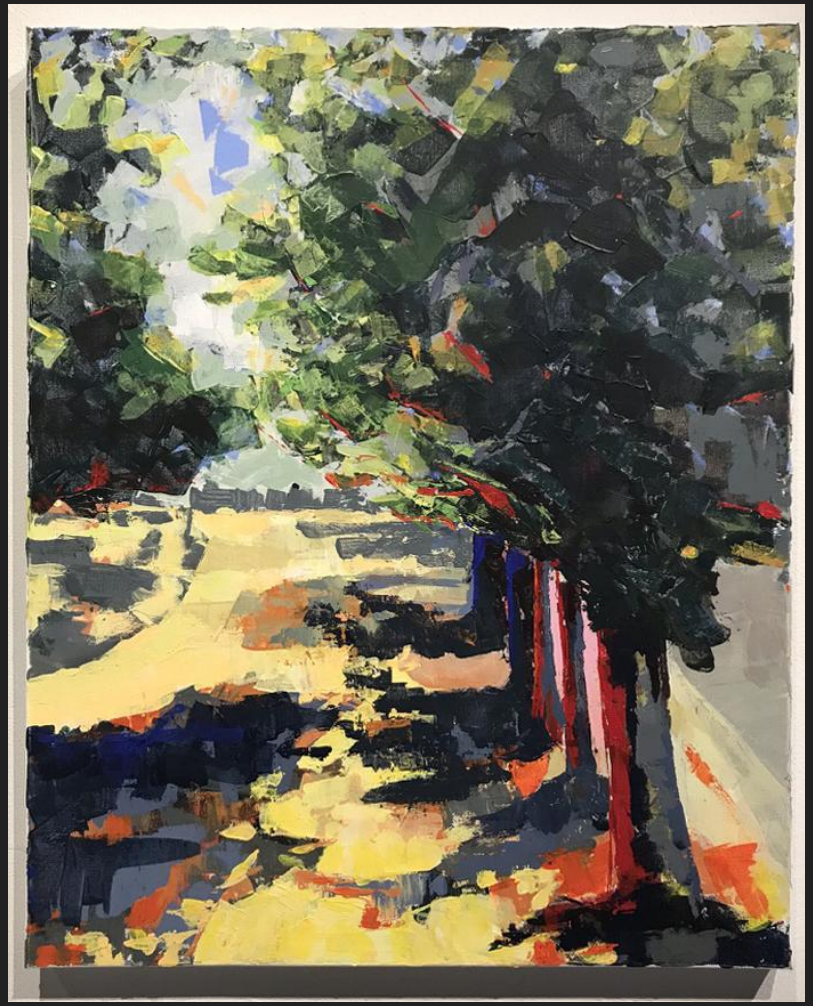
Cabby Brown
Bending the Rules, 2018
12” x 16”
Acrylic on canvas



Cabby Brown
No Rules, 2018
12” x 16”
Acrylic on canvas

Cabby Brown
Eye, 2017
24” x 34”
Acrylic on canvas

Cabby Brown
Louisville Sunset, 2017
12” x 16”
Oil on canvas

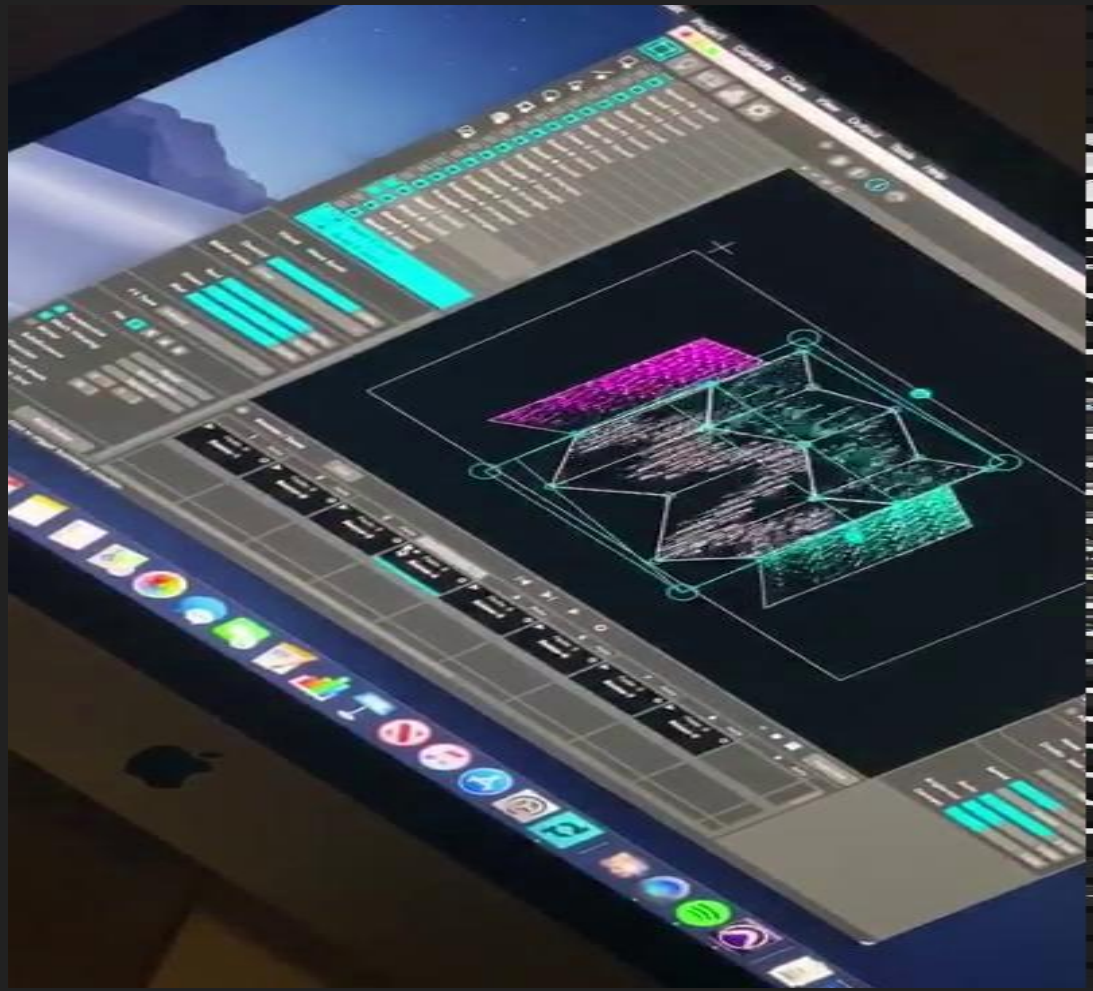
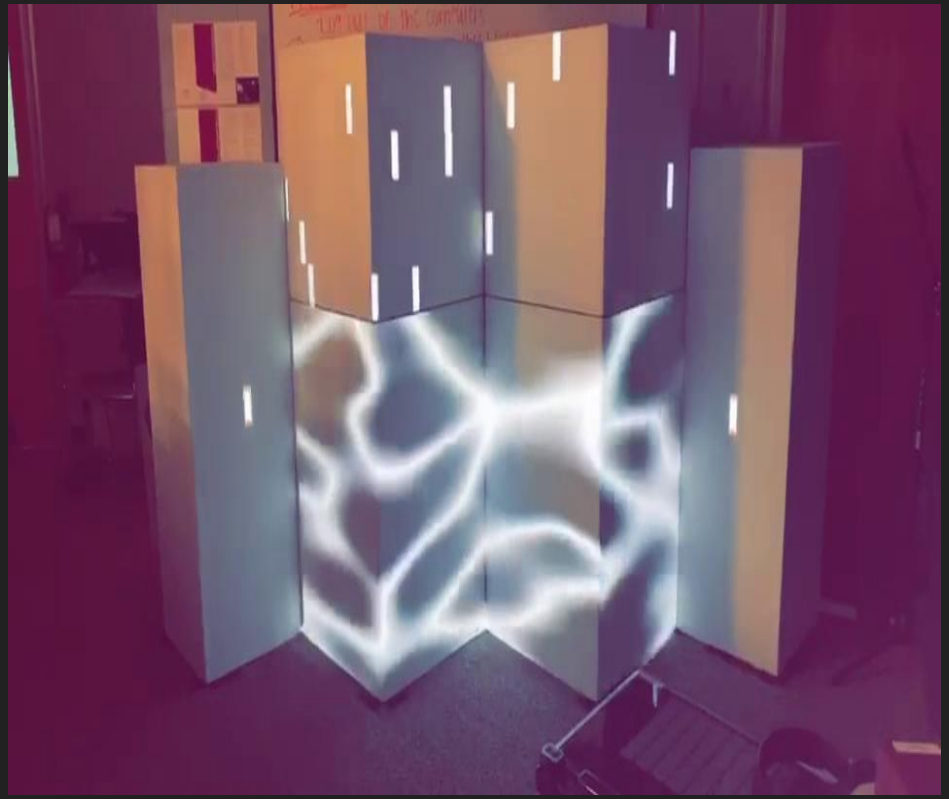
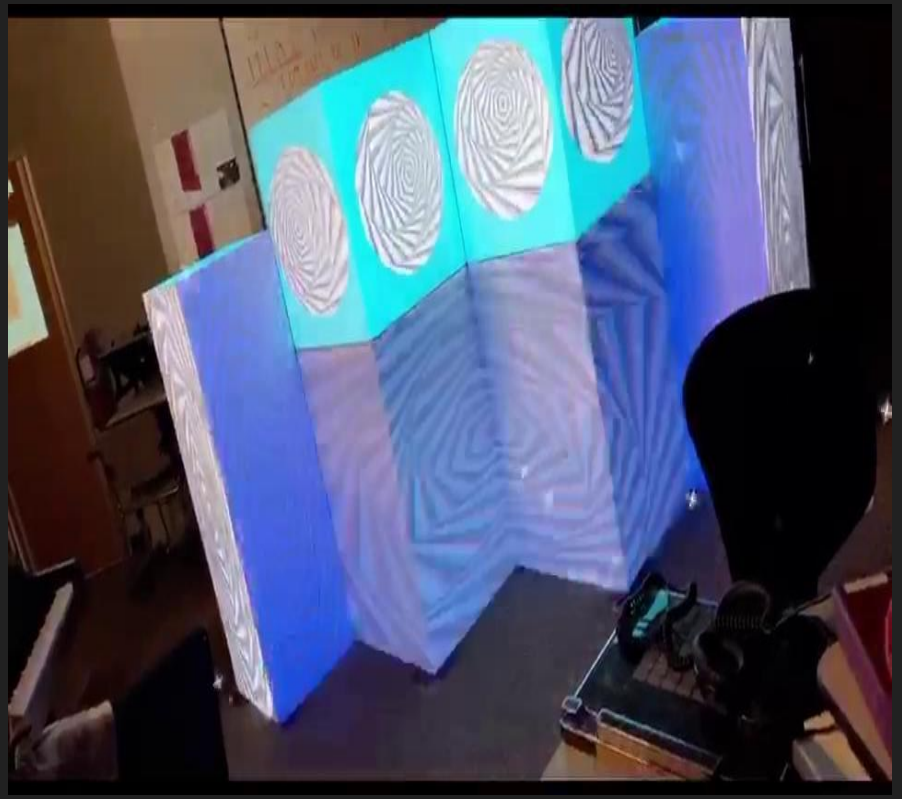


Cabby Brown
Gratz Park, 2017
24” x 32”
Acrylic on canvas

Meredith Moir
Transylvania University ‘20
W.R.C, Digital Arts & Media
Delta Delta Delta Fraternity
@oh_theplaces_music_will_go

Scape /skāp/
n. A place where all existing matter can go to escape the manic world that we live in to be in a place full of color. c.2020 - M. Moir

Biography
Meredith Moir is from Louisville, Kentucky and found a love for digital art during her years at Transylvania. After deciding that she wanted to major in Digital Arts & Media she began to work with different outlets such as photography and videography. This is how she decided to create this piece as her work focuses on the exploration of the connection between sound and visual representation.

Artist Statement
Moir’s work began as a “showpiece” in which it would be on a continuous loop and playing the same things repeatedly. During the processes of making, however, she developed an interest in allowing the work to become interactive. She wants her audience to be able to engage with her projects and choose for themselves what scene they see fit the song that is playing best. This has always been a dream of hers after attending various concerts/festivals and watching the visuals that are going along with the artists' music. Moir wondered about how they created the visuals and what tools are they using to create these images? Moir was introduced to projection mapping and became overly excited to finally be able to attempt the skills. Moir says about her work “It has been a process learning all the different software but with the help of my Professor, Dr.Polashek and peers, we were able to find one that matched up with what I was envisioning. It has been an adventure and I would have not pictured it turning out any other way. Visuals have always been a major importance to me ever since I started to become passionate about electronic music. I feel like it is able to piece together the story of songs without using any words. This was the idea behind my project and my hope is that people will become their own artists through interacting with my piece.”

Meredith Moir
“A World of your Mind Escaping”
MapMapper