

Artist Statement:

Lauren Butler

The idea of interactive media has always fascinated me, even when I was a kid. Video games were my one and only outlet. They inspired me and exhilarated me. As I grew older, I found video games to be a bigger part of my life than ever before.

Being able to combine traditional and digital media is a great passion of mine. I am a firm believer that interactive media connects all people. Through it, I am able to learn about all cultures. I am able to experience other lives, see other's memories, their way of existence. In turn, they are able to experience mine. It shares stories. It helps us to understand the human experience, cumulate thought, and learn about the world around us and what it has to offer. This is my goal for my life, and my goal for my place in this giant world.

I want the world to be able to ask the questions of life. No form of expression is more wildly seen and experienced by all walks of life as interactive media. And through it I plan to educate and show the world how to share experiences and lives. I want to unite the world in creative expression and unique thought. When people think of video games, they think of the Cheetos-fingered nerd who lives in his mother's basement, never experiencing the light of the outside world and always clicking away at his computer. I want to change this point of view. I want people to think of video games as time capsules. Pieces of art that capture a human soul. Art that acts as a textbook for the time in which it was made. It reveals its secrets, its makers skill, goals, and point of view. Games are not the stand-in for friendship in this world, they are the creations of a human hand.

In conclusion, the world of interactive media is a wildly expanding one. It doesn't see age, race, gender, class, country, color, or sexual orientation. It is equally accepting of all people. The medium is one of creativity and expression. It captures the human experience and makes it widely accessible. I would love nothing more than to make my mark on this medium. It is the reason I am who I am today. It is what makes up my heart and the only thing I wish for my life is to share the perception video games offer with the world.

Title	Original Format
Figure 1: Still Wasteland	Unity and Maya
Figure 2: 1984 Book Cover	Illustrator
Figure 3: Moonset Icon Design	Illustrator
Figure 4: Birdflower	Processing, Ink on Paper
Figure 5: The Great Lion	Graphite on Paper
Figure 6: Let's Talk About Serial Killers P1	Illustrator
Figure 7: Let's Talk About Serial Killers P2	Illustrator
Figure 8: Tinker Icon Design	Illustrator
Figure 9: Misty	Charcoal Pencil on Paper
Figure 10: The Eyes	Color Pencil on Paper



Figure 1: Still Wasteland (Screenshot)

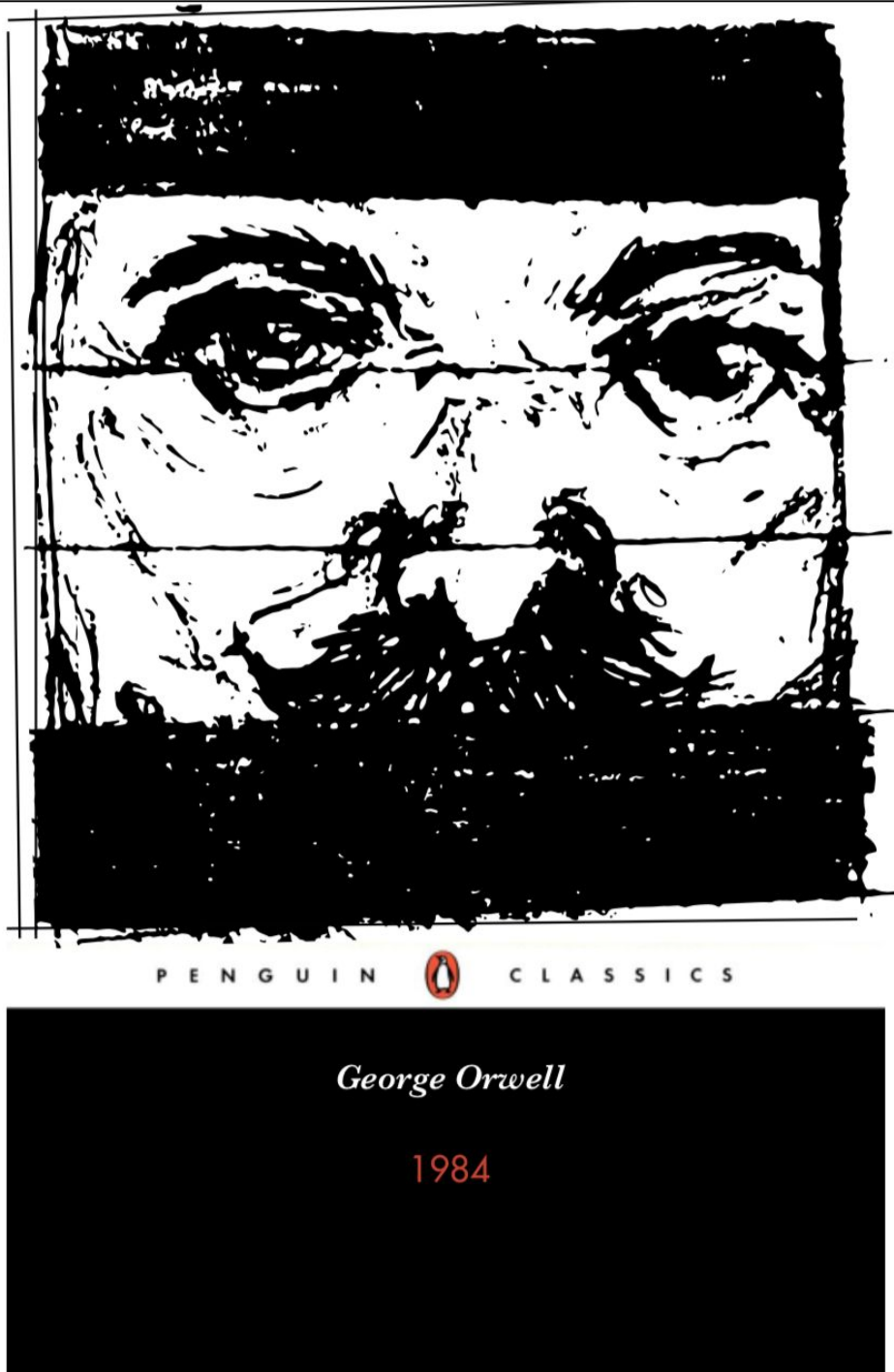


Figure 2: 1984 Book Cover



Figure 3: Moonset Icon Design



Figure 4: Birdflower



Figure 5: The Great Lion

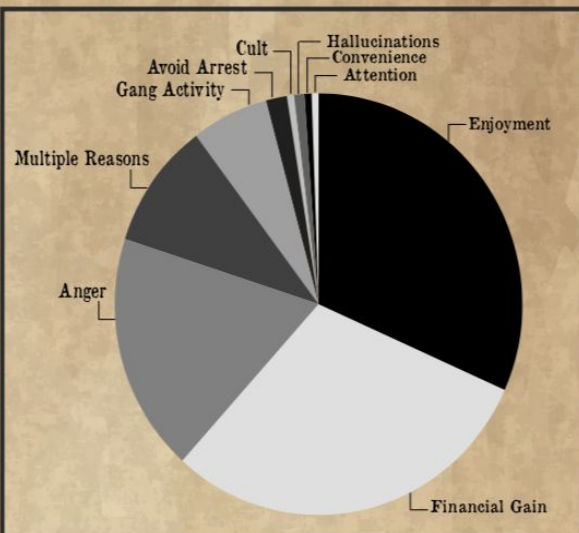
LET'S TALK ABOUT:

SERIAL KILLERS

Lauren Butler

THE TOPIC OF SERIAL KILLERS HAS GARNERED A CULT FOLLOWING FOR AS LONG AS THEY HAVE BEEN AROUND. PEOPLE ARE NATURALLY DRIVEN TO WONDER: WHY WOULD A PERSON BE DRIVEN TO KILL ANOTHER HUMAN BEING? ARE THERE ANY TRENDS TO SEE BETWEEN KILLERS? WHERE DO THEY LIVE? HOW DO THEY KILL? WHO DO THEY TARGET? IT IS A SITUATION WE ALL FEAR BECOMING PART OF, BUT HOW AT RISK ARE WE REALLY? DATA THAT HAS BEEN COLLECTED ON SERIAL KILLERS HAS GIVEN US A CHANCE TO ANALYZE THEIR BEHAVIOR AND HAS REVEALED PATTERNS IN THEIR ACTIONS. THIS SHOWS US THE ANSWERS TO SOME OF THESE QUESTIONS THAT LINGER IN THE BACK OF OUR MINDS.

WHY ARE THEY KILLING?



WHERE DO THEY STRIKE?

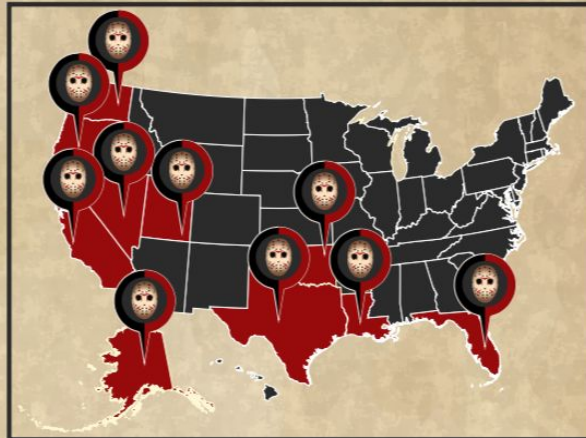


Figure 6: Let's Talk About Serial Killers P1

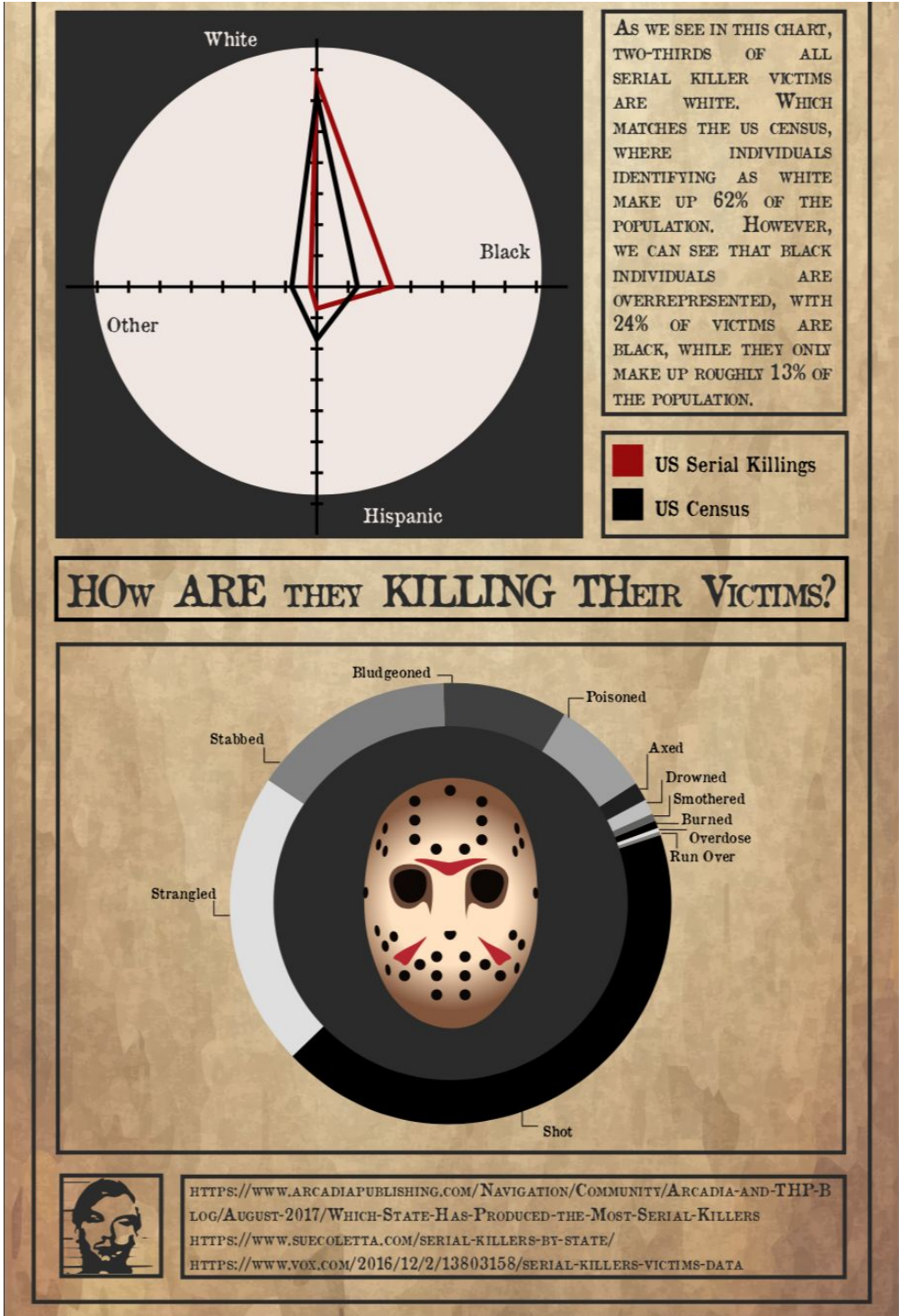


Figure 7: Let's Talk About Serial Killers P2



Figure 8: Tinker Icon Design

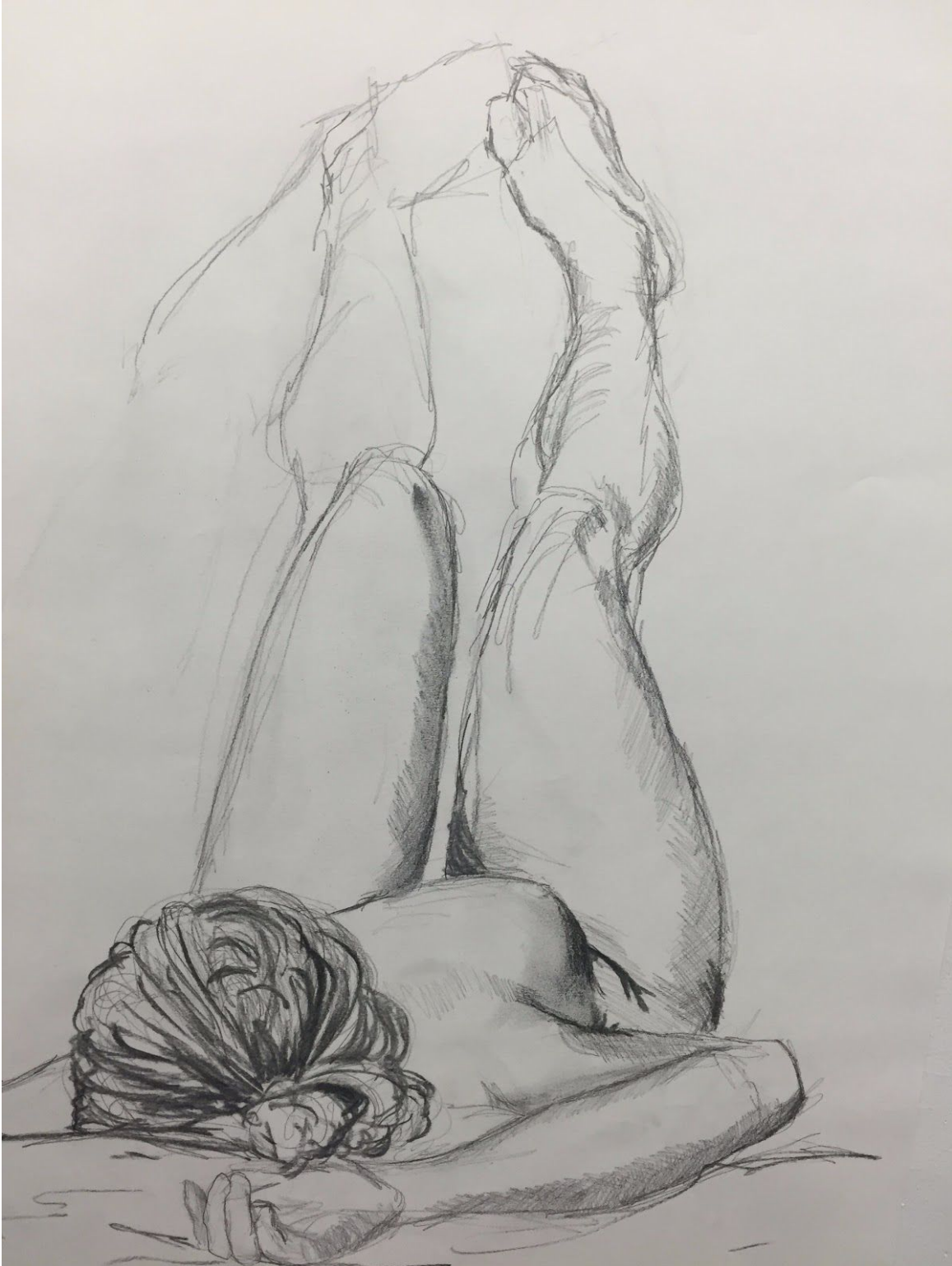


Figure 9: Misty

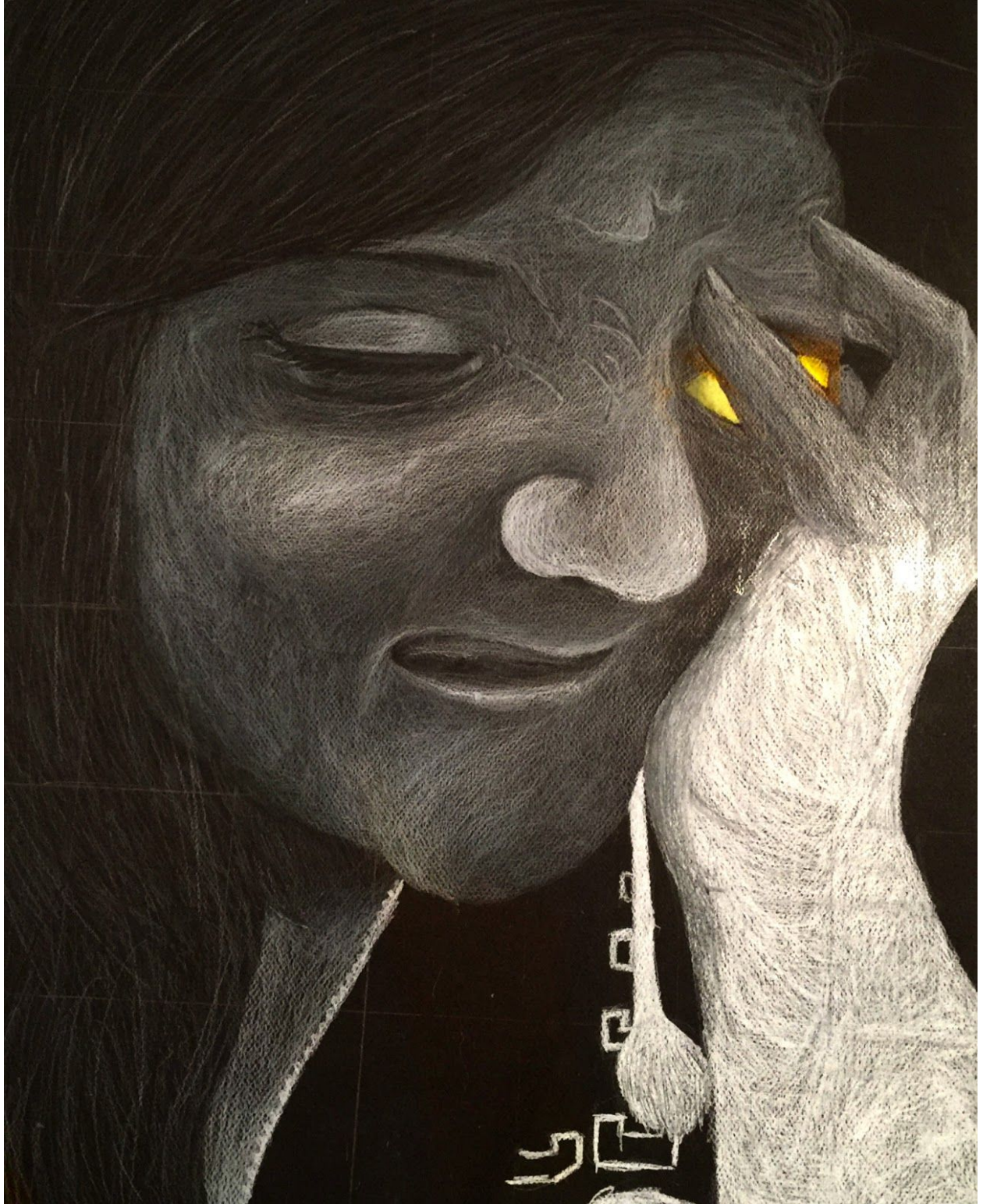


Figure 10: The Eyes