



Proposal for the 1/4 Sim in the Second Life Grant Area.

Since retiring from teaching art and design, I have followed a track I presented in my MFA thesis. One of questioning what comprises reality... Our experience of reality is limited by knowledge, biology, and perceptions molded by cultural and economic circumstances. In addition, for me, there is a spiritual element that I chose to term the Known Unknown.

Second Life has always fascinated me because the very concept of this virtual space tweaks our perceptions of what reality might be and is.

Over the past few years, I have experimented with Blender, prims, and PNGs. My most recent work that was shown at Sky Galleries played all these elements to explore what it is to be male. It was an installation that expanded the space visually. I guess, intentionally or not, it placed the viewer in the center. Don't all males view themselves as the center of the universe? Being Male (d26bbc21-1e03-4d76-bae3-7ba402a7e093)

I wish to expand on my thoughts and present an experience that viewers may work through and experience with sound and sight. I will create this work of art with meshes, prims, and photo elements and utilize transparency to create depth. Maybe a maze, but I am considering... a Labyrinth. Thinking I would want a calmer experience rather than one ladled with frustration. Other of my 2D work may be viewed on the marketplace. (<https://marketplace.secondlife.com/stores/247357>)

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Second Life Resident
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