

Title: Latin American Woman Artists Virtual Museum.

Duration: 20 min.

File type: Unity Application

Keywords: Interactive, game, education, Latin America, woman, artist, digital art, technology.

Artwork Description:

The project Latin American Women Artists Virtual Museum (LAWA Museum) consists of an interactive digital platform, developed using the skills we have acquire studying Digital Arts, as programming, graphic design and 3D modeling; as a proposal of educational resource for the teaching of artistic production made by women artists using technology in Latin America.

The user will be able to explore the museum that presents art works by Latin American artists in a friendly way, having as objective to find the interactive works that will present a challenge and will increase his score.

By playing the game, the user will remember the works because of the continuous contact them.

Artist's Statement.

The artistic production of women, especially in Latin America, has remained out of focus in the record of the universal history of technological art, due to the lack of documentation and databases with information on the artists and their works. For this reason, and that in the history of Western art, the reflectors have remained primarily oriented towards male artists, is that we have decided to focus on some Latin American electronic artists. It is time to demonstrate that women also create, express and innovate.

We support the use of new media with a pedagogical purpose, since for current generations it is easier to process information and capture it in an interactive and audio-visually attractive way.

Software / language used during production: Autodesk Maya, Adobe Photoshop, Unity 3D, C#.

Hardware used during production: Computer, mouse, Xbox controller.

Necessary surface for the display of the work: Computer, Xbox controller.



