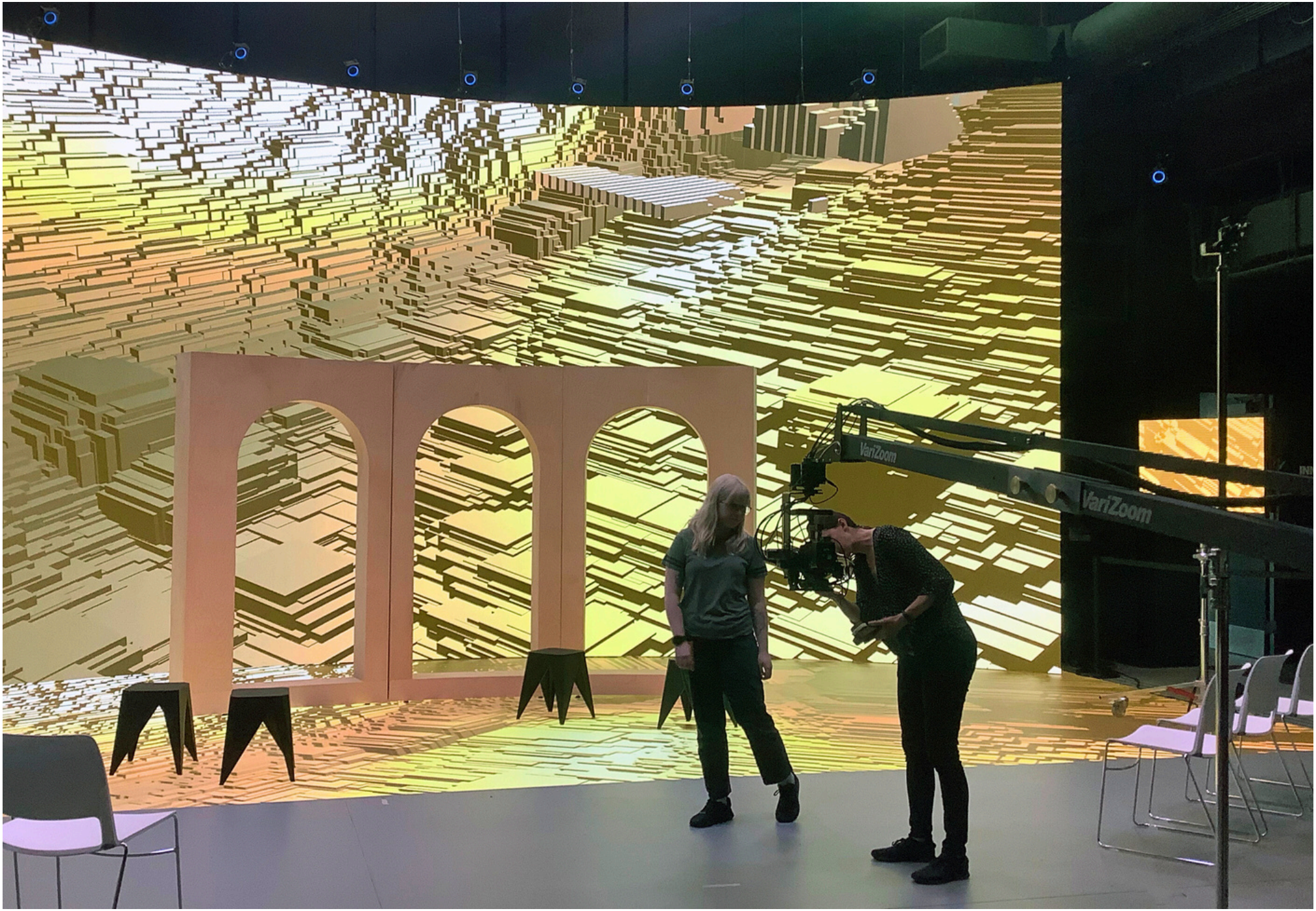
Megan Young

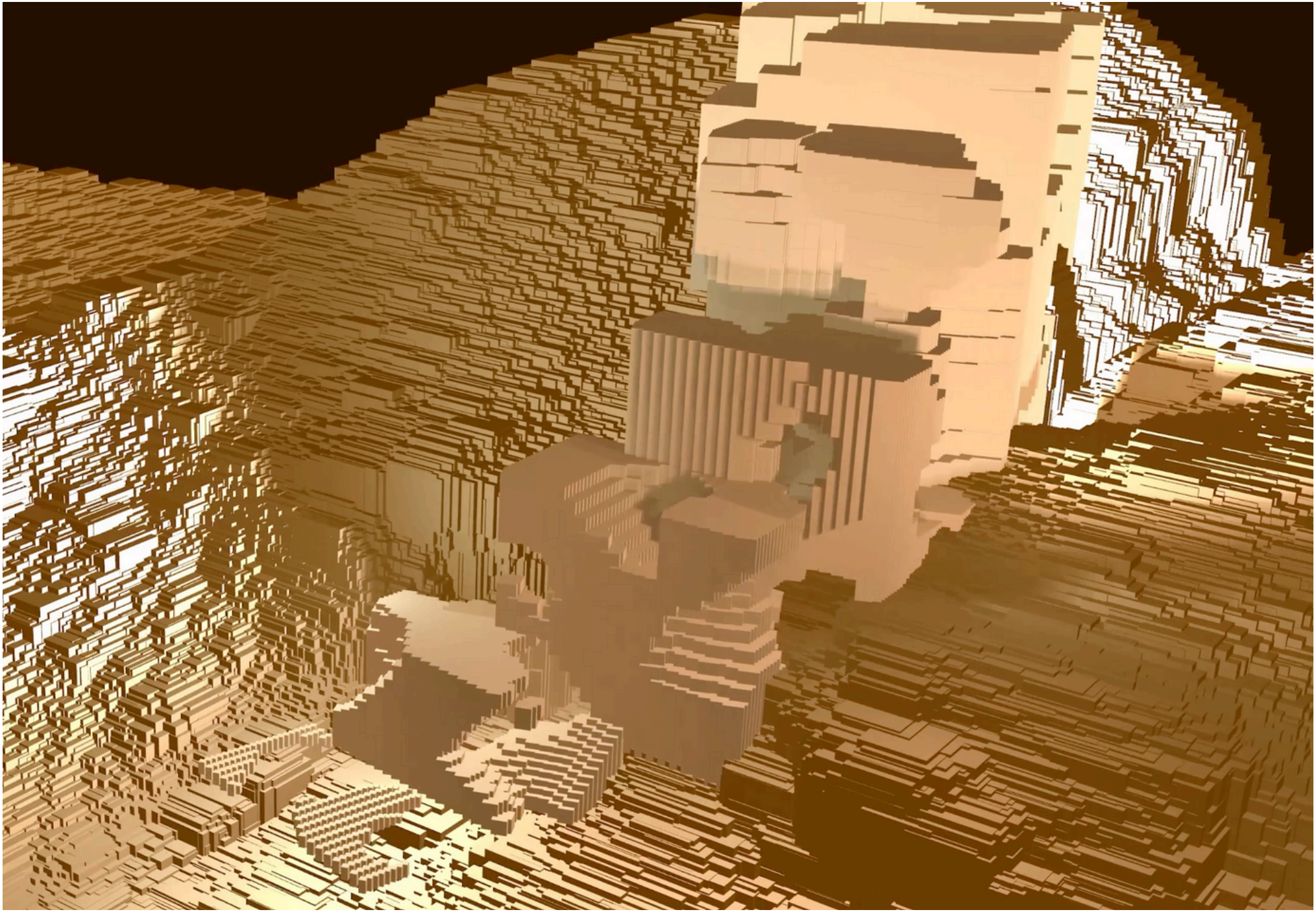
CREATIVE RESEARCH

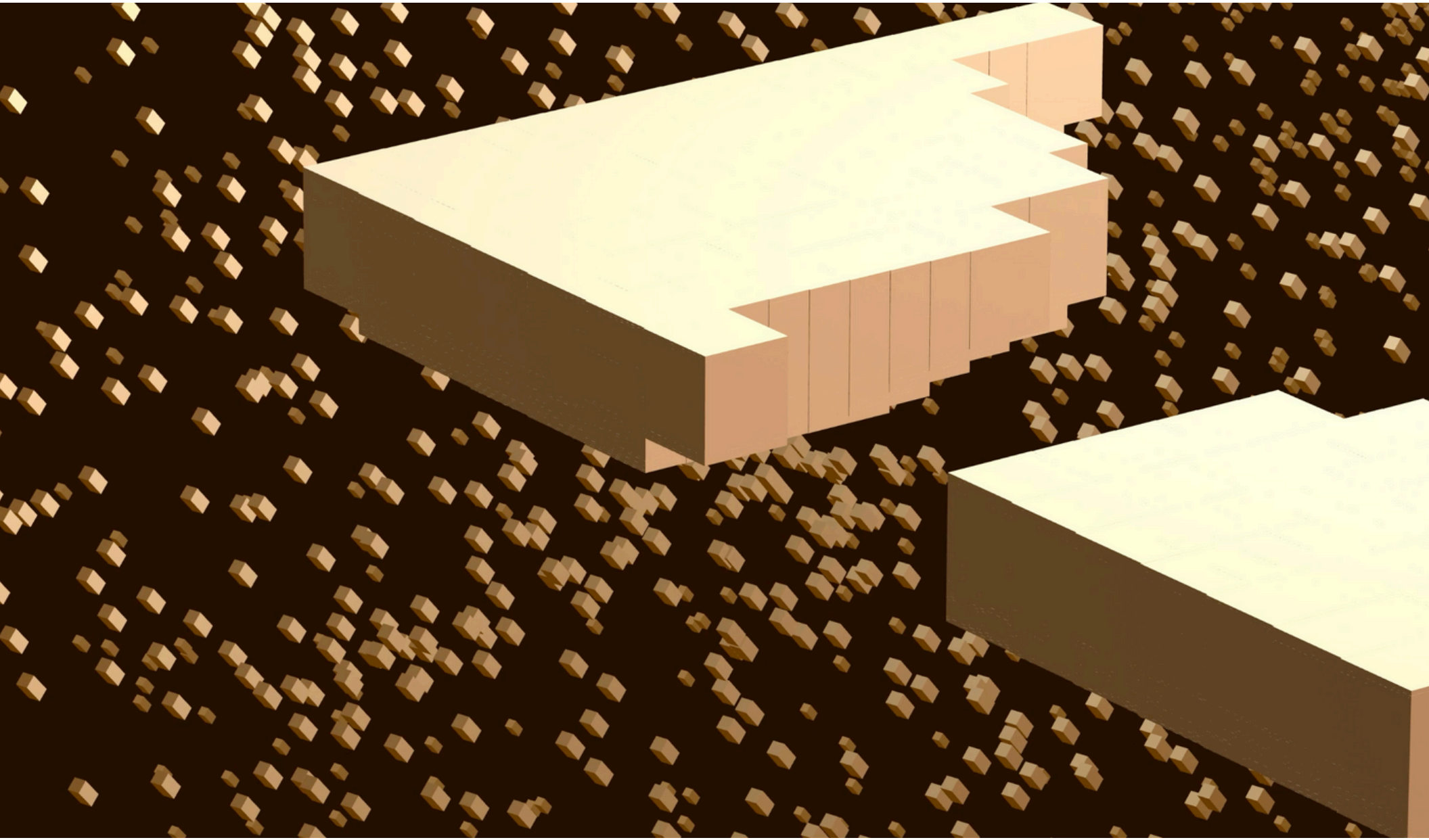
THE CARRY ROOT

Realized through interactive exhibitions, this socially engaged project reimagines digital storytelling as a space for collective memory, care, and quiet attention. At its center is Carry, a conversational agent shaped by a community of core contributors—women navigating intergenerational displacement and the complex work of belonging.

Describing herself as a “StoryCatcher,” Carry offers personal narratives via headphones while inviting guests to share their experiences. Her role recognizes our impulse to build technologies of connection, even as it confronts the entrenched systems of extraction that shape much of AI’s development.


VariZoom
VariZoom





CARRY ON

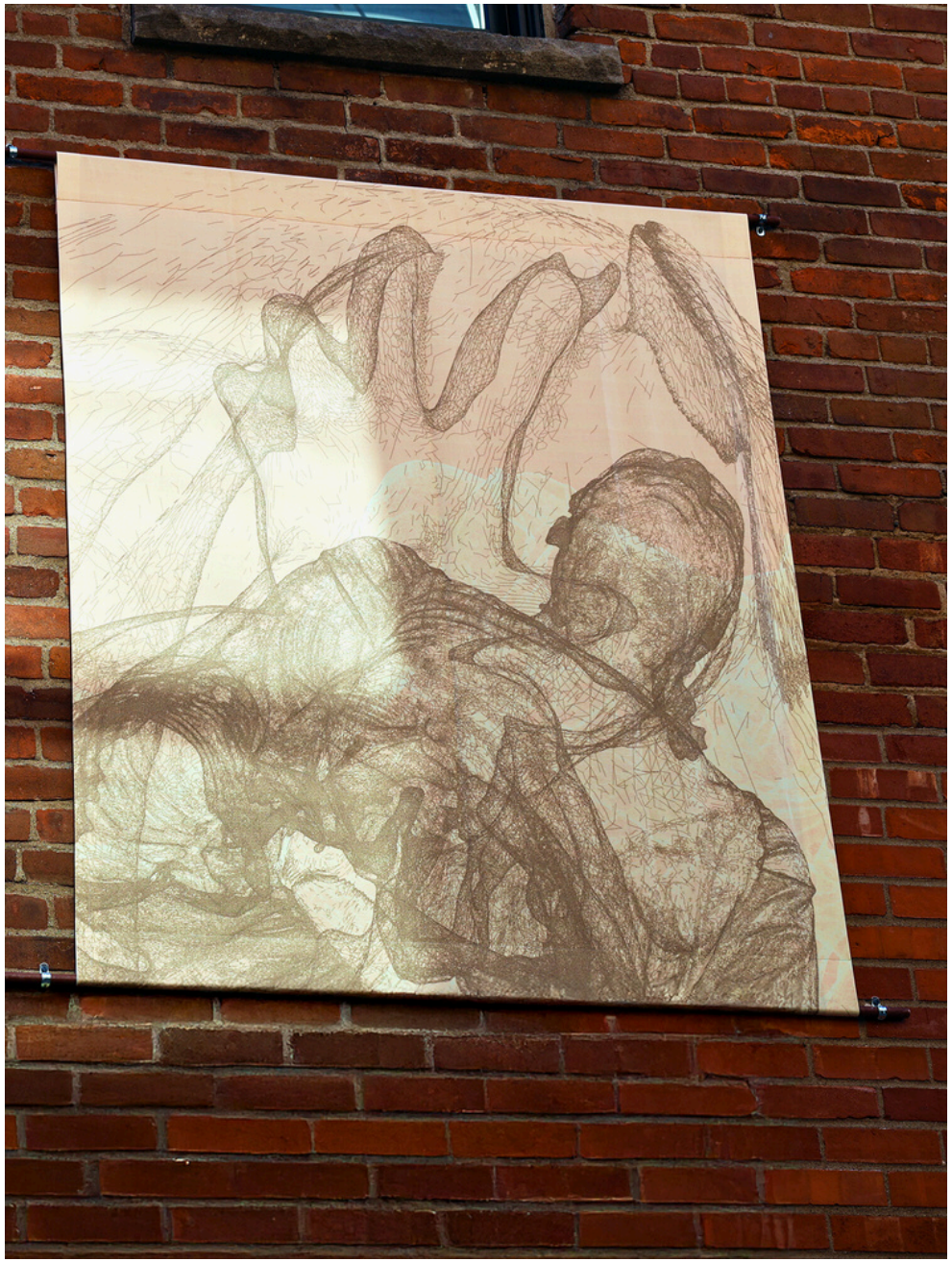
This experimental animation brings together three generations of data captured through machine vision techniques, including scans of the artist's mother and children.

Composed using volumetric capture, 3D modeling, and digital animation, the piece abstracts the algorithmic sources, placing the family in a kind of suspended animation. The work offers a meditation on archives, memory, and loss.

CATCHINGS

Through sculpture and computational rendering, this body of work explores the complexities of heritage, labor, and technological advancement.

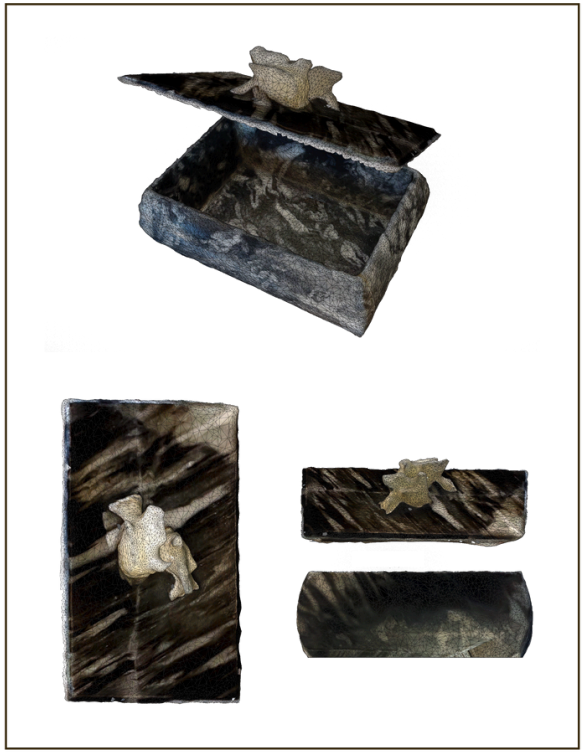
Digital wireframe portraits drawn from maternal lineage take shape as textile banners, mapping the contours of memory and presence across generations. Each piece combines computational modeling and digital printing with traditional craft techniques, allowing intimacy and care to emerge through abstracted visual forms.

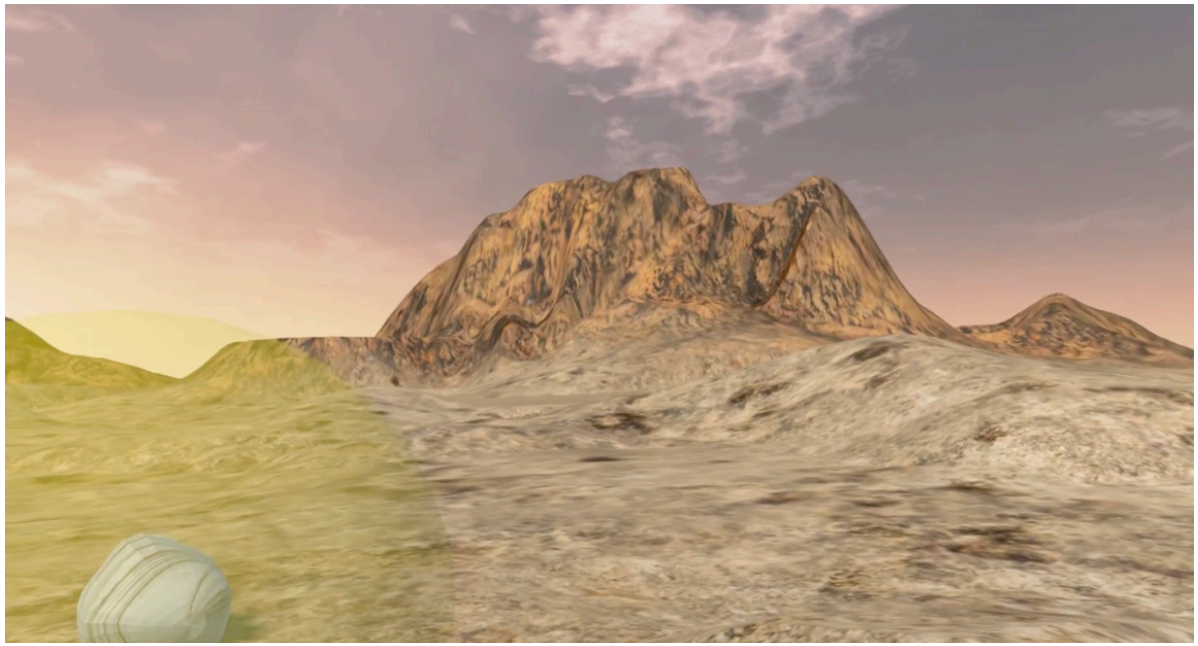


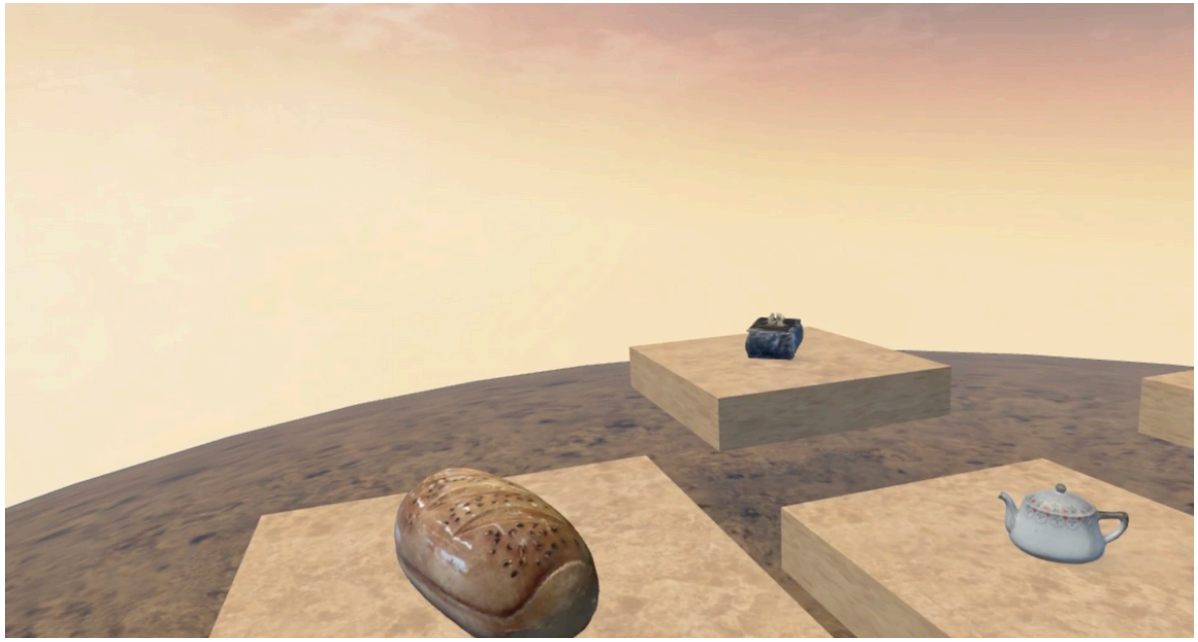
WITH WHAT?

A virtual reality experience invites viewers into a mountainous terrain, collecting fragments along the way. They explore a centralized basin dotted with raw, clay-like replicas of personal artifacts. Monumental figures emerge from the rocky perimeter. Once transported to a secret library, viewers see their collected pieces as fully rendered physical replicas.

The work was developed through community workshops in library and educational spaces, where participants learned to create digital twins of their familial objects and reflect on what gets lost in translation.





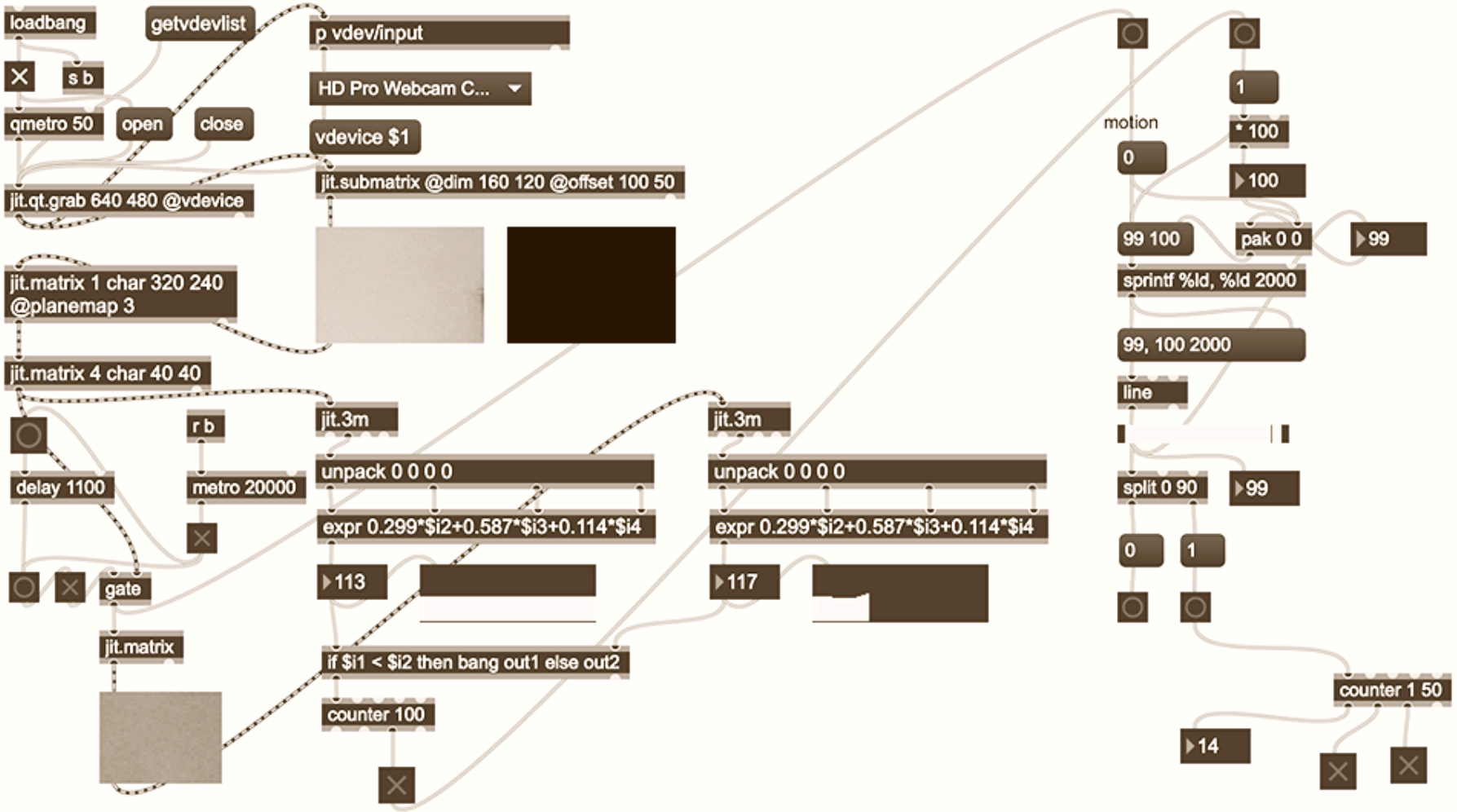


CLOUD OF WHITENESS

This interactive installation was conceived as a microcosm of our current and trans-historical political climate.

Construction materials – brick, canvas, rope, and repurposed motors – are layered against the seemingly invisible technologies of digital surveillance. Custom software and physical computing activate a handmade cradle dropping theatrical snow. Viewers engage the work by building or deconstructing brick structures.

SIST


loadbang
getvdevlist
p vdev/input
s b
HD Pro Webcam C...
qmetro 50
open
close
vdevice $1
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jit.submatrix @dim 160 120 @offset 100 50
jit.matrix 1 char 320 240 @planemap 3
jit.matrix 4 char 40 40
r b
jit.3m
jit.3m
delay 1100
metro 20000
unpack 0 0 0 0
unpack 0 0 0 0
expr 0.299*$i2+0.587*$i3+0.114*$i4
expr 0.299*$i2+0.587*$i3+0.114*$i4
113
117
gate
jit.matrix
if $i1 < $i2 then bang out1 else out2
counter 100
motion
0
1
* 100
100
99 100
pak 0 0
99
sprintf %ld, %ld 2000
99, 100 2000
line
split 0 90
99
0
1
counter 1 50
14

MEGAN YOUNG

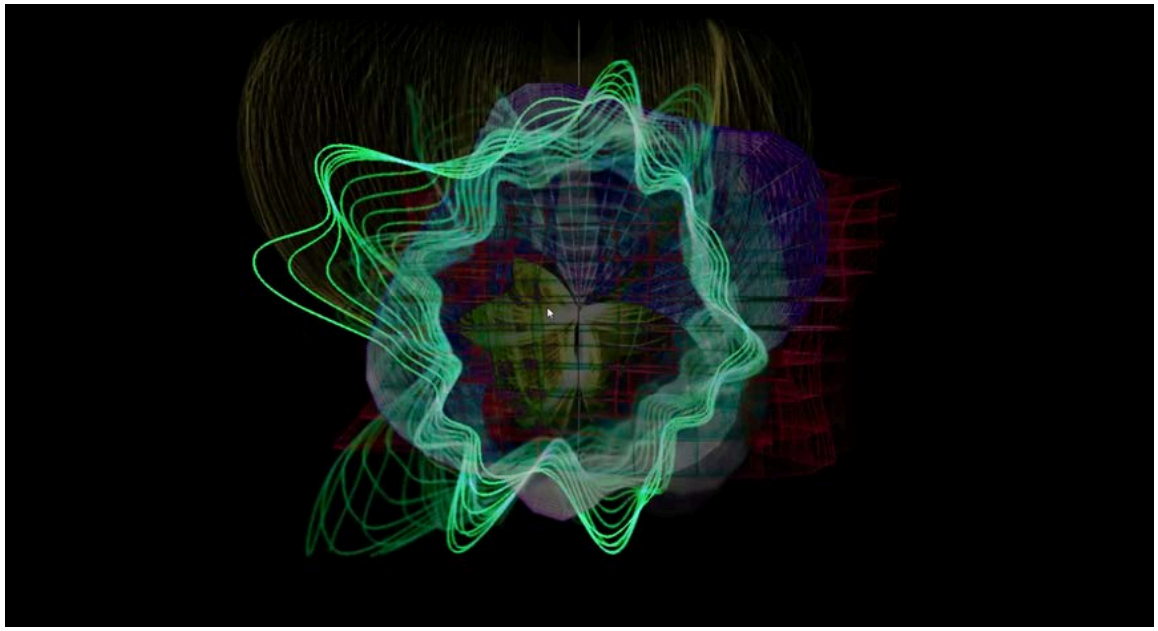
Samples of Student Work

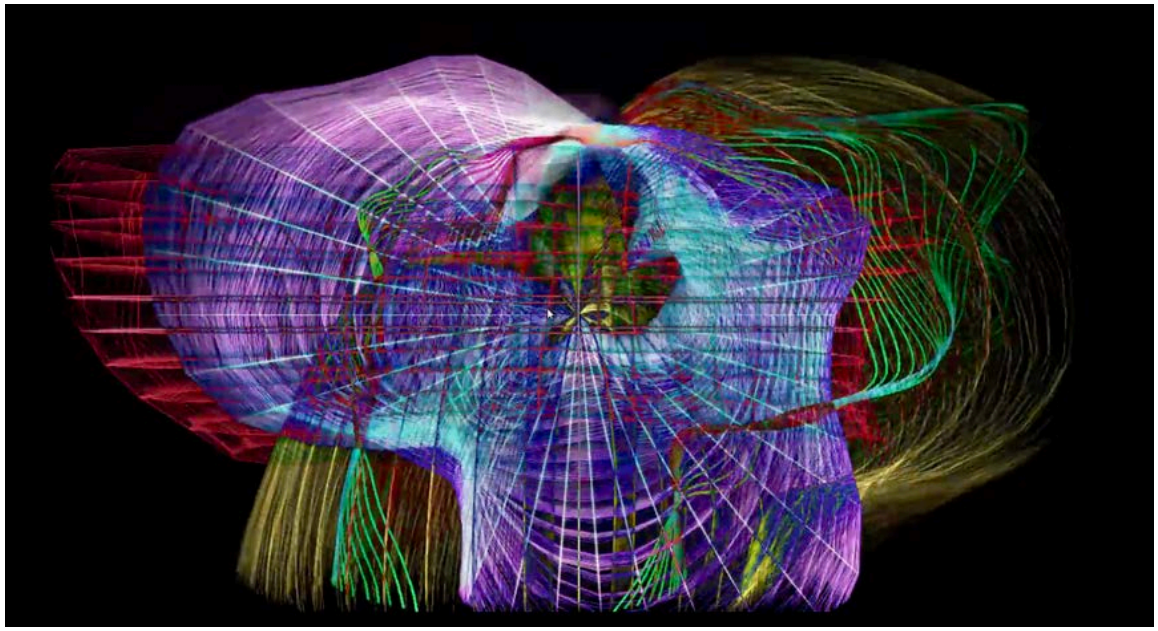
Indiana University, Digital Art

INTERACTIVE ART

Self Study Projects
(undergraduate majors + non-majors)

Link to Video Samples

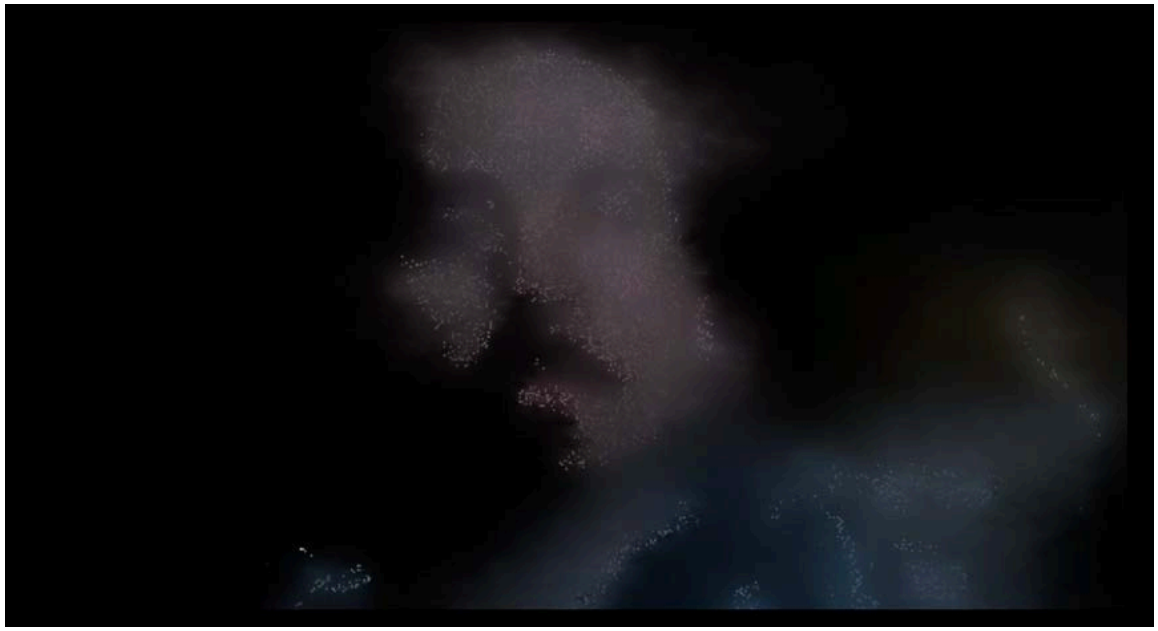




JOSE EMILIANO MATA

PhoneTime.19

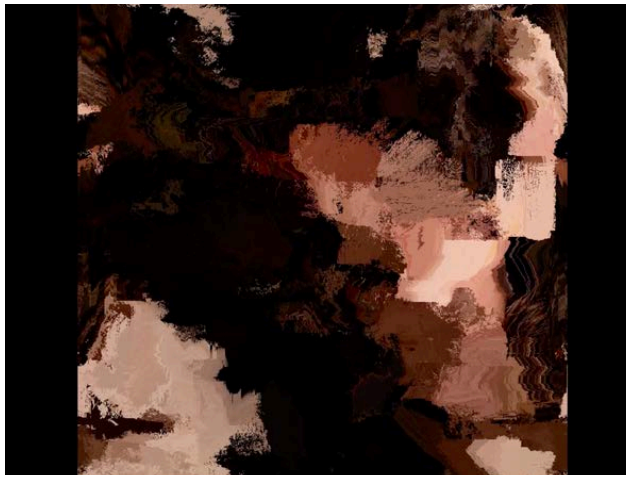
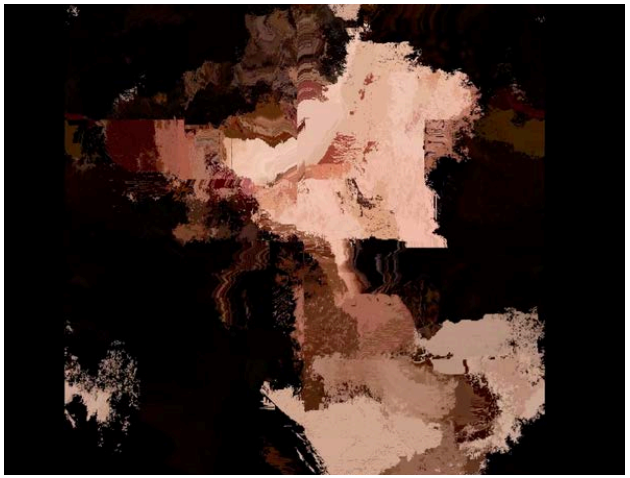
Abstract shapes represent that even when I am doing one task, my mind is all over the place. With the shapes on top of one another, it gives the idea that it is a representation of myself sleeping, working, daydreaming, and on my phone.



AIDAN HEALY

Particle Self

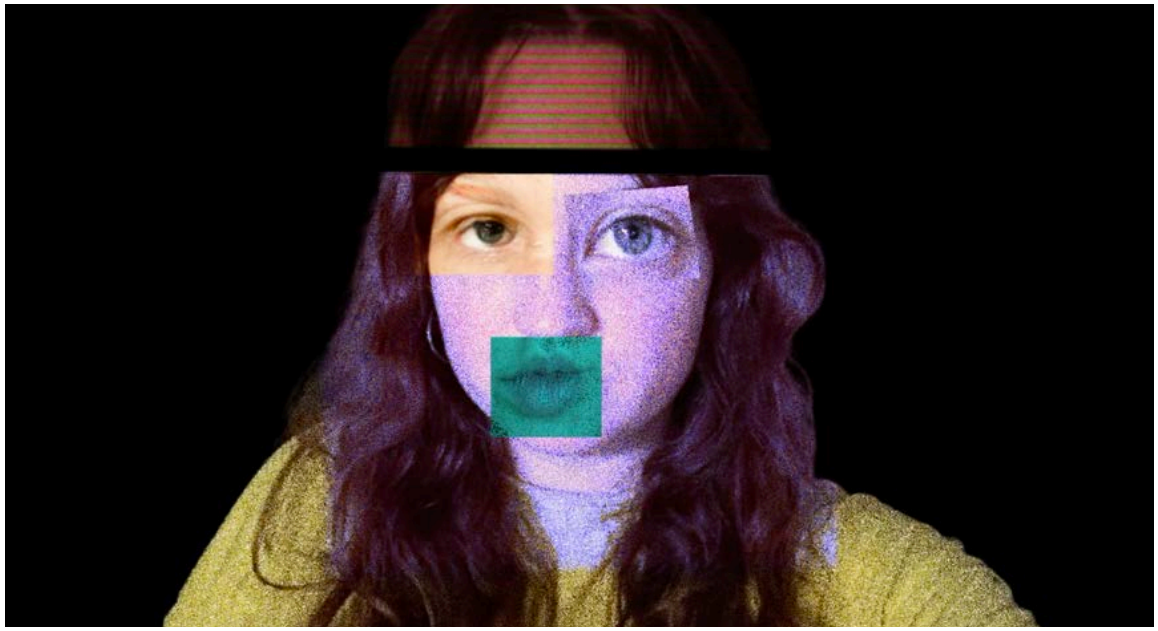
This project is an interactive multimedia visualization that explores the relationships between time spent sleeping, working, and being mindful over five days. The data is visualized through animated circles, with each circle representing one of the three categories

LENI WIEGAND

Pixel Deformation

This piece explores work, sleep, and rumination through data-driven visual abstraction. I deconstruct my own face, distorting it in ways that express the impact of overwork. The fluctuating size of facial elements—growing and shrinking—symbolizes the dissociation that occurs when my mind feels overwhelmed. The distorted pieces represent the numbness of overthinking, visually capturing the impact of mental overload on my sense of self.



GABBY THOMAS

No Name

This piece explores work, sleep, and rumination through data-driven visual abstraction. I deconstruct my own face, distorting it in ways that express the impact of overwork. The fluctuating size of facial elements—growing and shrinking—symbolizes the dissociation that occurs when my mind feels overwhelmed. The distorted pieces represent the numbness of overthinking, visually capturing the impact of mental overload on my sense of self.

TYLER BAUER

untitled

S-310

SPRING 2024

ELSIE EDWARDS

untitled

Experimental animations driven
by changes in body chemistry.

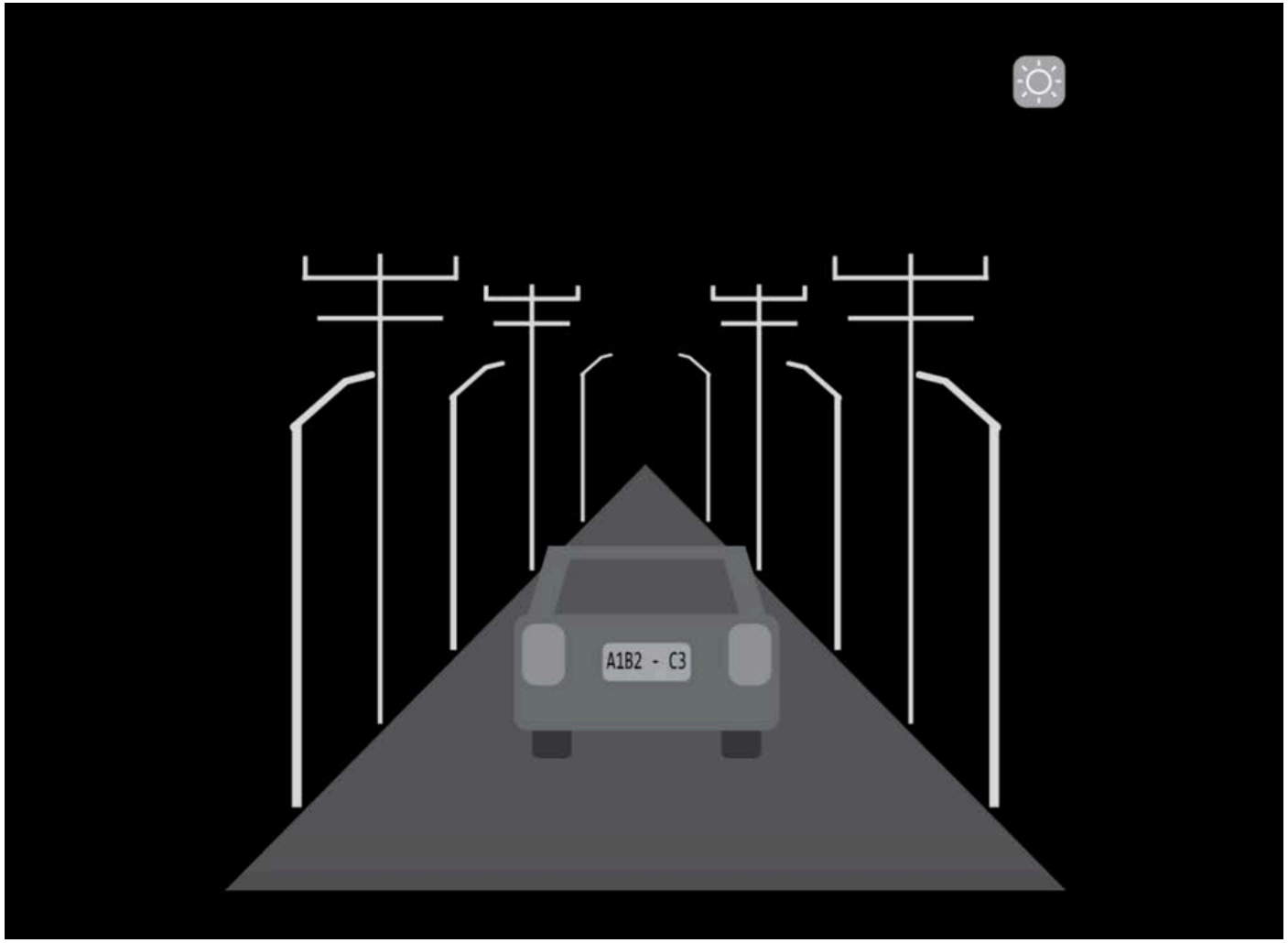
S-510

FALL 2023

INTERACTIVE ART

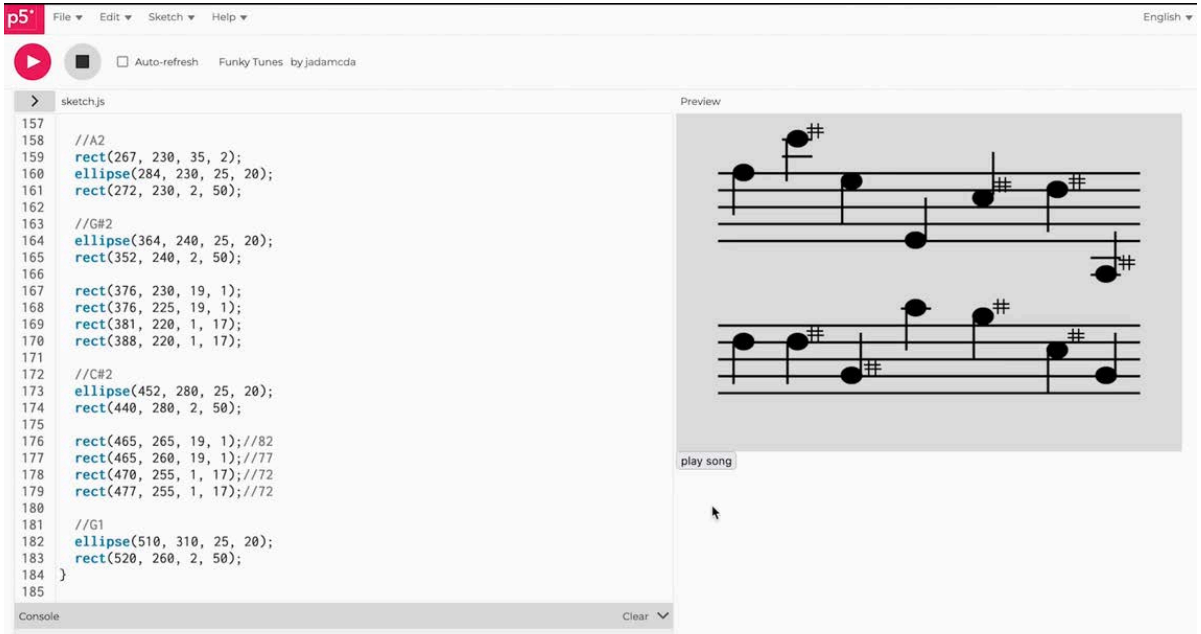
Playable Projects
(undergraduate majors + non-majors)

Link to Video Samples



GIRIJA CHAVALI

Driving Alone at Night




```
157
158   //A2
159   rect(267, 230, 35, 2);
160   ellipse(284, 230, 25, 20);
161   rect(272, 230, 2, 50);
162
163   //G#2
164   ellipse(364, 240, 25, 20);
165   rect(352, 240, 2, 50);
166
167   rect(376, 230, 19, 1);
168   rect(376, 225, 19, 1);
169   rect(381, 220, 1, 17);
170   rect(388, 220, 1, 17);
171
172   //C#2
173   ellipse(452, 280, 25, 20);
174   rect(440, 280, 2, 50);
175
176   rect(465, 265, 19, 1);//82
177   rect(465, 260, 19, 1);//77
178   rect(470, 255, 1, 17);//72
179   rect(477, 255, 1, 17);//72
180
181   //G1
182   ellipse(510, 310, 25, 20);
183   rect(520, 260, 2, 50);
184 }
185
```

JADA MCDANIEL

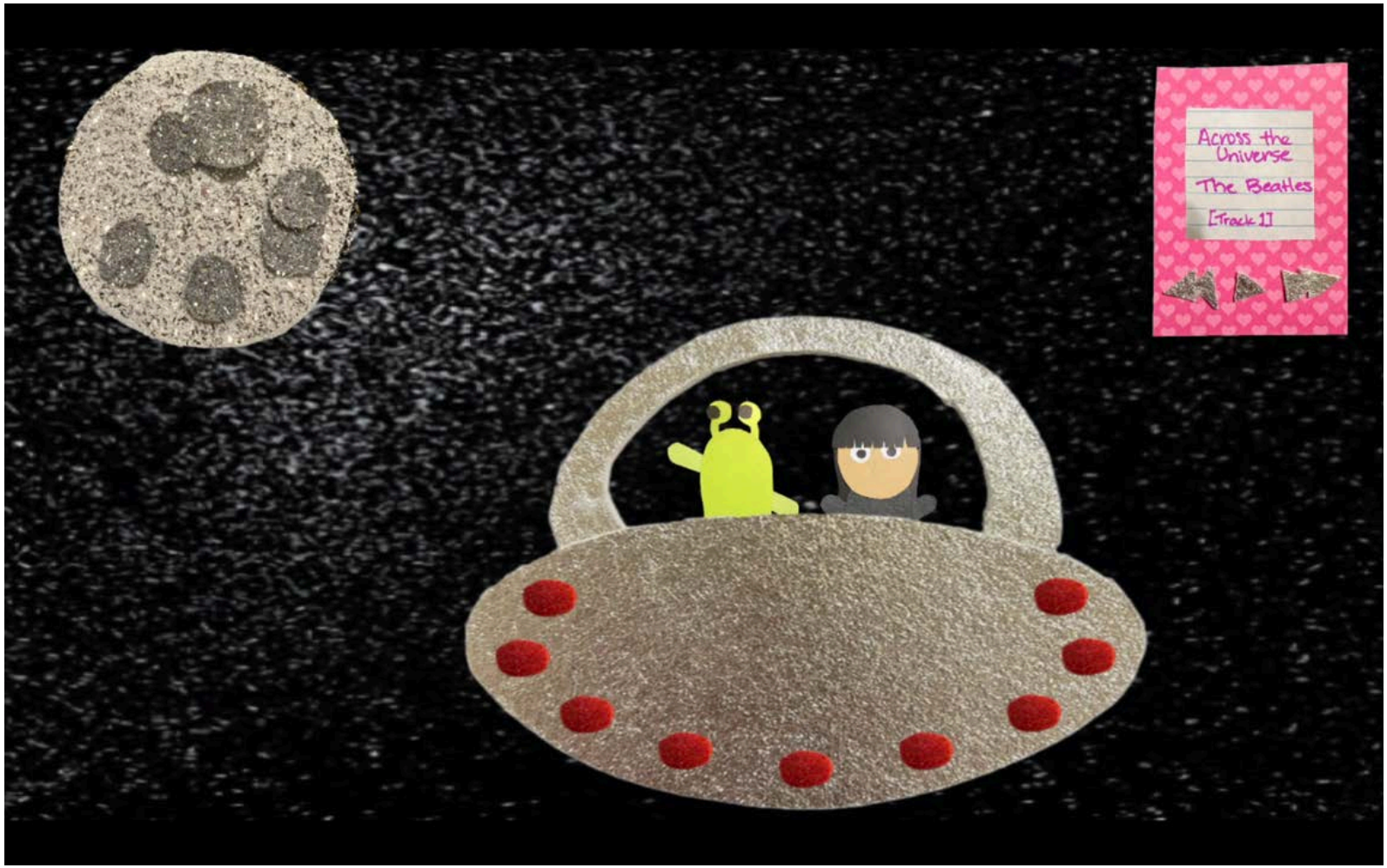
untitled

A p5.js net art project visualizing the amount of time the artist spent listening to music each day as mathmatically representational musical notes (and tones).

ASPEN LARA

Pop-Ups

An interactiveArt project by Aspen Lara (p5.js net art).



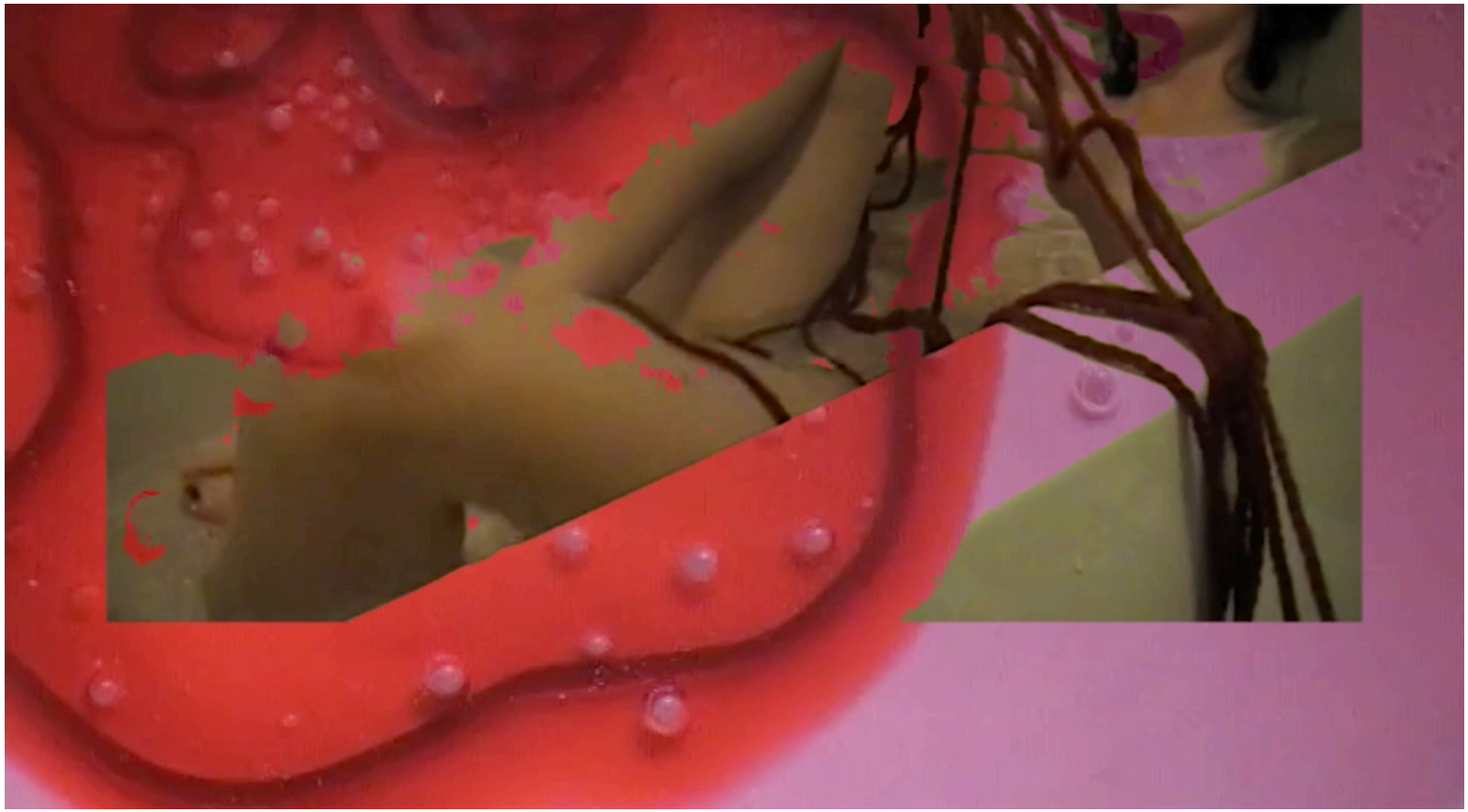
COLETTE CLOUSE

Interstellar Road Trip

VIDEO ART

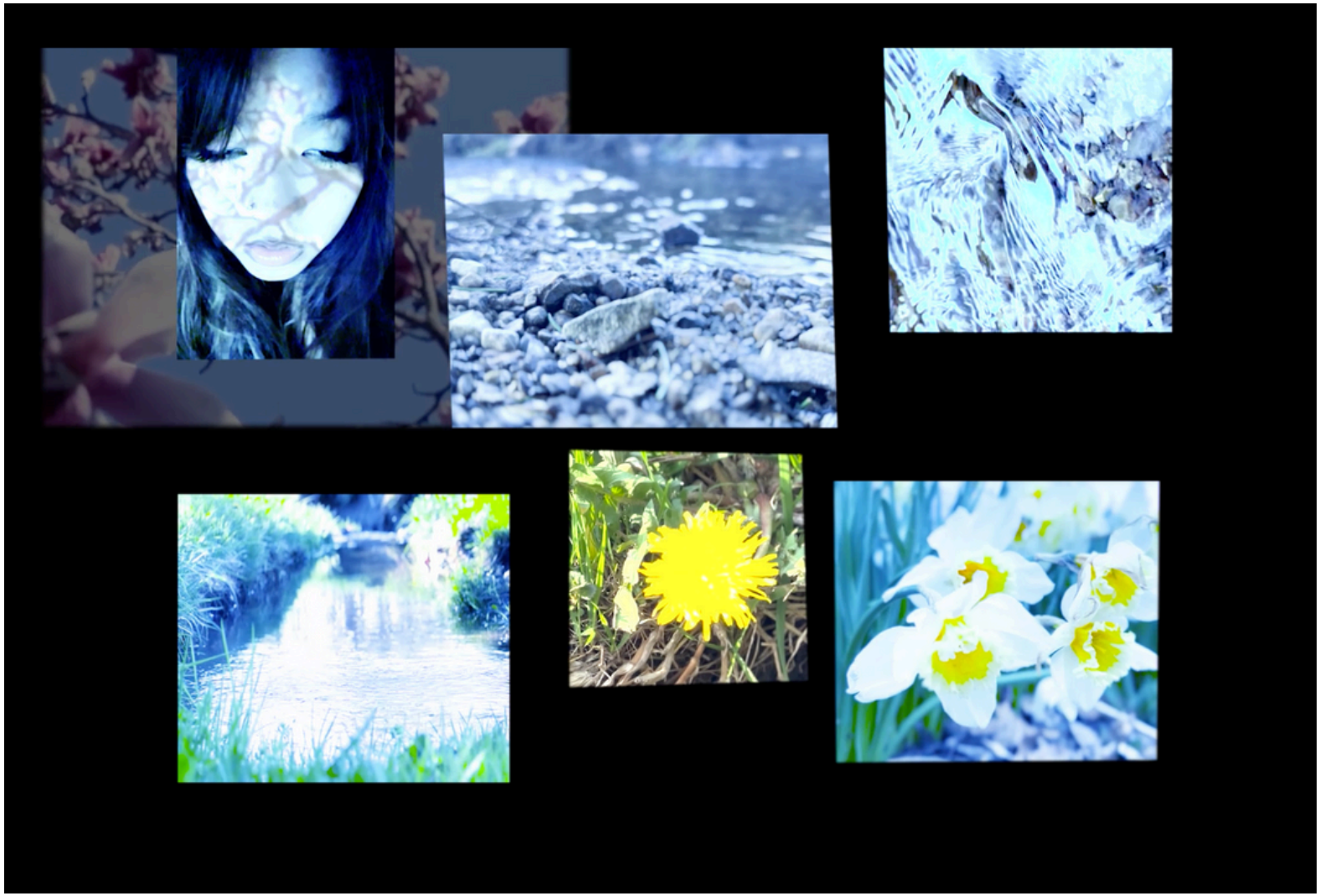
Video Journal Assignments
(undergraduate majors + non-majors)

Link to Video Samples



EMMA O’CONNOR

video journals



MELODY REYES

video journals

CAMDEN DIMMOCK

video journals

MFA/BFA DIGITAL ART STUDIO

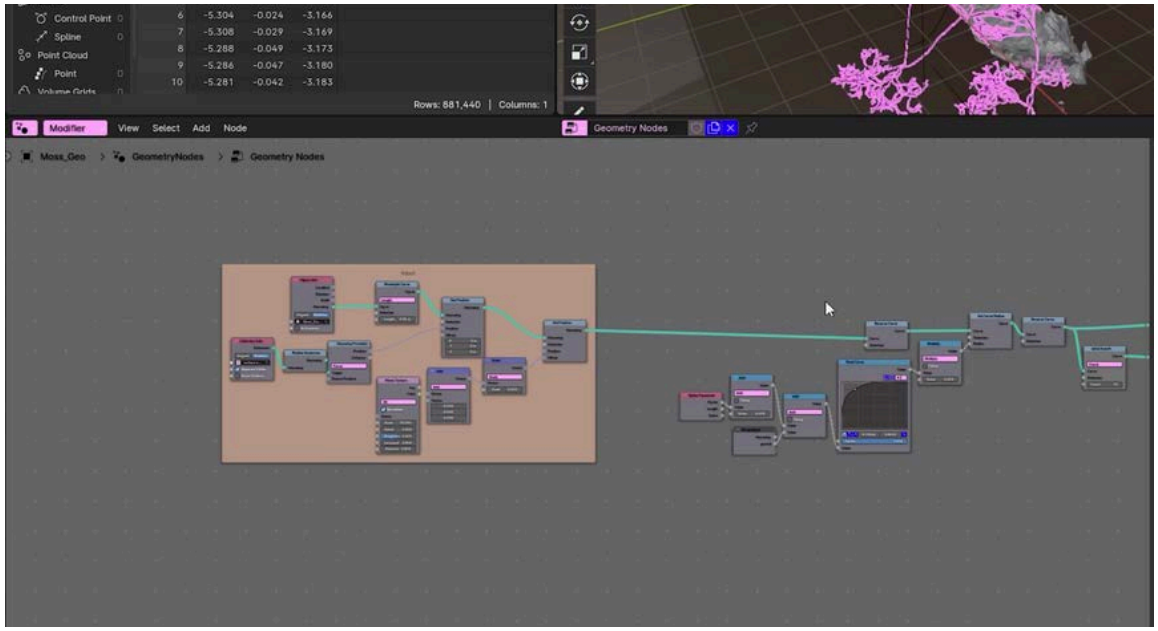
Thesis Exhibition Progress

Link to Video Samples

ELSIE EDWARDS

data visualizations

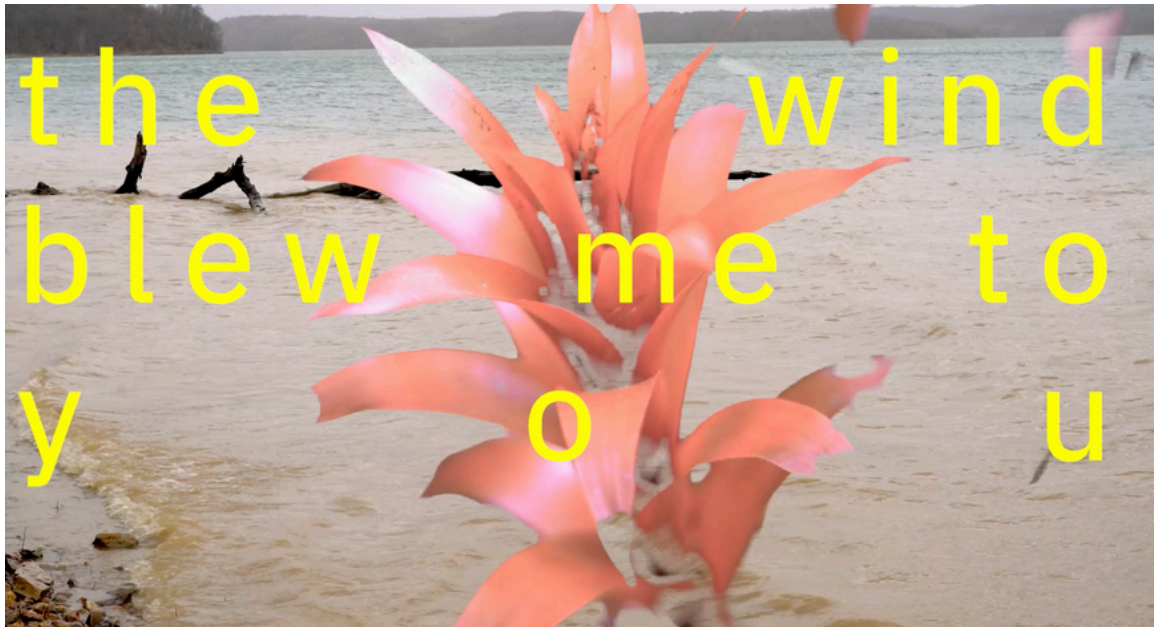
FALL 2023 / 3rd YEAR MFA



ELSIE EDWARDS

generated moss

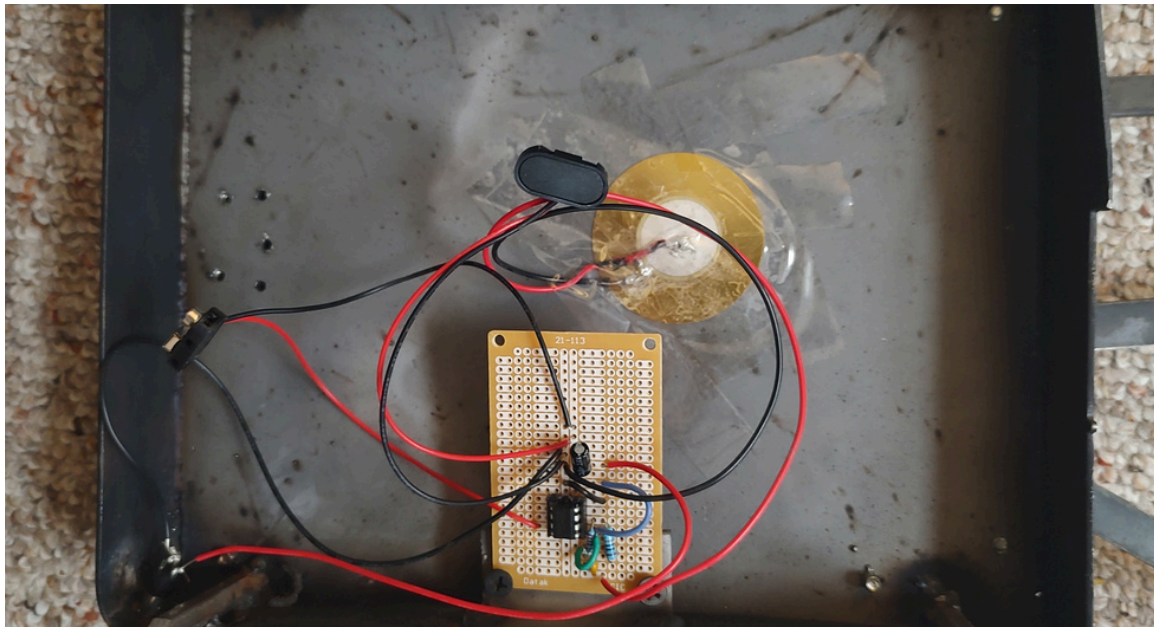
FALL 2023 / 3rd YEAR MFA



ELSIE EDWARDS

untitled for Bo

FALL 2023 / 3rd YEAR MFA



SHAWN BAILEY

Oracle

FALL 2023 / 1st YEAR MFA

SHAWN BAILEY

Who Gets to Walk Out of the Woods

Prank

FALL 2023 / 1st YEAR MFA

AIDAN HEALY

8-bit Saloon

FALL 2023 / BFA Junior

YONEVEA SAPCUT

Cryptids

FALL 2025 / BFA Senior