

BRIANA TRAN

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INTERACTIVITY

- + game design
- + Unity
- + VR
- + HTML/CSS

VIDEO

- + Premiere Pro
- + After Effects

ILLUSTRATION

- + printmaking
- + block printing
- + Illustrator

PHOTOGRAPHY

- + digital

GRAPHIC DESIGN

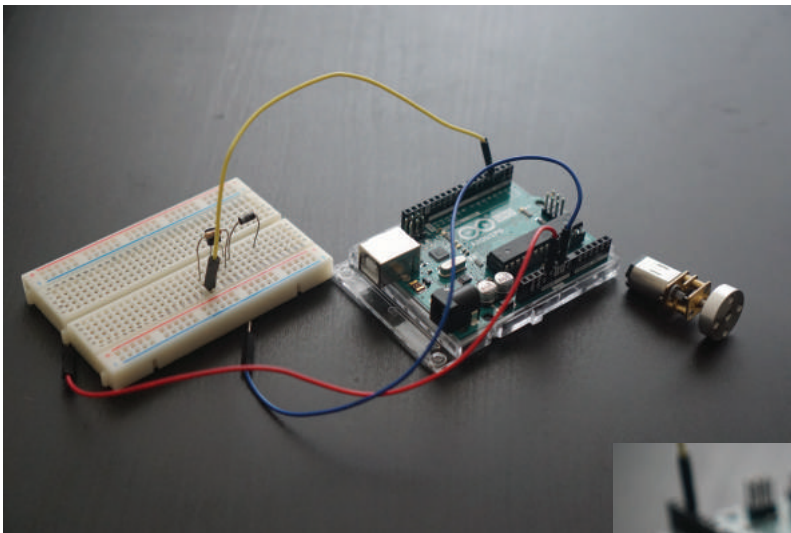
- + creative suite

Don't Touch Me

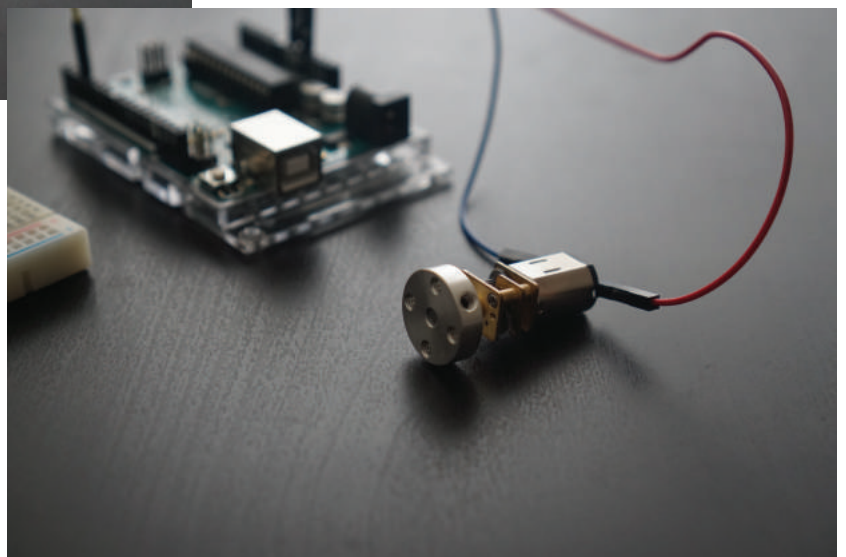
Don't Touch Me is an interactive experience - when people pass by the installation, it causes the plants to shake in fear.

IR distance sensors detect movement, and when motion is detected it will activate the motors to shake the plants as a result.

I want to bring awareness to how humans interact in specific spaces, as individuals compared to when they are in groups, and the perception of our surroundings. What if plants could communicate with us?



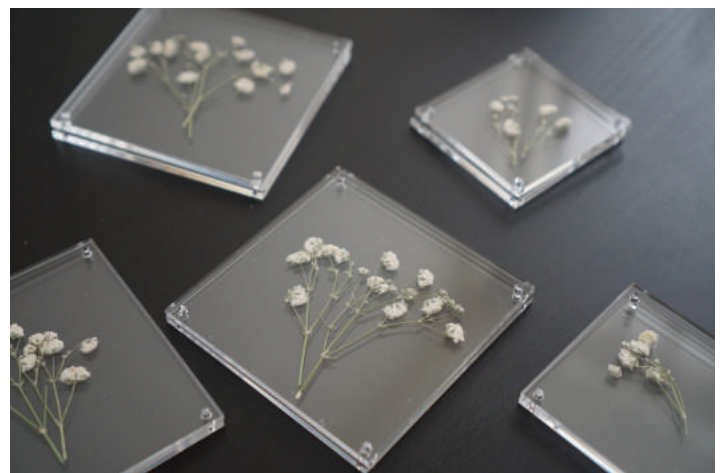
I am using an Arduino UNO to control a gear DC motor with a mount attached to it.

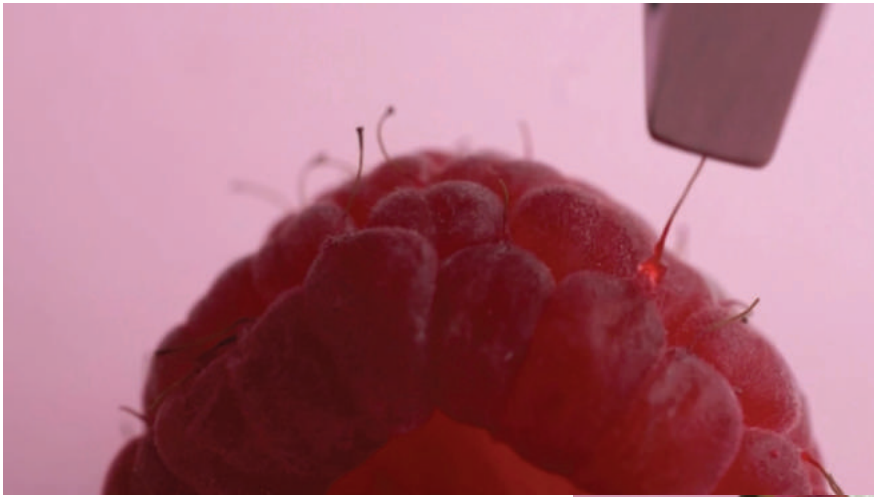


I used Cinema 4D to model the containers, and imported the models into Autodesk Slicer to create the stacked form.



I encased dried flowers in clear acrylic to contrast the live air plants that will be placed inside the containers.





Waxing Fruit

A series of fruit being prepped for waxing - from being wiped down, plucking and trimming. Inspired by an existing video.



Untold Love Story

Inspired by the Extra Gum: The Story of Sarah & Juan commercial (2015), I reinterpreted the story involving bromance and pizza.





What If

A VR experience that allows the user to explore the environment I created. The assets were made with Tilt Brush and imported into Unity.



Strange Realizations

Rosalind Chang and I created an interactive website featuring a series of illustrations based on the responses we collected from crowdsourced data.

I just want to save all the animals in the world