Charlotte Gautier

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http://cargocollective.com/charlottemgautier
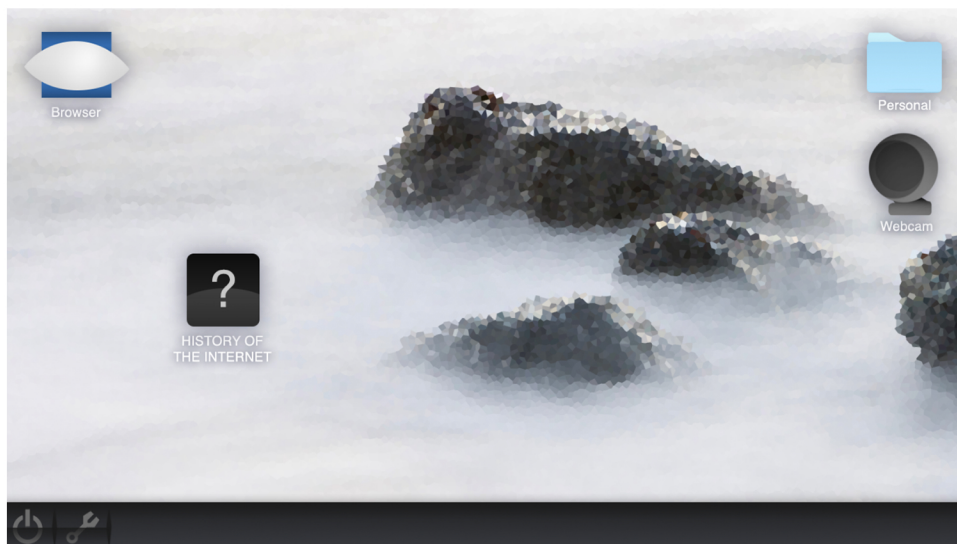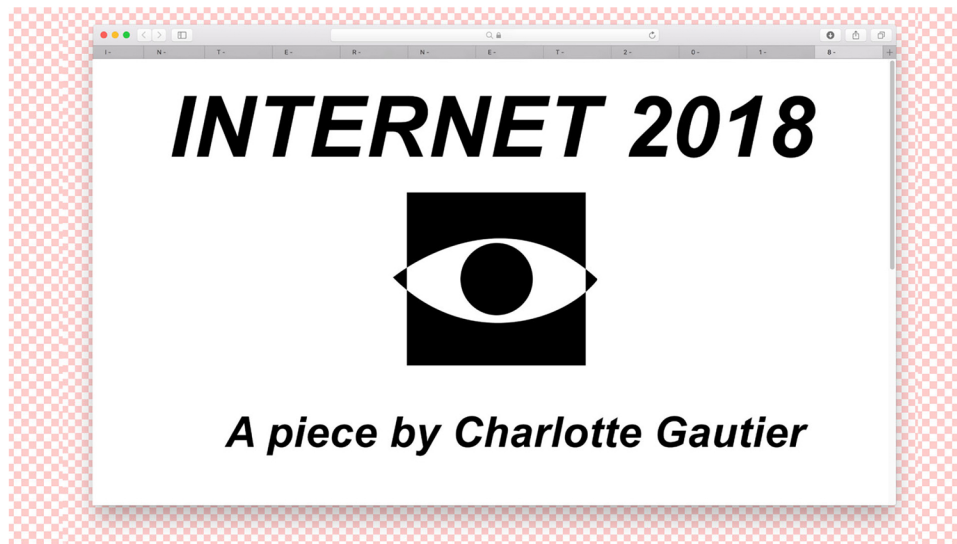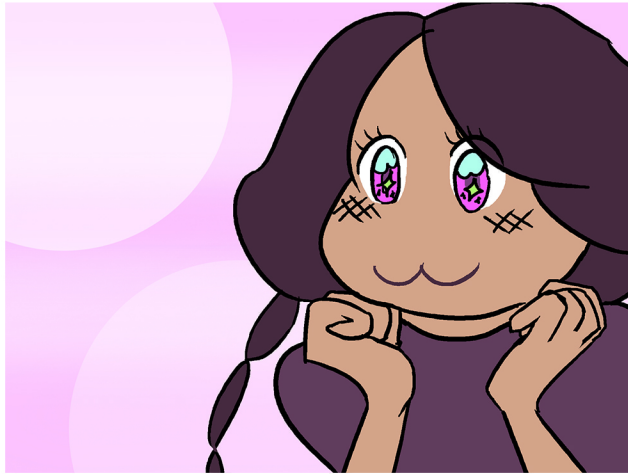
Digital Artist with experience in Python, Java, C++, Processing, p5.js, Maya, and the Adobe Suite

INTERNET 2018

INTERNET 2018 is an interactive piece satirizing the evolution of social and political discourse on the internet. The player interacts with an interface resembling a desktop computer, and is able to visit various websites that riff off of current social media platforms. The player has the choice of which websites to engage with, which will in turn affect their experience progressing through the game. This piece was created with p5.js and plain HTML.

Previous Works

LOVESTRUCK (2018)

A 2-minute animated short film about a young psychic who will stop at nothing to save the love of her life from his unfortunate fate.

Created using the Adobe Animate, Photoshop, and After Effects.

Throw it Away (2017)

A conceptual location-based app where the player visits several dumpsters on the UCLA campus and completes mini games commenting on the correlation between societal waste and mental health.

Created using p5.js

I want this to disappear.

Throw Away

Cheer! … or Don't. (2017)

A fully rigged character model. Responsible for every step of conception (2d character sketches, modeling, UV mapping, and rigging)

Created using Autodesk Maya and Photoshop for UV Map