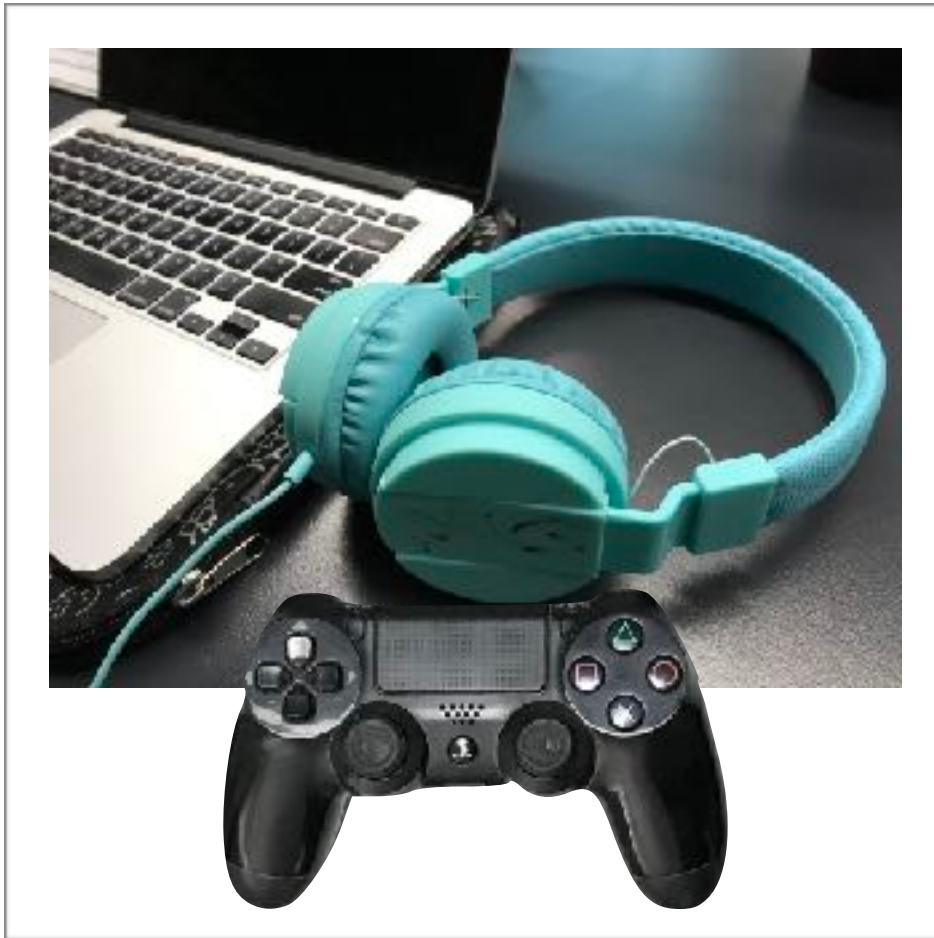


Character, Place & Simulation

Contextualising My Practice



Maeskye Trigg

5/9/2018

My Practice

Artist & Designer - Generalist?

Visual Art Influences

Shirley Barba - Fantasy illustrator of 'Martha. B Rabbit'

William Mallord Turner - Romantic Impressionist

Sandara (DeviantArt username) - Digital artist behind 'Red Angel'

Daarken - 'Magic The Gathering' (Game Cards)

NaughtyDog (Games Studio)

Ubisoft (Games Studio)

Authors & Works in Fictional Literature of Influence

Terry Pratchett - 'Discworld'

Masamune Shirow - 'Ghost in the Shell'

J.K Rowling - 'Harry Potter'

Authors & Works in Non-Fictional Literature of Influence

The following references were sought out for my literature review for my current work in progress;

Accessibility for the Blind:

- Anon, (2018). [online] Available at: <https://www.feelif.com/digital-games/>
- Barker, J. (2004). The tactile eye. Berkeley: University of California Press.
- Dominguez, J. (2018). Games for the blind: making mobile fun accessible to everyone. [online] The Sydney Morning Herald. Available at: <https://www.smh.com.au/technology/games-for-the-blind-making-mobile-fun-accessible-to-everyone-20150427-1mtxkn.html>

Game Design & Sound Design related:

- Binaural Wonders, (2015). [TV programme] Radio 4: BBC.
- Blow, J. (1999). 3D audio SDK round-up. Game Developer; San Francisco, [online] 6(5), pp.44-51. Available at: <https://search-proquest-com.ezproxy.lib.rmit.edu.au/docview/219073488/fulltextPDF/482365179184426FPQ/1?accountid=13552>
- Burnett, I., Ritz, C. and Cheng, B. (2008). Binaural reproduction of spatially squeezed surround audio. In: 2008 9th International Conference on Signal Processing (ICOSP '08). [online] Beijing, China: IEEE, p.4. Available at: <http://dx.doi.org/10.1109/ICOSP.2008.4697181>

- Daniel Wheelock, C. (2014). Player Resonance: How Rez's audiovisual design affects player behavior and strategies. [ebook] University of California, Irvine: ProQuest
- Davis, I. (2010). Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design. *Fontes Artis Musicae*; Hilverman, [online] 57(2), pp.226-227. Available at: <https://search-proquest-com.ezproxy.lib.rmit.edu.au/docview/856980197/fulltextPDF/3BE174B54366473FPQ/1?accountid=13552>
- Dissertations Publishing, pp.1-38. Available at: <https://search-proquest-com.ezproxy.lib.rmit.edu.au/docview/1521738670/fulltextPDF/1253B69C5DBF4E3DPQ/1?accountid=13552>
- Dunne, A. (1999). 3D audio: The sound of one hand clapping. *Game Developer*; San Francisco, [online] 6(5), p.4. Available at: <https://search-proquest-com.ezproxy.lib.rmit.edu.au/docview/219085516/fulltextPDF/4455C65F7B8F4D10PQ/1?accountid=13552>
- Getman, J. (2015). Sound Play: Video Games and the Musical Imagination. *Notes - Quarterly Journal of the Music Library Association*, [online] 72(1), pp.162-165. Available at: <https://search-proquest-com.ezproxy.lib.rmit.edu.au/docview/1717170686/fulltextPDF/59AAD60C47E4409PQ/1?accountid=13552>
- Griffin-Shirley, N. (2018). The Art and Science of Teaching Orientation and Mobility to Persons Visual Impairments, Second Edition, William Henry Jacobson. *Journal of Visual Impairment & Blindness (Online)*, [online] 108(1), pp.83-86. Available at: <https://search-proquest-com.ezproxy.lib.rmit.edu.au/docview/1497152334/847056F5076942C5PQ/2?accountid=13552>
- Hicks, M., Nichols, S. and O'Malley, C. (2004). Comparing the roles of 3D representations in audio and audio-visual collaborations. *Virtual Reality*, 7(3-4), pp. 148-163.
- Knox, D. 2014, "Book Review: Playing With Sound: A Theory of Interacting with Sound and Music in Video Games", *Popular Music*, vol. 33, no. 2, pp. 372-374.
- Lahav, O., Schloerb, D., Kumar, S. and Srinivasan, M. (2011). A Virtual Map to Support People Who are Blind in Navigation through Real Spaces. *Journal of Special Education Technology*, 26(4), pp.41-57.
- Pulkki, V., Tapio, L. and Vilkamo, J. (2018). Directional Audio Coding: Virtual Microphone-Based Synthesis and Subjective Evaluation. *Journal of the Audio Engineering Society*, [online] Vol. 56(1), pp.709-724. Available at: http://www.aes.org.ezproxy.lib.rmit.edu.au/journal/inst/JAES_V56/1_2/
- Software, S. (2018). bgmiscgames. [online] Spoonbillssoftware.com.au. Available at: <http://www.spoonbillssoftware.com.au/bgmiscgames.htm>
- SOUND: In the dark. (2010). 25th ed. [ebook] London: ProQuest. Available at: <https://search-proquest-com.ezproxy.lib.rmit.edu.au/docview/749713027?OpenUrlRefId=info:xri/sid:primo&accountid=13552>

- the Guardian. (2018). Technology | The Guardian. [online] Available at: <https://www.theguardian.com/technology/2011/may/22/nightjar-ipad-iphone-game-review>

Videogames & Their Creators

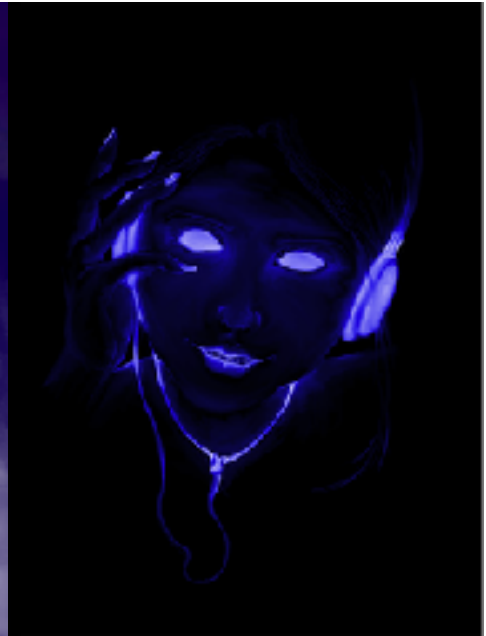
Not related to current project;

'Crash Bandicoot' - NaughtyDog
'Uncharted Series' - NaughtyDog
'Assassins' Creed Series' - Ubisoft
'Bioshock' - 2K Games

Related to Current Project;

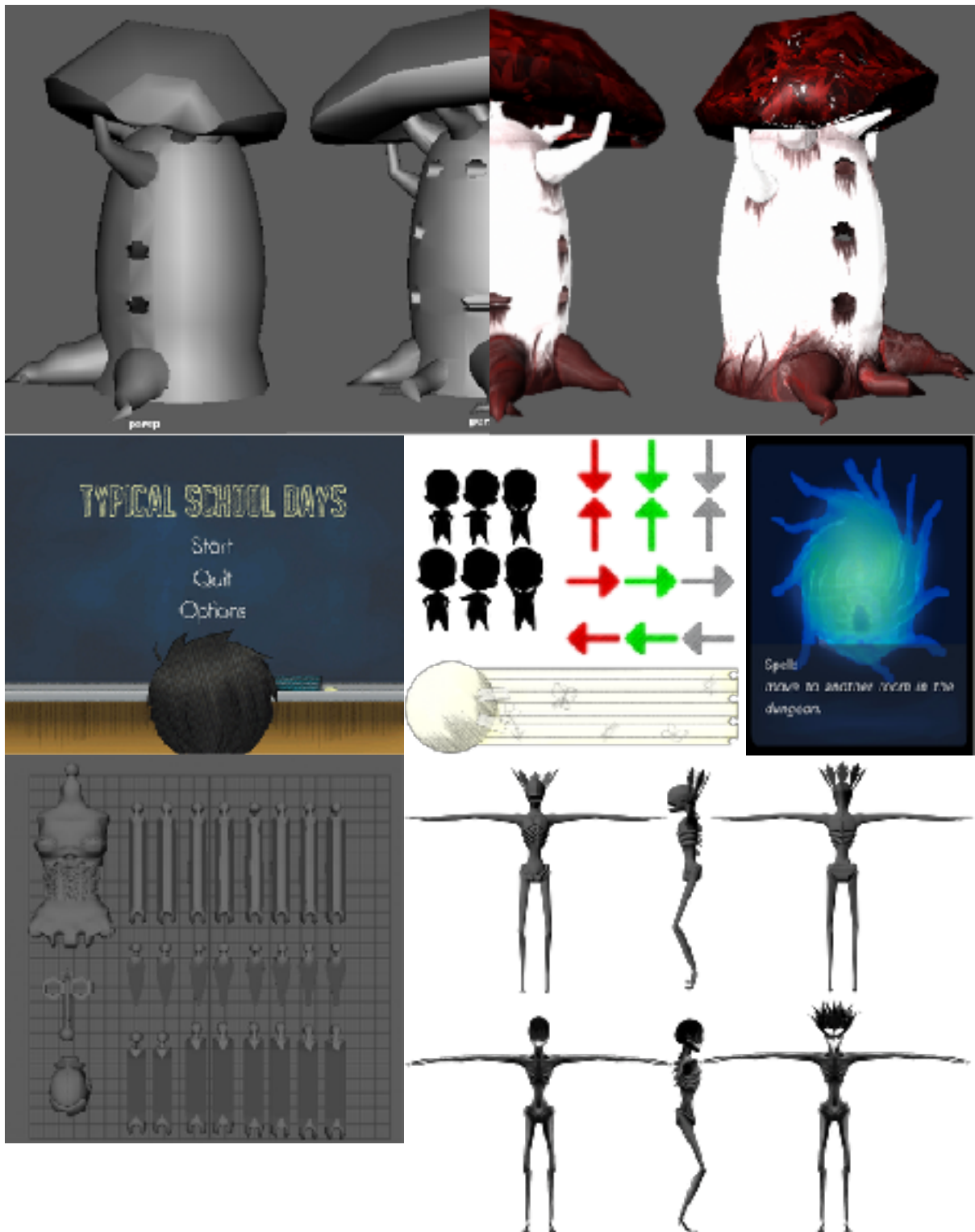
'The Nightjar' - Somethin' Else
'Papa Sangre' - Somethin' Else
'Blindscape' - Gavin Brown
'A Blind Legend' - DOWiNO

My Works
Non-Game Related



Fan art of Bioshock's 'Big Daddy' character.

Game Related



My current project is of the *non*-visual nature, please see below the link to my current work in progress; <http://magistudio.net/works?author=103>