

Patrick Stefaniak

patrickstefaniak.com/portfolio

Portfolio of work



crrrrrn2

Acrylic yarn - 63 in x 74 in

2024



DRAW!
Videogame
2024
[link to project](#)

DRAW! is a videogame where players use the mouse or a touchscreen to draw to the screen using strange, digital strings.



Firmamentum

Generative animation for screen or VR headset

2024

[link to project](#)

Firmamentum looks at the most basic possible image that could be generated, a horizon line, the separation of two otherwise undistinguished spaces.



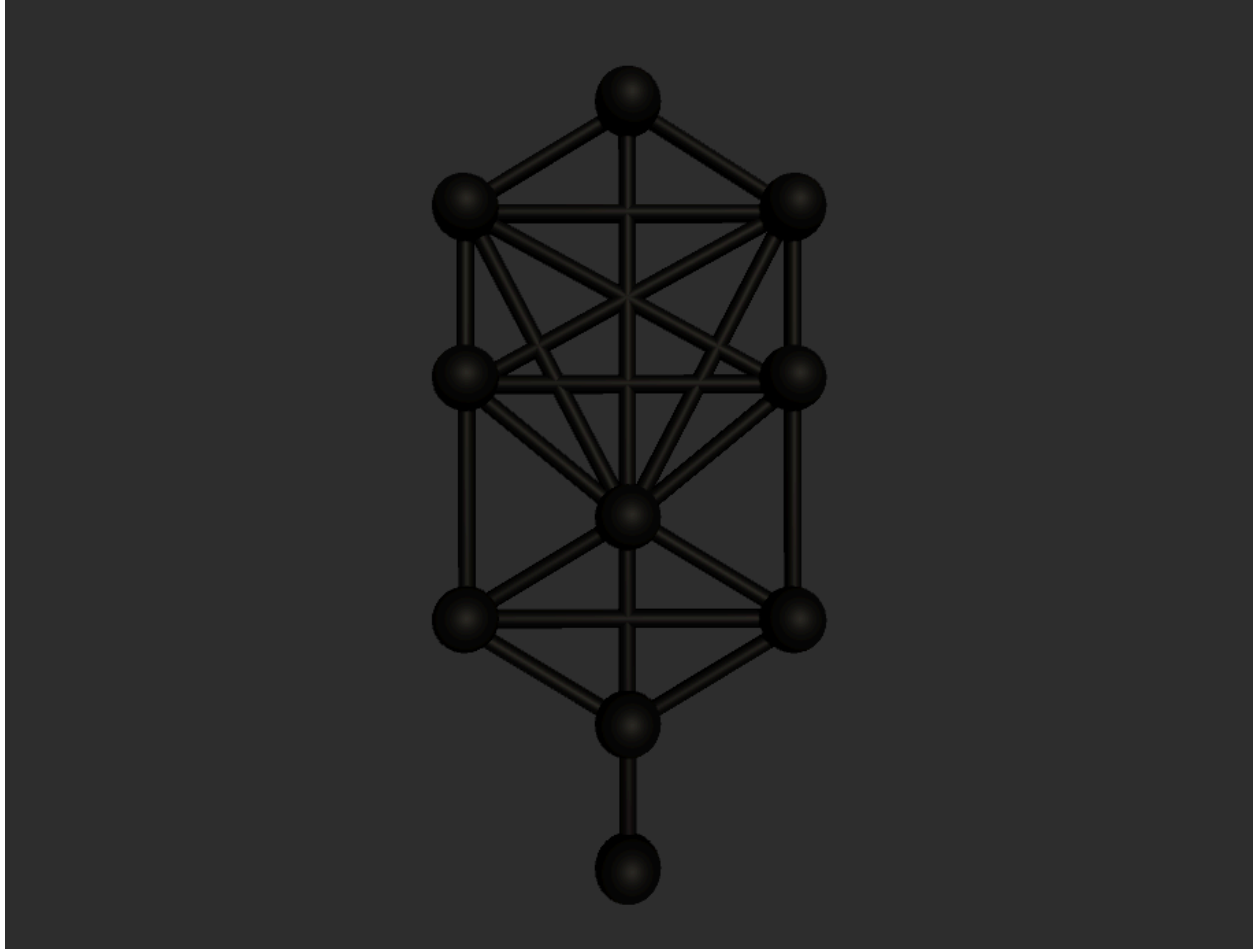
DREYDL: ZOL ZAYN MIT MAZEL

Slot Machine

2023

[link to project](#)

In collaboration with Forest Reid. DREYDL: ZOL ZAYN MIT MAZEL is a Gematria slot machine; it speaks to the mystic, the gambler, and the Torah scholar. Beginning with a slot machine adaptation of dreydl, the interactive installation brings the player into the world of paylines and card counting combined with the Jewish mystical practice of alpha-numeric text interpretation.



Shrinkl

Videogame

2022

[link to project](#)

In collaboration with Forest Reid. Players can either use a touchscreen or a mouse to play with strings whose configurations reference musical instruments, modern art, computer graphics, and Jewish mysticism. Interspersed in the levels is the Yiddish poem 'Longing' by Rachel Korn.



c2p (cube to plane)

Acrylic paint on acrylic yarn

2022

A series of crochet paintings where a 3D cube is being projected onto a 2D surface.

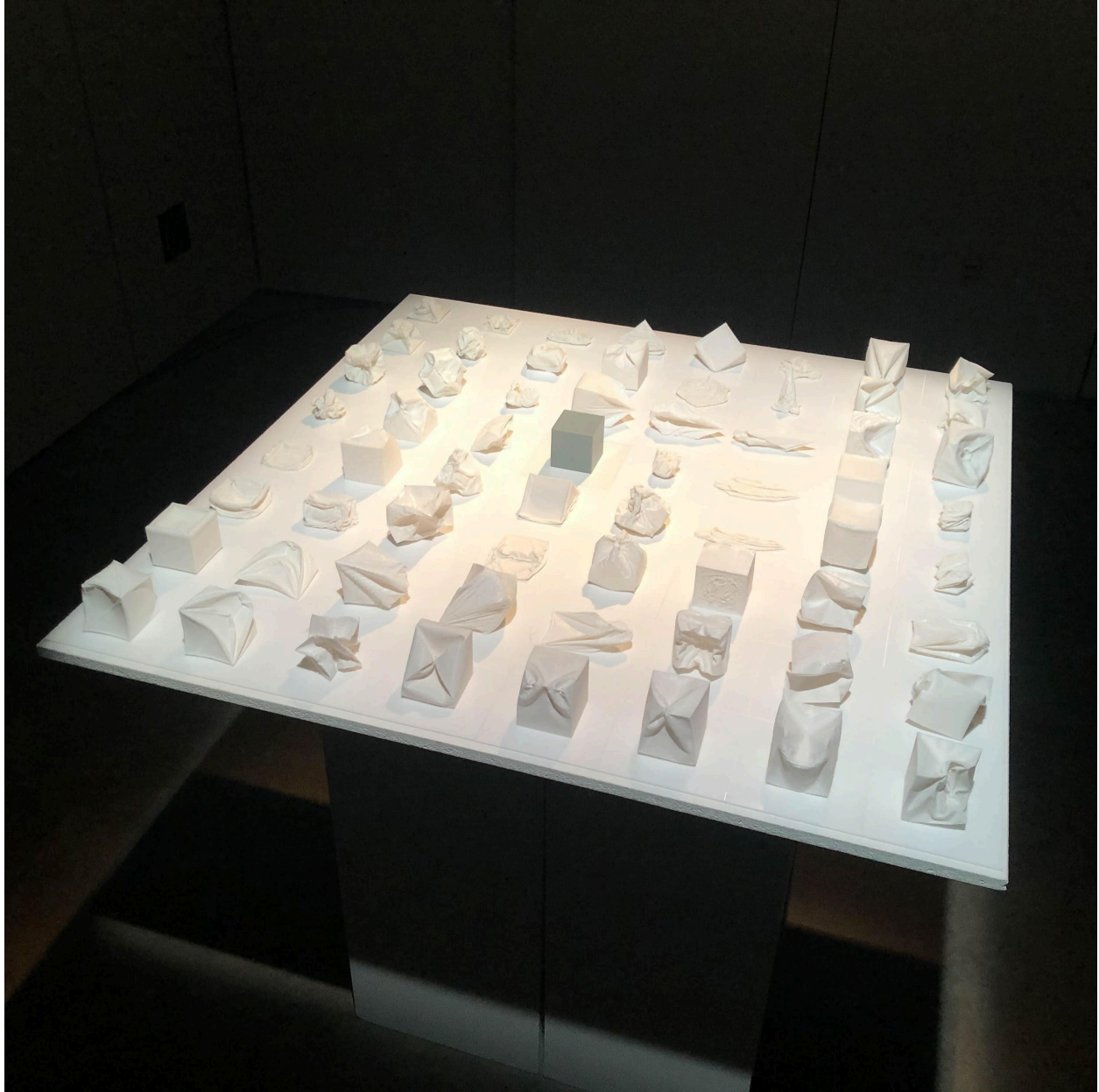


Unity Primitive: Cube

Hand Crocheted Acrylic Yarn - 1x1x1 meter

2019-2020

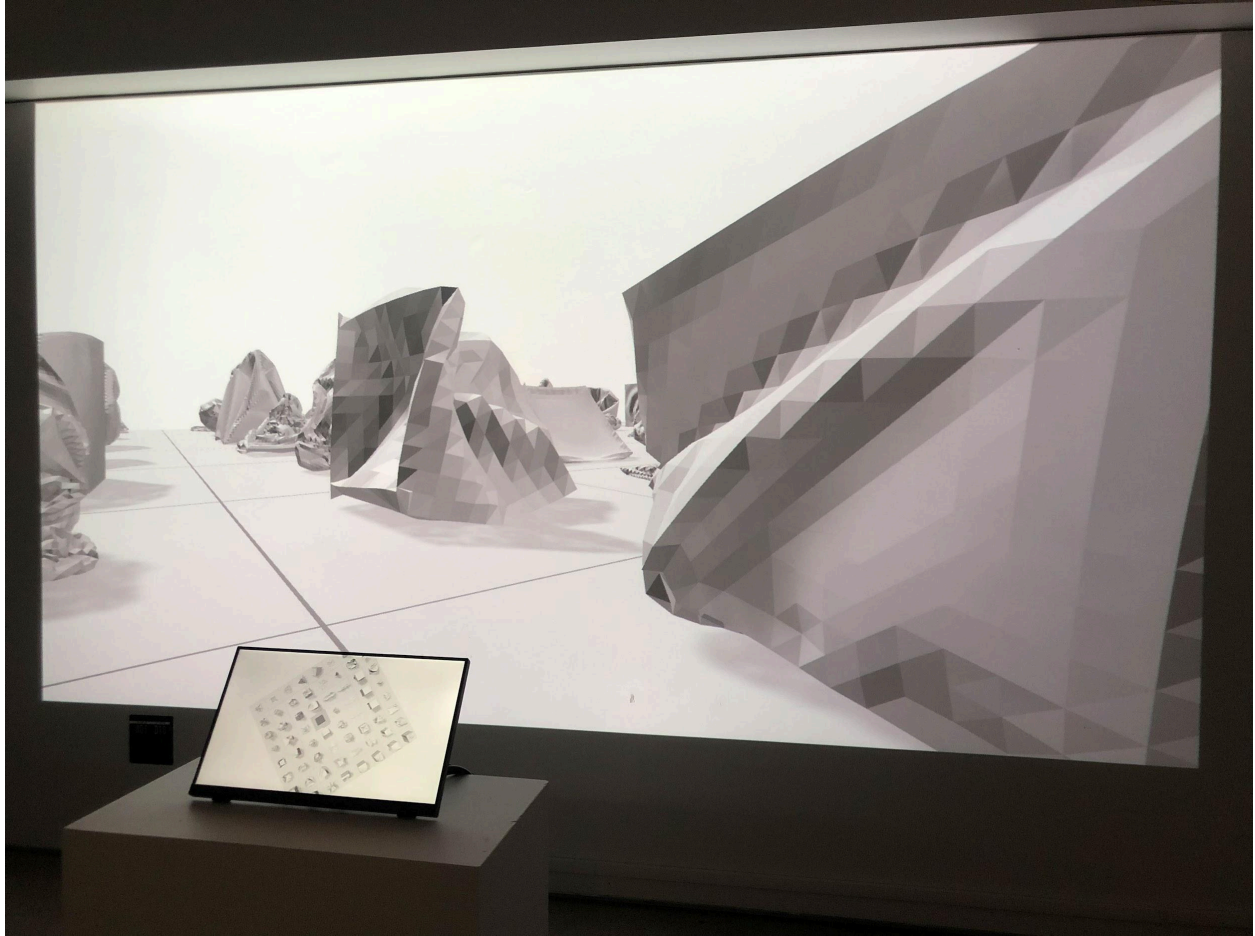
In the Unity 3D game engine the default cube is grey and 1x1x1 unit. In VR and AR applications, the Unity unit translates to a meter in IRL space. For today's game engines rendering a cube is trivial, it can happen in a fraction of a second. Crocheting the same cube with yarn took me a year and a half. The inside is empty. Just like the digital 3D model it is a closed surface of faces. It takes 2 people to hold it up and see the 3 dimensional cube shape, and even then it sags.



A few ways of being a cube

PLA and Acrylic - 4ft x 4ft x 4in
2021

A grid of 64 3D prints of cubes that have been deformed through cloth simulation.



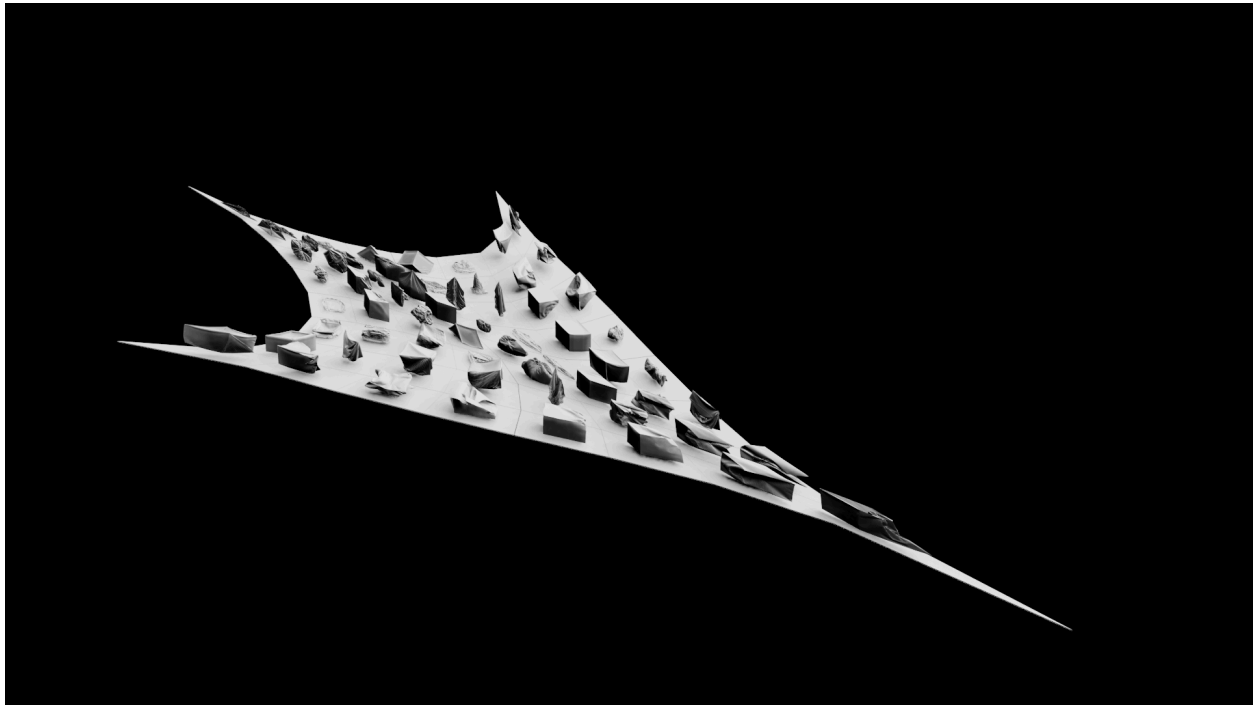
CUBEISM 2: Baroque Edition

Videogame for Touch Screen and Projection or Desktop

2021

[link to project](#)

A game with levels where players can play with digital versions of both the 'Unity Primitive: Cube', which is being cloth simulated, and 'A few ways of being a cube'.



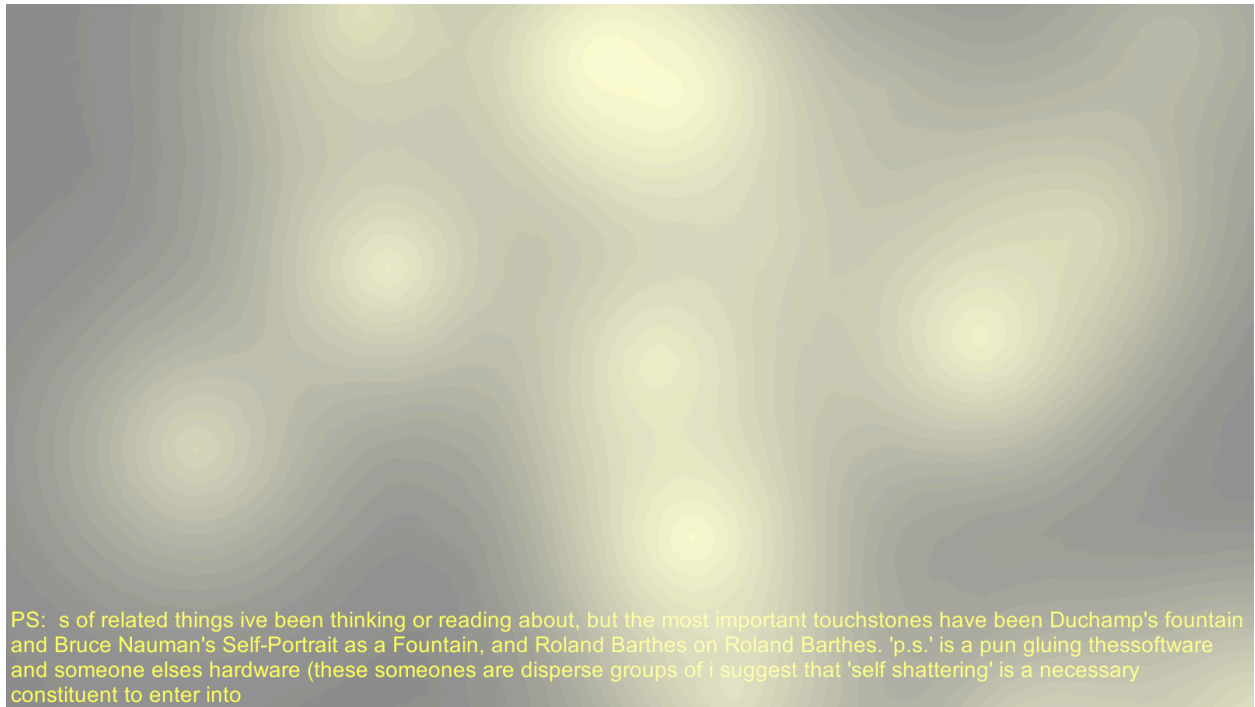
A few ways of being a few ways of being a cube

Video - 13:58

2021

[link to project](#)

A video animation of the grid of 'A few ways of being a cube' being deformed through cloth simulation.



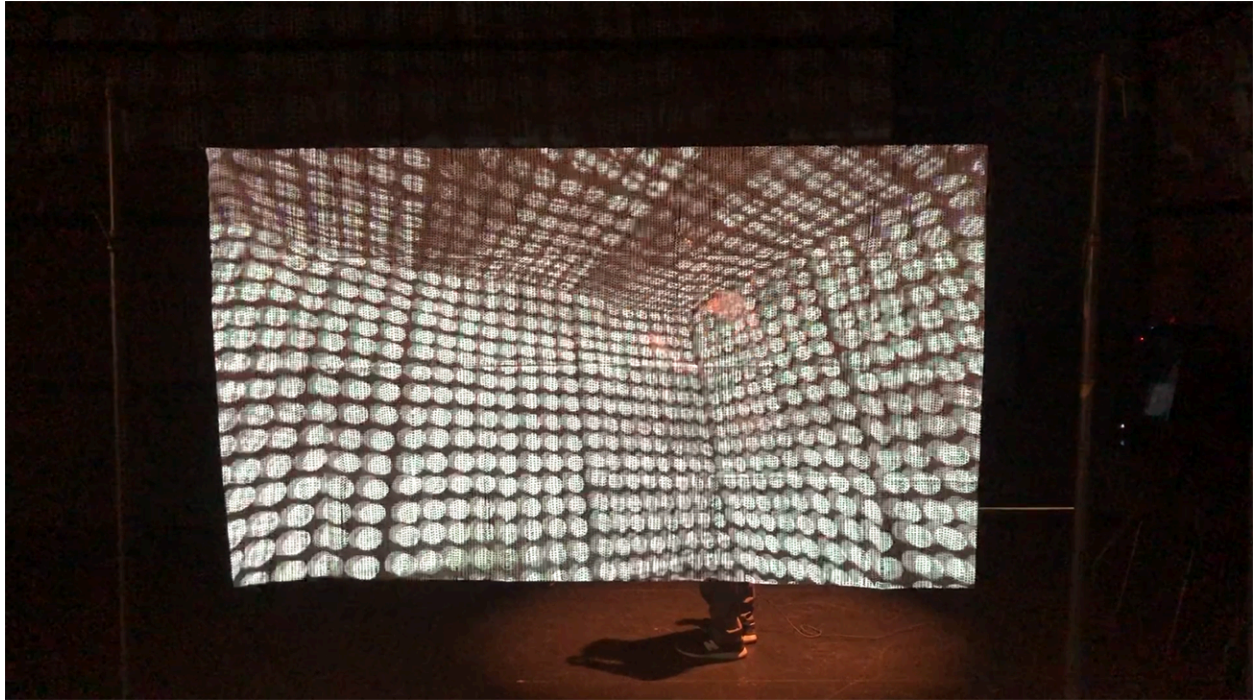
P.S.

Particle System Essay

2022

[link to project](#)

P.S. is centered on a pun of the initials of my name, particle system, and an array of other things P.S. could stand for. I accumulated texts written both by myself and sampled around other authors swirling around ideas like Roland Barthes by Roland Barthes's fragmented exploration of autobiography and Bruce Nauman's photo of becoming Marcel Duchamp's Fountain, figuring as an endless spout of creativity. These texts are displayed in fragmented spurts on the bottom of the screen while a series of particle systems and synthesized soundscapes play.



Site Holes

VR installation and Zine

2019

[link to project](#)

[link to zine](#)

In the installation there is a VR headset whose view is projected onto a screen that has been completely hole punched. From the other side of the screen this creates a hybrid image of the person wearing the headset and what they are seeing. Inside the VR headset is a series of scenes following research and formal investigation on holes, spiraling off of an interest in cornhole and The Farmer's Almanac. I also created a Field Guide for the installation, which documents many of the holes I found in my research.



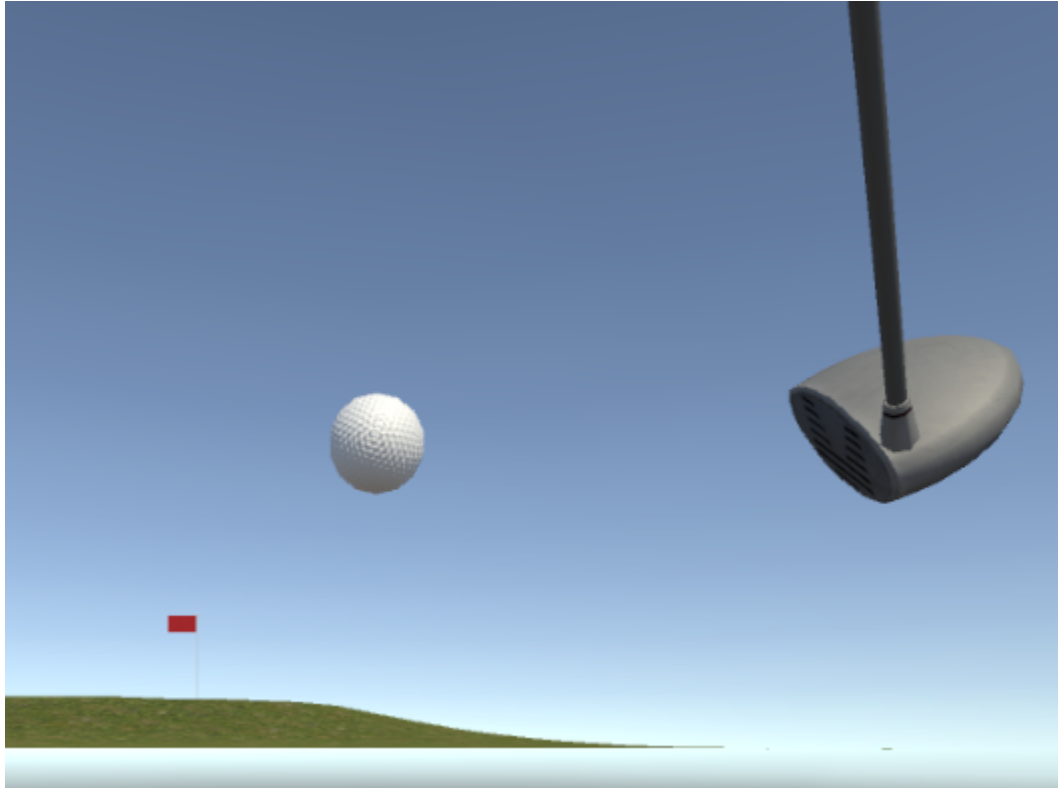
Die

3D Environment for Virtual Reality

2018

[link to project](#)

Tony Smith said of his *Die* sculpture, "I didn't make a drawing; I just picked up the phone and ordered it." A 6'x6'x6' virtual black cube sits on the ground in the middle of the virtual reality play area, which can range from 6'6" x 5' to 11'5" x 11'5". While standing inside the cube only solid black is visible. When looking at the cube from outside its boundaries, the environment's background is taken from the camera which is on the headset, so that it seems to be sitting in the physical space that the user is standing in. It is hard to get a good vantage point of the cube from such a constricted space and it doesn't seem to match correctly with the camera feed background. Made in Unity and displayed on an HTC Vive headset.



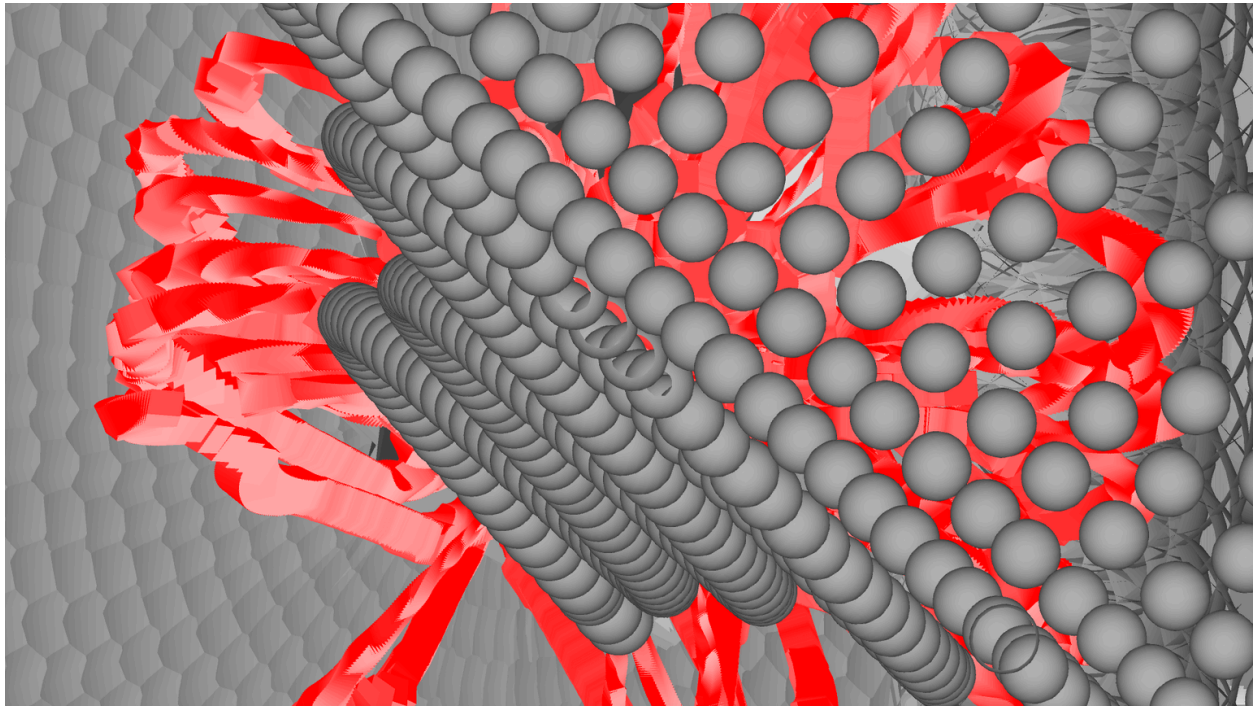
Ball Orientation Practice Field

Virtual Reality Golf

2018

[link to project](#)

The Virtual Reality headset is attached to a golf ball. When the player hits the ball it remains motionless and the world spins around it. If the player gets their head down on the ground near the ball they can hear it whisper a related passage from Brian Massumi's *Parables of the Virtual*. Made in Unity.



rec.

Videogame and PDF

2017

[link to project](#)

[link to rec.mix PDF](#)

What's the difference between playing a record and playing a videogame? *rec.* is a single-button game which considers the form and physicality of vinyl record players. Traces of objects' movement are built up and wiped away as the objects spin, crash, pulsate, and are shot across the screen. It consists of a series of scenes which are punctuated by short pauses during which a sphere spins on the screen with a quiet noise, mimicking the empty space between vinyl tracks. Game made in Unity and controller made with acrylic and arcade button.



inter-pedestal

Videogame Installation

2015

[link to project](#)

This installation consists of 4 pedestal-controllers, each embedded with a joystick and arcade button, 4 pedestal-seats, and a T.V. pedestal all coated in the same paint as the gallery walls. The game consists of a series of scenes where, generally, there are 4 pedestals which correspond to the 4 pedestal-controllers. The scenes change between omniscient views, multiplayer 'split-screens', first-person views from the pedestals' POV, and layered camera views. The pedestals can collide, jump, expand, spin, fly, multiply, and destroy each other.



CUBEISM

Videogame

2015

[link to project](#)

This game is a series of short scenes which contain exactly one cube, monotonous sounds, and any number of cameras. These camera views are layered on top of each other as a literal instantiation of Cubism. By rotating the cube, the player's understanding of this simple form falls apart and opens up in surprising ways. Made in Unity, controller made of acrylic, PLA, and joystick.



___l_a_n_d_s_c_a_p_i_n_g___

Animation - 28:24

2015

This video uses the default assets in the Unity game engine for creating landscapes, mainly trees, skyboxes, water, and ground textures, as the basis for exploring what the game engine has to say about landscape.



crrrrrn

3D Environment

2014

[link to project](#)

If you were to get lost inside a corn field, you would have almost no sense of direction. The stalks are planted as compactly as possible in regular rows, a process that chokes out biodiversity that wasn't also killed by pesticides. This environment consists of a large cluster of stalk forms with scattered corn towers which emit tones. Outside the cluster is an empty red horizon with low undulating rumbles. Made in Unity and can be played on a screen or with a VR headset.



Corn Federation
Stop Motion Animation - 0:59
2013
[link to project](#)

Corn Federation is a stop motion animation made in collaboration with Clay Scofield and Cassie Harner. A surprising amount of things are made with corn products, and in this animation the figure consumes these food items and becomes what she eats: corn.