

Patrick Stefaniak

patrickstefaniak.com/portfolio

Portfolio of work



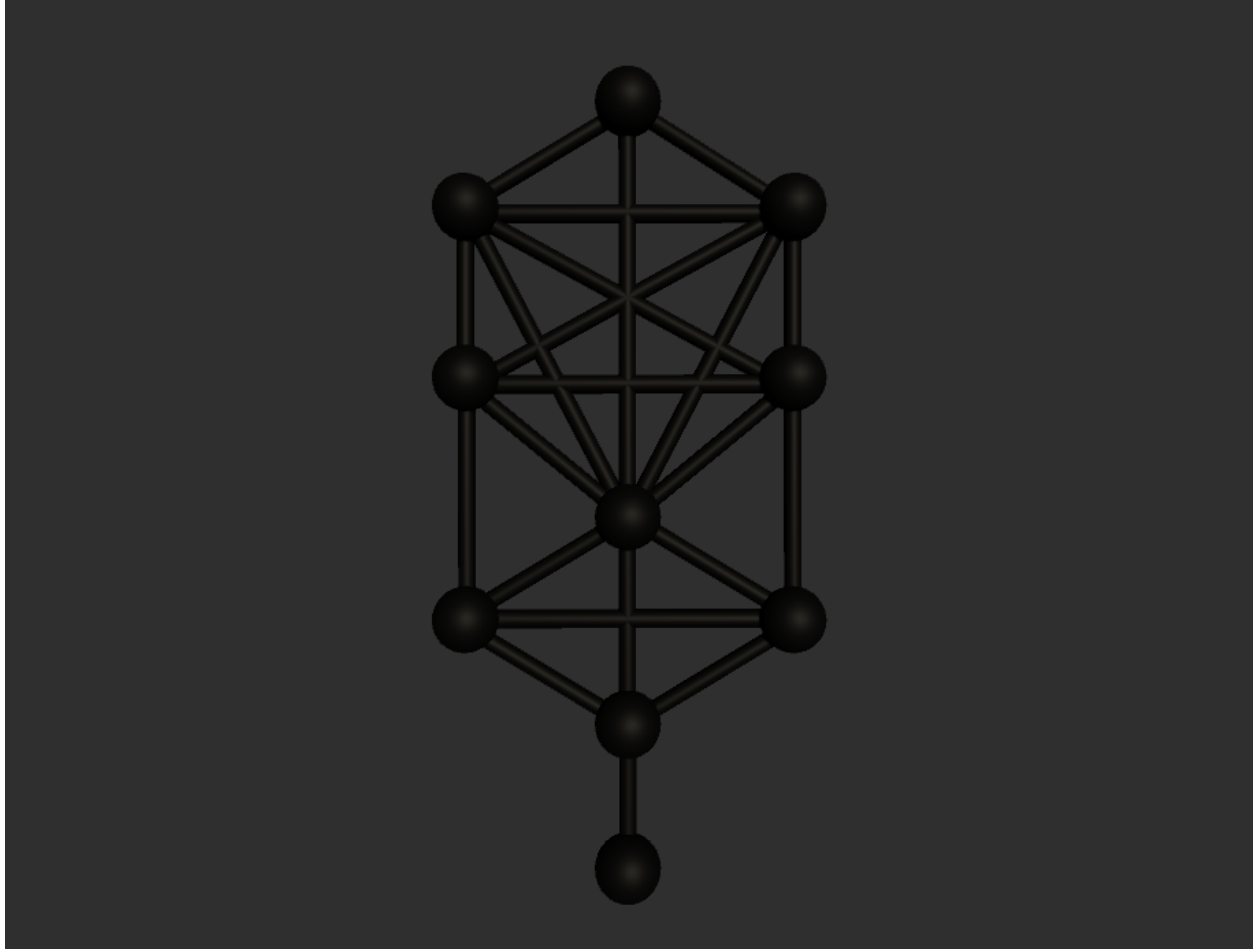
DREYDL: ZOL ZAYN MIT MAZEL

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. We also designed and fabricated a 22-sided dreydl, with one side for each letter of the Hebrew alphabet, along with an expanded set of rules.



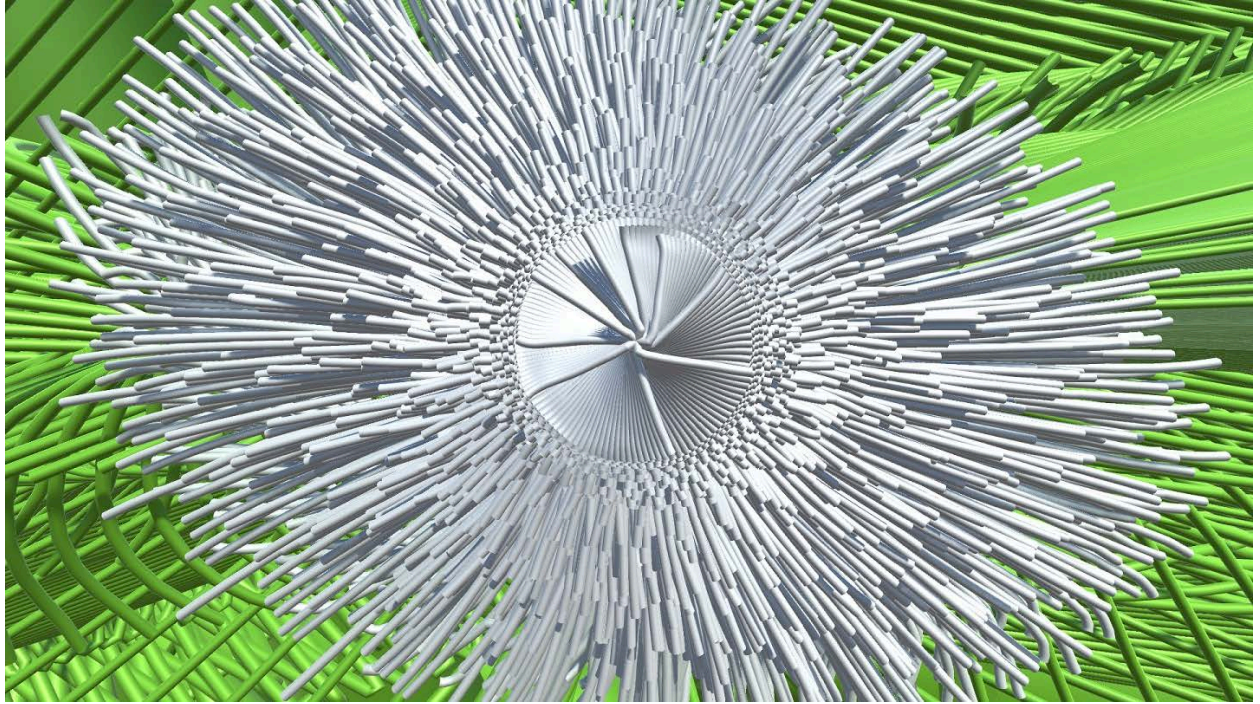
Shtrinkl

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.



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.



crrrrrn2

Acrylic yarn - 63 in x 74 in

2024



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.



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.



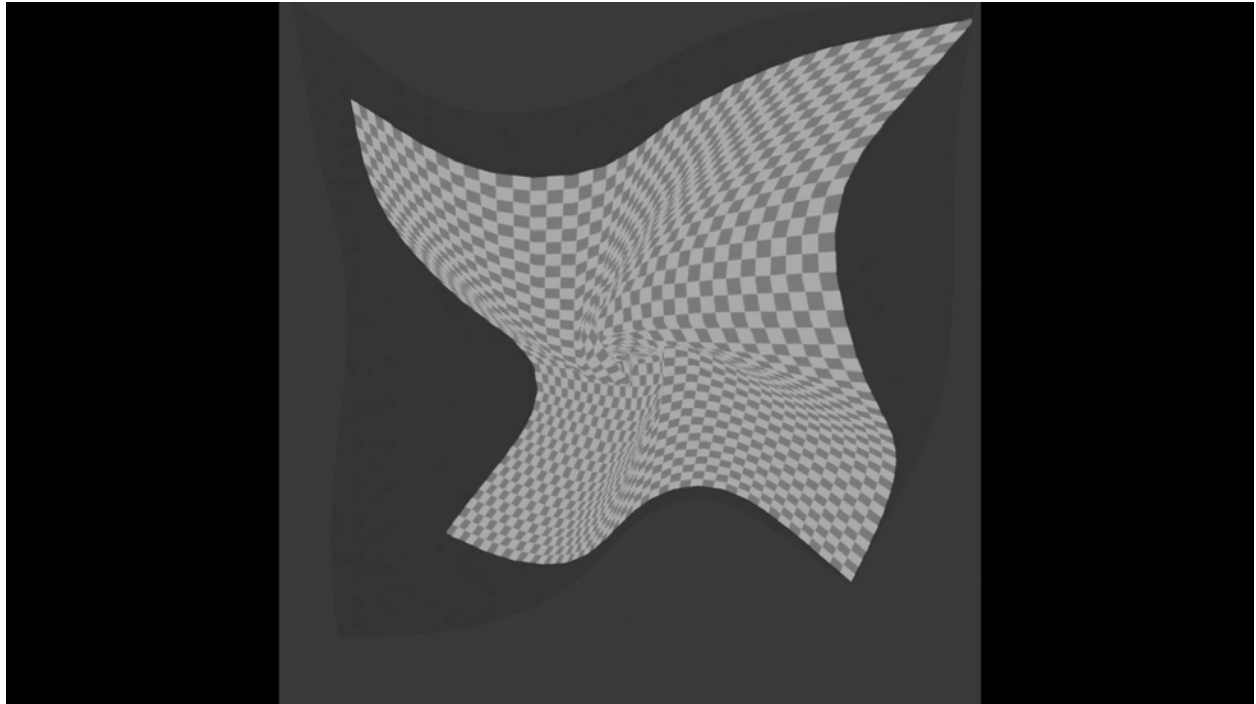
CLOTH^3

Acrylic yarn, PLA, acrylic, touchscreen, and projection

2021

[link to project](#)

CLOTH^3 consists of a crocheted Unity cube that can be picked up and played with, a grid of 64 3D prints of cubes deformed through cloth simulation, and a videogame installation for touchscreen and projector with playable, digital versions of the physical sculptures.



everything that contains you is right here

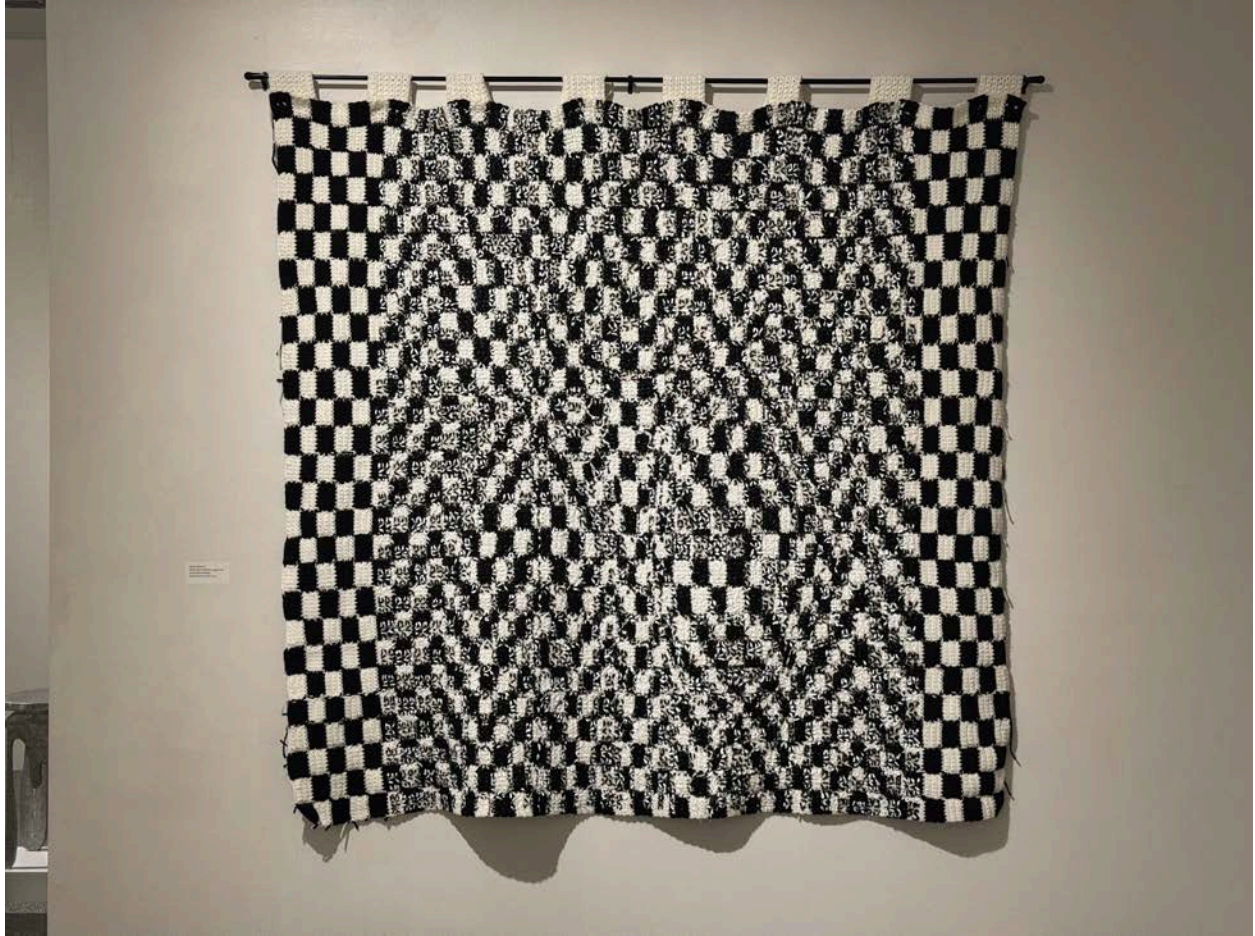
3D Animation

53:23

2026

[link to project](#)

This video is a series of scenes that start from a checkerboard square that then gets distorted by a cloth simulation in the Blender 3D modeling software. Each segment then gets repeated, sometimes multiple times, by the previous video becoming the texture that gets distorted in the same manner creating a distortion effect that becomes even more exaggerated.

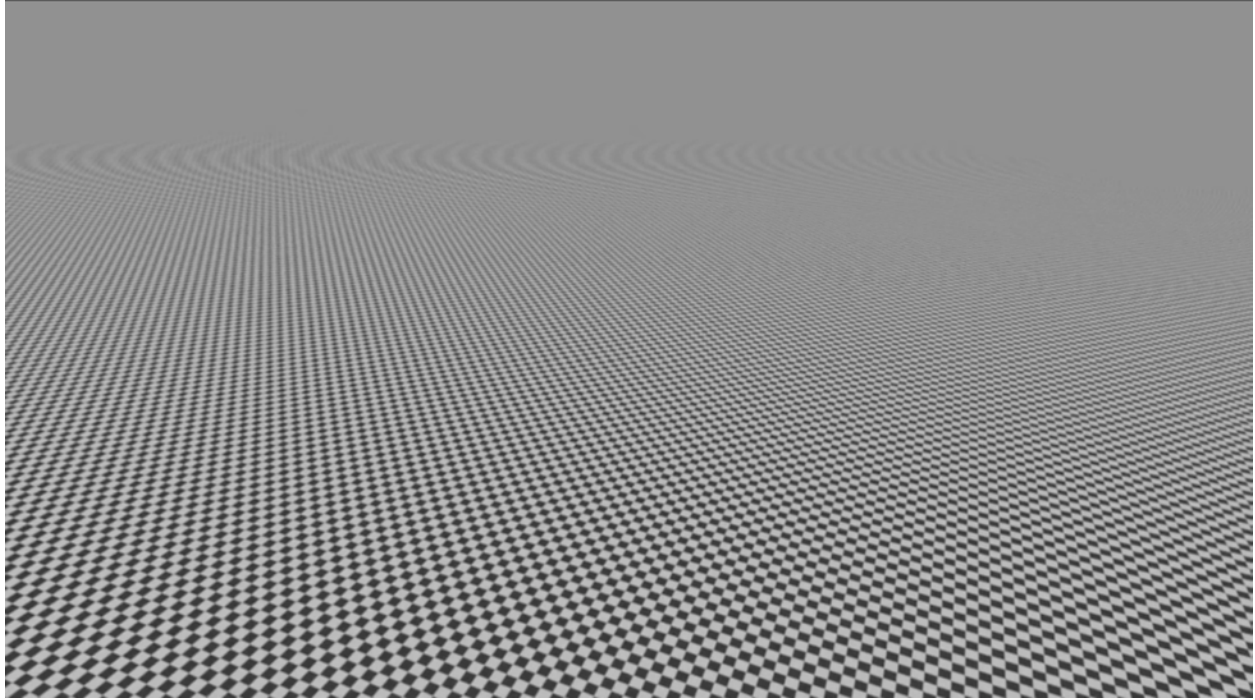


double grid (Vasarely's Vega) (i just want to feel possible)

Acrylic paint on acrylic yarn - 61 in x 61 in

2025

This painting is a horizontally compressed version of Vasarely's *Vega* from 1957. Using Blender, I gathered his painting, like a curtain, and then painted on top of a crocheted grid which mimics the underlying pattern of his composition.



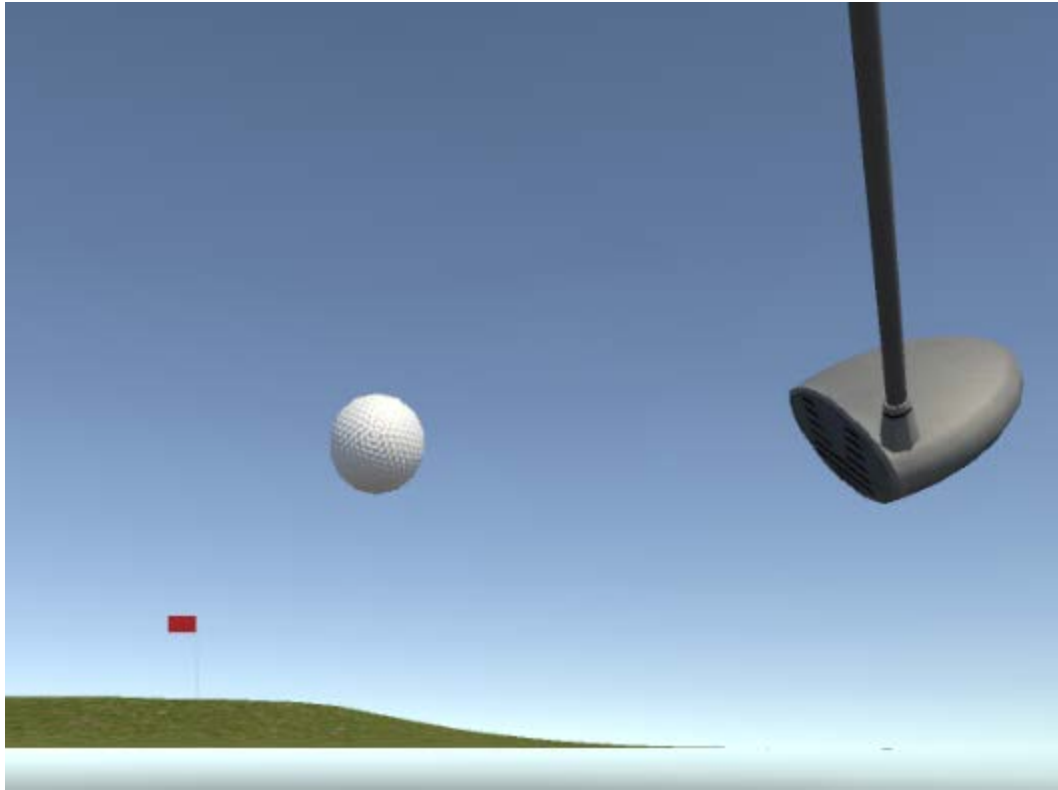
Resolution

Virtual Reality

2025

[link to project](#)

When the player enters the VR scene they are on the ground of a seemingly endless grid of black and white. If, while holding the controllers, they raise their arms out and up then they will begin to fly up off the ground and will keep going until they drop their arms. Then they will plummet back to the ground.



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.



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. Part of a series of small virtual reality works that play with minimal, light and space, and earth art concepts and see what they say about computer graphics and how we perceive the world.



You wouldn't paint chrysanthemums

Generative Animation

2025

[link to project](#)

A 100x100 grid of rectangles where each color value (red, green, and blue) is increased at slightly different rates. When they hit maximum brightness they reset to black. As the piece continues on, what began as a more organized, screen-wide effect turns into swirls of local shapes and colors. Can be shown on a screen or using a projector.



bs (icon! give us nothing!)

Acrylic paint on a acrylic yarn

79.5 cm x 79.5 cm

2025



PS: s of related things ive been thinking or reading about, but the most important touchstones have been Duchamp's fountain and Bruce Nauman's Self-Portrait as a Fountain, and Roland Barthes on Roland Barthes. 'p.s.' is a pun gluing the software and someone else's hardware (these someones are disperse groups of I suggest that 'self shattering' is a necessary constituent to enter into

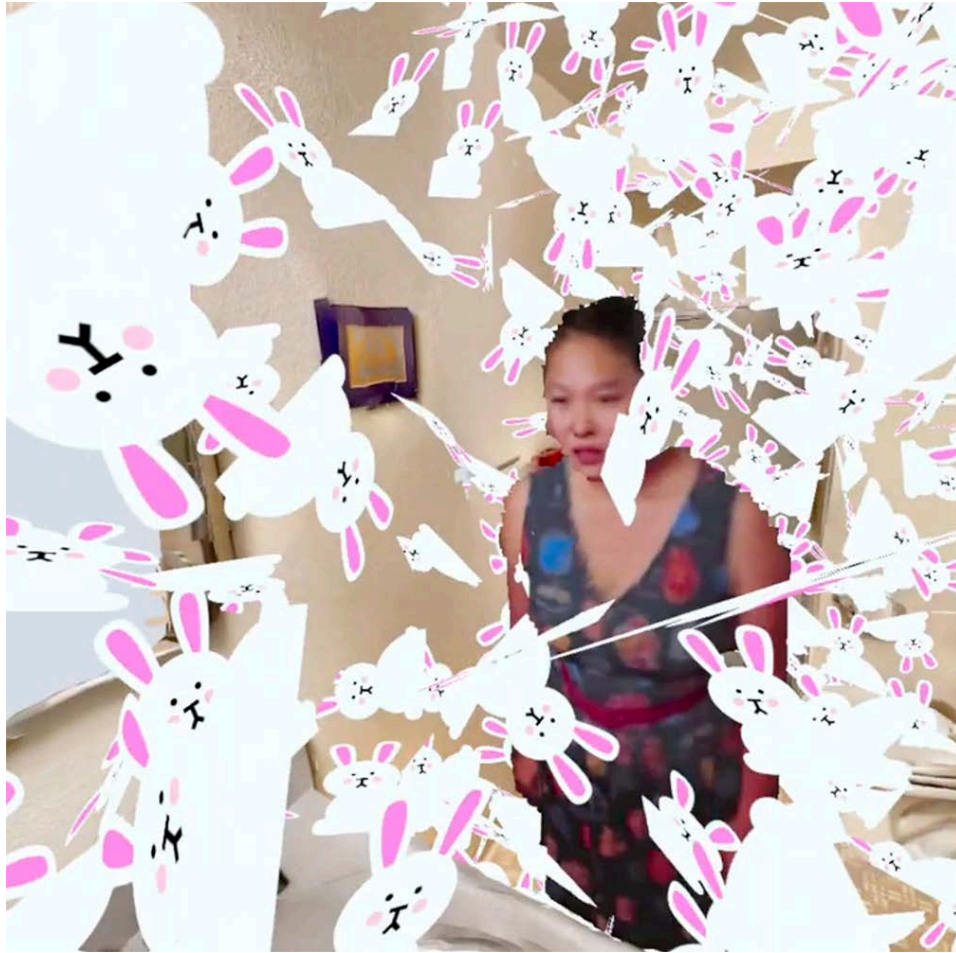
P.S.

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.



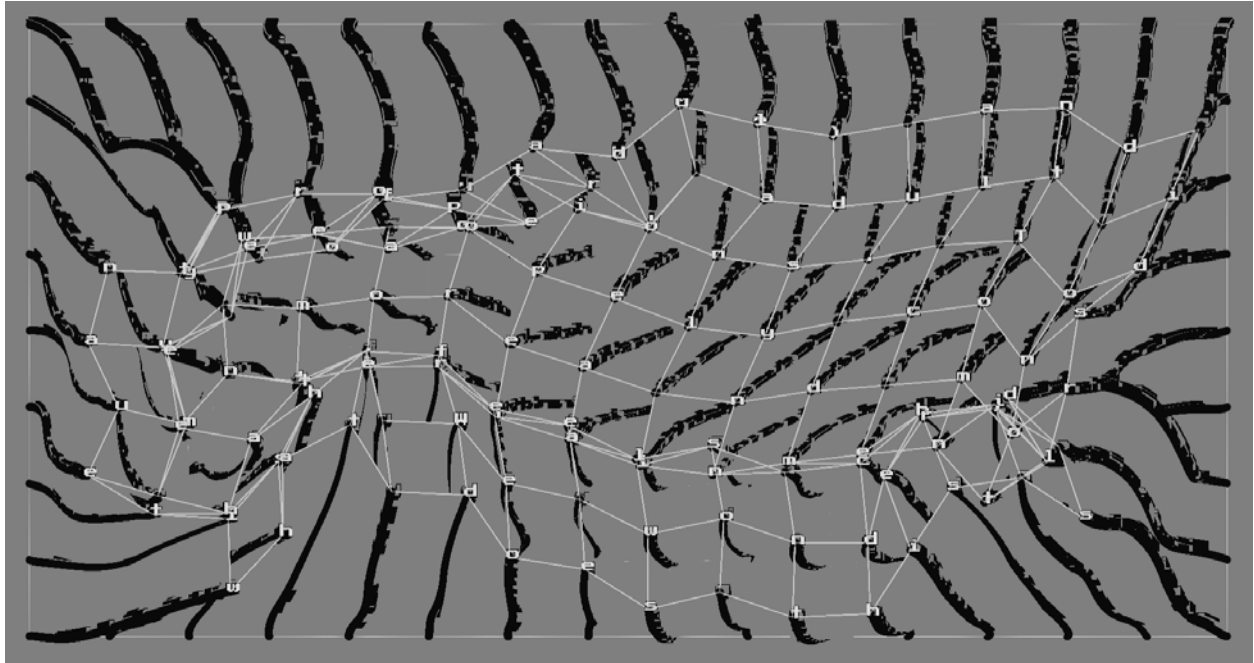
Mountains after Mountains (산 넘어 산)

VR Film

2022-23

[link to project](#)

I worked with Amy Mihyang Ginther, Susana Ruiz, and Huy Truong on developing *Mountains After Mountains*, centered on a monologue of Ginther's that was filmed using volumetric video. My role was both to help conceptualize a digital world around the monologue and to build it out and program it in Unity, along with 3D art and animations.

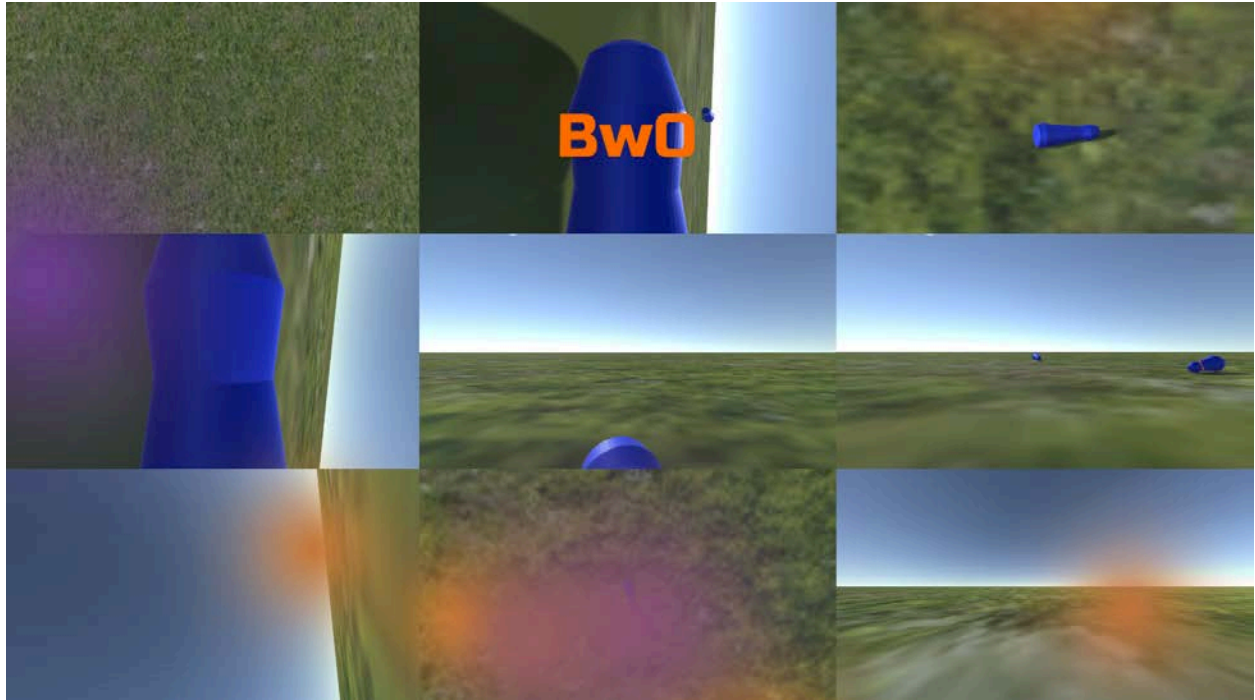


Text_iles

Generative Animation Essay

In Progress

A visual essay connecting ideas from Vilem Flusser's writing on 'technical images' with my own work on the relationship between textiles and computer graphics rendering.



_BwO_DRILLYARD
Videogame Video
2026
[link to project](#)

The Buddies without Organs are practicing tackling. In each scene you get anywhere from 1 to 9 points of view, from 1st, 2nd, or 3rd person perspectives, as one BwO tackles another. The figures reference actual automated tackle robots used by football teams.



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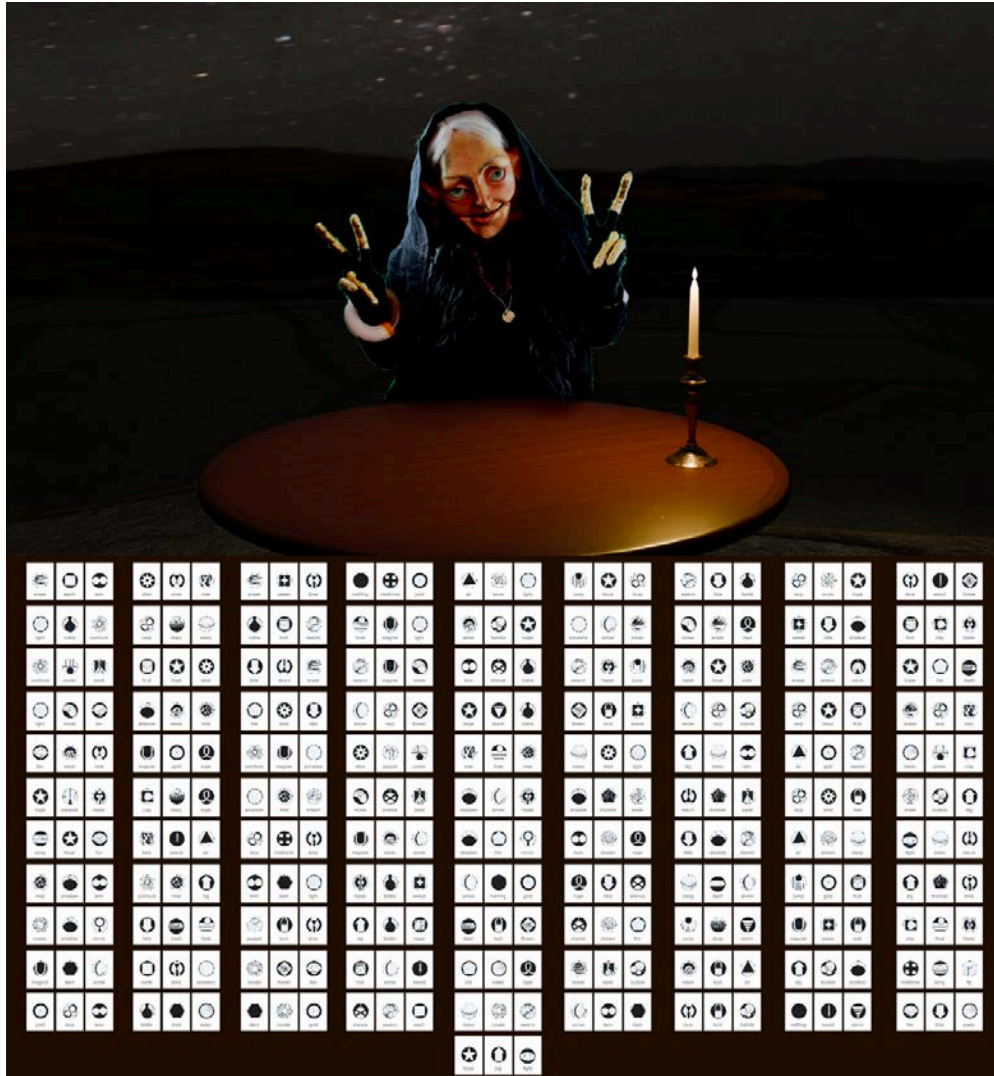
Shuffling

Videogame Video

2026

[link to project](#)

This videogame video shuffles the standard 52 card deck randomly and counts up to try and achieve every possible combination of cards.



The Wizard's Marvellous 100 Hand Tarot

Fortune Telling Machine

In progress

A collaboration with Remy Gierke, this game merges the mechanics of Black Jack gambling cabinets with the interpretive act of fortune-telling. Players can draw up to 100 tarot hands simultaneously from a digital dealer, The Wizard. The project subverts traditional fortune-tellers by presenting a glut of data, challenging the user to find meaning within an overwhelming system.