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"Immersion – Breath, The River, Wings"
"Virtual Reality and the Immersive Experience"

I was introduced to "computer manipulated imagery" in 1987. There were no schools to learn computer graphics in Sweden then, so I wrote a business proposal and was able to procure funding to start a company doing 3D modelling and animation for television and post-production houses. "Graphic Insights" gave me the opportunity to enter the field of computer graphics.

In 1990, I received a grant to explore how rasterized drawings of traditional hand drawn character animation could be incorporated into 3D vector graphics environments. I worked on this project together with Gilbert Elfström, one of Sweden's most established traditional 2D animators at the time.

From that time on I have been working with computer graphics, both in commercial productions and in education, ultimately leading me to my current position as Chair for the Media Arts & Animation and Game Art & Design programs at The Art Institute of Pittsburgh where I have been teaching and working with curriculum development.

In 2003 I was accepted into the MFA program in Computer Art at Florida Atlantic University where I got the opportunity to enter the next phase of my earlier work as an artist and animator. "Immersion" was digitally produced, combining 2D and 3D animation, the theme being symbolism as a vehicle for the intellect, the passing of personal impressions and the preservation of culture. "Immersion" was completed in 2005.

But the MFA program offered other opportunities as well. Computer games and real-time graphics have been opening a whole new realm of possibilities in computer graphics. The MFA program in Computer Art allowed me to explore this area, which has played such a dominant roll in the developing areas of computer graphics applications over the last 15 years.

Immersion

Breath | The River | Wings

Hans Westman - 2005
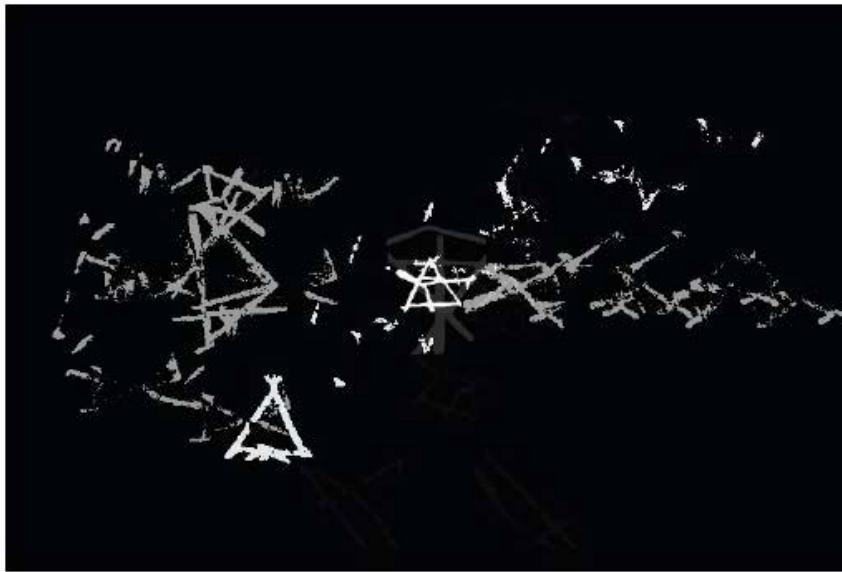
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