



# Liberatas Clarke

Creative Technologist

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# LIBERATAS

## CREATIVE TECHNICIAN

Liberatas is an Internationally recognized Creative Technologist, based off the Surf Coast of Victoria - Australia, her practice involves maintaining a balance between nature and technology as she aspires to evoke positive change in the world through creativity, story telling, philosophical research and technical innovation.

Liberatas has had her research published internationally and has been an active member of the creative community across Victoria over the past 5 years. Liberatas' creative practice and research is deeply embedded in regional Victoria as she aims to explore and experiment with the potential for the future of digital arts in regional Victoria.

[Check out Liberatas' Showreel Here.](#)

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- Otway Fly Map 2022-23



# Virtual Footprints

AR Mobile Game Created by the Orcha Collective 2020 – 2022.

Project Director & Game Design

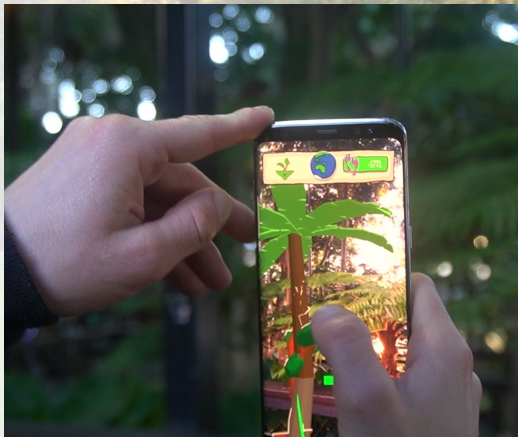
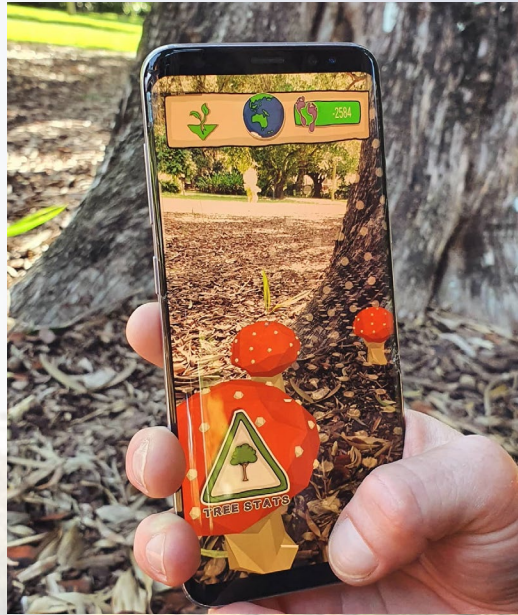
Virtual Footprints - Victoria is a location based, augmented reality based mobile experience designed to unveil the wonders of Victorian flora and fauna by allowing you to sow, grow and nurture your own seeds in a collaborative, virtual community garden! Discover and unlock up to 20 plants native to your region!

Using a combination of GPS tracking, state of the art AR core, an online data base and put together using the Unity platform Virtual footprints is an example of programming pioneering as this game featured multi-player functionality, in Augmented Reality – a feat yet to be perfected in the world of Augmented Reality based gaming.

Receiving funding from Creative Victoria and CurioCity Brisbane the Orcha Collective was able to launch the game in Brisbane in march 2021 and again later that year as part of Playable City “We are where now?” in Melbourne over the summer of 2021 – 2022.

Follow These Links:

- [Virtual Footprints Melbourne: Project Trailer](#)
- [Playable City Melbourne: We are where now? Summer 2021 – 2022 Melbourne](#)
- [Melbourne Launch Trailer 2021](#)



## Skill Set Utilised

- Writing, creating and submitting project proposals to acquire funding and grants.
- Motivating, Managing and working with a group of creatives from Idea conception to final production.
- Liaising with governing and funding bodies. Excellent Communication skills, via email, text, phone calls and in person.
- Strategic Production Planning. Creating, providing and over-seeing production schedules and outcomes.
- Negotiating and overseeing project budget, delegating, and distributing funds.
- Idea and project Development
- Programming basic UI for gameplay using Unity. (C++ and Java Script)
- Content and Concept Creation, Media production using adobe creative suite ( Photoshop, Illustrator, Premiere Pro, After Effects, Acrobat)
- Social Media content creation, providing social media updates and post schedules. Creating and maintaining a basic website design.

**ORCHA**



**CURIO CITY**  
BRISBANE

**CREATIVE VICTORIA**

# Colac Makers Space – Digital Art Workshops

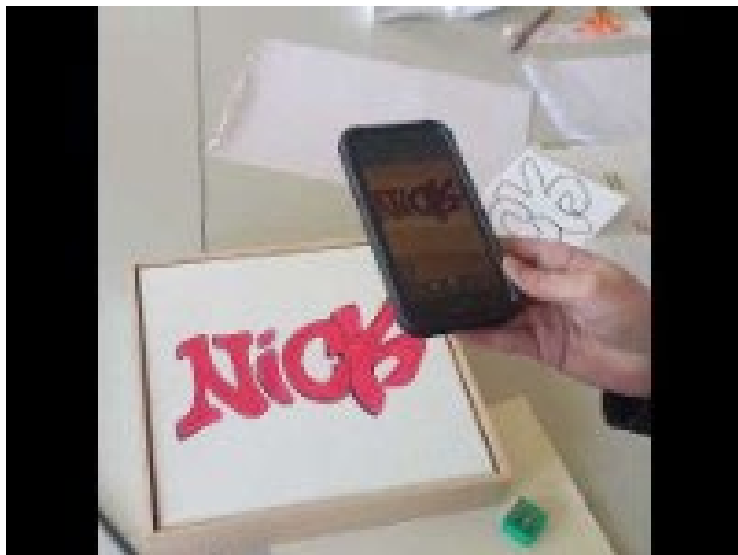
Summer Holiday Program 2022 – 2023.

“AUGMENTED GRAFFITI”

Teacher/Mentor/ Artist in Residence

Introducing kids ranging from 9 to 15 to Digital Art and Animation Concepts and Skills, during a six-week Digital Art Workshop where students created their own scannable, animated artwork. Drawing on basic animation techniques, students created their own Graffiti style artwork and had it morph in such a way that revealed something about themselves and their relationship to their location. Then, using a free and kid friendly app, ‘Halo AR’ students were able to link their real-world artwork to their digital animation of it, thus creating a scannable piece of art.

The final artworks were put on display as part of the Colac Otway Arts Trail in April 2023.



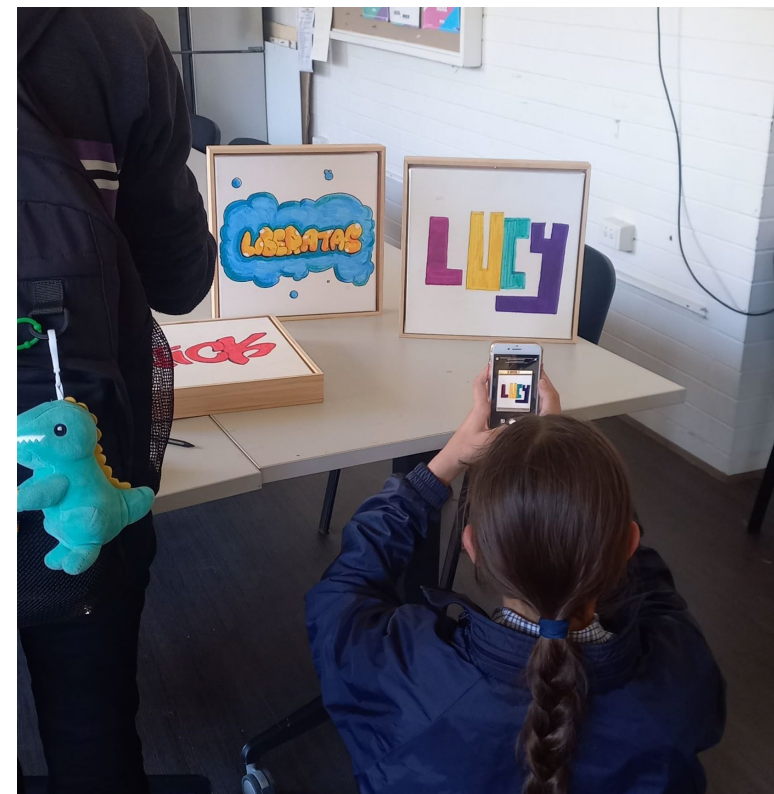
## Technical Requirements

- Adobe Photoshop, After Effects & Premiere Pro
- Wacom Intus Pro
- Halo AR – Augmented Reality App
- Smart Phone with operational Camera



## Skill Set Utilised

- Creating Power Point Presentations to clearly communicate ideas and materials to students in a fun and engaging way.
- Mentoring and Guiding students through the creative processes of creating both digital and real world art works.
- Conducting research and creating a project that is accessible to students in regard to technology and materials required.
- Organising and creating a ‘lesson plan’ to allow students to learn skills whilst building towards a final project.
- Liaising with various stake holders such as the Colac Otway Shire Governing Council, Colac Makers Space Executives, Colac Otway Arts Trail Producers, Local Youth Workers, and Schools.
- Acquiring funding for the project and creating and adhering to a budget and deadlines.



# Draw & Explore

Collaborative Community Art Project to encourage exercise and creativity during the COVID-19 Pandemic

Artist/ Academic

Draw and explore was a community-based art project supported by Creative Victoria and was held as part of the NGV's Design Week in march 2021. As part of my research into 'playable cartography' and the effects of the COVID-19 pandemic on how individuals traverse and experience their landscape the concept for "Draw and Explore" emerged. In order to encourage people to *play* and *explore* during their limited time outside during lockdown; and in an attempt increase a sense of community through play-full exploration of space and content sharing online.

Participants were invited to create their own 'map drawing' by walking a path with their fitness tracker on (as to record a line on the map) in such a way that illustrates a picture when complete. The results were diverse, and some were down-right amazing!

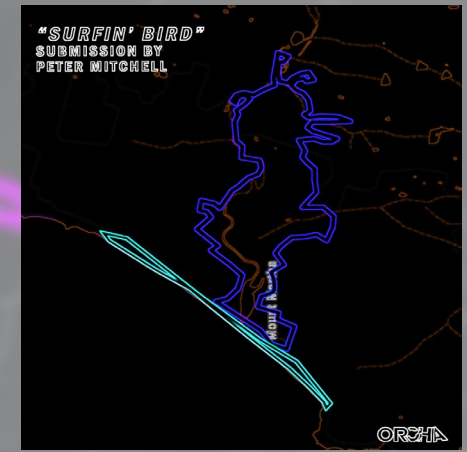
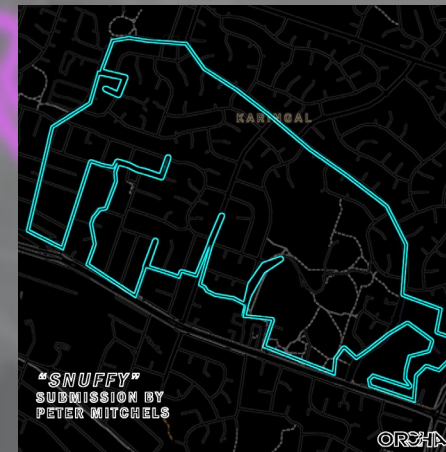
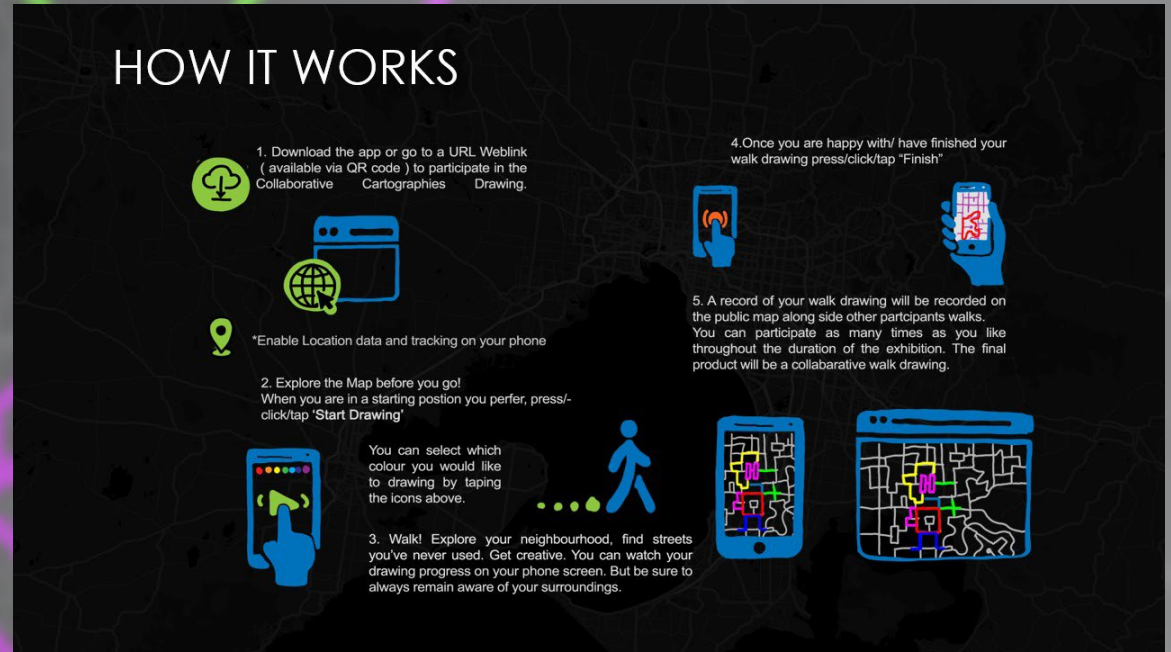
Follow these Links:

[Project Trailer](#)

[Call for Participation / Project Trailer II](#)

## Skill Set Utilised

- Public speaking and promotion of project and concept.
- Liaising with other creatives across Victoria and various stake holders such as the NGV, RMIT & Creative Victoria.
- Problem-solving & trouble shooting technology on-the-go.
- Creating and adhering to a social media posting schedule
- Content creation & publications





## Sigraph Asia 2020

### 360° Animation “Edgars Escapade” 2020

Creator, Illustrator and Animator

Edgars Escapade is a 360, immersive animation that featured as part of Sigraph Asia’s 360 Theatre in South Korea in 2020. Edgars Escapade explores concepts of space and time from the perspective of an epileptic, as the viewer is thrust between Edgar’s life at ages 7, 17 and 27. Epilepsy is known to course ‘black outs’ or missing chunks of time in a persons memory, which can be an incredibly, frustrating and confusing experience which is why the use of 360/immersive animation was such an effective choice for this production.

### Skill Set Utilised

- Working Independently to learn new software (During the COVID-19 Lockdowns) to achieve 360 animation using the Adobe Creative Suite (analysing and solving problems)
- Writing, Drafting, Scripting, Story Boarding and Planning of production.
- Animating and Drawing using a Wacom Intus Pro & Adobe

Follow these links:

[OfficalTrailer – Sigraph Asia 2020 – Edgars Escapde 360°](#)



# ArteFacto – International Conference on Digital Creation in Arts and Communication.

Conference Paper “Playable Cartography” 2020  
Author & Content Creator

[To read the full paper follow this link. Pg 78 - 84](#)

My research on “Playable Cartography” was published and presented as part of Artefacto’s International conference on digital creation in arts and communications in late 2020. My research was focused on working with artists in rural, regional Victoria in order to explore the use of mobile technologies, specifically interactive mapping interfaces, to document, express and share ‘experiential data’ in an interactive, engaging and creative way.

My Research was explored through three key Creative Projects:  
Henry the Chicken: The true story of a Police evading chicken who lived in the CBD of Geelong. (2018)

Epilepsy Mans Misadventure: A location based ‘easter egg hunt’ style game with intentional glitches built in, to allow the player to experience the frustration and confusion of the memory loss experienced when one has an epileptic fit. – In order to raise awareness and understanding of the disorder. (2018-19)

The Bells Beach Project: A Location based ‘geo caching’ inspired experience that utilises the use of audio over augmented reality to enhance the users experience of the real-world space. (2019-2020)



# Otway Fly – Map

Commissioned Artwork 2023  
 Artist & Cartographer

In 2022 I was approached with the task of redrawing the Otway Fly's facility map they have available for guests and visitors to their facility. Combining my love for nature and the environment with my recently acquired knowledge and skill set regarding cartographic design, I re-created the map in a style that is informative, engaging and fun for the younger viewers. The map also features animals and facts that aim to educate and in particular, draw attention to the indigenous history and perspectives on the land.

The map has also been created in such a way that will allow for easy integration towards a digital interactive version of the map that users will be able to access via their mobile phones.

### MAP KEY

\*We acknowledge the Traditional Custodians of Country throughout Victoria, the Kulin Nation. We pay respects to their elders past and present and future. We observe the importance of their connection to the land, sea and rivers all around us.

- Food, drinks and refreshments are available at the Visitor center from our licensed Cafe and Larder.
- First aid can be found at the Visitor Centre, just speak with one of our friendly staff.
- Toilets & Baby Change Facilities are available inside the Visitor Center.
- Don't Destroy what you came to enjoy! Please place your rubbish in one of the many bins provided.
- This symbol marks a rest stop where you can stop and take a break on the way.
- Points of interest are marked on the map. Follow the numbers on each icon to find out more information.
- Buggy Pick up: This is upon request and an additional charge of limited availability.



# Piper The Peculiar Platypus

Childrens Picture Story Book  
Writer & Illustrator

Piper is a misunderstood creature, the Koala's think she is too much of a Duck, but the Duck's think she's more of a Koala. In search of her own kind, Piper learns that her 'weirdness' is really her superpower after all.

Piper the Platypus has been written to not simply tell a story but to raise awareness about the Australian environment and its wondrous abundance of wildlife. The Australian animal is under-represented in modern children's entertainment and as an Australian artist, living and working in regional Victoria this is a topic very close to my heart.

Yet to be published, the work is in the pipeline for publication in 2024.



