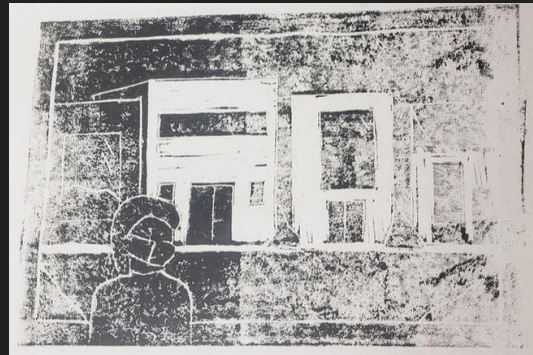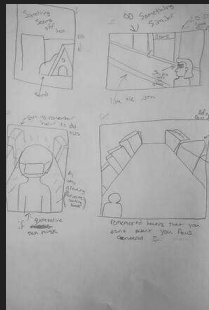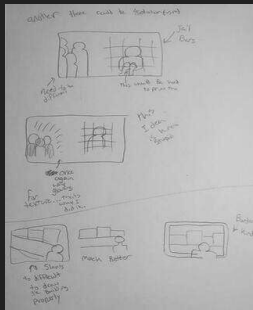# Planning - "Life Behind Glass"

From the beginning, I wanted to draw a crumbling city in the dessert. However, Just a city felt off, as such I experiment more and tried different ideas and eventually I decided a man on a city street would be better. it came only after I tried my last idea, but it didn't work out as I wanted. I tried a few different angles trying my best to remember how to do a 2-point cityscape off the top of my head. I thought maybe to try a man behind bars to represent isolationism, but it didn't work out as planned. Thus the street design was the final. I enjoyed the thought of a man looking on into the town and thought about having a large glass window in which to look and see all of the piece through. next I tried seeing it the street should be horizontal or slightly tilted but went with the horizontal because it could better match with the window. The mask that appears later on was a bit last minute because the 'deserted' town
Reminded me of how most of the world wasn't allowed out of their homes during the quarantine almost making it appear as though towns were deserted.

Process portfolio

process & technique- "Life behind Glass"

Since this was a block print, most of the process was done on linoleum. I drew directly on the block itself. I tweaked the original design by moving buildings and adding details to buildings that were not in the planning drawing. I wanted to outline every line that I drew because I wanted entirely sure where I wanted to have the negative space just yet so going over all the lines helped me plan it better I wanted to get a better sense of how german expressionists made their work, so I went online and looked at german expressionism landscapes & cityscapes and determined where the I would cut by using pencil to mark what would stay dark. When I went and carved a building, it was extremely course. you could tell where each line was cut, so at the bottom of the building, I went over it with a different head to attempts to smooth it out and left the top the way it was to see if it would leave some texture when it was printed. The first time I starting printing was lackluster. All but one print barely had any ink on them because I was trying to be conservative with it, and the one that was nice was crooked. At first I thought my block was messed up or something, but it was just from a lack of ink. therefore besides for the knowledge of needing more ink, that felt like a waste of time and resources. I put a lot more ink on then the first day, I made the prints straighter. Besides for one small mistake on the first one, they all turned out much better than earlier.

Inspiration - "Life Behind Glass

German Expressionism is an art movement that started in the 1920s and is used to emotions. It emphasized the artist's inner feelings and ideas rather then reality as it is.
Some other inspirations are from a song, "Rivers in the desert" from the Persona 5 soundtrack. This song's name gave me inspiration to draw a city that's been overtaken by a desert to show how empty some cities got during quarantine. There is also the plastic dividers at our school that makes me feel isolated because it's quite difficult to interact with people.
Ernst Ludwig Kirchner, River Bank at Elizabeth (Berlin), 1912-1913


Inspiration - "Many Worlds"
Symbolism is the main inspiration. This was chosen because of what I was trying to express.. It uses symbols to represent ideas or qualities like how the doors represent different video games. The artwork *The Crying Spider* by Odilon Redon is one of the many examples of this movement. Another Inspirations is the album art for Johnny Manchild album: *Insomnia.* The visuals for the art is quite enchanting, and it gives me the feeling I wished to capture in my own piece. I wanted my art to appear similarly to it, with a platform in the void.
Johnny Manchild august 3,2018 (left)
The Crying spider, Odilon Redon 1881 (middle)

Reflection - "Life Behind Glass"
This piece turned out quite well for only having done this medium once before, a few years ago in middle school. The overall look of the print feels extremely similar to most of my art I currently make. As much as it help me expand to a new medium, I don't feel I'll be trying it anytime soon in my personal time due to the time investment needed and the proper equipment.. Maybe if I had the materials on hand I would be more willing. But I also feel like it hasn't helped me develop how I want my style to look because it is extremely similar to what I draw already.
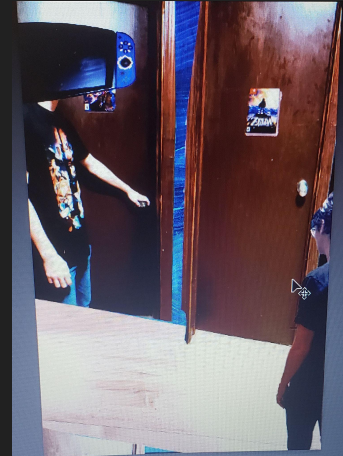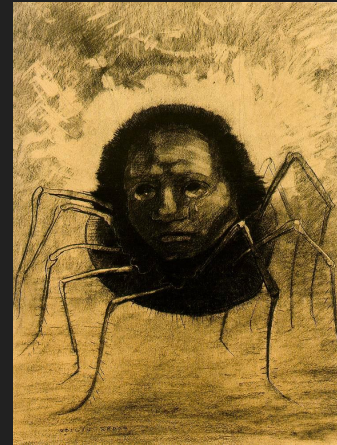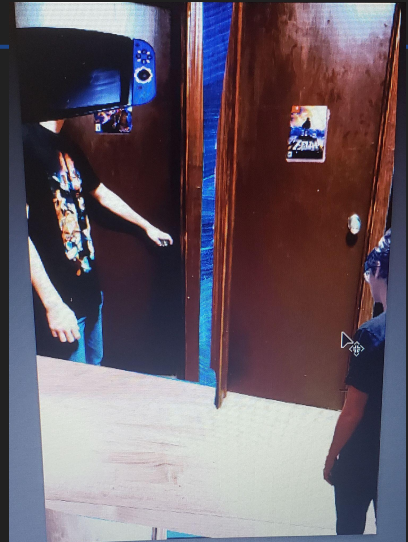
Planning - "Many Worlds"

I wanted to show my love of video games as they take up a large portion of my life. But I had no idea how to convey this. Eventually I focused on some album art for a song I enjoyed, Crush by Johnny Manchild. The doors that repeated ad infium was a really novel idea to me and thus I thought of something similar. A hallway of doors leading to some of my favorite games. And having myself with a video game console for a head can represent the console itself allowing mke to see these games.

Reflection - "Many Worlds"

The piece turned out well for my lack of knowledge of the medium.But It looks lacking. the photos were quite low quality, but many of my photos that I've taken have this grainy look to them for whatever reason and I'm working to correct them. The photoshop work is worrisome. But I had only used photoshop once before and that was when I had learned the basic of the program. I feel I failed to capture the feelings I wanted as well to an extent. But despite all of that, I am somewhat happy with the way it turned out. For being my first time making something of this size and detail it could have been way worse. But getting experience with the program may help me out in the future because my dream job heavily involve computers and the types of art programs.

Process and technique - "Many Worlds"

I ended up only 6 base - images to compose the whole thing for better or for worse. Thus I had to get creative as to how I used them. Such as the ground and background, they are the same image, but the background had the colors inverted making it look like either a portal or void-like area. Or there are two version of something, such as the door and myself. There are pictures of both it and me together and separate. Using these I cropped and edited them to my whims and eventually applied a variety of effects to create something more coherent.
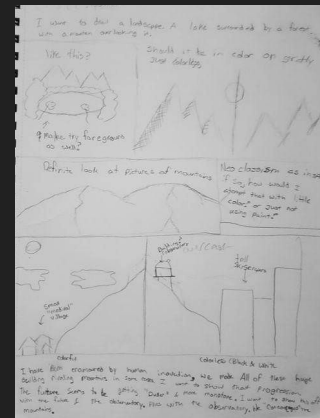
Inspiration- "Lakeside forest in the mountains"

Among the Sierra Nevada Mountains, California by Albert Bierstadt. This piece is breathtaking and I wanted to make a similar type of landscape. The mountains that dominate the background along with the lake peacefully sitting were the two main things I wanted to emulate. Another inspiration is the Upper peninsula of Michigan. Much of the places I see there are either forested or urban environments, it also has some mountains scattered about such as Sugarloaf mountain. I spend a lot of time there and it is the only time I really enjoy being outside in nature for extended periods of time because of the wilderness. As such I wanted to make a forest either within a crater in the midst of mountains or have the mountains be in the background I was also influenced by the landscape and backgrounds from the 1st *How to Train Your Dragon* movie. as the wide shots are similar to I wanted to and ended up making. The main setting is a forested island with a large mountain in the middle, but the crater with the two main characters interact was the part I pulled from the most.

(Among the Sierra Nevada Mountains, California by Albert Bierstadt)(left)

Planning - "Lakeside forest in the mountains"

I practiced some more basic aspects I would likely be using. I attempted some shading and a new style of mountains that were more realistic because I had generally created more triangular mountains to better fit the style I was going for. I had originally intended to include a town or village but this idea was scrapped before the final piece was begun. Focusing on just the landscape would help me connect better with the what I was inspired by, every single landscape I was inspired by didn't show anything man made. I absentmindedly drew a random mock up. While not intentional at first, I rather enjoyed the way it turned out and decided that it would be the rough base for my work. Thus it's quite similar to how the final product turned out. While it's very barren the main purpose was the smaller details of the plants and rock near the water. I would plan on using this in my final piece. Having a "template" would help define the art later on.

Process & technique - "Lakeside forest in the mountains"

my first steps were making the mountains. I added details that I learned from a Tiktok who gave art tips. He mentioned adding jagged lines to add detail to the mountains. After that I started with a large row of pine trees at the base of the mountains, and two in the foreground. I was inspired mainly by the forested areas of the Upper Peninsula of Michigan. The lake in the center is based off of Shag lake from the same place. I had planned on making a dock, but to better fit with neo classical styles and lack of human things, I opted against it. I started by coloring in the trees first. I used a varied assortment of green hues. I feel like I went a little overboard with the amount. I also made the lake blue to contrast the line of green. I wanted to add green to it as well to make it match shag lake but decided against it last minute. I added a border of brown around the lake to simulate the mud and wet sand generally seen around lakes. I also added the green on the lake near the edges because of the large amounts of vegetation seen typically in bodies of water. I hadn't realised that there was no shading on anything till it was too late. This caused the piece to feel flat unlike the what I was attempting to imitate.

Reflection - "Lakeside forest in the mountains"

On one hand, this a major upgrade to any previous landscape I have made. This is more detailed and realistic aspects than any other. But despite this is is still very weak. Much of it looks rough and poorly colored. Most of the colors are flat and not mixed or blended. Overall it looks very rushed because of the coloring. But much of my other landscapes have the same feeling to it so this appears to be constant factor. I also feel like it doesn't live up to the inspiration. despite being a different medium, there looks like there's only a very surface connection at first glance. Overall this is one piece that would require lots more work to make it look decent because of the lack of lighting and shadows. but despite that I am still proud of my improvements for creating more detailed landscapes. This feels like the rights steps towards improvements
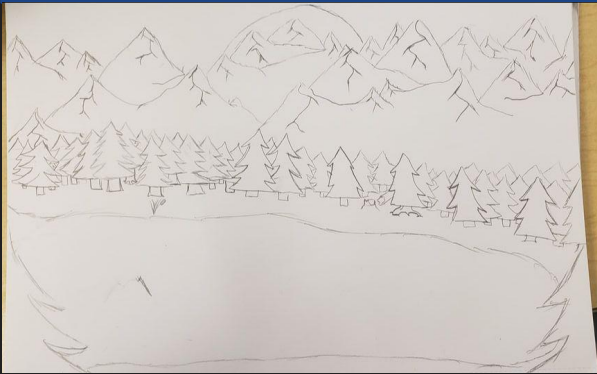
Inspiration - "*Past or Present?*"

My inspiration is Albert Bierstadt. Albert Bierstadt was a German artist from the 1800s (1830 - 1902). Bierstadt's paintings mainly focus on the western part of America like California. It's a part of the neoclassicism art movement so it focused heavily on more realism than some other movements.

Another Inspiration is Red Dead Redemption. Its five fictitious states are based on Louisiana, Texas, and other southwestern US states during 1899. The past town is very loosely based on what I recall seeing. More specifically the town is based on the town of Valentine, Annesburg & Strawberry. The first two are very "straight" like mine, and Strawberry is located by a forest of pines which is where my town gets it from.

Planning - "*Past or Present?*"

From the start, I wanted to do a past/present theme. Making a city would likely be one of the easier ways to convey this, and I wanted to make a city as well. So I started by going back to project 2 planning as it was originally supposed to be this piece. The idea to make a modern urban city and a medieval village were both there, but medieval turned more to western as well. I quickly decided to ditch the mountain idea. While good in concept, I was unable to properly work with it while making it look good. Because I lacked experience & forgot how to properly do 1 point or 2 point perspective, I decided that I wouldn't do that, for the city at least. I thought that the city should be a horizontal street which would allow me to connect to the past through a side street.I plan to make the present less colorful than the past, so more gray & muted hues. This would show how the world has changed and create two different feelings.


A stormy night in the rocky mountains by Albert Bierstadt

Process/experimentation - "*Past or Present?*"

I began by making the city very rectangular and geometrical. I used a straightedge to make the Buildings as straight as possible along with the street. I used the straight edge to get the windows on the buildings. The buildings take up most of the sky to block out the blue to better show the difference between the two, as the city is meant to be more visually boring. Making the town started with making the road roughly line up with the street of the city. Making the town a parallel to the city was a last-minute decision. The original idea was to make its main street vertical rather than horizontal, but this made the piece more symmetrical in the main lines of the piece. I then made buildings going along the road. Making the small campfire was also a last-minute decision to somewhat fill the space and add some variety.The city part is quite flat and the buildings are mixed together. This was intentionally done once I realized that most of my grays would look very similar to each other. This better shows how the past is different than the present. I purposely left most of the buildings blank because they were not as important as they were not the focal point of the specific side of the piece and to save a small bit of time but not much in the grand scheme of things.
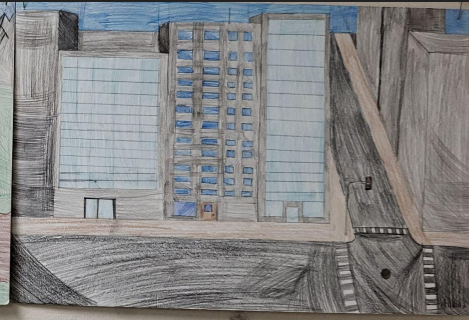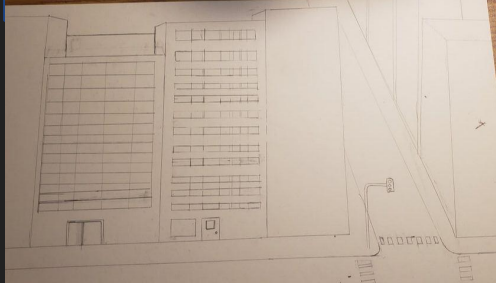
Reflection - "*Past or Present?*"

The past side looks alright. It has a decent amount of detail and effort. there's even shading which is an improvement over my last piece. However it is quite barren overall. The downside to my piece is the present. The city is barren and poorly colored. I did not enjoy making this side. It was a draining process to complete it and if I were to remake it I wouldn't enjoy it. Overall it's kinda weak but I personally would think it would be stronger if it was the past, but that would defeat the purpose and meaning of the piece.

Inspirations - "Sanibel Siesta"

Massimo Vitali is an Italian photographer who makes beach scenes appear like landscapes. Most of his shots focus on how people interact with the environment and each other. They are commonly shot from a distance for panoramic views.
Sanibel Island was another inspiration for the piece. I wanted to capture the beauty of the island because I wasn't going to be visiting for a long time as I was going to be getting busier with school and this was the last time I was going on vacation with my grandparents.
Polignano-a-Mare by Massimo Vitali (left)

planning - "Sanibel Siesta"

Since this was made for a summer project, I decided to make it about my vacation to Florida. The first idea I had was to make a collage of a time lapse of time throughout the day of me on the beach. However I scraped this idea since it was mainly focused on me rather then the landscape like my inspiration. I then decided to make it about a landscape from Florida. The main focus of the piece should be of a beach since that's what's florida's most known for. However I had no clue on how to plan for this type of project, so I ended up making a list of places where I should take the photos
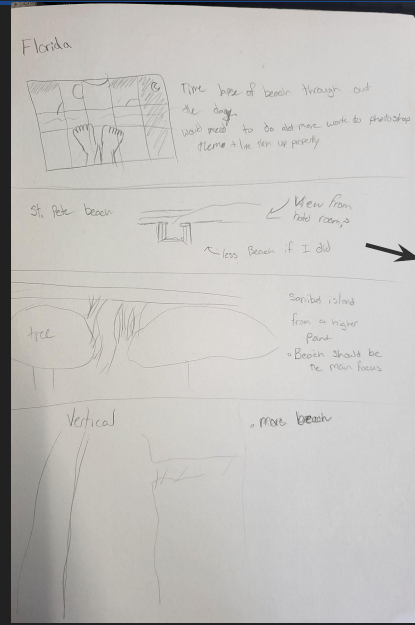
Process & technique - "Sanibel Siesta"

I went on a walk around the area in Davenport, FL. ,the first stop, taking photos of the lakes around the area with my phone. However these photos didn't feel like the Florida I wanted to capture, so I ultimately decided I would not use them. Plus I didn't think they turned out as well as later ones since I had no idea what I was doing at first because I was worried I wasn't going to have any photos.Our next stop would be Sanibel Island, Fl. As we were close the beach I wanted to get photos there as they are what I think of when I think of Florida and my trips. Both fortunately and unfortunately I was only ever able to get photos during sunset. This slighted weaken my connection to my inspirations as there were less people out. I had borrowed my sister's phone as it had a better camera thus allowing for better photos. However this creates a small problem as she would need to send them to my phone. This led to the photos being slightly lower then I would have liked. Finally St.Pete Beach, Fl. This was arguably my most memorable place to visit. As such I really wanted to have my final photo come from here. As such I tried to have more photos that come from here. Many photos still happened at sunset, however I managed to get photos from earlier in the day.But compared to some from Sanibel, they didn't quite capture the same feelings

Reflection - "Sanibel island"

I am quite happy with how the final product came out. I have never really taken photos like this, most of my previous photos were rough and grainy despite a decent phone camera. Because of this, the fact that I was able to take such great shots surprised me. The photos turned out perfectly which I was not expecting. However, not all of them were mine techichaliy. when I was messing with my setting I found out that it had a "best shot" feature. All this really did was guiding where the best looking shot out of the where the camera was pointing. While this was the case for some of them the majority was not. However all of them were made and ultimately decided by me.

Inspiration - "Maktha Forest"

Water lilies by Claude Monet. This piece was used as an example of a work we could use as a reference during an art class in an earlier year. This project I also had done a similar thing and used an environment from a video game as the reference. The piece is a part of an entire series of 250 oil paintings all focused on water lilies. The other inspiration was xenoblade chronicles 3, a video game that is near and dear to me. The series is known for outstanding world design and I am always enamored by it. And while I wanted to do another area from the first game I decided it would be better to do one from a different game, the 3rd game's rainforest area : Maktha forest. I chose it as it is arguably my favorite area of the game despite the other picturesque locales.

Water Lilies by Claude Monet

Planning - "Maktha Forest"

I began by outlining what I wanted to do. I wanted another baroque-style painting of a Xenoblade chronicles landscape. I reasoned out The Bionis leg, specifically the area of Gaur Plains.As I was brainstorming which landscapes come from this game I started to think that most of these landscapes that are iconic or beautiful, are quite alien to earth either with bizarre flora, or terrain especially. As such, I realized I wanted a more grounded and earth-like painting that just so happened to come from a game. As such, I just made a quick rough sketch of Uraya, an iconic yet alien-looking environment.This, however would be quite difficult to make considering my skill level so I would make it in a last case if I couldn't think of any from the third game.Seeing as I had just recently played the game, the landscapes were more vivid in my mind. However, since I first saw it I was enamored by the area of Maktha forest, a large jungle-like area with large waterfalls and lakes and ruins of humanity's previous "life" with large skyscrapers nestled within. I had originally planned to use those buildings as the main focal point because of their importance to the world-building of the game, but moments leading up to the outlines on the canvas I ultimately switched to the waterfalls of the first half of the region as I thought it would be easier to recognize should I show somebody.
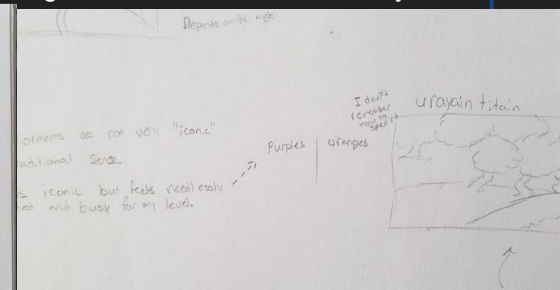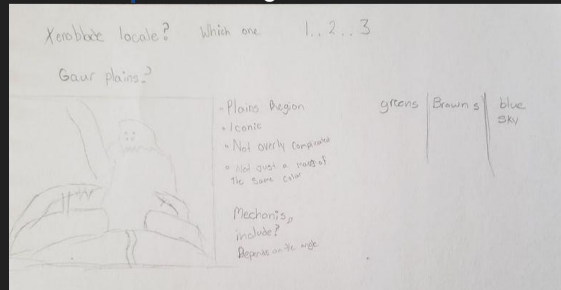
Process - "Maktha forest"

To begin the process, I start by creating a rough outline of where everything was. However, this was done freehand, so it's not up to scale. As such, I feel this is both to my benefit and detriment because it allows me to create a better scale for myself. But I started by painting the water at the bottom. The reference I used had the water looking quite green so thus that's what I did. I would dab the color around only filling in the gaps with more dabs where I felt necessary. I also attempted to get some shading in loosely matching where I could. Next, I made the treeline at the top of the cliff. Next I made the walls of the cliff and the waterfalls. Because the scenery comes from a video game, there isn't much realism. I attempted to capture it by making the main waterfall "jagged" like the reference and the smaller ones not fading. I also added shading, which is both familiar and foreign to me because I had never done it to such a degree as I had here. Although the way I did was not particularly well done, It is a major improvement to what I've done in the past, especially my older paintings.I added more details and filled in cracks. adding more shading happened however I was starting to lose much of my drive while painting and with my schedule not affording me much time to work on it I pushed on much to my detriment. I started to lose sight of how the baroque style was made. And then the consequences of making the thing freehanded reared around. I was conflicted on whether to make a sky and decided not to because I was tired of making them from my drawing despite this being less tedious than that. I was also trying to finish it quickly. I just tried to fill it in. I also tried to add minor details despite me claiming it to be "done".

Reflection - "Maktha Forest"

I am both happy and dissatisfied with how it turned out, more so dissatisfied than happy. Despite multiple improvements to my older works and techniques, This is still riddled with flaws and terrible choices. It barely feels as if I used the baroque style of painting. I would be embarrassed to display this in its current state. Despite this I cannot undermine the slightly higher level of detail that went into this than my previous paintings from this year. As much as I learn and grow I feel as if I don't retain it and don't apply it which is something I struggle with what feels like quite often.
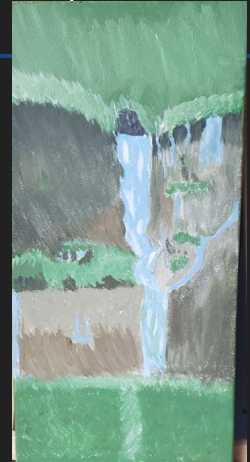
Inspiration - "Triangle Town"

My Main inspiration is abstract art. Abstract art is a style of art that focuses on the use of colors and shapes to express something rather than capturing it as it appears like the more traditional Art movements. Thus there can be many different interpretations for a single landscape. I also took smaller inspiration from past sketches of fields with mountains in the background that I made in my free time.
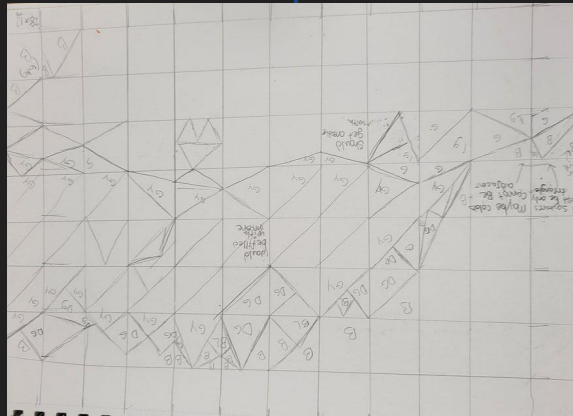
Planning - "Triangle Town"

started by brainstorming different ideas. My first one was a self-portrait to replace the one that mysteriously disappeared from what should have been a safe place to store it. However, I was not looking forward to making another due to what happened to my last piece. I decided to try another landscape in a different style than I'm used to, abstract. I started by figuring out how I would want to do it. I had thought about using multiple geometric shapes but scrapped that because it didn't feel abstract enough. Thus I decided on 1 single shape to be used for the whole thing. I also made an idea to be used for another project. Using multiple triangles in a scale-like formation just seemed too tedious as it just created more problems than solutions. Then I thought about turning squares into triangles after seeing the inspiration. I made a smaller version of the way that I would make the real one. a grid that has squares 1 in^3. then I would fill out where the specific things would go, like the ground, sky, etc. I had originally thought that I wouldn't let colors touch but thought that it would look better if some did. I also made a page with all the colors I would use, but I ended up not using it and using more specific colors than I was going to.
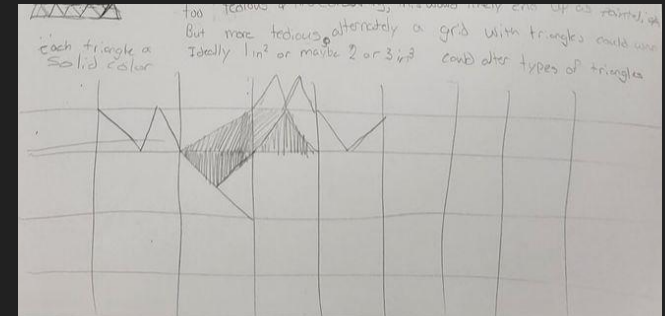
Process - "Triangle Town"

To start, I made mapped out the grid of squares that will become my Triangular prison. I had accidentally made it 3 ft long, an entire foot longer than I had anticipated, sadly this would just mean more work then I need to complete it. I decided that for now, I shall only make the lines for the green spaces. This should lead to a less cluttered painting experience rather than having to figure out which would be which. I draw the rough top part that will be where the grass meets the mountains. Normally, I start by using a larger brush to get the main parts filled in, but instead, I used a more detailed brush because it had smaller pieces than my other paintings. I start by going across the whole thing with only one shade and adding the rest as I progressed. I then move on to making the sky. I added where the outline of the mountain would be so that I know where to stop. As I start wrapping up the sky, I decided to start with some of the mountains to see how it would look and the photos gave it some justice. Once I was on my last color I decided on black as a reference almost to my original planning sketch where I had envisioned there to be distant mountains that were purely black.

Reflection - "Triangle Town"

This is my favorite painting I made and to make up to this point. It honestly feels like an improvement to my previous works by a clear margin. However, The piece is far from perfect however. There are quite a few white spots showing through in quite a lot of places. The Technique feels sloppy but serviable. Also this doesn't feel very abstract; it just feels like a landscape I would make normally but made of triangles.

Inspiration - "Eden"

Religious stained glass windows. During the Renaissance, When Christianity was at its most popular, Churches were (and still are) adorned with a plethora of stained glass windows depicting many events of the Bible because "they were ways of delivering religious messages to all viewers, even those who could not read the Bible for themselves." since most of the church goers were illiterate. Another inspiration is the Renaissance period itself. This was when interest in the arts, literacy & the sciences was renewed. As such there was a large number of religious artworks that originated from the time.

Planning - "Eden"

Since I had this idea from my last project, I had a good idea of where to start. I started by figuring out the main focus, that being the Tree of Knowledge from the Bible however I did not know what there be just the tree as my quick concept feels quite barren. I also was trying to figure out the medium I wanted to use. While trying a new medium was appealing it just wasn't practical for honing my skills. I then try to figure out what I use for the outline since it would likely need to have straight lines. I also somewhat experimented with how colors with different brightnesses would look next to each other however my method was rudimentary and looked quite poor. I also tried to focus more on the single tree aspect for the planning despite knowing I wasn't going to do that.My next was more than just a quick mock-up which was one poorly, but then after making my canvas I started to make what I originally planned on using as the final design. This design was terrible and after coming back I decided it need to be revamped.
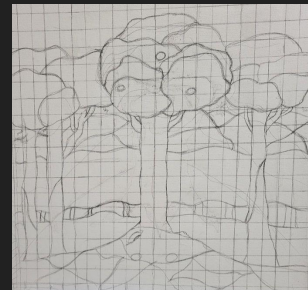
Process - "Eden"

To start, I made a grid on the canvas marking the 6' in, 12' in, and 18' in lines respectively so that I can make it look like multiple panes of glass together, but this idea was scrapped near the end. I also outline the perimeter to create the windows edge. I then make a very terrible tree without a reference as to how trees tend to look in stained glass. I then decided that it looked terrible and to use a reference (which I should have done in the first place) and it looked way better. I also outlined the perimeter and the three lines down the middle. I began to paint the leaves with two shades of green. I tried my best to keep the paint opaque and thick since my sketch lines were quite dark and I wanted to somewhat emulate the glass despite most of the glass not being a totally flat color in my inspiration but I thought it would be better that way. I then moved on to the browns as I wanted a bit to see how it would look with more than just the colored leaves. I tried mimicking the primary inspiration/reference with the main tree being very fragmented while the rest were less so. I also got a bit of the ground with some brown as I thought that was what I would do for the whole thing at varying brightnesses. I then moved on to getting the rest of what I needed, filling the leaves with some brighter greens and getting the tree line near the bottom with a single color except for the top of the canopy. I also painted the sky with nearly 1 shade beside a darker blue to break it up. The ground was a brown/green mix at various brightnesses to somewhat simulate grass under shade and light. which is not how my inspiration did it.Finally, I outlined everything. However, I made the perimeter first and accidentally covered my guiding lines for the middle lines. However, after getting the rest of the outlines (besides for one line that I needed to add later on.) I decided that these lines were unnecessary.

Reflection - "Eden"

Despite constantly saying this, I am genuinely happy with how the piece turned out. the whole time I was making it I thought that it would turn out weird somehow. Despite that, it is still not as good as it could be. Parts of the paint do not cover as much as I wanted, mainly around the edges where the outlines are. The outlines were meant to be done cleanly with tape bordering them while I painted them however I never ended up doing this as I justified it as "it would have been a waste of tape and time" and "I wouldn't see where most of the main parts would be." and other excuses much to quality's dismay. The outlines suffered because of my laziness.

Inspiration - "beach"

My Main inspiration is abstract art. Abstract art is a style of art that focuses on the use of colors and shapes to express something rather than capturing it as it appears like the more traditional Art movements. Thus there can be many different interpretations for a single landscape.The other inspiration was photo I took at Sanibel Island as I wanted to make a different kind of landscape and the beach was something different.

Process - "Beach"

I began by brainstorming what I wanted to do. I knew I wanted to continue the abstract landscape theme I've been having. But what could I do with the style was my main question. Deciding whether or not I wanted to just use squares of colors or using more advanced shapes. I ultimately decided to use the more advanced shapes. I debated whether or not I should do another forest scene or a different scene. I decided to try something else. The scene I decided on was based on the photography piece I made, which was a beach scene.I then made another mockup to further flush out what I wanted to make but I ended up using the first one because it looked better to me.

Process "beach"

I start by making a grid of 1 square inch squares before making the outlines of where I would want everything, trying my best to match one of my process images. I also make space for the parts that would be a different color. Then I started to paint, starting with the blue of the water. I also added a 1 square wide "line" of white between the water and sand to simulate the sea foam that is often made at beaches. Next, I painted the sky. I debated whether or not the scene should be at sunset or not but decided not to because I wanted to add more colors than just black and orange, which would have been the predominant color on my palette. There wasn't much I needed to do, but I did run out of the mixed paint I had and was fearful that I wouldn't be able to replicate it but I was able to. After that, I started on the greens of the grass. Compared to the sea and sky this was slightly harder to paint because of the multiple sharp edges of the grasses I added. Then I painted the highlights which came out way lighter than I would have liked, coming out as a mint green hue. I justified using it because my piece is based on an abstract and it didn't need to be totally realistic all the time. But if I was to change something about the piece those sections would be the first.Finally, I start with the sand. I wanted to have a pure yellow color, however, if I did that then the gridlines would poke through since it wasn't opaque enough. Because of this, I added white to lighten it and make it opaque enough to use normally. Then I wanted to darken this hue, simply adding black was a bad idea because it is a gray-like hue. Then I attempted to add red but added too much and then added green since red and green make brown but this didn't help either. Eventually, I was left with a gray blob with a slightly green hue. Eventually, I just got brown paint because it would look better. I added dark spots in the sand. I then paint the building a gray color. Finally, I painted the red beach chairs. I even added a dark part where the umbrella would cover it.

Reflection - "Beach"

I'm conflicted about this piece. I feel like this piece is very symmetric, but the two sides are not equal. The left side with the beach part feels much more complete and even better painted on the right side. Because of this, I'm only happy about one side which makes the whole piece seem worse. But the right side looks quite rushed because the darker colors show the imperfections better. Even then the right side also has nothing going on, just large swathes of flat colors. This piece is a downgrade compared to my previous two works from this year.

Inspiration - "Rip roarin' blaze"

My Main inspiration is abstract art. Abstract art is a style of art that focuses on the use of colors and shapes to express something rather than capturing it as it appears like the more traditional Art movements. Thus there can be many different interpretations of a single landscape.

A smaller inspiration is the wildfires that appear throughout the world, particularly the ones seen in California since they then get a large news cover.
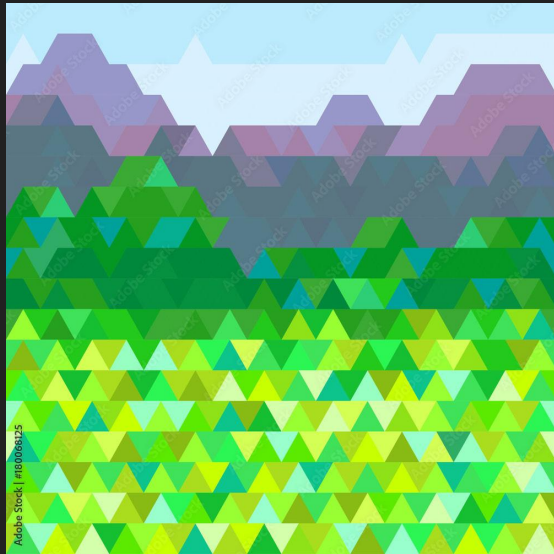

Planning - "Rip roarin' blaze

I begin by going over the ideas that I may want to do. The main thing was another abstract piece to refine this style. However I once again did not want to make another green forest type because I did so much of these. But I immediately thought that I should do a forest fire. Debating whether I should do just squares or a mix I drew up a small render of what I would do with just squares in 1 half and the other half with triangles as well. I much prefer the mixed shapes so the outlines would appear closer to my previous works. However I did not want to repeat my project three since I felt it didn't look as well as my previous pieces this year. Deciding whether to have flat constant colors or making it similar to my first piece of abstract was an easier decision. Having 1 flat color for sections felt as though they took away the abstract quality and felt more like a normal landscape but with geometric shapes. Thus I would make it using a mix and variety of colors. Connecting it to my theme or making the theme seem more coherent may prove difficult until I finalize all the pieces so I made some rough ones to focus them.
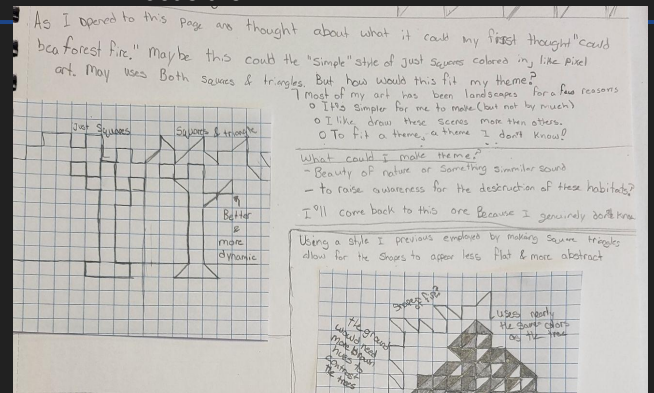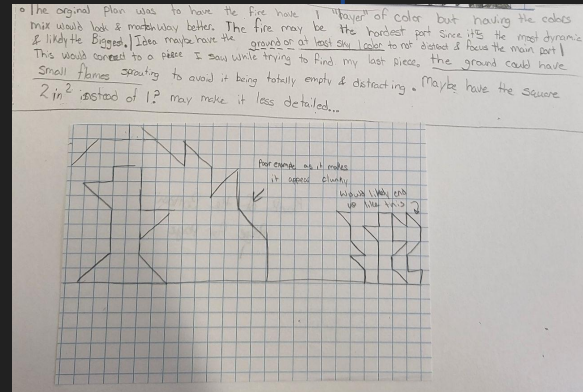
Process - "Rip Roarin' Blaze"

Beginning with the canvas, I decided that 1in^2 squares would be too small for me to realistically do promptly and have it appear nice since I made it quite larger than I usually would. So I made it 2in^2. I decided that similarly to my previous piece I would only have squares and triangles that go from one corner to another for only two triangles per square. I drew the outlines of where the ground, trees, and flames would be. I then start by painting the flames since they cover the most and would require the most diverse color palette. I start by getting the yellows and oranges since they were the lightest hues that would be used. I even mixed them with white to get more shades. After some red I decided to work on getting the darker colors in because it was getting hard for me to tell where the outlines were. I added the black to parts of the tree since they would be charred by the flames. The ground would be brown and dark since the flames would likely just leave the dirt exposed. I even added a small flame, but this idea would later be scrapped and covered. I even started adding some gray to the sky. Next, I finalized the flame by adding in all the colors, including white. This does make it look like I left some spots blank but I wanted to add it since most flames have nearly white centers because of the heat. I also finished the ground with dark shades of brown and even one that mixed with orange. I then used dark brown to finish painting the trees. I then start to paint the sky with various shades of gray for the smoke. Earlier I decided that I may have bits of blue peeking through like how the smoke does in the flames but decided that it wouldn't fit my theme and may cause confusion.
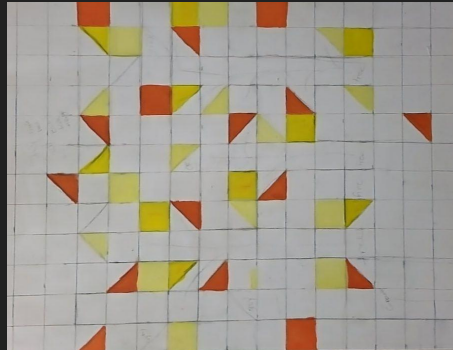
Reflection - "Rip roarin' Blaze"

like this piece as it is visually distinct from most of my other landscapes with the complete lack of green and the vibrant hues of the flame. It feels abstract enough that you may not understand what it is at first but can get it quickly enough. However, its technique is poor. multiple guidelines are still visible in the less opaque hues. There are a plethora of spaces where white peeks through and the parts that are meant to be white just appear as though I forgot to do it. like with my recent pieces I feel as though they get better but are stagnant all the same.

Inspiration - "Fantasy"

My Main inspiration is abstract art. Abstract art is a style of art that focuses on the use of colors and shapes to express something rather than capturing it as it appears like the more traditional Art movements. Thus there can be many different interpretations of a single landscape. The piece I'm using as inspiration was originally an art piece designed for practice for a lesson, as such, there is no artist associated. Another inspiration is Faye Realms and other fantasy places. While they appear somewhat similar to normal, the main differences is the colors. Most depictions have the flora being different colors.

Planning - "Fantasy"

I first begin by getting some ideas down. I had ultimately decided to do the fae realm beforehand but having other ideas would be good in case it doesn't work out. I had thought of doing another town, which I hadn't done for a while, but after working it out, I decided to combine them. Making a small village within a foreign landscape would be better in my opinion.I then made a mock of what I would make. The main problem was since at the time I had no coloring utensils, I couldn't properly see how it would look. But I have some other things for color so I wanted to see how it would look with a colored outline since the dark colors would detract from the piece I felt. Next I, I made a show or test to compare the differences between a black out line and an outline of the same color. While the dark outline would make everything standout from one another, it didn't blend as well as having the colored one, at the risk of things potentially blending together.

Process - "Fantasy"

I first got a piece of graph paper and cut off the edges that were not full. I then start by lightly sketching the outline of most details such as mountains where the river would be and the trunks of the trees. I then used colored pencils to color the trees and the roofs of the houses. I left the leaves unmarked so that I could have some more freedom when making them. I then start coloring the river. I didn't want to make the water a different color because I wanted some consistency such as with the trees' color. I used similar techniques as my last piece of only having full squares and triangles taking half of the squares. To finish promptly, I decided to have large shapes of color rather than small individuals, it would also make it more coherent. Next, I made the leaves on the trees and the darker mountains. I wanted to have bright and fiery colors for the leaves similar to autumn since they would contrast with the normal green and cool colors. The mountains were to be black/gray because I decided that the stone would likely still be the same. Deciding what color the ground would be was somewhat difficult because I had decided to make the grass blue. But with the water being blue as well it would appear as though they were the same thing. I thus decided that a combination of pink & purple. and with the smaller areas finished, I then went to complete the mountain and the house. Because I Didn't realize that my brown pencils were such weird hues I ended up having very visually messy buildings. I then worked on the bigger area for the grass. I used a variety of different pink and purple colored pencils. The amount that I used was likely overkill and caused it to look quite messy. They end up causing it to look visually busy. The color also blends with the trees causing them to disappear when they were meant to pop out.I decided to make the sky a light green because it would help make it look different from reality, and commonly the sky is a different color when in different realms. compared to the ground, I tried to only use a select few colors as to not make it muddled and busy

Reflection - "Fantasy"

Overall this piece is busy. Many colors clash with each other that don't make it appear cohesive. overall this is likely my second weakest piece from this year. It's also quite barren but the colors make it look less so. However, I do like the way that certain parts are presented. The colors of everything besides the ground felt quite coherent and fit with the lighter tone that I seemed to be pushing. The grass is the one thing I have the most issue with because it just feels scattered and unfocused. Should I try something like this again I would definitely try the colors beforehand in a better way than just a quick visual test.
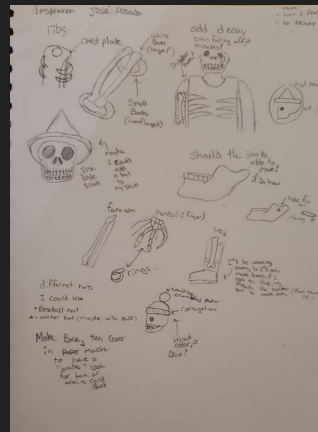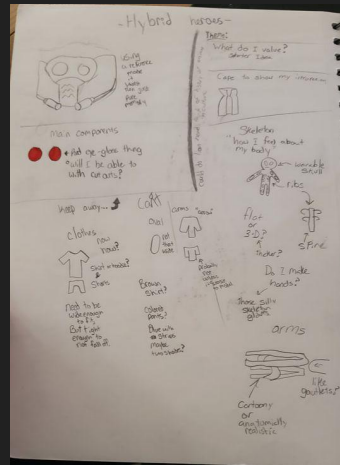

Inspiration - "Cardboard bones"

My inspiration is Jose posada. posada is well known for his mutitude of skeletons. Most are drawn in traditional mexican stlye clothing because he lived Aguascalientes, Mexico. Another inspiration is my view on the way look. most of my life I felt that I was "too skinny" and wanted to portray that here.

Planning - "Cardboard Bones"

When I was first introduced to the project i imediately started brainstorming ideas for what I would do. My first idea was to recreate Star-Lord's Mask/helmet because he was my favorite hero. But this idea was quickly scrapped due to a lack of orginality because I couldnn't think of ways to modify it.. I could not think of ways to personalize it. as such I scrapped the idea. Next was to make a shirt and pants but this idea was shut down also for a lack of ideas. I had struggled to think of an idea of what to make.

Then I suddenly had the idea to turn myself into a skeleton. This isbecause I feel like I too skinny, like I'm just a skeleton. Next I had to think of ways of translate 3D bone structure to 2D because of the way I would create to bones. But The skull would need to be 3D. This is where I started to look through my inspirations more deeply then a quick glance. I attempted my best quick sketch of one of the skulls to get a better look at how I would create the skull. I noticed that alot of Posada's skeletons are wearing hats, but I wanted to add my own spin and decided I would make it wear a winter hat because I spend alot of time playing outside during the winter at my grandparents' cabin near ever weekend. Because of this I spent alot of my winter up there and wanted to caputure that part of my childhood in this piece as well.

Reflection - "Cardboard Bones"

I am etremely dissatisfied with the final piece. Almost everything about the afrt has some critical flaw. But this was my first time working with this material to this level or manipulationg the physical world. Most of the other times I have made work "similar" to this, they turned out alright, but they too left something to be desired, but not to this level. The connection to the inspiration is weak on top of that. sadly this looks like it was rushed and it was slightly becuase of poor time management and lack of motivation. Due to these reasons, the overall quality is extremely pitiful. If I were to re-make this, I wouldn't. I tried my best to enjoy making it, but I couldn't do it.

Planning - "Cardboard Bones"

I had started out by making a quick mock-up of the fore-arm bone to present in class. It was sloppy and not well-crafted but it served it's purpose of conveying my ideas to the teacher. Some of the things that need changing is : making the bones out of white cardboard, making the wrist cuffs rounded and not jagged and making the wrist cuffs blend in to what I was wearing. Making the ribcage proved to be a challenge. I need a way to keep the front's shape so I needed to get a lot of one color. Luckily I had a large amount of Pop-Tart boxes. because of this I was able to make a large chestplate to secure it. Making the ribs were easier. Scoring the cardboard is difficult with a safety knife because it would constantly retract so the scoring would get kinda sloppy in order for me to get the knife to cut it semi-consistantly.But keeping them secure is the re problem. Hot glue is fine for a while but it's prone to snapping off. making dowels was suggested to me, but the way I glued the ribcage to the plate is very secure and difficult to remove. The skull was incredibly difficult to make. I have always struggled with manipulating the physical world and round shapes with straight lines ar quite hard for me. But I tried my best. It's suppose to be a winter hat but I feel like it could be conveyed as just an plain skull. The face was supposed to be 3D but due to a lack of any knowledge I didn't know how to make it. Next I carved out the bones for my arms and leg. these turned out well enough, in not a little flimsy. I had fasioned rings to wear around my legs which I had the bones glued too, however these ended up being a bit loose fitting.

Gallery Visits & Workshops

Every College workshop was quite fun but while they helped me in certain mediums I lack in, none of them pertained to what I was making outside of these. However what I did learn can and will me in the future such as at MIAD, where we had done figure drawings with a real model. There was a graphic design workshop that helped me to think about the colors I used in presenting a message. There was a workshop that helped me to think about perspectives in a 3D environment to make something appear as though they were right next to each other. There was another workshop were we were given non traditional mediums to paint on such as rocks. While they didn't immediately help me for the artwork I was currently making, these will help me to improve what I make in the future.

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