

UIW

# 2019-2022 Portfolio

- Sock



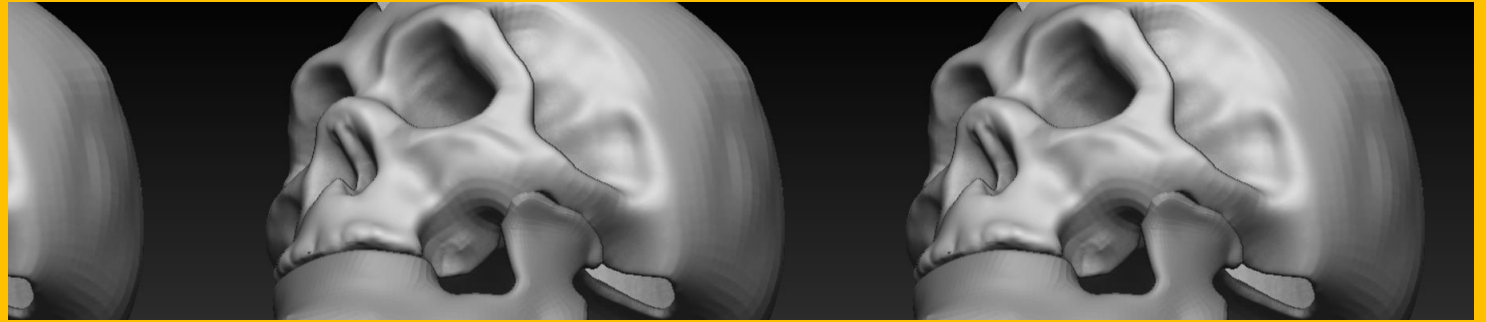
2019-2020

First Year

as

3D / ANIM.

Major



Contains Art From:

Drawing 1

Intro To 3D Animation

Organic Modelling

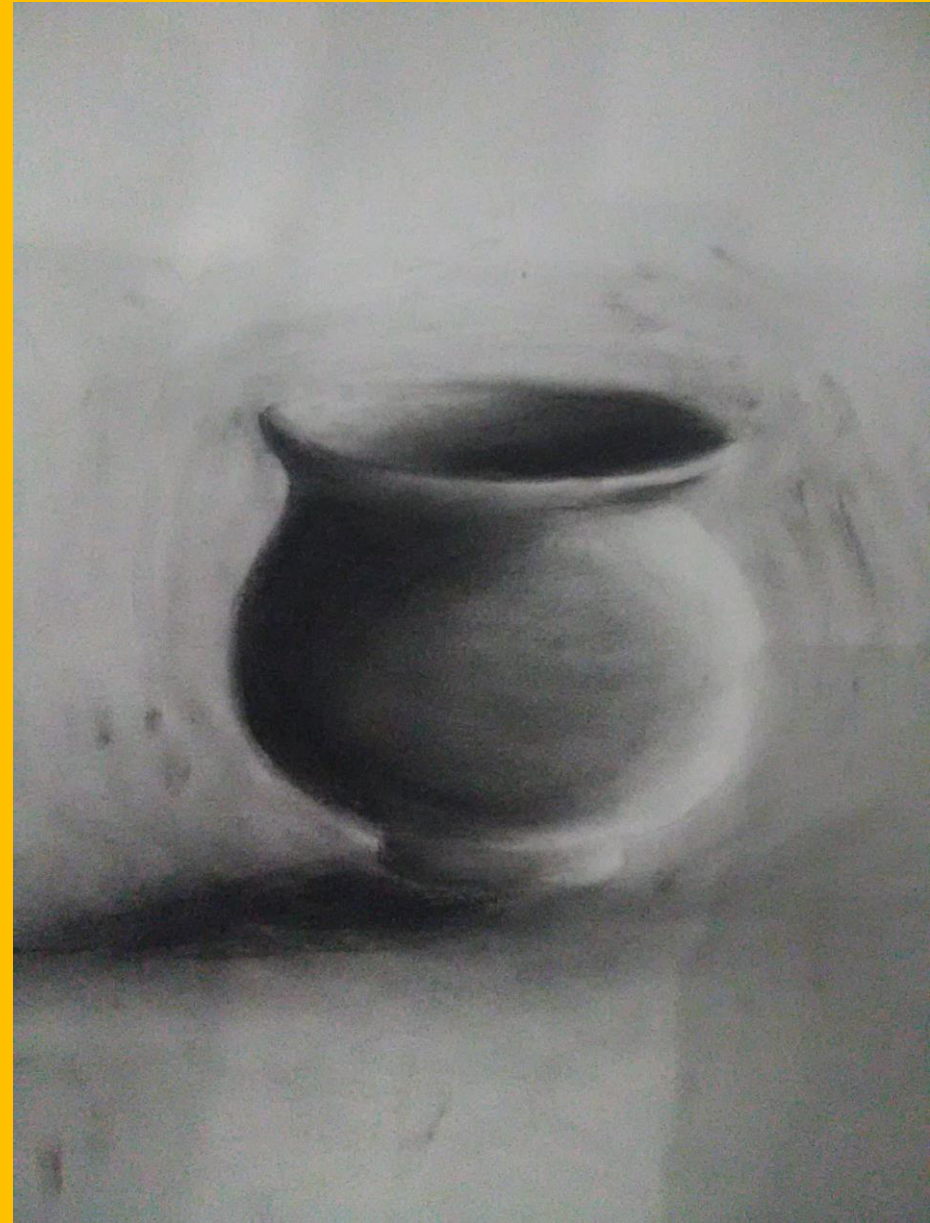
Personal Work

Elements of Design

Hard Surface Modelling

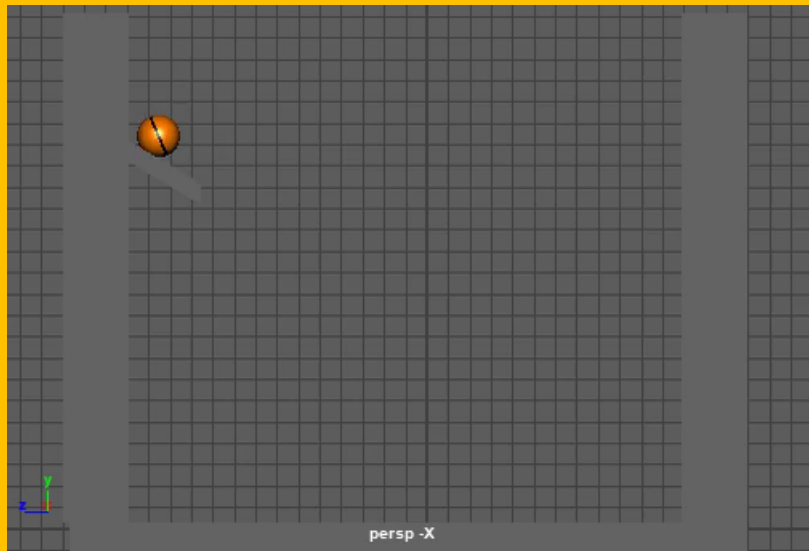
# The One Nice Thing From... — Drawing 1

One of many assignments relating to form and the application of charcoal. Not too much to explain with these, just various light and contour exercises. Figured I'd just leave it at this charcoal pot.



# Early Exercises – Intro To Animation

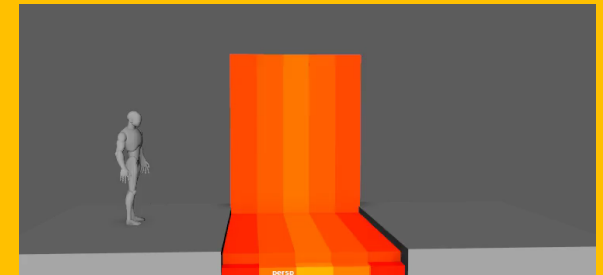
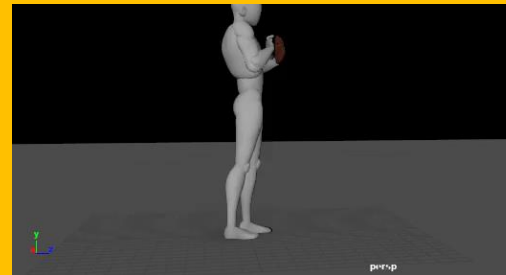
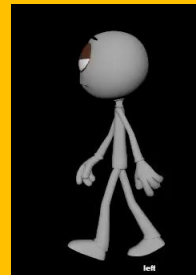
I started off my time at UIW wanting to go into animation, and while I immediately realized that didn't mean I would be drawing a lot, I still was eager to learn the 3D animation software that was being taught. I think this eagerness is somewhat present in the early assignments done for this class.





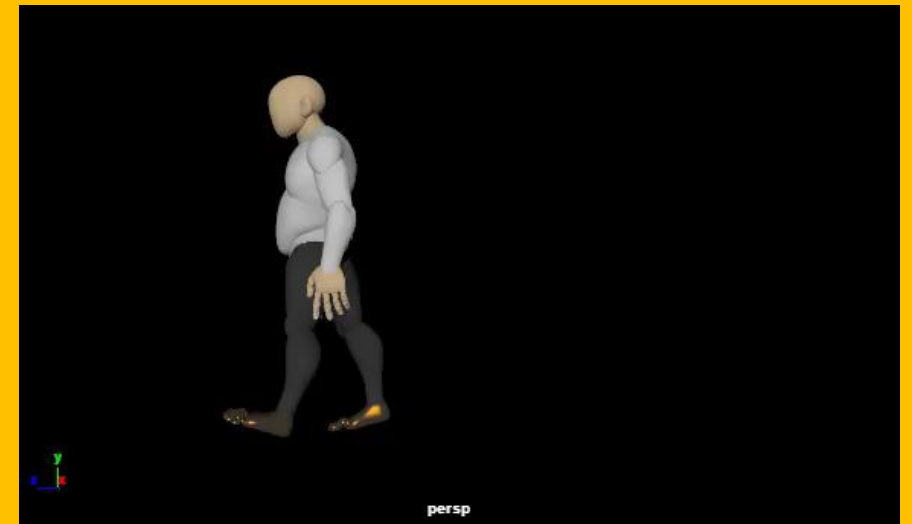
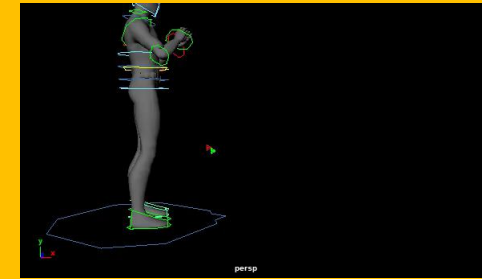
# Later Exercises — Intro To Animation

I'd like to say I wanted to be inventive as early on as I could with my work in the class, as seen with the very unneeded background assets I cobbled together for the tennis animation and long jump animation. I don't think I was doing too bad at the assignments, but I might've been getting burnt out already.



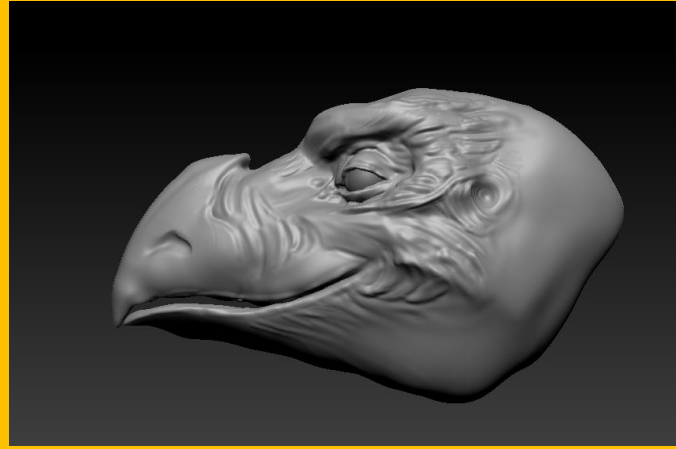
# Final Tests – Intro To Animation

These three animations were assigned to us as our final, and by this point I think my highschool era work ethic had me cracking under the pressure a bit. Like I got them done, but I crunched so much time off that I didn't have time to fix the baseball animation when the program I was working on it with crashed halfway through. Twice.



# Weekly Speedsculpts - Organic Modelling

Every week that I was in this class, we were instructed (I think on Mondays?) to complete a quick sculpt of various pop culture characters that the instructor wanted us to make. I think we had 10-15 minutes per sculpt, so I don't feel terrible about the quality of most of these. We were also given notes after each sculpt to improve our later work. I remember these fondly.



# Final Sculpt

## “Rebirth” - Organic Modelling

We were prompted to complete a sculpt for our final as based on one piece of concept art given to us. Given I still have a complementary award pin for “best organic sculptor for the project” that represents the department, I think I did ok.

I ended up staying in the lab for a few late nights just to get all the detail-work done. Definitely worth it.

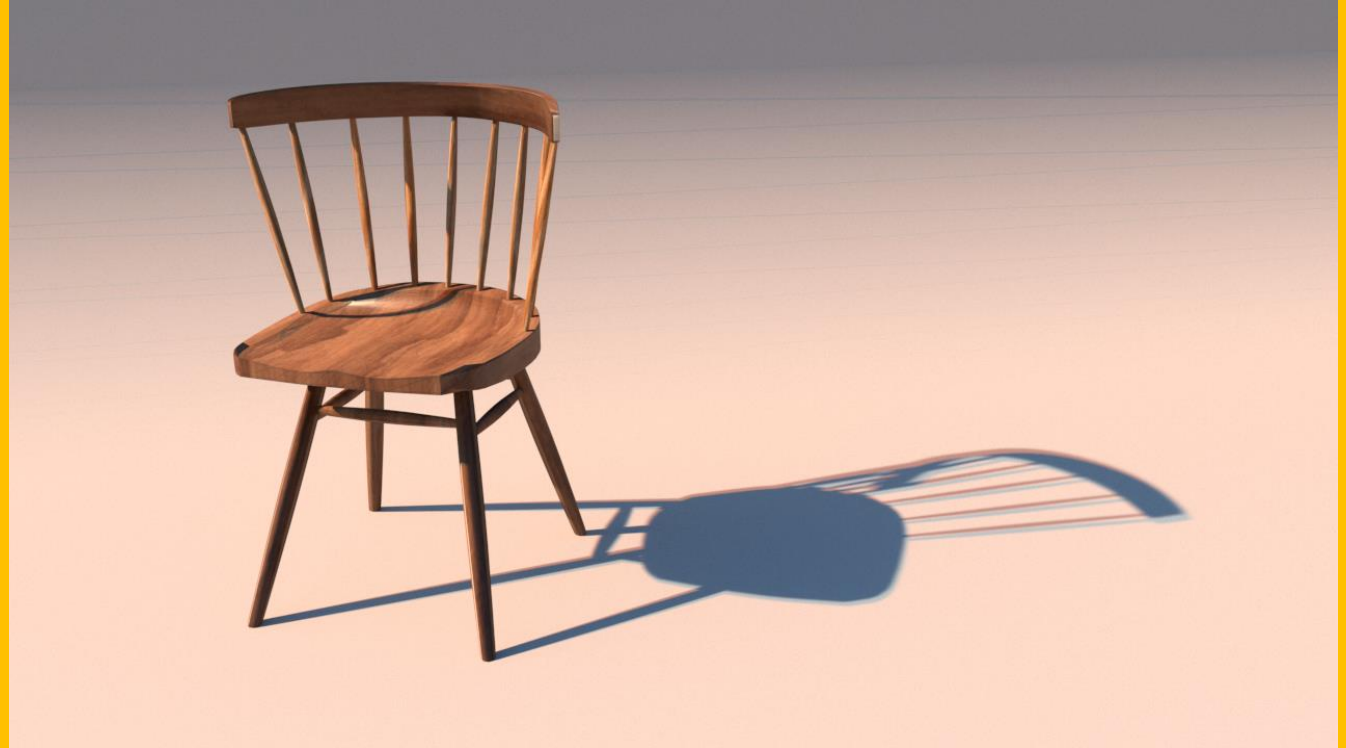




# Nakashima Chair —

## Hard Surface Modelling

I don't have too many memories from my second semester, but I do remember loving getting this chair modelled. Probably just because my family used to have one like it. It was a lengthy project, and one that got most things important to 3D modelling stuck in my head to this day. As for the chair itself, its basic despite the polished wood look. It's mostly warped cylinders.



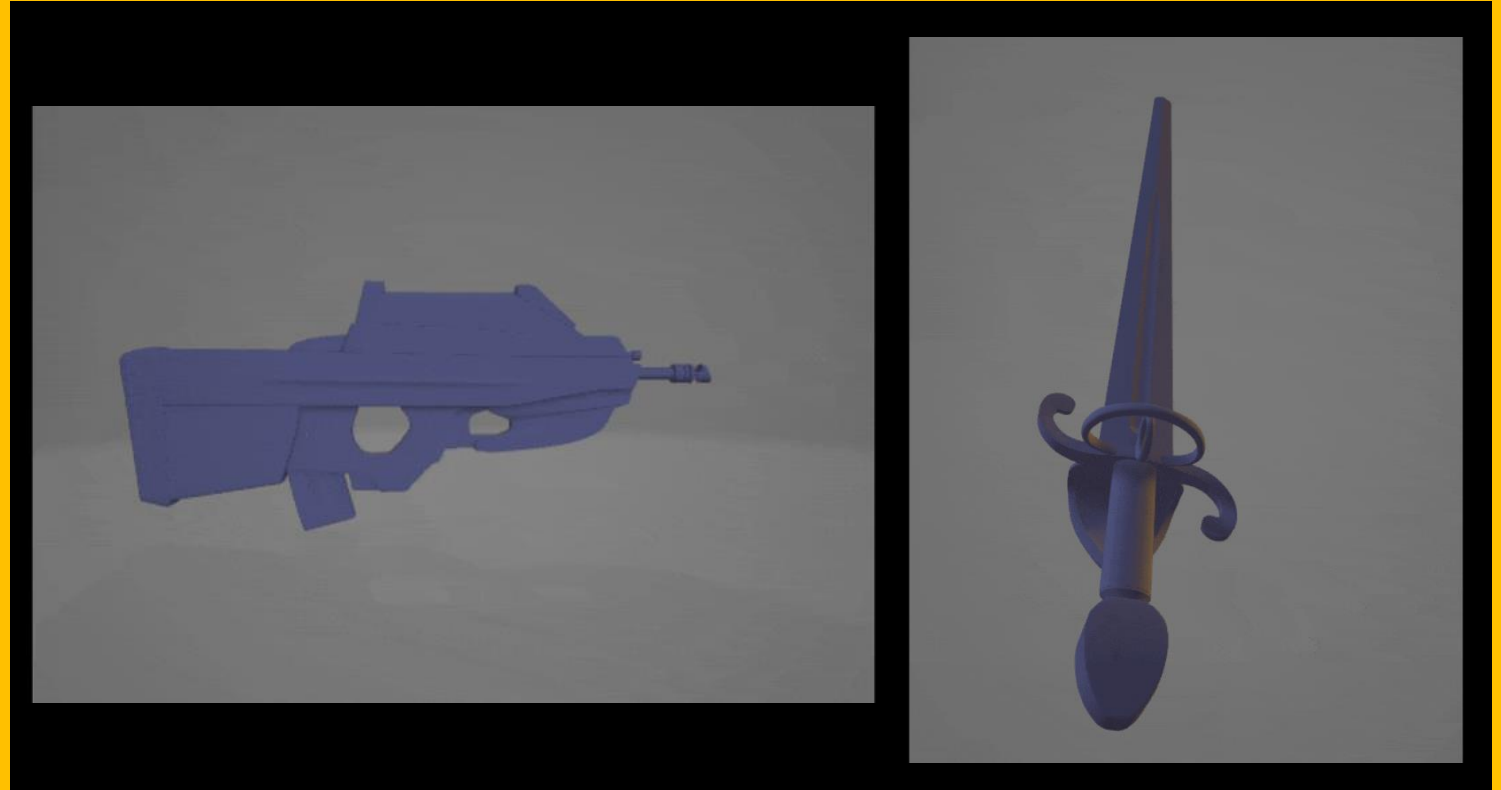
# Showcase Room – Hard Surface Modelling

If there's anything I'll keep being upset about having to rush, it's this room model. I don't even have the last render I got of it right before it was due, and given the switch to canvas the year after, I'll probably never find it. At the least, if get another copy of maya, I'll try rendering it again. There used to be pillows and lamps and whole table here that just aren't documented anymore.



# Sword & Gun Models — Hard Surface Modelling

This was one of the few projects I managed to at least semi-complete once the pandemic started. If it wasn't for an already existing disinterest in the 3D major, Covid would be easily blamed for just destroying my ability to work for the first semester it was present. Like the room before, I lost the renders made for these, but I had model files. Hope you like spinning.

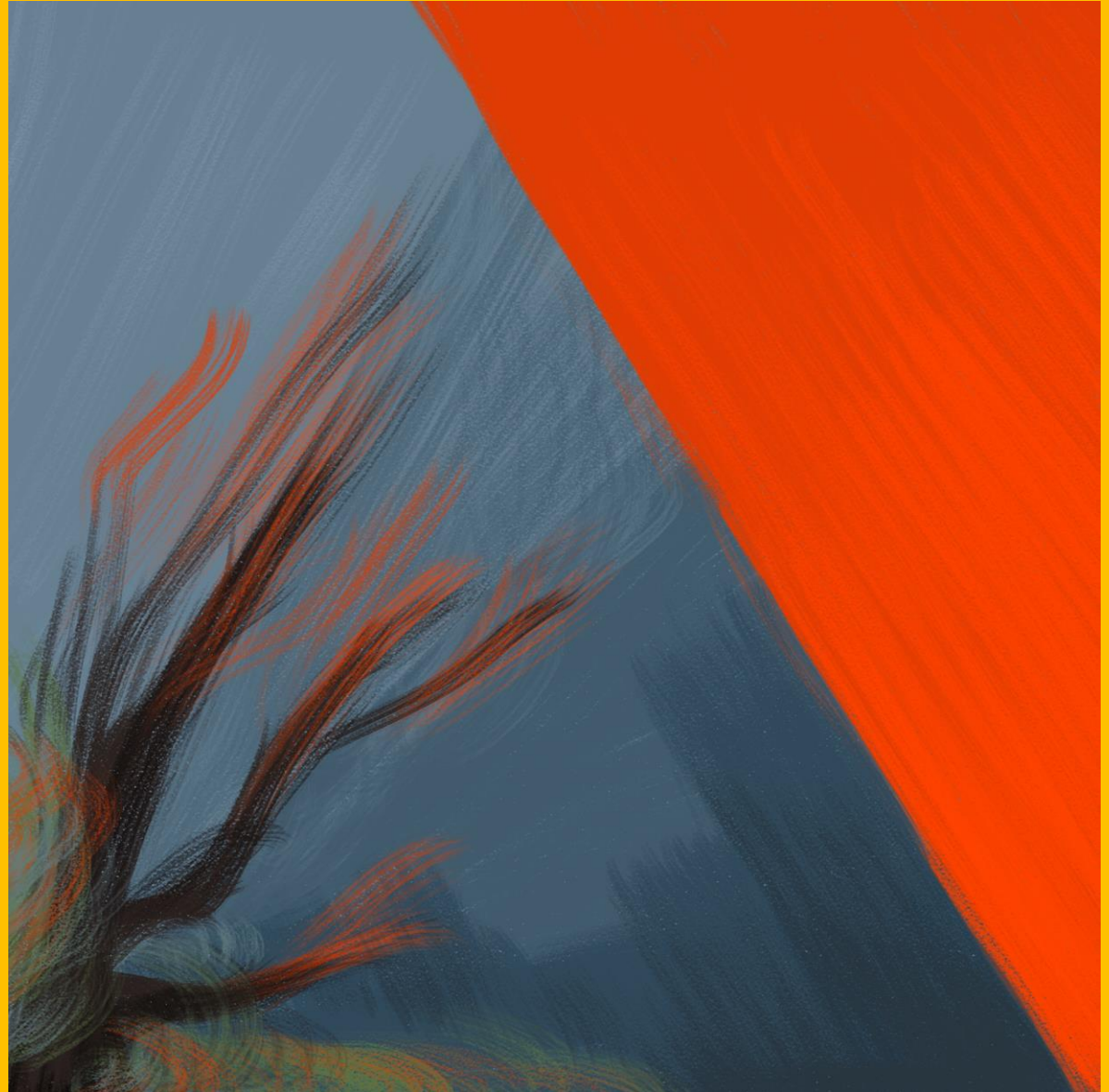




# “Element” —

## Elements Of Design

As far as I can remember of early 2020, this was the only real piece I got done for this class before the pandemic came in and forced us into online classes. After then, I had no idea what was going on for this class / how to even attend it at that point. Despite all that, I still like this digital painting. I think It was made to showcase color contrast and the use of triangles for the sake of 3D commercial art. And I think it still comes off as strong.





# “Kitty Bobo Reanimated Intro” — Personal Project

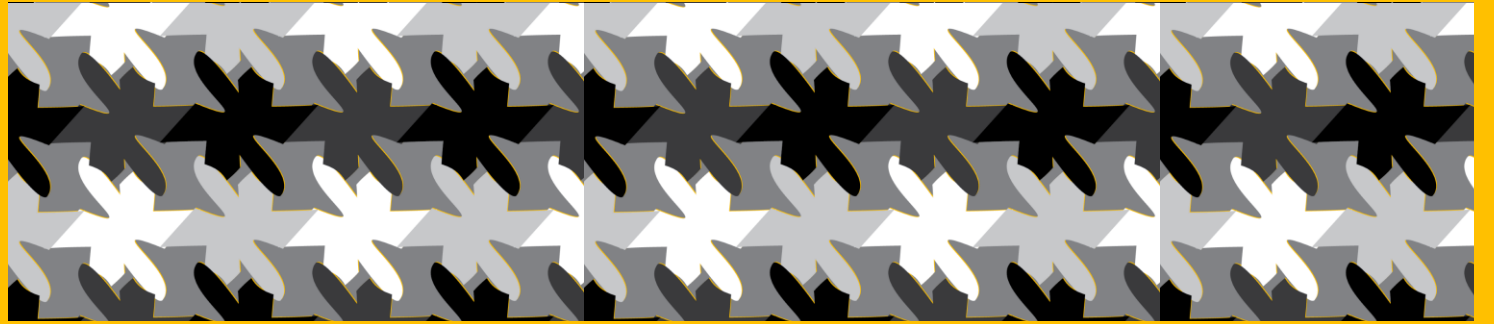
So, for the week off we got on Spring Break, I decided to make a 2-minute video that partially reanimated a clip of a cartoon called “Kitty Bobo” for a friend of mine that lives out in California and has these silly animal guys made up. Half of this was done during Spring Break of 2020, and then the pandemic first hit, and I realized I had more time to put together the full scene I wanted to, but I figured I’d just present what was actually animated (mostly) in full before classes started up again.



# 2020-2021

## Second Year

as  
Graphic  
Design  
Major



**Contains Art From:**

Foundations of Design

Graphic Design Software

Image Lab

Personal Work

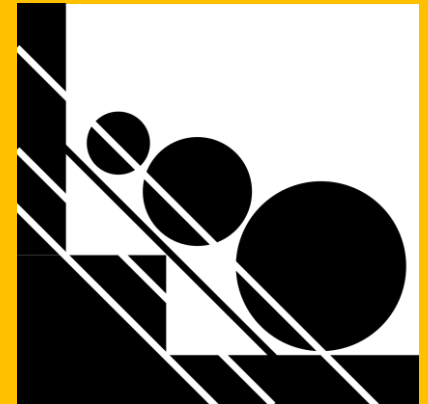
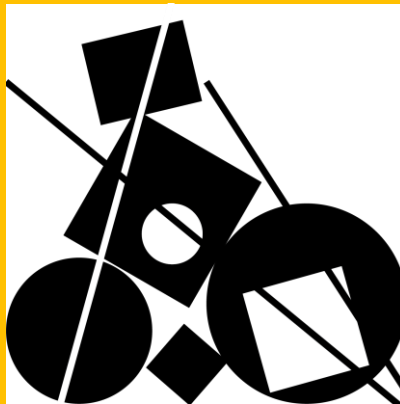
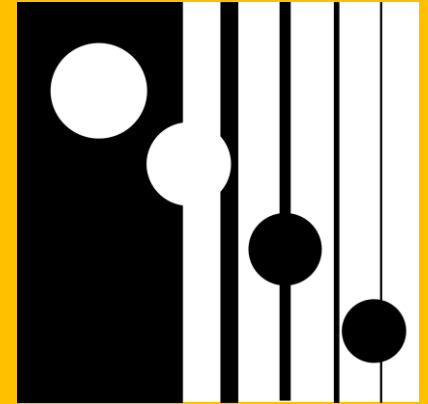
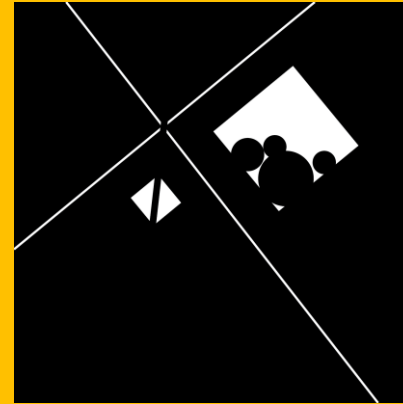
Typography

Designs For Writing For Media

# Exploring Point, Line & Planes (Project 1)

## — Foundations of Design

This project, alongside Graphic Design as an encompassing major, was definitely the step I needed to help redefine what I wanted as an artist. You don't really think about how simple shapes can interact in so many interesting ways until you're pushed to work so minimally. I'm tempted to try it again, honestly. The project, I mean.



# Object Abstraction (Project 2) – Foundations of Design

I remember a lot of people having trouble with this one for some reason. Maybe I did too, without thinking it. I was definitely a lot more illustrative than I needed to be when it came to abstracting a telephone. With a little refinement, this would almost look classy.

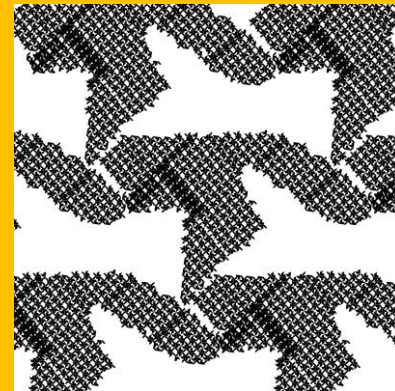
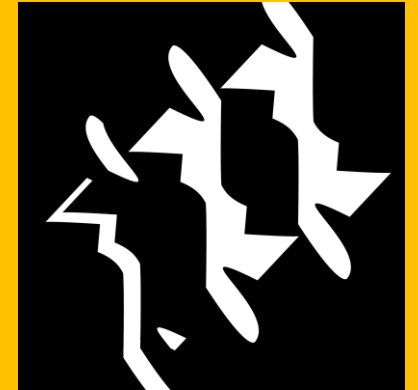
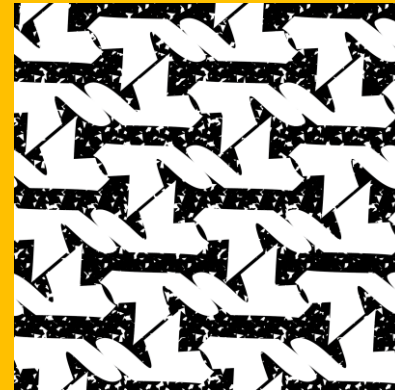
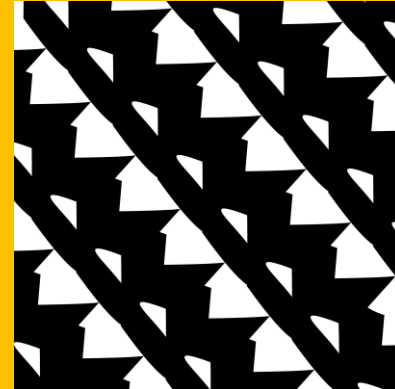
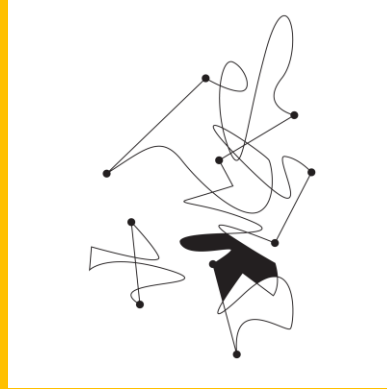




# Pattern (Project 3/4)

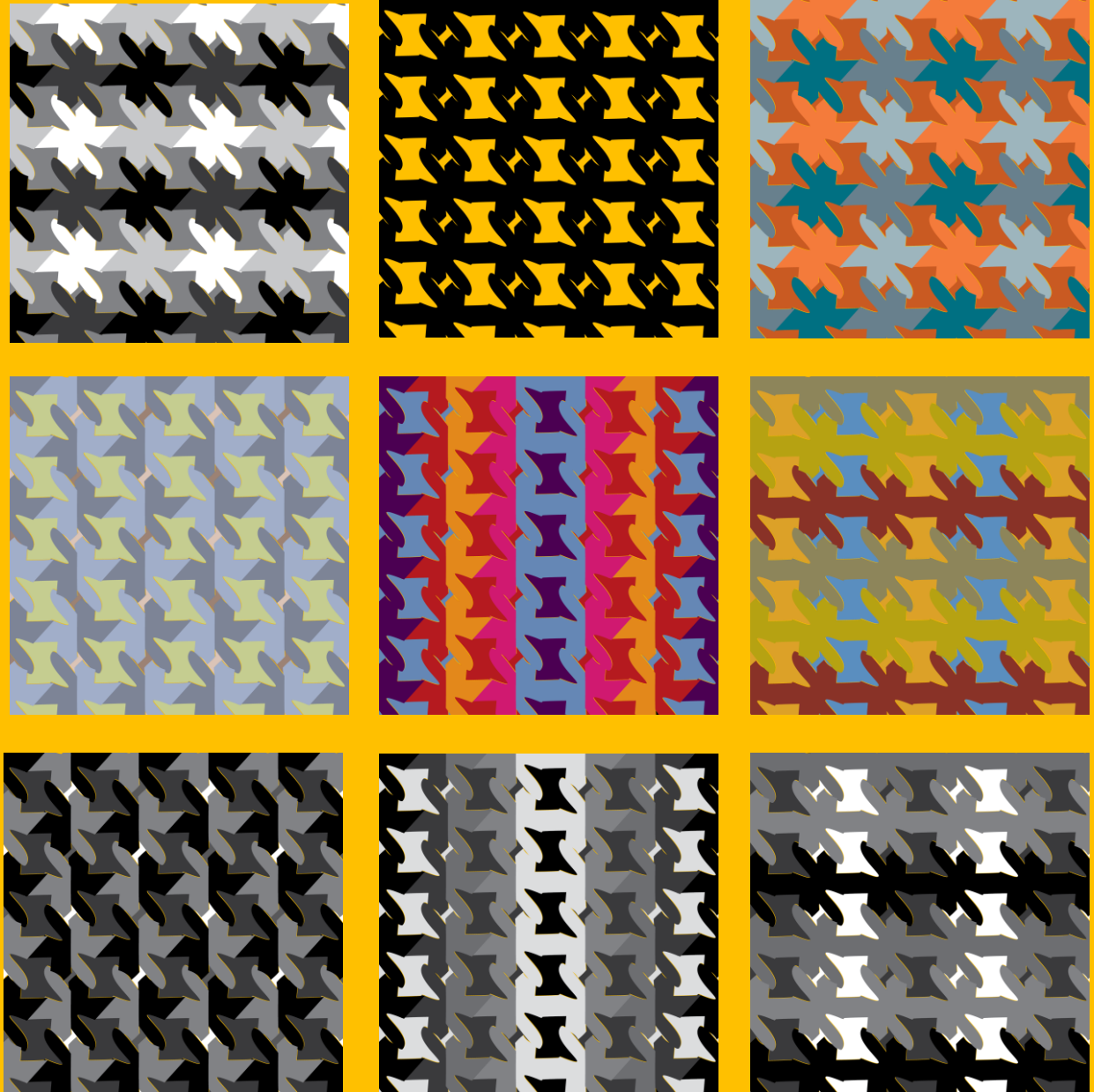
## — Foundations of Design

I bundled project 3 & 4 together, sure, but really this shape —————→ encompassed the rest of the semester for this class. It was definitely a project that I had to be really inventive for, but by the end of this section at least, I felt like I was pushed up against the limits of what I could do with this weird shape.



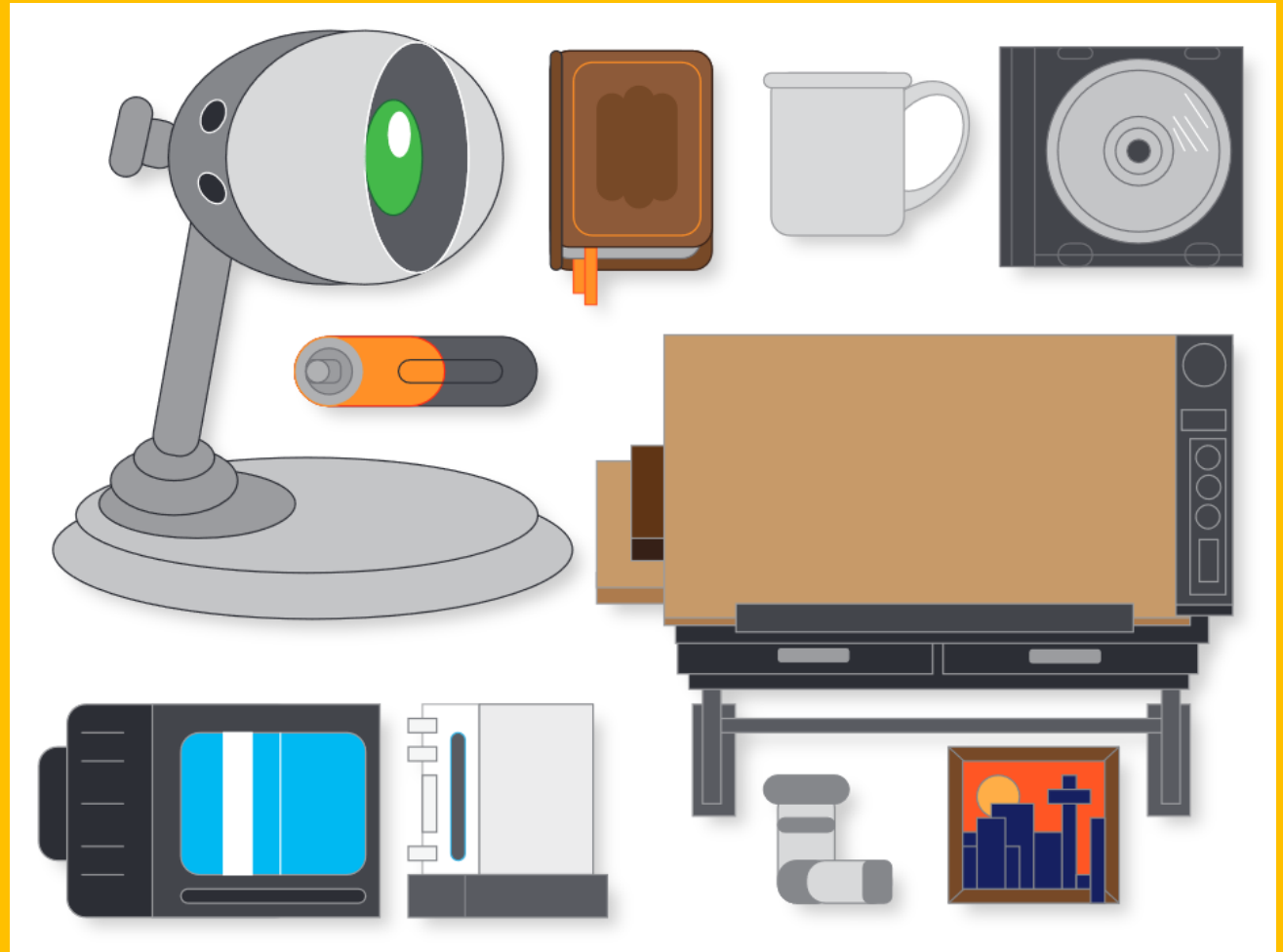
# Color & Value (Project 5) – Foundations of Design

By the end, we were stuck with one pattern. All we could change now was the greyscale value, or the color of the pattern (within a small palette.) If there was anywhere further I could've gone with this, I don't imagine it would've been all that much further.



# 10 Objects – Graphic Design Software

Graphic Design Software was a fun class honestly. On most early sessions, we'd practice replicating logos or symbols for the sake of learning the pen tool. And for all that prep work? I think this assignment actually didn't let us use it at all. But it was still fun to build stuff in our houses out of basic shapes. Nothing wrong with that.



# Robot — Graphic Design Software

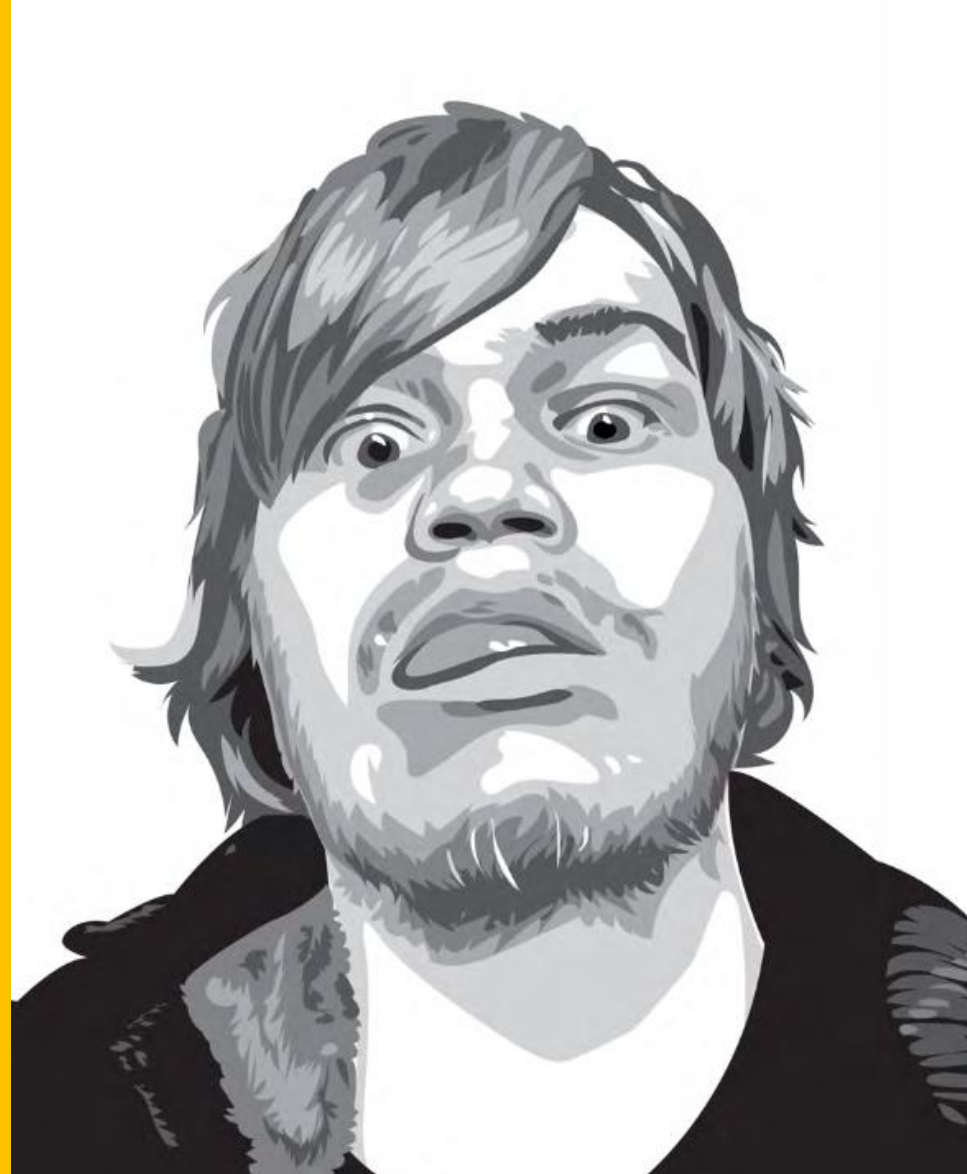
This was a simple project at the end of the day. We just drew up some robots on paper, replicated them with vector tools, and gave them simple palettes of color. It was fun getting to design a little character that made the most of its shapes. Other than that, not much else to say.





# Face Trace — Graphic Design Software

Can't remember for the life of me as to why I chose the scruffiest photo of myself to vectorize, but I'm just glad I remembered how to shave once everyone started coming back to campus. Really though, I still love this piece. I got a surprising amount of detail out of a somewhat limited amount of values to work with, and I think it holds up because of it.



# Initial Collage — Graphic Design Software

Not like, “the first collage in the course” but like, literally an initial in a collage. I’ve been wiped out enough by this week that I have to keep reminding myself of that. For this image, I decided to ask my photographer friend if I could borrow some of their pics to throw together in this, and they were happy to see the end result I think. I’m still happy with this at least.





# Flat Collage – Graphic Design Software

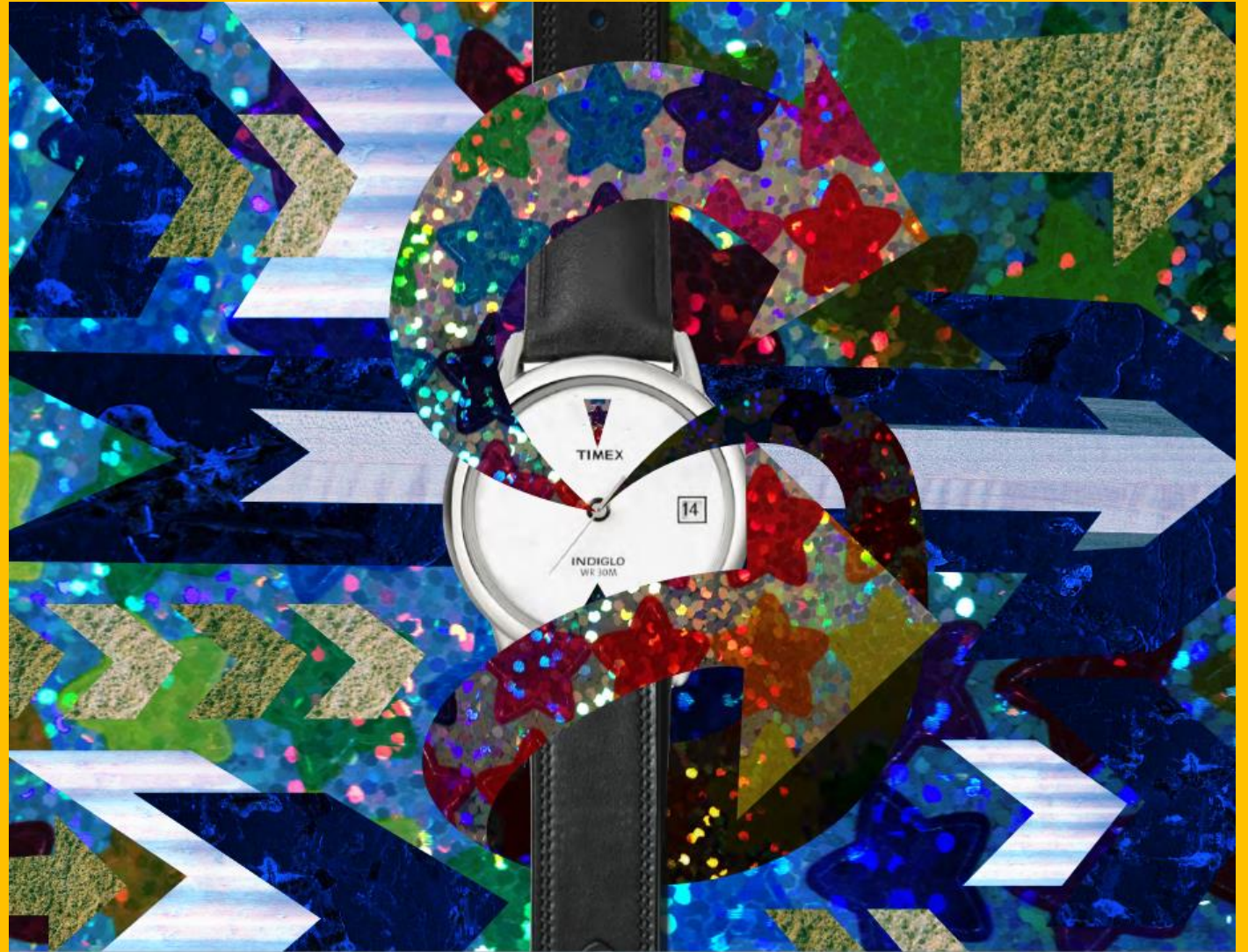
Then again, it kinda was the initial collage, huh. Anyway, this was a fun image to compile together. I think I remember my professor asking if I just took a photo of the elements in the top left together because I did the shadows and masking convincingly enough. I'd be prouder of this whole thing if the cables and tablecloth didn't kill the whole illusion though.





# Textured Collage — Graphic Design Software

Kind of a mess looking at it now, but still think this one is fun. I think I may have gone nuts with one of those gold star sticker sheets just for this sparkly set of textures. Definitely captures what I think was some kind of time anxiety that I still admittedly have.





# Final Flat Collage — Graphic Design Software

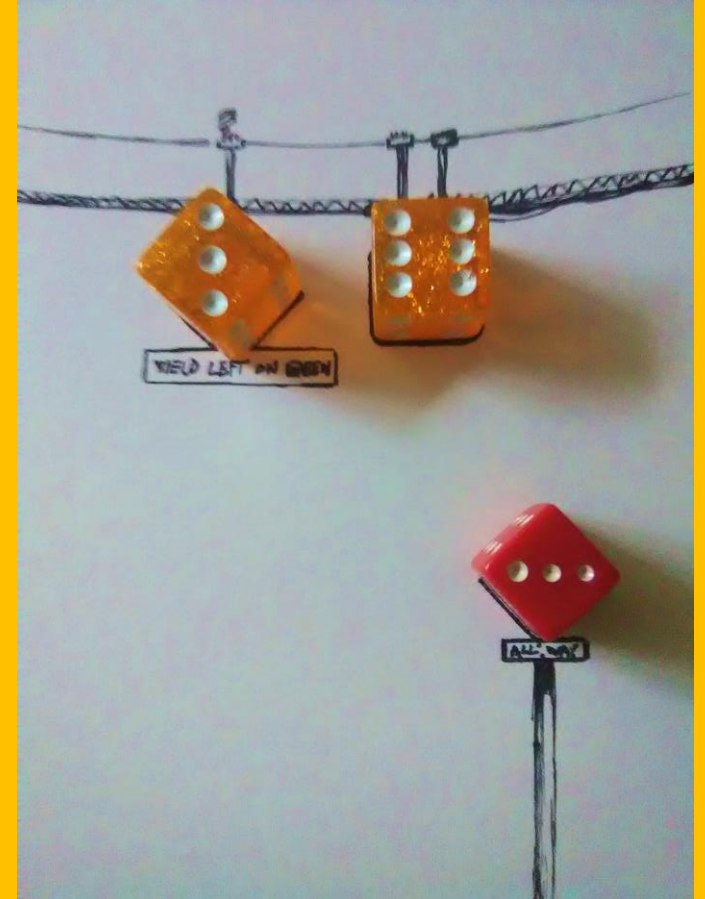
While a lot flatter looking than the other flat collage, this one has a lot of fun elements. I had a good time putting together the postcard, and an even better time making the stamp feel convincing. If those stamp making websites still exist (or exist at all), I might get a pack of these at some point. The mountain dew still looks completely squished though.



# Objects On Paper —

## Image Lab

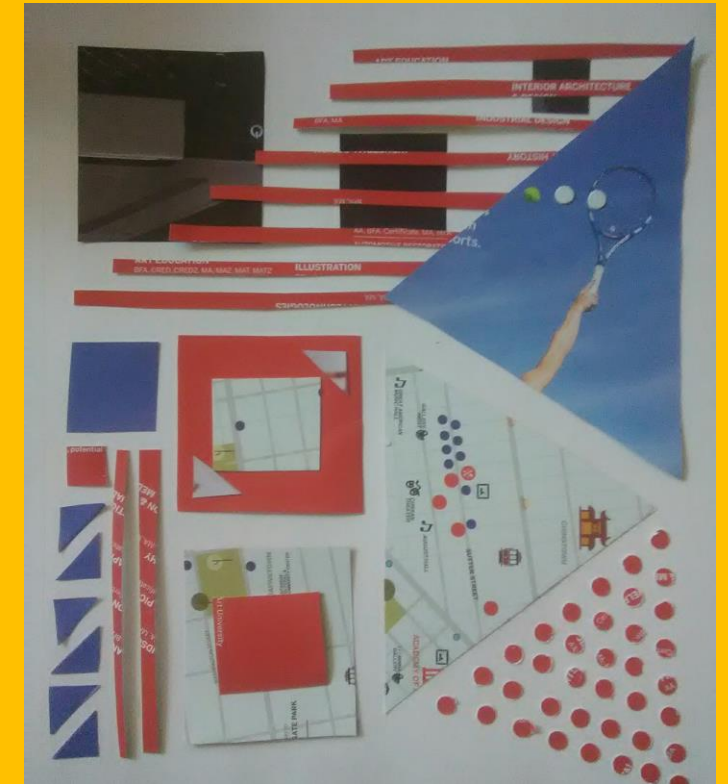
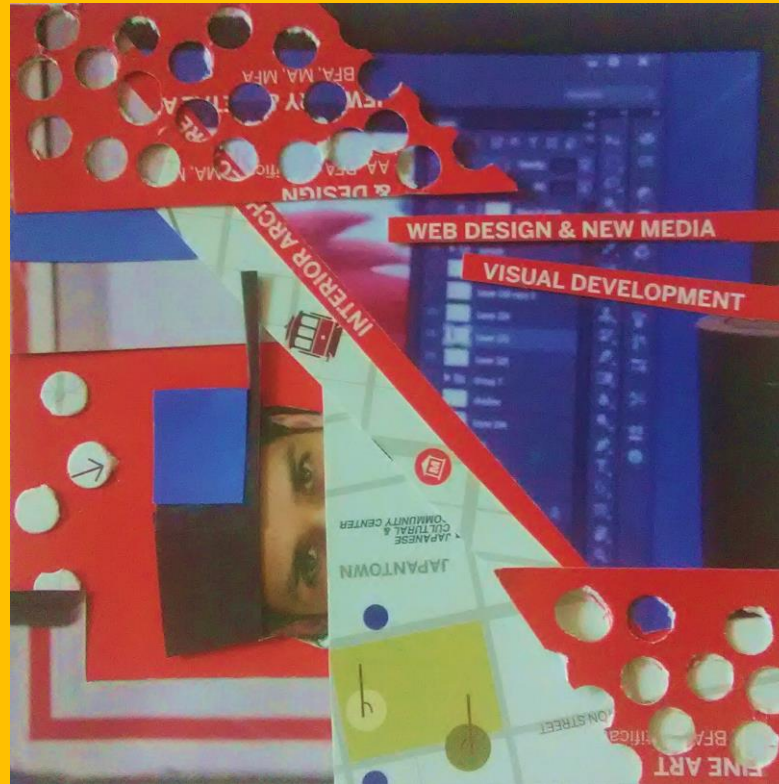
I don't think I expected to have two classes that focused a lot on collaging stuff together in one semester, and this assignment should have tipped me on to that earlier. I think I've seen some cutesy stuff like this online before, and I think I pulled off the look those people must've been going for. I just can't resist the car charger telescope. It really was as simple as drawing legs underneath it.





# Various Paper Collages – Image Lab

I think these proper scrapbook-like collages are where I had some of the most fun this semester. I still have the top left piece pinned on my wall. I can't remember if we were given prompts for any of these or if we were just told to dig out of the recycling bin and go ham for a few minutes. Either way, really fun set of practice assignments.





# Andrew Horowitz Collage — Image Lab

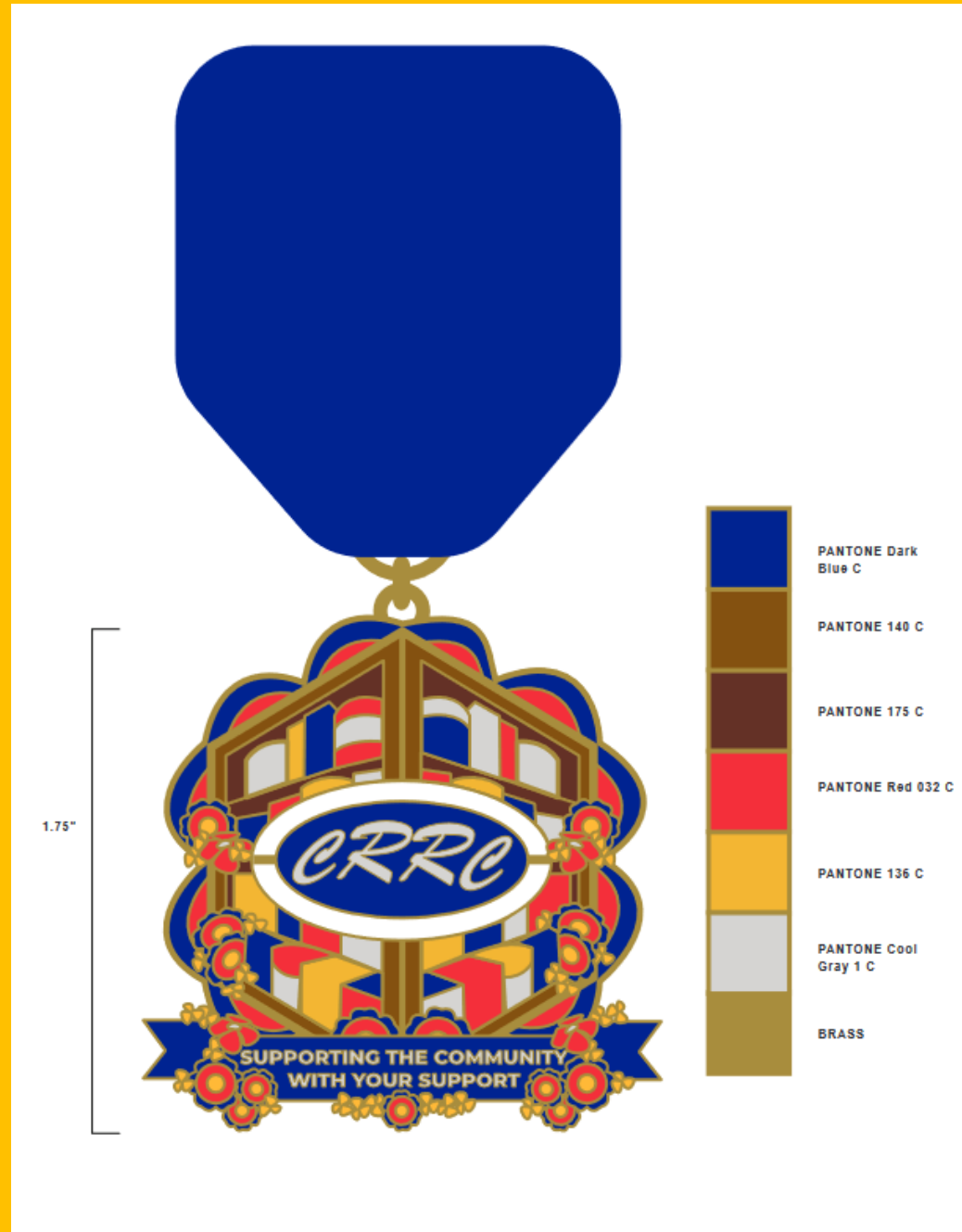
For this we were told to just pick someone we wanted to make a collage of, and that we could grab anything off of google images to throw together. I decided to pick composer / piano player / niche band member Andrew Horowitz for this, and I think the result came out ok. I might've refrained from using so many keyboards for the jacket if I made this now, but otherwise there's still enough small references tucked in here to make me happy with it today.





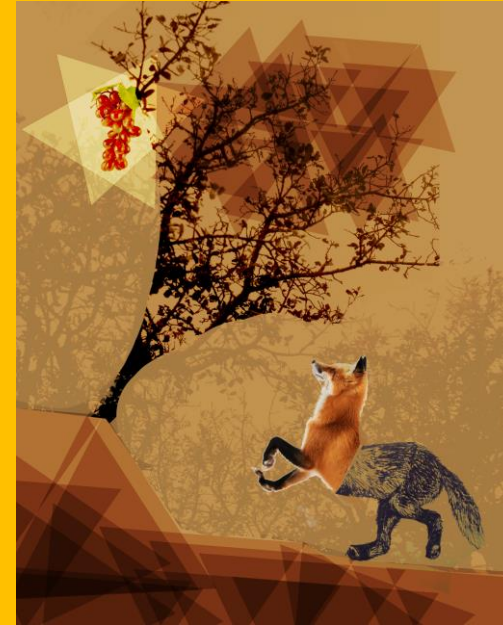
# “Fiesta Medal” Project – Image Lab

Supposedly, we were gonna get physical versions of these made by the professor after this project was done, but I guess something came up or it just wasn't feasible. Asides from that, I still appreciate this medal design, but I wish I could've just filled the bit outside of CRRC completely blue. Probably would've helped it feel a lot simpler.



# Fables Triptych – Image Lab

This was just a simple photoshope collage project that had us making them in accordance with fables or other short stories. Not too much to say beyond describing the fables, and that's too much for this I think.



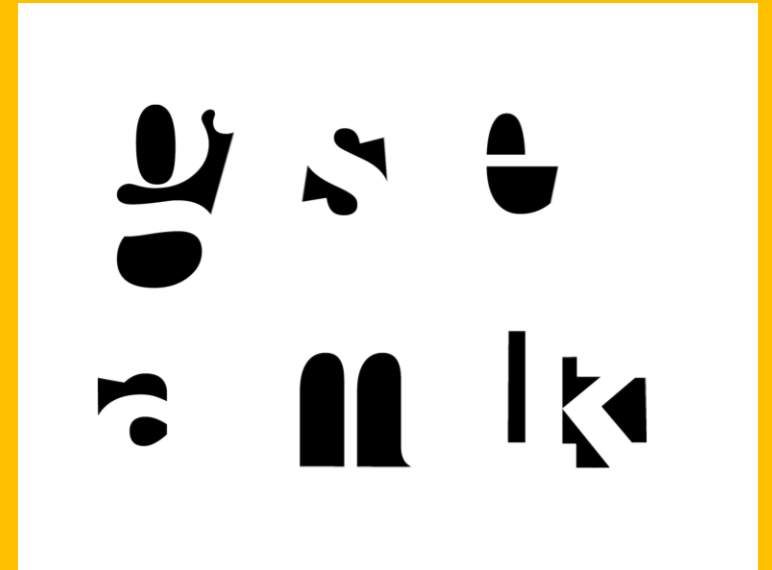
# “Fry Key” Final Project — Image Lab

I could've at least used real McDonalds fries here. I think for this final project, we were setup to come up with a concept for a mockup advertisement. Originally, the key was made out of McDonalds breakfast food in the concept art I sketched up, but I just decided to make fries at home for the final photo, and I think the piece benefitted a lot from it. Even if the tagline isn't as clear as it could be.



# Assorted Type Experiments – Typography

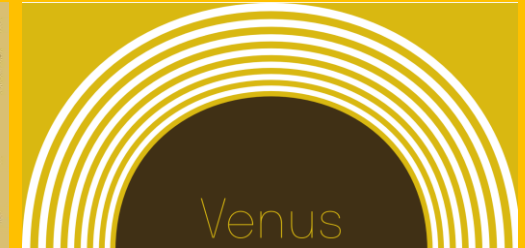
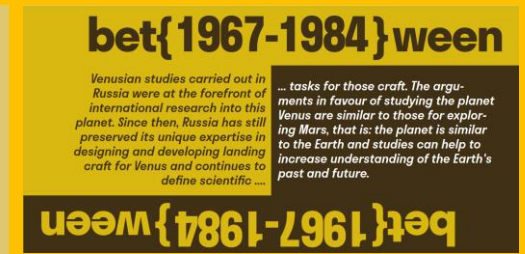
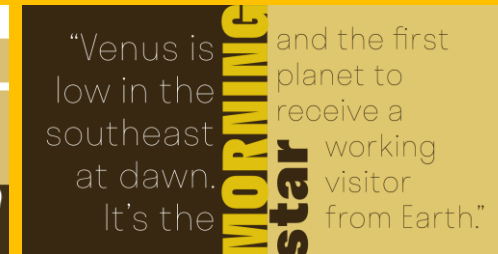
Like foundations of design before it, this course started off with us focusing on strict use of form. That said, the use of different fonts and symbols definitely helped with branching out my ideas. I think the assignment displayed here in particular was just one that had us displaying the negative space between letters, and even that was pretty fun to complete.





# “Venera” French Fold Project— Typography

This was a project that I think I still think I did excellently on. I limited myself to a palette of about 3 colors or less per page, and doing that halfway through the project is definitely what made this so striking to look at. That and I'd hope my use of scale helps a lot here too. This is definitely a project I want to iterate on later.



I don't think about this one a lot, but I definitely put the work in to try and make this look interesting to read even from far away. I think I'm just a sucker for big bold letters against small type.

[illegible]

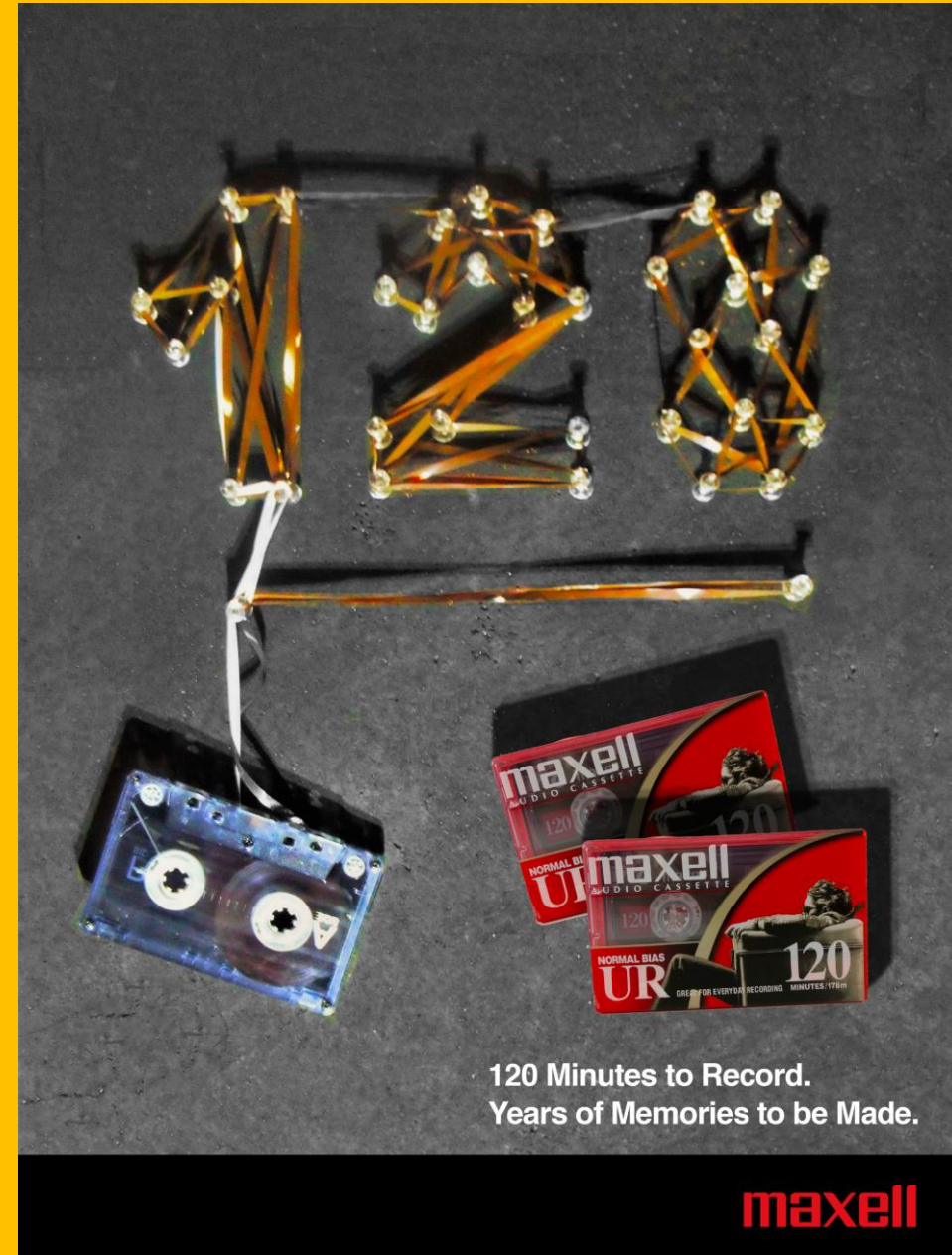


# Final Exam

## Advertising Mockup

### — Writing For Media

This one wasn't even an art class, but we had to come up with some nice-looking fake advertisement and given the professor for this course retired at the end of this semester, I wanted to try hard to make something she's think was cool. It's honestly not executed all that well, but with a reshoot and some fine tuning, I think this idea for a fake ad works pretty decently.

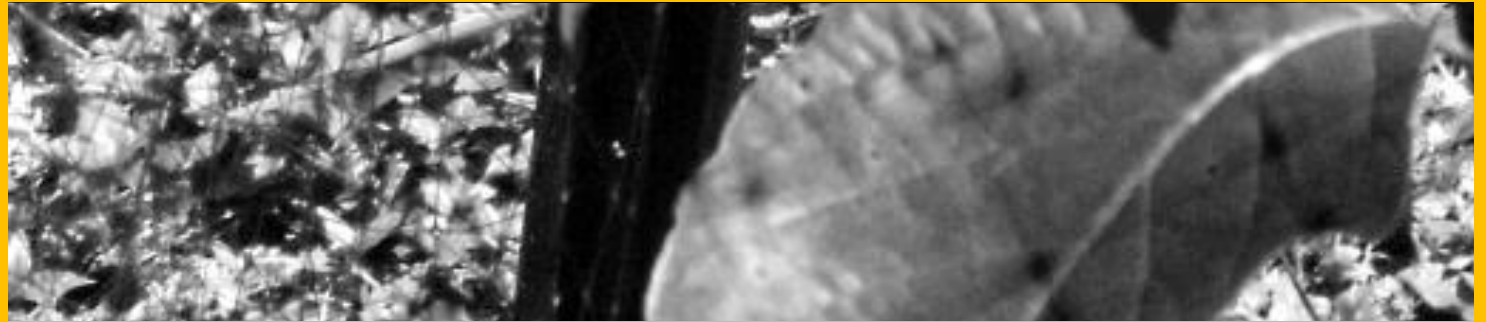


# 2021-2022

## Third Year

### BA Art

### Major



**Contains Art From:**

Drawing II

Intro To Digital Photography

Ceramics 1

Two-Dimensional Design

Personal Work

Survey in Contemporary Art

Painting 1



# Refined Contour —

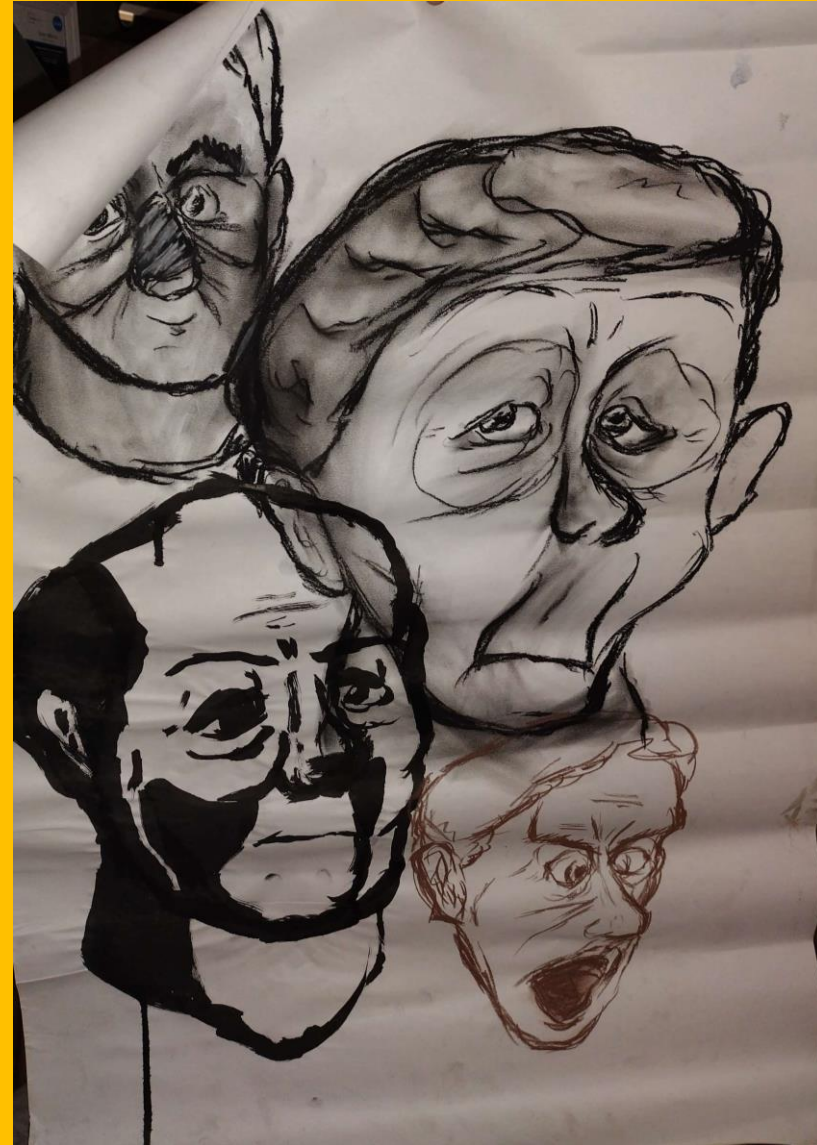
## Drawing II

This was a fun exercise for the beginning of this course (past the rough contour, at least, which was still fun but was also the same as this, so why throw in two of the same thing, yknow?) Past that, refined contour as an assignment was just drawing the room. Nothing much more than that.



# Gesture and Memory— Drawing II

Of course, it's always nice getting to do assignments before you can see what you're writing down, and it's even better when you aren't running around blind. Joke aside, this was a fun assignment. I got to mix mediums around, and as such, this drawing has something of a graffiti-esque touch to it that I kinda gravitate towards. Just for the sake of cool art overlapping, anyway. There was an artist we were imitating for this and I wish I could remember him just to say this all better.

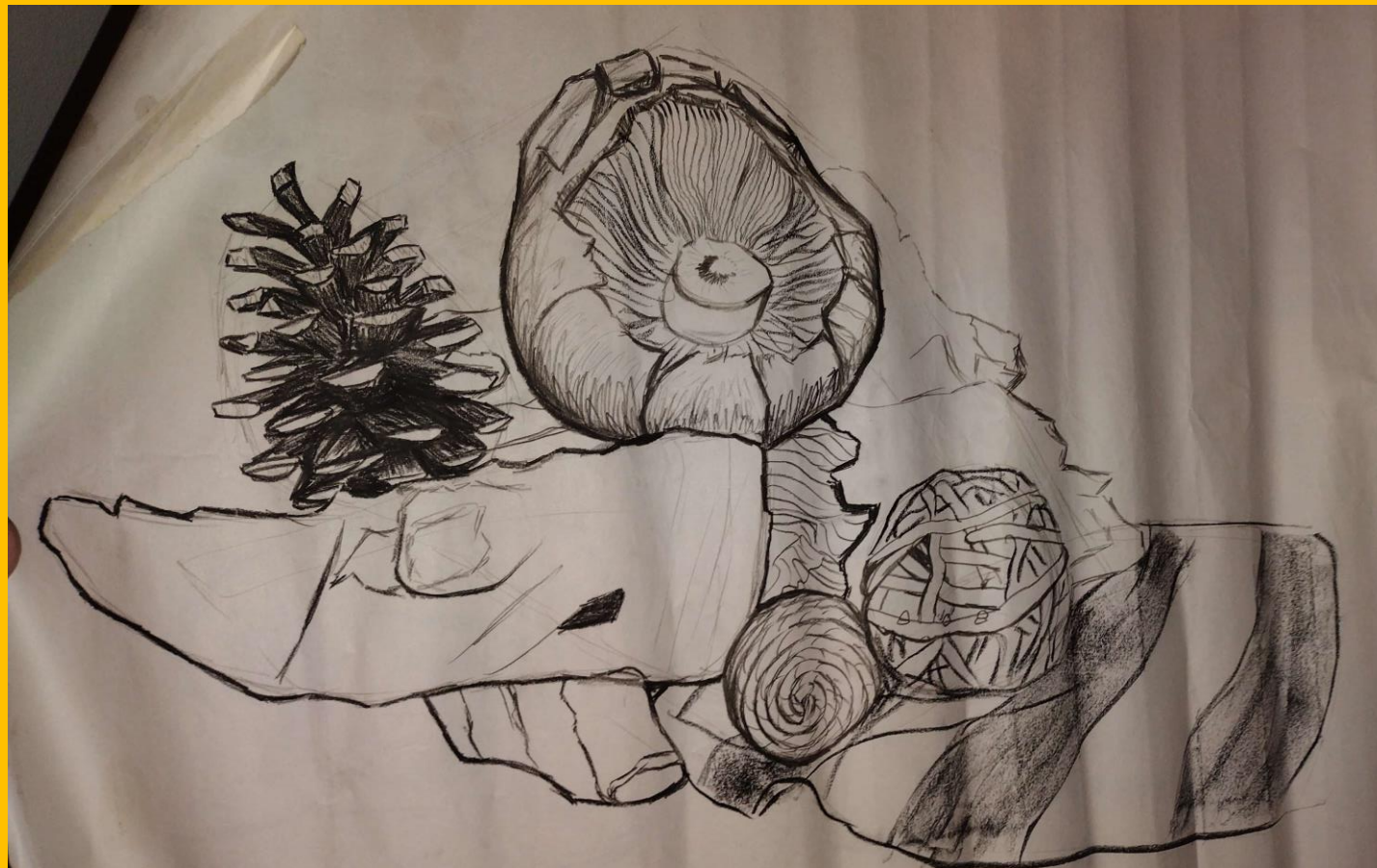




# Mushroom Contour

## — Drawing II

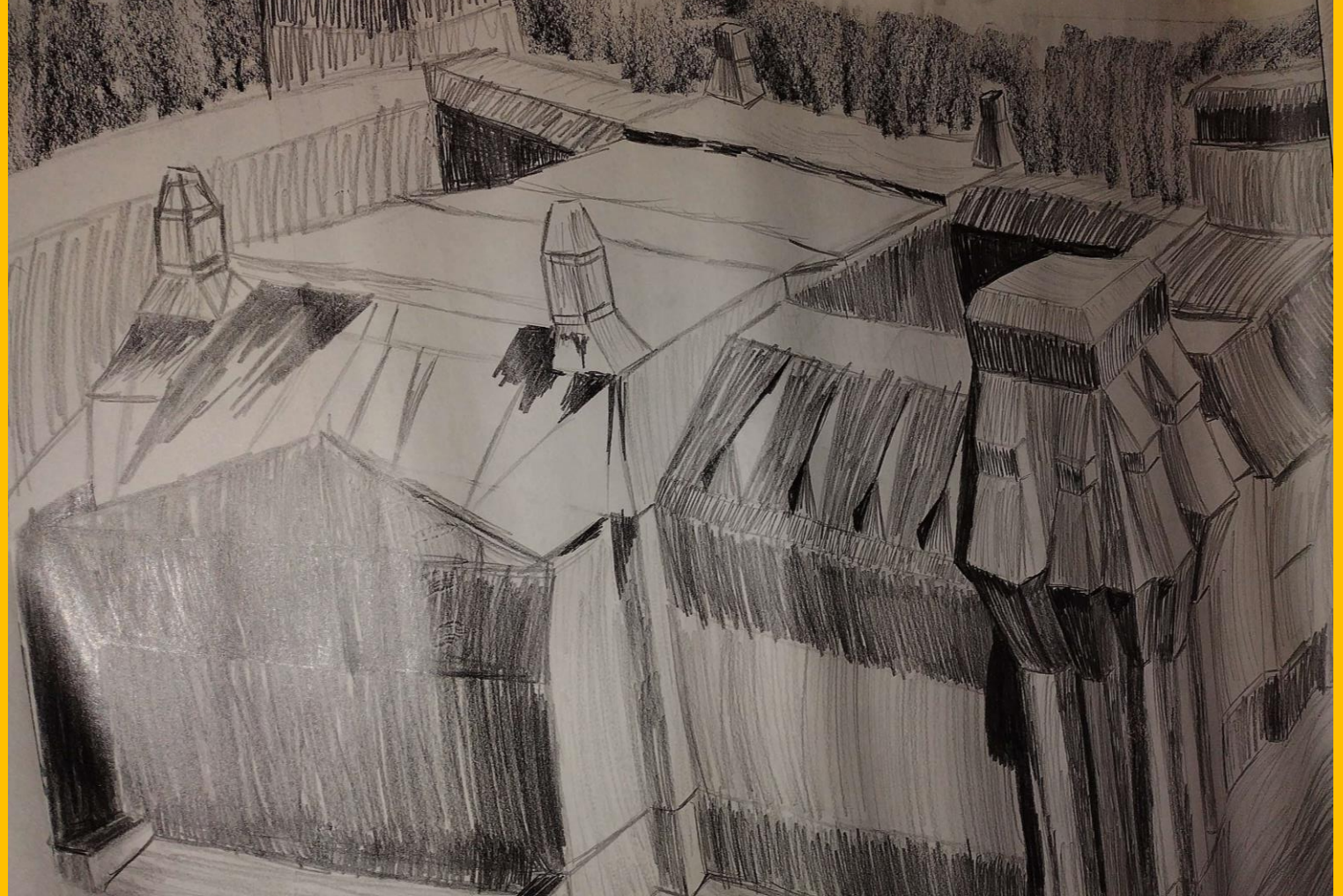
I don't get to flaunt the fact that one of my earliest artistic influences was a caricature artist, so getting to do a big nice and polished contour line focused project like this felt like home to me. Even if I may have made some compromises with the log in the piece, I think I went playful enough with the lines to keep this feeling somewhat bold.





# Panoramic Gesture— Drawing II

I'm fairly sure this is panoramic gesture at least. I'm still pleased with how I rendered out the view of this city building and everything beyond it. That said, my keyboard carpal tunnel is kicking in as bad as it was by the time I got to the end of this drawing, I think I only used a pencil for it. And on big paper, that hurts bad after a while of working away.





# Museum Inspired Modelled Drawing— Drawing II

I desperately wish I could still pull up my old written analysis on the bust that this drawing is based on, because it was beautiful. It was a very well-defined bust that allowed light across it in such a way that it was very contrasty. After seeing this again after so long, I think I did a good enough job of capturing those qualities. Plus, I think I had quite good edge quality on this, he almost looks sharp in some spots.





# Modelled Drawing— Drawing II

Out of every method of using charcoal, I'd have to say that the modelling method is definitely both my favorite, and also the least painful. Plus it often gives really nice and striking results easily, which is another bonus, I guess.



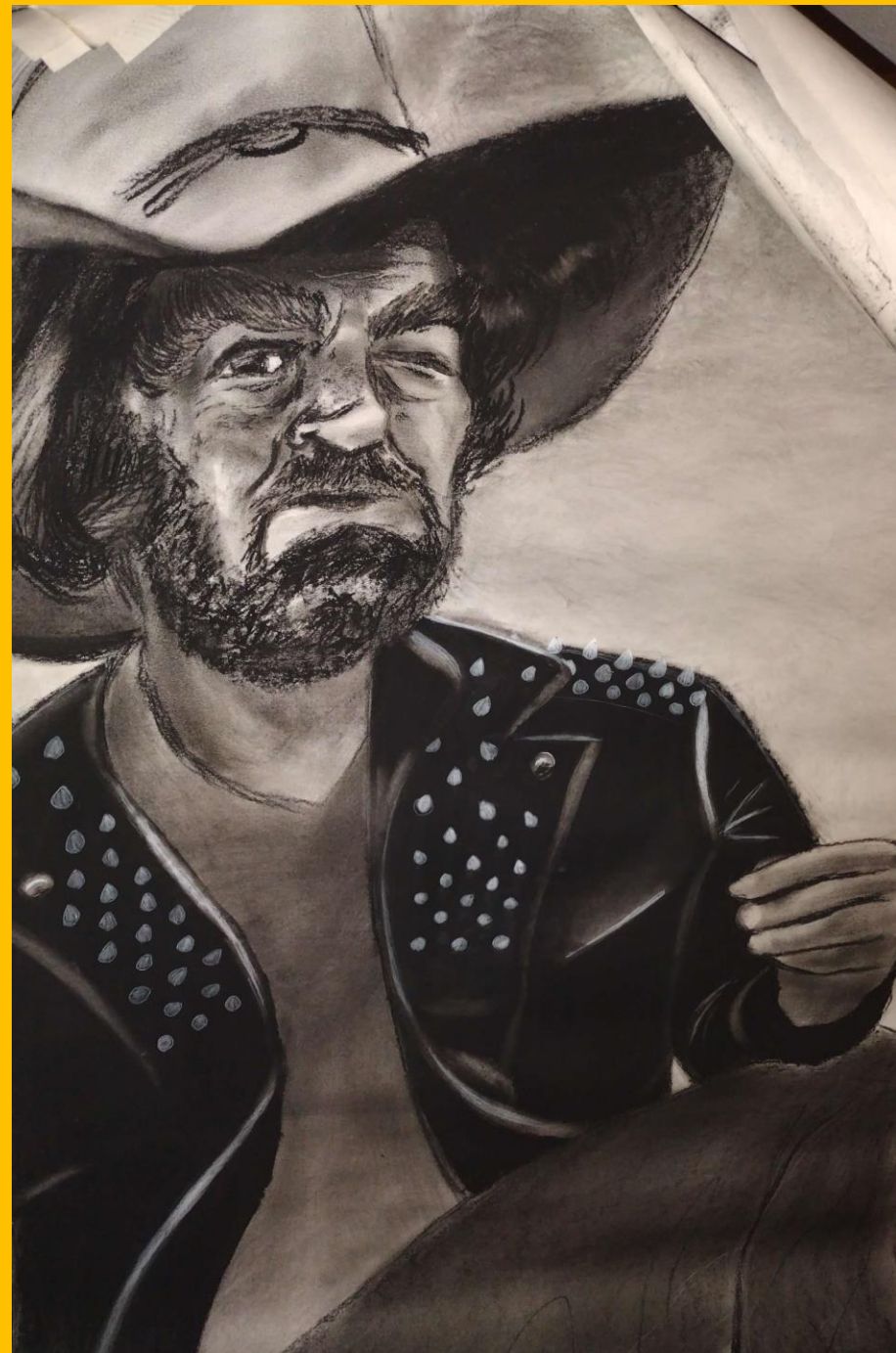


# “Iconoclast”

## Archetype Final —

### Drawing II

For this drawing, I thought it would be fun to bring together an older version of the iconoclast archetype with a newer one. As such, I drew up a punk cowboy. To best illustrate the differences between these 2 versions, I modelled out his face / jeans and used subtraction for the jacket. It came out well I think.



# “Aperture” & “Shutter Speed” Photos (Assignment 1/2) – Intro To Digital Photography

Figuring out how to get through a digital photography class with a miserably outdated phone and an even more outdated mid-range Walmart camera was one of the hardest challenges I had to overcome for this course. And subsequently, this first two sets of photographs.





# “Color” Photos (Assignment 3) — Intro To Digital Photography

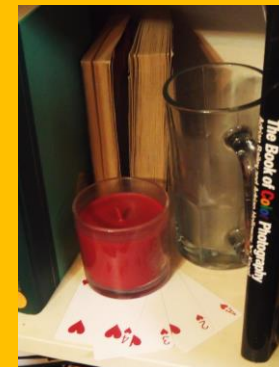
Strangely enough, my savior would come to me in form of an 8-dollar 35mm camera I found in my local thrift store. It at the very least, was cheaper than a proper DSLR for me for a while and helped teach me a lot of patience and technique that got me out of knowing nothing about how to take pictures. This set was the first to benefit from this.





# Best of “Landscape” & “Still Life” Photos (Assignment 4/5) – Intro To Digital Photography

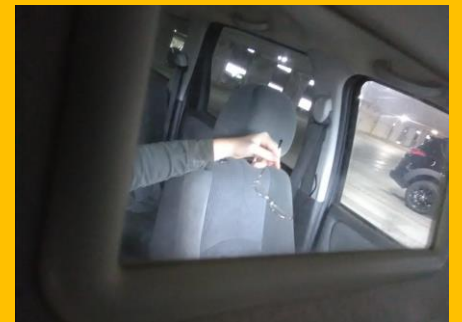
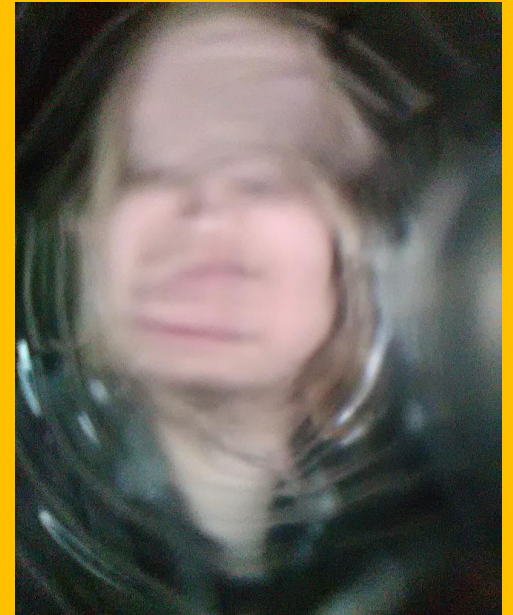
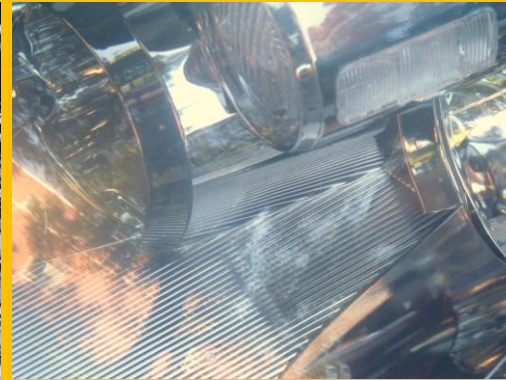
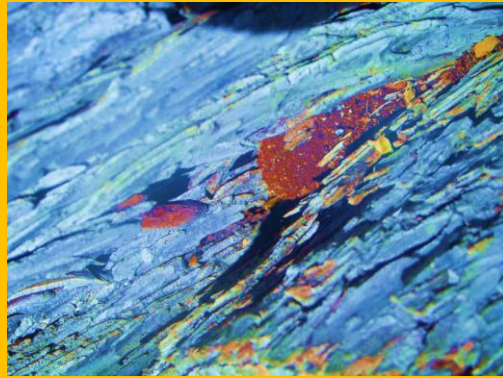
Of course I didn't learn good picture taking immediately (and I had a bad habit of using pictures from before I picked up my old SLR for a bit), but that only cut into progress so much for this project. Out of both sets, these are definitely the best photos from them.





# Best of “Abstract” & “Self Portrait” Photos (Assignment 6/7) – Intro To Digital Photography

I also still had to resort back to quick shots on my phone and Walmart cam for projects like 6 & 7, mostly just for convenience's sake. But by this point in the course, I had learned enough to not take horrible phone photos anymore. Mostly. Every shot here is pure digital.





# Best of “Visual Poetry” Photos (Assignment 8) – Intro To Digital Photography

If anything though, I was smart enough to make sure that this final project was shot entirely on film, and it looks great because of it. Even if the theme running throughout it is a little bit flimsy.





# Motif & Balance —

## Two-Dimensional Design

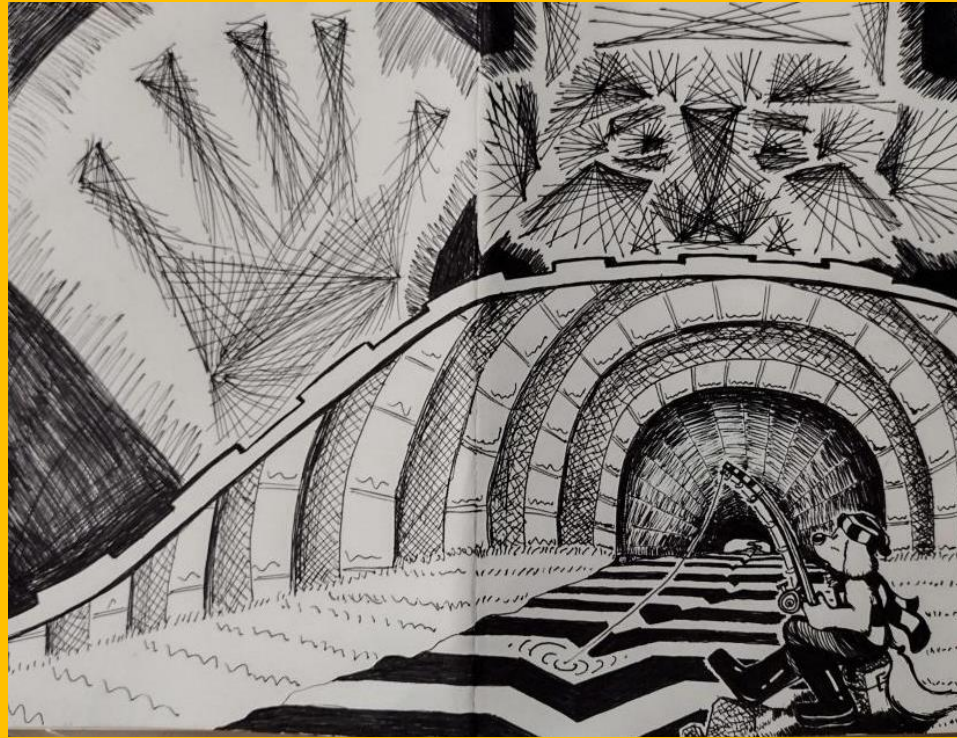
I wouldn't have figured I'd have been through 3 different design principles classes in 3 years, but honestly it kinda did help nail it all into me. Getting to really tangle with concepts I only think of vaguely like motifs and balance for this project was fun. Not much more else I can say.





# “Line” Book – Two-Dimensional Design

Having the time to work on a full spread of illustrations was really nice to have for this project, but even then, I think I went a bit too far. I still ended up having to scramble to get it done over a full night, and on the day it was due, I still could've just come back the next day to save myself the exhaustion. Given the progress of this slideshow, I've learned nothing since then. The final for this class was also just a powerpoint, so oh well.





# “Trash of America” (Dadaism Assignment) – Survey In Contemporary Art

Really, the photo makes this look more striking than I think it was. Though I suppose destroying a good chunk of old garbage and painting a big dumb flag on it in a desperate plea to make something worth showing off, could be in fact, the most Dadaist thing imaginable. That or American. Who knows.





# Brickhouse Teapot —

## Ceramics 1

Love this teapot. I have it sitting up on my old shelf with a buncha knick knacks, it's so cool. I forget if I put anything in there, actually. I hope nothing's in there. Though it's a pretty sturdy teapot, so I shouldn't worry too much.



# The Glossy Succulents — Ceramics 1

Months later, and I can't fit literally anything inside of this thing. I made a whole secret compartment in there, and for what?? I can't throw change in there because it'll get stuck, I can't imagine eating or drinking out of this, and it even has the guts to barely fit in anywhere among the other decorative stuff in the room. Why did I let this plant into my home.





# Rabbit Clay Figure — Ceramics 1

This was just a goofy extra thing I did at the bare end of ceramics just to prove that I could make a cute novelty figure by myself. And it's still holding strong! So I'm pretty happy with it.



# “Two Tubes” B&W

## Composition

### Exercise – Painting 1

As a first exercise in my first proper painting class, I could've done more for this piece. But as a piece on its own, it does well enough I think.





# “Sat On The Countertop” Color Composition Exercise — **Painting 1**

For this second piece, I tried to go further, and managed to come out of painting it feeling proud of the work I put in.



# “Did I Get Her Face Right” Model Capture Exercise — Painting 1

I did not.

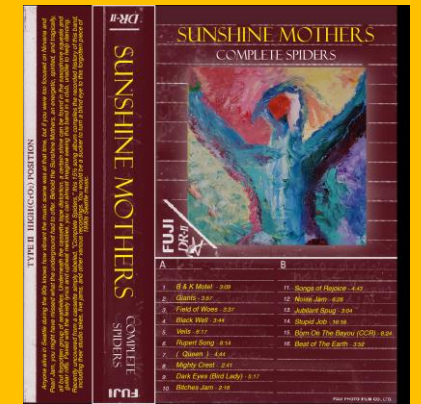
But the piece came out to positive  
reception regardless.





# Mockup Cassette/CD Covers — Personal Work

I just do these sometimes for fun. Sometimes I send them to the people who make the music, and they tend to like it. Only the small ones on the right are of real albums. The two on the left aren't, as much as me liking artificially celebrated's design makes me wish it could be.





# Website Profile Pic Commissions — Personal Work

Sometimes you talk to people online and it isn't just show them crummy fake album covers you made, and sometimes they get art from you. These two pieces are an example of this.





# Digital Paintings/Illustrations

- **Personal Work**

I've also just done some generally pleasing work for myself like with these three pieces. Nothin else to say, really.

