



Limitation, Samuel Davenport 8/16/2011

Artist Statement Quite a few of my generation put limitations in their life that really don't need to be there, thus limiting the greater possibilities. So, for my final project I wanted to create an image that brought this into a visual aspect and hopefully inspires the viewers to want to move these limitations aside to get at the greater thing they deny you, whether that be a larger image or greater possibilities. In my design I used the classic "X" for the limitation. It is a shape that is very familiar to the eye and easily recognizable as per Gestalt's Theory of Familiarity, and something that can seem to deny the larger image to the viewer while still allowing for most of it to be seen. The design in the background came together

nicely, using the quick selection tool in photoshop I changed the colors of the different sections of the trees to create a nice design pattern with warm colors. Lastly I took out the trunks from the trees, as their presence seemed to nearly eliminate the cloudy negative space altogether and direly throw of the form of the whole piece. Lastly, the trunk design in the top and bottom hemispheres of the composition provide nice detailed focal points for the background image while slightly imitating the X's of the foreground.

For the color schemes of my composition I decided to use a combination of Warm/cool colors. For the background image I used Warm colors ranging from the yellow of the clouds to the red-violet in some of the trees. The reason I chose the red-violet as part of the warm color scheme was that the trees needed a third color to set that section apart from the others, yet the obvious red choice seemed too much of a violent color. The red-violet, however, seemed to contrast it's neighboring orange nicely without throwing off the warm color scheme too much. In the foreground I decided to use Cool colors to provide a stark contrast between it and the background image. The color I eventually decided on was a darker teal, the color providing a solid barrier between the viewer and the background while not clashing too violently with the warm colors the design attempts to hide.

The main challenges I encountered in the making of this composition was the balance between the foreground's X's and the background design. After playing with the opacity of the X's for quite a while to achieve a good balance that way, I finally saw Jody Hoiten's critique on my W5A2's submission about the shape and status of my X's. Taking this great critique to heart, I completely took out the X's I had and placed in smaller ones which instantly made a massive difference. The only other problem was making sure the design behind the X's was interesting enough to draw the viewers attention, which I hopefully achieved with the color scheme designs.

Over all, I feel that I somewhat achieved my goals for this design. In my view the background is not good enough, the balance between the design and the clouds is way off in the design's favor. The X's are also something that slightly frustrates me, something is throwing a glow on them from the bottom right and I haven't yet found out how to switch that off. There are always areas to improve and I am sure I haven't found them all, yet I would call this composition a small success – Samuel Davenport.



Company Matt Hockensmith 2011

For my final project, I wanted to create a design that could be used as a piece of concept art for a video game since I am pursuing my Game Art and Design degree. I began with four black and white thumbnails, and ended up choosing a design with a view out the window of a dilapidated house with men outside pursuing a figure on the inside. I then developed this design further by refining some of the design choices. I

removed the gun from the figure inside the house, to make the situation seem more desperate, and placed some of the visual elements differently for a better composition. Using four different color schemes, I added colors to the design. I decided to move forward with an analogous scheme using blue, purple, and green where the scene was shown at night. After working with this design I ended up with a very dark composition, and very little detail was visible, so I brightened the design up and added some more details. This allowed a lot of the detail to show through, and made the design much more balanced between dark and light values while still retaining a sense of contrast. Taking some advice from critiques I made some further changes to polish up the final piece. One major change was adjusting the purple hued walls to a more neutral color. This helped the design feel more like a video game, as it isn't very typical to see bright colored walls in a game, particularly if they're in an abandoned building. This changed my color scheme a little but it was still analogous using blue and green, along with neutrals. I also added a more intense bloom effect on the headlights to emphasize the figures' presence, but more importantly to create a lighting effect similar to that which is found in a video game. I then began to add a second figure to the interior inside the reflection of the mirror. This cleared up what the first figure was looking at in the composition, and added another layer of depth to the design. I chose to go with a red for the clothing of the figure in the mirror, which threw off my analogous scheme, but it added a nice touch of contrast in hue to the design. The most difficult part of this assignment was developing the digital painting technique as I moved through these assignments. I have never done a digital painting like this before, so it was a learning experience as I worked through it. I believe this design meets the goals I set out to achieve in my proposal from Week 5 Assignment 1. Although it deviated from my original design, and feels a little closer to a cutscene, rather than an action sequence in a game, the composition is much stronger because of it. Matt Hockensmith



Final Draft, Jody Hoiten, 2011

This class was a great way to review the principles and elements of design and find ways to implement them into designs using my computer rather than drawing.

The goal for my final project was to create a more masculine design with a lot of strength, visual interest, depth, and is enjoyable to look at. I was inspired by a few different things. I wanted to do something that looked a little bit like outer space because I have always thought that it was very fascinating and with the last space shuttle launching, I figured it was appropriate. I wanted to incorporate this feel without using the

normal symbols.

When I had started the design, I had made an asymmetrical design with background that had a lot of texture and more flat decorative design on top. I made some tweaks to that along the way, but it still wasn't what I had wanted to achieve. I added some smaller figures to create more depth and rotated the canvas. It was getting closer. Then I translated and rotated to create a symmetrical design that was more open and had more interest.

Challenges I had along the way were having problems executing some techniques in photoshop. Often times I know what I want to happen, but have trouble making that happen. Other problems were figuring out the right way to further the design. There wasn't a lot of elements to work with in the beginning, and it was hard to know which direction to go. I had a few moments of "designer's block." In the end, I got a good hold of what I needed to do, and created a successful design. Jody Hoiten



Final Project, Christian Jimenez, 2011

My goal for this project was to reflect in a design a part of my life that is very important and I enjoy doing. My options were photography, dancing and music, from this option I stayed with dancing. I been dancing since I was a little kid and I love it, its a way to relax, get stress out and I have fun with it. For this design I wanted to get a good volume and depth, try to work with texture, have a good combination of colors and play with different thing and effects with photoshop.

I started my design with a black shape of me right in the middle in a plain background, representing a dancer and from there I start playing around with it. I design a equalizer structure and made copies of it,changing the size using the free transform tool and placing them in different areas. Every detail was placed in different layers. With the dancer, equalizers and background I feel I completed my goal of depth and volume. I choose my analogous color scheme to play around with other colors. I first change the dancer from a violet color to black and painted the bottom black to create a type of a dance floor. From my structure I added green lines to it, giving more variation in color to the design. I created lines going under and around the dancer, adding a violet glow to them. I think my dancer and dance floor with the glowing lines create a good contrast to my design. I also added a glow around the dancer and my structures, it was hard to decide if I

should keep the glow or take it out, after playing around with it I just lower the glow on both because with out the glow the structures show part of the background and it did not look good. On my background I wanted to work with texture but I was not very successful, after painting it red and violet I try some texture effects but I did not like them, my final decision was to leave it plain.

For this design I am very happy with the result, I had more ideas in my head but I was not very successful when I try them out. I think I got a good balance and a symmetric design with the dancer, structures and background. It was very good to use all the knowledge that I gained in this course and use other techniques I knew to create this design. Christian Jimenez



"Putting Color Into a Black and White World" Seth Parker 2011

I started this project off with the intention of using what we've learned in this class to convey a message of the connection of humanity. I wanted to show, through contrast, that, despite our differences, we are all unified. We are all capable of the pursuit of equality, and when we look closer and dissect what makes us individuals, we are more similar than different.

Through the metamorphosis of the last week, my composition evolved, giving me new ideas and inspiration. I went through a variety of changes and versions, which combined my original idea, but simplified the content. I decided to use a self-portrait as the focal point of my design. I chose to keep it in grayscale to portray a "black and white world." The colors that are spewing out of my mouth symbolize the beauty of expression and individuality. I think of it in a way of pouring out my soul into a colorless world. I hope this design portrays an aspiration for the beauty that we could, one day, create. I want it to display the ability to express ourselves, as we see fit, and the celebration of equality for all.

The biggest challenge I faced, while designing, was being able to pinpoint exactly how to convey, visually, what I had expressed, in words. I went through many ideas and many variations of those ideas, but feel I came up with something that speaks pretty loudly. I feel my generation, is one that, is leading the pack for equality and liberation for all. I anticipate that to resonate with the viewing audience and trust they can grasp my vision. Seth Parker