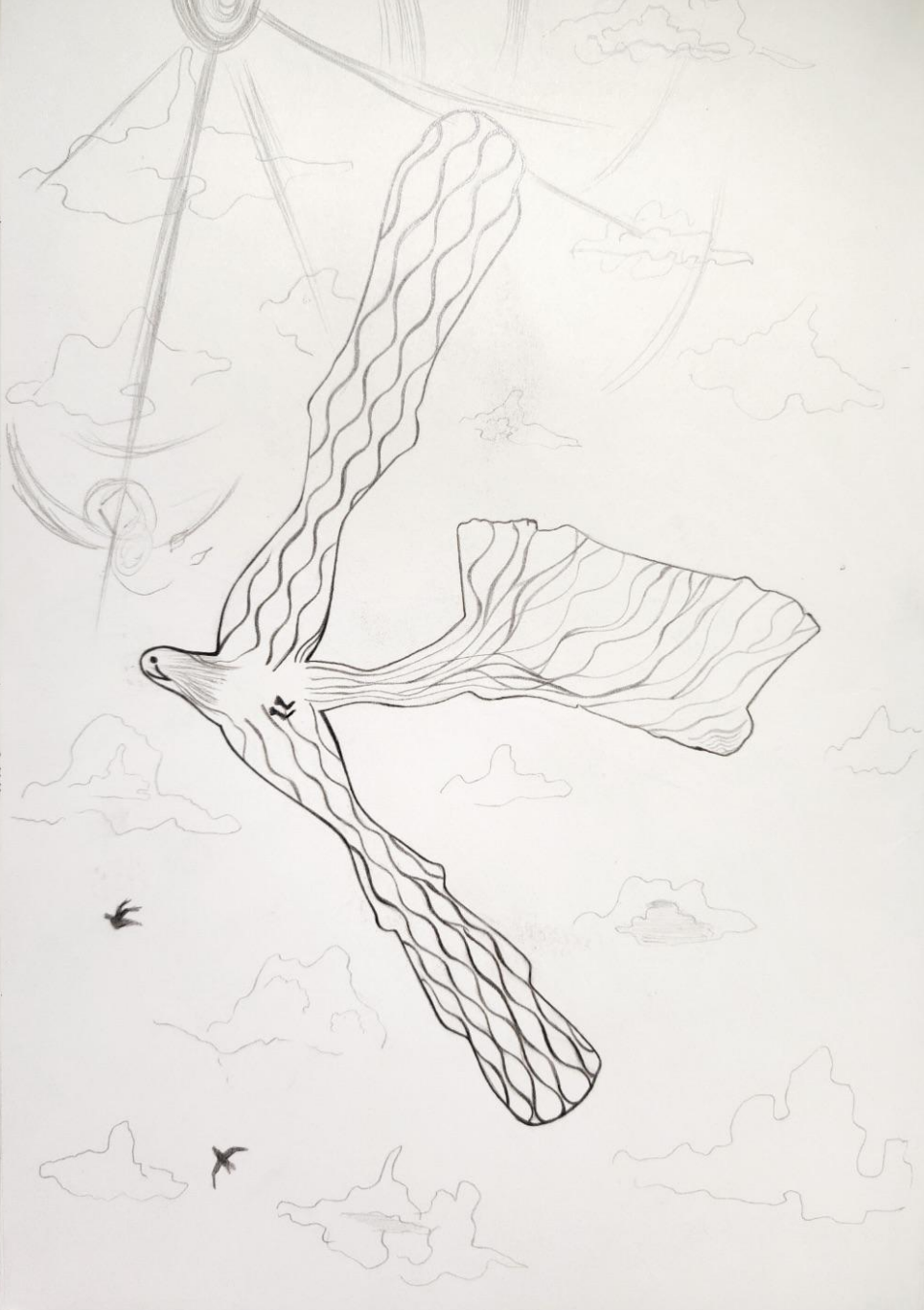


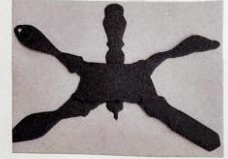
Sketchbook

Pre-Foundation





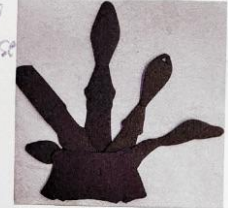
2D narrative
a turtle?
maybe...



These two figures I created
in 1 minute during fun
group task



Initially I wanted to create a character
based on this silhouette but I thought that
it would be hard to
animate it, because
it has no legs.



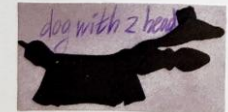
I was drawn by unusual tail
and wings of this bird
but it looks a little
bit simple and boring
for me. Also I struggled
with some uppity
design.



I decided to pick
this figure for my
character because
I liked the fact
that it is in the
motion and has recognisable silhouette
of the horse.



Jellyfish



I like wavy
and detailed
legs. I think
this person is
celebrating so -
with big



OMG
WHAT
IS
THIS
?

Character design

Sooo... I picked the unicorn or whatever it is and decided to change the design that I already had drawn before. The unicorn will be an "aquarium" with jellyfish inside. I like theme of marine nature, so why not?



AND THIS



I changed the place of mouth because it looked weird.

I considered about color palette and depiction of transparent space and understood that it will be better to take waves out. When I had created a character design I began to paint the suitable background. I was inspired by the beautiful corals that I found on the Pinterest



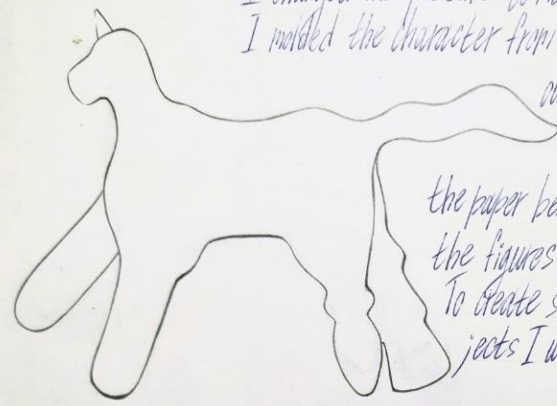
RESULT



I was inspired by the color palette these colors give a magical atmosphere to the art

2D to 3D

This is what my character will look like in 3D. I changed his posture to make him more sustainable. I molded the character from sculpting plasticine, then cut out paper decorations. At first I wanted to use thread but the paper bent and fell down, so I attached the figures on plasticine and wire and tape. To create shadows and highlight the objects I used flashlight of my phone.



In photoshop I colored this photo. I experimented with color texture, gradient, tones, brightness, contrast and other parameters.



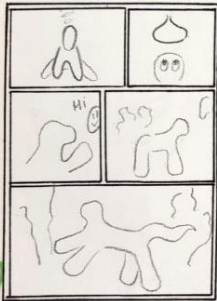
I tried to choose the right colors so that they don't overload the picture and highlight the character.



COMICS (sequence of images)

- ~~1 Story~~ - my character feels himself lonely, the world is gray to him. Suddenly he see a drop of water. It fills him up and then, jellyfish show up. Now he has friends. He is happy and the world is becoming colorful.
- ~~2 Story~~ - Character got lost in the forest at night. He is looking for an exit but finds a mystical place with trees and corals.
- ~~3 Story~~ - Character is walking on the beach and sees garbage dumps, he gets scared and runs away from there.

STEP 1



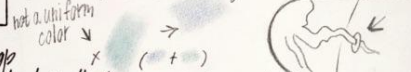
Here I adjusted the contours of the frames to fit the image. I also made them smooth and round because of the style of my character. I changed sides where it is looking to make the picture more organic. I had the idea to put the character on top in a large space and make it small to show the loneliness.



Inspired by Taras style I tried a comic without frames and drew the character in its entirety. The plot wouldn't be clear because of the lack of images. Also I understood that I wanted to use frames, since they add an uniqueness to my art-work.

STEP 2

So, I made more detailed sketch. For the color palette I chose similar tones that were in the original version. I wanted to achieve same colors but when I changed one in one of the other it didn't look good. Probably because of the different hardness of the pencils. So I ended up using the original color of the pencils.

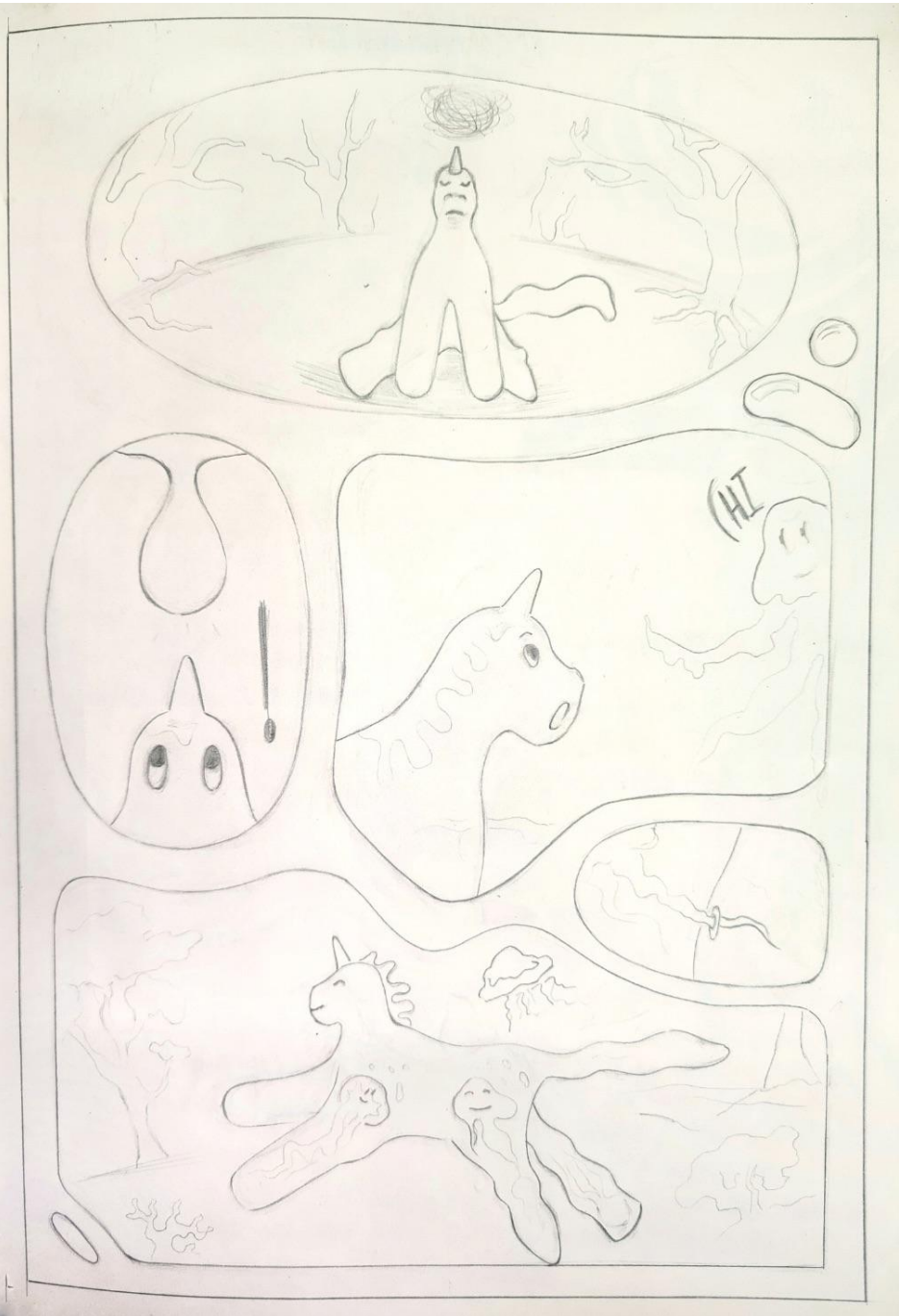


On the first version of the frames I sketched out the story and chose classic frames but realized that I want something more interesting.

OUTCOME



I highlighted the drop and added a small one to show that it fell on the character. I think that on the top frame it would be better to use horizontal strokes for the ground to make it look more parallel. I would also make the character darker and more stand out. At first I wanted to make a comic with writing but I realized that it would be unnecessary. My goal was to show with the help of contrast and composition what is happening. In general, I like the result but it would be more beautiful in the light areas not to highlight the contour of the frames and leave the color of the pictures.



Flipbook

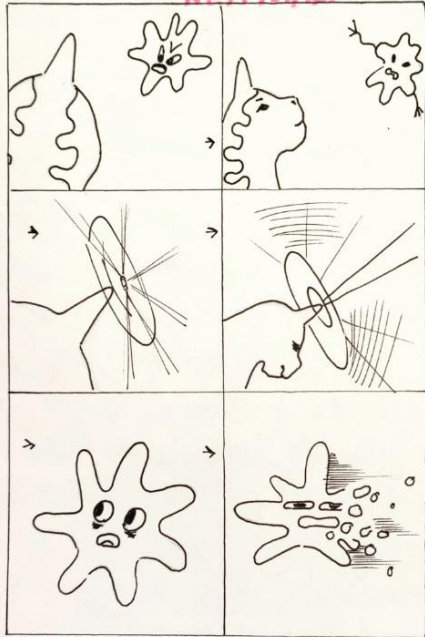
simple animation
(to make slow action draw more scenes)



STORIES:

- 1 My character is having a fight with his enemy and is winning with the help of the magic horn.
- 2 My character is lying down he is seeing a butterfly, reases his head and watch her.
- 3 A ball falls on the character from above and flattens him.

KEYFRAMES



My original idea was to show the back of character's head to emphasize the enemy. A long time ago I watched a video of simple animation where was information on how to create an action more naturally. So to show that the enemy is hit by a powerful beam I flattened him and his facial features. I also added strokes behind him to show the immediacy of the attack like an explosion. My tutor told me that I could remove the first frame as it isn't necessary and emphasize more on the last frame. In the sketch you can see that the character first approaches and then moves away. It would take a long time to animate, so I decided to leave only the approach. An important aspect was to leave the objects through the animation, but every frames change like in a movie. So I did this in the process of creating.

I cut out equal rectangles. Then I flipped through them to see which part I should draw on to make all objects visible

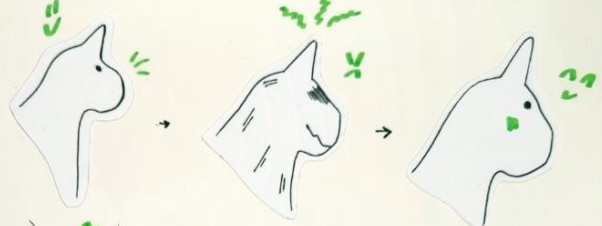


I lit the finished image with my phone and put another sheet on top to draw the next frame.



a bad variant

In the process I changed the direction of the shadows when the enemy disappears. On the sketch they go to the right, but it is not logical. Because the beam is directed from below.



Here you can see how the character changed throughout the action. I didn't expect him to be so different.

In the end I can say I should have cut the rectangles longer. There's not much space for drawing and you have to make an effort when flipping to see everything. I accidentally changed the shape of the enemy and made his eyes completely black. It would be better to add pupils to see where he is looking. I also think the story is a bit short. I should have drawn more frames.

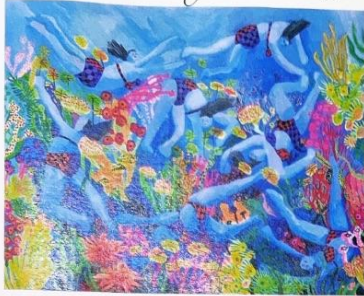


OUTCOME



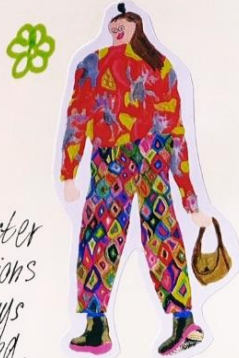
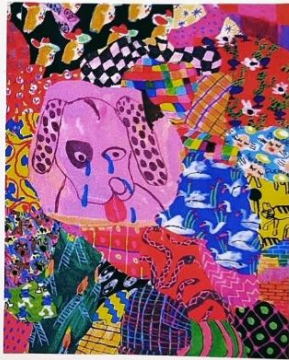
Tara Booth

I was attracted to this artist by the extravagance of her work and her unique style. It's a bit sloppy and looks like children's drawings. She uses bright, vibrant colors everywhere and skillfully creates collage. She also makes funny life comics.



This art looks like a cartoon without frames but you can understand girl's actions. I like combination of colors, the detailing of the background, the variety of lines and intricate shapes. Tara also used geometric patterns that highlight characters and add contrast.

There are a lot of patterns in this collage, but there is a focal point so we can latch on to the image. The collage is made up of geometric shapes, images of people and animals. That makes it varied and unique. I like the vibrance of the colors. The neighboring patterns don't blend together and stand out due to the combination of colors and different complexity of images.



I also like her approach to character design. She doesn't follow the proportions and doesn't detail the body, but pays attention to patterns on the clothing. Her characters can look stylish, but at the same time funny and silly.

Reflection (2D Narrative)

On this rotation I created and developed my character. I liked a non-standard methods we used. For example, I made shapes from the silhouettes of a screwdriver and a shoe brush. In the process of creating the final drawing I thought about color palette, used references and tried to come up with everything myself. After that I created the character in 3d with sculpting plasticine. I enjoyed it very much and it reminded me of working with ceramics. I also tried to keep the proportions and make a stable pose. I used a stack, nails and card to align the plasticine in hard to reach places. Also, I think it would be better to add texture to the sculpture but because of my perfectionism it turned out too smooth. Then I cut out the paper figures to photograph my character in the location. I faced difficulties when I attached them on a stick. With the help of additional materials I managed to do it. I wanted to make different compositions and lighting but I gave up because of the pain in my knees and lower back. I am happy with the result although the photos turned out quite dark and not clear enough. Then I colored the photo in Photoshop. I learned basic things, such as how to use a brush, eraser, measure, work with layers, edit color and remove defects. I enjoyed learning the features of Photoshop, but drawing with the mouse wasn't comfortable. It was my first time drawing digitally, I still like do it on paper more. Next, I created a comics about my character. I was inspired by different styles of artists and experimented with the shape of the frames. I made them matching the style of my character. Also I didn't detail too much the comic to make it clear and simple. The only difficulty was not leaving white areas when I colored the background. The paper was ruined a bit by the strong, repetitive strokes. I was pleased with the result. It was a challenge for me to depict the character in different poses, from various angles. In the last lesson we made a flipbook. In the future I want to enroll in a course of animation and illustration. So I was interested in what will turn out. I didn't have the patience to draw a lot of frames to make the action long. But I enjoyed the process. As a result of the rotation, I learned about what artist and realized how different and unique a style can be. I will strive to have my own as it is very important for an artist. I developed my character in different directions and I'm glad I had this experience! ♡

Printing!

• water based ink

- base:
- 1 non-covering base (a little bit translucent)
 - 2 covering base (cover any colors)

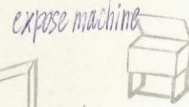
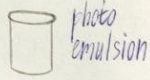
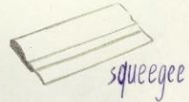
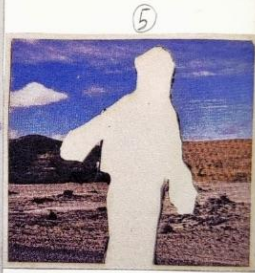
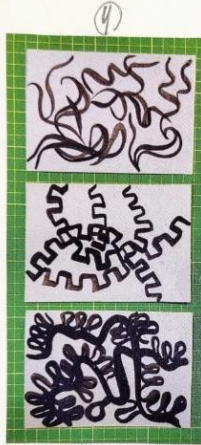


Image making
step 1 I cut out abstract shapes



Then, I draw with ink.

Patterns from my classmate's clothes.

I cut random shapes out of the background.

A silhouette from the page of a magazine.

We created a collage

In photoshop, I made the image black and white from small squares

Using clear film and acrylic I made a stencil and created this.



suitable for printing three-dimensional objects.

MONOTYPE

STEP #1



I cut out items for the stencil.

STEP #2



On a plastic sheet I rolled out a thin layer of oil paint and placed my items on top of it.

ST. 3 - On the etching machine I covered the plastic sheet on both sides and made the print. OUTCOMES!



I wanted to paint the head from the magazine but it didn't print. I think there is too much white color and many of items don't stand out from the background. But I like the texture from the lace.



I like the contrast and composition here, but I think I used too many cutouts. It would be more interesting if I created abstract shapes and make less illustrations.

Here I painted with a cotton swab. I didn't like that the lace pieces lost their clear outline. Also I tried to draw patterns with toothpicks but they didn't show up.

I made the patterns with a napkin. I like the resulting patterns, the silhouette of person and tones of red.



This is my last work and I like it the best because of the unique patterns I made with thread and pieces of fabric. Also I like color palette and painted parts of some items.



Deep print — The paint is rubbing into the cracks
Light print cover with surface — wood, plastic



I loved shape wavy texture of this item →



First I made a sketch ←

Then I drew it with an awl on a plastic sheet →



I painted the sheet with paint. Also I added oil to it.



I put sheets of paper in the water for a while and then dried them with a towel.

Then using a plastic board I removed the paint and it was only left in scratches made with an awl.



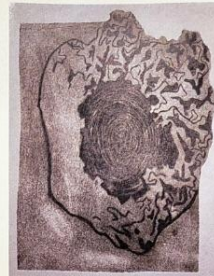
I put the plastic between two sheets and pressed paper with the machine.



It turned out a little bit dull.



I like these two options the best because of the rich color and clear spots



I like vibrant color




I like the napkin marks ↓

my finger ↓



High print

you can use oil paints and on water base
you need to put plastic with pattern down on the paper

 this can be on wood, plastic, linoleum



I cutted out random shapes of different size and complexity to make there match to each other



Then, I created various combinations. This is first one. I did not chose it at the end beca use others were more eye-catching and interesting on my opinion. The silhouette remembers a tree branch.



Here I experimented with overlapping figures, I think it turned out great.

This is too recognisable figure and is placed close to only one side.



Then after compositions, I cut shapes out of plastic sheet, and created some patterns with an awl since I planned to work more with color.



I like the layout of the shapes, they take up almost all space. Also at the top one shape overlaps the other



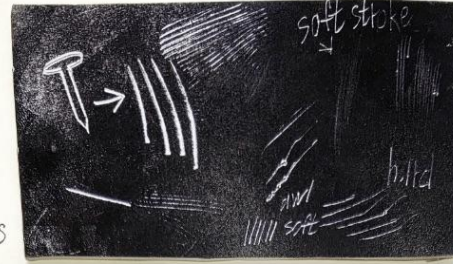
I attached picture incorrectly again

I realized that in all my compositions figures are in the center, so I made such a variant to have a variety.



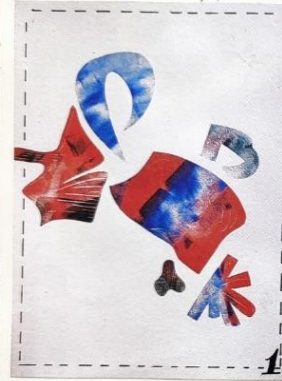
Figures create an interesting and beautiful space together well in shape and color. Also this reminds me some sea fish.

I tried with sharp and blunt awl, nail, knife and pen. I decided to use blunt awl because the patterns come out crisp.



(before cutting the shapes out of the plastic, I made a test print to see with tool is best to use and how much pressure I need to make)

My outcomes:



I love the transitions of color here are pure colors as this is the first work. Also I don't think the part that goes over the sheet looks weird.

Next, I painted the figures with a roller. I tried to avoid monochrome colors and chose complementary colors, to make image more unique.



I used the palette from my figures. I like the contrast between dark red shapes and bright background.

On this image I created the most overlap. It is important to do it in several steps as shapes can be printed on top of each other. Bottom color should be dull or light



The dark lines inside shapes create intricate pattern. I used complementary colors, blue perfectly looks on dark red. The scratches on the paper are not visible as I washed off another layer with oil.



REMBRANDT VAN RIJN

I became interested in this artist because I liked his style, the detail and realism of his works. Some of Rembrandt's prints look like they are made with a pencil.



Reclining Female Nude

picture. It seems that the woman has anxious thoughts or something bad has happened to her

Here I like the abstract style and the fact that subjects are drawn in different ways. Some pieces are pretty detailed and have volume, while others look like sketches and flat. Author used thin and thick lines in his work. There are also spot patterns at the bottom. I like the way Rembrandt conveyed shapes of the figure on the right which looks like facial features or a fur coat. The figure near tree looks like a person



A Tree and the Upper Part of a Head of Rembrandt Wearing a Velvet Cap

I like this art work because of the way the author skillfully used cross-hatching technique and created a realistic image, conveyed all shapes of the body, the contrast. A lot of shadows add a dark atmosphere to the

Printing

Reflection.

On this rotation I learned about this art form for the first time. I had never been interested in printing before and did not know how it works. In the first class we made a collage. I liked the idea that we drew patterns from our team members' clothes. At the end I was pleasantly surprised by the results because we had done well-matching items and united them in the collage. I liked our composition and color palette. Then in the workshop we created print on paper and clothing. In the process I realized that when you do irritating you shouldn't use over ~~over~~ many times. The screen getting dirty and let's less ink through and leaves spots. So we got many copies with spots and dull print on T-shirt. But after all I really enjoyed doing this. There were a lot of interesting steps and we worked with various materials. On the 3rd lesson we did linotype. At first I tried to paint and used many flat objects. But then I was told that it's more suitable for silkscreen printing and it would be better to use less flat things and create something abstract. So I used different items to create patterns. I liked the work where I used threads and pieces of fabric. In lesson 4 I did a deep print. I enjoyed sketching patterns of the object. After that we scratched these drawings on a plastic sheet with an awl and it was hard for me. The awl wasn't sharp enough and I had to push with great effort. Also I didn't like that I couldn't completely control the lines. I wasn't entirely happy with the result because some of the images were too dull or monochromatic. The gradient print turned out best of all. I used newspaper to create patterns. In the last lesson we did a deep print. It seem that the image is sharp and paper isn't wavy because of the water. I started to work easier with an awl. Also the process was cleaner. I liked color combinations, compositions and patterns I made. As a result of the rotation I gained interesting knowledge about artist, techniques. I am glad that I worked with new materials and equipment. I started to think more abstract and learn from my mistakes.

"Man with a Movie Camera" by
Dziga Vertov (1929)

Dziga is renowned soviet avant garde film maker, one of the founders and theorists of documentary cinema. He enriched cinema with many methods and techniques. His movie "man with a movie camera" has been called the greatest of all documentaries in history, so I want to break down his shooting techniques.



camera position
viewing points - author captures an aerial view of the city. To highlight tall buildings he shoots from the bottom up. Captures a single subject from different angles (such as pigeons on a roof) or alternates between a close-up of an object and a distant one. He filmed the lying man piece by piece. Often changed from a shot where the lines are flat horizontally to a shot with a slanted angle.



Filming tricks - He filmed the scene with bicycle speeders and trains by turning the camera in the direction of travel (for example from right to left). Used reverse shooting and repeating shots (for example when the woman blinked often and the frame switched from closed curtains to open ones, accompanied by music it was disturbing. To show a cheerful scene he used music and quick shots, and for sad ones the frame lasted longer (quick shot of a divorce with and an old lady at the graveside). Trains moving in different directions → it caused a sense of disarray and turmoil. His camera rode with the carriage at the same time. He showed a photo of people and then a live moment of where it came from. Gradually brought the camera closer to window. He alternated between dynamic shots and static shots. Put the halves of two frames together (babies). The bright frame was replaced by a dark frame. Used a vignette. Floating shooting @ ~ ~ "Hidden camera" "movie eye"



Shooting techniques: **Time-Based Media**

- zoom, pan (vertical/horizontal), tilt, close-up, reverse Dolly

What fragment we show creates different meanings!

(large scale of the face, excessive amount of details)

John Berger - Ways of seeing
John Smith - Zoom

If it's a small scene you can put the camera on a sheet and drag it around

Mark Lewis - smooth shooting, large footage

Viewpoint - shooting point - plays a big role in the perception of the picture
(The usual location - at eye level) high p. - object are decreasing / low - enlarged

• Artistic intervention - integration of an object into a place that is unusual for it.

Camera settings - manual mode

Shutter speed 1/60 (soft picture) **Aperture** 8-11 **ISO** 100-1600

White balance - use present (the picture shouldn't be blue or yellow)

☀ - is a day time shooter ☑ - for shooting indoors with lights

present 1080 h 264 frame rate 25

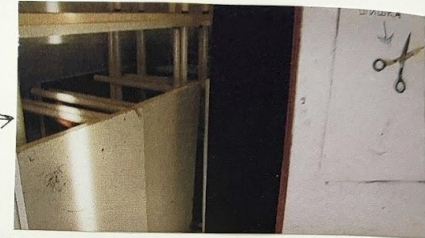
I shot 7 videos and tried to use a lot of filming techniques



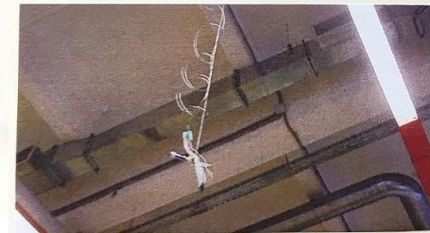
From out of focus, I focused on the subject and then zoomed back in. I placed the objects in an environment that was unusual for them. In the first shot they stand out but when the camera sensor gets farther away they are less noticeable.



I took a horizontal panorama and turned the camera in the direction of the train. The bottle looks dark and not clear. I should have taken it from a different viewpoint.



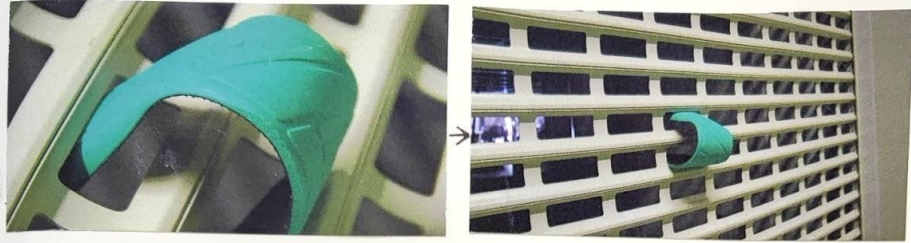
I taped the scissors to the board. It is vertical panorama. I moved the camera down and the board to the right at the same time. There's nothing interesting about this scene!



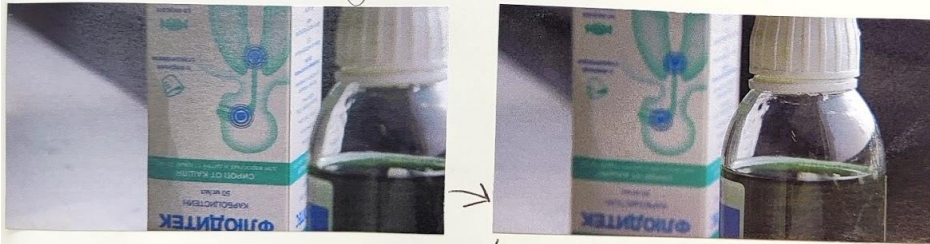
I glued the items together and hung them on wire. I took video from below. I used zoom. The object sometimes goes out of frame, it would be more interesting to move the camera at the same time as the object.



Bottom viewpoint, reverse zoom. I like the contrast and the highlights. I tried to put the corner of the stepladder in the corner of the frame.



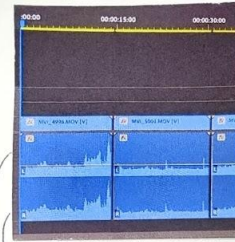
From an angled viewpoint I rotated the camera to a horizontal position, with reverse zoom. I liked that the object is highlighted in color and is rounded, while the background is rectangular and sharp.



I changed the focus from the left subject to the right one and did a reverse zoom. I like the contrast and the guiding lines.

Video editing - Adobe Premier

I moved all videos to timeline with each other at the same distance



audio track
video track

The white bar is the volume, can be raised, lowered



you can remove the sound in the video

(Play video-space bar)

Razor tool - removes a piece of video in the middle

Trimming - smooth transition from darkness
(right click on the end of the video → apply default transitions)

To make it larger click on the end of the effect

Command S - saving
Type tool - for the text

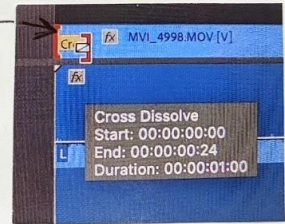
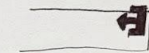
To see the text you need to enlarge the timeline panel

To overlap text with video put the part of the video under the text

If you have video from different cameras and resolutions → effect scale ← motion ← controls

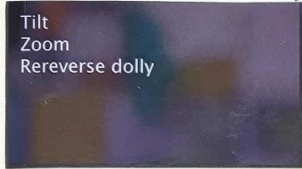
White balance:

Effect - lumetri color - basic correction (light balance)

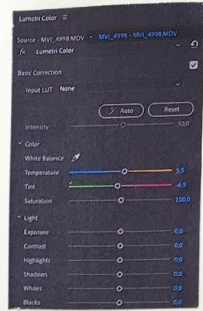


To copy the white balance to other videos → command C + command V
Time-lapse saving - command A
File → export as → media

Trimming in the beginning



(video + text)



trimming in the end



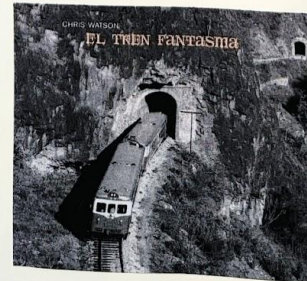
Chris Watson - "El Divisadero"

Chris Watson is one of the world's leading wildlife and natural phenomena recordists and has contributed to sound recording technology especially in the areas of natural history and sound in documentaries.

His audio "El Divisadero" begins with a train horn that quickly flows into a surround, quiet sound. The author overlays tree sounds hideltot. A train rattle, a train horn and growing rumble with a strange murmur appearing intermittently. Chris combines smooth sounds with rhythmic and sharp sounds. Toward the end of the audio a rhythm is created from the horn - a disturbing melody, and then these sounds smoothly subside.

I liked how the author makes transitions from loud sound to quiet and vice versa, how he created different melodies from ordinary sounds.

This audio is a good example of how you can turn the sound of things into a rhythm and melody. As well as how to connect different sounds with a smooth transition.



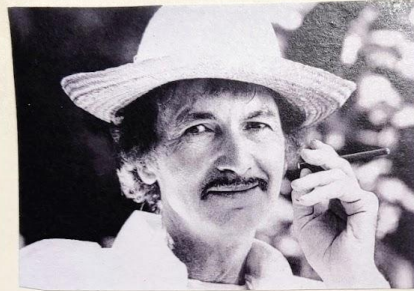
Norman McLaren - Neighbours.

Norman McLaren ~~was~~ a Canadian animated film director, one of the greatest innovators of the language of animation. He cleaned the film and covered it with abstract patterns that created an addictive rhythm when projected - camera-less-filming. He experimented with the combination of drawing and sound in animation.

The film Neighbours begins with opening credits and fast, disturbing music. Cardboard houses appear, inanimate objects move. The plot: two neighbors ~~begin~~ argue about are having a fun vacation, a strange flower appears that they become addicted to and go crazy. The neighbors argue about who it belongs to and as a result they fight and kill each other's families, trample the flower, die and end up in their graves.

There are moments in the video when stop motion filming is not used. The choppy music helps create a sense of madness, it is at first silly and funny but at the end it builds up. Sometimes author alternate between fast-paced and slow motion. I liked the moment when the neighbors moved unnaturally as if rolling on the ground on their feet and when they were flying in the air. The frame is not static, there is normal and reverse zoom and focus changes. There are many shots for each second, except when flower leaves moved and the fence

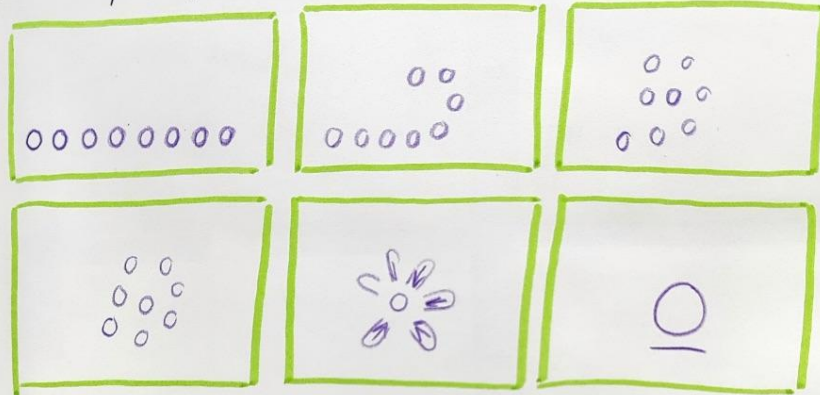
From this video we can learn that for stop motion animation can be used cardboard scenery, glimps. The use of music as a means of expression to more accurately convey the mood of the viewer. How you can adjust the smoothness of the action by changing the frame rate.

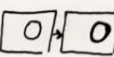


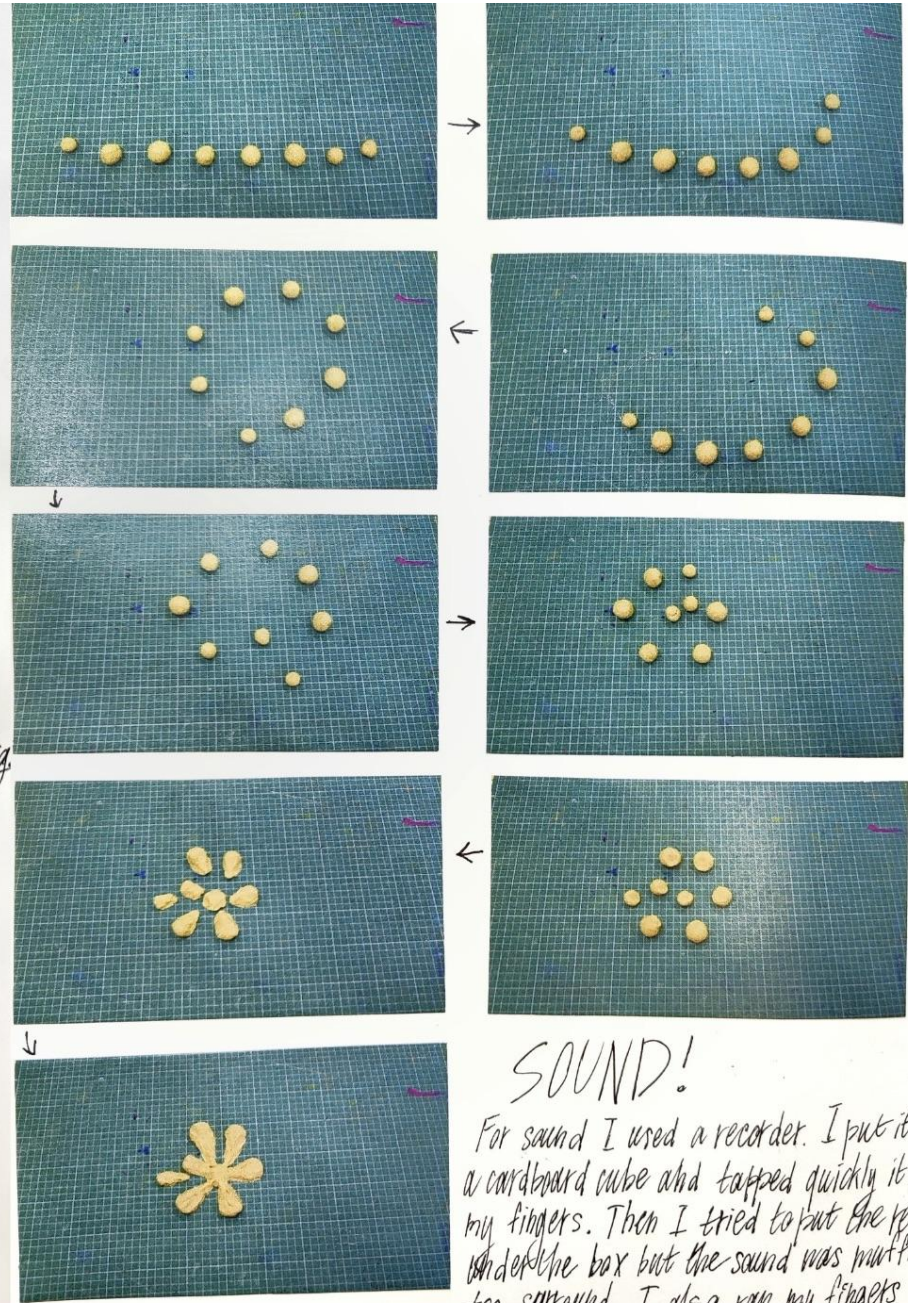
STOP MOTION

1 second = 16 photos (manual mode, all settings need to be fixed)

STORYBOARD



- 1 I made balls out of plasticine.
- 2 I drew a storyboard where balls are spiraled and then joined into one big.
3. I put the camera tripod on the table and made its legs larger because the camera didn't focus.
4. I put the balls on a dark background to make them stand out.
5. After each photo, I moved the objects around a little bit.  to achieve a smooth effect.



SOUND!

For sound I used a recorder. I put it near a cardboard cube and tapped quickly it with my fingers. Then I tried to put the recorder under the box but the sound was muffled and too surround. I also ran my fingers over the cube for the last shots of the video.

The balls came out a little bit out of focus anyway. I should put the tripod higher and the balls on the floor for example. I don't like that the objects are displaced and off-center. Perhaps I should zoomed in as balls spun around. I put too much pressure on the objects so they stuck to the table and I couldn't put them together in one.

Adobe Premiere (editing)

I transferred ^{photos} video and audio to timeline



and made video out of them (clip)

Preferences

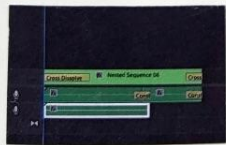
30 - Frames
1,00 - Seconds
0,10 - Seconds

Timebase - 3000 fps

I used the razor tool to cut out the unnecessary part of the audio to make the sound match the video

Next → sequence → render selection

speed duration (you can customize the speed)



→ I put two soundtracks

I darkened the beginning and the end of the video and turned down the sound at the end

File → Export → Media (H264, high quality 1080)

The sound ended up being very quiet because I didn't boost it in the program.

AES+F - The Feast of Trimalchio

Russian collective AES+F produces large-scale digital video installations as well as photographic and sculptural works. They create hybrid worlds populated by strange mythical creatures that address issues such as consumerism, terrorism, and the gap between rich and poor.

The Feast of Trimalchio.

It is a nine-channel animated movie that consists of more than 75,000 photographs. The animation features people who move robotically like robots sometimes causing an ominous valley effect. They are almost devoid of emotions and their movements are often repetitive, unnatural. The video has unrealistic computer graphics, birds move strangely like inanimate objects, many items look flat and the action is not dynamic. Except for the three-dimensional splashes of the water that move quickly and smoothly. But even those look dry. This is matched by the realistic figures of people.

I like the moment when the camera moved in a circle, filming the face of the chef from bottom to top, his head was spinning but his cap wasn't. The music is solemn and creates an atmosphere of richness. This video touches on geopolitical, cultural, race and gender issues but the most important one is between "masters and servants".

From this animation you can learn how realistic objects can be combined with unrealistic things, how you can move the camera angle to better, larger and grander to show the action. And to reflect on what issues can be addressed in a work of art.



Plastic bag by Ramin Bahrani

Plastic Bag is a 2009 American short film directed by Ramin Bahrani, the main character is voiced by German director Werner Herzog and the music is composed by Icelandic musician Kjartan Sveinsson.

The plot of the video: at first the package had a ~~creator~~ she brought its happiness but then just threw out as a useless thing. It got to the landfill and wanted to return to her. The other packets told him that there was no creator, they were the creators and said ~~it~~ should join the others. Packet found another packet along the way he fell in love with it, but the wind separated them. The packet ~~remembered~~ who it was. ~~It~~ got into the sea with the others and felt like it belonged.

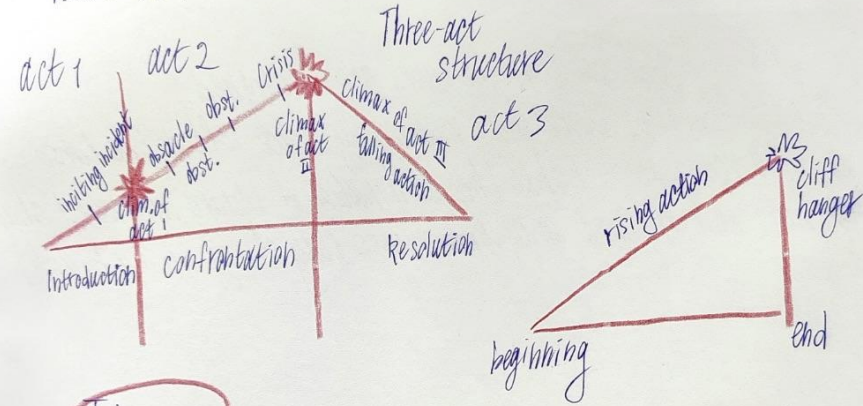
This video touches on themes of love, loneliness, betrayal, searching for oneself, one's place and also environmental issue. All this is skillfully conveyed by filming, composition, soundtrack, which adds drama and then calms. The voice over is calm and gives the package a human quality. I liked the way the package interacted with living things, such as horses and the way it moved through space.

From this movie we can learn how voice, music, sounds, perspective and composition affect the perception of the picture, meaning and object in the video. All these things can make the viewer pay attention to important details.



Narrative

Ideas for the video:
 change the meaning
 the subject is always in the frame
 voice-over



Items:

2 scotch tapes, anti-stapler, small tripod, knife, flashlights, jar, 2 eyeglasses cases, rags, pen

- Script:
1. scotch finishes building a tube
 2. the appearance of the main villain - knife
 - 3.1. escape
 - 3.2. stapler and tape measure kill the knife
 4. descent
 5. The (spider) caught the anti-stapler
 6. sharpening the stapler
 7. victory and happiness



Plot: duct tapes wraps around the legs of the table, a stapler appears and cuts strips of duct tape and chases it. But the stapler chased by a knife. It tries to stop stapler. When it corners the duct, tripod caught stapler, locked in a jar. At the end the glasses case is happy.

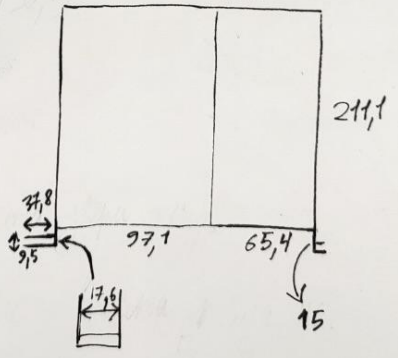
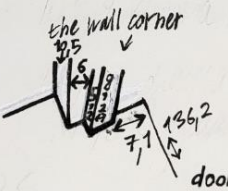
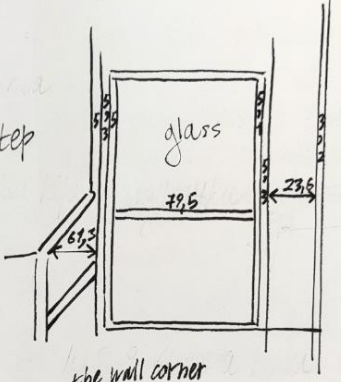
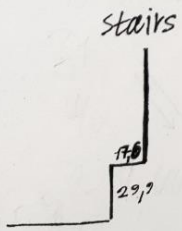
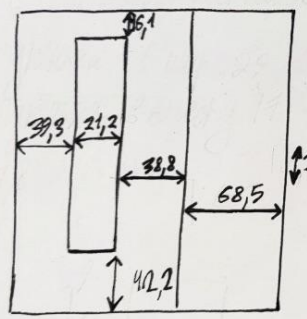
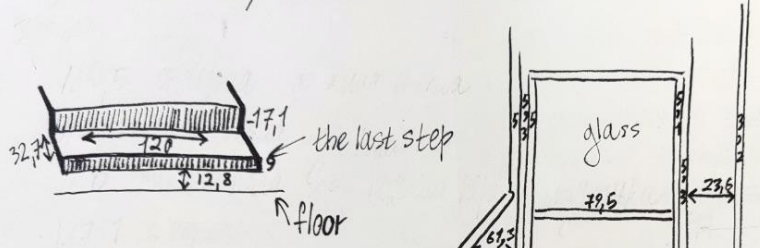
↩ ↻ = yeeey

Reflection time-based media

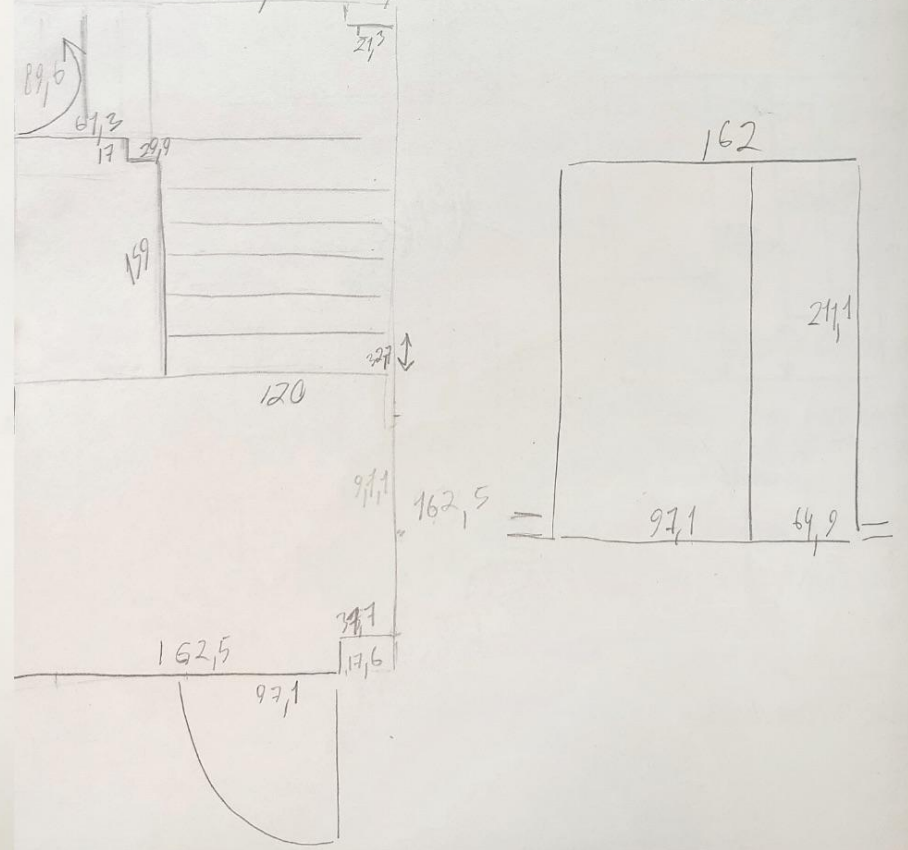
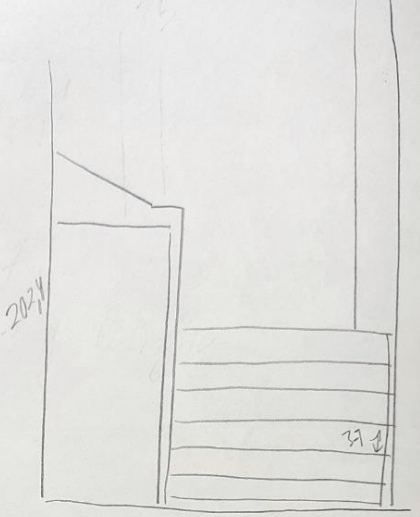
During this rotation I learned about ways to shoot video and how to work with sound. I learned how to edit video and audio in Adobe Premiere. I liked the process of stop-motion video, especially I was impressed with the work of the artists that were shown in the presentations. Of course it's not a quick work, but you can make non-lively objects alive, fully control the movement of the film. On this rotation I used a recorder to record sound for the first time. I was surprised that from ordinary sounds you can create an organic rhythm with a melody, especially I liked the audio from Chris Watson who recorded the sound of a train. I learned about how a shot can change the meaning and perception of a picture about different shooting techniques. For example: reverse dolly and vertical panometry.

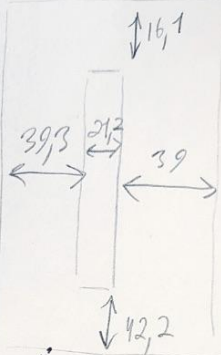
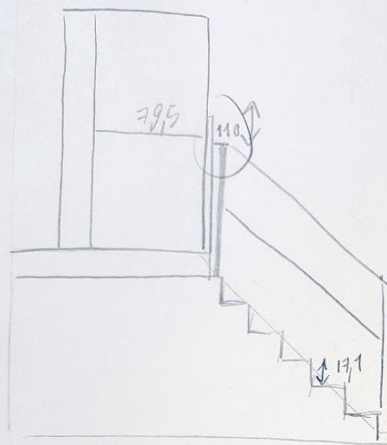
I'm not very happy with the result, not enough time. We were in a hurry and the second half was shot fast, so we didn't get enough frames per second. As a result it's not clear what's going on sometimes. At first we moved objects with wire so we didn't have to use our hands. I think we have too many characters in the story and it's confusing. Also 1/3 of our video has no sound, must have been a mistake in editing.

paper architecture - **3D space**
 (create buildings that can't be built) Alexander Bratskiy
 key tool for changing space is installation (change feeling, image, meaning)
 drawing analyze the space, chose object → enlarge it → made it out of cardboard, detailed, functional

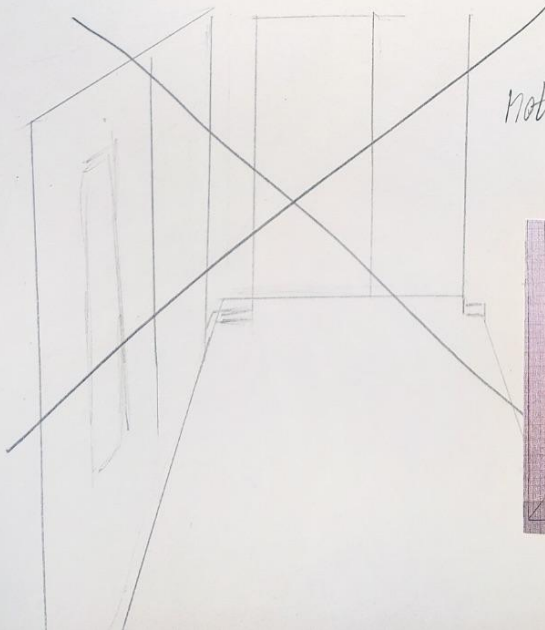


Picking the view from above was the easiest. But we first recorded measurements separately from the photos, so everything got mixed up. so we had to measure half of it again.

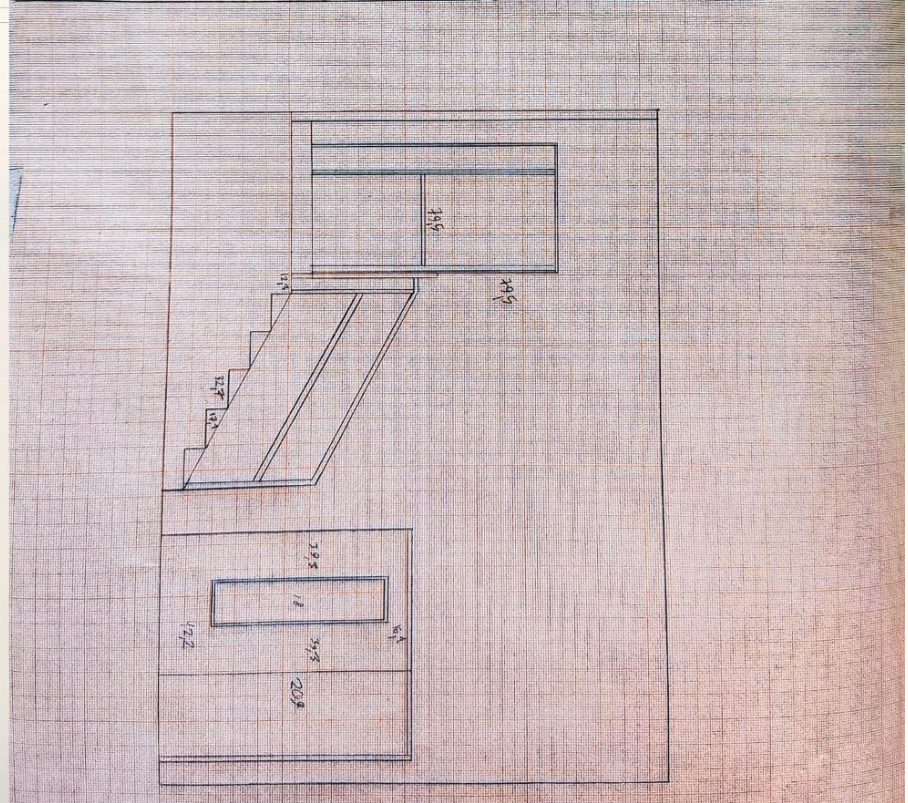
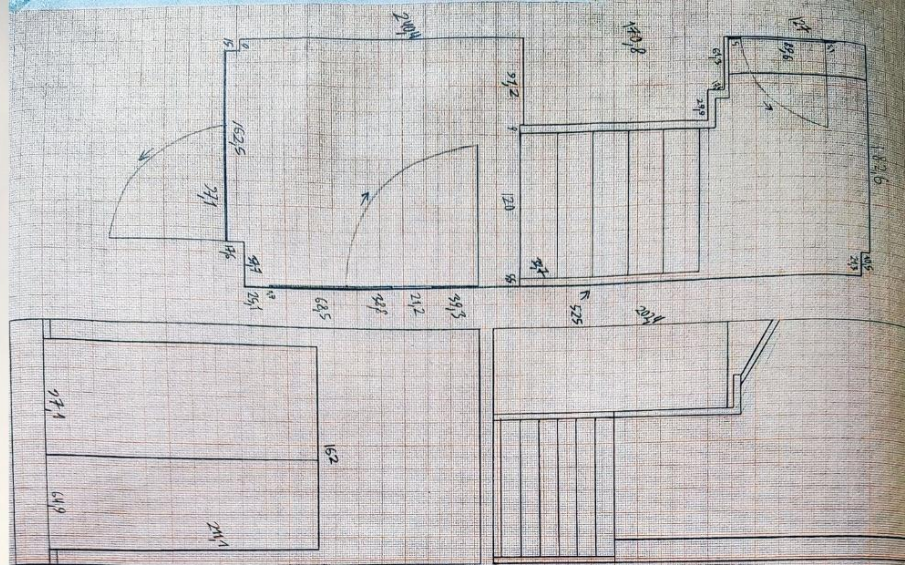
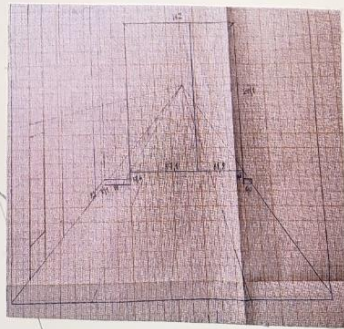




It was hard to visualize the railing going up and the angle they form. Also, I moved the door from the left side to the right side because there's nothing interesting on the left side.



not in perspective

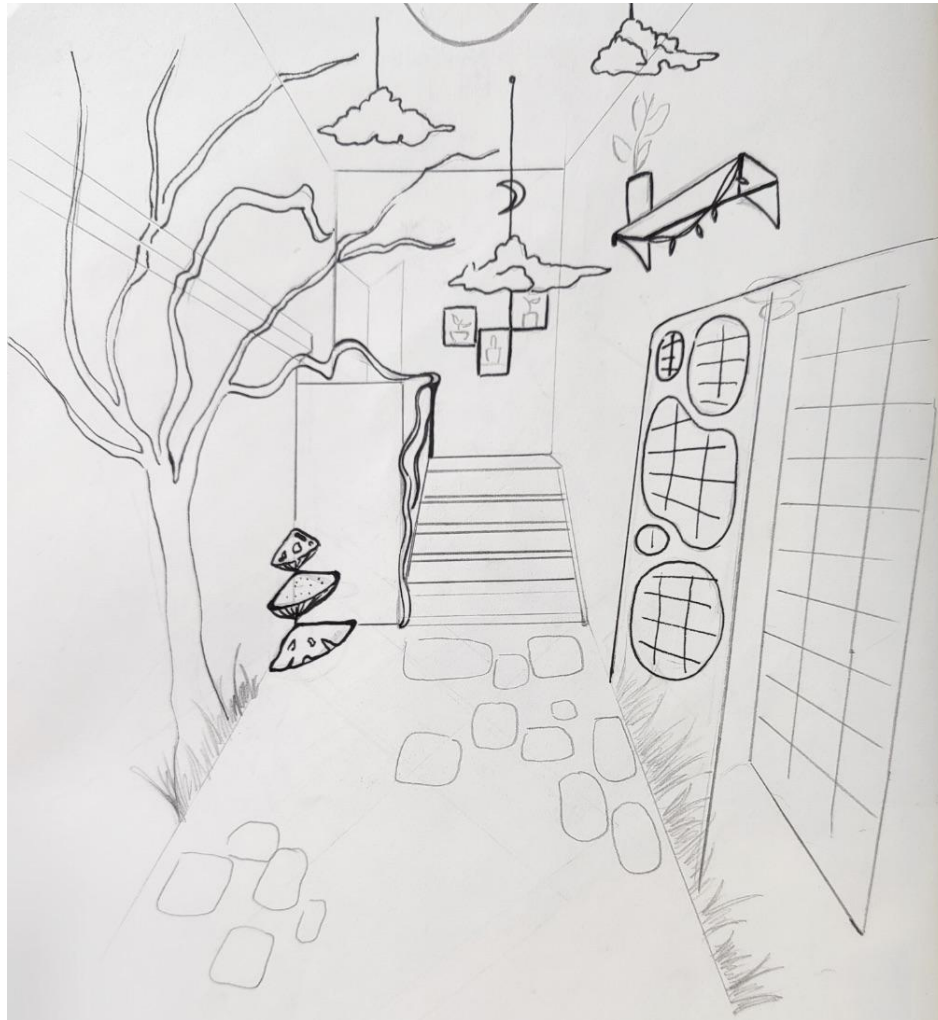




I removed minor details on the floor and near the glass from the drawings. Also I didn't represent the space between the stairs and the right wall. I have some errors in the drawings of the stairs and railings because I forgot to measure the distance somewhere. The big challenge was that this room had a lot of angles, details. We didn't quite understand what we need to measure, so we measured everything, even the things we didn't need to measure.



I did the first sketch but I didn't like the layout and look of the room so I drew a new one →

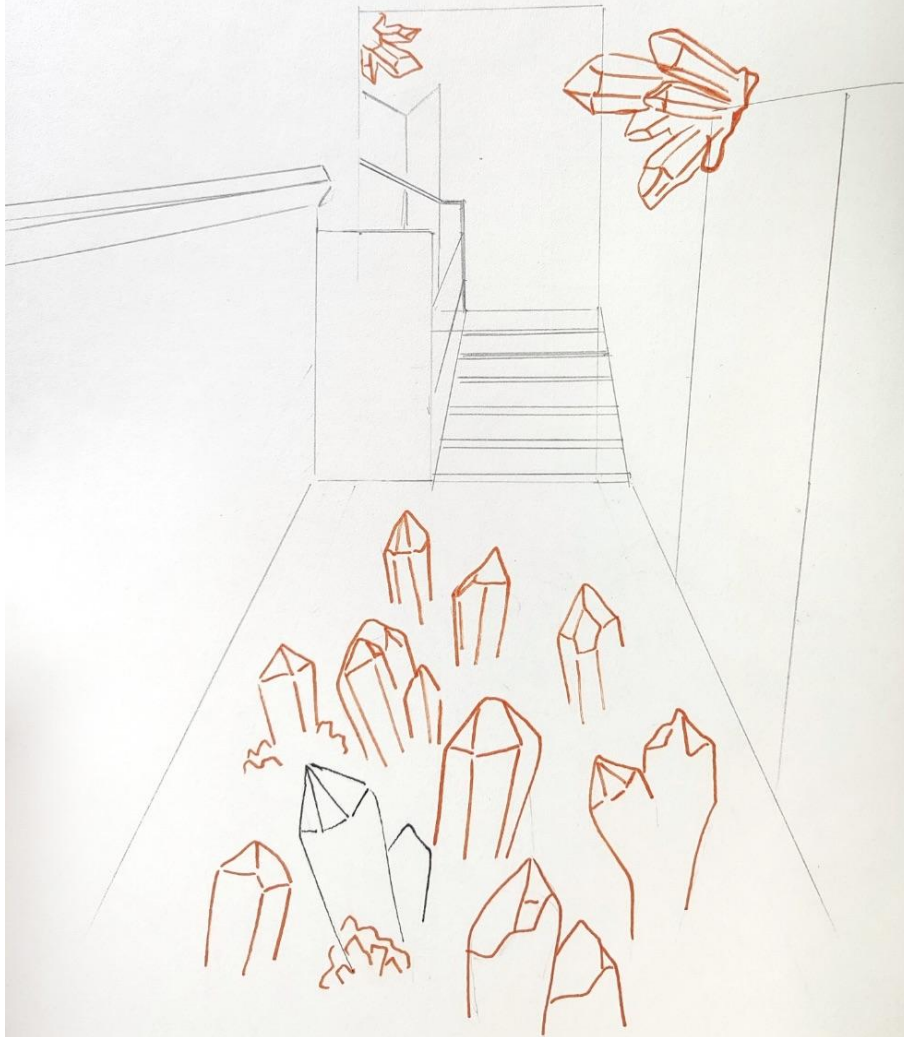


Task 1: what music can play in this space? I immediately thought of the song "This Could Build Us a Home" by The Garden. Because of the similar colors on the album cover. And the music suits the place too. It evokes a sense of adventure and mysticism so I drew objects from nature

2. What smell do you feel? Honestly this room didn't smell like books or something like this but I didn't have any associations with any odor so I drew the objects of a library since this is a study space. It was difficult to draw objects with a slant and in perspective even though I wasn't using it correctly.



4. How to make the way through space longer?
I decided to develop a theme of mysticism and nature, so I added crystals.



3. What is possible to add in this place?

Since my drawings don't show the two doors I modified them and added details.

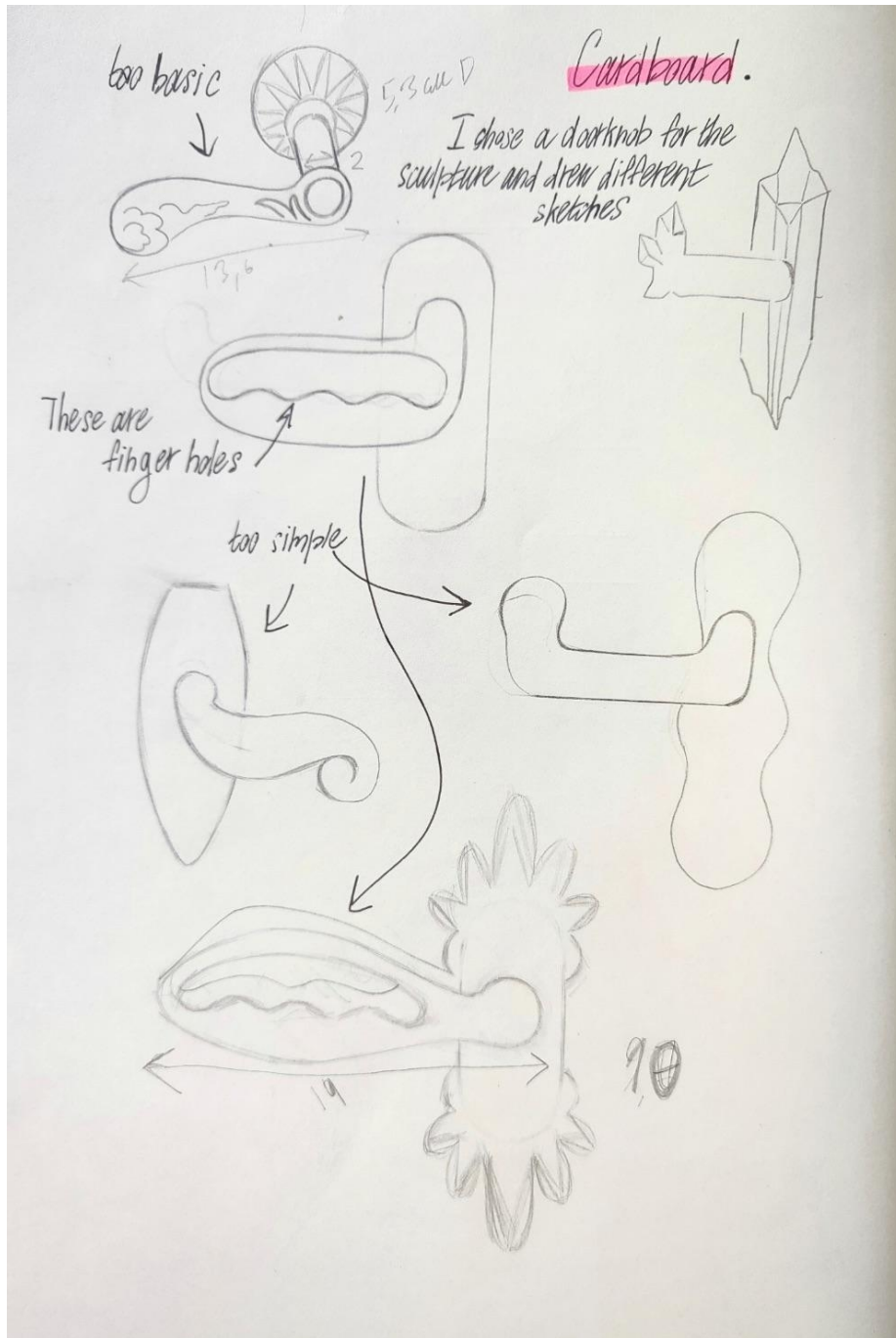




5. How to make the way through space more fun?
I think the slide is a lot of fun :D



6. Combine ideas into one and show in 3D.
I removed some details from each sketch and combined the remaining ones so the room wouldn't be overloaded with objects.



For practice I made a cube and a cylinder out of cardboard. Some sides of cube didn't fit together well, I should have made one side smaller. The cylinder turned out great but I didn't notice the inscription on the cardboard on the outside.

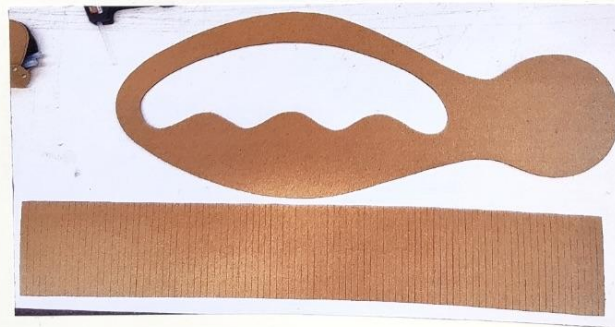


I wanted to make not only handle but also part of the lock, but it would take too long and the sculpture would be too big

I increased the size of the handle five times. It 70 cm long and 15 cm wide.
 1 First I made a stencil of the side part from paper

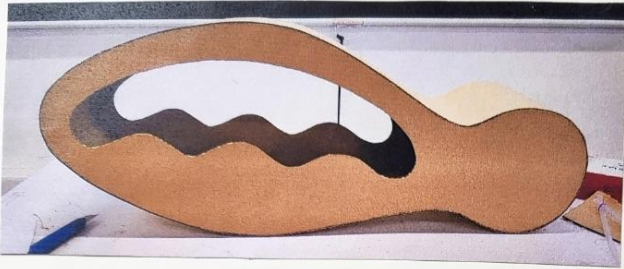


2 Then I cut it out of cardboard.



Also I cut the pieces to width. I drew 1 centimeter gaps so that the cardboard would bend.

I glued one vertical side to the horizontal with a glue gun, and then the other side




After, I glued the inside sides




The sculpter turned out pretty neat, but because I didn't calculate the length of the inside part it wasn't long enough. I cut a 1 cm strip and it didn't stick well. Also the tops of "the waves" don't match the sides. I made the inside 15 cm too, it should have been smaller

Patterns

If an image has a square on it  you can't work with it so you need to click on "rasterize layer"

In order to cut well the object use vector graphics (pen tool)

When you draw the shape click on paths → selection (3rd button) → backspace to cut out the background.

To remove the object selection →  (rectangular Marquee) and click on the empty space view → rulers (measuring scale). copying - command + (PNG) - file without background command v

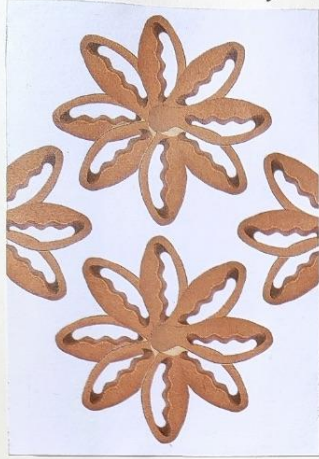


I made a minimalistic pattern without going over the edges of the sheet.



I like the alternating different thicknesses of the stem in the middle.

I went over the edge
 3 because I didn't want to leave a lot of empty space



It took me a while to make an even circle, I copied items and layered on top of each other



It was difficult to cover each area evenly, here and I couldn't grab the copied items.

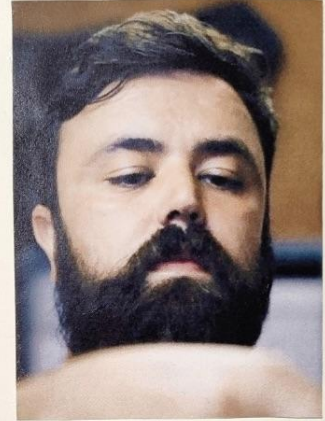
5



I created a 3d effect by overlapping the items three times. I changed the direction of the second half for a change

Dylan Schields

Dylan is an English contemporary artist who creates sculptures out of packing cardboard and duct tape. He explores the relationship between the history of art and its context in contemporary society, focusing on forgotten works by the old masters. He creates sculptures based on famous paintings by Caravaggio, Titian, Holbein. I liked the dynamic poses of his sculptures and the way he depicts people's bodies.



"Working with cardboard is trying to make something that, essentially is valueless become valuable"

In this sculpture I like the texture of the hair made from strips of crumpled cardboard. The author also used scotch tape to make the skin glow. I like how Dylan captured the look and the detail of the face. I think that the tape helps to hide the whiteness of cardboard and to create folds on the skin, for example near the mouth.

We can learn from this artist how to manipulate cardboard. The way he gives it different textures, the use of additional materials to accentuate and contrast the sculpture. Like painting an object, wrapping it with tape and using lightboxy.

Reflection

To summarize this rotation I can say that 3D space is not for me. I like visual art better. I was bored and uninterested in measuring space, I don't consider it a creative process because you have to represent everything exactly as it is and use a ruler. I also don't like doing calculations. It was fun to change the look of the room by relying on different associations. I think it helps to develop imagination and the ability to create objects in a certain style. I found creating a 3D sculpture both interesting and challenging at the same time. The process requires care and precision otherwise the sides may not come together, the curves may be broken. On this rotation I learned to analyze space, for the first time I drew furniture, saw what amazing things can be created with cardboard and realized the importance of 3D space in our lives. It can be used to give any meaning, feeling and look to a space. Thanks to it every place can be made unique.

LETTERFORMS (letter's shape)

Typography - is a style or appearance of text

Type setting (type face) - by designers (for example in the Word)

Calligraphy (art of producing beautiful handwriting)

☆ Lettering - creating hand-drawn letters. **BCDPO**

2 Types of fonts: display type faces (for the headline, cover, to attract attention) (for the type)

Try - letter contrast (geometric + wavy lines) (thick + thin lines)

When you create the letter it's important to see negative space

Think first about the silhouette and negative space. You can combine different elements with empty space.

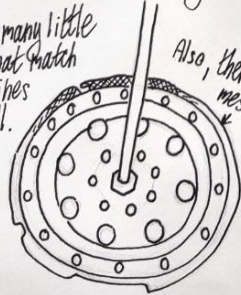
The process! With the help by my tutor I chose the object for creation letters. It is brewing teapot and it is the best variant because of interesting details and there are many things you can work with.

The characteristics:

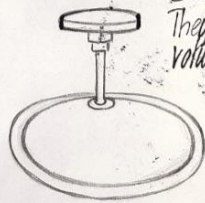
This object is used to brew tea. You can fill it up with water or spelt else.

It consists of the plastic. The blue part is rough to the touch and the transparent is smooth. It has a primary part (capacity), handle, press.

I like many little details that match with the lines pretty well.



Also, there are woven mesh pieces on the sides



I like the round shapes here. They have different size and volume. It's also cool that there's part in the middle that stands out from others. I think this object is coherent

I made sketches of parts of the object that I found interesting.



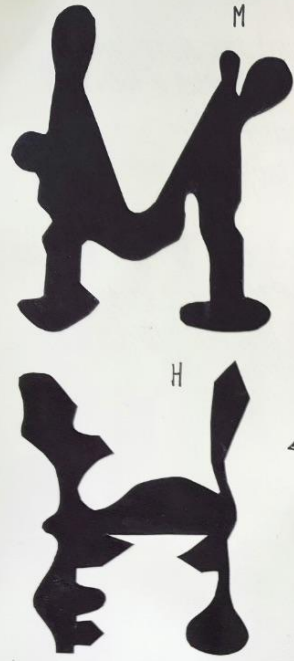
This is a full-face view of the teapot. I like that it has a bright color. ^{Transparent areas form} a negative space. I also like the symmetry of the object. Then, I drew on tracing paper with marker letters. They based on the details from the sketches and subject.!

For the design of this letter I was inspired by the first sketch. I love the resulting zigzags and the end of the letter 'G' which resembles a scorpion's tail.

This is where I tried to make a contrast letter and created a space inside. I like that the top looks much thicker than the bottom.



I like this letter the best. I think it makes a beautiful negative space. There are abstract wavy lines that look like drops and water. I also like the part that goes outside the circle and in. It complicates the silhouette of the letter.



Then we cut out letters of the paper without a sketch.

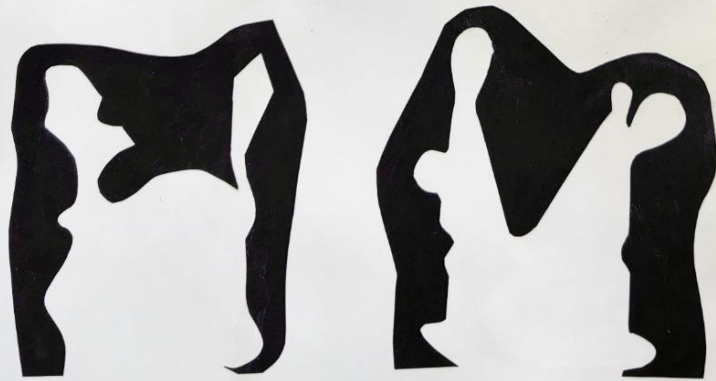
I like the fact that each side is different in some way. There is a bulge somewhere and on the contrary. Also this letter has a combination of sharp and round parts.



The left side is more massive than the right and ends of the letter have completely various shapes. Also left side looks like a flying bird.

Here I decided to make the letter in multiple parts. I like the unusual shape at the bottom.

I created the word using the letter style I came up with

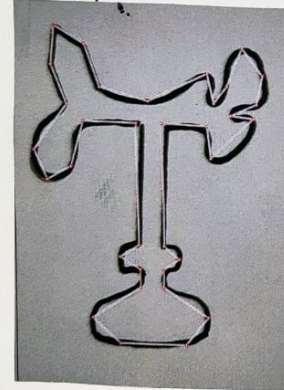


Illustrator

I created a typeface based on a sketch of the letter M. I thought working in Illustrator would be easy since I've already created vector graphic in Photoshop. But I didn't know about many tools.

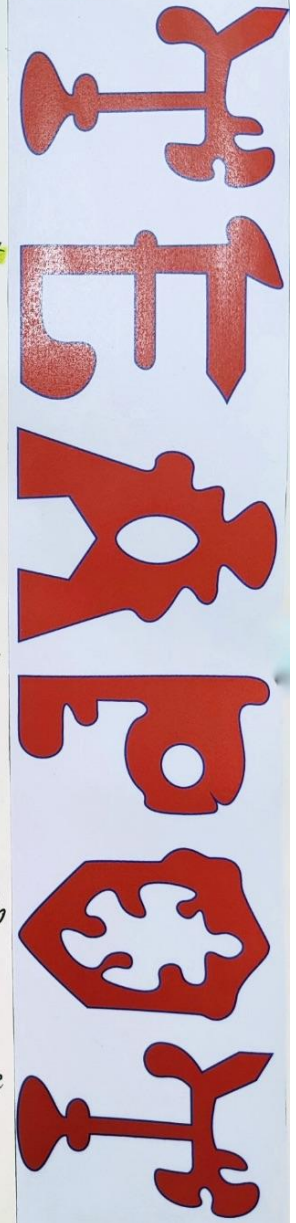
command - (zoom out) if you press Shift you draw an even circle. to change the scale of the picture proportionally move figures, change scale with

- stroke - thickness of lines
- fill outline change figure's form and placing of points
- pen The end point must arrive to starting points!
- + - add or remove points command 2 - locking layer to make a space in a letter select all parts



Here I tried to create a contour only with the pen tool. In the end I realized that I could mix pen and arc tool. I often added unnecessary points that prevented smooth lines. When I went back to the first work I opened the photo

wrongly and couldn't edit the letter, so I redrew it. At first I made second letter T by hand but they turned out different so I just copied the first one. I don't like that one end of "A" goes down a bit because I set up the point wrongly. I like the combination of sharp parts and round in the design of the letters.

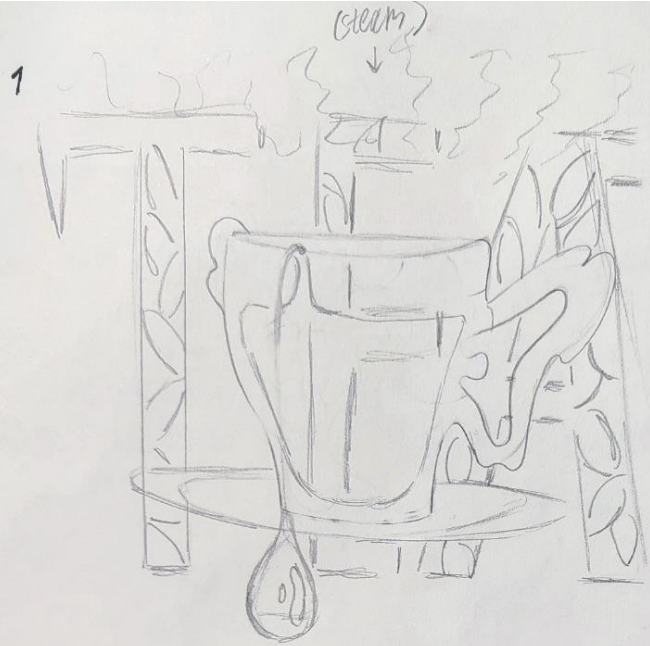


Posters

posters include both textual and graphic elements.
 You can create eye-catching poster using bitmap, combine hand-writing words with typography, use lowering colors and writings.
 Use thin lines with big forms, negative space, some patterns, mix photos with drawings. Typography's effects. Abstract elements + photos.
 use visible masking tape as an elements of design, use only one big object, parts of pattern that layer each other. The poster can be cut up, reassembled.
 You can be inspired by patterns of existing objects (for example what you see on the street.) Text block



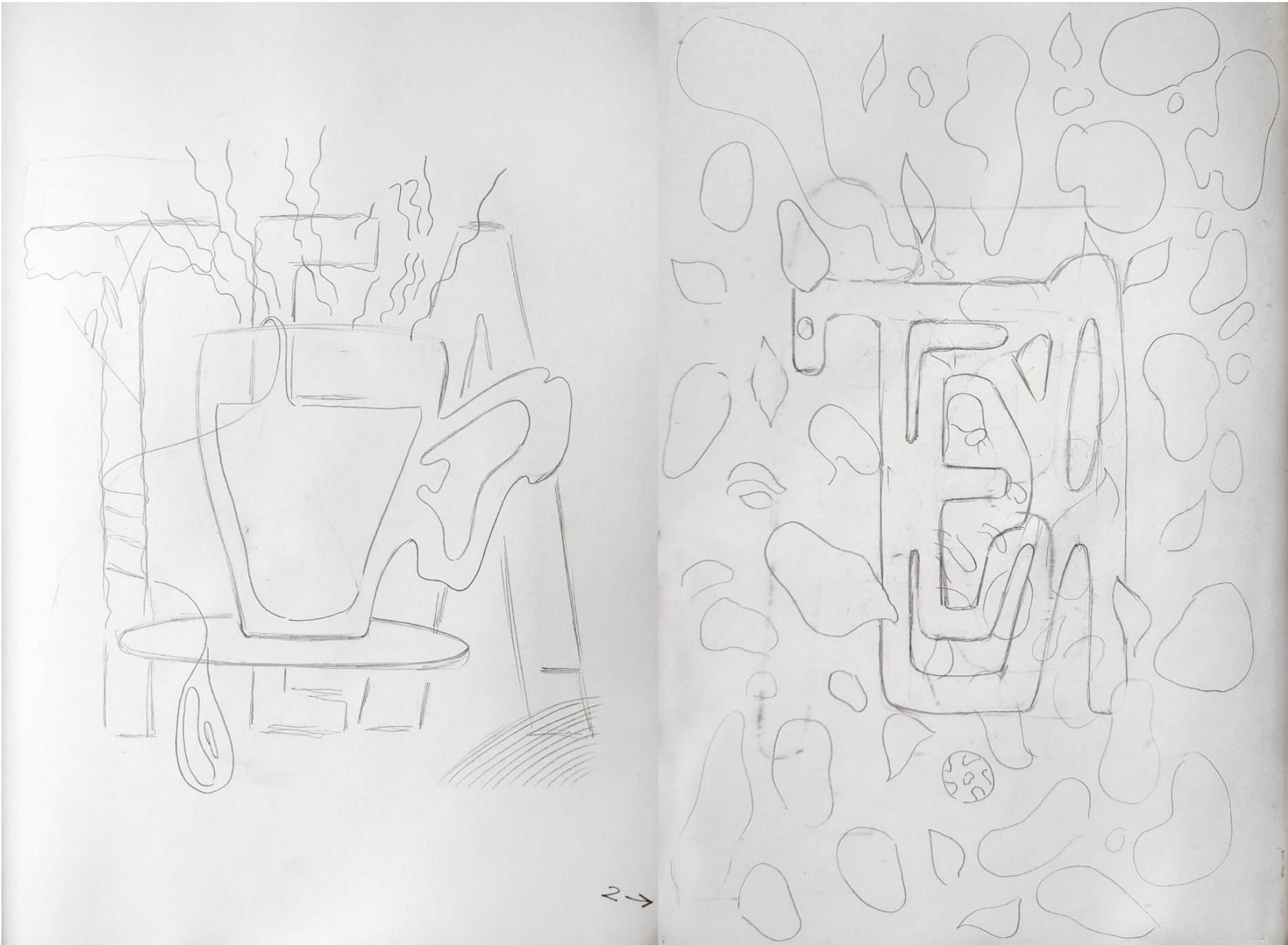
associations with teapot ↗



1 I decided to make an illustration. At first I drew cookies in a cup that covered each other. It looked strange, so I just drew tea. I made the letters more detailed with leaves. I ended up not choosing this design. It would be difficult to depict the details on the back of a clear cup.

2 I enjoyed creating the typeface so I made the lettering the main element. Also instead of an illustration I drew abstract blobs. I also like the negative space creating another letter "E".

3 (collage) I decided to add a purple background. I think it match with blue blobs. I added the lettering by hand for a change, but I think I could have written it more casually. Or inked it. The pencil-drawn drops I wanted to add in illustrator





Illustrator

- image → adjustments → levels (you can even out the tone take away the yellow color)
 - if you want to work with ready text press type tool and create a text field (T)
 - In character (on the top) you can change the font style and the thickness (on right)
 - to make the letter a shape (with points) press "type → create outline"
 - to unlock the font right click and "ungroup" ⊕
 - you can use transparency to change the overlay of text on the image
 - with the pen tool you can draw a text path. Then click on "type on a path tool" (under type tool) and click on the path.
- cool effects: Blur, warp, 3D and materials.

OUTCOME



I added drops and leaves in Illustrator and increased the contrast of and saturation in Photoshop. Next with the freeform tool I drew the outlines of the drops and made them 3d.

I tried combining flat drops with volumetric drops but it looked weird, so I made them all in 3d. The poster looked unfinished, so I added patterns.

I went into "curves" and changed the color there. In "hue and saturation" I edited tones. I like the black lines but it make design intricate. But I would like to add a texture to the background that is missing because of the editing.

3D Textile Sculpture

three-dimensional structures made with weaving, knitting, braiding or etc.

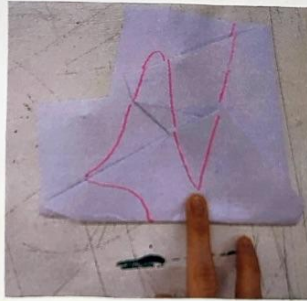
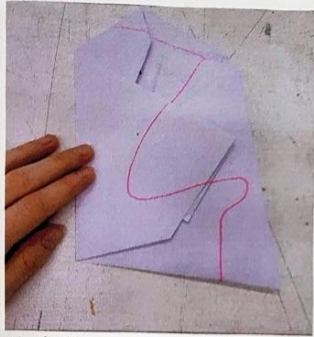
zero waste pattern - to minimize loss of fabric (closely spaced molds)

Brief: create a zero-waste pattern using paper

you can use kapron, wave with wire, layering threads, clear plastic

Sculptures can be lying down or hanging.

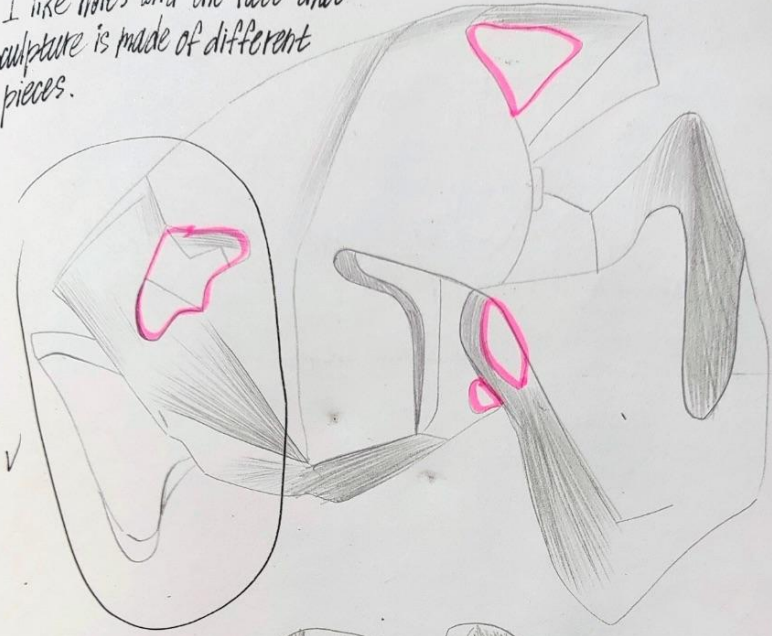
you can pay attention to the shape or experiment with fabrics and threads.



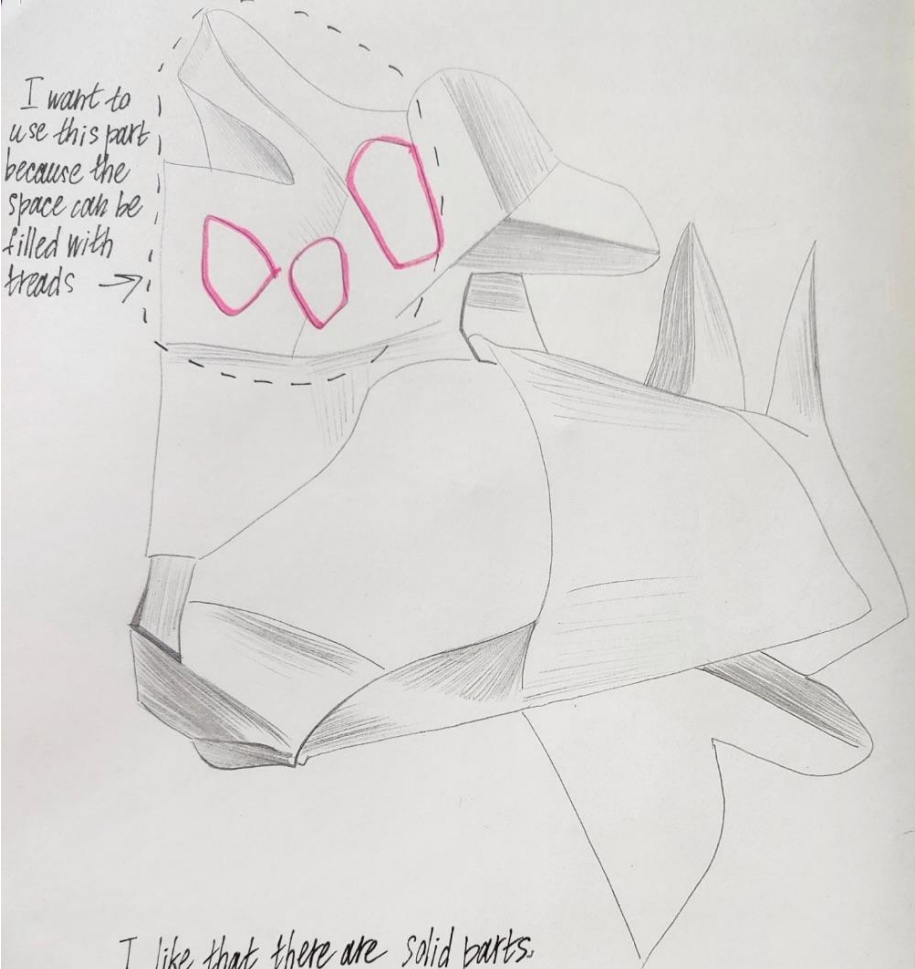
I folded the paper and drew a line, then cut it out and glued 3d sculpture together.



1 I like holes and the fact that this sculpture is made of different sized pieces.



I love the shape and that figure



I want to use this part because the space can be filled with threads →

I like that there are solid parts and sharp pieces. I also like the creases in the paper

I like the curves of the paper



Zine

A self-published **non-commercial** edition by the author (**small magazine**) it can be a creative project. You can sew it differently, there is no standard. it can be geometric shapes, comics, text

The zines are printed on a **risograph** that prints in one color.

You can take an existing image and modify it, layer a photo, combine a graphic with an image on a V-turn (📖)

Brief 1: draw an object without watching, only touching)



I like patterns inside little circles, blotches on the left side and zigzags

I like the space within the objects, the color combination



I like the interrupted outline of the circle, the little star, the zigzag lines inside.

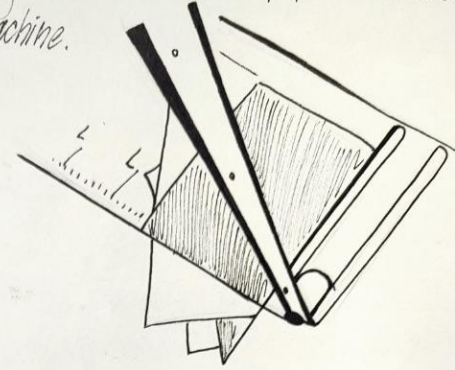
I like the bold, stand out ink drawings here



I like that I used various materials so I got different lines.

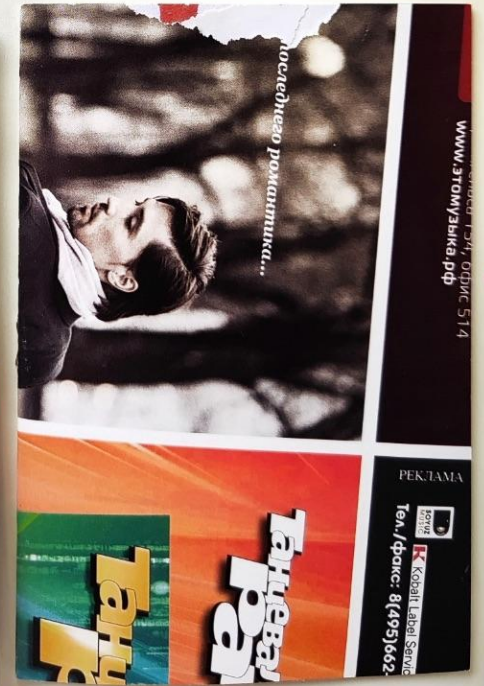
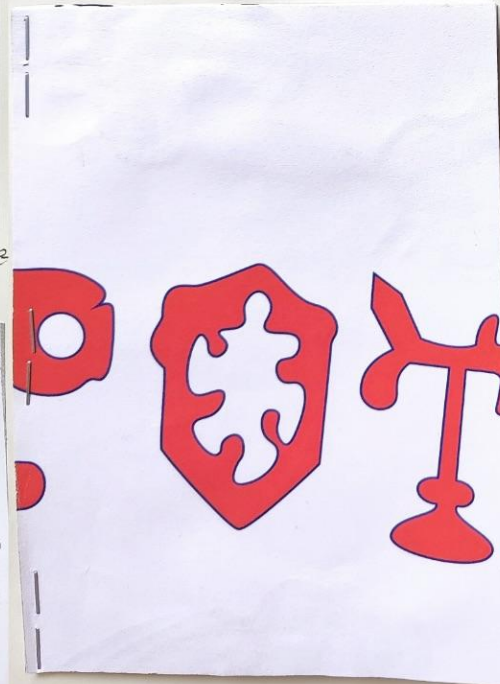


I randomly folded my drawings and sheets of newspaper. Then I cut them out on three sides with a guillotine machine.



My first zine didn't work out because I cut off four sides....

2nd





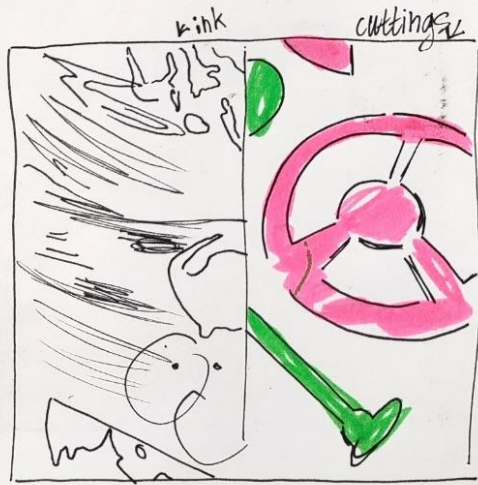
I love that there is curvy, large and small text. I like the layouts and it's shape. I added my ink drawings instead of the magazine photos.



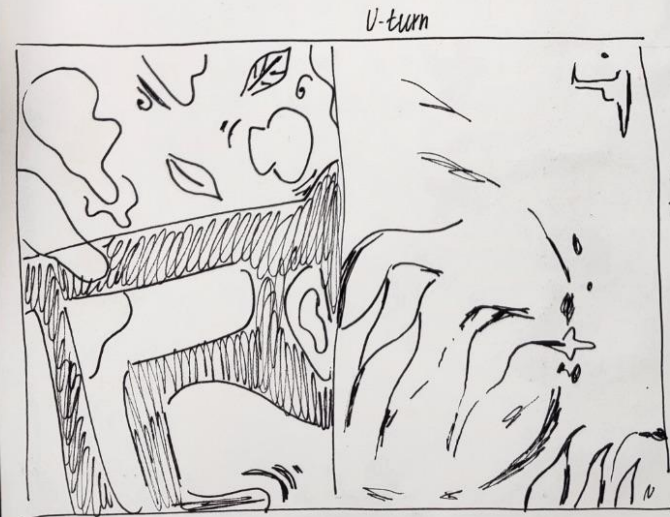
Here I like the bright, vibrant image on the left and the black and white on the right.



I like that the frames are slanted and narrower at the bottom. I think that the combination of pictures and ink drawings looks good.



I like the combination of the thin abstract lines with the colorful big cuttings.



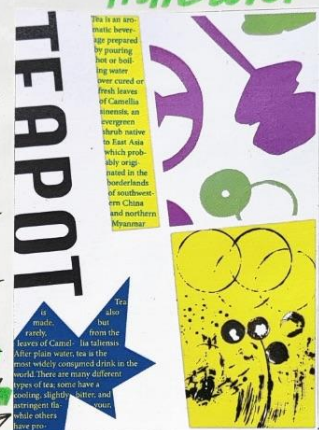
I like how one piece has a lot of detail and the other has more empty space.

Adobe InDesign 2023 is for Multi-Page Editions. Text+image. You can't edit the image in InDesign
 Print → AS, Pages → 8, Facing Pages (pages coming together in a U-turn, command D -

OUTCOME

front cover

The front cover was the most difficult. I spent a lot of time trying to customize the placement of the big lettering and the size of the letters. I wanted to replicate the exact image from the newspaper



I cut out the background from the second image (Object → Clipping Path → Detect Edges)

TOOLS:

To smooth out the corners of a curved line use **Pen tool** and hold the mouse down
 Type on a path tool to write outside of the shape
 If the text doesn't fit into a frame and sheet I made a plus sign appears at the bottom.

1st U-turn

to insert text into a graphical form click on a type tool and then on a form

Here I kept the original spread and just added the figure and text. To have a balance with a detailed image on top

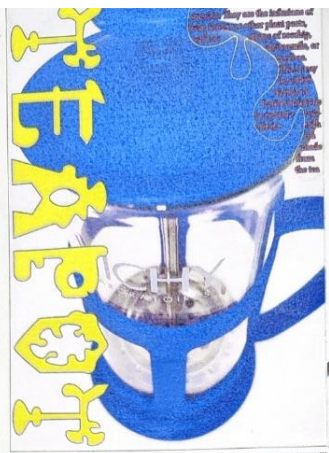


If you click on it and create another the sharp transition frame, the text will from black to light colors.

Rectangle frame tool for inserting pictures
 click on the frame → command D

To fit image size to the frame click on fit frame proportionally

I changed the color of the lettering to follow the color palette. I also enlarged the drawing.



2nd U-turn

I used a gradient here, I cut out the background first. It's not removed in some places, but it doesn't ruin the image. On the second page I like the rectangle transparent I like

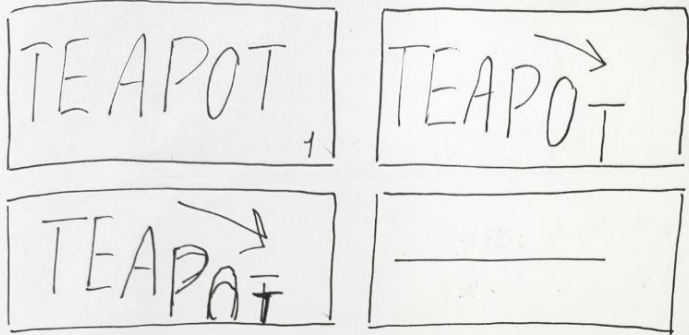


3rd U-turn

back etc. I like the result. I used a lot of different tools and experimented. I tried to stick to one color palette to make everything look organic and combine the items well.



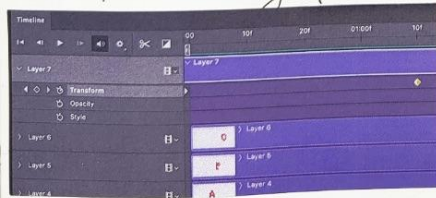
Kinetic Typography.



First, I transferred each letter to a separate layer in Illustrator. Then, I exported them to Photoshop.

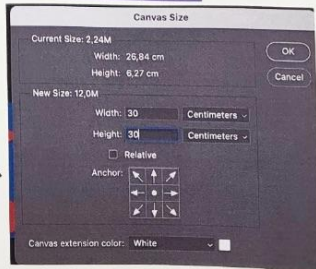
In Photoshop I made the letters into smart objects to modify them.

I opened the time lapse and clicked on transform to move the letters and adjust the time they disappear. I just put them down with the down key.



To make the letters fall in the same time I just made a cut line from the start and end points of the animation.

I made a blue background by clicking on "background from layer" and changed the screen size.

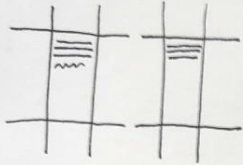


I would like to make a more complex animation, maybe add some objects like water droplets or put an effect on the letters. I don't like that the finished work turned out in bad quality, I don't know what the reason is because I saved it correctly.

Grids in graphic design

To organize and structure information. Guide system - horizontal and vertical lines. Allows you to make equal space between block of text, images on each sheet.

classic ↘



module grid ↘

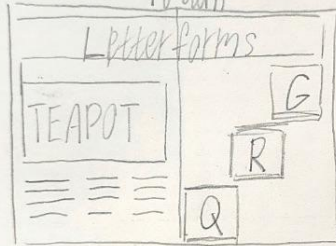


text + image (The picture can't fill half of the cell)

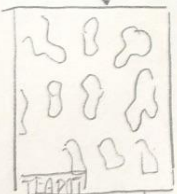
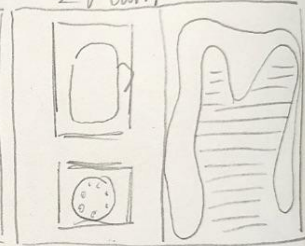
front



1/1-turn



2/1-turn

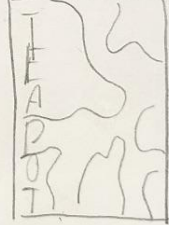


make name color to black

3



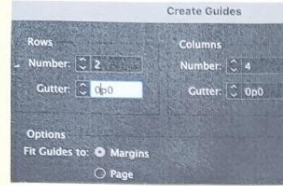
back



I need to scan my marker letters, cut the blobs

out of Illustrator

7,4 cm 10,5 cm 8 pages Parent page (in Pages)



(starting setting)

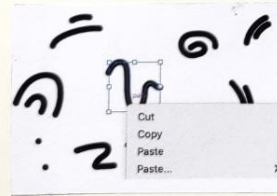
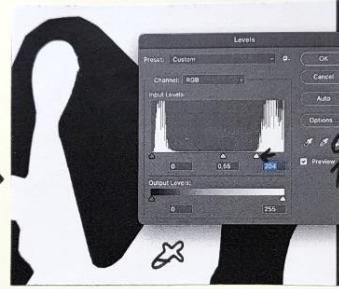


(at the end)

margins



I used Levels to align tone and make background "transparent" for zine pages



In Illustrator I drew patterns similar to patterns from my poster and copied them into Indesign

To insert text into the form I used vector graphics. (with the pen tool)

I also copied from the poster drops for the cover and I cut a letter out of my poster.

TEA



That's what the cover was supposed to look like.

But I didn't fold the zine neatly so the image was displaced and there were margins on left side and below



I made a prototype to see how to arrange pages in Indesign. 4,5,6,7 pages upside down!

I did the first variant but I forgot to save pdf file so I made it again. They are different. I changed the large font style. In the first U-turn I changed the image of lettering. Now the image is bigger and the font is prettier.

Second U-turn: I removed the text near the sketches. They were unnecessary, cutting off the picture. But I think that second sheet of 1st variant is better. Because the image is bigger.

Third U-turn: In the 1st variant I just copied the group of patterns so I couldn't move them individually. So another time I drew patterns that I want individually. There wasn't a lot of color in the TV. So in 2 I moved the back cover image to 3/4 side.

front cover - I like the 1st v. more but I would reduce the lettering.

back cover - I drew a circle and put the text in there. But it doesn't stand out on the printout.

Peter Bankov.

Peter Bankov is a pioneer of Russian graphic design of the now time, co-founder of Design Depot studio, editor-in-chief and publisher of the legendary graphic design magazine "KAK". He is one of the leading Russian poster artists. He also creates murals, covers for books, disks



I was attracted by the bright style of this designer, maximalism in his works, the way he combine photos with typography and graphics. Also I like how he cuts out objects for his posters.



The poster for the movie "The last interview".

In this poster I immediately liked the color scheme of the photo and shadows. The blue, purple, red and orange work great together. The picture is a bitmap effect image and two photos are superimposed on top of each other. It adds the craziness. Different lettering placement and size look dynamic and interesting. I also like the sloppy design of the letters, it suits the atmosphere of the poster. There are blotches and brush-like strokes in the background. This adds variety and makes the picture more eye-catching.

"The only thing the designer has is a ball. This is the eye - when a designer sees some thing beautiful with his eye, it begins to ring"

"Through a poster you can quickly gain creative mass - learn to see, not be afraid."

"I believe graphic design changes the world for the better."

We can learn from Peter about composition, combining image, graphics and typography. We can also listen to his advice: to work, trust yourself and not be scared to make mistakes.

Natalya Balnova

Natalya Balnova is a Designer, illustrator and printmaker. She creates silkscreen books, zines, posters and draws in ink. She currently teaches hand lettering and design at New York School of Visual Arts. Her clients include Apple, The New York Times, Washington Post and others.



I chose this Author because I liked her unusual illustrations, the way she works with color and composition. In most of her works she depicts birds, insects and complete them with plant patterns.



This is one of her zine illustrations. She first drew the sketch in ink and then did a silkscreen print. In this picture I love the translucent areas where you can see the bitmap texture. I love how she organically fills the space of the sheet with her drawings and their detailing.

Reflection (2d Digital Design)

During this rotation I learned how to create basic animation, work with some of the major design applications: Photoshop, Illustrator, Indesign. I rarely used a computer for this before, so it was unfamiliar to me. My eyes get tired quickly and it's hard to memorize the workings of many tools. In spite of that I learned a lot of useful and new information. In Photoshop I enhanced images, removed imperfections, and applied different effects. Most of all I enjoyed creating the zine. Especially the methods we used to come up with the image of sheets. For example, I draw an object based only on feeling. I also created patterns by dipping a toothpick in ink. In Indesign I modify text and combined it with the image. Sometimes in social networks I find beautiful, unique collages and posters, so it was interesting for me. I also enjoyed making my own font. This lesson was my first close look at vector graphic (and at the end I was much better at it). I think that the applications that we used are indispensable in today's reality and they allow people to create anything. I'm sure I'll be using them many more times in my future job.

Contemporary sculpture and installation

Anthropomorphism - something that looks like a human body
A humanoid robot

Uncanny - something familiar in familiar circumstances

What can be manipulated

- size: miniature, life size, gigantic
- medium: wood, ceramics, metal
- quantity: one, few, many
- exposition: standing, hanging, suspended

• Rachel Whiteread
• things we fear



Bas-relief - image on the plane in which figures slightly protrude above the surface



1. I rolled a piece of clay into a rectangle ~1,5 cm thick.
2. I stuck the edges of clay to keep the cement from spilling out onto the table. (the edges are the same thickness added 2 cm above the rectangle)



3. I taped them to the table



I mixed the cement with cold water in a 2:1 ratio. I thought consistency was too thin and added more cement. It was a mistake.

There was little time so I simplified design. It was difficult to make thin stripes.

The figure turned out with small holes because of it.

Then I scraped out the drawing (the deeper the hole, the more convex the figure)

I also used my fingers.

I don't like also uneven rectangle.



Louise Bourgeois

She is one of the greatest figures in contemporary art. She is best known for her large-scale sculptures and installations inspired by her own memories and experiences. Her father's affair with her attempted governess and her mother's death and attempted suicide left deep emotional wounds. Bourgeois tried to free herself from them through her art.

She also explored the human body. For her sculptures she began to use materials such as latex, plaster, marble, bronze.

The alternation of forms, materials and scale, oscillating between figurative and abstraction became a major part of Bourgeois' vision.

I chose this artist because I liked her spider sculpture. "Maman" sculpture is 10 meters high on eight spindly legs. "It's an ode to my mother. She was my best friend. Like spiders, she weaved. I mean, spiders are useful, they protect us. That's what my mother was like." This sculpture is made of bronze, marble, stainless steel.



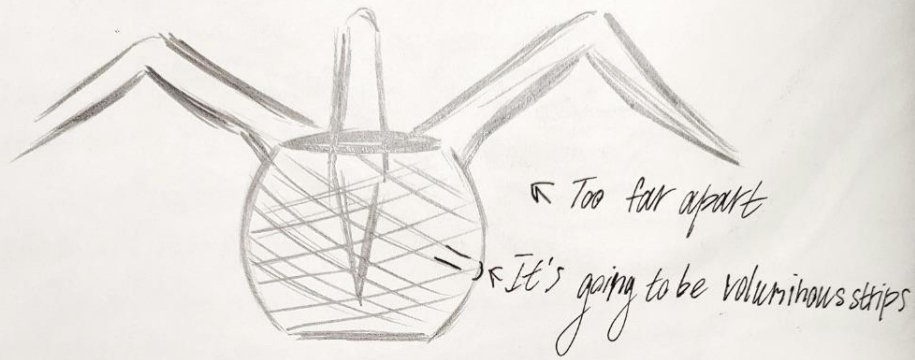
The look of the spider's legs reminds me of a dried plant stem. I like that the texture of the sculpture is not uniform and has sharp curves. Also the light background emphasizes the outline of the spider well. The sculpture shows the mesh frame of the top so underneath.

What we can learn from this artist is that her life experiences and emotions can become an idea for an art object.

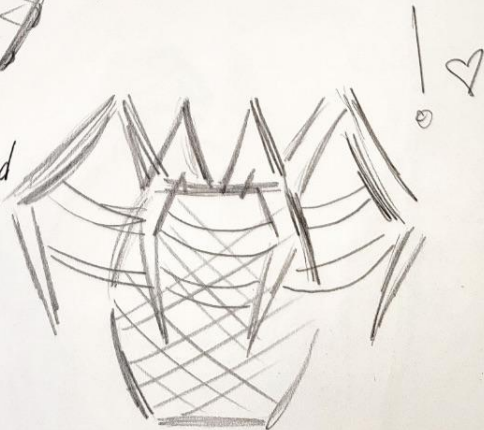
Art is guarantee of sanity!



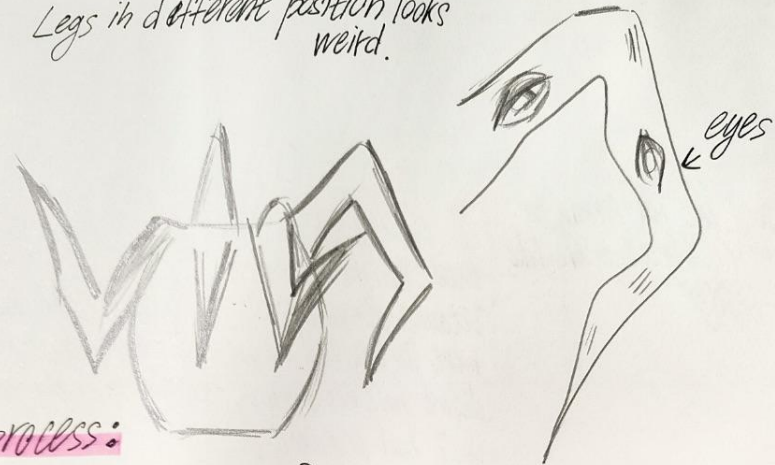
I was inspired by the look of the spider legs and decided to make a vase.



I added more legs and cobwebs. I can cover the wire with clay.

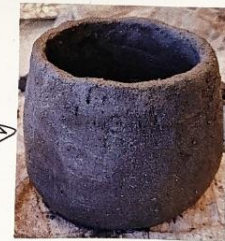


Legs in different position looks weird.



The process:

I rolled the clay into a rectangle, (I cut rectangle into strips) made the bottom and joined them together.




I made it more of a round shape



I realized I wouldn't have time to do many strips, so I only did one. I glued the strip on, and then made it smooth.

I used water to make the sides smooth.



To hold the leg firmly to the vase, I add a hole like this 



I think I should have used smth for the frame because the vase walls were too thin and the leg didn't hold its weight so I had to glue it to vase




Some of legs turned out different thicknesses so I made them the same after.

OUTCOME before glazing




Unvenly, the vase floated sideways :/



 I like the shape



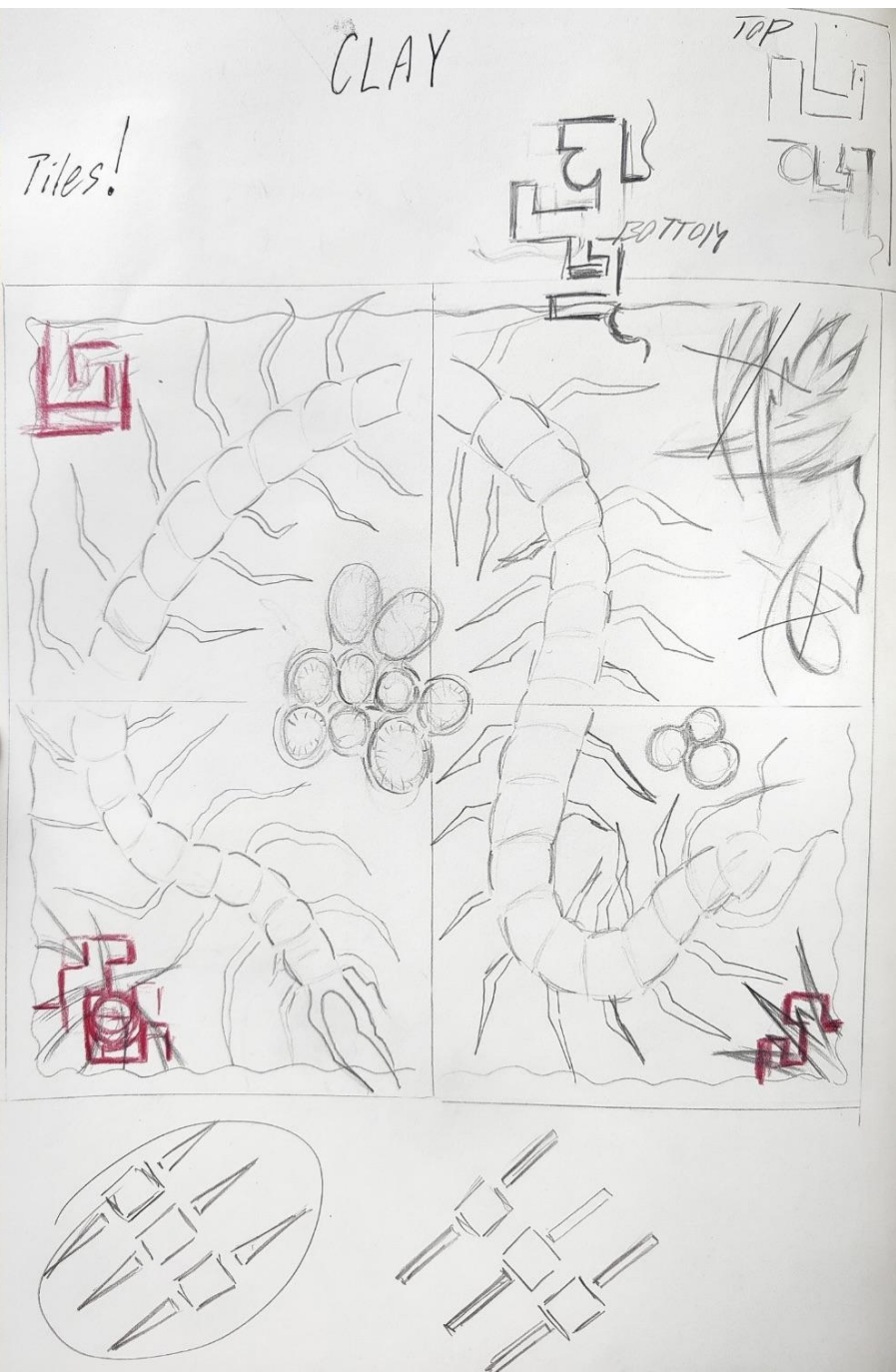
I wish legs were sharper 



front

CLAY

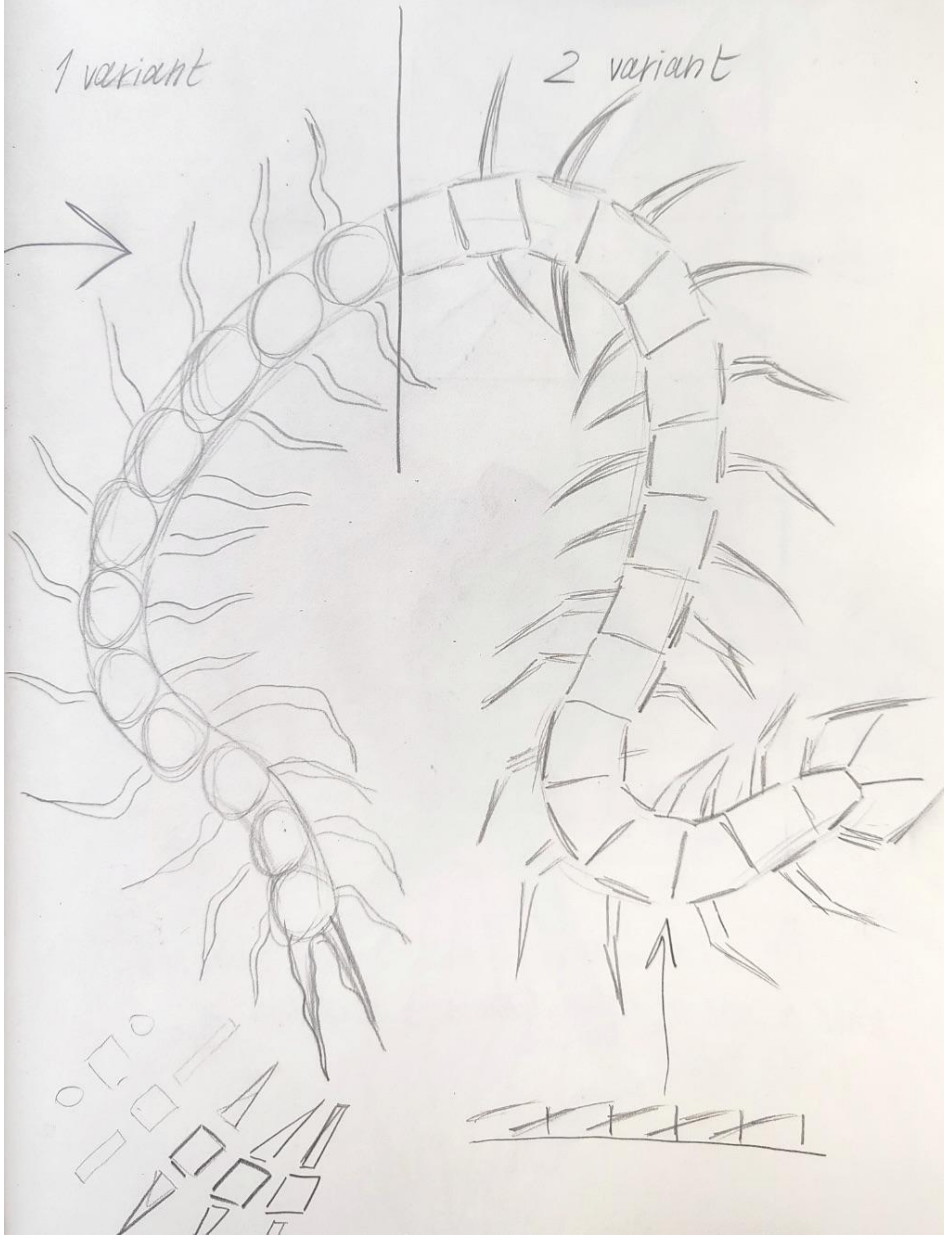
Tiles!



The first centipede was too figurative, so I drew more geometric sketches

1 variant

2 variant

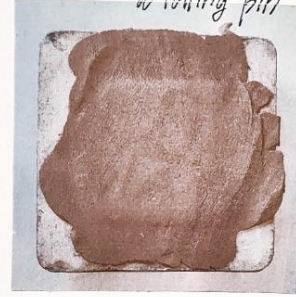


Tiles

I made a clay slurry



I put the clay in a latex mold, rolled it out slowly with a rolling pin



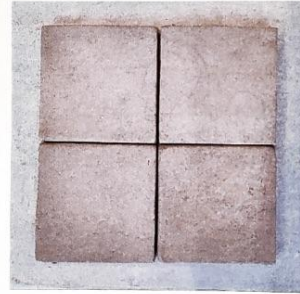
I pulled the clay out of the mold by pressing down on top and twisting



Then I cut off the excess clay, added water to smooth out the cracks.



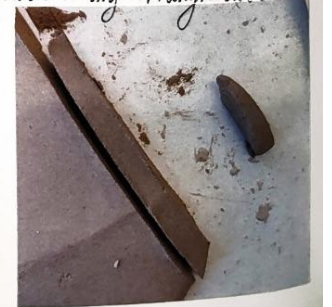
From the rectangle I cut squares for the body of the scolopendra.



I made scratches on them and on the tiles to attach the pieces with the clay slurry

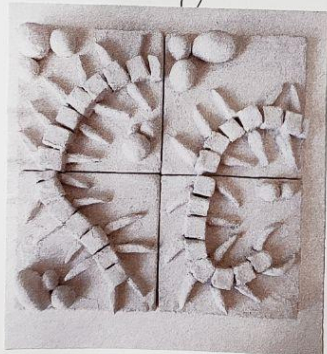


I cut strips for the legs too, but they stuck to the table so I just took a piece of clay and made a long triangle out of it.



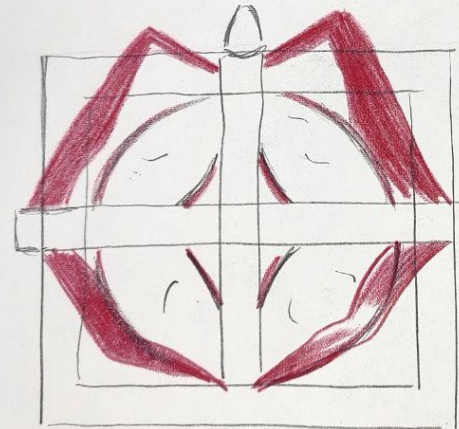
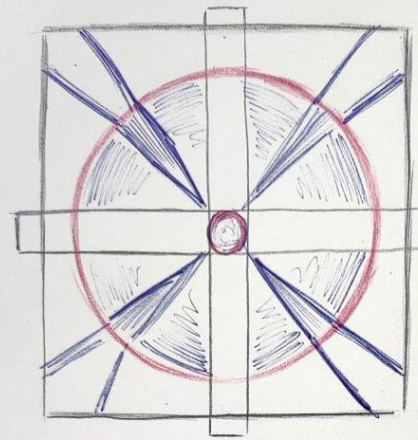


liked the result but some of the cubes are misaligned. the edges of the tiles where there was empty space left in the torso stuck small rectangles. I like the combination of square and round shapes. made balls and crushed away the excess clay shurty with a brush.



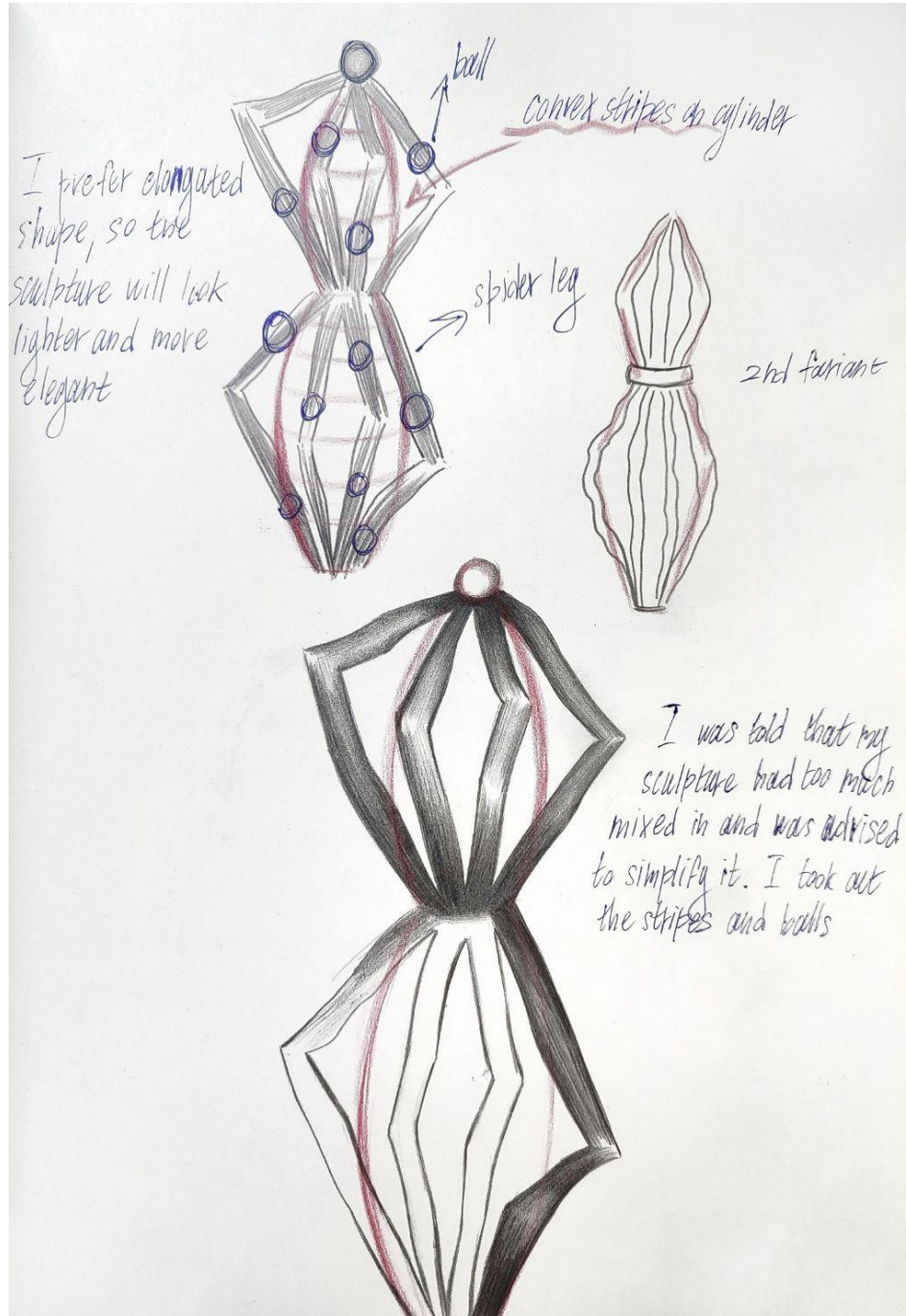
I like the result. Everything turned out the way I wanted. Some of the tiles were a little unweely shaped, so they don't fit together smoothly. I like how the round and square shapes look together.

Sculpture



My first design. I want to make a ball and make a cage of stripes around it and spider legs on the sides.

3D Object



I made 5 rectangles 1 cm thick and made a rectangle. Then I made a second one I glued them together



I glued the handles on and made scratches to glue the strip, using a brush and water, I removed the bumps and holes



The final design seemed incomplete to me so I added balls.



I like how it turned out, though the bottom didn't part is a little crooked and the handles are not glued exactly as desired. I don't think this work fits the description of abstract.




Reflection.

I have always liked to mold something, I looked at homemade ceramic products in Pinterest and I wanted to make something similar, so I waited for this rotation. In general I liked everything, it was interesting for me to come up with the design of future work, but I always simplified it at the end and it turned out not what I had in mind because of lack of experience and time. In fact, I thought it would be easier for me. In the lesson where we worked with cement, I made it too thick and tiles had irregularities and holes. I spend a lot of time cleaning up the imperfections even though I should have been concentrating on other things. The easiest part was making the clay tiles, I enjoyed making and gluing the decorative objects. When I made the first vase I didn't look up information about basic rules. For example, that the individual pieces need to be glued on a special clay. I don't do well with cylindrical spaces, they are slanted and too thin and I can't attach anything to them. In fact I am more interested in creating figurative works in clay, such as human face. But for sure it is not possible while I have a lack of knowledge and few skills. I don't think I've done enough. But I still enjoyed the rotation, I learned basic techniques, worked with glaze and learned more about clay.


Photography

Photography

The camera

 shutter (curtain in front of the matrix. Fast - the waterfall is clear / slow - as fog)
 aperture (controls the amount of light passing through the lens)
= exposure (narrower light = more clarity but darker) 

ISO - light sensitivity (ISO is chemical process. Aperture is mechanical)
grain - the higher ISO, the more graininess there is

Aperture f16 f2.8 (like a portrait)
 (background blur)

File formats

Capture

- JPEG / HEIC - lossy compression, smaller file
 - Raw - losses compression, larger size, proprietary
 - DNG - lossless compression, larger size, nonproprietary
- format for Raw captures

Working Formats - PSD saves Ph. options | Max file - 2GB
- TIFF - saves Ph. options. Max file - 4GB
Adobe Cloud Documents - enables quick access to Ph. files across devices

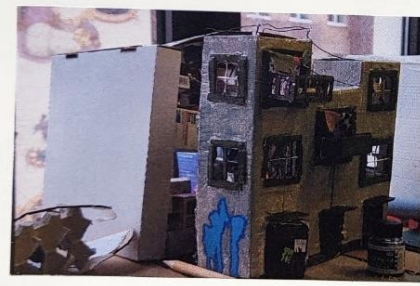
Output Formats - PSD / TIFF - flattened copy to maintain highest quality
- JPEG - lossy compression, smaller size, fast file transfer
- PNG - single layer, transparency support, web graphics
- GIF - single layer, 256 colors, 8-bit transparency animations



I don't like that edge is cropped
The house blends into the background. I should use an additional lighting or changed the background



I like that the texture of the fabric is clearly visible



I like how the white background highlights the outline of the details of the house.

I love the little details in the window. It was a bit hard to focus on what was inside



I used my phone flashlight to create shadows





I don't like that there's too much in the frame. I should have chosen another composition



I like that some objects are out of focus. Also I would increase the contrast

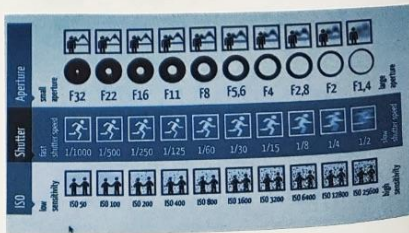
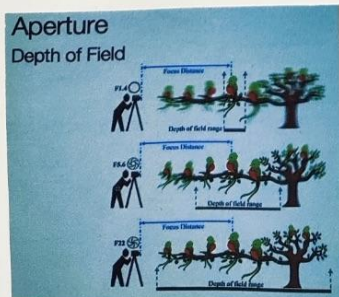


Everything is mixed up in this photo. There's nothing to pay attention to. If I increase contrast it will be better



I put the flashlight in the bottom of the box and shined the items. I like that the background is blurred and the objects stand out.

I'm satisfied with some of the photos but they would be prettier with processing



Composition helps to tell a story, idea, emphasize the story, find focus, simplify your scene (for example using blur)

Basic rules

- point of interest
- unclutter the image (remove unnecessary things)
- fill the frame
- rules of thirds → ← fill the frame
- leading lines (perspective)
- frame within frame -
- view point
- depth of field
- texture / pattern - focus only on pattern



Here I like that I captured two images in reflection at once. They contrast with each other. I would like the cube to be clearer and the background blurred. For this yellow I should have increased the aperture. Also there's too much stuff in the background.



I like the combination and the tone of colors. Also that the clear letters stand out against blurred background.



Here I slowed the shutter speed so that the drop in motion would be clear

I love the water pattern and the detail of the pieces →



Photography



you can see the guide from the house like here. I don't like the dull picture



same here. I would like to edit this like it's in evening time.

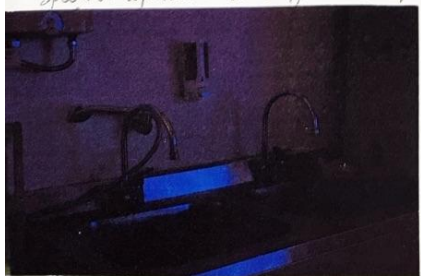
I like the wavy patterns in the reflection, the contrast between left and right's.

There are guides too. I like the distorted reflection in the wall.



Here I should increase the shutter speed or aperture to brighten the photo

There is a frame in the frame and the rule of thirds. I like the colors and the contrast of dark gray with white



Here I like the different texture of the surfaces and the blurry railing in front the clear wall.

The process: 1 I put the items on photo paper (opaque items will be white in the photo)
2 set the timer for two seconds

5 sec ← 1 min ← 20 sec ← 1 min 3
water | subst. | subst. 2 | subst. 1

you can use cardboard to adjust where the light will be and change the shutter speed
you can use a sprayer, brushes a etc. to apply the substance.

I like the look of translucent beads and it's like a three-dimensional image because of different brightness and size of items.
This was taken with a two-second shutter speed, you can see even the lace.



Photography

I used a brush and a sprayer. I thought the glass would show up better. Maybe if I poured a water in it it would be different



Here I put a clear bag with the pattern on the bottom and I can like its intricate shape. You can also see the stripes on the skin very clearly! I like the blurred finger mark on the top



What I like about this photo is how well the film shows up



I really like the grid pattern here. Mostly I created the image not be the objects I put on the paper, but by the way I covered it with the substance.

To manifest some of the photos I used my hands. It turns out that it's a very symbolic part of the body and has many meanings. It is believed that the hand is a symbol of power, dominance, protection and it can transmit spiritual and physical energy. In Islam, the path of Fatima symbolizes the 5 pillars: faith, prayer, pilgrimage, fasting and charity. In Christianity painting the hand is a symbol of God in the Christian Trinity. In Buddhism the eye in the palm of the hand is a symbol of clairvoyance or compassionate wisdom. The hand of Ahat was an emblem of fertility in Egypt. Also it used to be believed that the hands of kings, religious leaders had healing powers.

Reflection / Refraction

Reflection and refraction are concepts that cover almost all areas of science.

In **physics**, reflection is the process by which light waves reflect off a surface, changing direction without passing through the material. Refraction is the process of distortion of light waves when they pass from a transparent environment into another environment of different density.

In **philosophy**, reflection is the universal ability of material objects to change in accordance with the features of the objects being affected. There are 3 types of reflections: in **inanimate nature**, objects reproduce in themselves the features of each other but don't use the results of this interaction in the future >

biological (living organisms interact with the external environment, they can choose useful substances and not use harmful ones)

social reflection or consciousness (man and society have a social reflection. Its basis is all kinds of human activity. In the process of work, human consciousness is formed, abstract thinking arises, the sphere of sensory cognition, needs, emotions are transformed)

There is a refraction of principles. This is when in a certain situation the principles established earlier are breaking or ignored. This can happen because of a change in circumstances, priorities or values. Also a person's ideas can be refracted when they are distorted by someone else.

In **psychology**, reflection is when a person unconsciously copies gestures, facial expressions, tone of speech of another person at the moment of communication. Refraction means that a person sees the surrounding reality relying on his feelings, brain so each person has a different vision about something. People can be deluded, distort the truth.

Reflection in **theology** is the way a person reflects the God's presence in the world through their actions and thoughts in their lives. For example, through qualities such as love, truthfulness, compassion. Refraction is the process of human change under the influence of God's teaching. God's truth can be refracted through our perceptions and beliefs, resulting in changes in our understanding and behaviour.

Light and time

Light and time in **photography** are concepts on which the camera's performance is completely dependent. One of its basic settings is aperture and shutter speed. Aperture is the part of the camera that allows you to adjust the amount of light that passes through the lens by changing the size of the aperture. Shutter speed is the time it takes for the shutter in the camera to close. The longer it takes, the more light enters the lens. So by understanding how light and time work in the camera you can adjust the image.

In **shooting a portrait** the photograph depends entirely on light. It can be used to accentuate smth, remove imperfections, create mood and meaning.

Light in **physics** is electromagnetic radiation perceived by the human eye. Time is a continuous quantity, a characteristic of the world, which isn't defined by anything.

In **philosophy**, Light is what allows a person to live, not to survive, to feel reality and perceive its beauty with one's own eyes, appreciating freedom. Time is an irreversible current flowing from the past, through the present into the future.

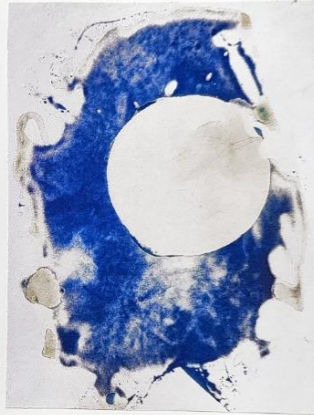
Photography

It is better to use etching paper because it is thicker.
 1 I first covered the whole sheet but after I smeared the drops with a brush or tilted the sheet.
 2 Then I put the objects on top and put them in the solarium for 6 minutes.
 3 Then I washed them with water and develop them in the substrate. And the pictures became clearer and bright.
 Because the drops were too big they took too long to dry and I put the items directly on the wet sheet.



Here I covered the whole sheet and put a paraffin mesh. Because I didn't cover it with the glass on top, it was weakly showed.

I put a wet box lid on the sheet. This caused the emulsion to stain. I wanted to get a more interesting pattern inside but the lid was flat.

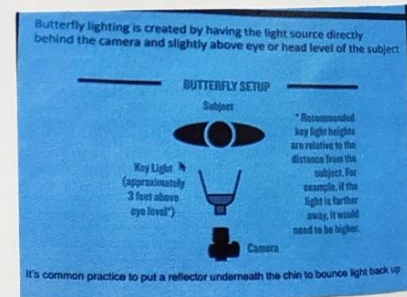


First I put a piece of plastic wrap and the wooden shape on top. I like the patterns and space between.

I used a glass round lid here and got a better pattern. I like the way the emulsions change color when exposed to water.



I like the wet glove marks and the different shade of the spots. Pull spots from undried emulsion.





Portrait.

lights

→ drawing light

for volume we add more light sources.
 Control light - from behind (creates a contour) (very high or below)
 background light - illuminates the background (from behind)
 back-diagonal - also for the contour

human perception and emotions depend on the light

For a beauty shoot. Cheekbones appear. The person in any case turns out beautifully. set the top 45 degrees, the shadow under the nose should appear.

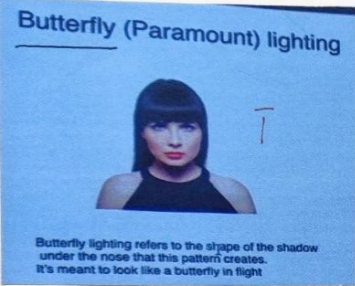
• shadowing on capture 1. Thaw space to save photos.

you can use foam reflectors - so on the white side, so on the black.

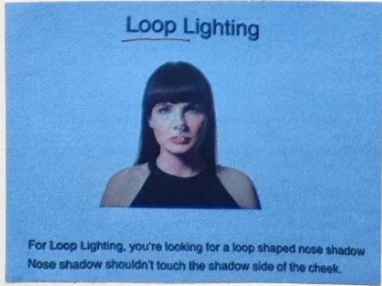
• On e foam on the bottom, two on the sides - Perfect skin, with shadows and texture. Silver foam and add foam for different skin tones.

Color filters can be applied.

Pack - retro style, glass, Vaseline - refracted light - glare.

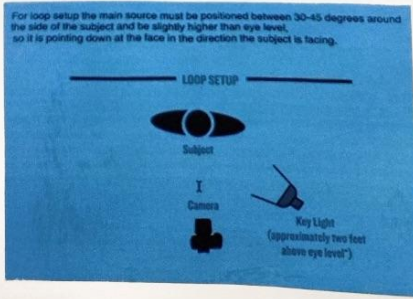


Butterfly lighting refers to the shape of the shadow under the nose that this pattern creates. It's meant to look like a butterfly in flight



For Loop Lighting, you're looking for a loop shaped nose shadow. Nose shadow shouldn't touch the shadow side of the cheek.

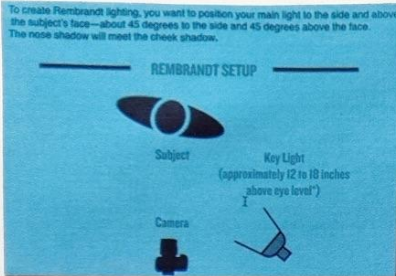
Nose shadow to the side



For loop setup the main source must be positioned between 30-45 degrees around the side of the subject and be slightly higher than eye level, so it is pointing down at the face in the direction the subject is facing.

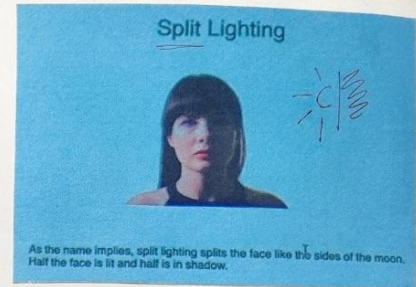


Rembrandt lighting refers to any light that creates a triangle of light on the shadowed side of the face.



To create Rembrandt lighting, you want to position your main light to the side and above the subject's face—about 45 degrees to the side and 45 degrees above the face. The nose shadow will meet the cheek shadow.

triangle under the eye.
 If a person has a special nose it can be difficult.
 The eye in the shadow should be highlighted



As the name implies, split lighting splits the face like the sides of the moon. Half the face is lit and half is in shadow.

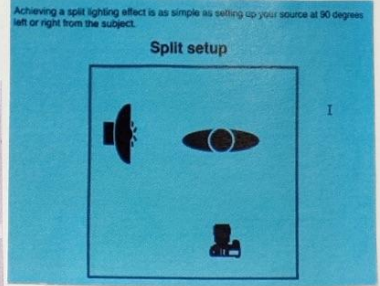
Doesn't suit anyone - works out all skin imperfections, texture, bruises.

On any light source you can put different nozzles that adjust the hardness of the shadows.

Pulse light more powerful, by flash.

Synchronizer for triggering the pulse with on the camera

It's important to set the shutter speed ~ 1/125
 on the pulse we don't use modeling light.



Split setup

Achieving a split lighting effect is as simple as setting up your source at 90 degrees left or right from the subject.



tilt of the light crane tilt

height

Photography

Failure by White - too white
Failure on Black - too black
White can be made into any color.

Spotlight attachment - narrow angle, circle.
The

To make effects you can move the shiny foam on the background, change the focus distance during shooting and move the camera.



Butterfly -



a shadow under nose.
The skin looks perfect.

A triangle under the eye. The eye is shadow is not lost.

Rembrandt -



The shadow looks worked on and soft.
Shadow from the nose to the side.

The face looks cropped and more somber



Loop with foam



Loop without foam

Split with foam



Shadow on half of the face. You can see the imperfections on the skin. With foam so the shadow is not so black.

green



Photos with filters.
red



photos are dark. with the red filter skin looks to red, with green ill.

I tried to do highlights, but the shutter speed is too slow. And if you go faster without a tripod there's no focus.



Photography

Here the model was moving and due to the long shutter speed I got this effect.



I changed the focus distance. I think there is an overlight on the face but it increases the color contrast.

Project

1 I need to write out words from an essay (reflection and refraction, time and light) to come up with an idea for my project

2 Then I need to find a photographer with familiar concept, works

• light, material, transparent environment different density, inanimate nature, harmful and useful substances, abstract, emotions, facial expressions, feelings, god, love, truthfulness, compassion

• light time, performance, speed, lens, size, close, imperfection, mood, electromagnetic, radiation, eye, reality, freedom, past, present, future

past	present	future
healthy environment, living nature	harmful reality, electro-magnetic field	radiation, inanimate nature, → cancer, eye damage, immune system damage, ozone layer

Third I wanted to connect human activity with destruction of the earth's electromagnetic field but I learned that it can be caused by natural changes in particular. So, I took the more known problem of the destruction of the ozone layer. Because it's affected by people.

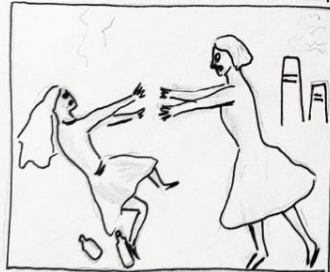
I want to shoot 3 photos each showing a different time.

Photography

At the ~~first~~ one, the girls twirling by their hands in nature, wearing dresses with wreaths.

At the ~~second~~, one of them trips over a bottle and falls down. There are factories and smoke in the background.

On the ~~third~~, a dead girl lies on the ground while another looks forward with horror on her face, her eyes blind and skin is pale.



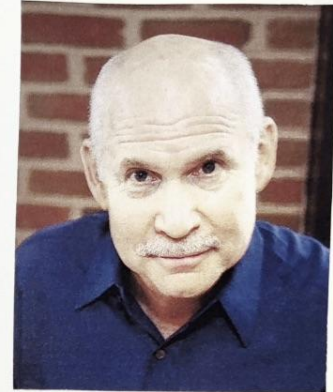
I found a photographer who teaches on a similar concept.

Faith Anwar is a photographer and model who uses photography to tell stories that affect people and wildlife. This image is part of the Last Breath series, which depicts human activities of mining, deforestation and air pollution affecting the younger generation who are our future. The purpose of this work is to warn that if we do nothing our future will be so dusty that it is impossible to see it.

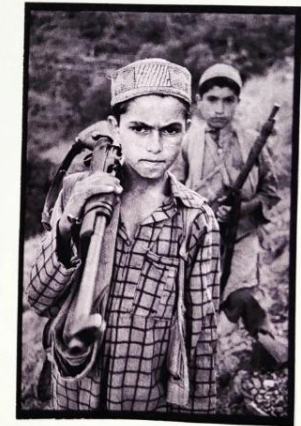


Steve McCarty

He is one of the most iconic figures in contemporary photography, also he is a fine art artist. His work encompasses conflicts, disappearing and modern-culture vs ancient traditions and always have the human element. I was attracted to this author because of the living photos, the way he captures the emotions, the look in people's eyes. His landscapes are indescribably beautiful. I also really like the color correction of his photos. He has works that are full of meaning and there are those that simply depict the beauty of nature.



In this photograph, the author highlights the horror of the civil war in Afghanistan in 1979. I chose this photo because I was hooked by the look in the eyes of these children. Steve captured the eyes in shadow and made them more sullen, determined and serious. He left only the child in the front in focus to draw attention immediately. It also helps to make the gun line that points to the face. The author made the photo black and white to fully convey the gloomy atmosphere of what is happening. In the photo you can see the rule of thirds. If you draw a grid, the boy's face will be on the third from the top diagonally. The gun is on the third from the left vertically.



From this photographer we can learn how to make a composition and use its basic rules, how to capture the emotions of people, to apply color cor-

Photography

rection so that there was no overlighting and the colors matched each other.

" There's a contemplative or meditative quality to photography which I find to be a sort of peaceful state. I love being able to travel the world, and experience different cultures and landscapes "

Reflection.

I was looking forward to this rotation as I was already a bit familiar with the camera and taking photos for myself. Overall I really enjoyed lessons and learned a lot of new useful information. The most interesting part was working with professional lighting in the photo studio. I used to photograph only nature and streets, so I didn't know anything about the principles of lighting in portrait. At first it was not easy to understand the equipment. I liked using spotlight and filters. Lighting plays a big role and can turn a person into completely different person. It was also cool working with photo paper. I enjoyed experimenting and trying to come up with new things. I learned basic principles of composition and applied them to my photos. I also got a better understanding of the camera and what the parameters affects.

I was interested in exploring the concepts of reflection and refraction and learning about different values. In the end I can say that photography comes in handy in any field of art. Everywhere there is a need to capture something, such as your own work to show to a client

Fabric Manipulation

The impact of color
 basic of color theory. color can create mood, evoke emotions.

↳ helps to choose well-matching colors.

one color can affect on another

1 Brief: range objects from warmest to coldest

Primary colors: red, blue, yellow
 secondary colors: red+blue=purple
 tertiary: secondary + primary

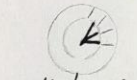
Colors: warm and cold
 but the color can be cold and warm

Shades - pure + black Tones - pure + gray
 Pure - clear color Tints - pure + white

We made a color wheel and put light colors in the middle. Dark colors on the sides.
 I got orange and yellow



Color Harmonies



analogous
 (on the same spectrum)



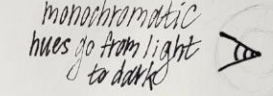
complementary
 (opposites)



triadic



split complementary



monochromatic
 hues go from light to dark



It has a rough texture with a mix of white and gray tones with empty circles inside, it can be crumpled, cut. It is warm



It is fluffy, it can be crumpled and torn, color is warm and has a gray tone



soft, fluffy, you can crumple, tear it, unravel threads. It is pure and warm.

It's a piece of leather



It's has a gray tone.

It can be sliced. Rough texture. It's a dense and durable material.



It's soft and porous on the inside.

Outside it has a plastic, rigid sheeze. Cold, dull color.



A string of small, stiff threads. It's cold. It can be wound.



The strips are intertwined at the top and stick out freely at the bottom. If you cut it, it will fall apart. It is bright and tint.

You can rip it. It has has soft texture. It is transparent in some places. It's a tint and warm.



You can sprain, tear it. It is primary and warm. It rustles and has folds.



It is stretchy, has a bit embroidery. Somewhere the material is thick and somewhere thin and with holes. A bright, vibrant, cold color.

Fabric Manipulation



Fabric Manipulation



Fabric Manipulation

3D

I like the variety of materials. Especially the folds that come out of the plastic. I tried to unroll the yellow piece with the mesh but it didn't work. So I added it just for background.



pattern



This is where the torn mesh plays a big part. To get beautiful patterns I used knife. The yellow one is spongebob and the orange one is part of the heart. I just glued them.

darkest to lightest



The top orange and the next one are too different in tone. And the orange in the middle is almost the same. It would be better to swap the hues of yellow in places.

Patchwork

The process of joining pieces of materials by hand or machine stitching. You can use plastic, fabric, cardboard, photos and etc.

Task #1 analyze your materials



I like the texture, you can sell threads through it, cut. You can sew it on top of the dark material.

It can be sewn on cut into pieces. It can make a contrast with other material.



It's wavy, and it is a beautiful hue. You can make folds. It would be cool to make different lines.



It's rough and a little shiny. You can make holes in it.



I love this color. This material can be unraveled into threads. It is a piece of dress with pockets and buttons.



It's a felt, the darkest shade of orange I have. It's a little fluffy, you can tear it.



You can cut it it is a soft texture. A little beige.



This fabric I will use for the contrast. I like that it is not solid color and has stripes.

Then I experimented with different ways to bind the materials together.

Fabric Manipulation



I tried to spiralize the wire but it didn't bend well. There was the option of using paper clips, but they didn't hold well. The pins worked best.

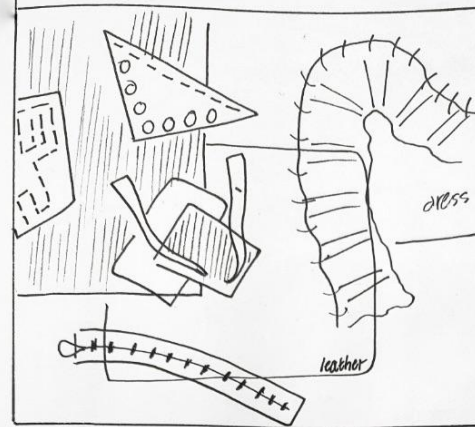


I sewed the strip with a sewing machine but I forgot to remove the needles so the threads came out somewhere. I cut the edges out with a special machine. The beads make the design more complex.

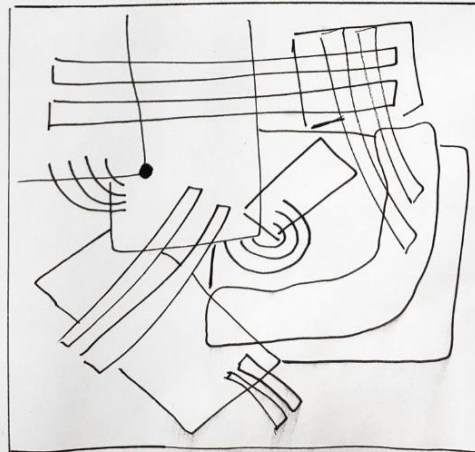
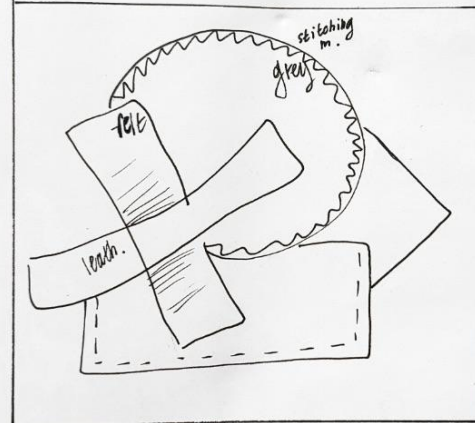
Fabric Manipulation



The stapler is easy to attach parts with and patterns can be made. I used here threads and a glue gun a bit.

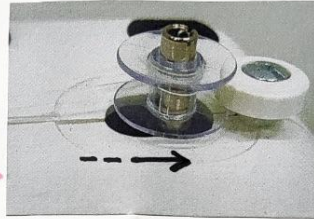
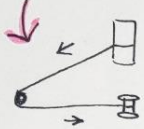


I did three sketches



How to use the sewing machine??

- 1 take the bobbin, put it on
- 2 stretch the thread through the nail and put in on the bobbin



- 3 move the bobbin to the right and wind the thread

- 4 take the bobbin case and insert it so that it spins clockwise



- 5 Then insert it with the stick up until it clicks into place. The thread should come out of the bobbin.

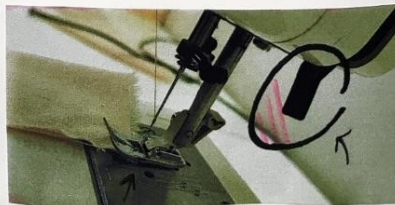
- 6 stretch the thread from the top like this
- 7 The thread from the top insert from the back



- 8 unscrew this part to pull out the second thread from underneath. and then screw it back on!



- 9 raise the black foot up to place the fabric and then lower it back down!



To make the seam even you can stick needles, but before seam be sure to remove them! After you need to iron the seam with steam. Then cut the sides of fabric on the machine. It's necessary to leave a plait of thread. Then you need to iron it again.

These are my test seams. In 1st I didn't use needles so it's crooked. And the threads on edge sticking out because I didn't left enough space. And on the right I used needles so it's better.

RESULT



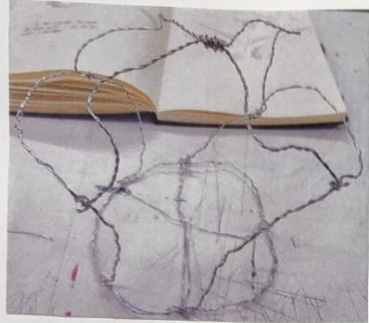
I arranged different hues of fabric so that they didn't blend together. I used a stapler, glue gun, pins and thread the most. I also added beads and buttons for decoration. I created contrast by using small dark pieces and light mesh. I also love the variety of textures, patterns on the materials. The only challenge was sewing the fabric correctly so it wouldn't rumple. I like the color palette I got.

1st
2nd



Fabric Manipulation

The process of creating a sculpture.
I made the delivery and the frame out of wire



I think you need a thicker wire, I twisted two wires to create a sturdy construction.

It was difficult to attach the mesh with thread because it was fuzzy and the holes were small. First I glued it to wire with glue gun. Then I ~~removed~~ wrapped

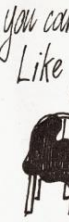


some parts with thread to add the volume. I wanted to stretch the red fabric over the ball without folds. But because of the irregular shape it crumpled at the base. So I left only two sides with fabric. I like the overlapping and stretched threads. The texture of the Red fabric and the contrast with white mesh.

Padding Manipulation (fabric is stuffed with material)

- sintepon you can create patterns with stitching machine, imitate parts of the body.
Body extension - experiment with things that can be outside the body.
craig green - he uses architectural structures in his clothing

(for on surface)
Flat padding
(like drawing with stitching machine) sandwich

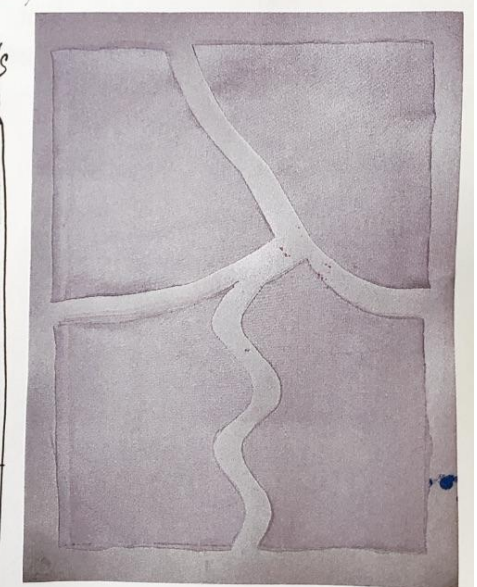
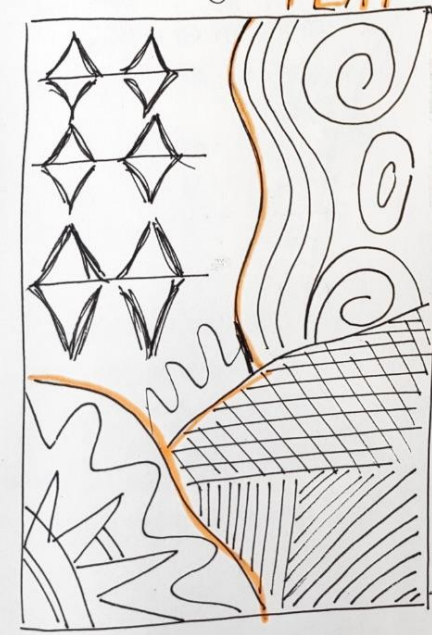


focus on shape
• surface
• volume

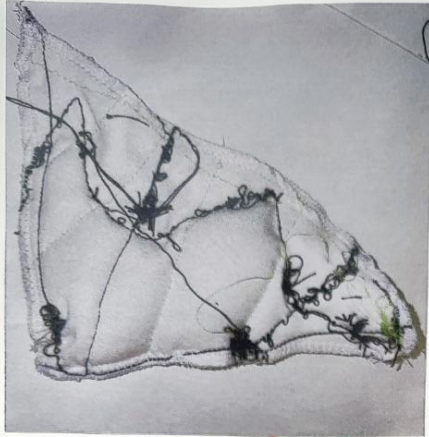
Pillow padding - first we cut out the shape, sew it but leave one side and stuff the sintepon through it. (focus on shape)

non-traditional - using unusual methods

FLAT



I love the combination of wavy and straight lines and geometric shapes.
I cut the fabric out for the first padding



I often had thread tearing torn and tangled thread so the back on the first piece look like this

I guess the problem was the thick thread, so I changed it. I had a hard time turning the fabric on the machine to make the wavy lines. But it got better at the end. I think a darker thread would be better.

I don't like the holes between the pieces.

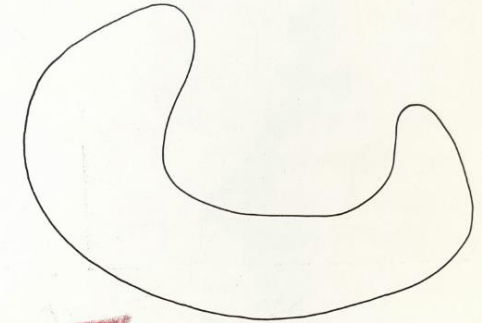
1st Variant

I wanted to make a figure with complex shape. But it was too difficult. It would be also not easy to stuff. So, I came up with new shape



Flat padding

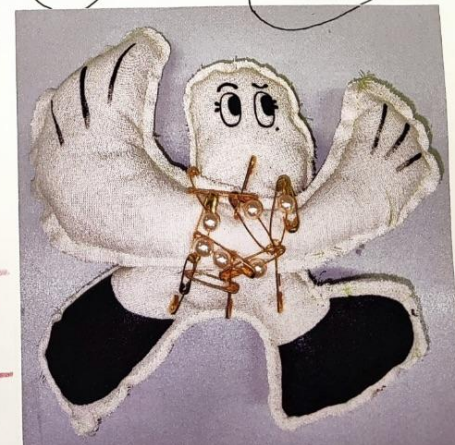
2nd Variant



RESULT

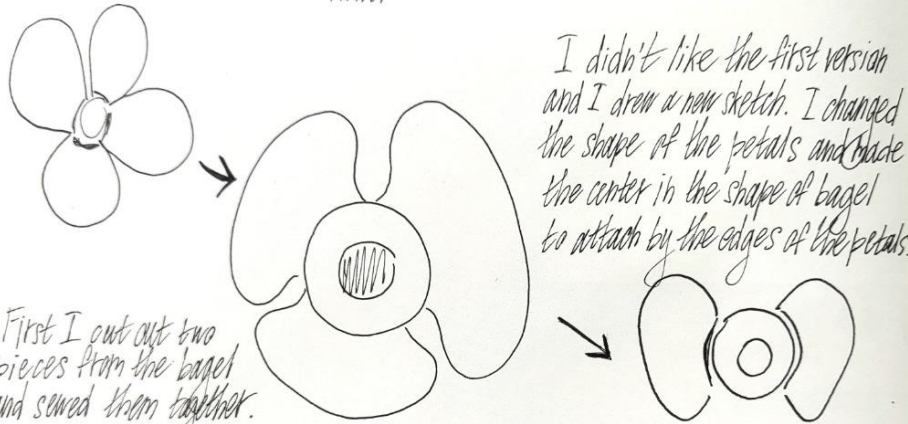
I sewed two pieces together and attached them with pins. Also I added beads for decoration. I recognized the arms and legs in the silhouette and barked them with fabric paint. I like bold black lines and gold pins. But the edges don't look neat

RESULT
Pillow padding-



Fabric Manipulation

My first idea was to create a transparent flower and fill the leaves with different materials. But it would be inconvenient to sew on plastic. When I filled a leaf the stitches diverged and I stapled them together. It would also be difficult to attach such leaf to the middle of the flower



I didn't like the first version and I draw a new sketch. I changed the shape of the petals and made the center in the shape of a bagel to attach by the edges of the petals.

First I cut out two pieces from the bagel and sewed them together.

I used pillow stuffing technique. It was hard to make them the same because the edges of the bagel unraveled. I did a lot of indenting from the edge when I sewed them together. The petals have a pattern on one side and plucked surface on the other. I used cotton discs, towel and t-shirt scraps for the stitching. I like the variety of texture. The vibrance of the thread and patterns that it made in the center.

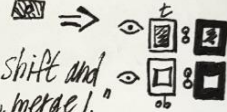



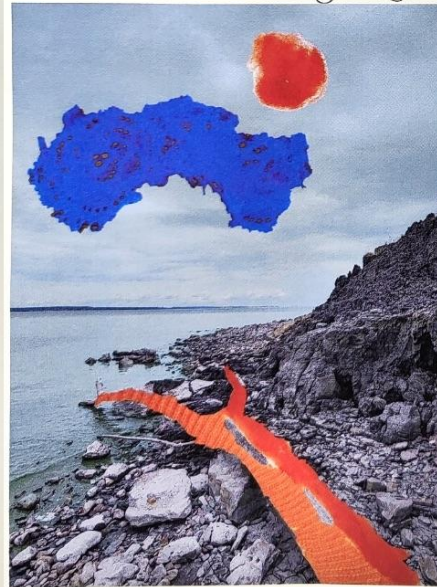
you can enlarge your object and embed it in the space.

Choose your fighter

Fine art.

To transfer the texture of an object to another object you need to:

1. Cut the object with a lasso and add it to a new layer and create a clipping mask from it.
2. cut out the texture and transfer it to a new layer
3. place the texture layer in front of the object layer
4. to make the texture envelope the object press command → click on the layer mask and click again on create clipping mask  ⇒
5. after you can merge layers if you click on shift and „merge!“ 



For this photo I took a texture from my collages. I love the matching colors and variety of textures. I stretched the texture from the bottom

open me!

For the left photo I used my sculpture used „curves“ and „Hue“ I changed the color of the ball. I cut it with lasso. I like the enlarged image of the threads.

For the right photo I used patchwork. I made a shape with a pen tool and put a texture in there. I used filters to change the color. I love the contrast and saturation of the colors

Reflection.

To summarize, I loved this rotation. I didn't even realize how diverse, amazing things, sculptures can be made from ~~the~~ textile. Now I am more interested in fashion design and related things. I learned how to manipulate materials, work with color, even on machine. It was more difficult, but no less interesting. Since I used to make brooches, it was useful for me to learn how to use it. At first it was difficult to memorize the whole principle of work, but then I understood all the nuances. My favorite lesson was on patchwork. I liked to attach its parts in different ways thinking about the composition and the combination of tones. In 3D sculptor class I liked the way we used paper to come up with the design for our sculpture. I think that manipulating fabric plays a great role in art and allows you to do unique things, reflect ideas and feeling. I think the knowledge from this rotation will help me in the future with creating brooches and select an attractive color palette. Not only in fabric work but also in painting.