

Process Document

Artist Analysis: RON KOZA

- Piece: Stjerne Mossvik character sheet, posted November 24th, 2022, on Ron Koza's Instagram (pictured below).
- Medium: digital media in a 2D illustration style, using Ps and Procreate
- Art and Design Qualities:
 - o Line work is sketchy and hatched.
 - o Compared to fill colors, the line color is kept warm and brown (not flat black).
 - o Overall color focuses on earth tones: browns, greens, greys, and occasional terracotta or pale blues. Natural level of saturation. The most saturated colors are moss greens, cobalt blues, and brown reds.
 - o Strong, but not stark contrast between characters and backgrounds. However, this varies between pieces. Some lack backgrounds (landscapes) and instead have flat colors.
 - o Shape language shows a preference for long, smooth shapes and lines, and characters are gracile and tall.
 - o Patterns include floral and botanical elements, often in clothing or as tattoos on the characters. Also present in the backgrounds (forests, prairies, etc.).
 - o OVERALL: soft, earthen vibes.
- Concept/Theme/Narrative: (for this specific piece, listed above)
 - o Character concept art for an original character of Koza's, for a Dnd campaign he played in.
- "Describe to a Friend":
 - o Concept art of a fantasy character: a woodland-inspired man, with floral-embroidered clothing in earth tones, holding a birch staff and orange squirrel.

Word Cloud/Theme Boil: (**BOLD** = concepts I've chosen to focus on)

- Earth tone
- **Fantasy**
- Warm & relaxed
- **Smooth & flowing**
- Sketch
- **Distinct (but not stark)**
- Floral/botanical/**woodland**

Inspiration:

Stjerne Mossvik character sheet, posted November 24th, 2022, on Ron Koza's Instagram



ron.koza

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2022

Initial Ideas:

ART 210, Project 2 Brainstorm

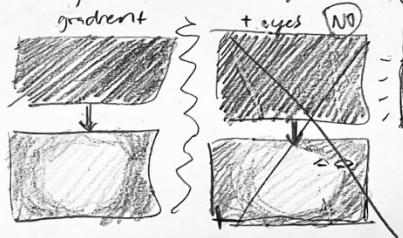
- something with glow/fire
- blinding
- someone starting a fire
- sitting in the dark, blowing on embers to rekindle the fire



- ☐ trigger/interaction via motion?
faster motion = faster blow?
= longer light?



Background could change gradient



character has 3 poses (png only)



Lantern also has 3 ...?



- fade?
use gradient on light?

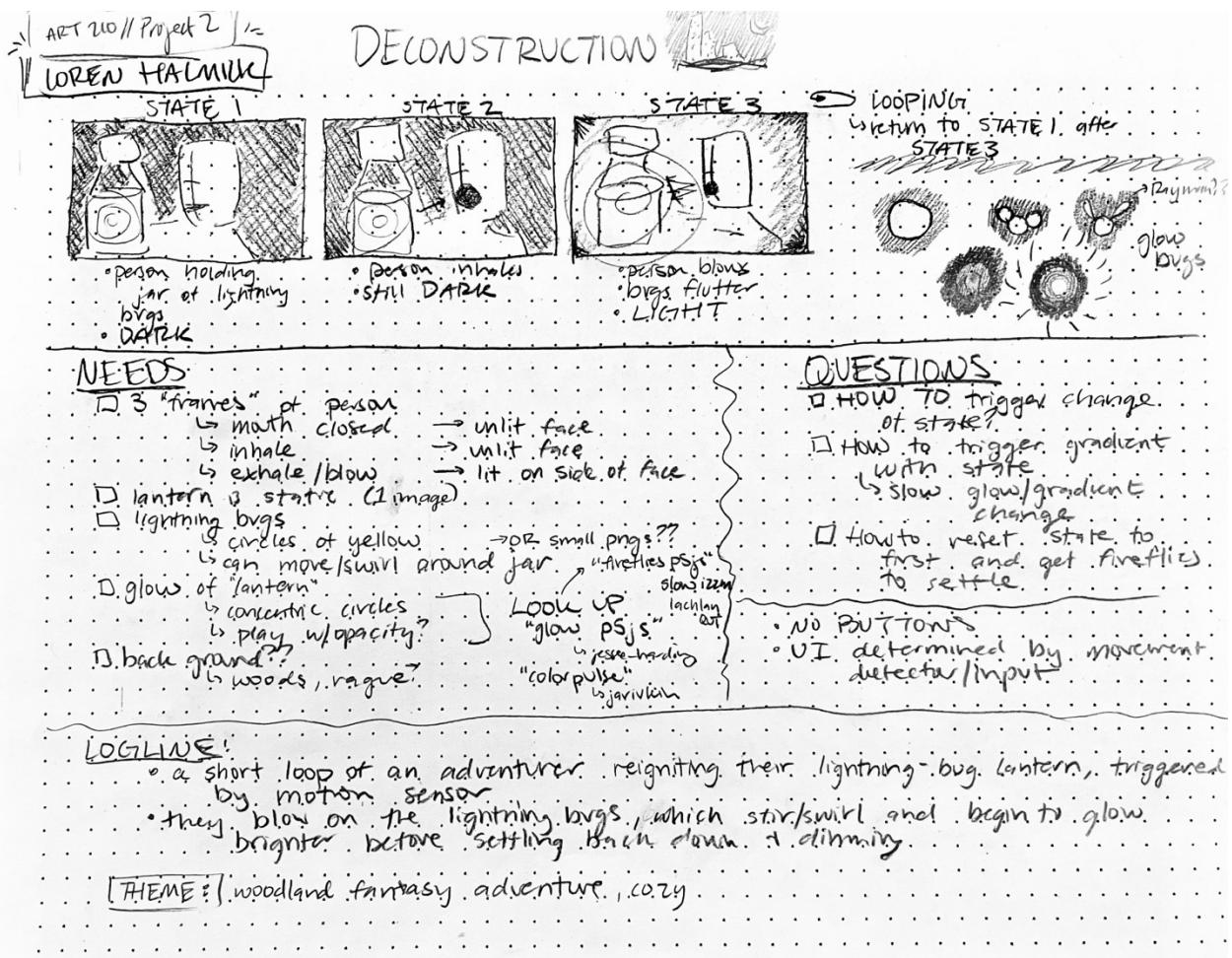


maybe fireflies that stir/swirl instead of fire/flame



are they an adventure? a luck?

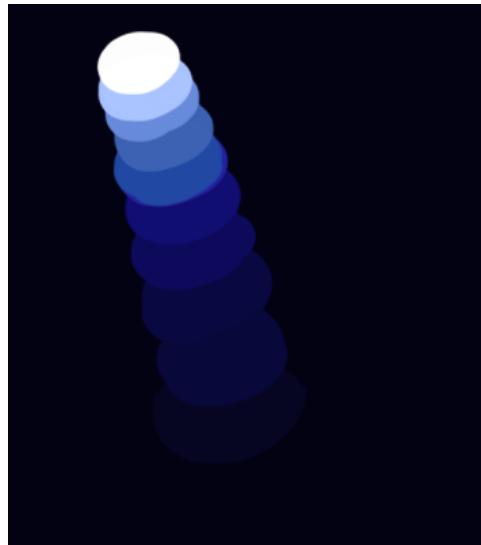
Deconstruction and Refinement:



LOGLINE:

- A short loop of an adventurer reigniting their firefly lantern by blowing gently on the fireflies.
- I wanted to evoke fantasy with the firefly lantern, and Koza's style with the plain background and unified color scheme.
- Triggered (code-wise) by uncovering the webcam.

Color Swatch:



Other Sketches/Tests:

- Test sketches (code) are available in my “Project2_FINAL” folder on my Repo.
 - o These include various deconstructions I used while working towards the final project.
- Here are some of my preliminary ideas and tests of art, and references:
 - o These (along with the deconstruction, initial ideas, and color swatch .pngs) are also available in the “research” subfolder in “Project2_FINAL”.



Resources:

- Code that I referenced or used as a basis for my project. I cited the main two in comments at the beginning of my final sketch.

Source for the fireflies seen in the final version:

https://editor.p5js.org/slow_izzm/sketches/AzyByxCgt

Adapted into color pulse seen in final:

<https://editor.p5js.org/jarivkin/sketches/PZvu8tbU>

Alternative fireflies. Not used in final, but still useful.

<https://editor.p5js.org/LachlanQUT/sketches/IWAddDUEg>

Alternative pulse used in early testing, not used in final:

<https://editor.p5js.org/MichaelPaulukonis/sketches/B19jL6rP8>