

do ghost trains exist?



Art and Literary Selections from the Class of 2021
Educational Center For the Arts

"Do Ghost Trains Exist?"

Blender render.

A Blender render I did in my free time to mess with photorealism, procedural shaders, and sculpting. It was done as the cover for my graduating year's literary 'zine' at ECA.



"High Five"

Digital photography.

A small piece done over quarantine with projected media on my hand and backing wall, making an image wherein a direct interaction with the computer is formed through simulated contact.



"Untitled"

Textural Digital photography.

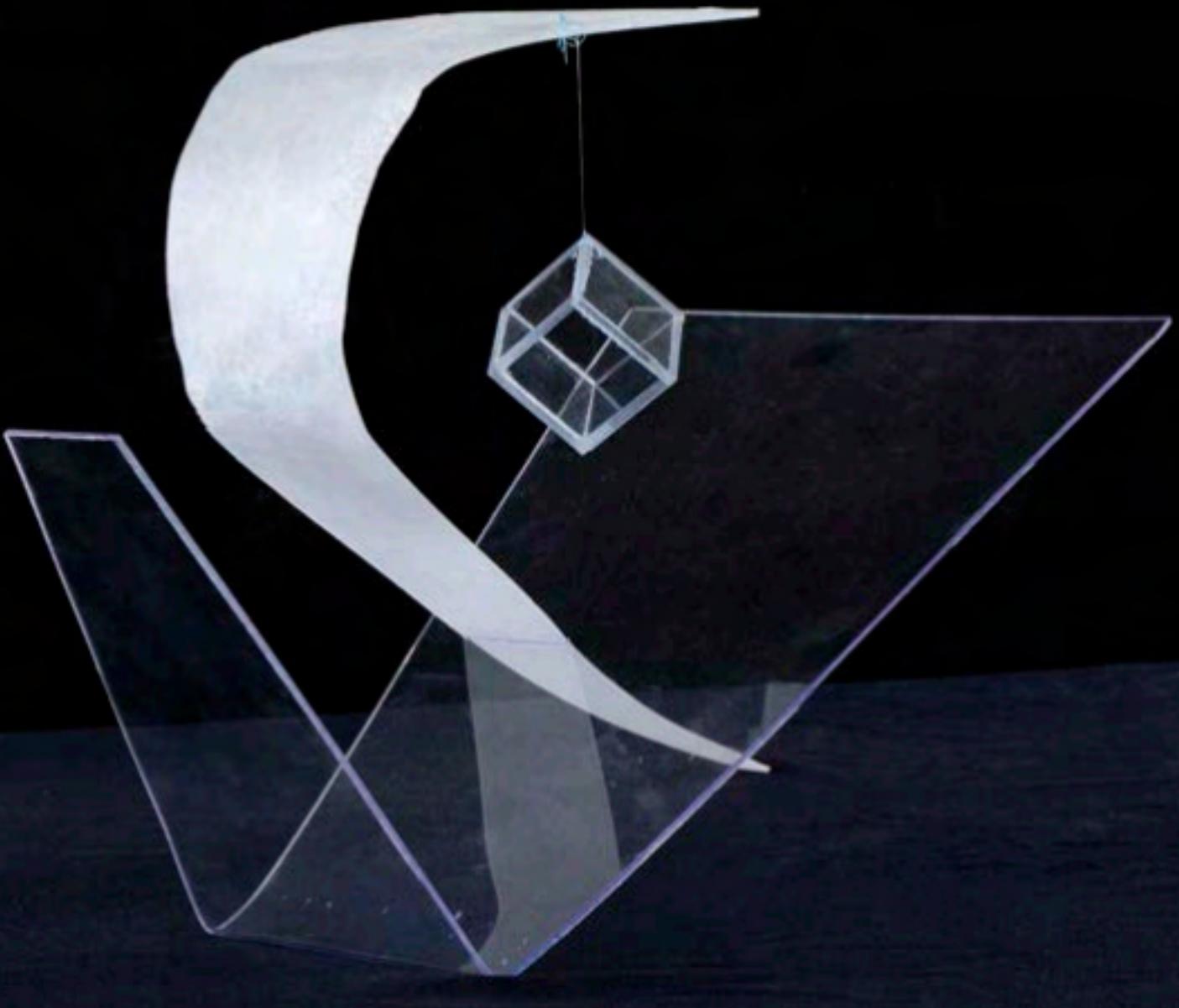
A piece I took on my phone and edited in Photoshop to slightly adjust the color and contrast. This piece plays with leading lines and pattern in an abstract and architectural context.



"Untitled"

Form digital photography.

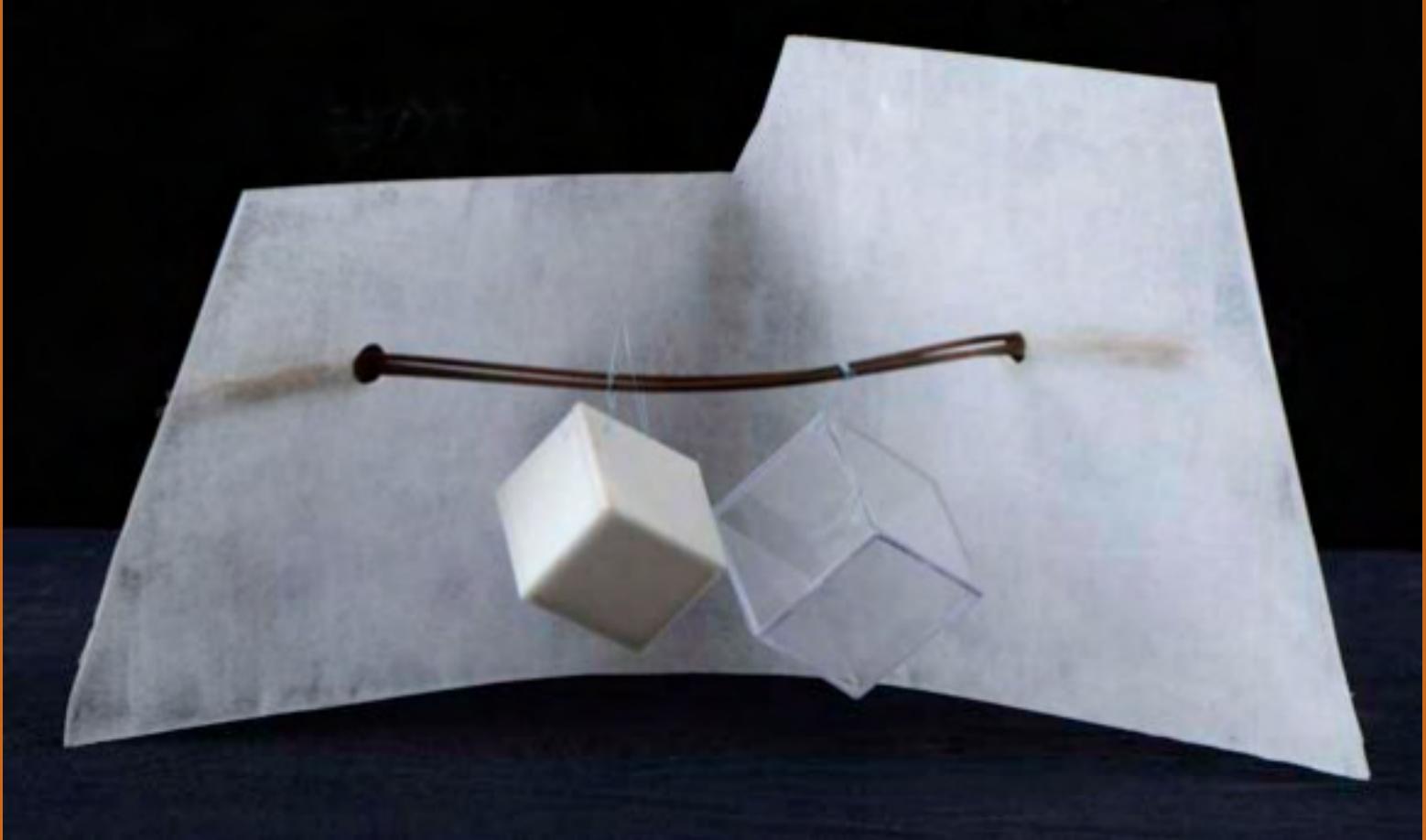
Another piece from the same time taken on a Canon digital camera and adjusted in Photoshop as well. This piece plays with form and contrast to give only as much information is needed by the viewer.



"Untitled"

Suspension sculpture.

A freestanding Plexiglas sculpture made by hand using tension and balance to stay up, incorporating both smooth and hard angles to create an architectural form hanging motionless in space.



"Untitled"

Suspension sculpture.

A piece made with scraps of the previous sculptural piece with harder angles and a simpler but more condensed architectural form and opaque materials. This form draws parallels to a 'whisper wall' and the ideas of communication.



Untitled [unclear]

"Untitled"

Analog photo.

A photo taken and developed by me at the ECA facilities then scanned into a computer, it depicts an overgrown building and plays with texture and value contrasts at its main points of interest.

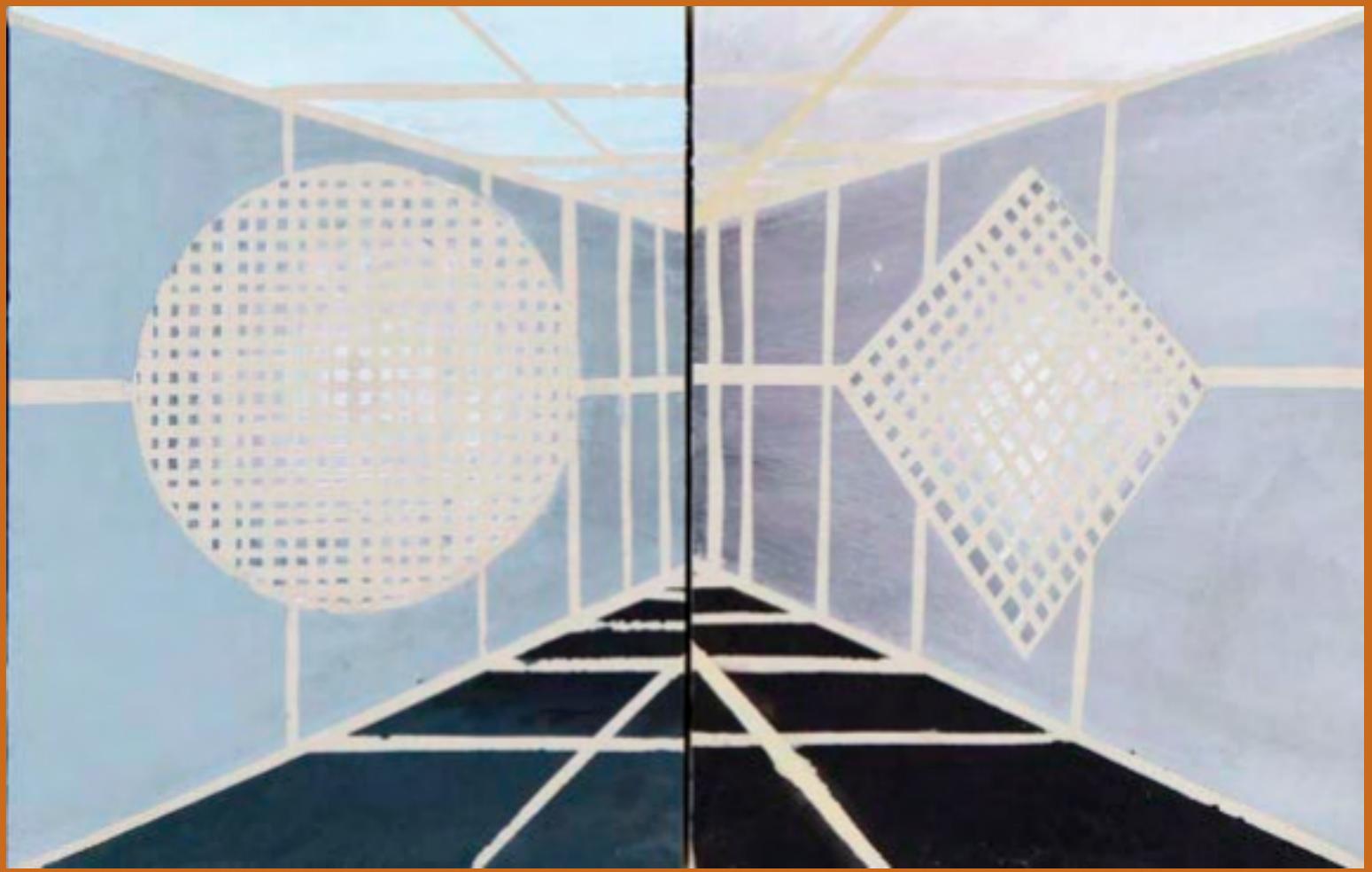


Untitled

"Untitled"

Analog photo.

A piece taken and developed by me at ECA's facilities and depicting a path lead down by the sign of a walking man, playing with leading lines and a subject that almost appears to be out of frame.



"Horizon"

Abstract oil on canvas diptych.

An oil diptych on canvas stretched by me, that is based around subtle color hues and reversible* leading lines juxtaposed to flat forms, *this diptych can also be shown with the left and right pieces swapped to create a horizon rather than a vanishing point.



"Inversion"

Abstract oil on paper diptych.

A piece that plays with the use of the same materials and colors in opposing ways, one focusing more on organic lines and gray on red while the other does the opposite in both foreground and background, evoking the image of viscera and hard metal respectively, or any other such pair of opposing ideas.



"Untitled"

Self portrait in chalk pastel.

A piece done for a figure drawing class. It is of myself looking into a mirror during the drawing. I chose vibrant colors to give interest to the piece but to also intensify the variation between the shadows and highlights and give a graphic quality to the piece.



"Perception"

Self portrait in chalk pastel.

A self portrait done around the same time as the one in blue and white on red, but done at home, it depicts a top down quarter view of my legs, arm, chin, and chest bisected by the reflection of the table the mirror was on. rather than playing with color this piece is embodied by a pattern that gives artificial depth and movement with limited shading omitting the skin tones which differ greatly in style but retain color theming and graphic appeal.



"Noir"

Self portrait lino-cut on mat board.

A piece done in a linoleum block cut on paper, for a 'noir' heavy shading themed black and white printmaking class where I wanted to play with perspective from above with shadow and highlight as simple blacks and whites and pattern to designate mid-tones. This piece is based in simple form and telegraphed motion through the blocky shading.



"Conversation"

Double self portrait lino-cut on mat board.

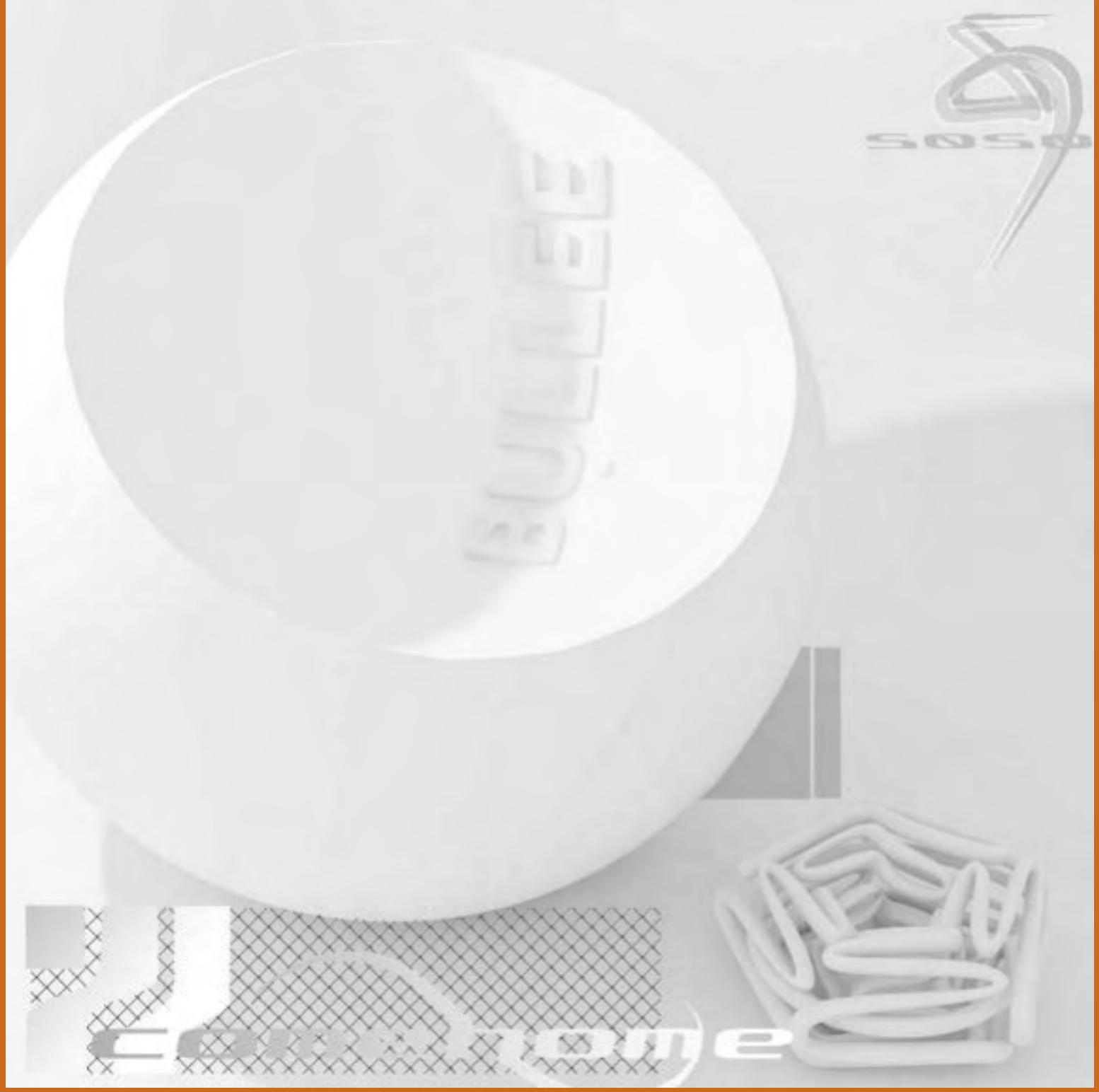
A self portrait done as a linoleum block cut printed on paper of me talking to myself for the same 'noir' class as previously mentioned, to continue the theme of blocky shadows and highlights and vivid forms. The piece was made because I was the only model I had, but the piece was to be a conversational one, so I used what I had available and ended up talking to myself.



"Untitled"

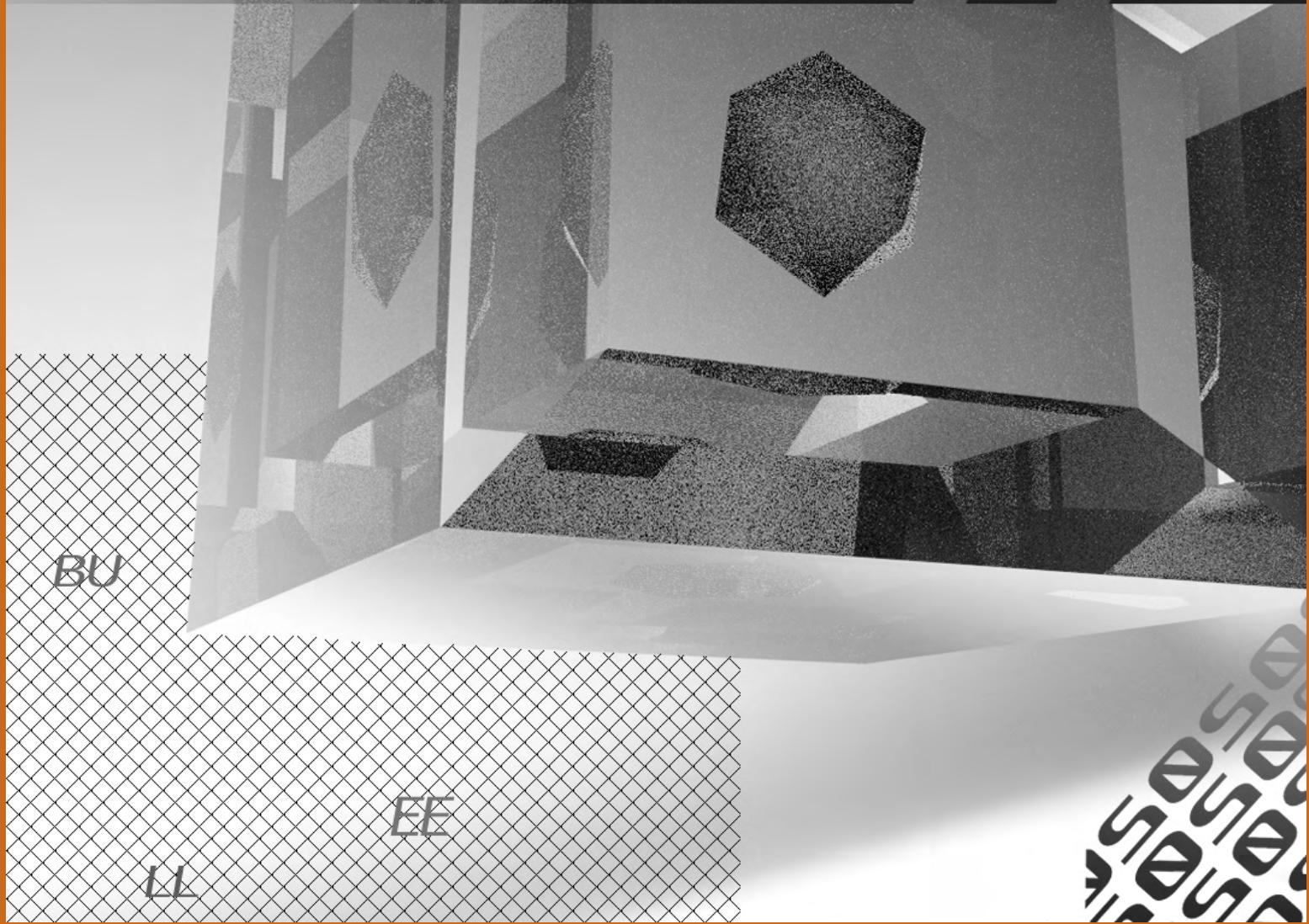
Reduction lino-cut still life on paper.

This piece was done as a still life over the course of multiple days with the background being an improvised pattern. It was done with one block, procedurally removing material per each printed layer until nothing but some outlines were left, to get a 3 tone linoleum cut print.



"COMEHOME"

Blender and Clip Studio Paint composited fake album cover. A personal project in Blender to create 3 stylized album covers for a fake music artist (as far as I know) that follow a visual theme and differ in hue. This project was to test both my compositing and Blender skills as the renders were altered in Clip Studio Paint afterwards to add text and graphical flourish including original logos, logotypes, and themes. This is the first piece in the series.



"Hypercube"

Blender and Clip Studio Paint composited fake album cover. A personal project in Blender to create 3 stylized album covers for a fake music artist (as far as I know) that follow a visual theme and differ in hue. This project was to test both my compositing and Blender skills as the renders were altered in Clip Studio Paint afterwards to add text and graphical flourish including original logos, logotypes, and themes. This is the second piece in the series.



soso

"HELICES"

Blender and Clip Studio Paint composited fake album cover. A personal project in Blender to create 3 stylized album covers for a fake music artist (as far as I know) that follow a visual theme and differ in hue. This project was to test both my compositing and Blender skills as the renders were altered in Clip Studio Paint afterwards to add text and graphical flourish including original logos, logotypes, and themes. This is the third piece in the series.



"HALCYON"

TTF font face.

A personal project using Adobe Illustrator and Adobe Photoshop, as well as FontForge to create a decorative font and advertisement for it as design practice. Watermarked with an on line alias for privacy.



"Blueprint"

Digital Drawing / Composition.

A digital composition of images and drawn works and textures using high contrast colors and natural imagery juxtaposed with artificial images and text to create a sense of unease in the viewer. Done as a personal project and expression of emotion.



"Untitled"

Digital Painting.

A personal project using Adobe Photoshop to practice digital texture work and a style outside of my typical comfort zone. Watermarked with an on-line alias for privacy. done with an iPad air 4 and desktop computer.



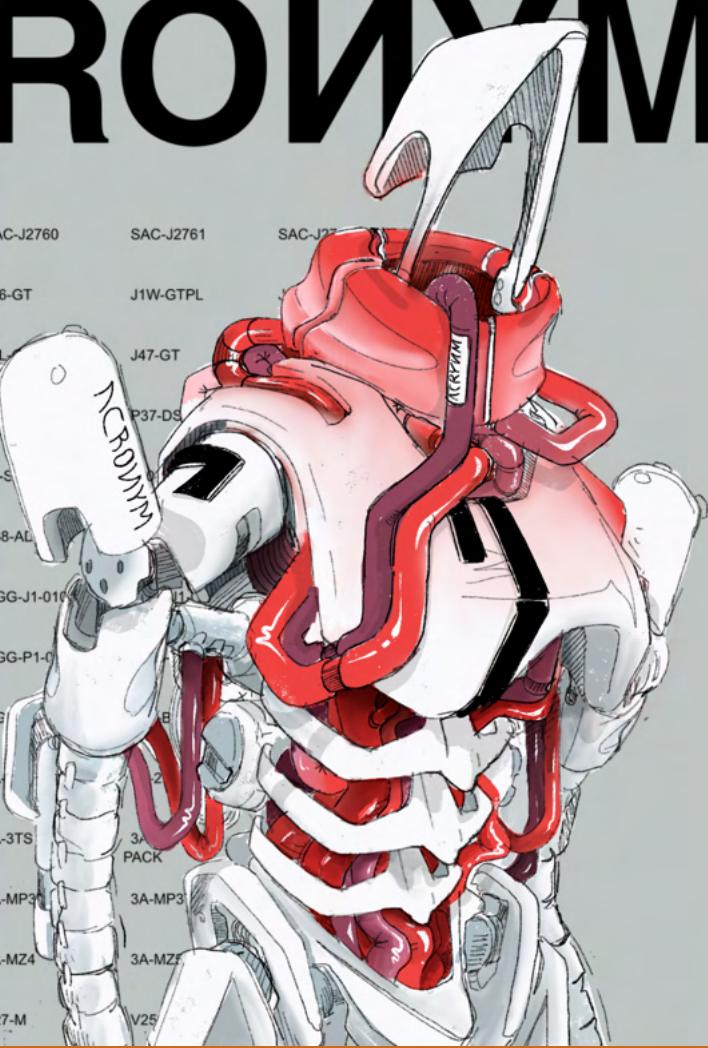
"Suffer"

Digital Painting.

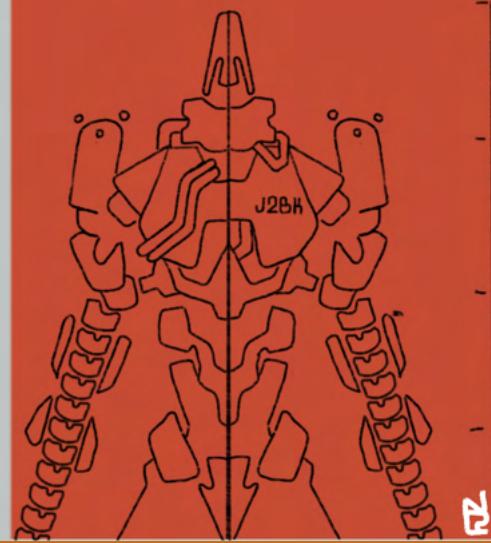
A personal project using Procreate to practice digital color blending and graphic design. done with and iPad air 4 and apple pencil using Procreate

ACRONYM®

EVOLUTION	SAC-D6012	SAC-J2760	SAC-J2761	SAC-J2762
SAC-J6011	SAC-SP2763	J16-GT	J1W-GTPL	
J69-HY	J87-WS	J1L-GT	J47-GT	
P10-E	P41-DS	P16-GT	P37-DS	
P32-S	P22-S	J2-S		
J91-WS	J99-WS	P38-AD		
FIS2-RS	FIS6-RS	GGG-J1-010		
GGG-J2-011	GGG-J2-100	GGG-P1-0		
GGG-P2-011	GGG-P2-100	GGG-P2-100		
3A-1	3A-13TS	3A-13TS		
3A-5	3A-MK1	3A-3TS	3A-PACK	
3A-MP2TS-WHT	3A-MP3TS-BLK	3A-MP3TS-BLK	3A-MP3TS-BLK	
3A-MTS3	3A-MZ3	3A-MZ4	3A-MZ5	
V29-N	V28-W	V27-M	V25	



J-28K



"ACRONYM J-28K"

Digital Drawing / Composition.

A digital drawing of a creative interpretation of a piece of high fashion apparel as a machine, done to practice unconventional backgrounds and digital color work and blended shading.

Video Links

Digital Vacations: <https://youtu.be/6AaFV9U1520>

This was a video project I worked on during quarantine to express my frustration but acceptance of 2020's digital ecosystem and the interesting dilemmas it presented in the space of digital friendship. This piece was entirely created by me with all assets but one (a PNG of the Windows 'Aero' window border) being my own recordings, and was assembled together in DaVinci Resolve Free.

COMM: <https://youtu.be/OQTjU4EmoTc>

This piece was done at ECA using Premiere pro with all animation being individual cell scans of an animation done in pencil on paper, composited onto a footage background, with overplayed imagery to match the theme, as a note on the world of Internet communication and how emotions can be distilled into images. the piece follows the path of a character who is seen plugging into a computer like device, closely matching its own likelihood and showing these 'emoticon' expressions as a note on how social interaction is much like plugging into a different society with its own rules and abiding by them.

"Consumerism" A looping Video:

<https://youtu.be/fPFJuJbotdU> A short looping video that plays with subtle sound and basic form/color to give a pristine feeling to something completely unremarkable.

Character Turnaround in Blender:

<https://youtu.be/nopvChBNBLs> A character I designed, modeled, rigged, shaded, and rendered in Blender 2.90. originally conceptualized as a 2d sketch, this character was a personal project to attempt character modeling as opposed to my more traditional 'hardsurface' work.

Untitled: <https://youtu.be/subr240TQKU>

A short test animation of a character rotation done in pencil on paper before the animation for 'COMM' was made.