

#### CLASS REFLECTION

I really enjoyed this class and learned so much this semester! I hadn't taken an art class since middle school and I really enjoyed having this class as a creative outlet, and appreciated that it was a low-stress environment that still allowed me to grow my skills! Some of the projects introduced me to media that I had never used before which was a really cool experience. The collaborative atmosphere of the class was really nice and loved how we were able to work at our own pace. I am really happy that I was able to take this course and it got me excited to (hopefully) take even more classes at STAMPS!





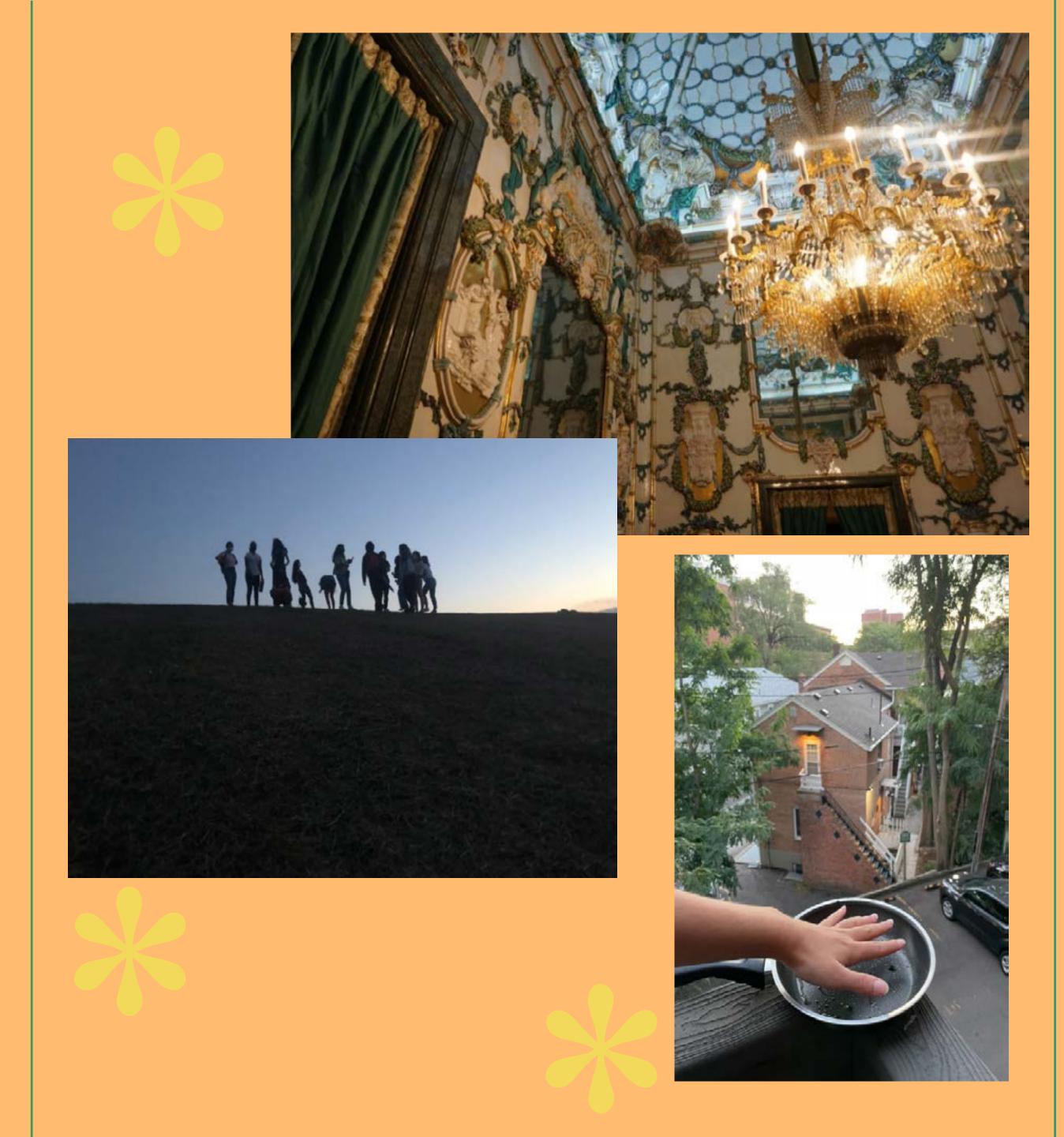
MAJOR: COMPUTER SCIENCE

GRADE: SOPHOMORE





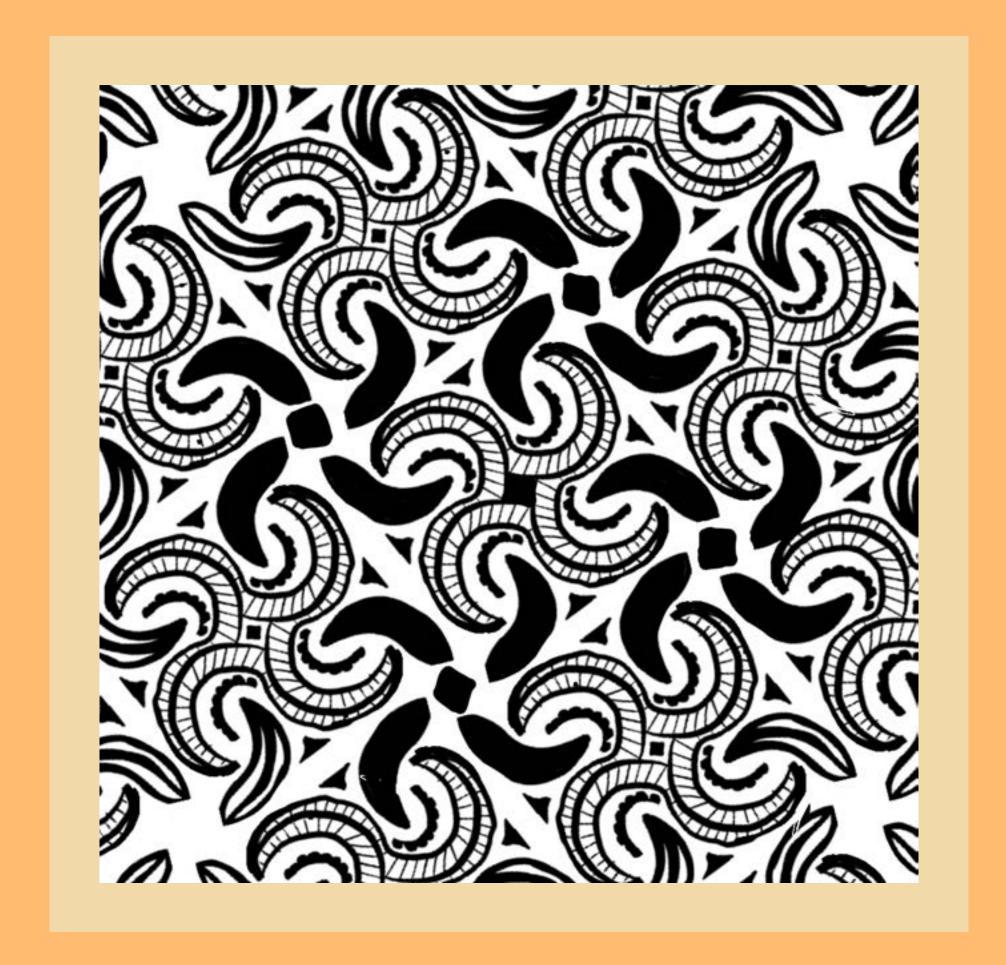
## DIGITAL VALUE SCALE



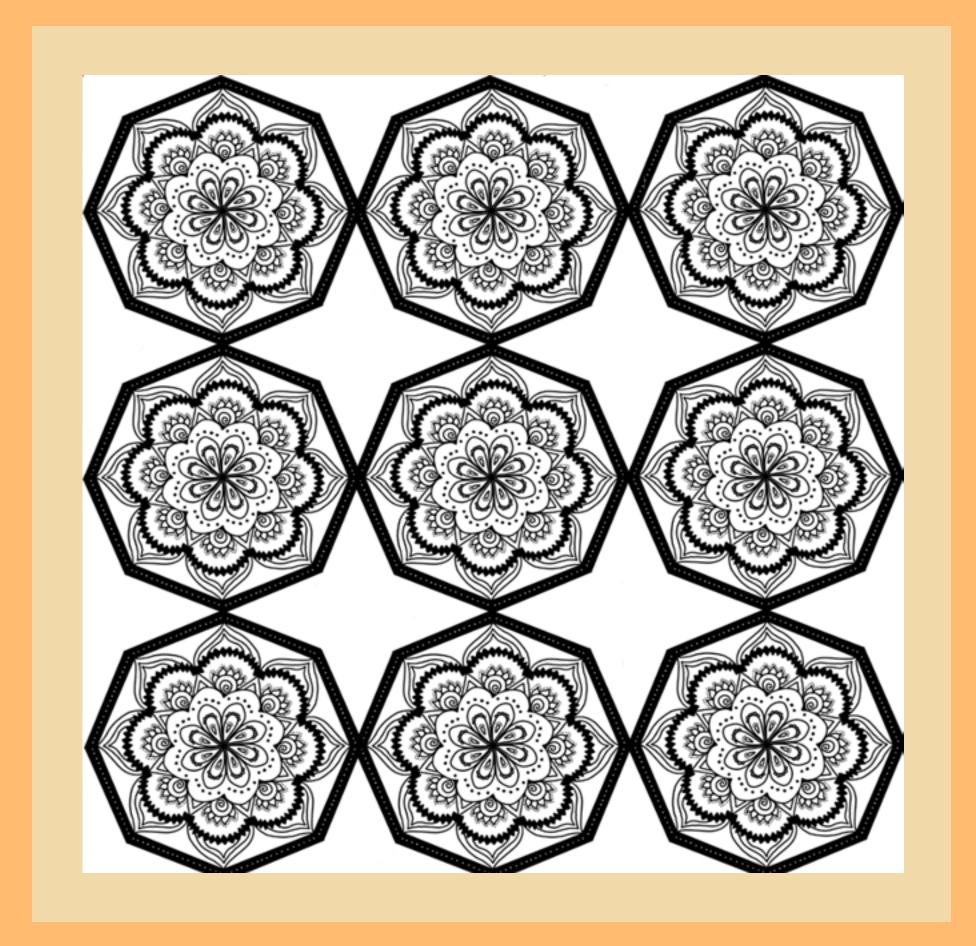
## DIGITAL SCAVENGER HUNT



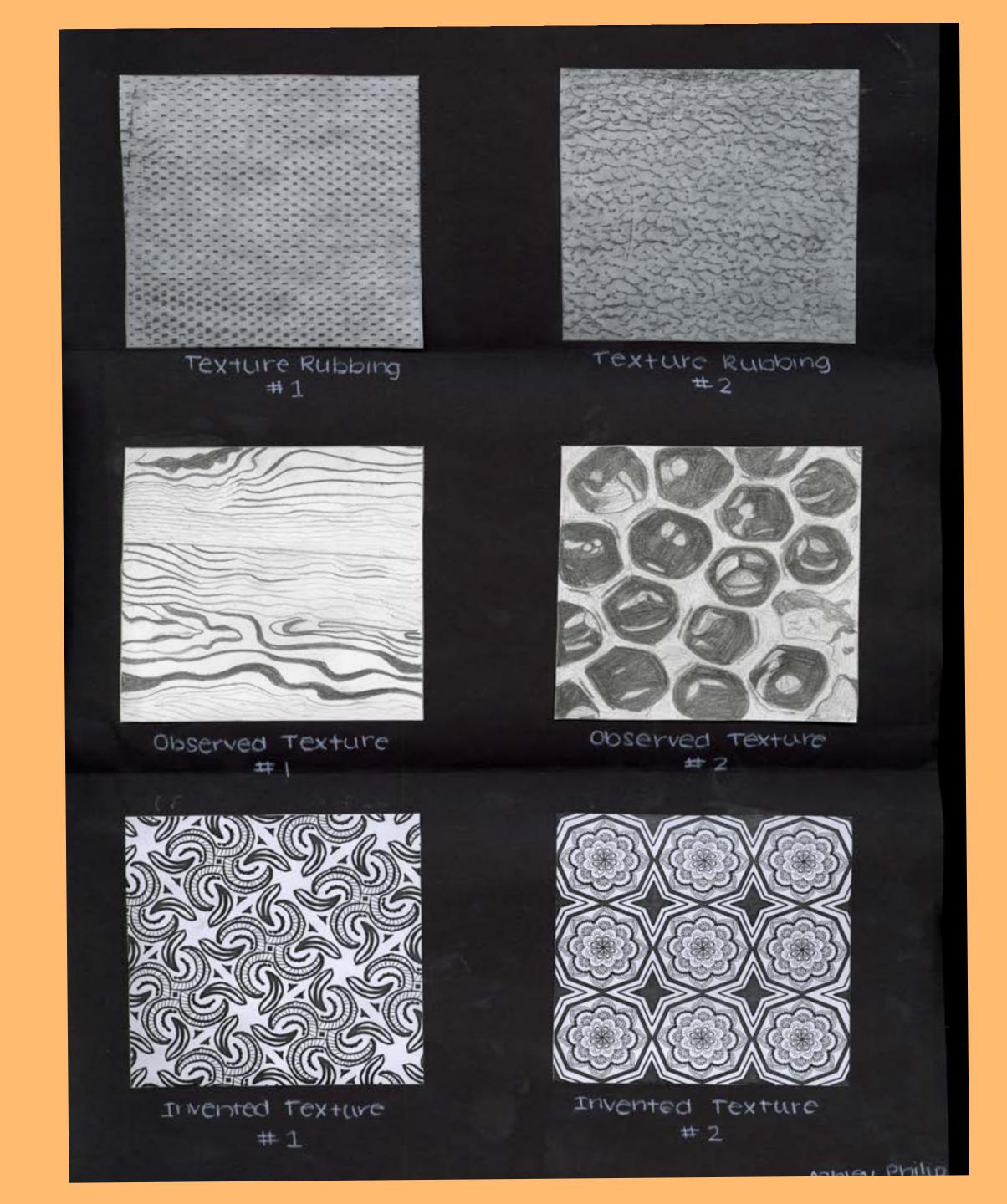








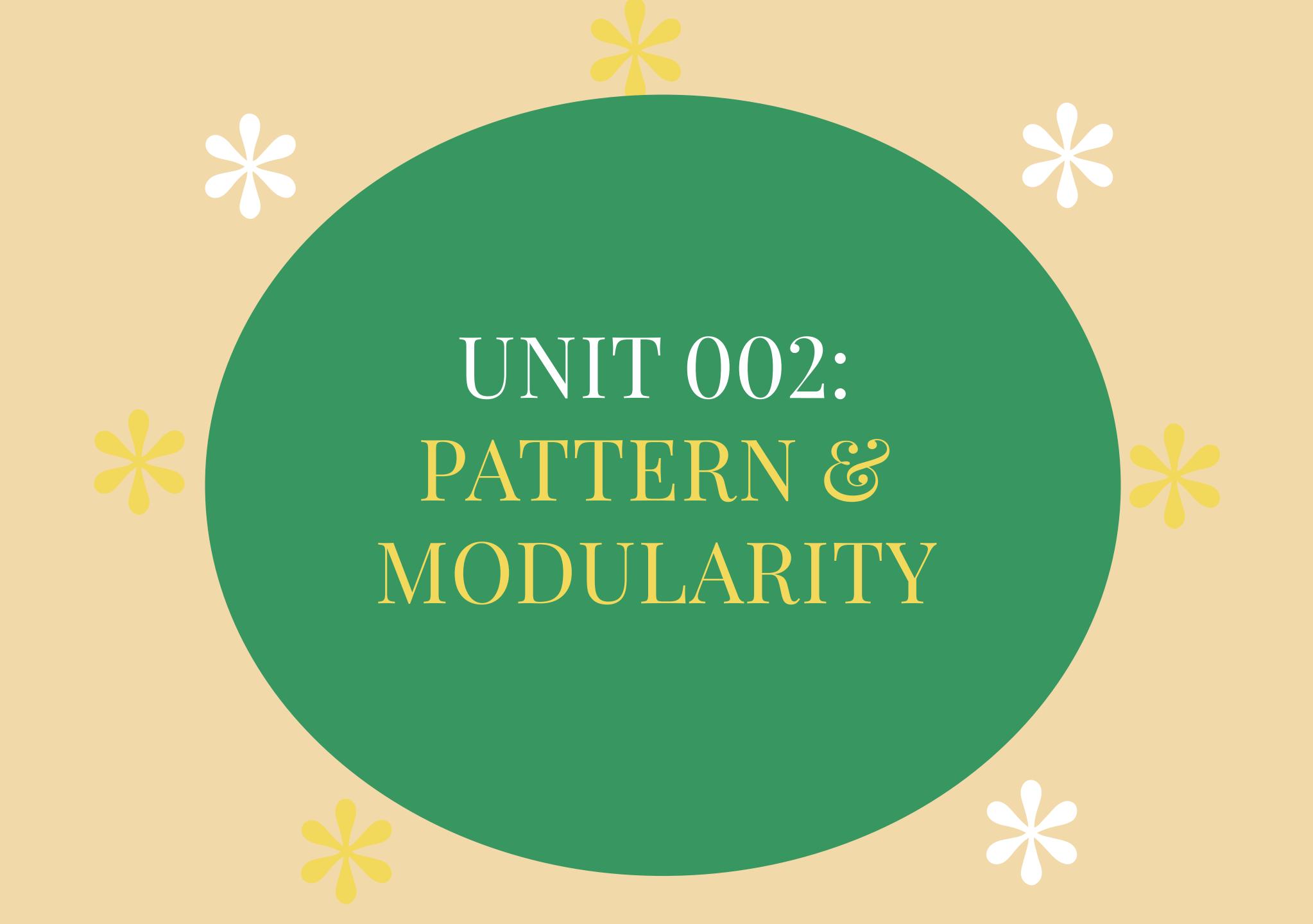




## FINAL



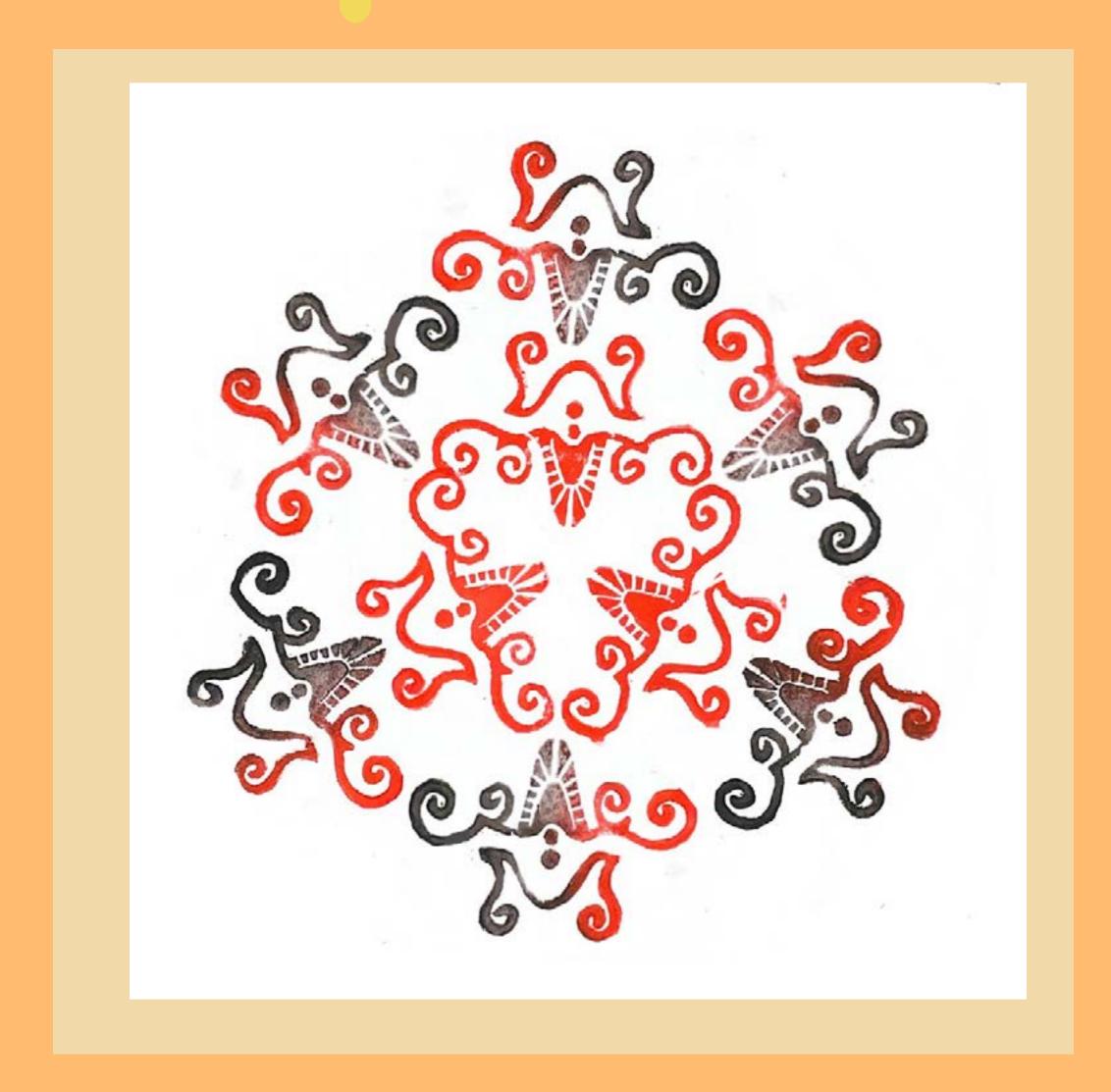
This unit was a very interesting introduction into textures and different elements of design that I think will serve as a solid foundation for the rest of the projects we will do in class. However, for the drawn and rubbed textures project, I had a hard time with deciding and actually drawing the observed textures because I wanted to draw it realistically, which I usually struggle with. But, I think careful attention to detail allowed me to achievea look that was more realistic than I thought I could, so I was proud of the end result. I think the part of the project that I was most comfortable with was probably the invented textures, because I have always loved doodling patterns and zentangles, so it was great to be able to apply that to a larger scale. The materials and techniques that I used for the project were ones that I was fairly comfortable with, which I think was a great way to ease into the class structure. This unit definitely helped me examine textures more carefully, and now I can honestly say that I think about the texture and pattern of most things that I see.













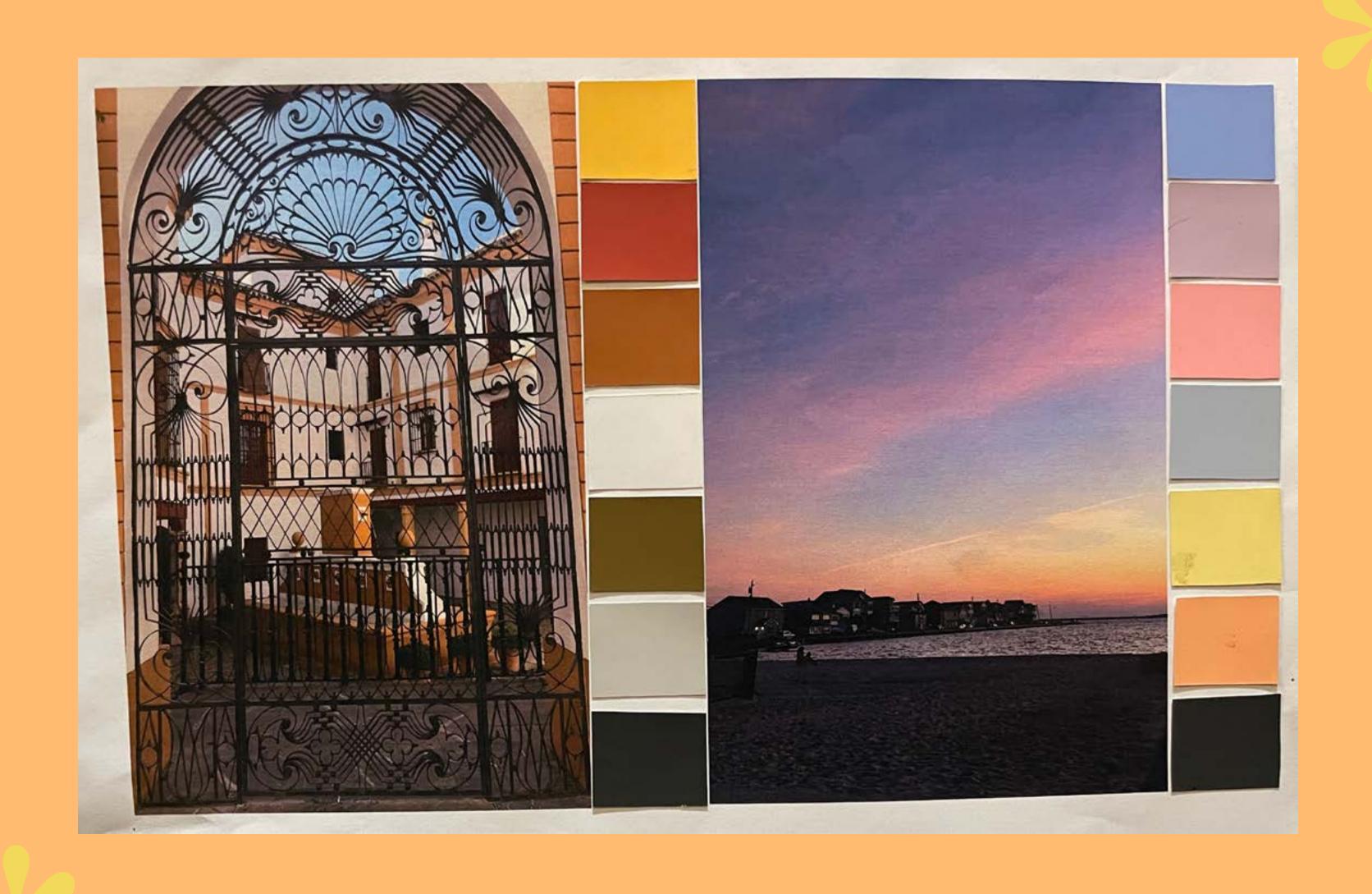


## FINAL

## UNIT 002 REFLECTION

This unit was really interesting and taught me a lot about printmaking and designing something with good patterns and modularity. It was amazing to see how one small design could fit together in different ways and orientations to make a completely new piece. Going through the different iterations and carving the pieces on linoleum was something that I somewhat struggled with because it was hard to gauge how deeply I needed to carve different areas, and getting details with the tip required a lot of concentration and precision. Once I got the hang of it though, it almost felt therapeutic to do and was an overall good experience. The actual printmaking process was really fun to do as well, but it was a learning curve trying to figure out the right pressure I needed to put on the block to get the colors to show up the way I wanted to. I was really proud of how I managed to get the carving on the block to turn out when printed, especially with the different curves that were in my design. Overall, learned a lot from the process and will definitely try to use linoleum block printing in the future, maybe with clothes!







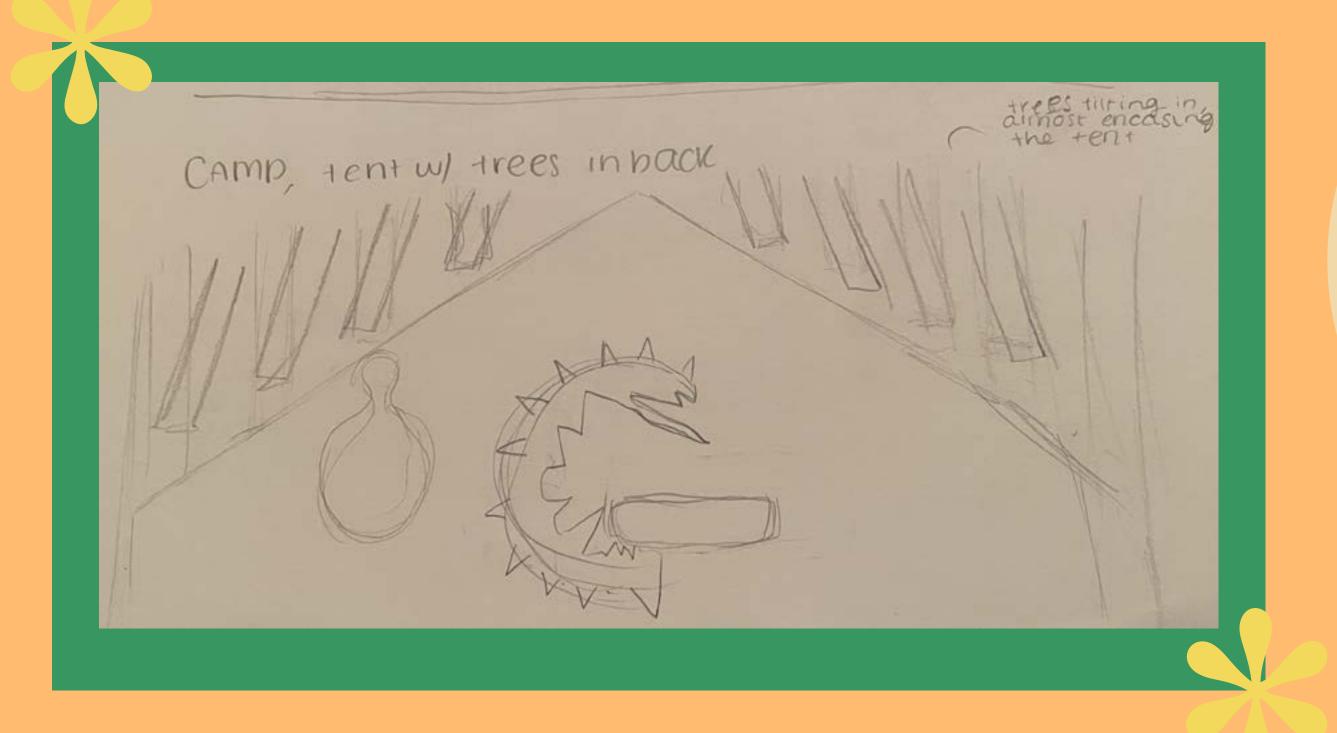


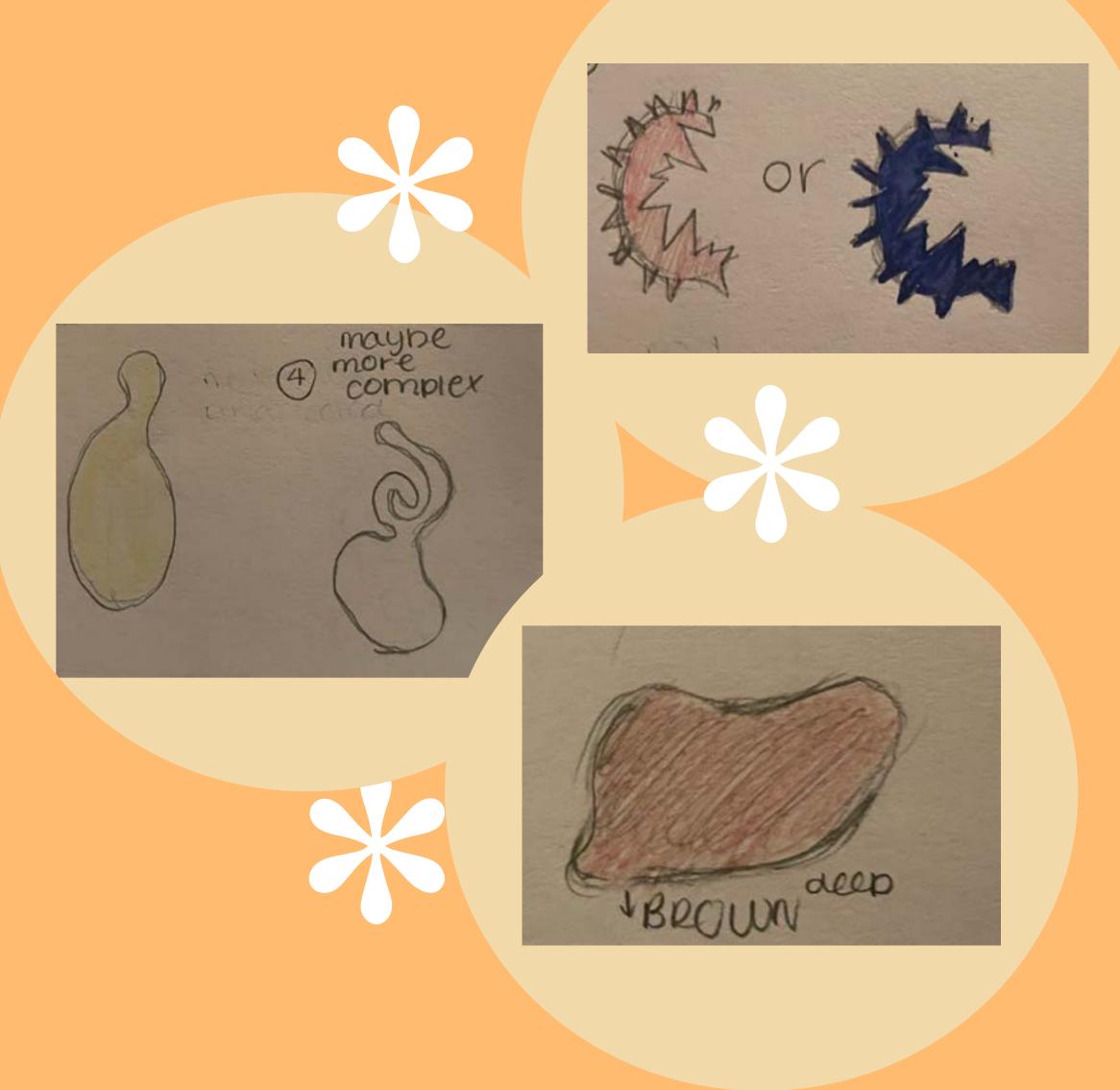


# UNIT 003 REFLECTION

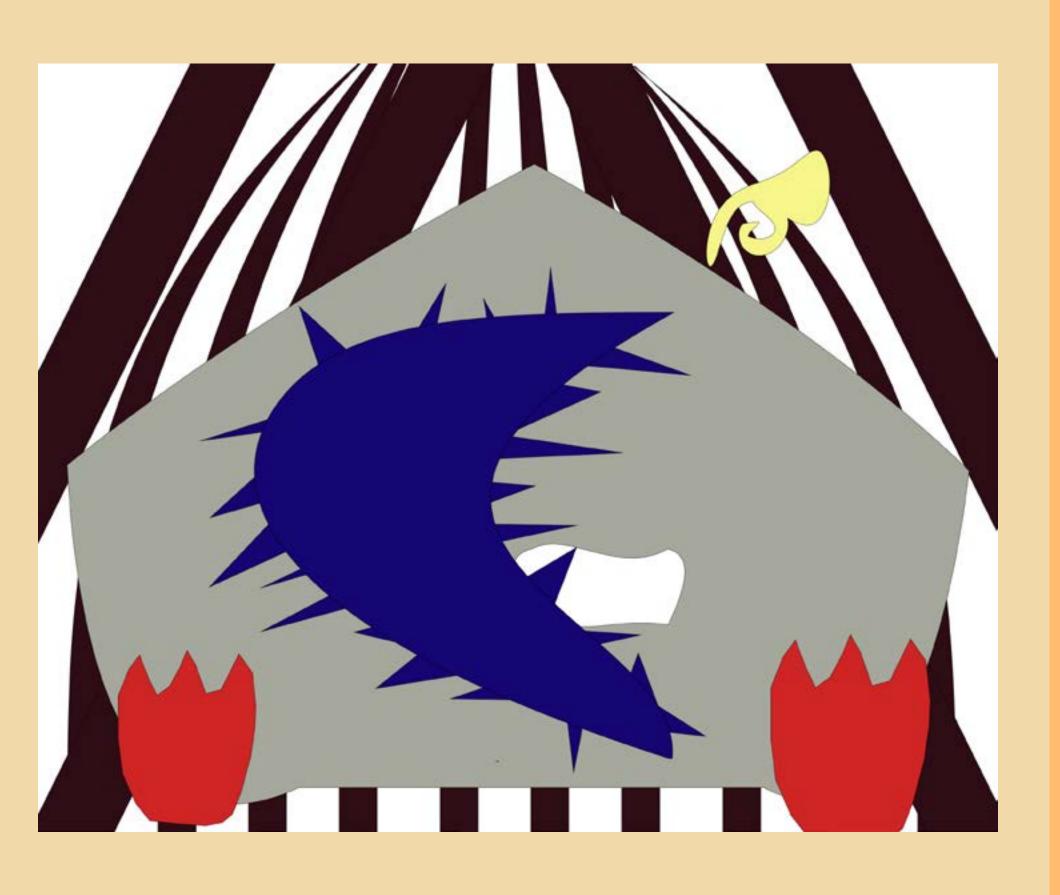
I learned a lot in this unit about how different colors are formed through mixing with others as well as being mixed with gray and black. I never really considered mixing black or gray with colors when trying to make specific shades because I thought it would come out much darker than I wanted, but learning how to mix colors in the right proportions made it so much easier to create all the colors that I needed to. Although doing the color wheel helped me identify roughly what colors I needed to mix, I had a hard time replicating it, especially because some of the paint I had used for the wheel had run out, so I needed to figure out how the new shades of colors I had would mix. I also had trouble because the paint would go on the paper a slightly different color than what I had mixed, so some colors turned out a bit darker than I anticipated. However, over time I started to get more familiar with how I should mix them to get the desired shade and things went a lot smoother. I did end up redoing the portion of the final piece that I had done in class because I realized that the colors were a lot harsher than the softer colors that I had in my picture, but I think it ended up being the right call because I was able to match the colors a bit better when I could just work at a leisurely pace. After this unit, I think I am definitely more comfortable with gouache and color mixing, as well as identifying what colors would need to be mixed to create the color I am observing. While I have gotten more comfortable, I do think that I would definitely need more practice before I could consider myself able to handle it well. The project was a good introduction to color and allowed me to look at the colors I see in my daily life more carefully and analytically.















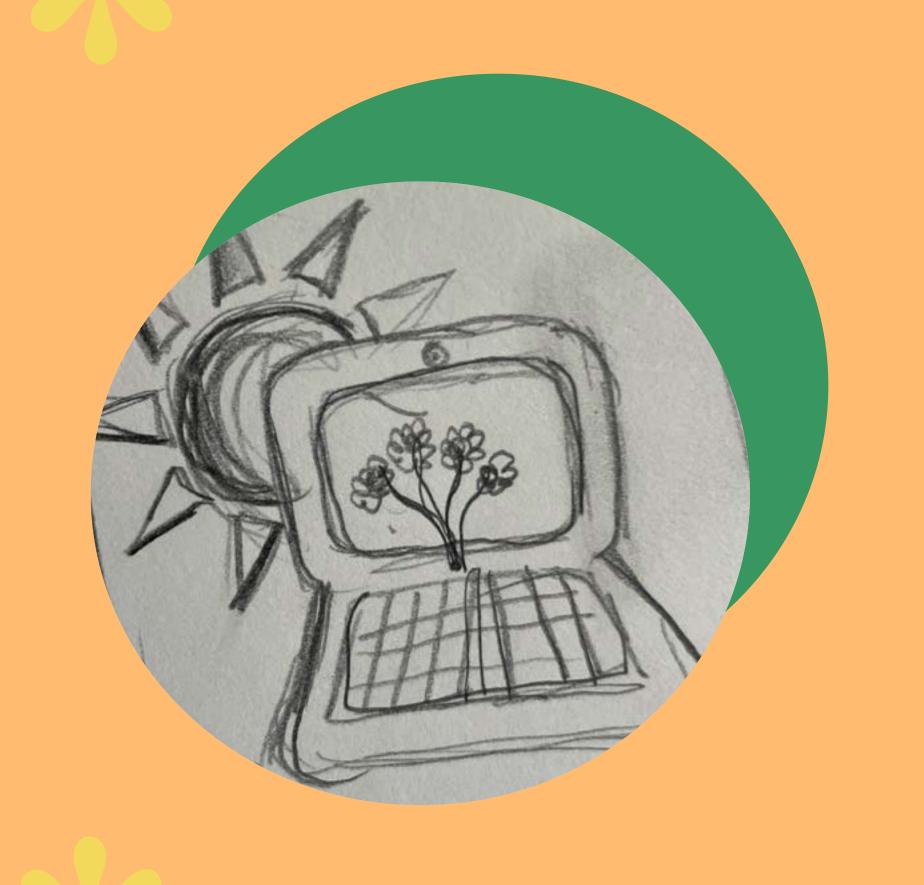


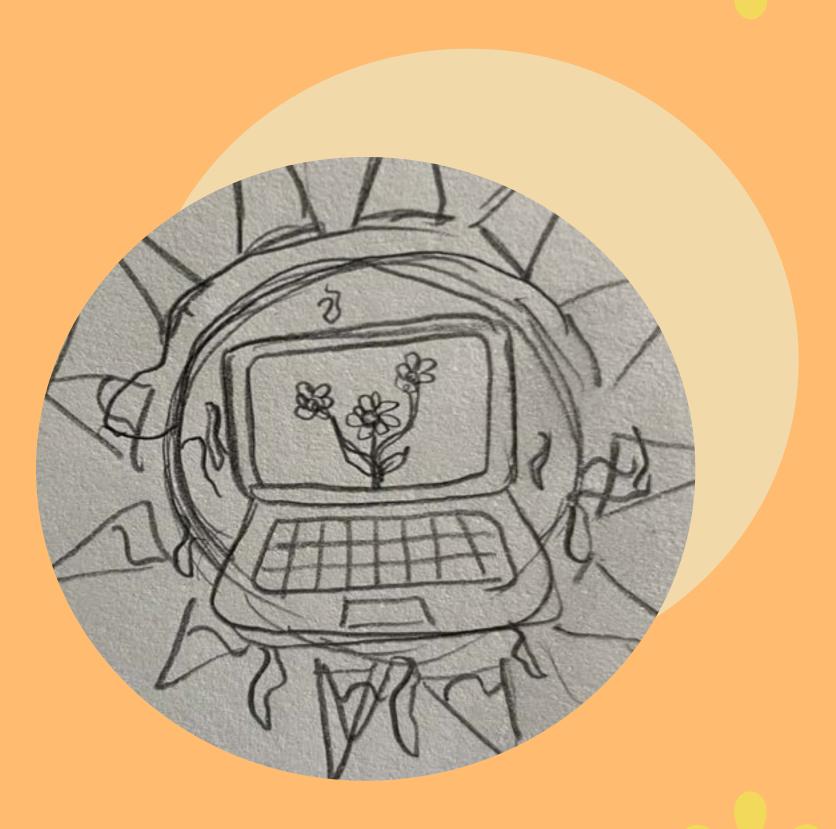
## UNIT 004 REFLECTION

In this unit, I learned a lot about how the use of color and different compositions can have a tremendous effect on the emotions that the piece elicits. When I was creating the shapes for my design, I found myself putting a lot of thought into what colors would best convey the emotions of the character I was describing, and if they were exhibiting multiple emotions, how could their shape and their color work together to get both of those points across. It was definitely a good exercise in thinking more deeply about the artistic choices that need to be made when creating a piece. The composition aspect was also really interesting because placing things in different locations can create completely different atmospheres, and I'm overall really happy with the way mine turned out. It was also really cool to see how other people's projects turned out, especially when you couldn't quite tell what story the piece was based on when you first looked, but after getting the intention every choice made perfect sense.

I had never worked with a Cricut machine before, but I always saw them when I would go to the craft store, so it was really cool to finally be able to learn how to use one. It was really satisfying to see how the different pieces that were designed in photoshop were cut out so clearly by the machine! Overall, I really enjoyed this project and learned a lot of valuable information.



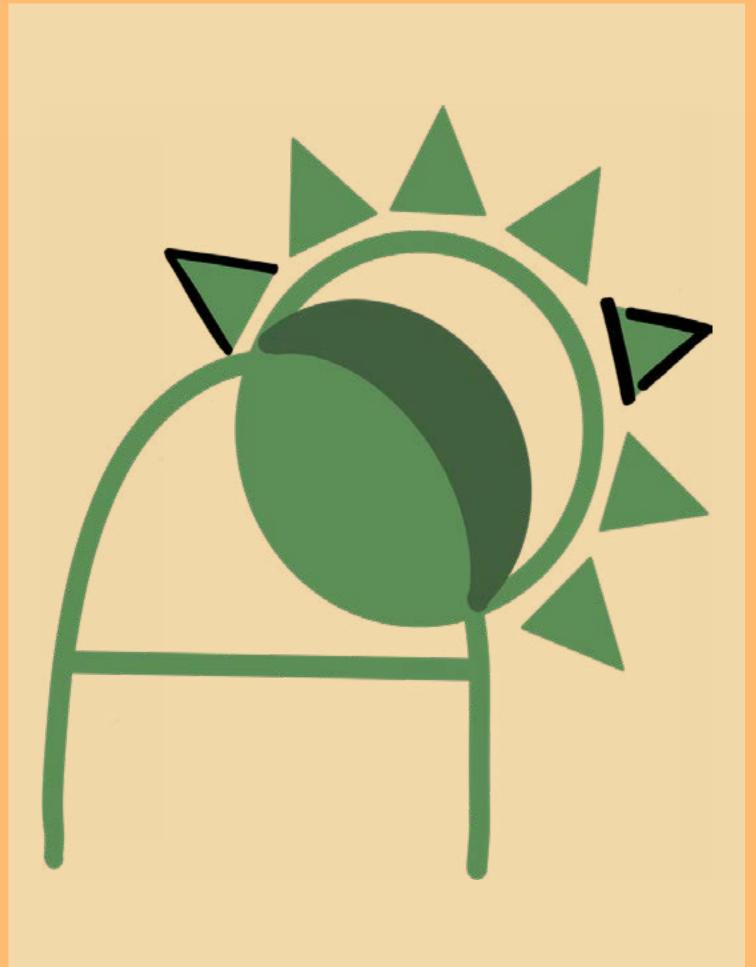






















I learned a lot this unit about how to effectively create a logo and also utilize photoshop in an efficient manner. It was really cool to be able to experiment with different colors and styles to see which one suited me the best. At first I was having a hard time trying to figure out how I could make the logo incorporate all the things I wanted it to showcase about myself. But, after completely scrapping my original idea, I found a way more sim-

plistic logo that fit perfectly! After figuring out the design, digitizing it was fairly familiar for me because I am used to doing digital art on my iPad using procreate. I wanted to try to learn how to use the drawing tablets and draw directly in Photoshop, but my laptop was having a difficult time trying to register the pen, so I ended up just working with what I was used to, which made the process a whole lot simpler. I'm overall pretty proud of how the final product turned out, and I think it was a really fun experience!

