



MIRANDA HOLLINGSWOOD

Design Portfolio



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DESIGN PRINCIPLES

Hello reader,

I have found you through snail mail and will show you my recent explorations in design. We see design everywhere around us - on shop signs, menus, websites - but don't often think of what goes into each artwork. I want to break through that design-blindness and bring myself to a place where I notice design elements more often and can grow my own expertise through that awareness. I have a history in photography and photo manipulation, but wanted to learn a wider range of design tools. In learning Photoshop, Illustrator, Animate, and now, InDesign, I have created pieces that amuse and challenge me. I hope you find my portfolio compelling.





FIRE SEASON

by Miranda Hollingswood



RASTER ARTWORK

I have more experience in Photoshop than other design software, but always used it to enhance realistic photos. I was excited to create a more abstract work, and took inspiration from satellite photography of the places I am from: Sydney, Australia, and San Francisco, USA. The textural elements of cogs and chains were also important to the piece. Even the flowers have personal meaning for me. I hope you can see the work as an explorer in a cave looking at jewels, or an astronaut looking at environmental devastation as it occurs.





GENTLE ARACHNID

by Miranda Hollingswood

VECTOR ARTWORK

For our Vector assignment, we were asked to create a character in Illustrator. I wanted to make a creepy creature more appealing. I love the desert so the scorpion came to mind. With its' mean looking pinchers and terrifying stinger, we are immediately intimidated, overwhelmed by our Neanderthal instincts. But with a little reassurance, and a flash of his anime eyes, Scotty the Scorpion is here to make you re-think your assumptions about this daunting desert dweller.





WANDERING

by Miranda Hollingswood

TIME BASED MEDIA

Animation was very intimidating for me in the beginning, but I feel accomplished when I watch this short piece. I wanted to replicate the feeling of a road trip, what it's like to look out the car window and ponder the landscape. I loved the idea of creating the different movement (aka parallax) speeds of clouds, mountains, fields, trees and other vehicles as you pass them. Bringing in the 'Lord of the Rings' quote only felt natural once I saw that the truck seemed boring and empty. I don't think I will ever do animation again, but I'm glad I gave it the good ol' college try.

