YAD 105
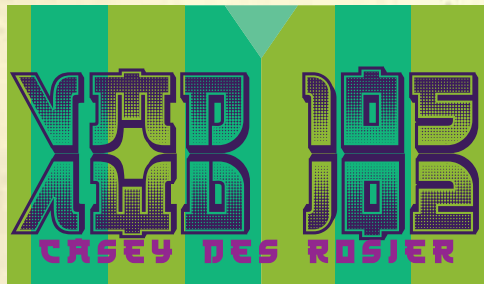
CASEY DES ROSIER

About Me

Currently I am in the early stages of working towards a degree in illustration; I took VMD 105 as a way to begin familiarizing myself with the current digital tools that are available. My design process has been completely "analog" up to now, as I've been working diligently towards mastery of drawing and painting. I had very minimal exposure to any of the programs we've discussed in this class, so it's been a very great learning experience for me.

Photoshop
Final
Project

My goal for this project was to create a simple banner featuring my name. I used a photo I'd taken from the Bay Bridge as the background and a photo of my face over the sky. I decided to improve the relatively new SF skyline with a little picture of my cat. I chose a font which was bold but decreased the opacity to tie in with the transparency of the border I created. All in all I acheived my goal which was to design something simple and appropriate for my skill level with Photoshop, but also cohesive and interesting to look at.

HALLOWEEN SPOOKTACULAR 2018

Illustrator
Final
Project

For my vector assignment, we were getting close to Halloween which is my favorite holiday, so I decided to draw a spooky character/scene which could be used as a party invitation or perhaps a band flyer for a Halloween show. I definitely ran into a time crunch with this one, but it was still fun to work with illustrator and I learned a lot from this assignment. One big lesson I learned was to budget more time for selecting the right font!

HAPPY HALLOWEEN

Animate
Final
Project

My animation was planned out as a Halloween e-card, as I was using the existing character from the vector assignment. I al drew a bat in illustrator, a spiral to apply a motion tween to for the background, and cartoon-y clouds for which I utilized frame-by-frame animation instead of motion tweens. My vision was for these clouds to sway back and forth in a somewhat irregular fashion. I now have a thorough appreciation for how time-consuming and how much work it is to create animation, as it took hours for my extremely simple vision to come to life.