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Art 74

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Final Paper

When creating my projects I tried to keep in my other works I have seen within similar medias in mind. Drawing inspiration, along with coming up with my own ideas is how I developed the work I did throughout this semester. The pieces I came up with come from my current interests in life.

My collage piece is a mixture of things I have a current interest in. From the smoke barrel from my favorite soccer team, to the skull that I was currently working on for another project. Most of the examples we were given during the semester reminded me of artwork I had seen throughout the 90's. They were unique but at the same time similar to things I have seen in the past. Being a graphic design major, it was interesting to be working with different forms of media but still being able to incorporate my knowledge of principles within the new artwork I was creating.

When working on my art for the semester I would often go online and look at other resources to try and draw inspiration considering the media was entirely new to me. After looking at other people's art pieces, I was able to figure out what direction I wanted to go when creating my own personal work. I would consider my work a mixture of fundamentals (based off my graphic design knowledge) and 90's vibe (based off my interests).

One of my biggest inspirations for digital art I would say is **Andy Warhol**.
Although his work is not necessarily working on the platforms we used in class, he still
used similar ideas. He took normal photographs and manipulated them in different ways
to create a new outcome.
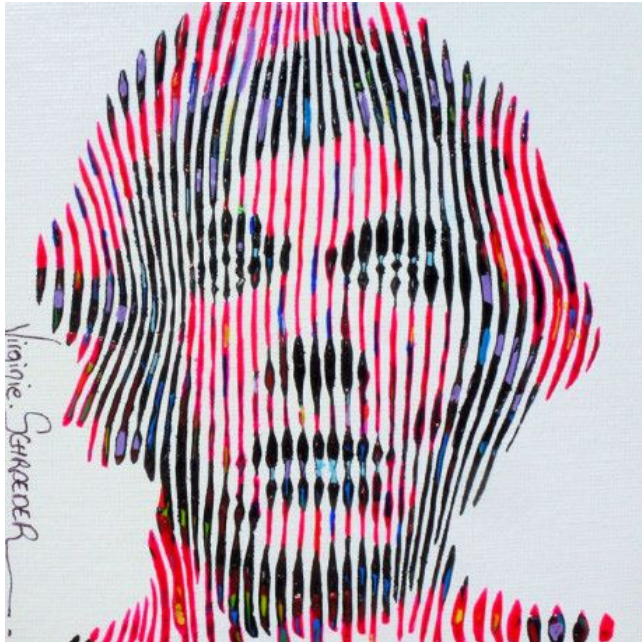
After doing some research on media art, I found one artist who creates universes with his art. **Finnian MacManus** is his name and I really enjoy his work because he reminds me a lot of the star wars universes.
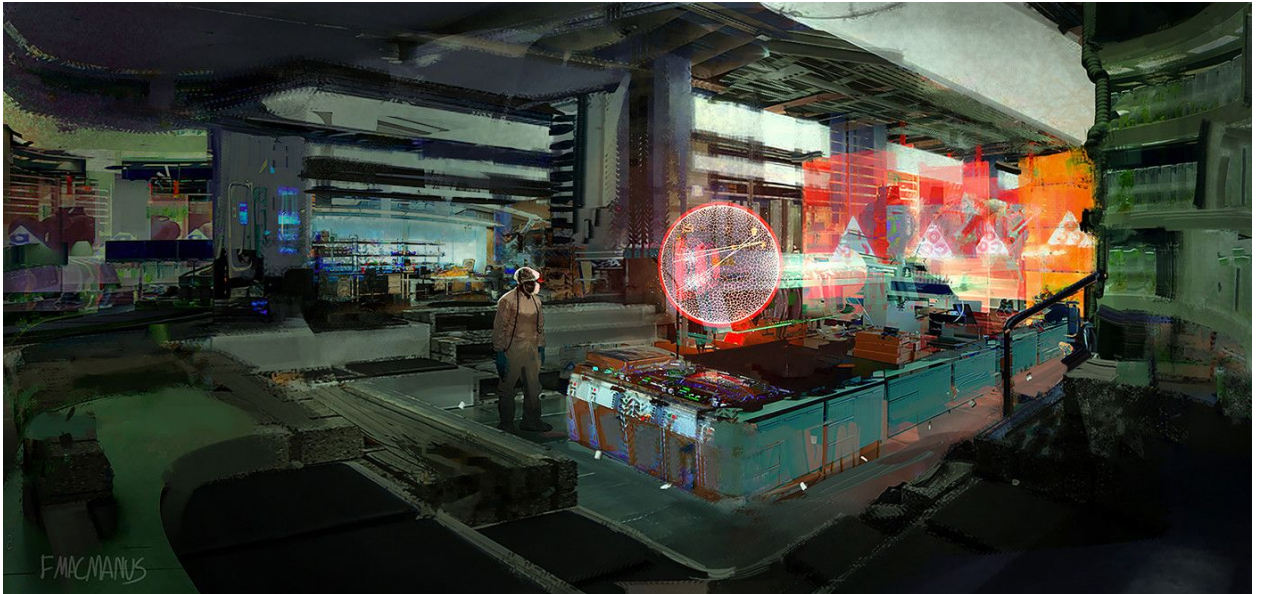

The third influence that I found I really liked their work is Eva Papamargariti. Their work is unique because in a sense it looks realistic but there is still that media twist on it.

This class has taught me a lot about medias I did not even realize were around. When being introduced to all the new softwares that were provided, I was constantly learning something new. I enjoyed seeing how to work all the programs we used. Being a graphic design major, I already knew how to use illustrator and photoshop. But when we were introduced into programs such as Atom, it really began to teach me something new. Coding for me is something I did not think would be very difficult. However, after watching the videos three times and still not being able to figure out why my website did not work, I realized that coding is a lot harder than I thought it was going to be.

I believe I felt the most connected with the collage and glitch art practices. I actually have even been using the glitch art technique in my other works outside of class.
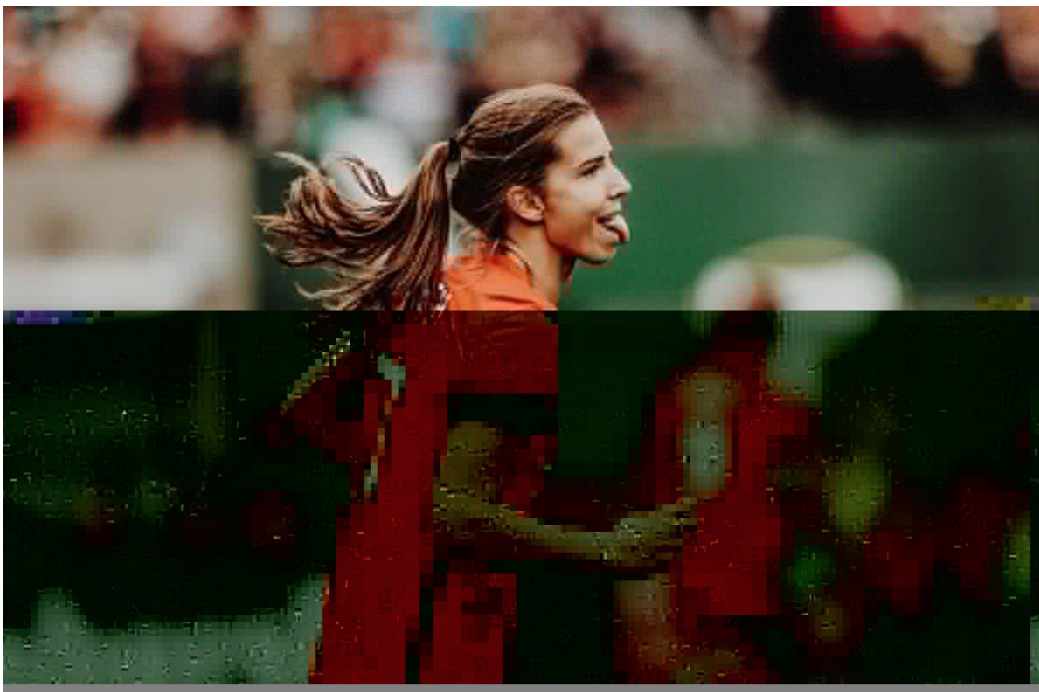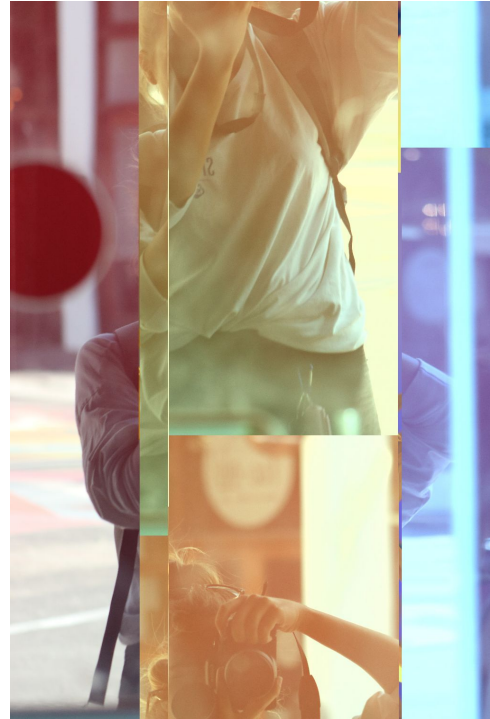
The collage pieces are something I have done in the past however, with the examples given and my own personal research I was able to figure out different types of combinations that were able to give me the effect I was shooting for. My idea was solely on the 90's vibe, and based off of the techniques I used, I do think I accomplished that look.