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Art 74

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9 Dec 2018

To be honest I don't have much to say in the realm of digital media art or design. The work and examples we saw this semester were very strange and divergent, and I could not derive anything from them whatsoever. The themes they handled did not really jump out at me. I feel much more comfortable with digital and traditional character art, so that's what I'll be talking about in reference to my art.

I believe in dynamics in and the sensation of motion in art. Things deserve to look cool in my opinion. The influences I grew up with drastically stylized and dramatic anime like FLCL, Gurren Lagann, Soul Eater and Kill la Kill. I spent a lot of time watching and replicating the work of people like Imaishi Hiroyuki, Okubo Atsushi, Yamada Akira and Yoshinari Yoh because I loved the fun, dynamic look of their designs.

Each of those artists have very proud and unique shape languages that I try to draw from in my own work. It's always a wonderful compliment when people say my work looks like something from Studio Gainax or Trigger. I aspire to build a visual library as diverse as these artists as I continue to draw, as well as a realistic and stylistic grasp of the human body and how it moves.

The biggest artist whose influence I can say I drew from this semester would be Murakami Takashi. He rarely works in the digital medium—in fact, this piece is a serigraph—but his style is very semiotic and vibrant in nature. The first project I did reflects this piece the best. Either way, his use of color is one of my favorite examples of flat yet vibrant simplicity.
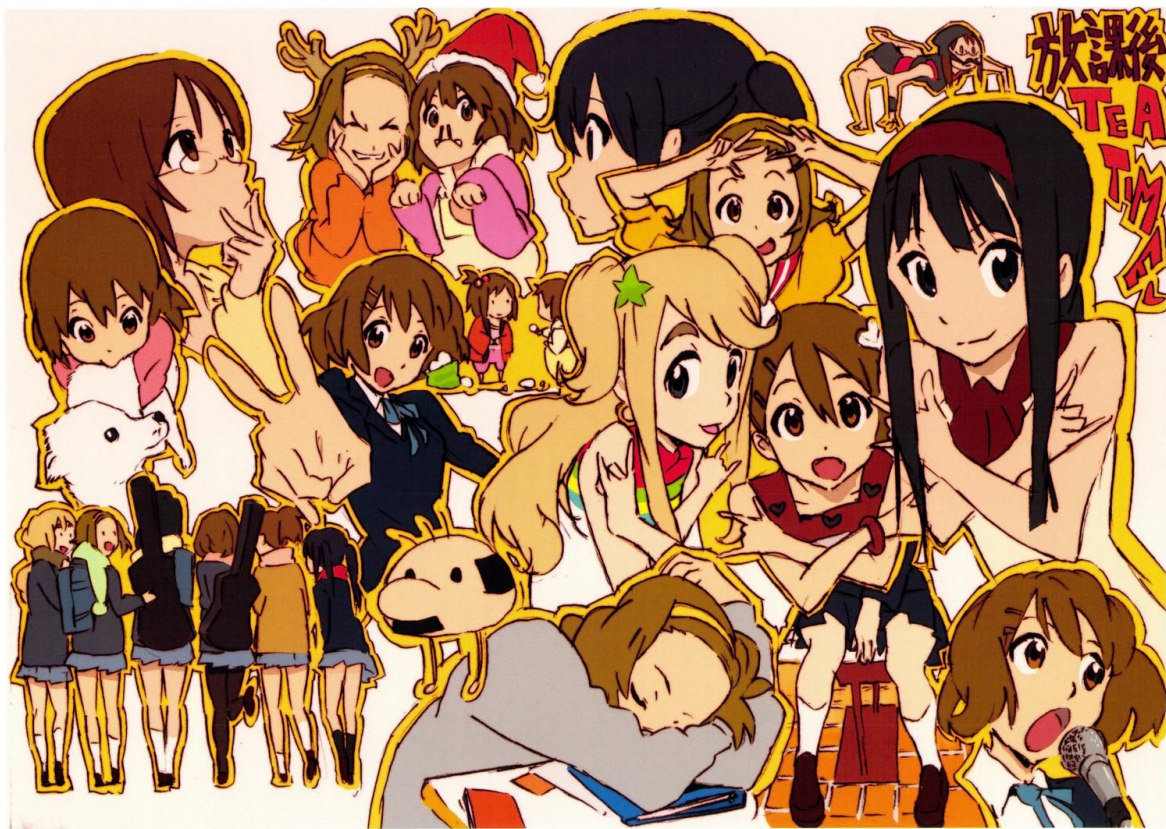
I follow Sushio on Twitter and his art is very cute. I'd cite him as well as an influence this semester. Not so much as an artist, but more of a general mood. He keeps things real fresh and light hearted, and I appreciate that.

      The last artist I'll cite is Miss Kozue Amano. Her mix of traditional watercolor, markers and digital rendering creates a very bright and ethereal Venice for her characters to inhabit. Try as I might to imitate her, Miss Amano's work is quite far out of reach to me. It doesn't help that I can't read any of her art books because I'm not fluent in japanese yet. Until then, she'll always be a great, far-off goal to look towards and appreciate.

https://www.youtube.com/watch?v=hlVlefZ7M1w

https://www.youtube.com/watch?v=Sb3cziuRF0Y

https://www.youtube.com/watch?v=96xJt4ip2KQ

https://www.youtube.com/watch?v=h9wualcJuE4

Regarding my artistic process, all I can really speak to is the help and advice afforded to me by some choice youtubers. Boin and Leo were fantastic helpers and always willing to explain techniques in cinematography, as well as functions in premiere and after effects.

Everything else can be explained away very easily: I keep my influences in mind while trying to make something original, and the result is something with a similar aesthetic, but something else to say. I guess you could call it participating in remix culture. While the majority of my influences are loosely related to digital media art, they have helped me to make something unique by putting them together.