Issac Maya

12/6/18

ART 74

One of the things of being an artist is getting your hands dirty or get hurt, for instance. Some parts of my family have the artistic side of sketching, and I've also inherited as well but I wanted to evolve it into a larger image. In my beginning of growing up being an artist, I started sketching by looking at the subjects, doodling whenever I get bored in class in the lower school. At all those times growing up, I started playing with a computer to play computer games like Candy Land. My grandaunt taught me on how to use a computer and learned quickly on how to use one and open drawing applications to have fun with them and I like computers. I wanted to combine my passion of sketching and computers into something graphic that make games, movies like Pixar, for example. But to reach for it I had to learn more than sketching and basic computers programs.

My first line on work is a made a three-dimensional model of long neck alien in the 8th grade. But that was just the first step to improve my skill as an artist. In the 10th grade, I made a painting that takes precise of focus and time to make it look more professional. In community college, that's where I began to improve. I designed and made a three-dimensional wire model of a penguin, a 3D hexagon with an arrow pierced through, a full detailed sketch of a church in Europe, which is my best one. One of my more creative work is portrait of my baby cousin with cereal. It was one of the works I'm proud of since it took me 15 hours to sketch.

After community college, I transferred to San Jose State where I applied for graphic design and move my work into graphics. My first line of graphic work is I made a Helvetica poster of the metro map of Paris. Now most of my work are now based of my international travels whenever I leave school for a fun trip and assignments as well. Recently, I left for Japan to work on a fantasy series assignment with photography about my dog exploring Japan in the Bay Area and it took a while to edit and process. One of my tough challenging works is creating a poster of my partner's personality of what they're like as a person by getting to know them a bit. My first draft was too cliché and wasn't working. But my second

draft was all right since I left out some parts that are cliché and it won't work with cliché. I created a collage that doesn't require me to add photos from other sites and they're raw images after editing. After traveling around parts of the globe, I like to make my work based on them since I never stopped talking about.

After doing some research, now there is digital media work. My new line of work with digital media and it is hard since I barely know coding and had any experience with it. But after taking this class, I felt as if I can now do more with it even help me improve my resume with several kinds of work and not just sketching and 3D models. My very first assignment is to create a collage about one's self and I really liked it a lot. I never knew that there are such sites that can do gifs like Photomosh. People used photos from sites like Google to add to their collage, but I used actual pictures to create my own collage, editing and pasting them together for audience to get to know what kind of person I am, what I like to do. I wanted the viewers of their computers to know who I am and know my lifestyle with my time.
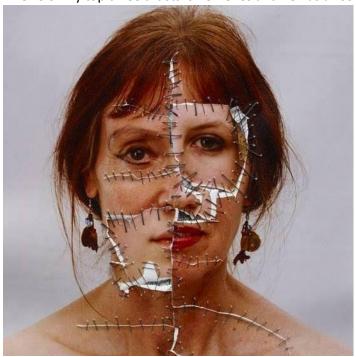

One of the assignments I'm getting used to is web GL and virtual reality. One of the best things about virtual reality is to upload an object and transformed it into 3-dimensional and play around with them. I

scanned and uploaded my portable red charger with an app called Qlone and it is fascinating that an application on a phone can do that. But to upload it is to use a Qlone mat that is not glossy and flat in order function the scanning.

Another thing about my research is creating your own online portfolio by creating a weblink. I barely know some of the codes with Atom and GitHub and it is hard. I've been having a hard time to show animations on the index page with the right codes but it almost worked if they're put in the right place. It can only work if they were linked with each other by labeling them into html and it'll appear. Seems like Atom is the only application that make your own website but never going to know what kind of codes are needed to create one. It'll take some time to getting used to play with GitHub but eventually, I'll know how make my own website, with the lectures and knowledge from class

One of my top three artists is Ben Giles and he has all sorts of collages on his website.

But this one drew my attention to it. This one appears to be a brunette woman with several parts of different faces of other women. But what I see is that she's broken, not knowing for who she is with her face stitched with different types of women's skin. Losing a piece of one's self can lead them to chaos and that's what drew my attention to it. It's related to my own collage work with the international travels, putting different iconic locations from around the world into one.

Another artist that influence me is Melvin Zelissen who is a digital artist that resides in the Netherlands.

Child in the Darkness

This is a fantasy art about a child wandering around at night at an abandon amusement park nearby the pier. His design also drew my attention since his portfolio is about fantasy artwork. It relates to the Japan fantasy series artwork with my dog as the main subject, wandering around the Bay Area as he thinks its Japan with iconic buildings or famous neighborhoods like Tokyo Tower, Skytree Tower, Shinjuku, Shibuya, Nakano and other places. I seen his artworks on his weblink and it has various fantasies with other pop cultures to blend in together with a lot of digital editing.

The third artist that influence me is Aaron Campbell. He is an illustrator designer based in Vancouver.

He first landed in Adobe Photoshop in 2007 and spend his time with digital paintings. He hasn't stopped and didn't look back. His portfolio is now filled with drawings of signature characters, manipulating pictures, creating abstract art and digital paintings. I really like how he can combine character drawings and manipulating photos into a unique abstract art in his portfolio. It is just like my dog spending time in Japan.