

Jose Tovar
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Leily Khatibi
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Final Paper

Throughout my time in ART 74, I've learned many valuable skill sets that will surely help me in my journey on becoming a digital artist. When I first started this semester, I was having doubts on my skills and whether or not I'd be good enough for this class's requirements. But with the help of my peers and the professor, I was able to become knowledgeable with various programs ranging from Adobe applications like Photoshop to 3D scanning apps like Qlone. Some of my most creative and interesting work came from Qlone and the website named Sketchfab. In that project, I collected various 3D images online and compiled them together to make a fun little visual. I was able to manipulate how I wanted things and also had the opportunity to use google cardboard which made the scene in VR look realistic and spooky. My style that I'm trying to focus on is space related effects or environmental manipulations. This is heavily shown in my Video that I made on Premiere Pro. In that video, I compiled a lot of environment related clips and added various visual effects like transitions, live intro, and a green screen effect. In the end, this class has helped me a lot in becoming the artist that I am today. Before joining, I didn't really know what I was interested in but now I know what I want to do with DMA. In the future, I'll like to be able to make animated environments, specifically for video game settings. I know that my arsenal of programs will help me later on in becoming a better digital artist, which I'll hopefully make a career out of.

An artist that I really enjoy seeing works from is from Aaron Campbell. His work usually involves having cartoonish objects in his works which is something that I myself like to do but I'm yet to reach his level of skill. One of his projects that I really enjoyed the most was his cartoonish concert which was done through Adobe applications. In his portfolio, he shows the beginning of the project until the end of the masterpiece. I one day aspire to do something similar like this. It's very intriguing and could also be added into like a videogame or Television.



Another artist that I really enjoy which has some similar works like Aaron is Alayna Danner. I'm a big fan of the series title "The Lord Of The Rings" and her works just resemble that same nostalgic feeling everytime I see the movies. After seeing one of her landscape art, it looked very similar to the structure in the LOTR. Her work is truly incredible to me and is something that I would like to be able to work on. I have tried to do landscape art on photoshop but I still need to practice a bit more. Her style is amazing and has inspired me greatly.





This year I feel like I have been able to work on a lot of exciting programs that will surely help me in the future. I never really got the chance to mess around with Adobe before coming to SJSU so at first it was a bit hard for me. However, now I see how incredibly useful all of the programs can be especially for artwork. Concepts that I would like to focus on are cartoon-styled artwork whether it be on photoshop or in videos using Premiere Pro. I've always wanted to make my own video game or at least be somewhat of a game designer. I've been trying to work on solo projects with manipulations on things that I find around my house like the

candy cane below. I wanted to make my own twist to it and manipulate it in a way that it looks old and broken since it was left alone for a couple of years. I also really enjoyed my first Qclone piece which was a manipulated mouse. I really enjoyed the process and ended up doing the same thing with candy cane. Qclone was one of the best applications that I have seen in a while and I plan on working with the software for creating manipulated works. Overall, this class has helped me gain some exciting new skills and I hope on using them in the near future.

