

### **Extra Credit Paper**

My artworks rely heavily on my mood. From the beginning of planning my intended art, to its completion, the production of my work is based on my emotion at the moment. Though there are times in which I settle for aesthetic and it wins over my emotions. The most important aspect I focus heavily on is the color palette and the spacing of objects in the work. When it comes to color, I choose colors that fit my mood or what is most pleasing to my eye at the moment. Such as for my first project, I limited the colors to a muted tone with only several pops of cools, to counterbalance all of the warm reds, and oranges. In order to balance and not overwhelm the artwork, I also inputted items that are black and white. For this project, I focused the work around the idea of time and seeking. In the middle of the piece, there is a door that leads to a photo of a man gasping for air clearly drowning. To the bottom right I added shadows of hands that are reaching out, as a representation for the man that is reaching to be rescued. The image has clocks and candles to represent the time that goes by in a span of a lifetime, and when the lifetime is over, the candles represent life and it would be blown out.

For the most part, I would also consider my artworks to be revolve around the fragility of life and how it is so precious; yet finding a way to really ‘live a good life’ as society expects a person to do to be considered successful, is also time consuming. In project two, I based it on technology becoming a barrier, and also a plug that connects us to our environment and nature. In the beginning, I included black and white clips of a busy lifestyle filled with technology, just as I did with including black and white to the first project. After the first few clips, I then added warm and inviting colorful clips of videos that also are connected to life and nature. My artworks connecting to life in general and not just human life, but in a bio-centric way inspires my pieces.

One of the main artists that influenced me with my artworks this semester is Malgorzata Kmiec. She is 2d artist in Berlin and she has a lot of illustration works that I find very appealing. She works with a lot of bright colors, and a few soft colored illustrations that lightens my mood. Since my works are connected to life and having color, her works are very fun to look at and get inspiration from. Malgorzata stated in one of her spring portraits, "I'm often inspired by seasons and nature, and this painting is a tribute to early spring." Which I very much relate to since the seasons also affect my feelings, which is then reflected into my body of work. David Waters is another influential artist for me. He is an artist in Moscow, and is also a University student like myself. What I find really interesting about his works is that there's always a message to his works. Some of his works revolve around the environment and raising awareness on the sensitivity of earth and climate change. His works relate to nature and life, or even an aspect of the life cycle which is death. I also find it interesting that he adds Malaysian proverbs in some of his pieces about the importance of saving the earth. Some of his pieces are also heavily planned on the color palette. Some of which are all darks, and some are bright like my pieces.

Another one of the artists I pulled inspiration from is Aaron Sikstrom. I find her artworks so mythical like, and so in touch with nature. Many of her illustrations are childlike book style and it almost takes me back to reading fantasy books. The colors she uses always compliment each other and is well thought out. I pull inspiration from her nature related content that is clearly mythical, yet pleasing to the eye and related to life. I pull inspiration from her fantasy looking artworks into mine, associating it with nature but also giving that dream like quality. Her works are also somewhat trippy, and I would like to further continue my art that would look almost like a trip and a moment of detachment from sobriety.



(Aaron Sikstrom)



(David Waters)

Before this semester started and before taking this class, I have never actually taken a class related to anything digital media. I also had no prior experience with digital media, as I am used to traditional art that does not involve technology. Though from this class I relied heavily on the links Leily would provide us in Github. I also relied heavily on watching a lot of youtube videos for explanations on the processes of how to do the projects. It did not occur to me that there are so many available apps and guides to make a digital art work. Before this class, I also had no prior experience with adobe photoshop or illustration.

For the project two video, I used adobe premiere pro and depended a lot on youtube videos on how to edit the videos. I also simply just googled on how to add the additional music and how to mute the music from the original video. This link is the video I watched to get a basic understanding of how to work adobe premiere pro:

<https://www.youtube.com/watch?v=JGobj8RGMS4>.

As for the photos that I used to photoshop my artworks, I took photos from websites such as tumblr for the aesthetics that I was going for.