

My name is Melody Shepard and I am currently a freshman at San Jose State University. I intend to major in Digital Media Art, although I have more experience in traditional mediums. As a young child, I had a talent for drawing and quickly learned how to use other mediums such as color pencil, watercolor and acrylic painting. Art was something that has always come naturally to me and I was able to teach myself how to layer colors to create vibrant drawings. Throughout middle school my anatomy had improved and I began moving on to bigger projects to challenge my artistic abilities. In highschool, I worked with larger paper sizes, from 9" x 12" to 11" x 14" then 14" x 17." A larger area enabled me to experiment with multimedia and I was using watercolor, color pencil, pen, and acrylic paint in these drawings. I used techniques such as layering a base with watercolor then layering color in rich color pencils. Then I would use pastel or watercolor for the background to create different textures.

What currently drives my interest for art is the ability to translate my thoughts onto paper or on a digital canvas. I want my art to make someone feel something, whether it be joy or sadness. In search of finding a suitable medium to best accomplish this, I've been experimenting with mediums I have not had much experience in. In Art 74, I was introduced to photoshop and illustrator. I had been self teaching myself how to use photoshop in terms of digital drawing, but there were many features I had yet to be acquainted with. I learned to cut out the background of a drawing and I decided to choose the splash art of Star Guardian Syndra from a computer game, League of Legends by Riot Games. I experimented with 3D text and tried to blend the two together, but I ended up creating a contrast between 3D and 2D.

In both Art 74 and 75 I also learned how to code and compose a sound design; both of which can help me understand how to evoke feeling in a particular way. The second project I did for Art 75 is a video titled, "Long Distance." This was my first attempt storyboarding, filming and editing, while incorporating sound in my video. I discovered that there were many camera angles and different shots I could choose depending on how I wanted to construct the mood of my piece. Though I could've found footage online, I wanted to follow the storyboard as accurately as I could because that's the exact way I envisioned it in my mind. On paper, I can get a general idea of what I intend to do, then decide if I want to include any smaller detail. I think composition is the most important it is key to make an art piece have a lasting impact. Though I enjoyed filming and editing videos, I missed the feeling of creating something by hand rather than shooting video. There are many mediums I could incorporate into my webcomic such as video and animation as well as using the skills that I am currently learning in Art 74 and 75. I think a comic would be a very challenging endeavor but I know that one day, I will have the skills to successfully make one. When I'm not brainstorming ideas about my comic, I love designing characters and environments. A lot of this inspiration comes from the video games I have played in the past, such as League of Legends.

I've never had any second guesses when it came to my career choices. My high school art teachers all wanted me to show my work to the art colleges that would give guest presentations. She wanted to help prepare for college because she saw the potential in me and what I could accomplish. In class, a student left behind a gorgeous sketch on a wood panel that was left

behind. My art teacher, Ms. Coke, wanted me to finish it because the sketch bared a resemblance to the fantasy nature of my drawings. The painting is featured in my portfolio as number ten.

What I see myself doing in the future is most likely becoming a concept artist for a company while I work on my webcomic in my personal time. I love drawing for myself and while it's very self indulging for me, doing in class assignments will help me gain the assets and abilities needed to work for multi-billion dollar companies such as Blizzard or Riot Games.

An artist that really inspires me is Pikaole on Twitter. Her real name is Danbee Kim and I would say that she's one of my favorite digital artists because she draws many marine animals in a

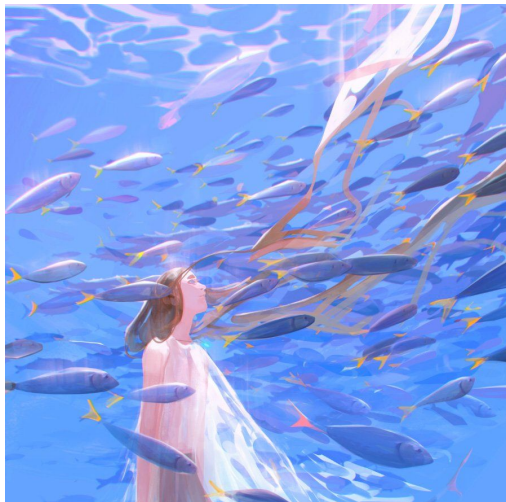


very simplistic but relaxing style. It makes me happy knowing that she is so passionate about drawing these sea critters. I view her as a really positive and energetic person. She never hesitates to retweet and thank her friends for buying and supporting her art. She is raising a large following, 27.5k and growing; by having a large audience, she is able to spread awareness about environmental issues such as endangered species. Not only does she use her art to inspire others, but also to bring awareness to overfishing and the species impacted by it. In addition, she aims to inform others by listing the species of the animals she draws in the caption and may include some facts about the creature. I feel very inspired by her work, specifically her fish drawings and I feel more inclined to doodle the marine creatures that I see online.



Amei Zhao is another one of my favorite artist's because of her composition and color work. She excels in storyboarding and setting the mood for her works. Though she uses a small color palette I believe it allows the view to focus on the bigger picture. In my opinion, I feel heavily influenced by her work and it makes me feel inspired. In her later work within the last year, she

used a lot of darker hues, but the colors in her palette are now bright pinks, blues and purples. I feel like her work is a great example of digital art media because she is experimenting with many styles while sticking to one theme, such as 'blue' or 'marine' themed. Many of her works can be sold as prints and I know that she is very popular at anime expos and cons; proof that her work truly inspires many.



Victoria "Vickisigh" Tsai is an artist I discovered on Twitter that makes lovely illustrations. In my opinion, her work that is the most well known are her Overwatch fanarts, but she paints many original pieces such as fantasy based creatures, like mermaids, fairies and witches. She works in both digital and traditional medium, particularly copic markers. I think she is a great example

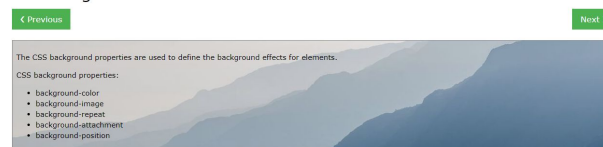
of a digital media artist because many of her drawings reference pop culture and she can make prints and other merchandise of her art that would be difficult to do traditionally.



Some resources that really helped me were W3 Schools and a list of sources that my Art 75 teacher provided me with. Not only did she write in depth and step-by-step tutorials, but she also included many website links such as Lynda and Abode Tutorials. I used W3 Schools primarily because it included many different HTML and CSS tips and tricks that I tried incorporated into my art. It also included examples and had their categories conveniently listed in the left hand menu of the website.

I think I would be lost without all of these online resources, especially forums that I've scrolled through when I encountered an error. Chances are, many people have had the same issues I have, and it doesn't hurt to do an Google search. In addition to W3 Schools, I also used some forums and other websites as well, but I felt more comfortable with W3 Schools.

CSS Backgrounds



I think it was mostly because it had a great deal of resources and guides already on the page, and sometimes it can be difficult to search for things outside of your comfort zone when dealing with programs that you are new to. In addition to having many CSS and HTML resources, there were many reference pages for Bootstrap and other coding languages. I liked using this website a lot because it had a feature that allowed me to try writing and editing the code myself.