Jasper Dudley

**Project Descriptions**

(to be 1 paragraph long for import to “projectDescription” mustache tag)

**Print**

1. CHANNELS
2. Helios Guidebook

The Helios Guidebook is a branding reference manual created for the fictional spacecraft corporation Helios Aerospace. The guidebook was the final product of several months of product and process research, investigation into industry competitors, and evaluation of just what should go into branding an international spaceflight company. The book spans over a hundred pages, covering everything from pantone colors and business card formats to the liveries for space capsules and rescue craft. The book was then printed and hand bound in an edition of three.

1. Modern Artifacts

Modern Artifacts is an Artist’s Book (livre d’artiste) dealing with modern consumerist culture and the legacy it leaves behind. It focuses on litter as sculptural elements, depicting common street trash objects as pure formal explorations to offer an alternative perspective on the banal. The rather unorthodox book structure consists of an all-black, featureless, hinged book box containing a flip-up card carrier reminiscent of a folder or vertical file. Within the carrier are a series of folded cards with identifying tags, each with a pop-up paper sculpture in all-white. The book is entirely handmade in an edition of one.

1. The Boomerang

The Boomerang is a collaboratively produced children’s book, created with the help of my dear friend Kathryn Flynn. The story is based around a moment from my own childhood, in which I brought my father’s boomerang to school and falsely claimed to be able to throw it; a small lie which quickly spiraled into a barely-averted disaster. After I had created initial sketches for the graphic approaches to each illustration, Kathryn and I worked closely to match my concepts with her illustrative style. The book was produced as a 24-hour challenge, from concept to printed, simple sewn bound edition of three in 23:54.

1. UrT

UrT is a conceptual piece which softens the line between my loves of printmaking and street art. The print itself is an overlaid design of repeated ‘handstyle’ tags created using painterly silkscreen techniques and impressed to build abstract shapes in the intersecting organic lines. Pieces from the edition and various artist proofs were then hung on-location in sections of Baltimore with strong and interesting tableaus of handstyle graffiti, placed among wet mop marker tags and spraypaint spatter. The work is meant as a bit of a nudge to both disciplines with regards to the act of creating an authentic fine art print of common vandalism with the explicit intention of returning it to the street environment. If nothing else, I at least get a chuckle out of seeing blackbook scribbles printed on Rives BFK and hung next to ‘cas’ and ‘NARK’ tags below a defunct power meter.

**Digital**

1. CHANNELS
2. Wild & Tame

Wild & Tame is a photographic essay inspired by the philosophies of Lynn Cazabon and the essays of early 1900’s nature writers. The piece consists of six vertical, split-frame landscapes, captured with the intent of displaying, in varying senses, the duality of man and nature. Each image contains elements of natural, wild space and human, built space, seeking to portray the cyclical consumption and reclamation imparted by each force respectively. The images are arranged here in their intended gallery display order, as well as in a composite digital image.

1. Neon
2. Sound Design

The two sound design pieces presented here, Phonography - 宇宙の水 and Soundscape - 暗い大気, are personal explorations into the world of recording and editing for soundscape production. Phonography - 宇宙の水 uses exclusively un-doctored sounds recorded directly from nature, mixed and mastered to create an immersive waterscape while remaining true to source. Soundscape - 暗い大気, however, utilizes a wide variety of sonic sources, from bats in an abandoned barn, to coil springs and bearings recorded with three-dimensional audio, to the wind whistling through steel tanks at a concrete plant, many of which were heavily modified so as to be unrecognizable. Due to the nature of the material and the methods of production, I highly recommend the use of headphones when listening to these pieces, so as to experience them fully.

1. Anthology of Swiss Music

The Anthology of Swiss Music is a motion graphic based on a poster by the same name from Josef Muller Brockmann, set to the music of a traditional Swiss string quartet. The original poster is based on the form of a vinyl LP, and so in creating my animated tribute, I sought to reference the movement of a turntable as an alternative way to explore the forms of the illustration. The animation relied heavily on the three-dimensional camera controls of Adobe AfterEffects, and served as a healthy learning experience for the complexities of organic camera movement in a digital environment.