



Summer 2018

VMD-105

digital skills

for visual media

Hello there!

I am taking this awesome class to have a general idea of the different tools used in visual design, as it is my plan to change from Science to a more creative path. I also wanted to get familiarized with a Mac computer, since I have not used one before.

For this print layout project I am favoring simplicity to balance the heaviness of the previous works - here we have a feathered gradient of light avocado green + a typewriter typeface for the body text.

Cheers,

MQ

"Away from Home are some and I
An Emigrant to be
In a Metropolis of Homes
Is easy, possibly
The Habit of a
Foreign Sky
We - difficult - acquire
As Children, who remain in Face
The more their
Feet retire"
E.D.

raster
project

I wanted to convey the impasse of undergoing the state of transformation from a pupa (immobile, still immature) to moth (can fly but here unable/unwilling). I merged images of my face with the Bodhisattvas' statues at the "Cave of Full Enlightenment" in China. These are Buddhist beings who have put off entering paradise in order to help others. The poem "Away from home are some and I" and other iconography add to the precariousness sense of home of the post-modern world.



PAZ
NA
TERRA



Vector
project

This is my sister - an extraordinary human, an activist for progressive causes in Brazil, a rock climber, and now pregnant of my niece, Paz (Peace). I wanted to make something for her, and I also could not think of a better - and easier - human figure to draw on Illustrator. She has a very distinctive square face. We grew up together and still have an enormous bond despite being far apart for years now. My choice of colors gives the sense of warmth in the mysterious forest setting.



Time based
media
project



This TBM project evolved from the Vector project. Here, I had the chance to animate my characters from the forest setting. I faced some technical challenges such as trying to make my moth flap its wings throughout a path, while the background was simultaneously panning through the view plane - without having to employ the frame-by-frame technique. In the end, I was able to create some cool spirits of the forest based on nice tips from the instructor!

Cheers!