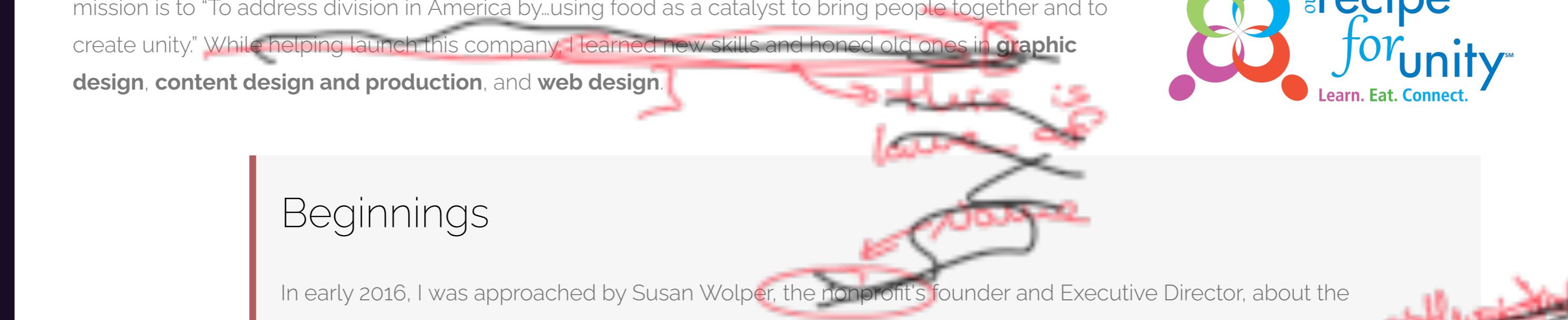
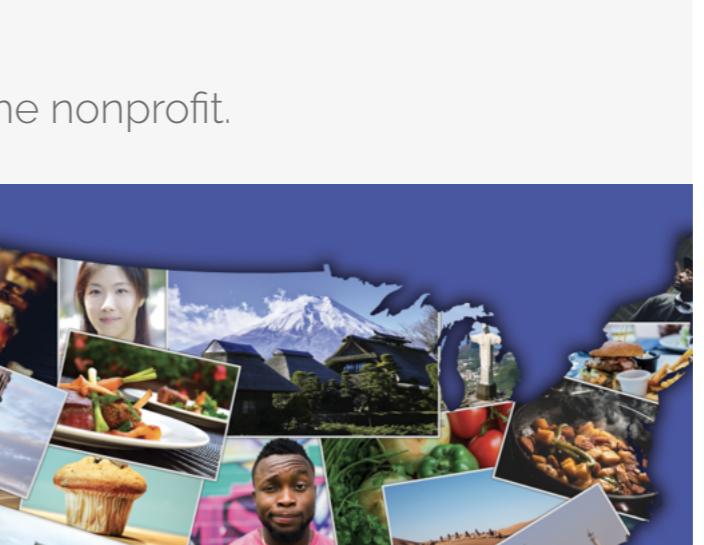




MATTHEW JEREMIAH ALEXANDER

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From 2016-2019, I served as Co-Editor and Art Director of Our Recipe for Unity, a startup nonprofit whose mission is to "To address division in America by using food as a catalyst to bring people together and to create unity." While helping launch this company, I learned new skills and honed old ones in graphic design, content design and production, and web design.

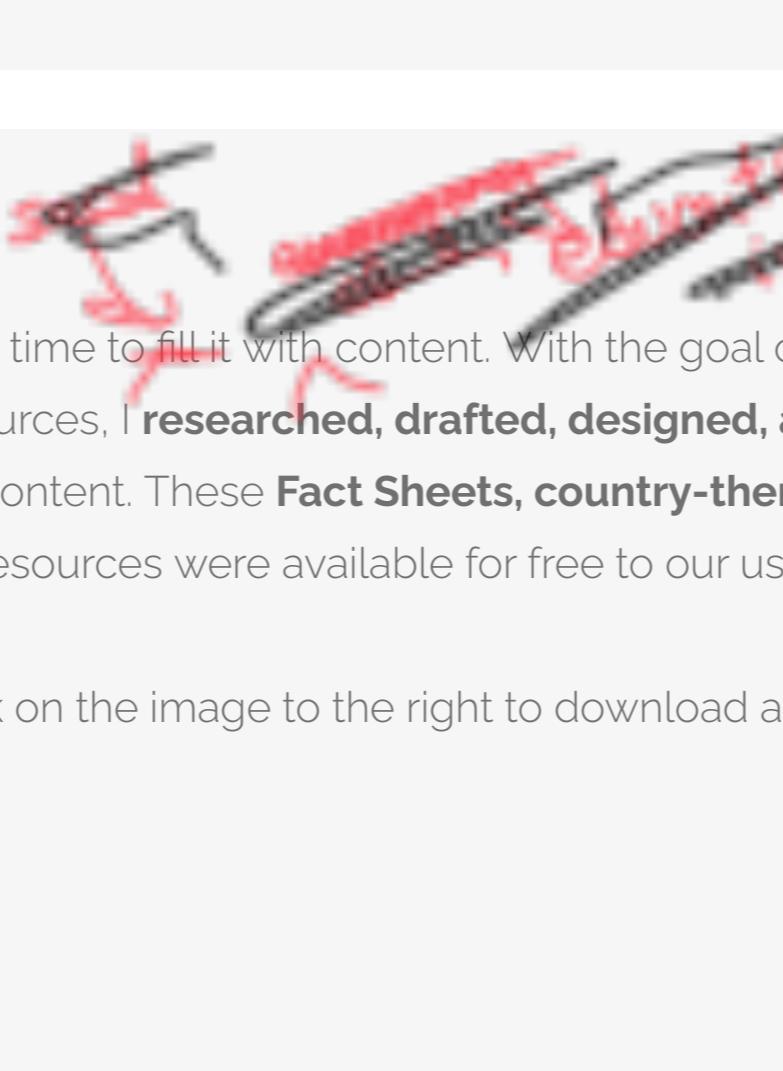
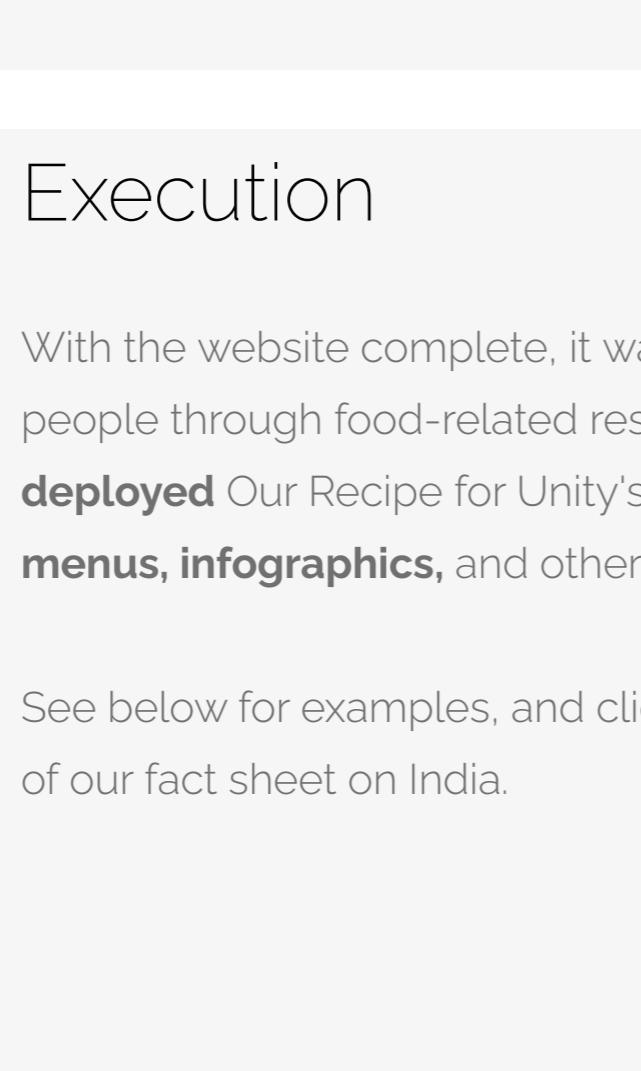


phase 1

Beginnings

In early 2016, I was approached by Susan Wolper, the nonprofit's founder and Executive Director, about the prospect of starting a nonprofit to use food to address ideological and partisan division in the United States. I agreed, and she and I set out to conceptualize the best way to bring this idea to life.

Below are examples of **concept art** made for the various hypothetical iterations of the nonprofit.



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phase 2

Planning

We eventually decided to develop an online archive of resources for like-minded individuals, such that our users could bring our mission of unification to their everyday lives. With a core team of only three and a shoestring budget, we conceptualized our site, which I developed and designed on WordPress, and for which I taught myself **HTML5, CSS, and rudimentary JavaScript**.

See below for screenshots of the website, which launched in August 2019 and which you can visit [here](#).

2

phase 3

Execution

With the website complete, it was time to fill it with content. With the goal of unifying people through food-related resources, I **researched, drafted, designed, and deployed** Our Recipe for Unity's content. These **Fact Sheets, country-themed menus, infographics**, and other resources were available for free to our users.

See below for examples, and click on the image to the right to download a .pdf copy of our fact sheet on India.



Click image to download a copy of the PDF

paper 1

academic illustration

In early 2019, I was invited to participate in academia when my partner, Josh Wolper, asked me to create visuals for his first SIGGRAPH-accepted publication (see below for details). This process exercised my abilities to design for scientific publications and abide by strict timelines and shifting needs.

See my Video and Motion Graphics collection for video work I have done with Josh and his team.

CD-MPM

For this publication, I used **Adobe Illustrator** to create original graphics and **Adobe Photoshop** to assemble graphics from pre-existing raster assets. You can find the paper, which has been featured on YouTube's Two Minute Papers channel, [here](#):

Joshua Wolper, Yu Fang, Minchen Li, Jiecong Lu, Ming Gao, and Chenfanfu Jiang. 2019. CD-MPM: continuum damage material point methods for dynamic fracture animation. *ACM Trans. Graph.* 38, 4, Article 119 (July 2019), 15 pages. DOI:<https://doi.org/10.1145/3306346.3322949>

paper 2

AnisoMPM

This much more ambitious flowchart was created for Josh and Iean's second paper. See [Video and Motion](#) for additional art I created for this paper.

Joshua Wolper, Yunuo Chen, Minchen Li, Yu Fang, Ziyin Qu, Jiecong Lu, Meggie Cheng, and Chenfanfu Jiang. 2020. AnisoMPM: Animating Anisotropic Damage Mechanics. *ACM Trans. Graph.*, Vol. 39, No. 4, Article 37. Publication date: July 2020. 37:2 • J. Wolper et al. Anisotropic Damage Mechanics. *ACM Trans. Graph.* 39, 4, Article 37 (July 2020), 16 pages. DOI:<https://doi.org/10.1145/3386569.3392428>

digital painting

process 1

While opportunities to create digital paintings and illustrations are more seldom found in the professional world, using **Adobe Photoshop** and **Corel Painter** (or whatever other program I could get my hands on to use with my **Intuos 2** tablet) was my entry point into digital art. It is a playground I've been enjoying since 8th grade and is an opportunity to buff my skills for professional use. It is a regular exercise I practice using my **iPad Pro** and **Intuos Pro** drawing tablet.

See the following videos for a demonstration of my painting and illustration process, and see below for a gallery of my paintings.

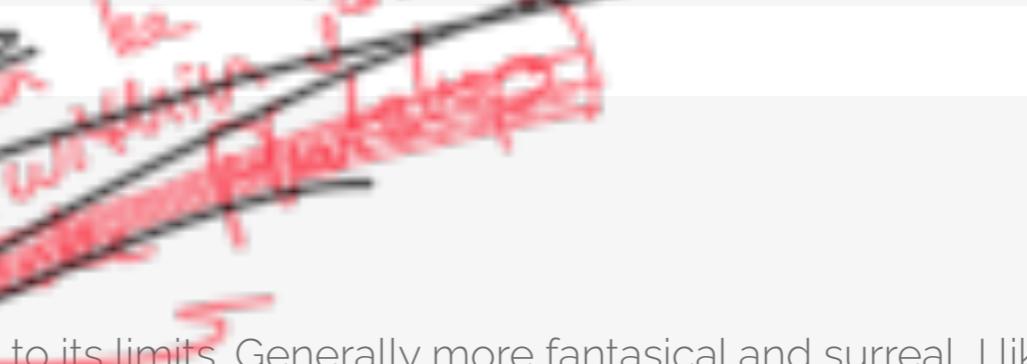
Severus Snape Painting



Window View Painting

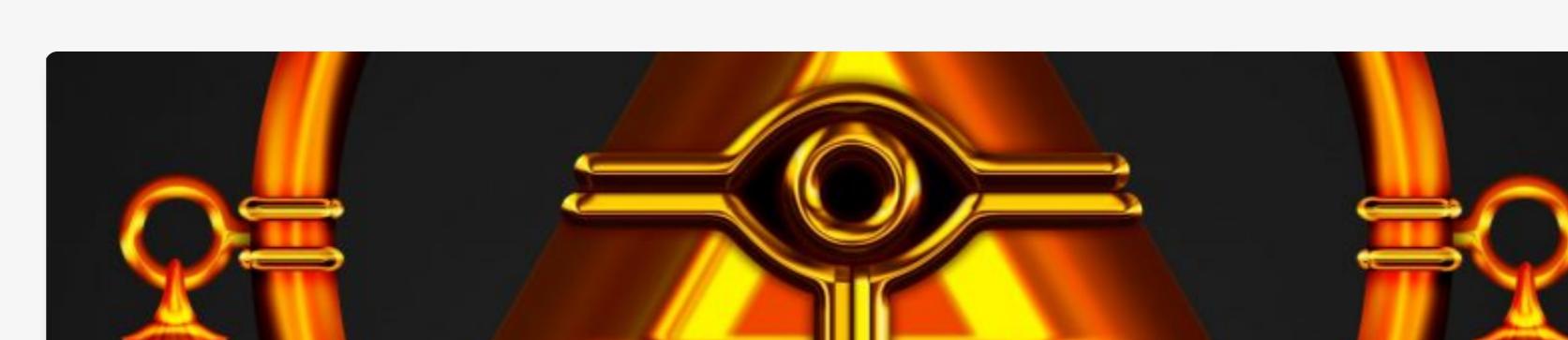


Candleman Wallpaper Painting



gallery 2

More samples available upon request.



Created with Photoshop CS5 using only paths and layer styles.

process 2

photo editing and composition

While digital painting and illustration were my gateways into this line of work, photo editing and compositions in Adobe Photoshop have always been the most fun for me to do and are truly my digital playground. Click the images below for full-resolution pictures.

Photo Edits

I combine skills from all facets of digital art to create **photorealistic photo edits**, be they fixing old photos or creating outlandish scenes. Many of my more recent pieces involve fulfilling requests from the Photoshop section of Reddit as a way to try new techniques and go beyond my digital comfort zones.

Photo restoration

process 3

Photo Composites

For me, photo compositing has always provided a way to stretch photo editing to its limits. Generally more fantastical and surreal, I like to take disparate, unrelated photos and turn them into compelling pieces of art using **Adobe Photoshop**, **Procreate**, or **Affinity Photo**.

More samples available upon request.

Created with Photoshop CS5 using only paths and layer styles.