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Going to school can be scary sometimes. You don't know who you'll meet, if you'll like the work you make, or if you'll learn what you need to. Thankfully, I wanted to come to school everyday. I've always wanted to learn how to build collages in Photoshop, work with vectors in Illustrator, build layouts in InDesign. I don't have any art school experience, I didn't take a design fundamentals course, I tried to apply the techniques that my favorite artists use when it came to my assignments. Hopefully, it resonates somewhere.

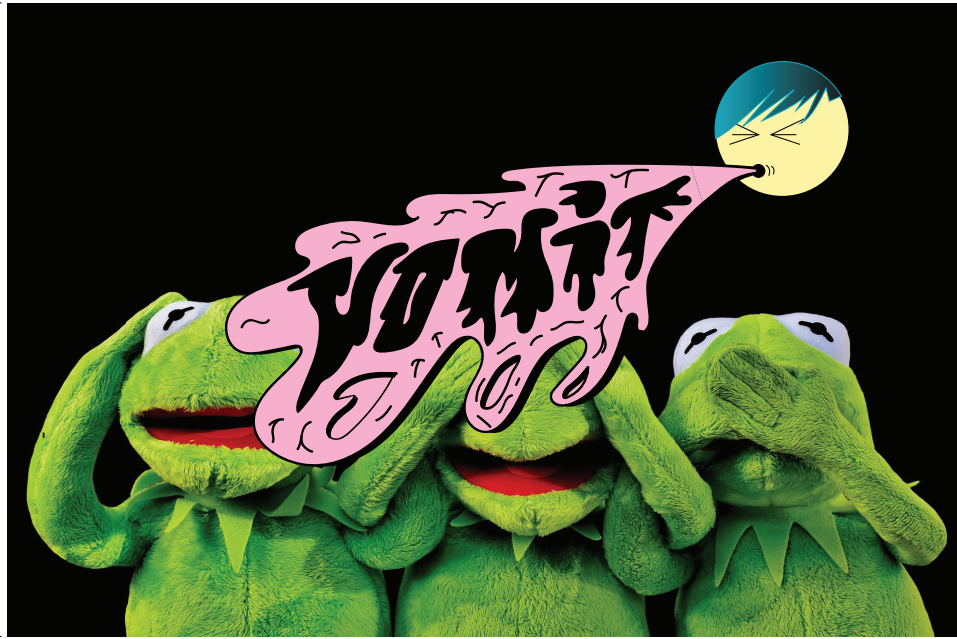




Before starting the Raster assignment, I knew I would be working with the same picture for over an hour, so I wanted to pick a subject that I would feel comfortable looking at. There's a picture I took of my mom coming to visit sometime in May, and its playfulness made it really easy to work with - it provided many options to work with. I always try to play with putting opposites together to make a more complete composition.

The text of "wishing you were here" gives the composition a post card feel to it (I wish I could say I foresaw the postcard assignment, but I can't) when I tried for something similar to an instagram story.

In the end, I wanted to take my mom somewhere she's never been.





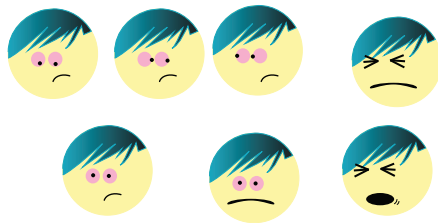
Illustrator was the application I was most excited to work with. The idea of drawing something that's editable and has an extensive color palette attracts me to this program. Whenever I draw in my notebook, I find myself wanting to change a detail or a line or wondering what the figure would look like in different colors, and Illustrator fulfills this. I don't have much experience with color theory, so that's something I will work on next time, but I like the drawing and I want to do more work like this.





This was not what I had in mind, but what I was able to accomplish. While it is the same picture as my Vector assignment, which I am proud of, I am not happy with my finished product for the Animation assignment. However, I am thankful for the experience working with Animate and it reminded me of my experience editing videos. I enjoyed

creating the timing of the character walking in, looking around and feeling sick, and eventually throwing up on Kermit. I'm not sure if I will continue to work with Animation, but at least I can say I did it.





—view

