



TOPICS THIS INE

As a creative and designer

As a creative and designer with interest in computation from Russia recent political events (though i'm not going to discuss the politics here) prompted me to reflect on current state of creative industry since most of the creatives couldn't access software due to political restrictions and therefore most of the creatives were forced to use alternative options. Starting from the early beginning, Back at the childhood the creativity felt as a space of freedom and liberation, it was still early stages of web that wasn't fully commodified and dominated by big-corporate companies leaving some breathing space for PC users, I still remember long-time obsession with Microsoft Paint - free and simple raster graphics editor where I drew on a digital screen - something magical and unbelievable for 9 year old kid. It was a time when I in a sense felt truly connected to the technology, it seemed simple yet enchanting.

As time passed on, and my interest deepened in graphic design area and I entered academia in a bachelor's degree in Graphic Communication design. Before I shifted towards the Graphic design field I was interested in illustration and mainly worked with drawing tools like SAI or Procreate, however, while developing the projects I've realised the urgent need of exploring the Adobe Suite - industry standard software design tools that allow creatives to create work digitally. I've been told multiple times by teaching staff that to create professional-level work you have to use industry standard tools - it's a well-known convention within designers' circles. Going back to these memories all I can recall is a sleepless night of nightmares in order to understand what this tool is out of other one million tools that requires you to do, how it affects the outcome I want to make. Often, it came down just to