

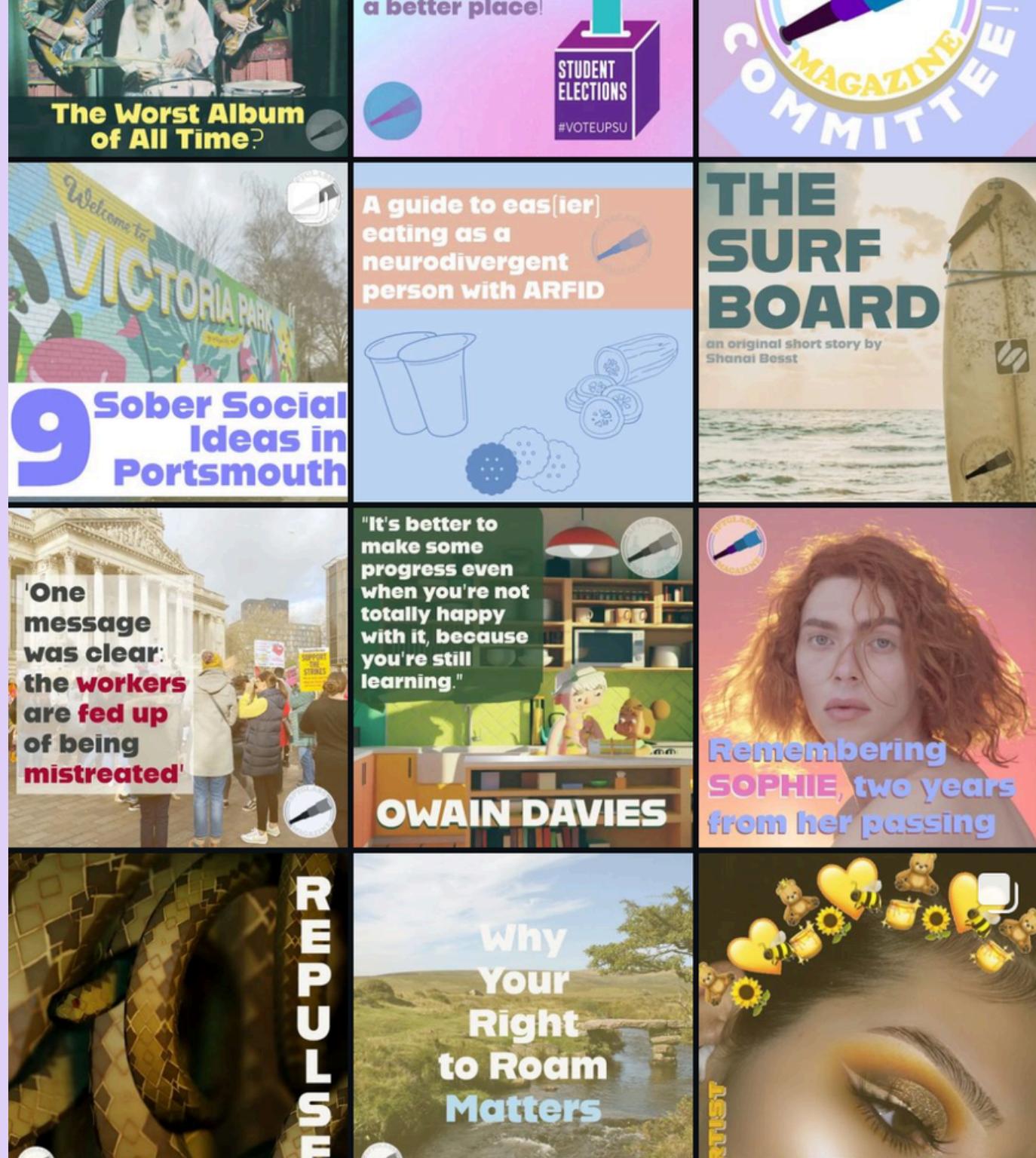
GEORGE TODD

PORTFOLIO 2024

Spyglass Magazine

Head of Design and Social Media

2022-2024



Spyglass Magazine / Head of Design and Social Media 2022-2024

In 2022 I was elected Head of Design for the University of Portsmouth's magazine, Spyglass. I lead the magazine with the Editor, made sure everything was running smoothly with the magazine itself and that our team were happy with what we were making.

From late 2022 to May 2023 I was temporarily in charge of the Instagram page. Here are some examples of my posts. I wanted to create a recognisable and consistent brand identity for our page, as well as showing off our design team's artwork. Sticking to a simple design also made it easier for others to make posts if I was unable to.

Having used the site for many years for my own work, I was familiar with how to use Instagram but still undertook research of other online magazines regularly to see how I could improve. At each meeting we also reviewed posts' performance to see what was resonating with our audience.



Head of Design

- General running of the society and working alongside the committee
- Lead monthly meetings with the Editor
- Oversee image creation and design for editions
- Work with other committee members to keep the website and social media visually appealing and relevant
- Act as a main point of contact for society members- be friendly and available!
- Help run the Discord server

SPYGLASS MAGAZINE

This role is essential!

Find Us At Feel Good Fest!

What is Feel Good Fest?

Feel Good Fest is the university's wellbeing festival where you have a chance to unwind and try new things to better your mental health

What are we doing?

We want to inspire confidence in one's own work and give you a chance to create that you may not have had the opportunity to otherwise. Our team has devised a list of prompts to help you out!

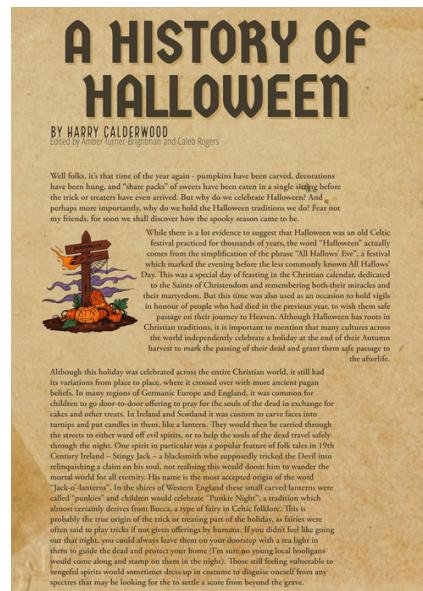
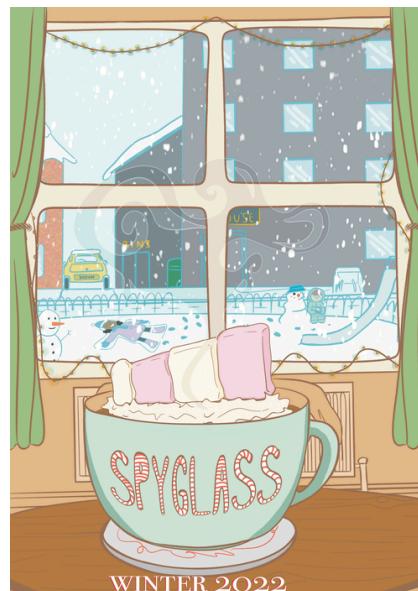
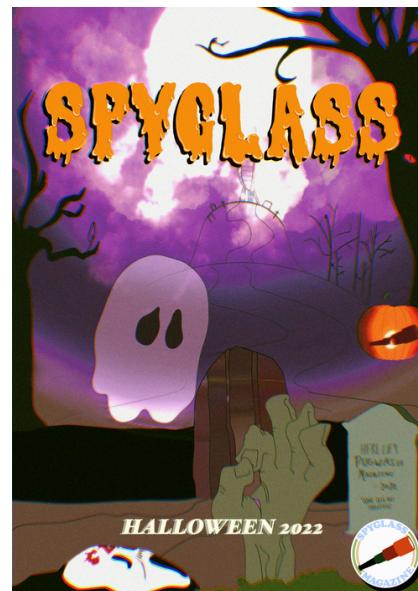
Spyglass Magazine / Head of Design and Social Media 2022-2024

My main priorities were to oversee all graphic elements of the magazine; this included any images assigned to written articles, the page and cover designs for PDF issue publications and ensuring that the magazine as a whole had a cohesive aesthetic.

There were 2 PDF issues in our first year (2022-23): Halloween and Winter. The Halloween issue focused on seasonal stories and artwork. The Winter issue served as a highlight of our favourite articles that year as well as some issue exclusives. For the first issue, I was the sole page designer and there was a lot of trial and error.

It was important to make sure that designs not only reflected the article content, but were also legible digitally and in print. It ended up being quite difficult to make as waiting for articles and images made the deadline hard to reach.

However, I was able to learn valuable lessons about page design, and it taught me to work under pressure. The Winter issue creative process was a lot smoother and by then, we had recruited more designers who contributed.



THE OTHER SIDE OF THE UNDERNEATH: AN UNFORGETTABLE HORROR FILM SPOTLIGHTING PSYCHOSIS, RADICAL 1970S FEMINISM AND IMAGINING EMBRACING MADNESS

BY KEARIN GREEN EDITED BY GEORGE WILSON

Summary: Madness is more dangerous than being born normal. From a screen that reflects on someone's reality or a possibility in the world we live in, Jane Arden's *The Other Side of the Underneath* is a bizarre and mythical answer to feminine madness and raising the nearly impossible question: Arden steps forward to ask us: "should we be trying our best to jump off the backwash of madness or should we actually be trying our best to balance and stay on it?"

Behind this film was Welsh playwright, director and actress Jane Arden. She was an individual who was known for being a radical feminist as an artist. She adapted her play, *ANOTHER SIDE OF THE FEAKS*, *Project Witchies*, featuring the original all-female trio of the film, "Holocast" to create an experimental survival and challenging two hours epic of a film that explores the madness of a group of institutionalized, night-gown wearing women in a therapy session run by a therapist played by Arden herself.

Throughout the film, we are exposed to the "psychotic women's" hallucinations-abstract worlds; the sounds that taunt them; the violence provoking them and hearing them. They get messages from their own minds and from the outside world. The film is surreal, mind-bogglingly exposing us to her eerie hallucinations that took over the bed she's been tied down to. A girl sits on the other side of the bed as she laughs at the demons that have led her to this nightmare reality. A cello in the corridor plays an unnerving tune that provokes the insanity that we are witnessing and pulls us in, almost as if we are part of it. The film is also about the different ways that we can become a massive obstacle to those who have fought to have a life while suffering from the illness. Arden's idea of madness being liberating can be seen as insulting to those who have experienced mental illness and have turned mad off it?

The *Other Side of the Underneath* is a dark, display of filmaking. It drags us into a horrific world that combines the forces of bizarre delusions and washed-up dreams with reality and makes us question whether the two were as separate as they seemed. Despite Arden's ideas, the film still has an important influence in portraying mental health on screen. The film also has a cult following for this being that is the only film that was directed by a woman in the UK for the entire of the 1970s. It is a film I love and admire, that I'm inspired by, even if I disagree with some of Arden's choices.

Jane Arden battled mental illness herself and struggled against depression in her later years. She eventually took her own life in 1982, at the age of 47.

The Other Side of the Underneath is available on streaming services. It is, however, available to watch on YouTube for free.

I have many positive words and thoughts for *The Other Side of the Underneath*. I think Jane Arden's artistry, her methods and desire to be honest and authentic. Whilst there may not be obvious common themes throughout the film, I believe that the film is a portrayal of the world through the eyes of someone with schizophrenia. The subject matter of the film details the reality of our protagonists being diagnosed with schizophrenia, but actually being a victim of "tortured sexual girls created by the labors of society". Overall it argues that being a woman in 1970s Britain was painful enough to be driven to madness.

The theory is one that some have not only disagreed with, but has been linked to Arden's anti-psychiatric beliefs. Arden has openly condemned harmful psychiatric treatments such as lobotomies and ECT (electroconvulsive therapy) in her works and considered the concept of "normality" to be a social construct. She has also spoken out against the use of psychotropic drugs. In protest with these ideas and mind, Arden made a film that shows the liberation in madness. This idea is something that hasn't sat well with many viewers. With the idea that the illness being portrayed in the film is schizophrenia, or what the madness the women experience is misdiagnosed as, the theory and the experience of psychosis is heresy and discrediting. It is an illness that for those who have it, it might not be every single day that it affects them to a specific degree. Schizophrenia has robbed a number of sufferers of the lives they want to live and became a massive obstacle to those who have fought to have a life while suffering from the illness. Arden's idea of madness being liberating can be seen as insulting to those who have experienced mental illness and have turned mad off it?

The subject matter for my art admittedly tends to be farfetched of whatever my interests are at the time. However, I have found that doing fanart, especially of anime and/or manga, has actually helped my art improve. I have also found that it has helped me to get better at proportions. Many aspects of my style are simply those I have learned from other incredible artists- most of my current style and character design taking heavy amounts of inspiration from Hirohiko Araki (*JoJo's Bizarre Adventure*) and Takehiko Inoue (*Vagabond*), even making my own characters in response to their works.

I would like to think I've been an artist for my whole life, and have always been creating something be it physical art, cosplay, and my digital art. Art has been an important form of expression for me as it's how I've connected to a lot of my interests over time.

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I have also been working on graphic design pieces as it is the field I want to go into after graduating. My favourite things to come out of my practices are my JoJo designs which I plan to experiment with and put out different prints; clothes; stickers etc.

Although I haven't posted on my Instagram for a while, you can find some of this artwork and some others on my Instagram (@thegfachilles) and my Twitter (@thegfachilles). For most of the art shown, I used an iPad Pro 10.5 and 1st gen Apple Pencil.

My goals as an artist are to eventually be able to improve my art to the level where I'm comfortable to take more commissions, such as the Millennium Rod tattoo design (centre on image number 1). To be able to showcase my work with the magazine and on social media is an unbelievably valuable part of being an artist as it has the potential to draw in people from all over.:)

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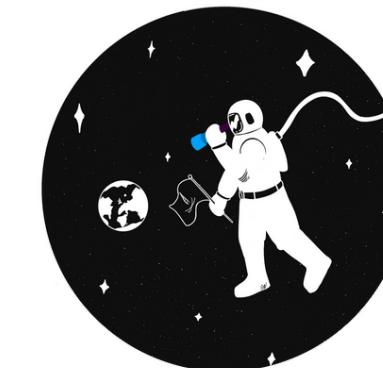
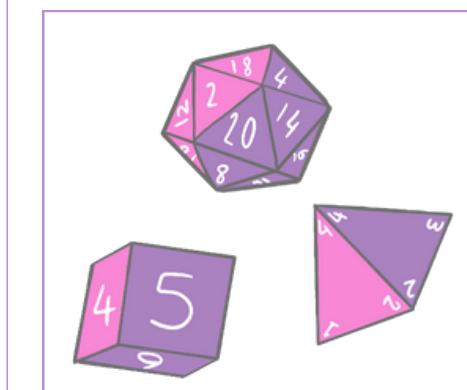
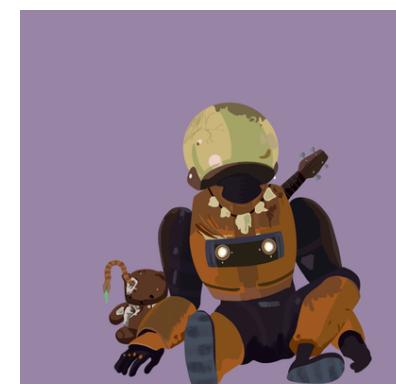
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Spyglass Magazine / Head of Design and Social Media 2022-2024

Spyglass made its debut in 2022, after a decision to modernise the magazine and make it more relevant to current students. We used Wix to make a new website as the previous Wordpress one was outdated and considerably more limited in terms of functionality.

When designing the new logo, I wanted to make something which represented the name well and retained a connection to the university through colour scheme. It also needed to be simple enough that it could be used across multiple online platforms and not lose anything in the process.

I contributed to the magazine before I was appointed to Head of Design, providing illustrations to accompany articles as well as writing some of my own. Here are some examples of images made for articles and promoting the magazine.



```
<div class="bio-text-a">
  <p>
    Hi! I'm George, and I'm a self-taught designer and i-
    website was <s>painfully</s> <i>lovingly</i> made
    from
    scratch by me :=&#41;
    <br></br><br></br>
  </p>
</div>
<div class="bio-text-b">
  <p>
    My main interests currently anime & manga and games,
    Piece</I>and the <I>Hades</I> games.
    <br></br>
    Design-wise, I like to make mock ups of merchandise
    that official ones are often lacking visually and I
    fellow fans. My style mostly uses clean lines and sha
    <br></br>
    I use Procreate for my illustration work and to crea
    over the next year as they are most-used in the indu
    <br></br><br></br>
  </p>
</div>
<div class="bio-text-c">
  <p>
    You might be wondering what <i>vientrisi</i> means-
    anything, and is merely the name of one of my charac
    sounded cool enough to use for my online presence 😊
  </p>
</div>
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vientrisi.
com
Design and
development of my
personal website

2020-

ABOUT

PROJECTS

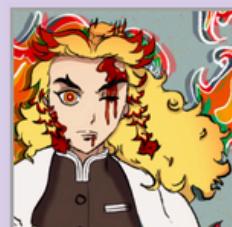
GET IN TOUCH :)



GEORGE WILSON :)

I was also the Head of Design for the University of Portsmouth's new(ish) student magazine, *Spyglass!* from May 2022 to August 2024.

PORTFOLIO

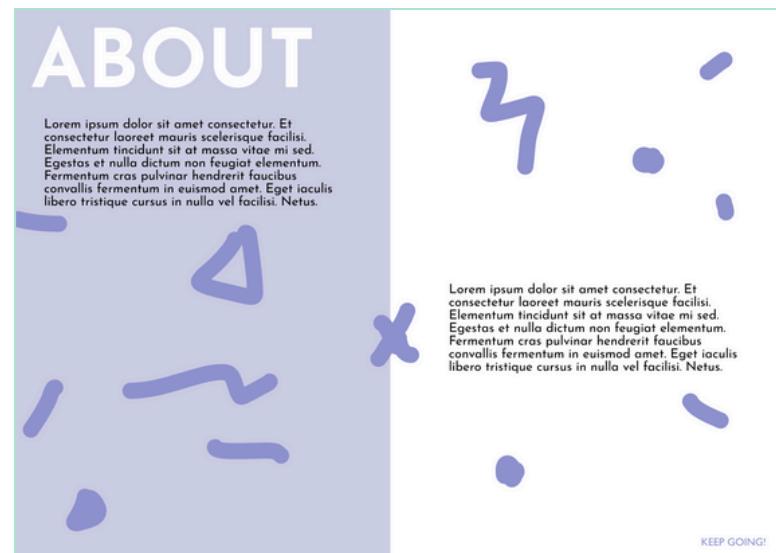
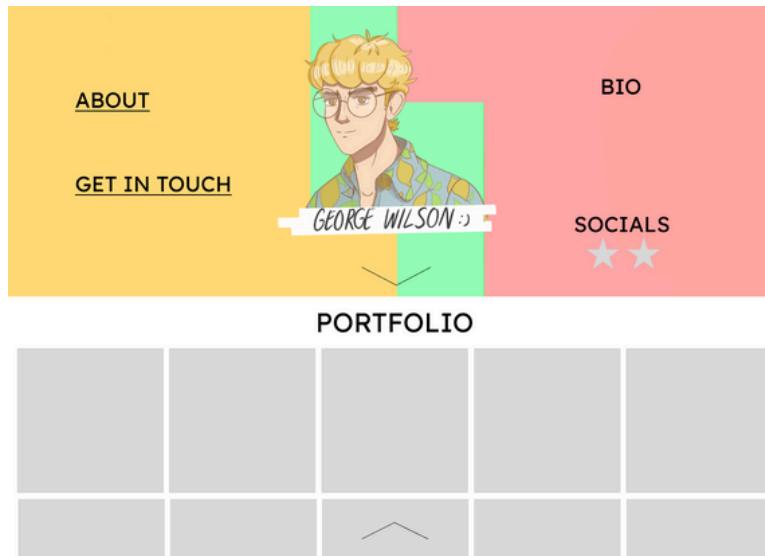


vientrisi.com / Design and development of my personal website 2020-

As part of a university module in my first year, I created my own website from scratch. I had to learn HTML, CSS and a small amount of JavaScript to make the website as it is today.

This is my current landing page and a brief look at my portfolio. I'm constantly thinking of improvements to my website and am currently in the process of a complete rebuild, hence the scarce state of the site at present. I aim to finish this by the end of the year.

vientrisi.com / Design and development of my personal website 2020-



These are mockups made on Figma for my landing page and an example page of my website. On the left is the current site - this was made over around 18 months ago, and was a good exercise in web design. I had to learn the basics of JS to implement the scrolling portfolio under my landing page.

The right is my new design at the moment. I've learned a lot about design in the past couple of years and want to make a cleaner and more professional looking website, while retaining my personality and fun elements.

I eventually want to optimise my website for mobile and tablets as it currently doesn't have any other versions. I also want to add a dark mode and learn more complex code to make the best site I can.

JoJo's Bizarre Adventure Poster Project

A personal project
to practise graphic
design

2022-



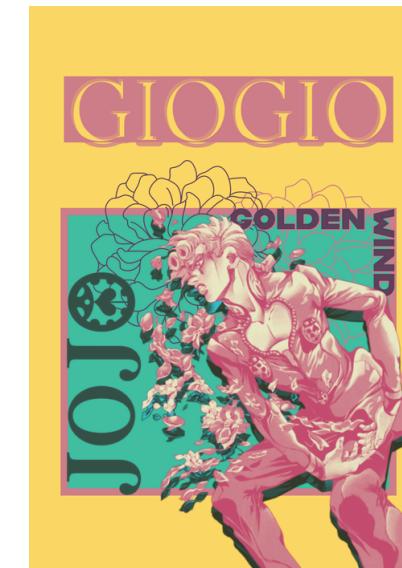
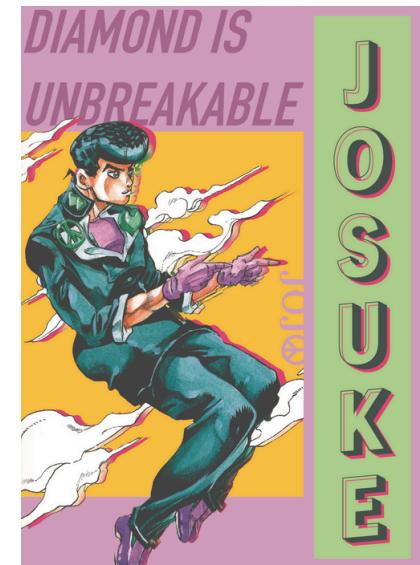
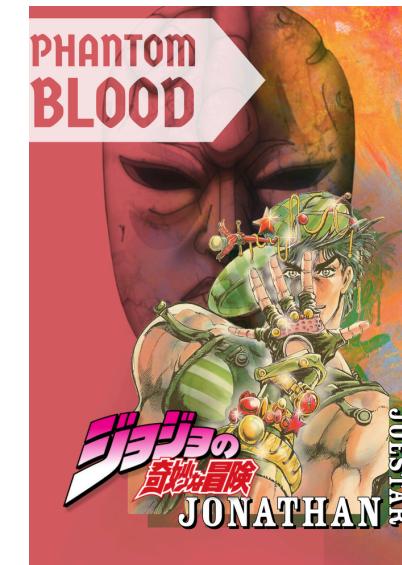
JoJo's Bizarre Adventure Poster Project / A personal project to practise graphic design 2022-

In 2022 I started a personal project to practise graphic design.

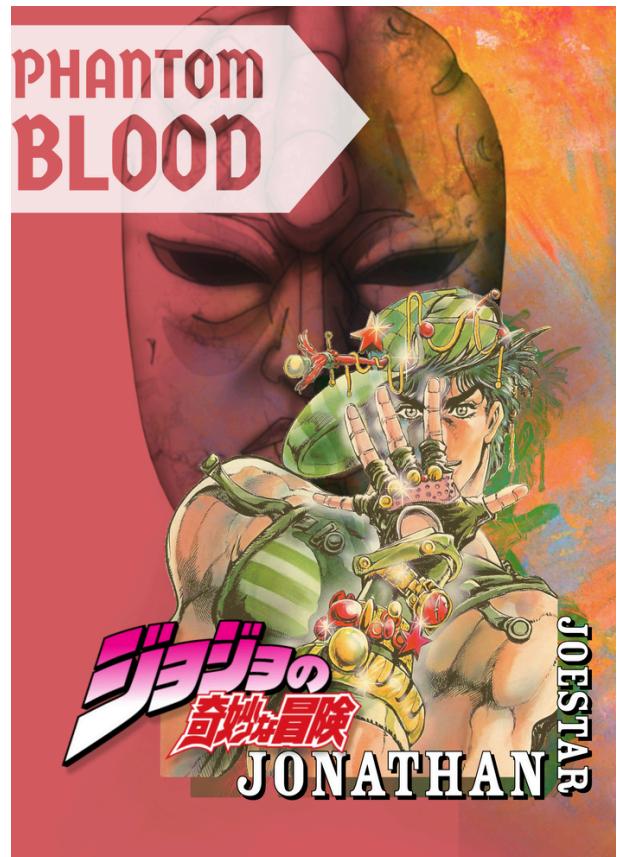
I chose JoJo because of its wide range of exciting designs. The story also spans multiple time periods with a new protagonist for each part, so I had a lot of material to work with. A lot official artwork for the series is very basic and uninspired, so I wanted to make something more visually interesting. The lack of official colour schemes gave me a lot more freedom in what I could do.

I trialled different programmes- Adobe, Affinity Designer and Procreate, sometimes blending these to use their unique aspects. I intend to remake posters 1 and 4 as I feel these are the weakest of the set.

I plan to complete the set and make a poster for the ninth part in the future when there's been more story to work with.



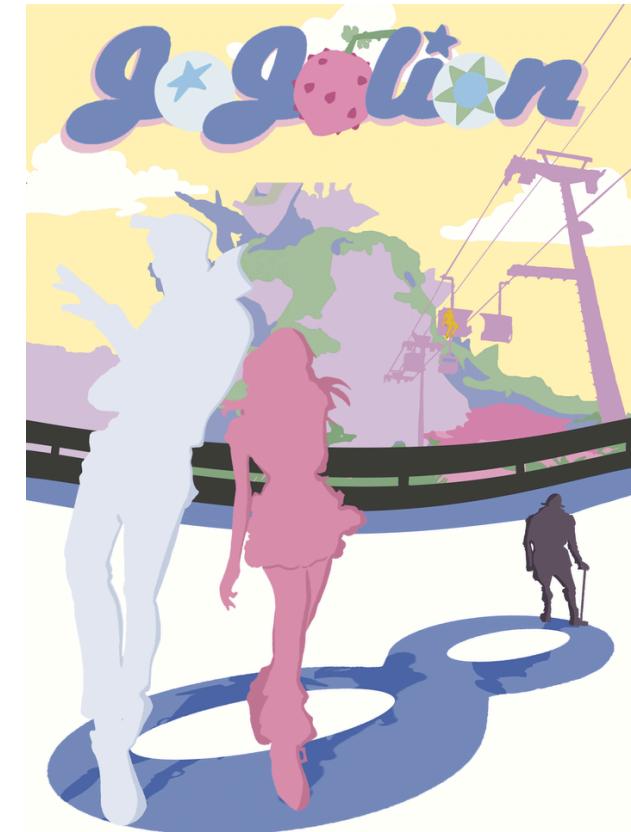
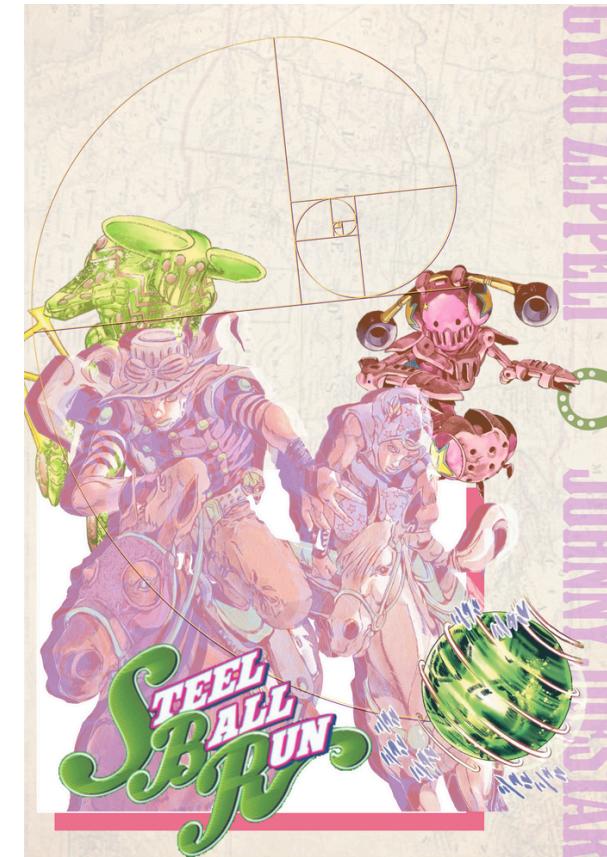
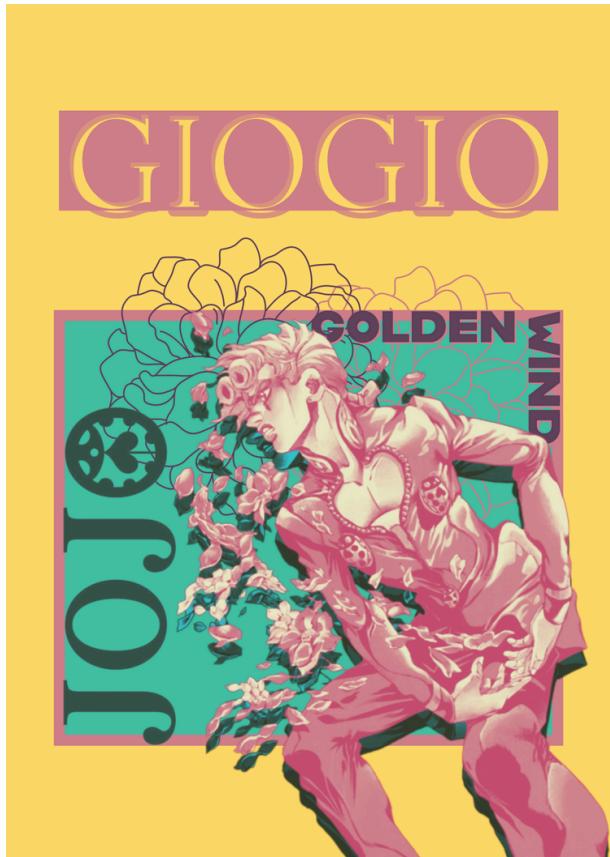
JoJo's Bizarre Adventure Poster Project/A Closer Look



J
O
S
U
K
E

A vertical column of large, bold letters spelling out the character's name "JOSUKE" in a stylized, blocky font. The letters are colored in shades of pink, red, and black, matching the color scheme of the posters.

JoJo's Bizarre Adventure Poster Project/A Closer Look





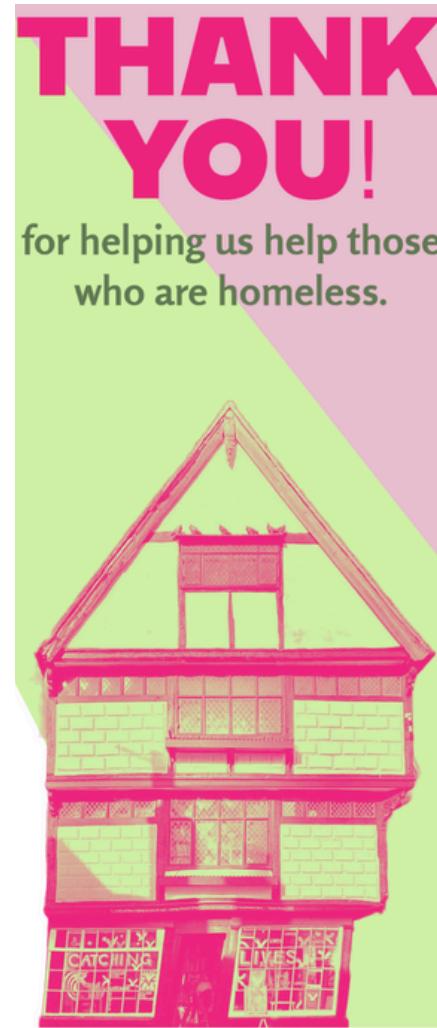
Catching Lives

Voluntary Design Experience

2023



catching
LIVES



catching
LIVES



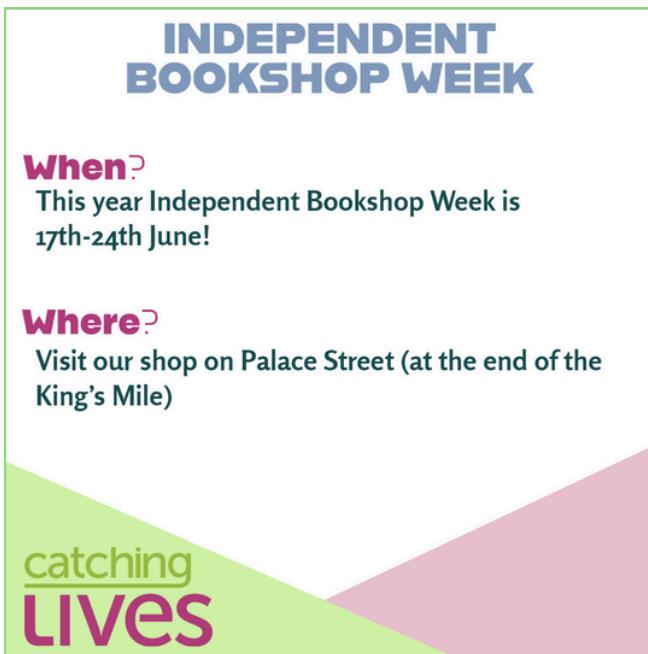
THANK YOU!
for helping us help
those who are
homeless.

Catching Lives/ Voluntary Design Experience 2023

To gain extra experience, I reached out to Catching Lives, a homeless service in Canterbury, Kent. Their Chief Executive asked me to create some designs for their affiliated bookshop in Canterbury City Centre for Independent Bookshop Week.

I enjoyed this project as it challenged me to create work that would appeal to both the business and their consumers. I felt confident in asking for feedback and sending drafts of work to make sure that everyone was happy with the design choices I had made.

I also used this as an opportunity to work on finding my own design style and what works best for me when creating.



Catching Lives/ Voluntary Design Experience 2023

As per the brief, I designed a bookmark, flyer and a draft social media post. I wanted to keep a consistent colour scheme and design for the project, to create something that stood out and was easily recognisable. It also aimed to keep the designs simple, to avoid losing the products' purpose.

Final Year Project

My artwork and
social media posts
for ‘Psychostasia’

2022-2023

XAVIER KNOX-JOHNSTON

HENRY MAXWELL



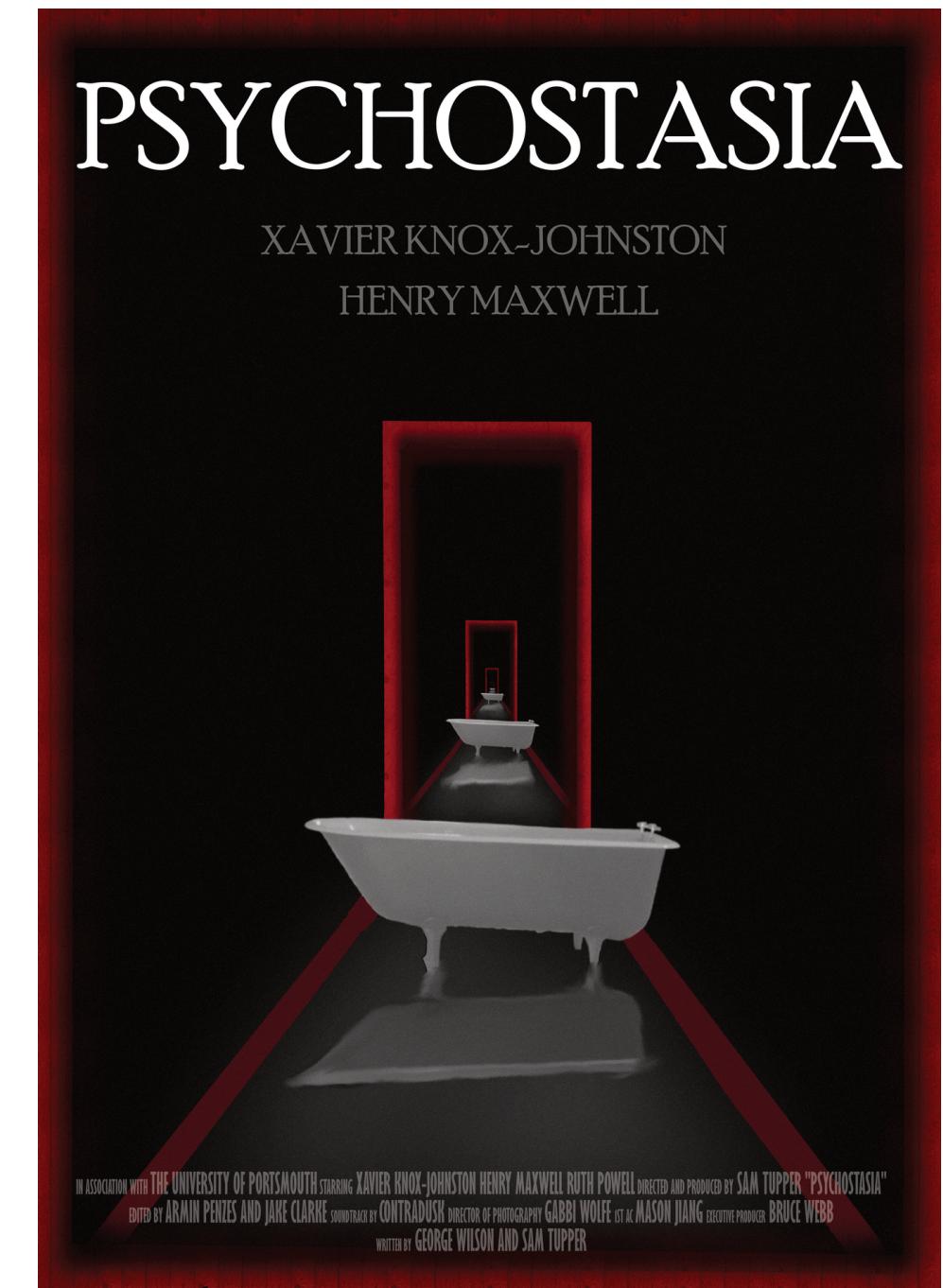
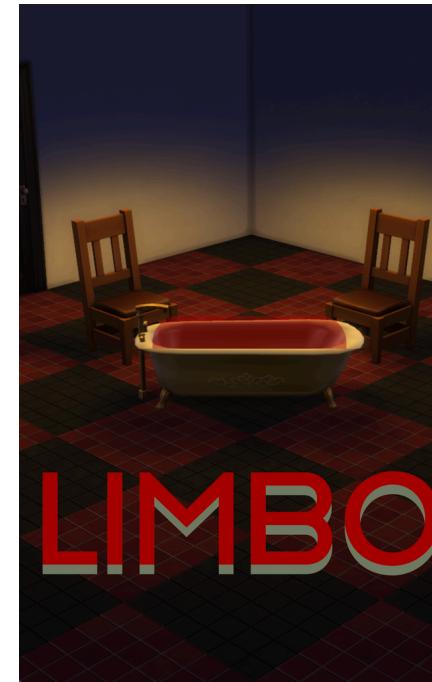
IN ASSOCIATION WITH THE UNIVERSITY OF PORTSMOUTH STARRING XAVIER KNOX-JOHNSTON HENRY MAXWELL RUTH POWELL DIRECTED AND PRODUCED BY SAM TUPPER "PSYCHOSTASIA"
EDITED BY ARMIN PENTES AND LAKE CLARKE SOUNDTRACK BY CONTRADISK DIRECTOR OF PHOTOGRAPHY GABRI WOLFE 1ST AC MASON HANG EXECUTIVE PRODUCER BRUCE WEBB

Final Year Project/ My artwork and social media posts for 'Psychostasia' 2022-2023

During my undergraduate degree in Film Production, my final year project was a psychological, thought-provoking short film called *Psychostasia* (formerly *Limbo*). My responsibilities included scriptwriting, character design and overseeing promotional materials.

Making the film's poster was challenging, as this is usually the first promotional material seen by an audience, and I wanted it to represent the film well. It had to be interesting enough to attract an audience without giving too much away about the film.

The two designs on the left are draft posters for the film, with the top being a very early draft and the bottom being made towards the end of the production. The rightmost design is the final poster for the film.



Final Year Project / My artwork and social media posts for 'Psychostasia' 2022-2023

The first set of images are social media posts I made to promote the film's characters and celebrate our crowdfunding success. I also illustrated the character portraits.

The second set are drafts of the logo design for the film's branding. Each draft was reviewed by my team and supervisor for feedback, then adapted to reflect necessary changes. Changing the logo to the bath helped it feel more consistent with our social media presence. We also wanted a unique logo to stand out from other films being made on our course.

Keeping the colour scheme minimal also helped build the film's brand identity and central themes. These colours were used heavily in the film's final production.

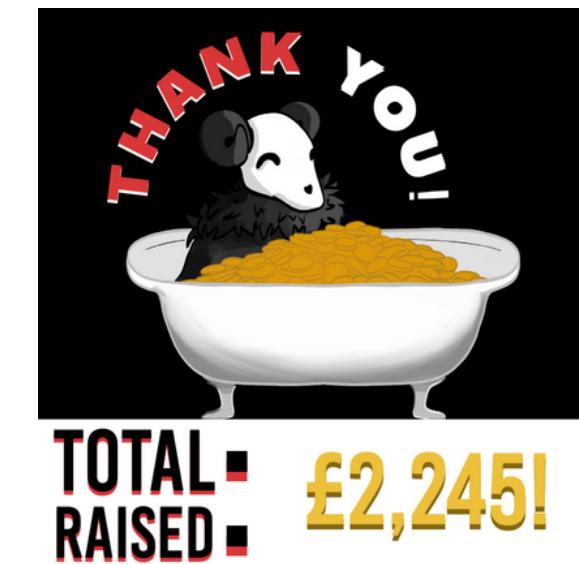
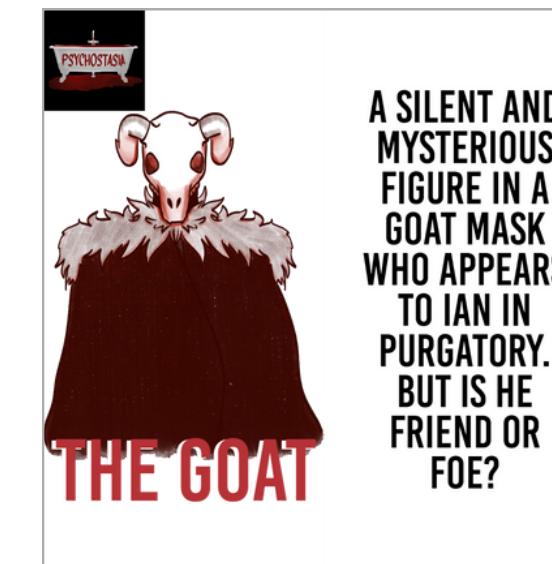
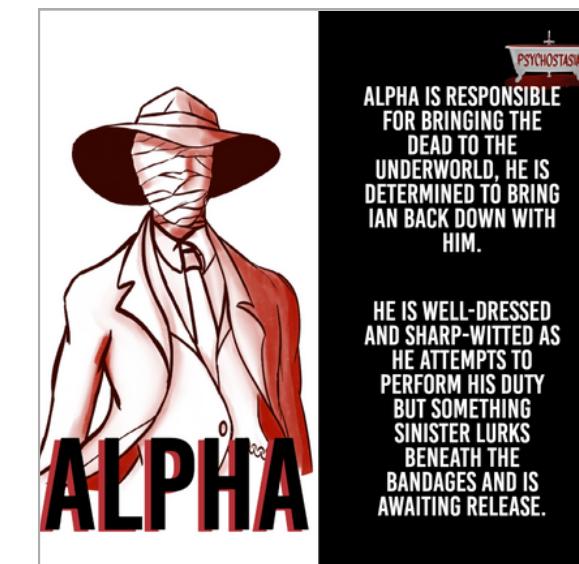
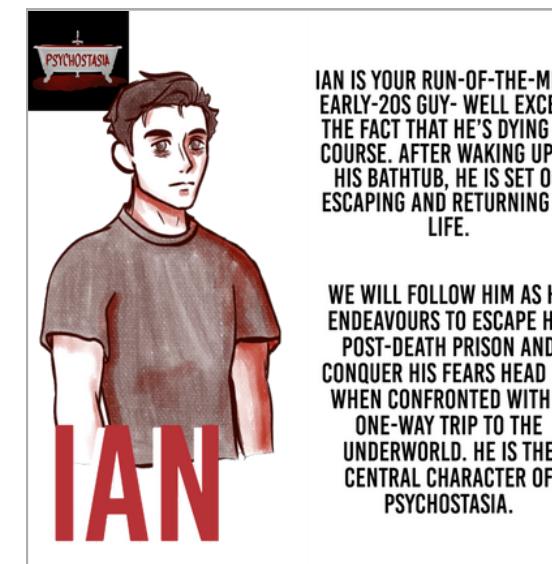




Illustration and Other Work

Miscellaneous pieces of work from recent years

2020-

Illustration and Other Work/ Miscellaneous pieces of work from recent years **2020-**

I've been practising digital art for around 10 years and often draw in my free time. I mostly use Procreate for my illustrations and have been using this programme for over 5 years.

The majority of my work is fan art for media that I'm interested in- mostly anime, manga and video games. I have also created and designed many original characters and have used these to practice posing and drawing from a reference.

There are also some pieces from the MA Graphic Design module I undertook, including potential project ideas and more refined pieces of work. My focus was on Japanese culture, history and artwork; both traditional and modern.



Illustration and Other Work/MA Work/ Work in Progress Presentation

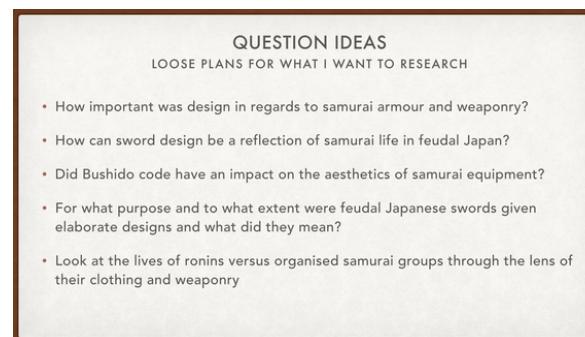
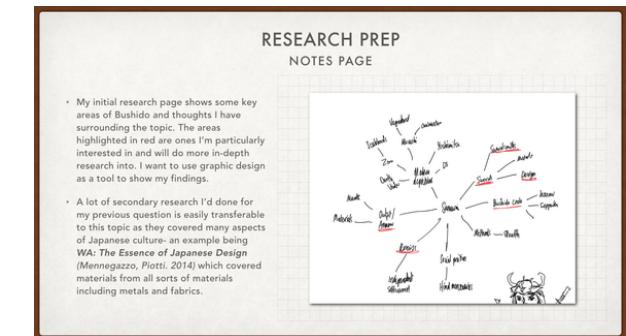
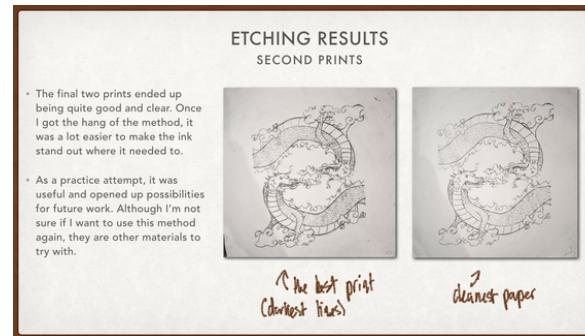
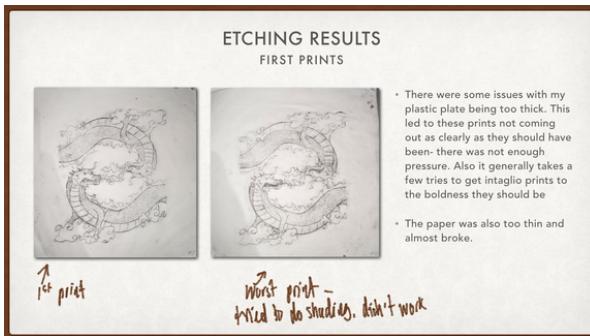
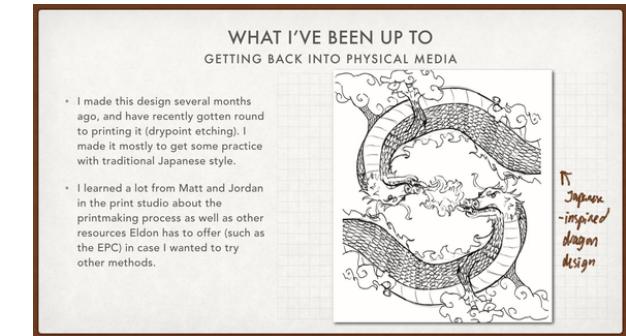
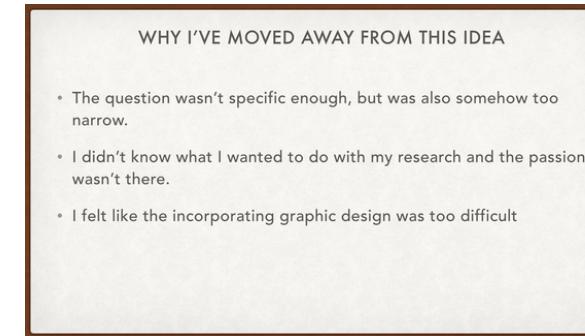
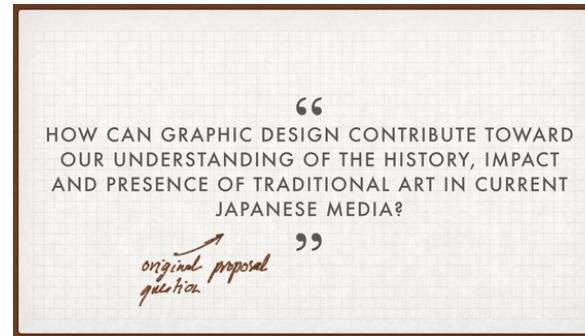


Illustration and Other Work/MA Work/ Bushido Book

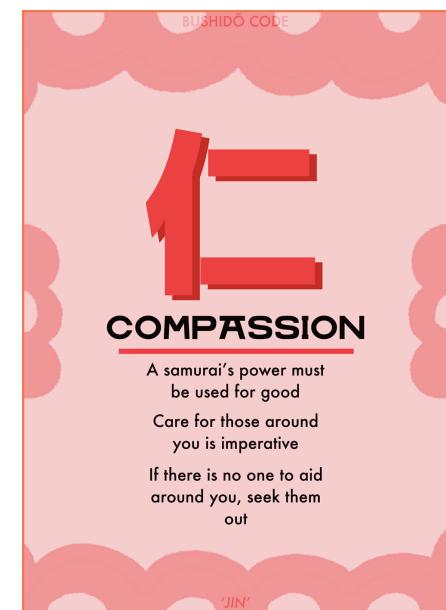
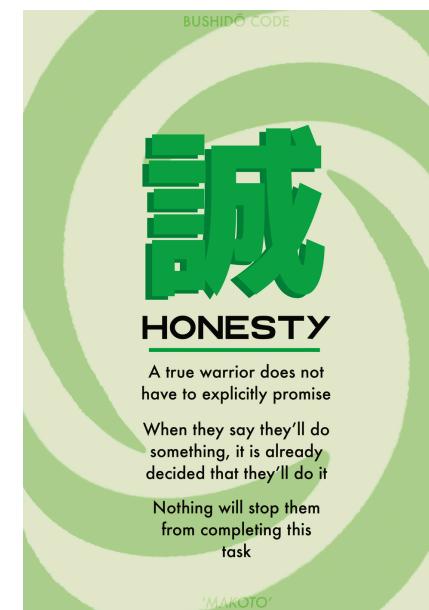
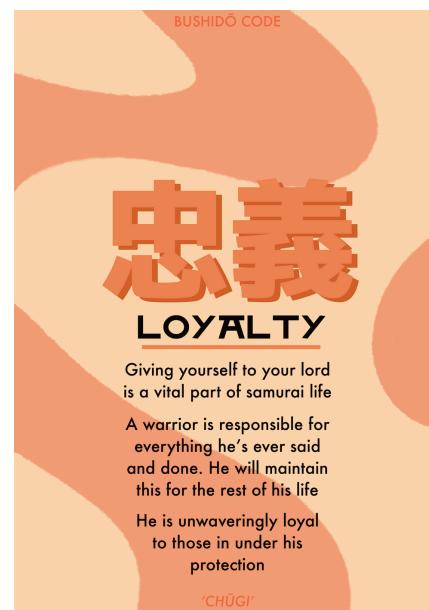
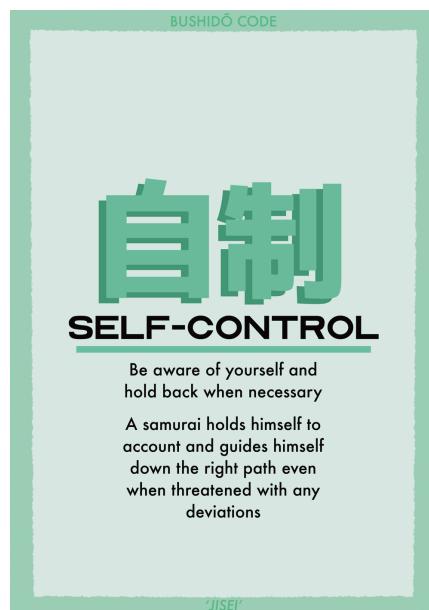
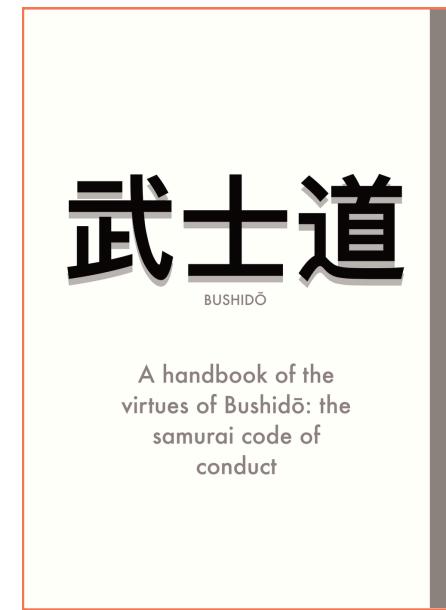
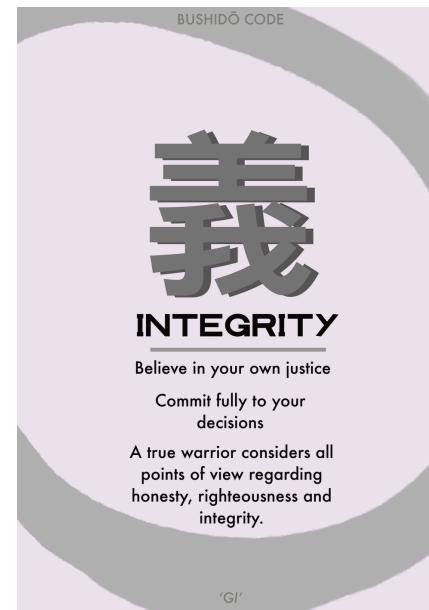
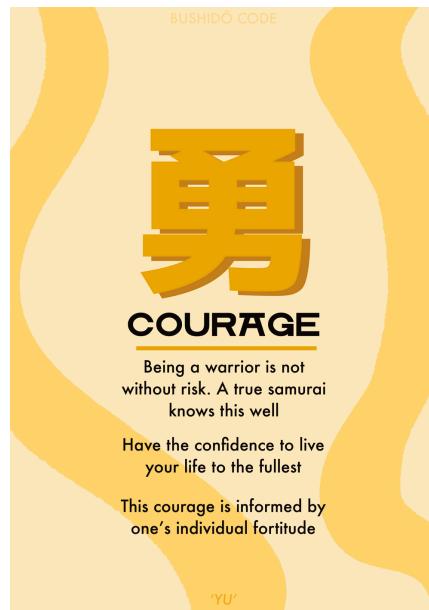
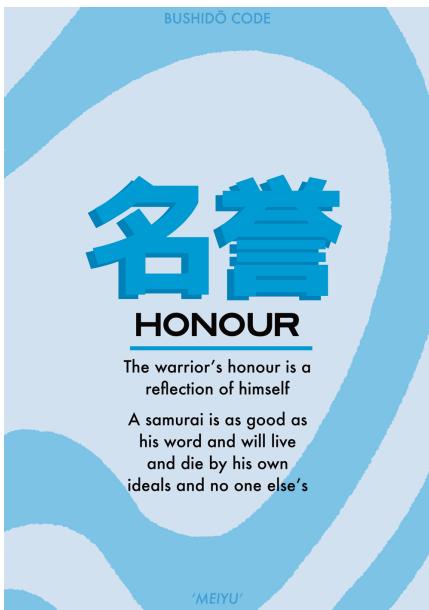


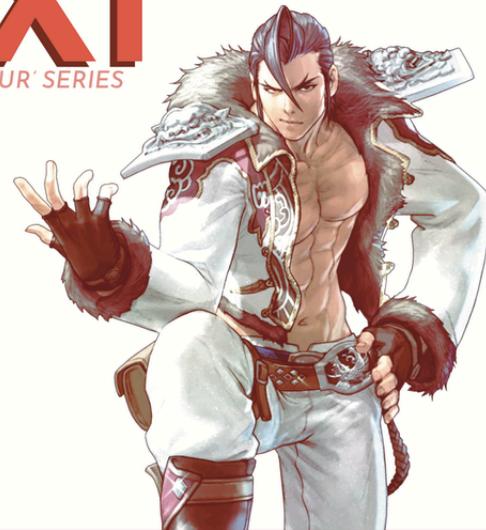
Illustration and Other Work/BA Work/ Candide



Illustration and Other Work / 'A Challenger Approaches'

'A CHALLENGER APPROACHES' #1

MAXI
ORIGIN: THE 'SOULCALIBUR' SERIES



'A CHALLENGER APPROACHES' #2

ZAGREUS
ORIGIN: HADES



'A CHALLENGER APPROACHES' #3

BRIDGET
ORIGIN: THE GUILTY GEAR SERIES



A PERSONAL PROJECT I'M WORKING ON ABOUT WHICH VIDEO GAME CHARACTERS WOULD BE GOOD ADDITIONS FOR THE NEXT SUPER SMASH BROS. GAME

Illustration and Other Work/Commissions

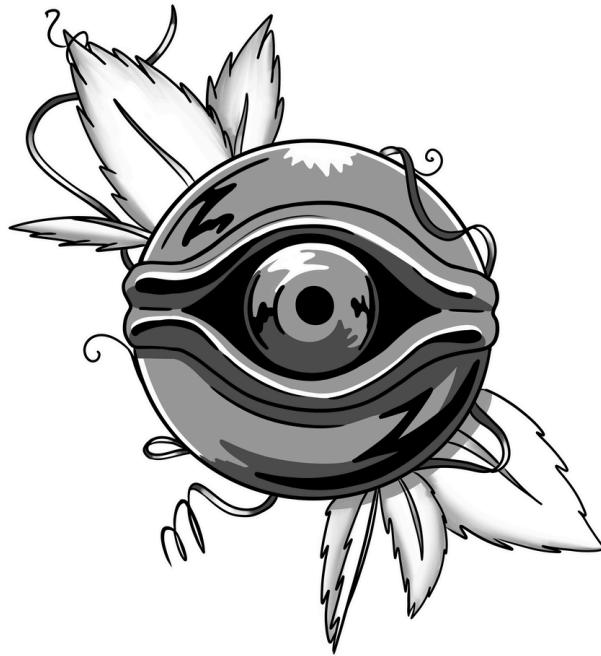


Illustration and Other Work/Original characters



Illustration and Other Work/Original characters

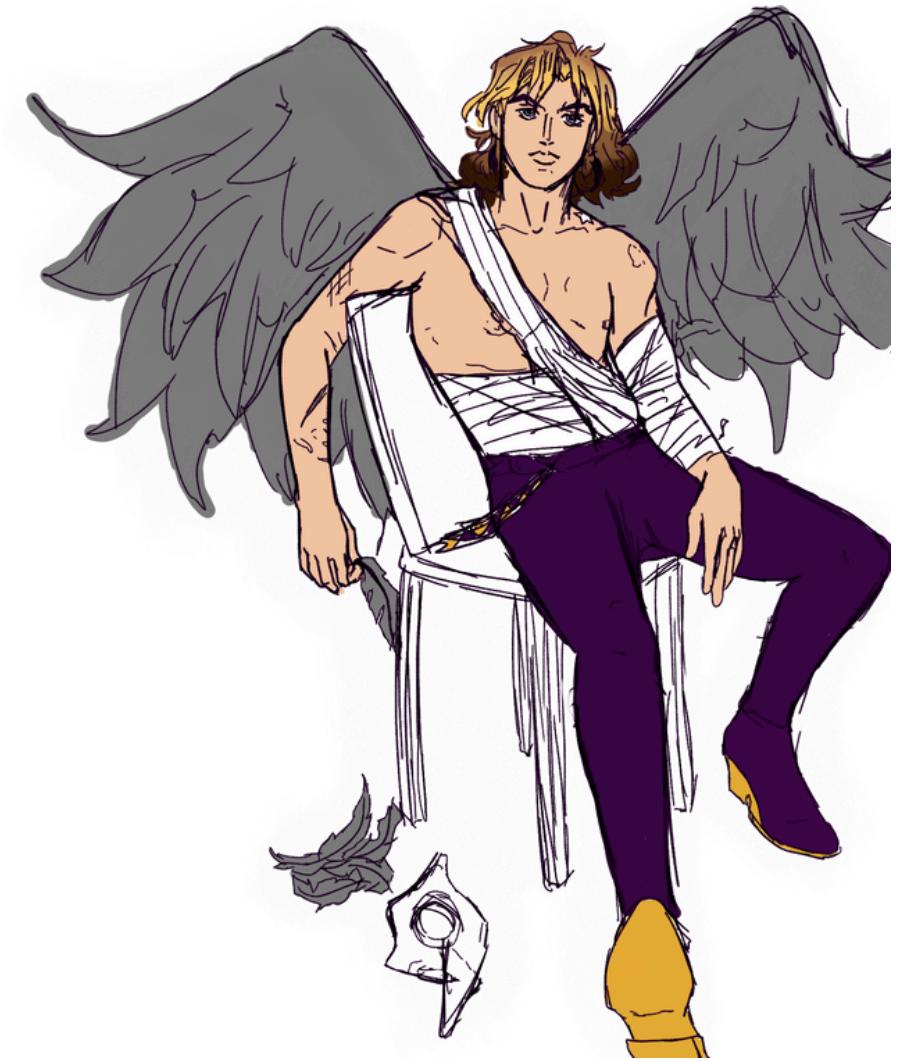
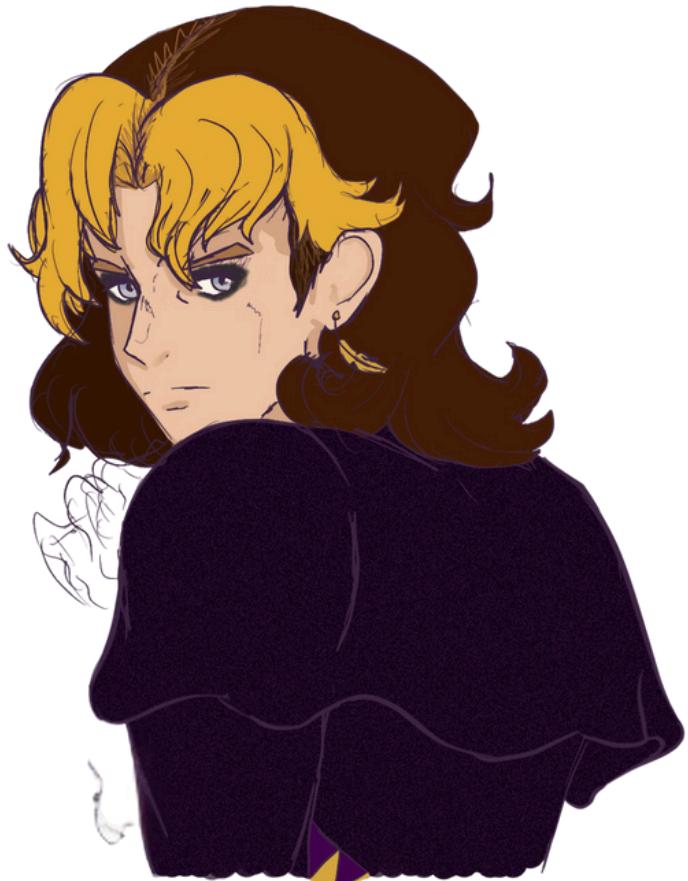


Illustration and Other Work/Original characters

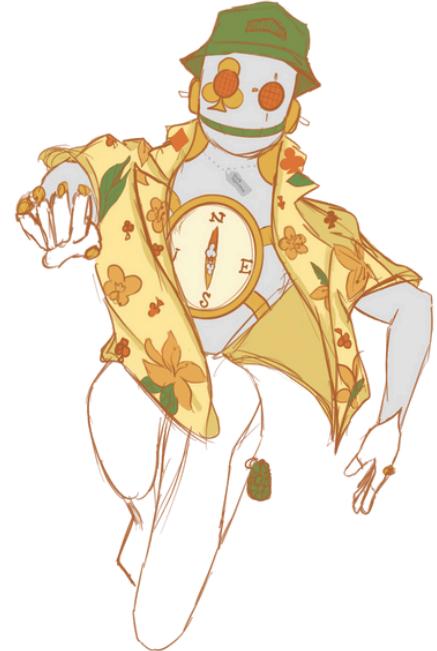


Illustration and Other Work/Original characters

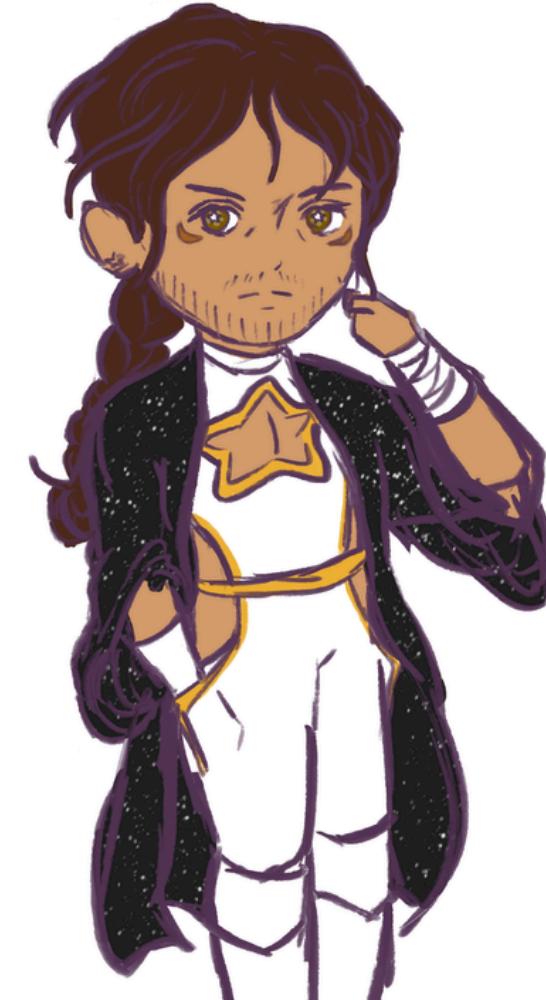


Illustration and Other Work/Original characters/DnD

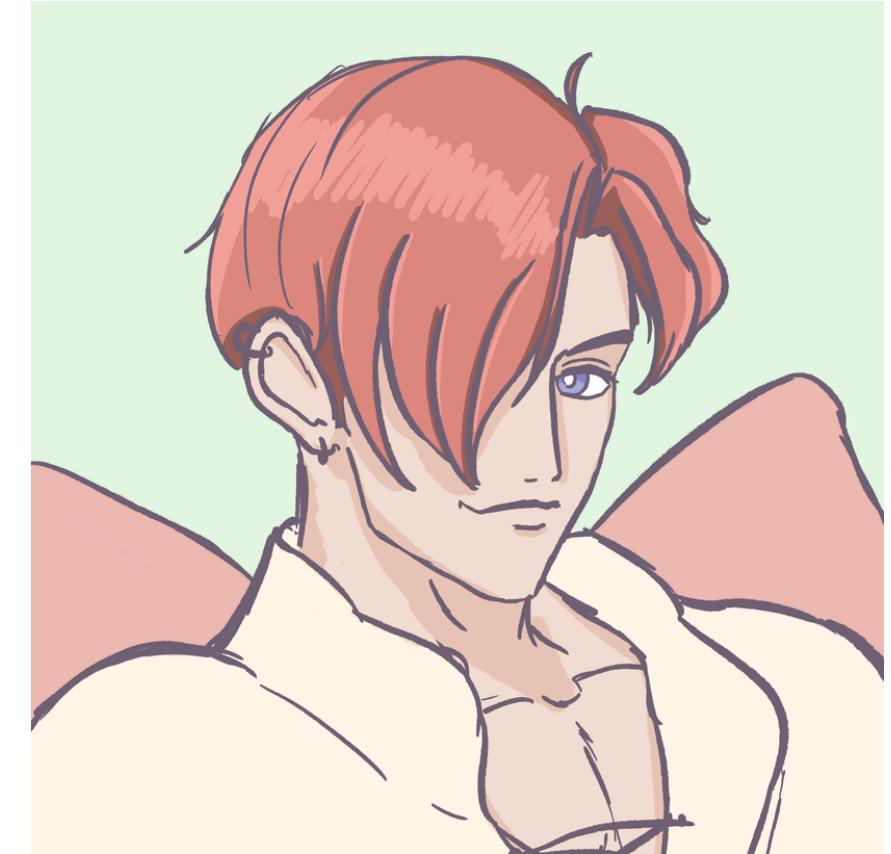
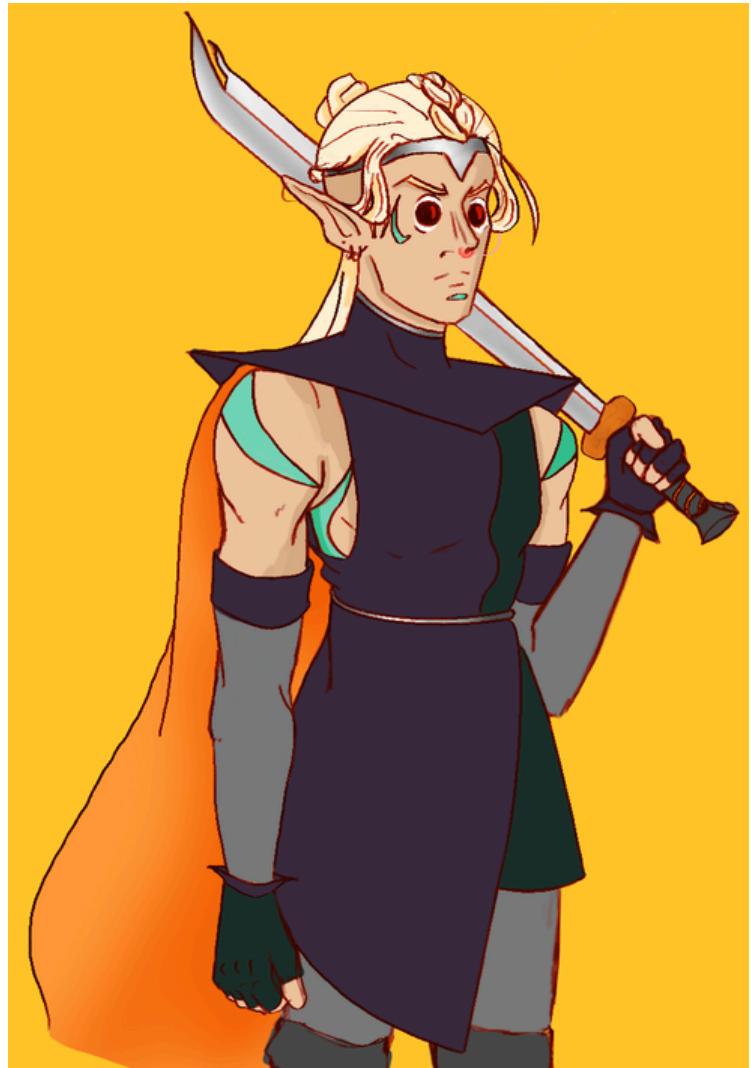


Illustration and Other Work/Original characters/DnD

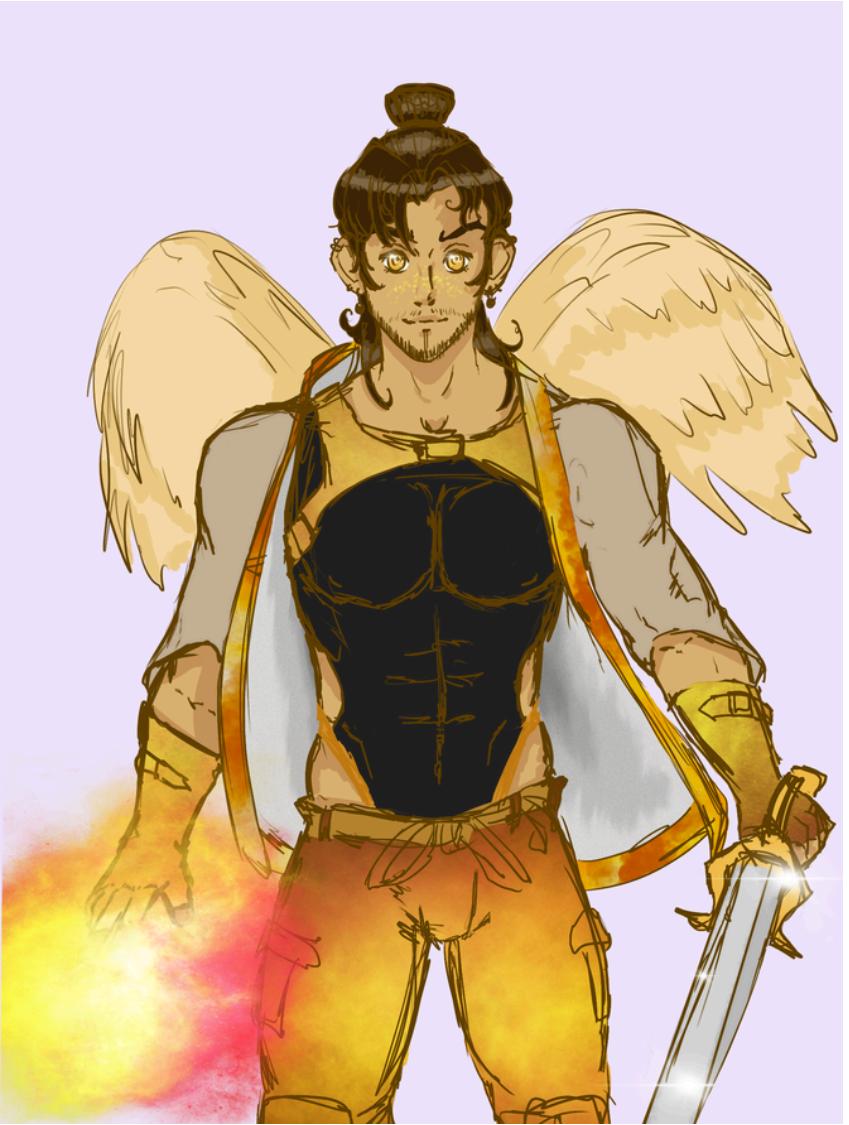


Illustration and Other Work/Fan Art/Fire Emblem

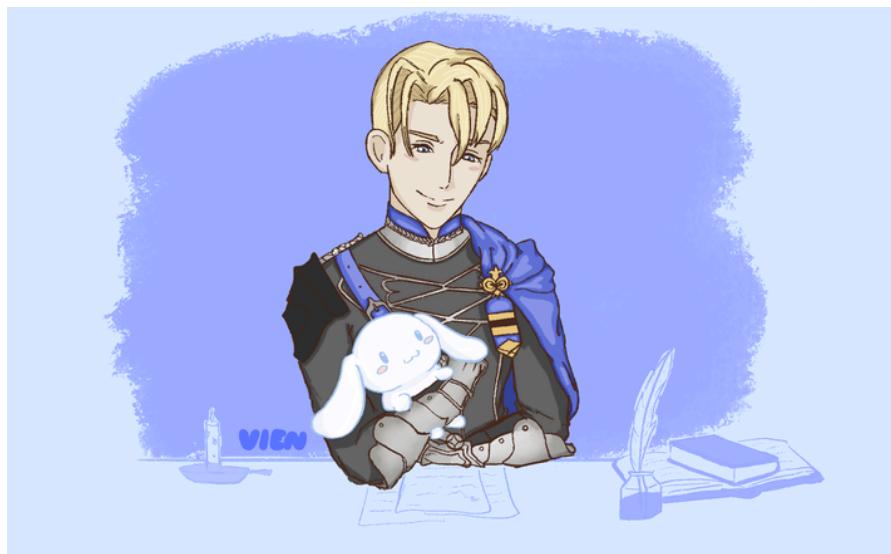


Illustration and Other Work/Fan Art/Anime

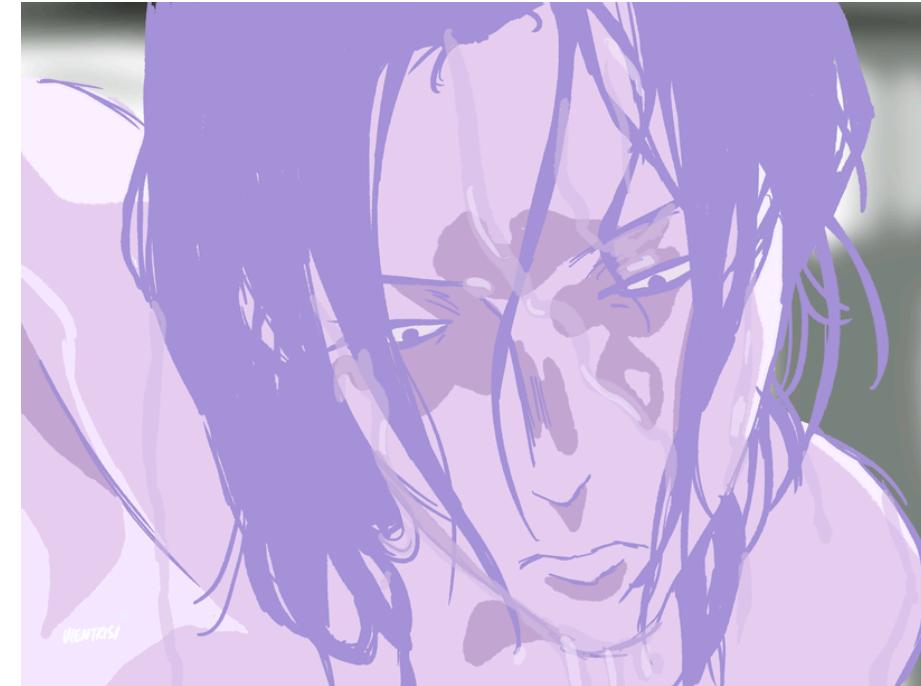
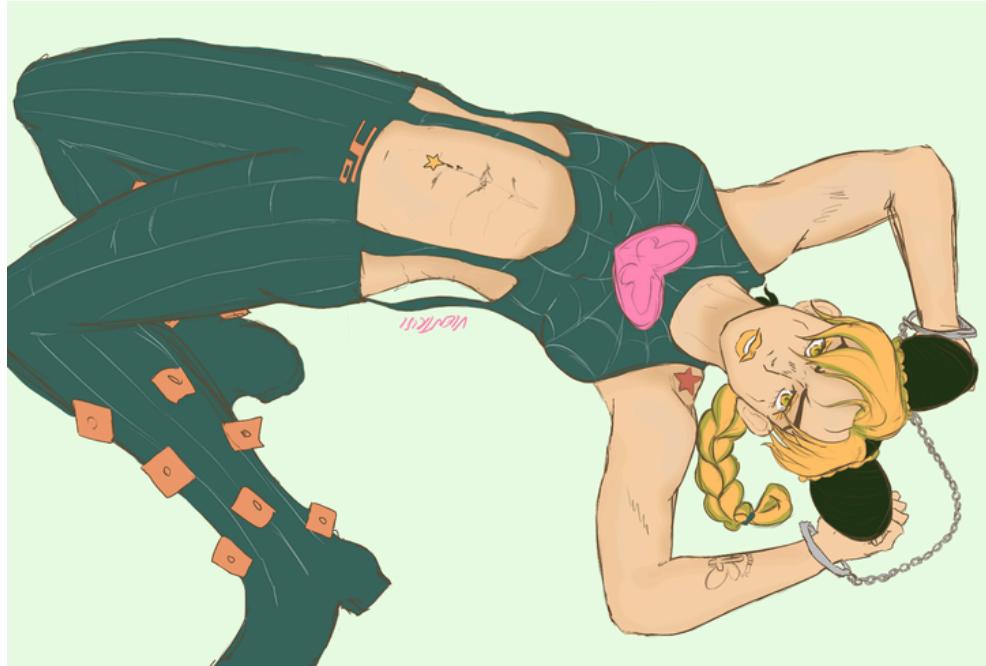
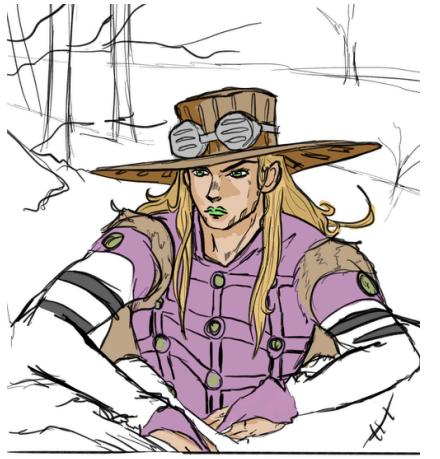


Illustration and Other Work/Fan Art/Other



Textiles/ Physical Media

Cosplays, Plush- Making

2023-



Textiles/Physical Media/Byleth (Smash Bros. Alt) Cosplay/Fire Emblem



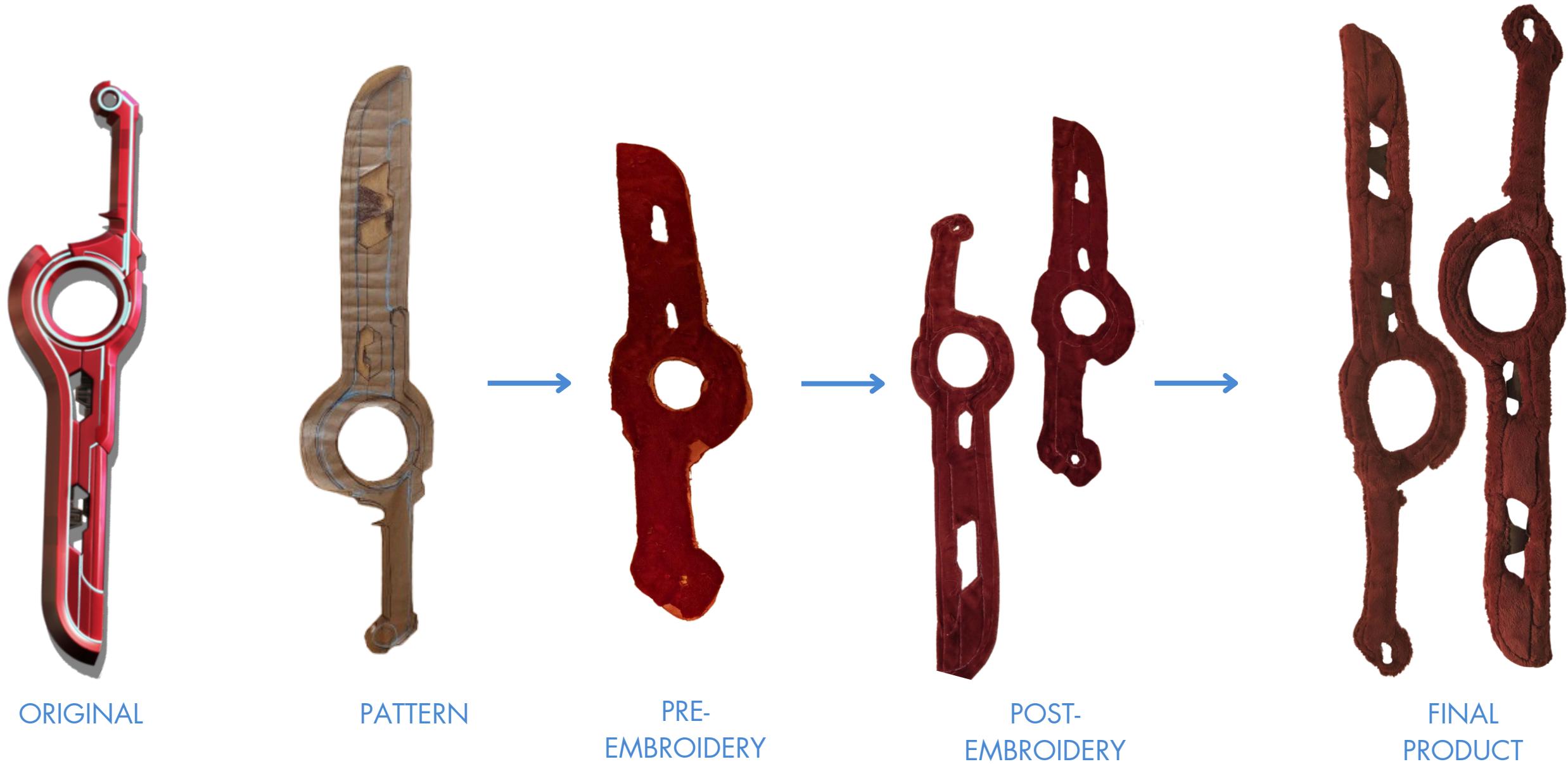
Textiles/Physical Media/Alfred (Training Alt) Cosplay/Fire Emblem



Textiles/Physical Media/Shulk Cosplay/Xenoblade Chronicles



Textiles/Physical Media/Shulk Cosplay/Monado Plush/Xenoblade Chronicles



Textiles/Physical Media/Guts's Sword Plush/Berserk/Commission/WIP



PATTERN



DECAL



HANDLE



FINAL DESIGN
PROTOTYPE