

Practitioner's Statement

Llewyn Davis

David Tse

The source of my practical came from already having past experience in portraiture. I always intended to use pencil as my medium as it was what I was most comfortable using and would produce the best results. With this in mind I filtered my inspirations down to those that could be translated into graphite. Double exposure seemed a great route as its basis was a portrait but the images fused within would allow ideas to be easily conveyed.

I wanted my piece to, above all tackle the feeling of melancholy and lack of direction. I felt the greyscale of lead suited the washed and tired feeling I wanted to convey. The piece is inspired by the Coen Brothers film "Inside Llewyn Davis" with the figure in my practical being the film's main character (Oscar Isaac). I wanted the drawing to be layered with connected imagery. The snow implies its winter, which I find to be the most melancholic season of all. It's dreary, grey and can weigh down on a person. The picture is held within a circle. I wanted this to show the character trapped, looking for a new path. I also like the idea of the circle implying the cyclical nature of the figure's life. The double exposure element offered lots of opportunity to express ideas. Within himself is a man hitchhiking (thumb out) with no vehicles in sight. I wanted the double exposure portion to show what's really within him, a lost man looking for a way forward, with no success.

I'm on the fence about the final product as there are parts that I am quite satisfied with whilst there are others that I'm entirely disappointed with. The hair is by far the biggest let down for me. It's the most unrealistic part of the picture and is sketchy, rough, flat and not that accurate to the original image. The unrealistic nature of the hair and lack of dark blacks make it appear unbalanced, unfinished and a bit isolated from the rest of the image. I also underestimated how difficult the clothing would be to draw. I couldn't get the textures and toning right. Adding smaller details like loose threads was also near impossible. The scarf in particular is very blotchy and messy. Even though it's not as detailed as I would have liked, I think the face itself turned out rather well. Early on in the process I attempted to detail in pores but it turned out to be far too difficult and I scrapped the idea.

This feels like a good step forward in terms of my ability despite the deadlines that forced me to rush certain parts. Through working on this piece I feel that my mind has opened further to the conveyance of ideas in visual art. I also found that influences can be drawn from other creative sources like film and music and not exclusively visual art.