The Necronomicon

Samuel Farmilo

For my practical design piece I was inspired by the written work's and artist's interpretations of American horror and weird fiction author H.P Lovecraft. After exploring a variety of works by H.P Lovecraft and the worlds he has created I set the design brief as designing a creature for a T.V series based around his works titled, The Necronomicon. For my creature I wanted to explore the themes of the supernatural and grotesque imagery, to do this I based my designs of real life elements and creatures.

The design brief mentions the themes of the occult, religious imagery and the supernatural as playing an important role throughout the show. To achieve these requirements in my practical the combination of human features such as the eyes and the body/legs of a spider it fitted the supernatural aspect of the design brief. The anatomy and structure of the spider was a starting point as its unnerving features fit the grotesque theme of the design brief. The theme of religious imagery can be seen in the clerical collar. Having the man in the presentation board also was used to help communicate the scale and nature of the creature.

The repetition of the creature's eyes was used to create emphasis on the idea that creature is watching the viewer and subject in the design. Through doing this it helped add to the idea horror theme mention in the design brief. To create depth in the creature the eye balls were layered on top of each other and then shadows were added around them. Doing this made the design not feel flat and more realistic as if it could exist in the real world. To make the human appear more realistic a skin texture was layered over him, through doing this it added some depth and detail. For the presentation of two designs classical typography that matched the time period set in the design brief was used. For the design of the creature I used mainly red and white colours as they fit the natural colours of the human eye.

Strange Things Vol.3 by Liu Heng influenced my work as it explored the how one can mix occultists themes with supernatural imagery. Through analysing his piece, I was able to see what makes a design creepy and how textures can be used to enhance the visual contrast of a design. One technique he used was adding white highlights to aspects of his design to make the texture appear slimy or wet, I used this technique throughout my designs.

#