

Natura Skeletos

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Starting the design folio process was relatively difficult for me, I had no idea what I wanted to produce as the product. I knew I wanted to incorporate digital art with both nature and animal themes. Initially, I started experimenting with poster designs that included animals and informative messages. These messages included themes of animal cruelty, misunderstanding our native wildlife, and animals being used in promotional posters. This initial idea grew with my love of digital art, and favor of the style of anthropomorphology, the personification of animals, to result in a folio almost based completely around character design. Exploring other digital artists work on online, and with my pre-existing skills and interest in digital art and animation, I wanted to improve my skills. Platforms such as DeviantART and Artstation helped with inspiration and defining what I wanted to explore. Overall however, the physical nature of colors, movement and beauty of the natural world was the most inspiring thing to base my research and art piece on.

The development process started somewhat vague but developed into a firm and formulated idea by the end. The mid-way point in the folio saw the experimentation of different theories, physical painting techniques, composition experimentation, and then themes. The research stage of the task saw little inclusiveness of other artists artwork, it was important for my project to include as much of my originality as possible. This meant only a few outside artists' work was selected to analyze and develop ideas from. The more precise this process was, the easier and more effective the final product would be. Discovering the photoshop software to create art, and building on this newfound power through the folio, saw a new skillset developed to produce my art and express myself.

The final practical outcome was completed at a level I was happy with. I managed to include the themes I wanted such as nature, anthropomorphology. A well as the theories researched in the folio such as character design, line of movement and shape design. Finally, techniques that were also researched and experimented such as linework, color theory, contrast, and the use of photoshop tools.

The intended meaning of the piece was to express the underlying, hidden beauty of nature that many people don't think about, and sometimes overlook. The use of dark and lights in the scene with the use of minimal color created an effect that makes the audience must look closer. The use of skeletons helped accentuate this meaning and technique. Using anthropomorphic characters in the scene gave the audience more relevance in the meaning, by exploring human expression. The posters were designed to promote the characters of a movie or graphical novel, so the intended audience would be those that fit that demographic. This demographic could include lovers of anime, comic books, young kids, and artistic enthusiasts. The flow and movement of the scene was heavily emphasized and made for interesting and dramatic poses for the characters. The Latin word for the family, or genus, of the animals were used as the poster's headings. This could also be seen as an educational piece of art.

It was important for me to create a highly visual and interesting piece of art. This determined that linework and sketching techniques were to be used, as well as making sure each component was contrasted well against one another. The dark black background meant that any other black in the mid-ground or fore ground would have to be carefully mandated so that the overall image did not appear too dark. To break up the uniform backdrop, mysterious and flowing swirls were added. These swirls added colorful interest

and smoother shapes than what was found in the bones of the animals. Thus, creating contrast not only in the shades and colors, but in the shapes and textures as well.

The way color and form were used in the piece meant something special and unique was created. The techniques used to accomplish these things are common and well known in the artistic world. Many of the same theories can be seen being used in other art pieces for similar medias. The sketching and cross-hatching, commonly used in traditional drawing, was translated into a digital form so that it may be applied to my art project. This was also the case when trying to incorporate watercolor brush strokes into the piece. Other artworks based on nature include the same aspects, such as animals, bones, branches and leaves.

During the construction of the final piece, the decision was made to slightly alter the anatomical structure of both the deer and the wolf. These subtle changes may be difficult to pick up on, to someone who is not familiar with the skeletons of these creatures. The changes made the bone animals hold a new sense of power and fantasy. If my bone creatures had to be categorized into a fantasy animal stereotype, in a traditional media such as book, the deer would represent that of a Wendigo and the wolf would represent that of a Werewolf. Special care was taken to only make subtle and realistic changes, so that the pieces still appeared to be natural skeletons.

There were few problems that arose when completing the practical pieces. The only things that affected the outcome were minor issues with the Photoshop software and the Wacom tablet. Photoshop struggled to load large changes to the art, such as switching up busy layers, or filling in the solid background layers, as the image was so large and at a high-quality resolution. To get the final result at such a high quality, the need for risky / high computer processing power was necessary. The computers used also struggled to properly process the Wacom's pen strokes during saving periods. Unusually but expectedly, photoshop took almost 8 minutes to save the progress from each piece, so to save time working through these periods was beneficial.

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