Perspective Eye

I created these images using the rules of one, two, and three point perspective. I like how playing around with perspective can make the viewer feel small as they look up at a towering monument or like they are a super hero, looking down on a city below.

Perspective gives dimension to an object and helps the viewer visualize proportions.
One interesting way to generate ideas is to create your subject using only black for form and white for light. Then let your imagination fill in the rest. Perhaps this bird to the right is yellow, perhaps she is completely mechanical, is she looking left instead of right? Does she have two beaks? Maybe it’s not even a bird at all...

Project title: Light and Shadow
Date: Oct 2016
Medium/software: Tablet/Autodesk SketchBook, marker/paper
Size: 9”x9”

Light and Shadow

This is a demonstration of light and the shadows created by it. The variances in light can give dimension to an image. While the lack of light creates a sense of mystery.
Studies

This is a study I did to learn more about human proportions and movement. The more I sketch, the easier it becomes to visualize without reference.

Diversify your sketchbook. Just as in the real world there is no cookie-cutter human form.
The Human Figure

It’s a good idea to start from the inside out when studying human anatomy. Understanding what’s going on beneath the skin was one thing that helped me when rendering the human form. I also enjoyed having real life models to reference.

Thinking critically about the inner workings of the body is important in human centered design. It’s more about looks in this case, it’s also about comfort and health.

Project title: The Human Figure
Date: 2009
Medium/software: Charcoal pencil on paper
Size: 24”x36”
Digital Painting

Whether it be of man, machine, or a landscape, I have always found concept art and digital paintings of particular interest. Here is my rendering of a Toyota Rav4 in which I added in streaks of color to show motion.

I have been self taught so far on all that I know of the digital arts, so I am particularly excited for the opportunity to expand my technique and knowledge base of the software used today.

Project title: Digital Painting
Date: Oct 2016
Medium/software: Pencil/paper, tablet/Autodesk SketchBook
Size: 9"x11"
I am currently learning about color in one of my classes this semester. Here I wanted to demonstrate examples of each type of color scheme.

We were also taught about hierarchy in design and how varying the attributes and placement of shapes can make for a more interesting composition.
Color Design

This was a project done in my ID120 class where we took an existing glove and changed the colors to match a certain demographic.

My instructor had stated that color design was not easy and after this project I would completely agree. Simply settling on a scheme was a feat of it’s own, by the end of it, I had so many choices it was almost overwhelming. Keeping in mind who the product was for and doing the research was essential in the final decision.

A few more examples from my gloves of many colors:

**Iron-Man:**
I thought this glove would appeal to kids and super-hero fans alike, but was too specific to choose for my final design.

**Alien-Wear:**
This gender-neutral scheme was my favorite of the bunch. I like the idea of having the knuckle pieces glow against the darker color. It looks good and serves a purpose for safety.

This was my first project that involved an effort of graphic design, what I enjoyed about it most were all the lessons I learned regarding aesthetics, the use of Photoshop, and how colors translate from the screen to paper. It’s important to balance both design and research in whatever you are producing.
Brainstorming

I wanted to try an exercise on how I might redesign an object. On the left is my C.R.K.T pocket knife, which I used as a reference as I sketched up some ideas of my own.

I wanted to try a brighter look for these knives to make them easier to spot for someone who misplaces them often.
Inspiration

I thought I’d try something new and give myself the challenge to transform one thing into another. In this case the inspiration was my iron.

I never thought my iron could be so cool!
Illustrations

These are some samples of illustrations I had made for a children’s book. It was my first project of this scale and a great learning experience.

These illustrations show the use of perspective and color, and also my favorite way of brainstorming, which is to start with thumbnail sketches.

Project title: Illustrations
Date: 2015-2016
Medium/software: Tablet/Autodesk SketchBook, paper/pencil
Size: 8.5”x8.5”
Creative Process

This was a project for the process of animation. It started with thumbnail sketches and character creation. Then came scenes from a storyline presented on a storyboard and a maquette that I had made out of felt.

Project title: Creative Process
Date: 2008
Medium/software: Tablet/Jasc PaintShopPro
Size: 24”x36”
Toys

Shown here are a few toys I made for my nieces and nephew. The red character on the right is from the children’s show “Yo Gabba Gabba.” The other two are of my own design. It was a rewarding experience to start with an idea, put it on paper, then bring it into the real world.

The green “Space Dragon” as I call him, originated in my previously shown animation project. I think he’s a good example of a trending interest in kids today, something familiar but new, almost monster-like but cute enough to win them over.

Project title: Toys
Date: Dec 2011
Medium/software: Felt and stitching
Size: 5”x9”