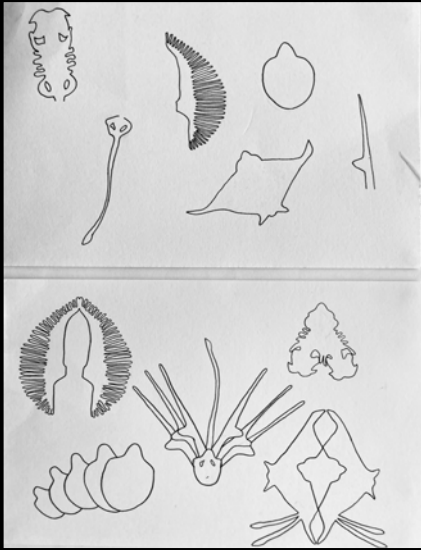


Contents

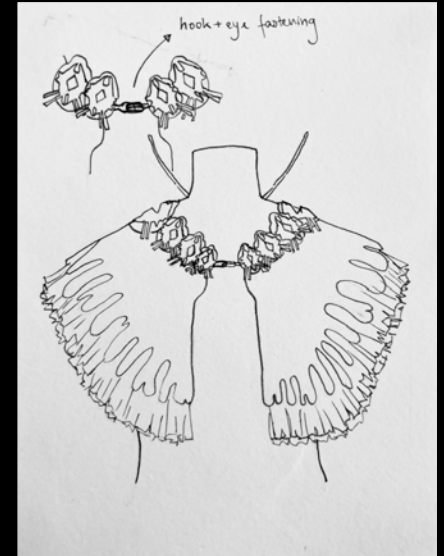
1. Ray Collar
2. Ray Collar
3. Life drawing
4. 'Girl with Lollipop'
5. 'Girl with Lollipop'
6. 'Berlin Potsdamerplatz'
7. 'Berlin Potsdamerplatz'
8. Limited Colour Palette
9. Digital Portraits
10. Character design
11. 1st 'A'-level Development
12. 1st 'A'-level Development
13. 2nd 'A'-level Development
14. 2nd 'A'-level Development
15. 2nd 'A'-level Development



Exploration of natural form based on the manta ray (pen on paper, A6, August 2020)



Ray Collar



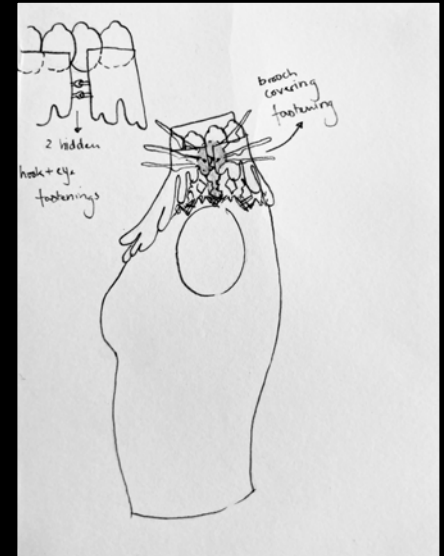
Design drawing showing construction details (pen on paper, A6, March 2021)



Paper mock-ups (paper/interfaces/wire, samples on an A5 sheet, September 2020)



paper/wire/interfaces, lifesize model, February 2021



Design drawing showing construction details (pen on paper, A6, March 2021)



Composite board, looking at pattern and form of the spotted ray in relation to structured neck pieces

Ray Collar

My 'Higher' design neck piece and planning process based on a Spotted Eagle Ray. Includes thematic inspiration, samples and close up view of the piece.

Investigating pattern based on the ray



Ink/leather/wire/hot/glue/felt, on A5 sheet, September 2020





Charcoal on paper, A3, February 2022



Charcoal on paper, A4, February 2022



Charcoal on paper, A4, February 2022



Charcoal on paper, A2, February 2022



Charcoal on paper, A2, February 2022

Life drawings

Figure & Movement
workshop guided by
Jeanette Barnes
2022

Preparatory studies for 'Girl with Lollipop'



Charcoal/white pastel, A4, January 2021



Watercolour, A5, February 2021



Charcoal, A5, November 2020



Watercolour, A6,
September 2020



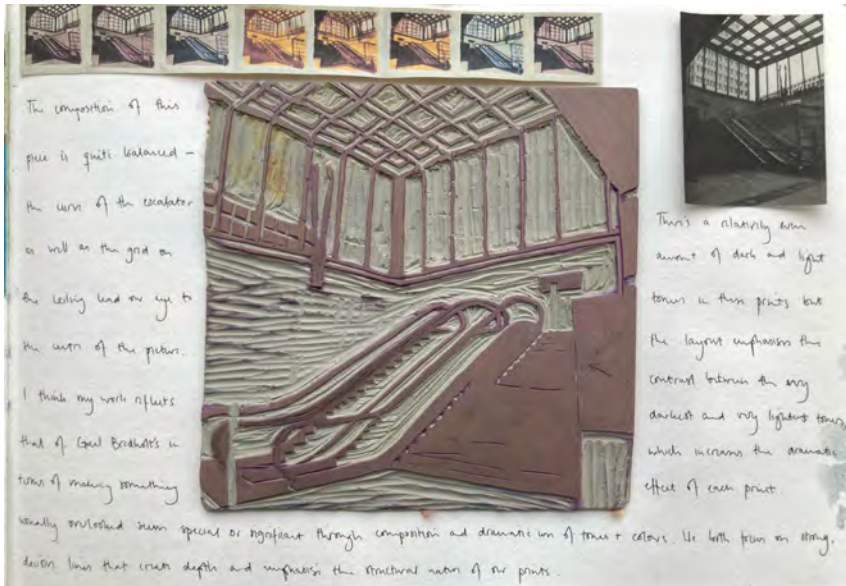
Ink, A6, October 2020

Process of my expressive project for 'Higher' which explores use of different mediums through portraits.

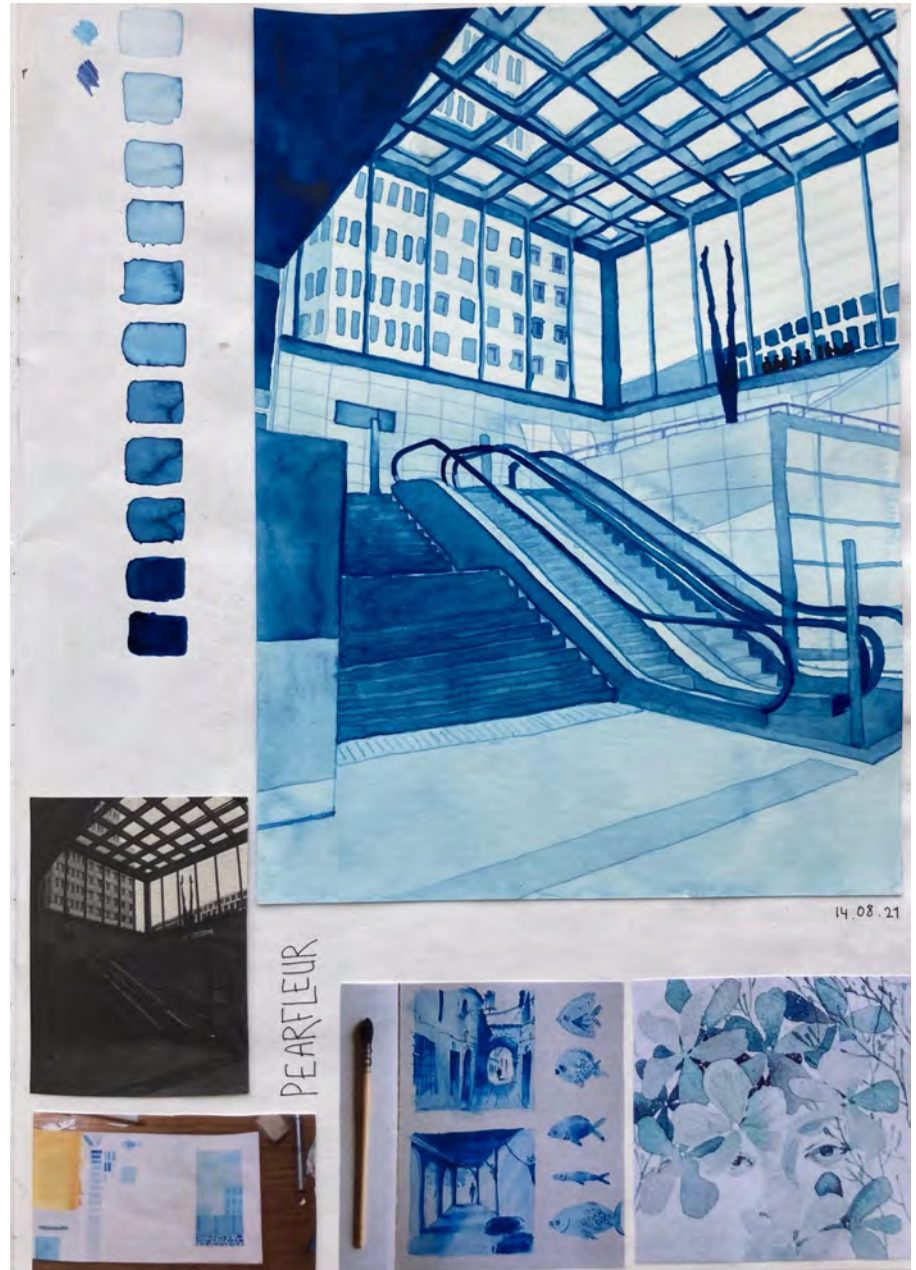


'Girl with Lollipop' mixed media, A3, April 2021

Developmental stages in creating my lino print series 'Berlin Potsdamerplatz' Including monochrome tonal investigation inspired by @pearfleur and evaluation of my process.



Lino block + evaluation of process (A4, September 2021)



Watercolour, A5, August 2021



'Berlin Potsdamerplatz'

Lino Print Series
taken from studies of
Potsdamerplatz
station Berlin. Part
of 'A'-level research
project exploring
cityscape within the
theme of
environment.

Limited Colour Palette

This painting was made with the Anders Zorn limited colour palette, a technique used by many artists throughout history. I chose to work with a palette of my face instead of a landscape because this palette is better suited to painting the eyes.



I started out with a black pencil to map out the features, and then added in the range areas of light + dark tones. The first layer of paint turned out too grey, so I blended in more light pink shades.

Since I was working from a black and white reference, it was difficult for me to visualize the more green tones, so I decided to focus more on the contrast in yellows and purples to create a dramatic impact.



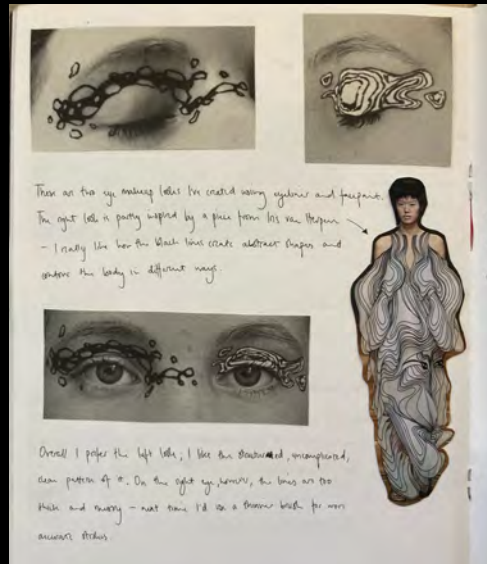
Acrylic on paper, A2, September 2021

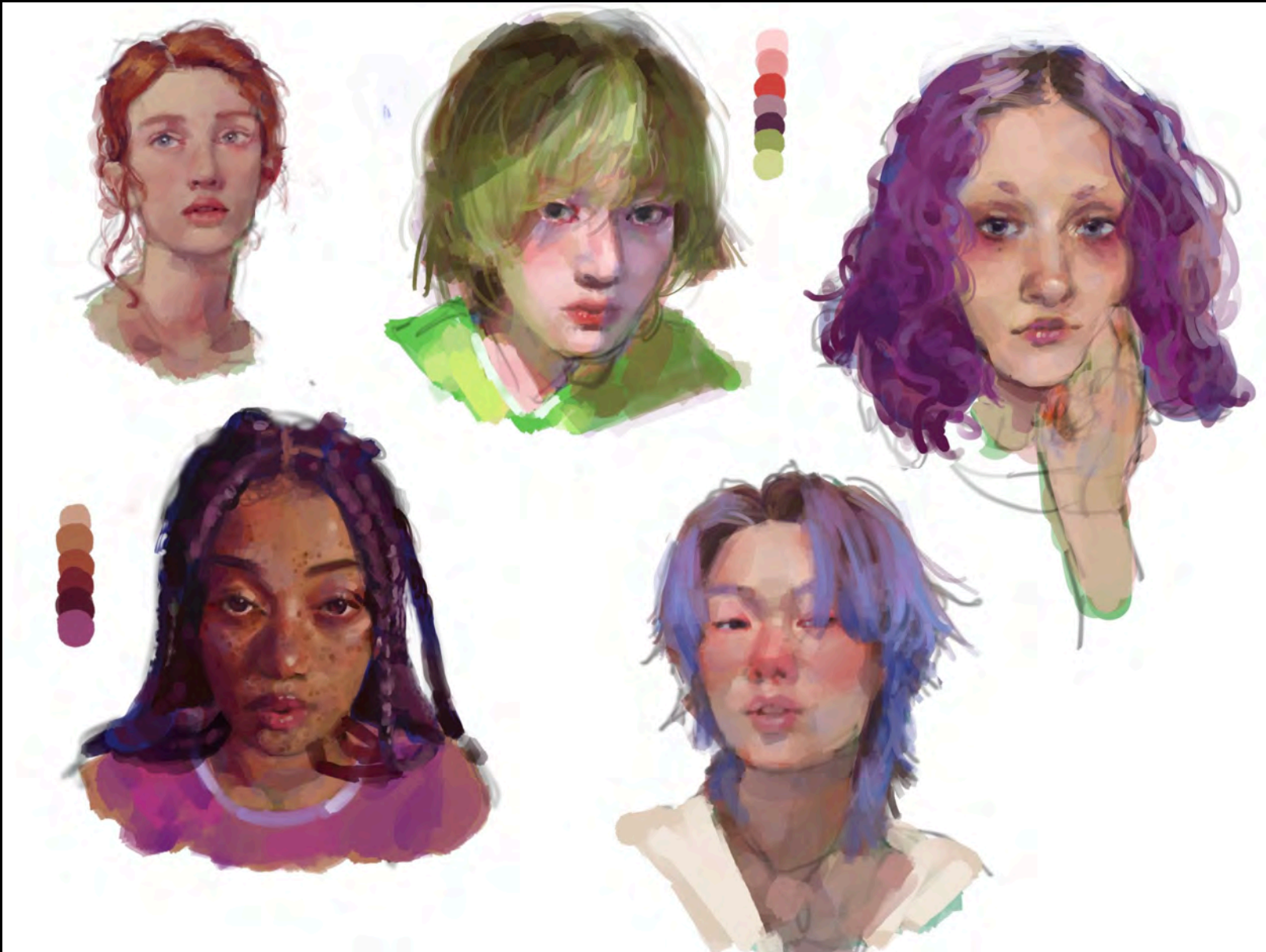
Experimentation with Swedish painter Anders Zorn's limited colour palette and exploration with acrylic medium.

Referencing an eye makeup look I did in August, I delved into more realistic painting techniques and use of contrasting colours with this painting. This also led to a later landscape study in acrylic.



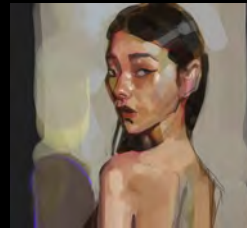
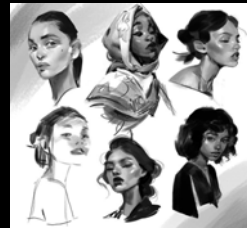
Painting of sunlit clouds (acrylic, A4 sketchbook page, October 2021)





Inspiration:

I researched Ahmed Aldoori's digital painting method and adopted his approach to create these portraits.



Digital media (Procreate), 2752 x 2048 px, February 2022

Digital Portrait Studies

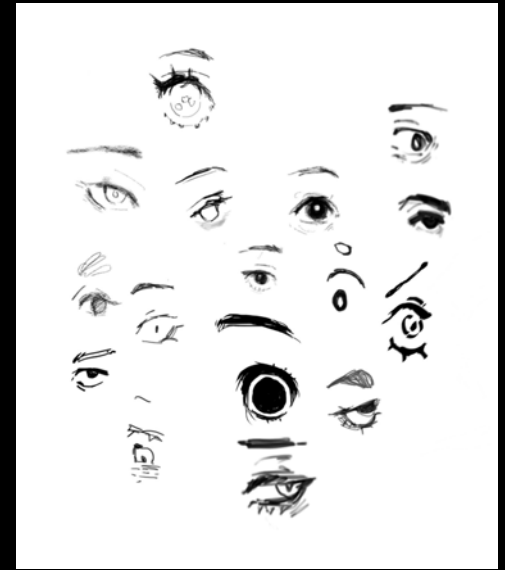
Experimentation with colour and mood using digital painting techniques.

Inspiration:



Character designs and exploration of style, line and tone.

Partly inspired by the work of Laura Browers (@cyarin).



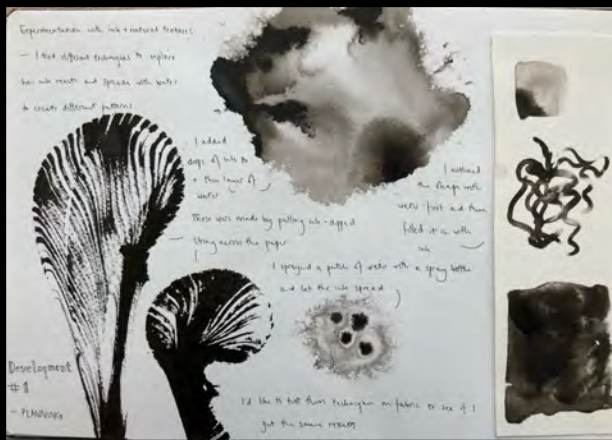
Digital media (Procreate), 2732 x 2048 px, January 2022



Digital media (Autodesk Sketchbook), 1749 x 1300 px, April 2021



Digital media (Procreate), 2732 x 2048 px, February 2022



Ink, A4, October 2021



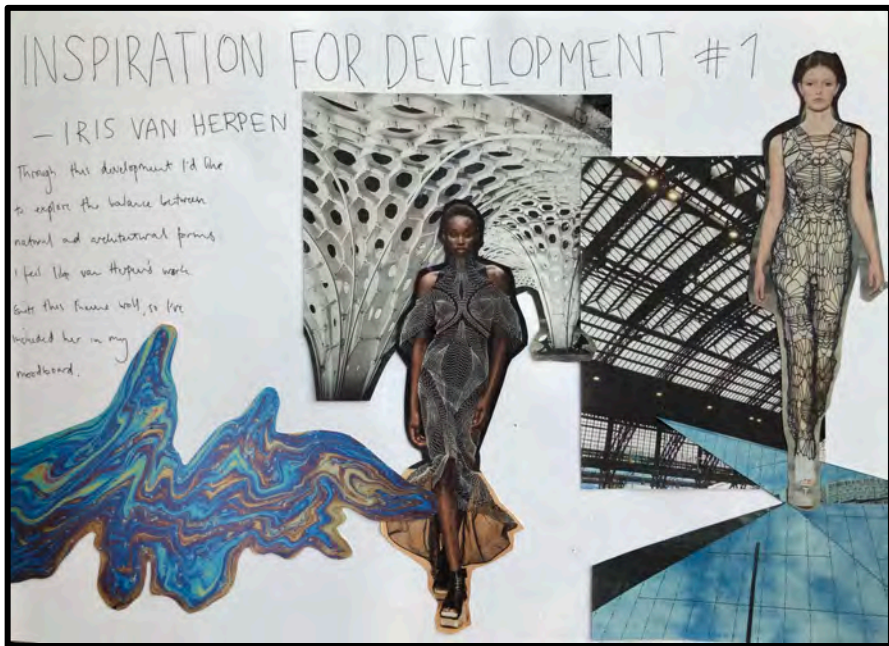
Acrylic, A4, October 2022



pen/ink, A4, October 2022

Planning process of the 1st Development

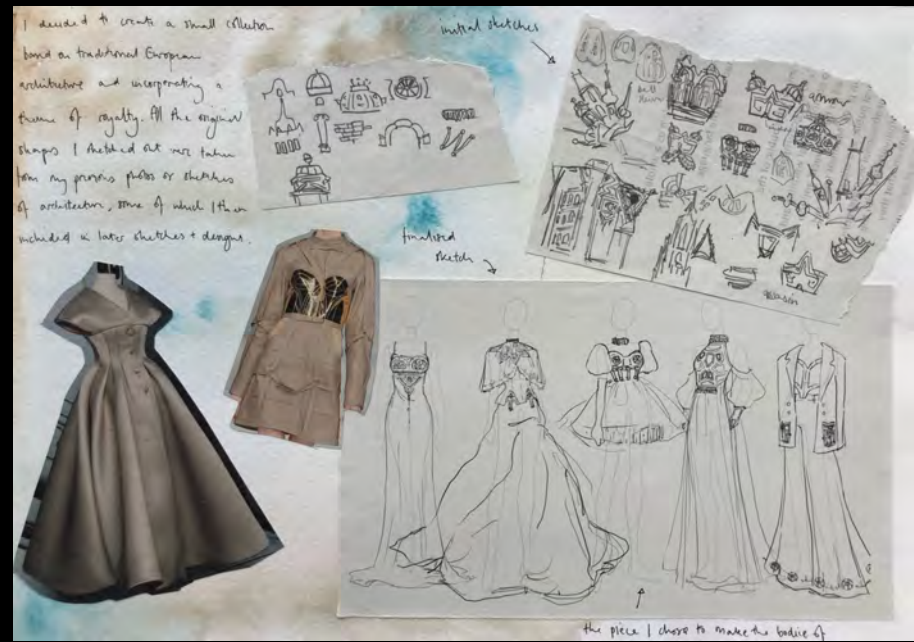
Investigation into techniques of different mediums including ink and acrylic, as well as observational studies of urban structures under the theme of environment.



First Development: final outcome and planning process exploring architectural motifs within the theme of environment.



PVA/paper/wire, lifesize model, November 2021



2nd Development process

Based on Philip Reeve's 'Mortal Engines' and traditional European architecture. Elements inspired by work of Guo Pei and Iris van Herpen.



A collection drawn up in the planning process of Development 2



Digital media (Autodesk Sketchbook), 2000 x 3200 px, December 2021

Development 2 Final Outcome



organza/cotton/canvas/plaster/paper, lifesite model, January 2022