

Art

Contract	Term	Course	Contract Title	Description
376084	Spring 2018	ARTS 4256	Thematic Accordion Book	<p>For initial clarification, I am concurrently enrolled in Professor Orion Wertz's Painting II course as a makeshift Independent Study course. My current studies in this course pertain to the writing and drawing of a comic-book series, and he shall be grading my progress as though I was in a Narrative Illustration/comic-making course. Thematic Accordion Book is a supplementary project in relation to my current comic series titled Cardinal Junction, and shall serve as a complementary, alternative media showcasing the concepts featured in it. This project shall involve the drafting and inking of six illustrations, the purchase of book-making materials, and the construction of an accordion book. The final accordion book shall be a six-paged, free-standing installation which shall be exhibited, alongside other comic-books and framed illustrations, for a joint exhibition required for the completion of my Alternative for Honors Thesis.</p>
377082	Spring 2018	ARTS 4899	Deferred Design: Primer into Intermediate 3D Modeling	<p>This project involves expanding my digital skills into a medium I have deferred to utilize for years: 3D modeling. Currently, I have begun to expand my digital practice into 3D sculpting methods through a software program called Mudbox. This program comes from Autodesk's Entertainment Creation Suite, where it synergizes with a variety of other creative programs, such as 3ds Max and Maya. While the aforementioned two require more advanced methods, Mudbox has proven to be widely intuitive, to me, through its user interface, sculpting tools, and other features. Through the scope of this project's completion, I am looking to develop an intermediate understanding into polygonal sculpting through this program in order to innovate my creative practice and, perhaps, expand it into other purely 3D techniques. From studying this program, Mudbox is mostly geared towards character modeling as a section of its tools are specifically devoted towards posing alongside the program's integrated project-links with both 3ds Max and Maya, where the latter is an animation program. As such, I will be using Mudbox's sculpting tools and stencil tools alongside Photoshop to render one or several of my creature designs from my Nature's Prototypes series. These models will mostly consist of busts, while one may be done in-the-round as dependent on my pacing with other ongoing projects related to my exhibited work.</p>