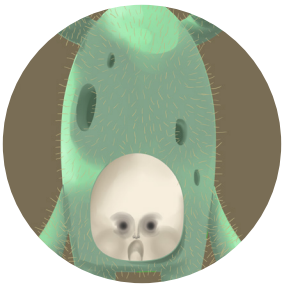
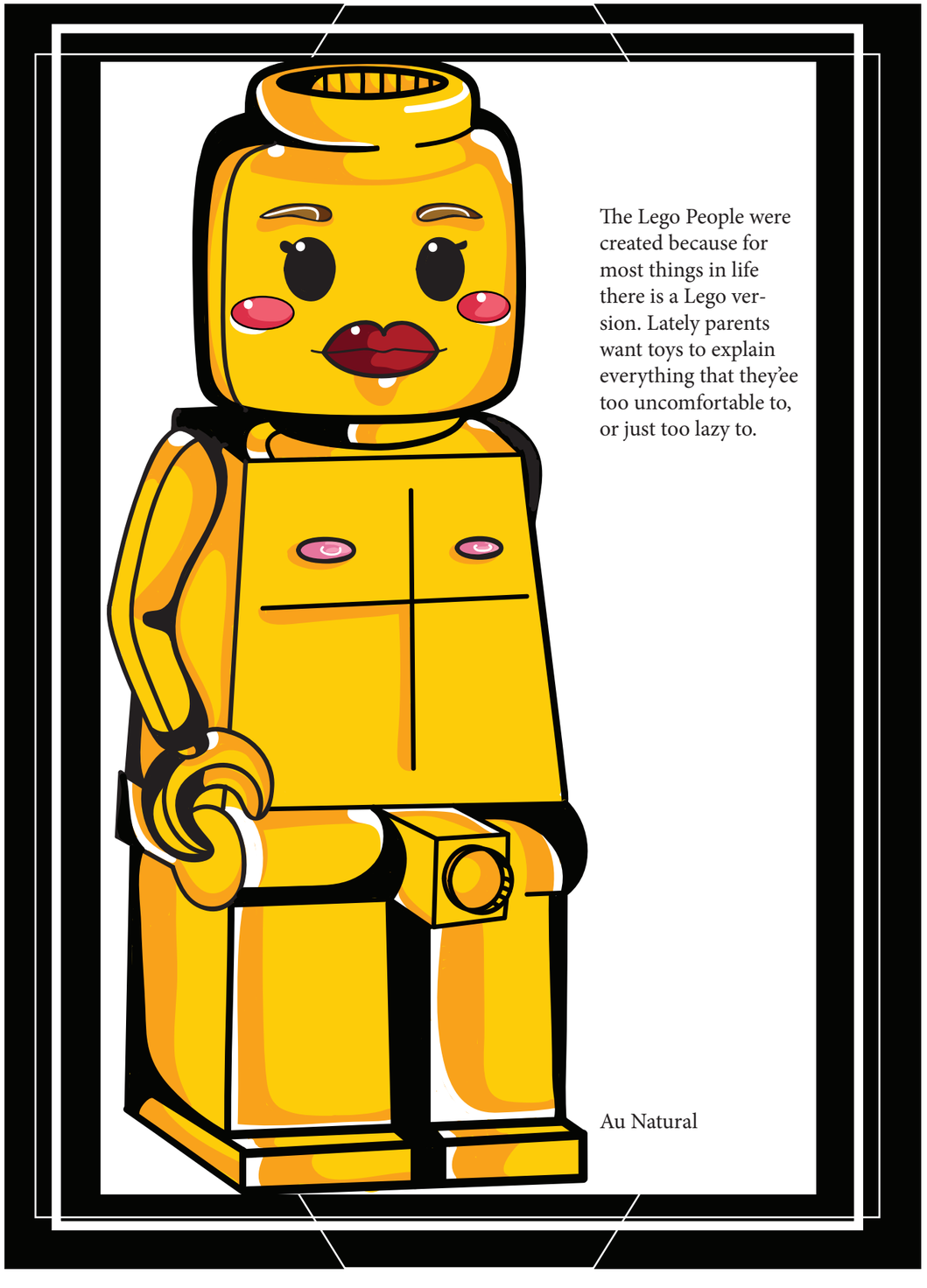
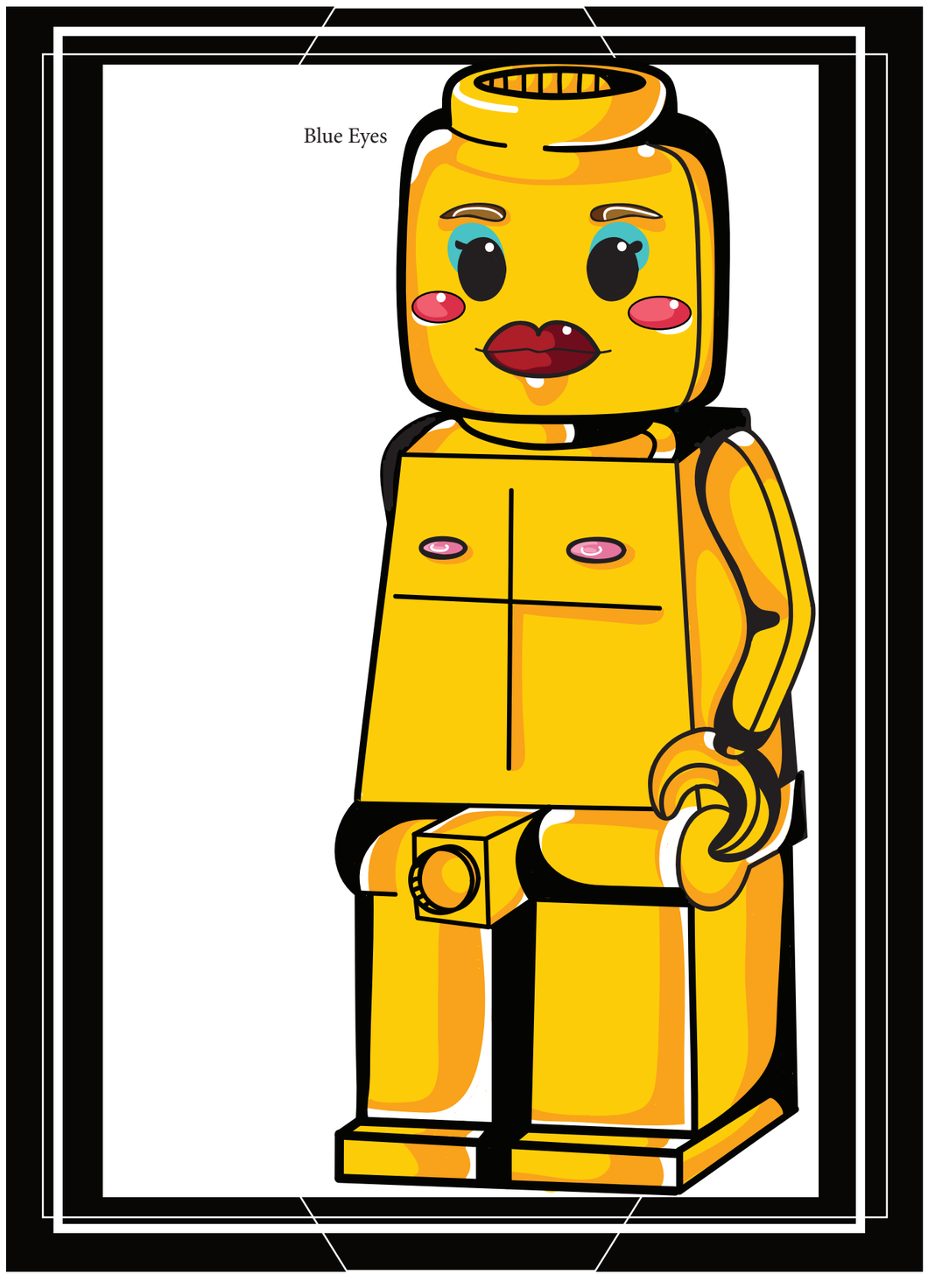


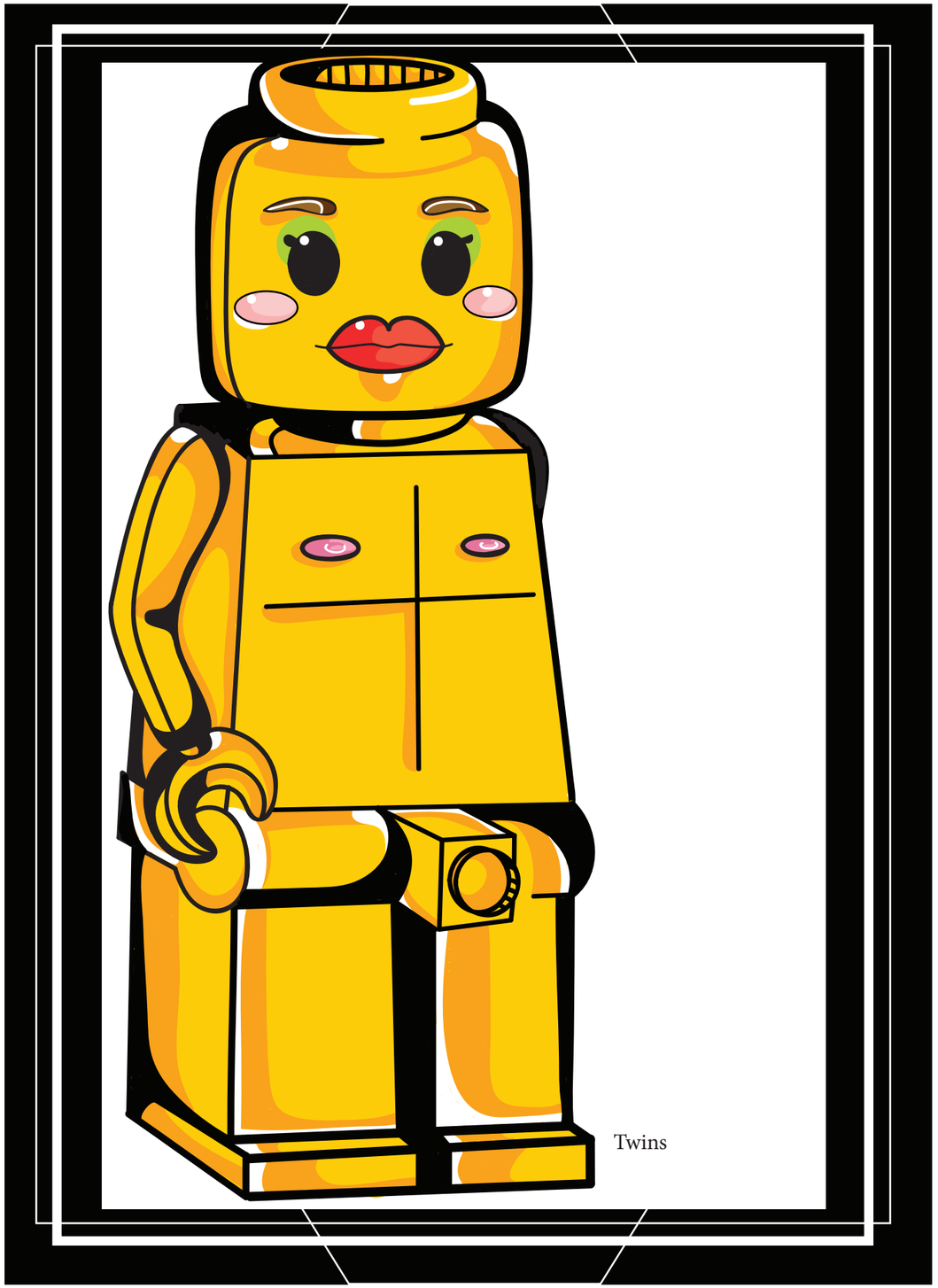


The Lego People were created because for most things in life there is a Lego version. Lately parents want toys to explain everything that they'ee too uncomfortable to, or just too lazy to.

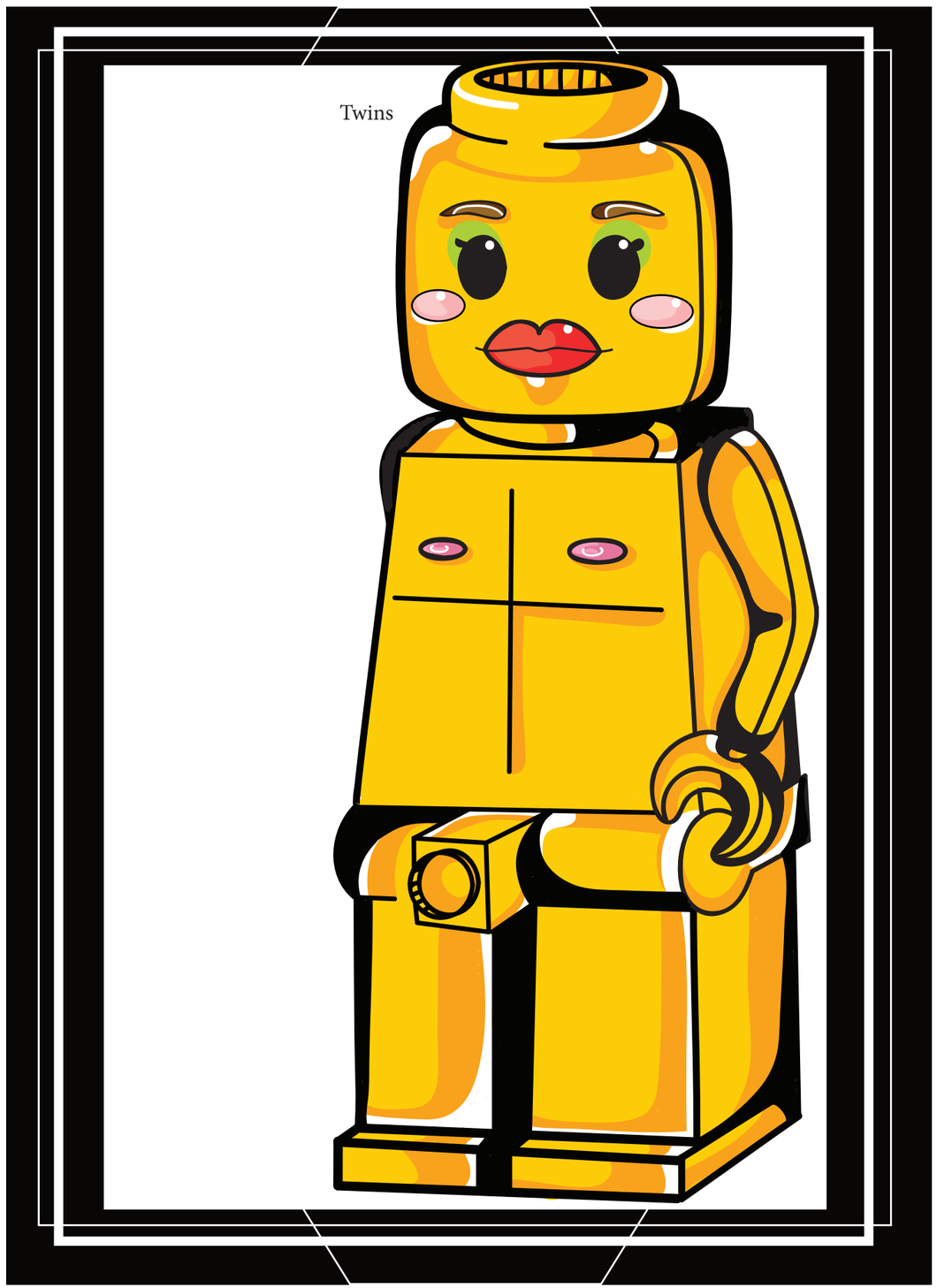
Au Natural



Blue Eyes



Twins



Twins

Watsky Manatee

Water Color

I started water coloring my freshman year of college. I had always thought watercoloring was cool but I was way too sloppy with paint. However, after fiddling around with some paints and markers I found a balance between my messy paint strokes, and my lining. I was able to correct most of my mistakes by going over my rough pencil lines with fine liners after painting was completed. As time went on my painting got better and the lining became an esthetic thing.

To create an image would sketch it out, then refine it while darkening the lines with a softer pencil. After that I would use thin liners to create borders for my painting. After that I painted and completed my lining.

After a while I started using painting as a way to choose color palletes for illustrations done on the computer. This made it easier for me to choose my colors and finish the image faster.

Finn the Human

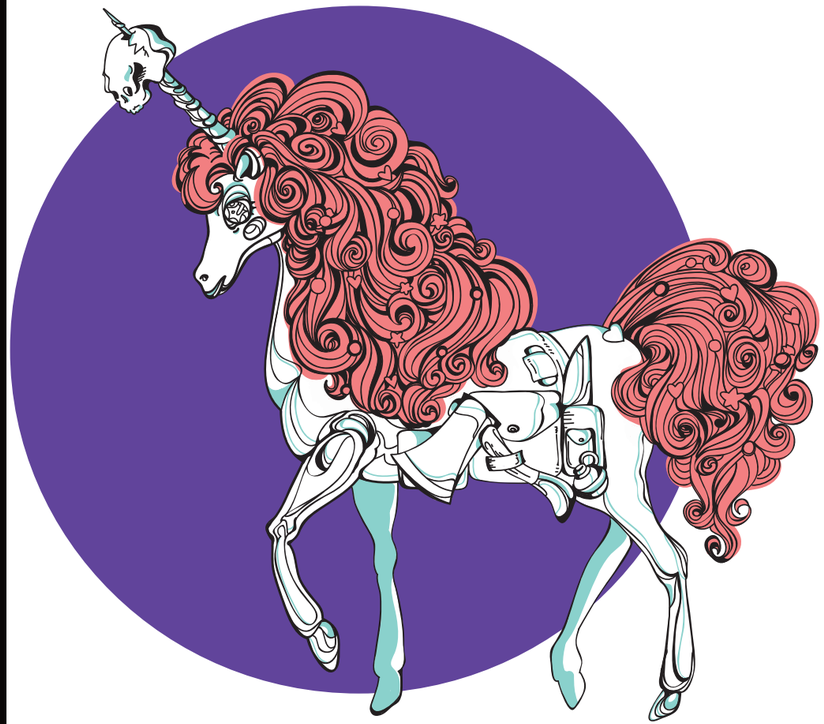
Inspiration

Inspiration for my work comes from cartoons and pop culture. At times it also comes from my love of girly things like unicorns, cake, and glitter. However, I try to put a spin on it to keep my pictures from looking plain, generic, or just like fan art (when referencing pop culture).

Attack of the Girly

As I've stated before my art is inspiried by girly things, but with a twist. The Galactic Unicorn is the perfect example of this. I adore unicors, so drawing them is something I enjoy. However, unicorns aren't just pretty things that chill out in a magical forest somewhere; they're killing machines (they have to use the horn for something). So I decided to incorporate all the badassery I associate with unicorns into the image. The unicorn carries a trophy of its kill, and weopons it couldn't possibly use, but it looks awesome which is all that matters. Unicorns aren't about sensibility they're about coolness.

> "At times it also comes from my love of girly things like unicorns, cake, and glitter"



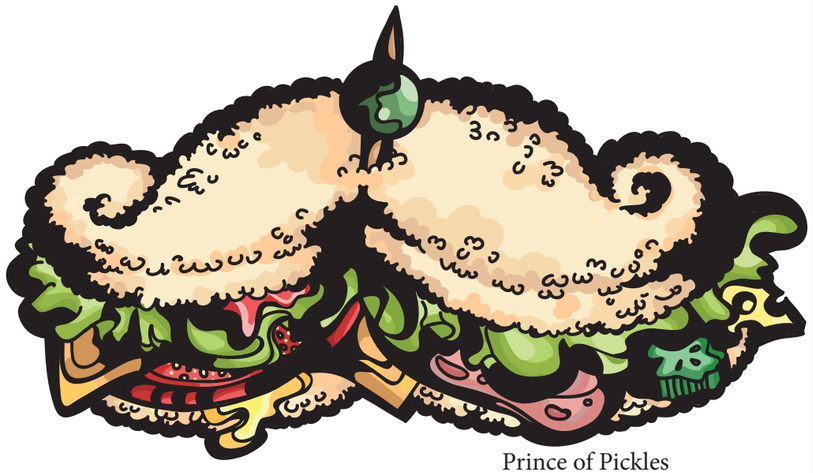
Galactic Unicorn

Cream

This piece was created as an alternative to Beat the Weather. I wanted to have options for the assignment that required a weather theme. After I completed both sketches I found that Beat the weather satisfied the assignment better.

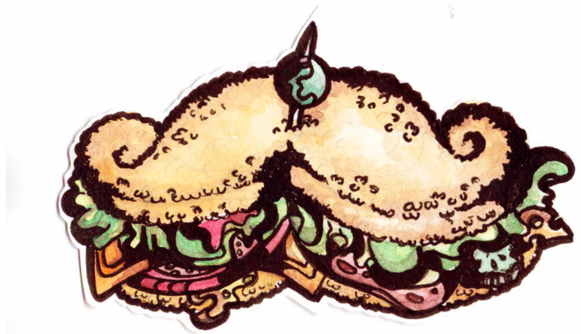
Since the general theme of the image was meant to be weather I decided to work with clouds and rainbows. However, I didn't want it to be the generic rainbow coming out of the cloud on a nice day. So I combined my love of food and color to created the vomiting cloud. After that the creation of the boy was simple; I knew I wanted him to be excited, and that the design would get most of its details while being colored.

The most time consuming part of creating this image was coloring. Many times I had to go in and readjust the colors because the saturation was matching up with the surrounding ones. I also wanted to use as many colors as possible without it looking like a clashing mess. Overall I think this was acheived.

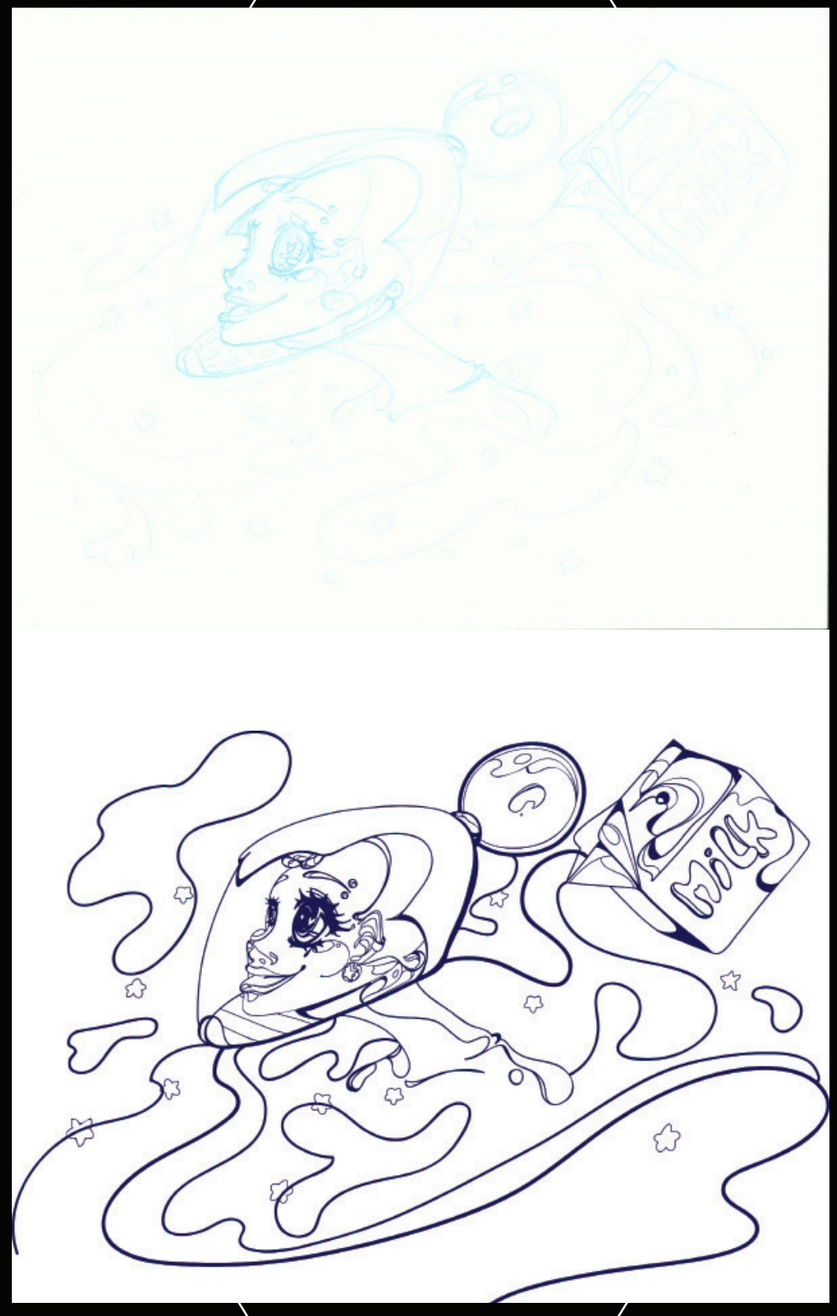


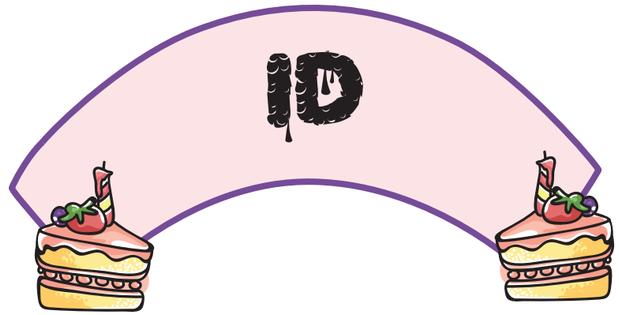
Prince of Pickles

Duke of Jam



Fancy Sandwhich traditional





ID was originally meant to be the cover of this book; however, after closer inspection I realized that the image wouldn't work because of formatting.

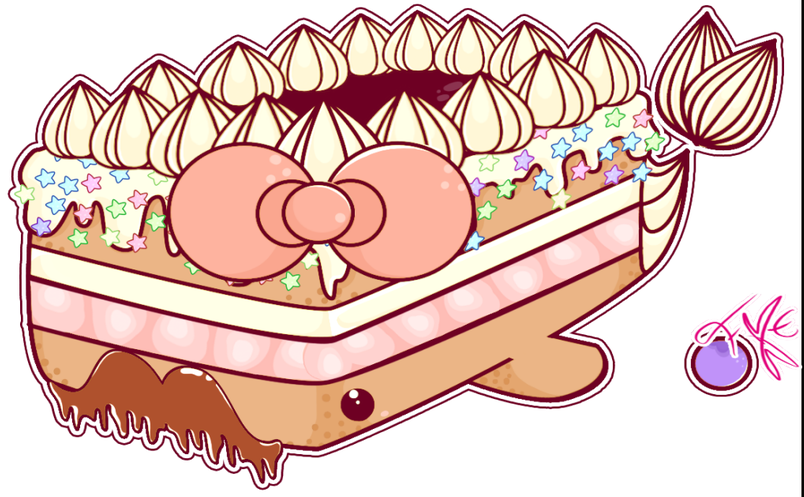
I enjoyed working on this piece because of the subject and the way the color was used. I took inspiration from anime charachters with large eyes, while maintaining my style.

This was one of the images that I sketched out relatively fast. There was a rougher version that looked more like a biker astronaut, but after some thought I redesigned the charachter to look more inviting.

Coloring this image involed the same process that I typically use. First I lay dow the base colors. Then I color it to look like a normal image with shadows and highlights. Once that is complete I go back in and start adding more colors .

Fancy Fish

The Girl



Jar of Yum

Perfect Woman

This image was created entirely on the computer. The first thing I did was create a sketch of it in photoshop. After that I used the pen tool to create the line art, this was before I knew how to use illustrator. Then I colored it in a software called Easy Paint Tool Sai.

"this was before I knew how to use illustrator."

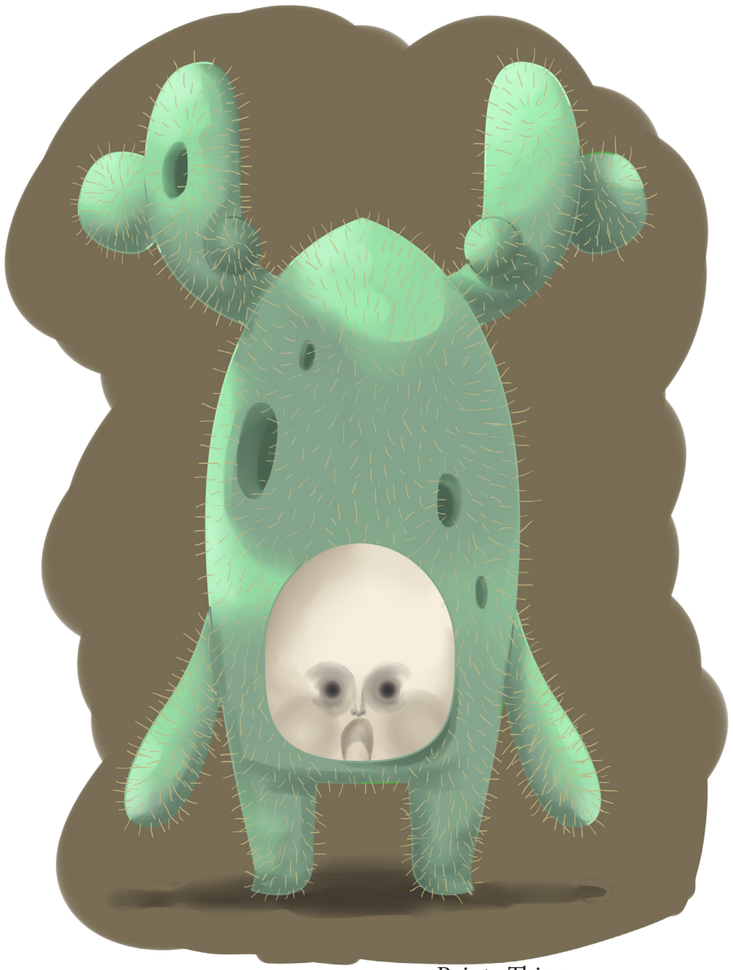
The reason I used Sai to color my image was because I found that the brushes and the presets were easier to work with, compared to photoshop where I would have had to download the brushes. Even then the quality to the brushes wouldn't have been gauranteed.

After choosing a pallete and coloring I changed the line art to give it the appearance of being strictly water colored.

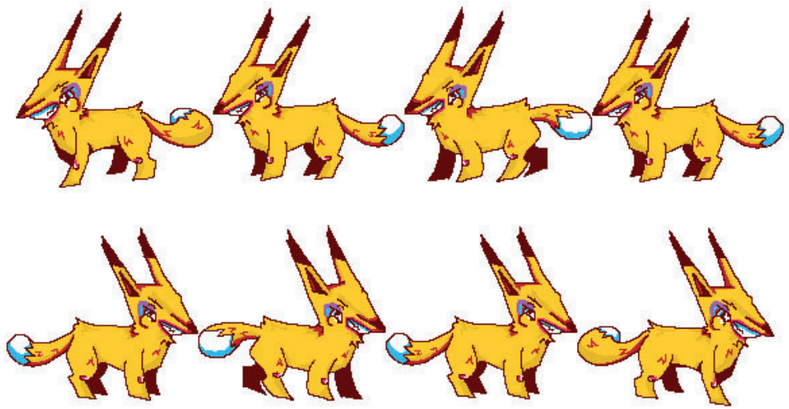
Cake Boy

Ariel

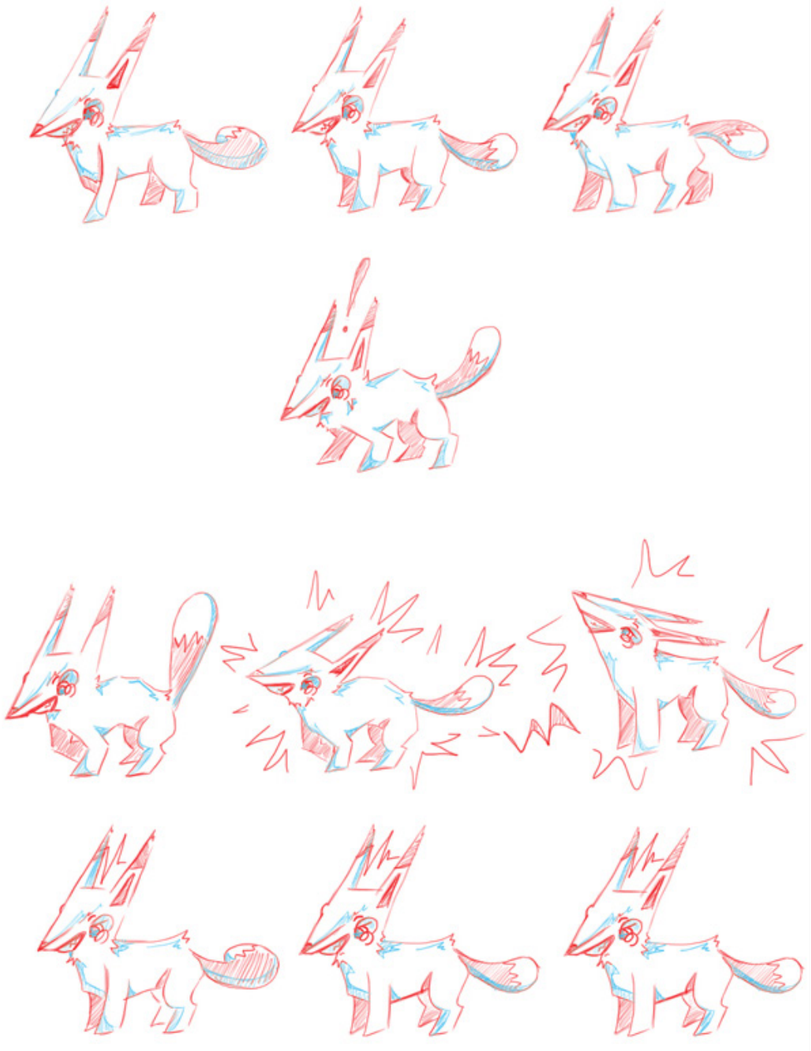
Pokey the Punchy Cactus



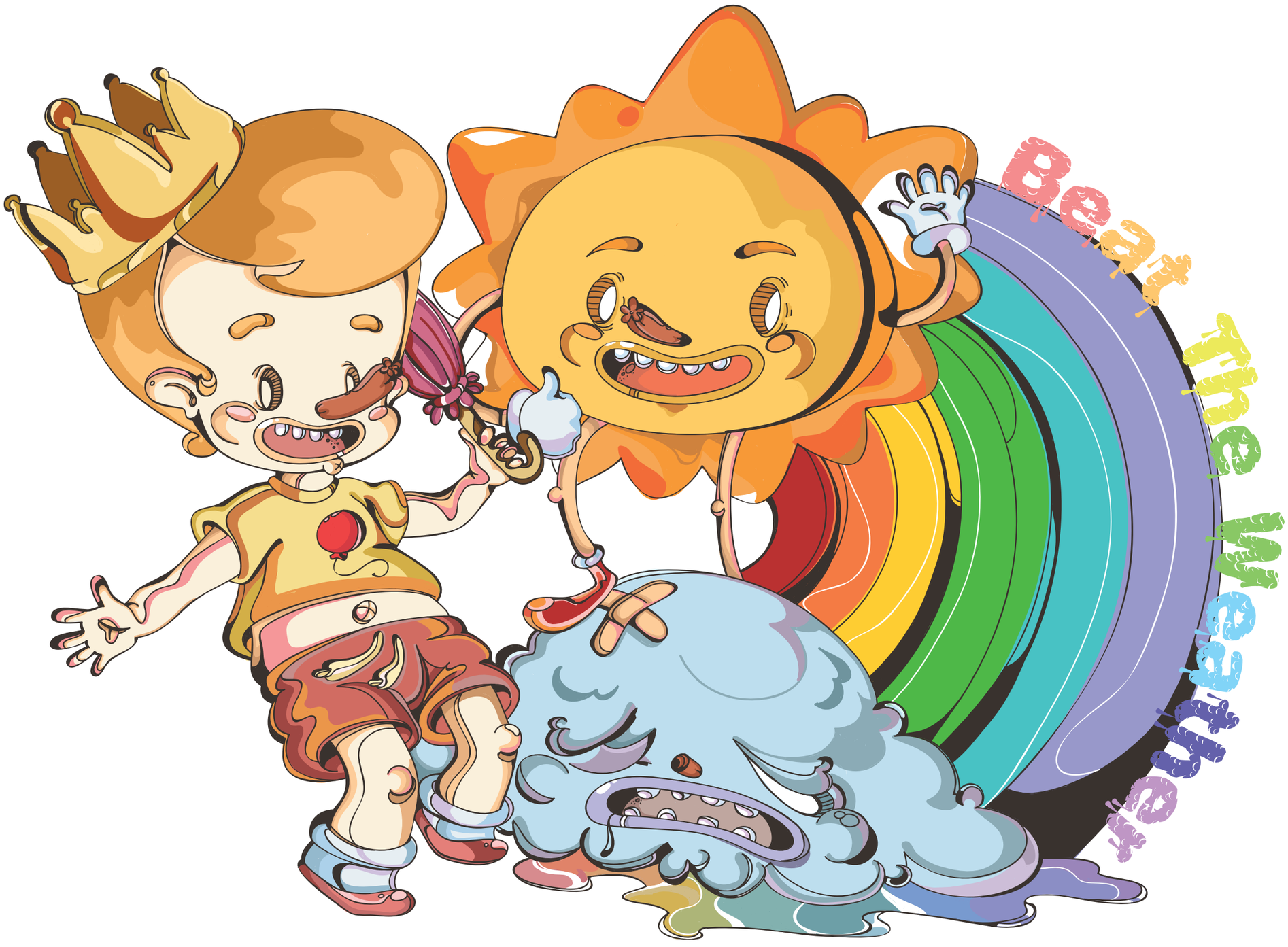
Pointy Thing



Original Concep



These are the sketched sprite sheet and a completed walking sprite sheet for a videogame project that fell through called Lost in Dreams.


Beat the Monster

After an in class critique I figured that there was a way to make the text work with the image a bit more. I decided to include the rainbow from the original image. I felt that this version of the rainbow tied everything together a lot better, and was the perfect place to add the text. With the placement the text is working with the image without being distracting.

At this point I worked on cleaning up any mistakes seeing if there were areas that would look better if the colors were adjusted. There wasn't much that looked appealing since so many colors were used, so most of it remained the same except the type.

Beat The Weather

This assignment involved incorporating text into an image; however, the text had to blend well with the image, and be readable. The concept that I had to work with was weather with a focus on the sky, changed from nature in general. To come up with an idea for this project I wanted to pull elements of the sky that were most common and recognizable. When most people think of the sky they will often think of clouds, the sun, the color blue, and occasionally rainbows along with weather.

My original design would have stopped with the boy playing in a rain puddle. This idea seemed generic, and upon further reflection I decided to incorporate more elements. A main problem I had was deciding what to place, where, and the character's actions. After leaving the picture alone for a while I remembered the common saying "beat the weather", and based my image off of this.

Once I finished sketching I decided it would be beneficial to lay out a color palette. I didn't want to stay within a range of just warm or cool colors though, and this wouldn't have been possible considering the elements. So I broke the picture up into parts. The boy and sun into warm colors, the cloud and rainbow puddle cool colors, and the rainbow connecting

Beat The Weather

the elements. Although the rainbow puddle technically cannot be called cool I used muted colors to achieve the affect.

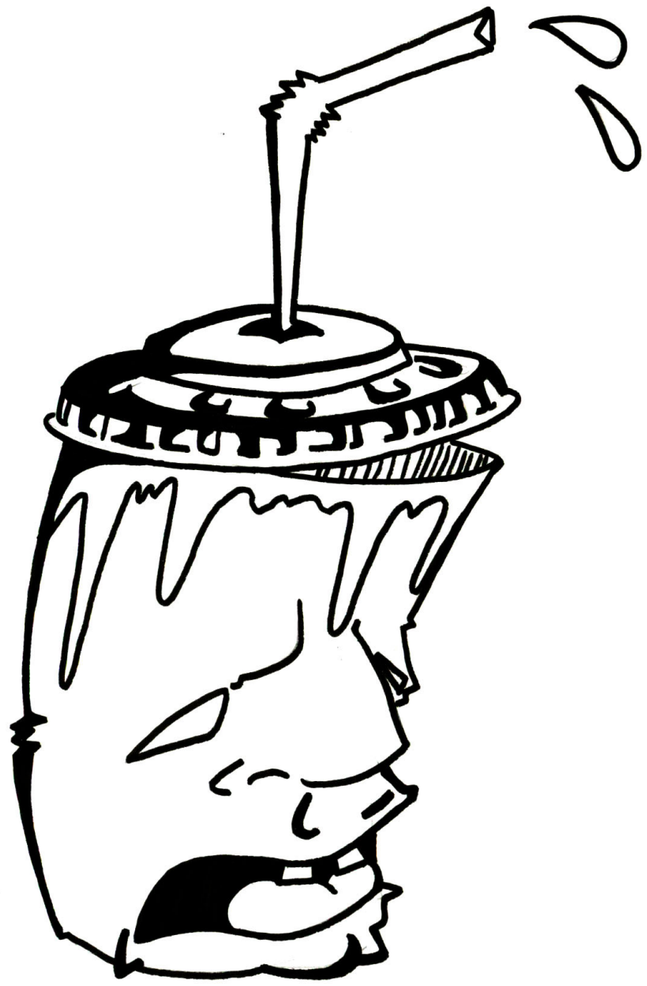
The last thing I considered was the type. I wanted the type to work with the picture but didn't want it to be distracting or interfere with my text. So I picked out a few places to place the text when tracing it in illustrator.

After I completed the sketch and figured out my color palette I scanned the image and placed it into Illustrator. The hardest part of lining the image was deciding how to stylize it. I wasn't sure if I wanted to leave the lines like they were in the sketch or make it a bit more interesting. In the end i thought the varying lines looked better. Although this was more work I thought it payed off in the end. While lining I had trouble with the eraser tool since I'm relatively new to illustrator, however, after I figured out how to adjust my lines it progressed quickly.

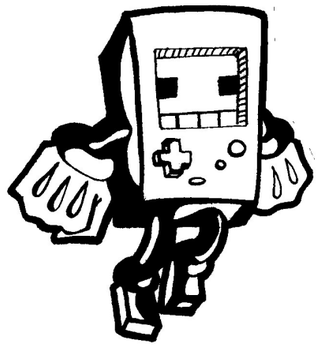
Coloring the image was much easier than lining

since I already picked out most of the colors, and it was only a matter of making it look neat. I wasn't sure what I wanted to do with the background. Leaving it white looked plain so in the end I added a rainbow.

Since I didn't want the type to interfere with my image to much I decided that having it on a curve would make it blend with the image a bit better.



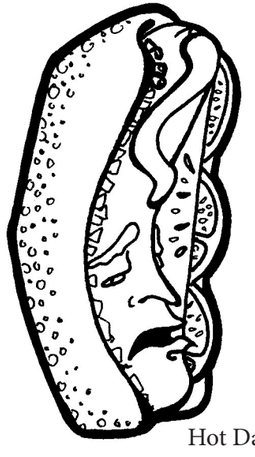
Frankern Cup



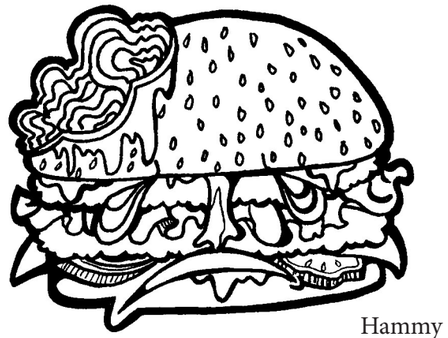
Gamer Boy

Brain Food

Drippy



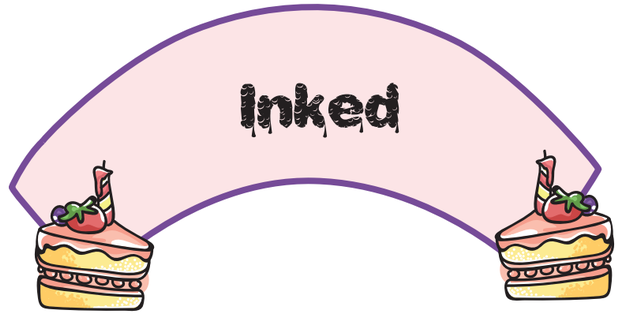
Hot Dawg



Hammy

Honey Jar

Inked



These images were all created using pencil and finelining markers. My concept for these pieces were foods showing emotion. Once I thought about this I realized that food wouldn't be very happy since it is constantly bening eaten.

The first thing I did with all these images was a sketch of just the food without any facial features. After that I added in the features before blending them in with the charachteristics of the food.

The only thing left to do after sketching was a rough lining and then a more refined lining over that to fill in any gaps and make the image look smoother. Pencil marks were then carefully erased so that the ink wouldn't be compromised.

Creamy

Zah

Jasper the Disagreeable Ghost

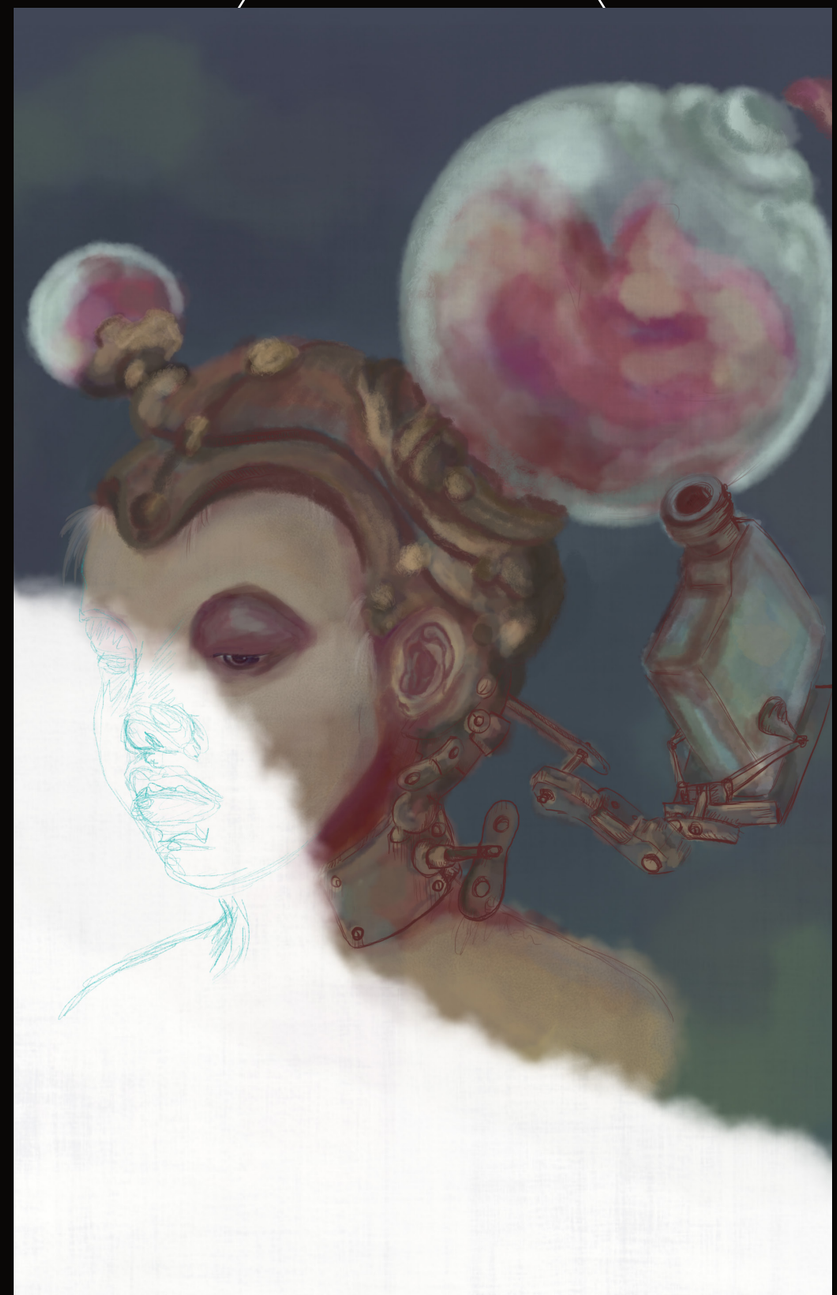
Green Grape

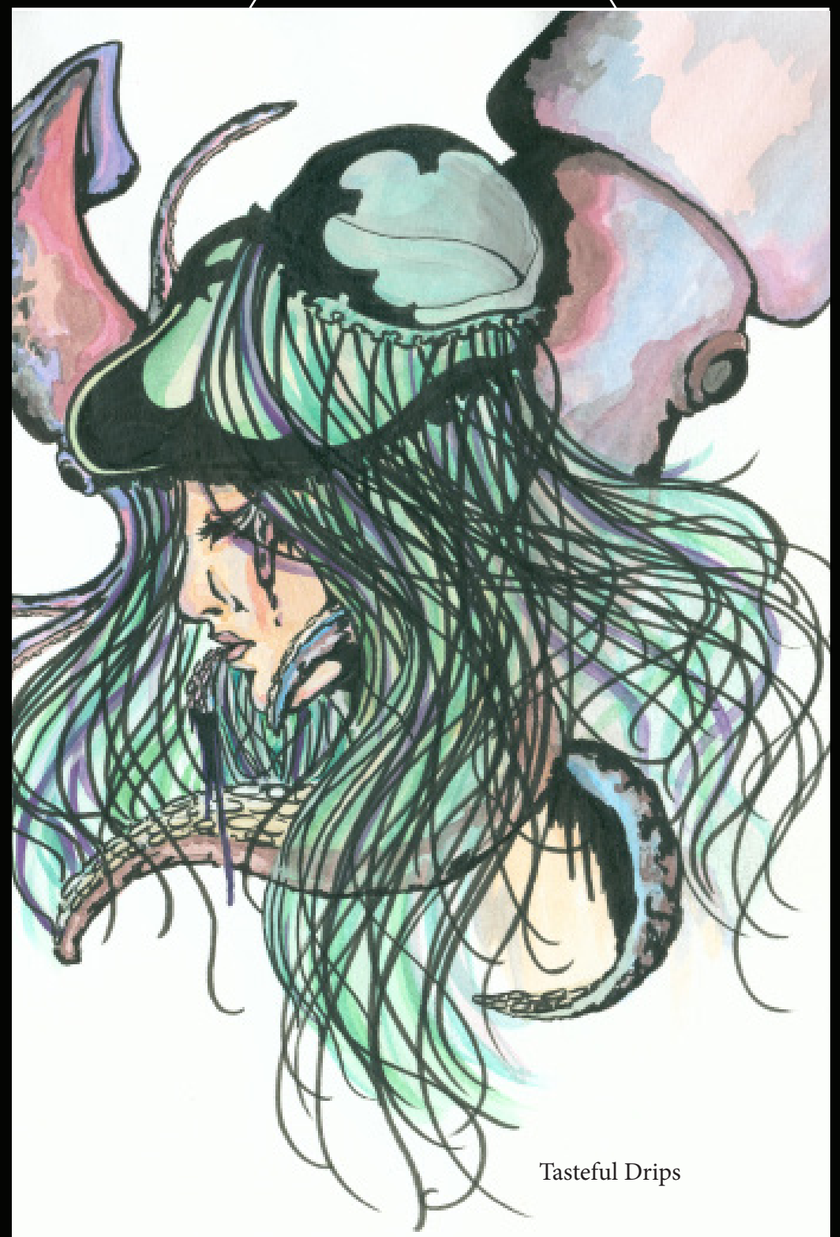
Pinky Boo

Rough Work

This portion of the book is dedicated to imaages I was unable to complete or are still in their early concept phases, and lacking refinement. I'm unsure of the future of these images since many pieces I do are not completed. However, there is definately an interest in completeing them, but there is always a growing number of art being put in this category.

There are varying inspirations and intentions for all these pieces, but they all involved the same process of sketching, refining, base coloring, and detail work, depending on how far I progressed with the image.





Tasteful Drips