

IDEAS 4 WORDS

Waterly

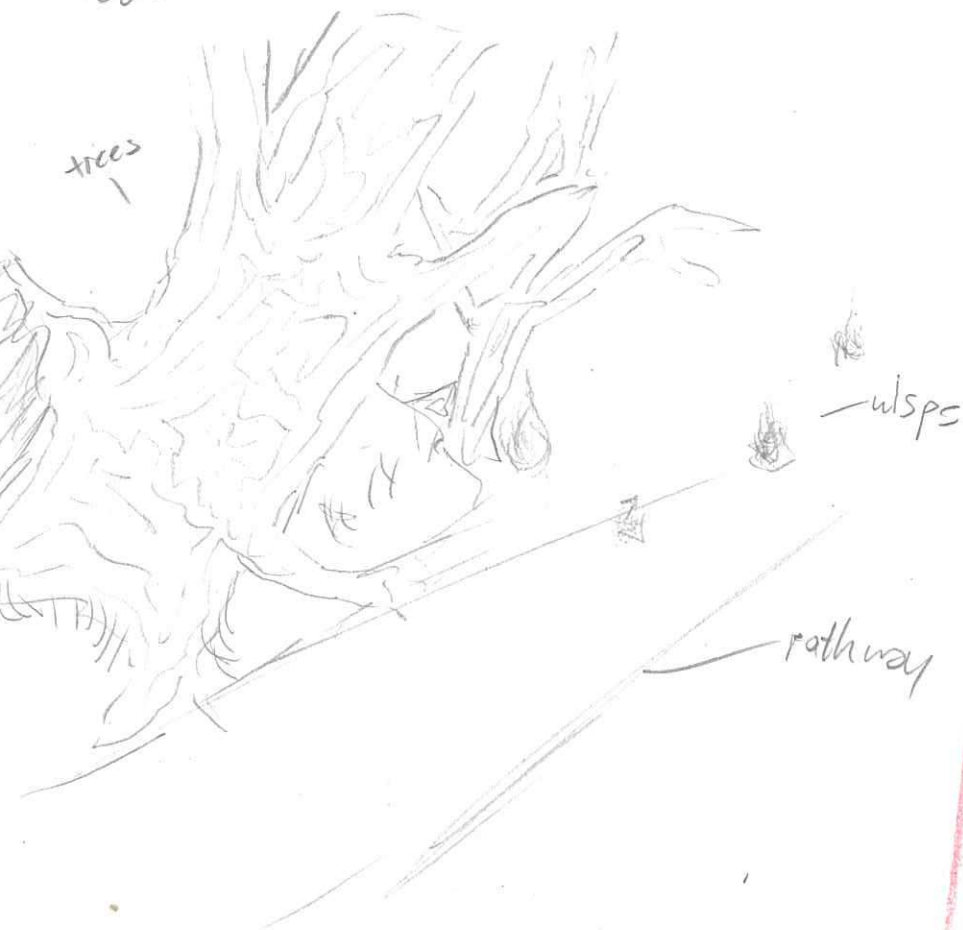
- Japanese folklore

Kappa
- water colour
- or copics



Ghostly

- Scottish will-o'-the-wisp folklore
- watercolor or oil pastels



Hanbok

Kimono

Sari/Saree

Fashion

It shows the potential that can be brought out of different people to celebrate their own individuality

Zootopia (2016)

Get Out (2017)

Movies

focuses on how movies reflect the culture in which they made with a goal of understanding how meaning is constructed in society's social, historical, political, economic and religious context.

Parasite (2019)

Culture

Folklore

Collection of fictional stories about animals and people, of cultural myths, jokes, songs, tales and even quotes. It's a description of culture, which has been passed down verbally from generation to generation, though many now in written form.

Scottish
- will-o'-the-wisp

Japanese
- Yokai
- Oni
- Baku

German
- Hinzelmänn

Religion

Religion and culture are inseparable, as beliefs and practices are uniquely cultural. Religious rituals unite believers in a religion and separate non-believers.

Hinduism

Islam

Christianity

words

- Waterly
- Ghostly
- Ominous
- Grotto
- Distorted

rich more into

The help

GHOSTLY

*Folktales

Will-O'-the-Wisp depiction from Disney movie 'Brave' (2012)



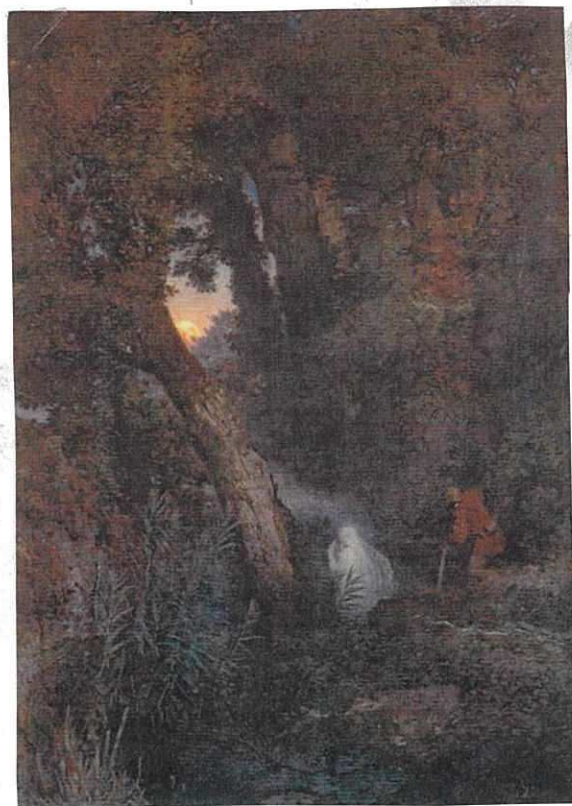
shows that

The 2012 movie 'Brave' ~~has~~ wisps to "lead you to your fate, throughout the movie. Merida (the protagonist) is seen chasing these wisps, ultimately leading ~~to~~ her to her destiny; that being the witch's house, the ruined kingdom and the stone wedges.

In folklore, a will-o'-wisp is an atmospheric ghost light seen by travellers usually at night. It has been said that it metaphorically relates to hope or a goal but is impossible to reach.

In ~~the~~ the oil painting made by Arnold Böcklin, a traveller in red is seen chasing a white wisp, almost representing a ghost or skeleton. The dull reds contrast with the sunset/sunrise on the horizon, maybe symbolising ~~loss~~ hope for the traveller. The forest seems dreary and almost entrapping.

1882 oil painting by Arnold Böcklin



By Jeszika Le Vye



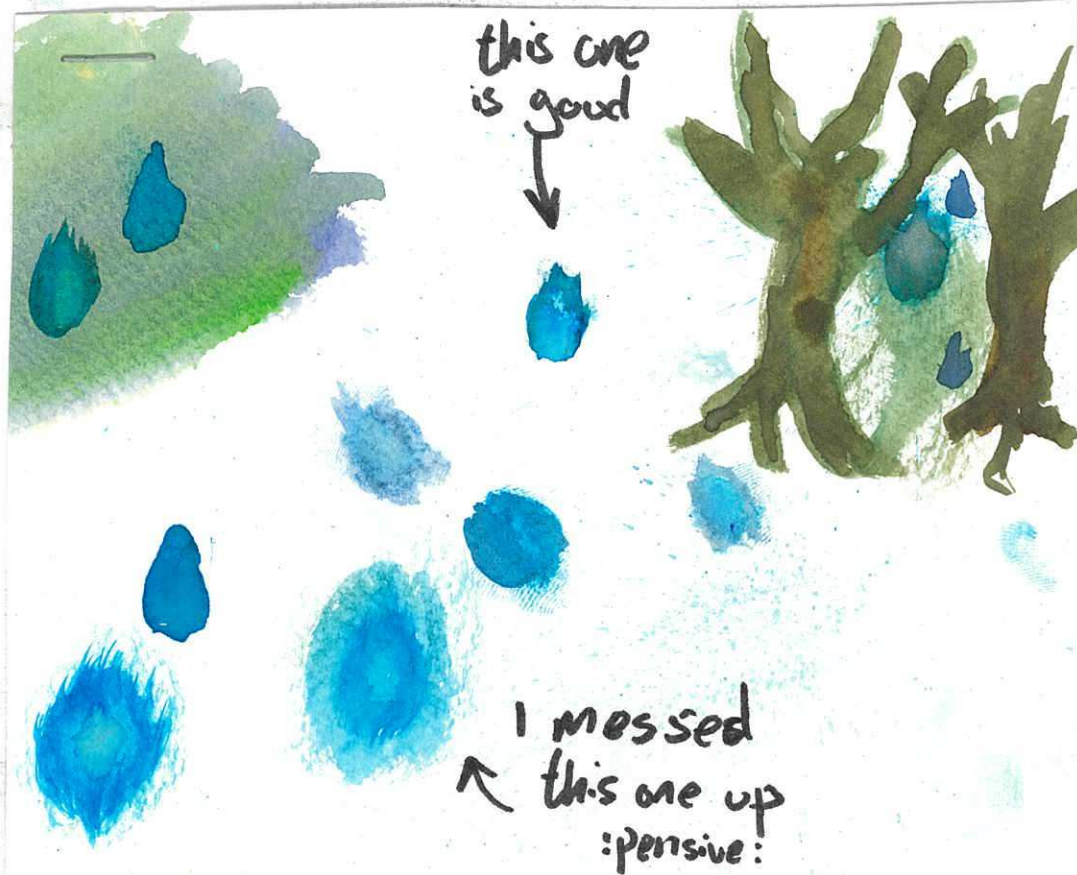
In this piece, a girl is resting (maybe unconscious) in a very pretty area of the forest with wisps surrounding her, their entreats give a soft feeling. The blue glow they emit looks comforting feel, as if they were trying to wake or watch the girl.

~~Trials~~ Trials

← watercolour disks

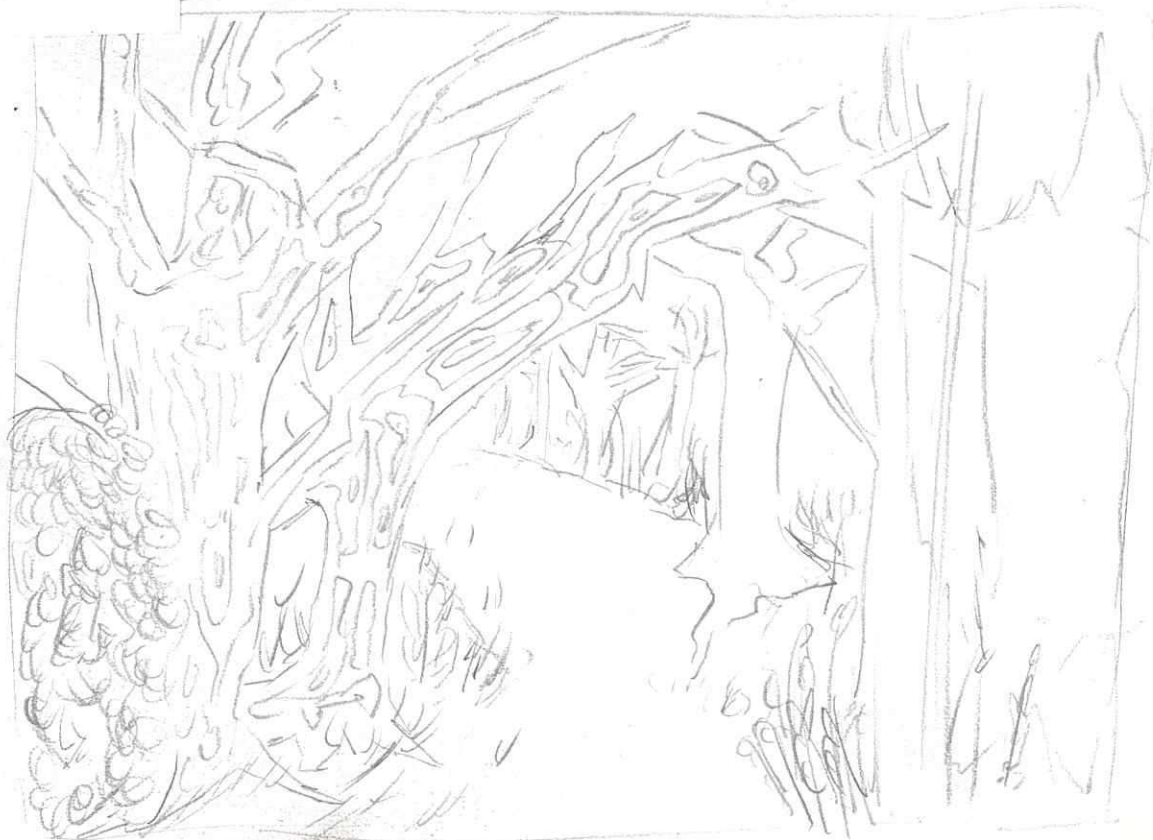
In this ~~trial~~ trial i tried to create to create a whimsical type whisp with the blues, recreating the aura that surrounds the spirits.

I used a flicking technique with the brush to try to create the aura. I also smudged the ink to make it as well.



Mechanical pencil →

I attempted to create a forest path using grayed, drawing details on the trees to replicate bark, as well as giving it a creepy texture.



← Coloured pastel



With the use of the photocopier I copied the drawing above and layered the pastels to colour the bushes and tree, using different brans to create the bark texture.

In this drawing I made a dark and creepy forest with very faded whisps lurking in the back. The blue contrasts with the black background.



I didn't mean to colour it but I wanted to get the basic colouring down as I think I might do something like this for my final piece for this word. In sort of based on the sword in the stone, there's a sword shoved into a stone pedestal with overgrown grass and plants. The wisps have led a person there, which leads to the aspect of fate and destiny, also tying up with the sword and the stone, and King Arthur's destiny, this also relates to

how the stone was in one of the most recent games Legend of Zelda, where in one of the most recent games Breath of the Wild (2017) has a sword in the stone with overgrown pathways and trees, the sword ultimately being the protagonist's goal.

Final Piece



Although it turned out worse than I expected, it does catch the ghostly aura I was going for. The way I added towards the end made the piece look dirty and misleading, as well as the blue wisps, but it gives the idea of uncertainty, making it look like you're staring out into a bog or swamp. The working on the right tree are faint, giving a feeling of invisibility, which adds into the wisps, being that they disappear when someone is near. Though I would've

Ominous

* Kings Mythology

Walter Crane (1893)



King Midas is popularly remembered in Greek Mythology for his ability to turn everything he touched into gold, this came to be known as the 'golden touch' or the 'Midas Touch'.

Dionysus offered Midas his choice of whatever reward he wished for. Midas asked that whatever he might touch should be changed into gold. Overjoyed with his new found power, he began to regret his wish being that he couldn't eat nor drink..

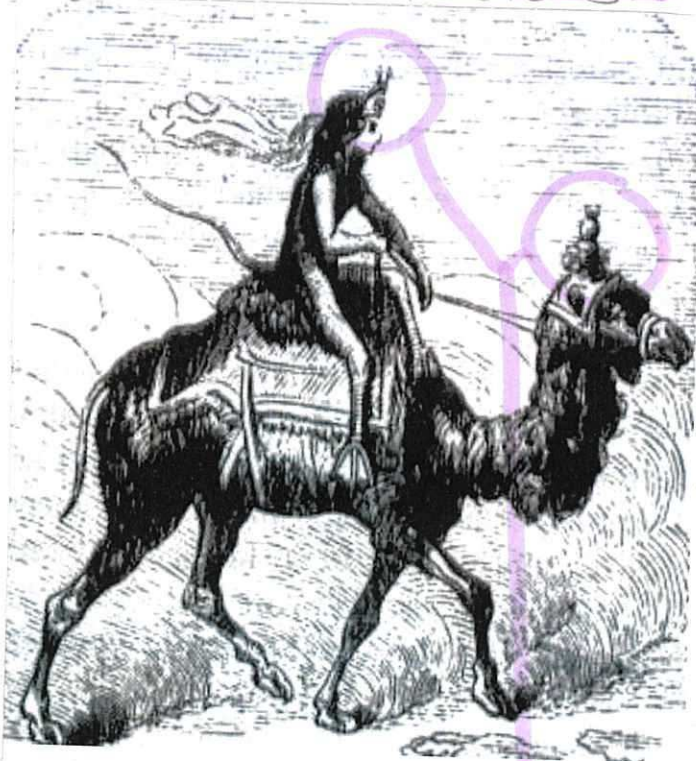
In this art piece, Walter Crane⁽¹⁸⁹³⁾ depicts Nathaniel Hawthorne's version of the myth, of when Midas' daughter turns into a golden statue.

In the piece you can see various things that have been turned into gold, the fork, the table, the plates with food on them.

The expression on King Midas' face as he holds onto his gold-plated daughter is full of despair and regret to his power, retracting one hand as he looks at his mistake.

The act of selfishness and pride took the thing he loved most, leaving his prayers be cursed, his food growing rigid and his drink hardening into golden ice.

Collin de Plancy (1863)



King Paimon is described as a man riding a Dromedary camel, preceded by men playing loud music (particularly trumpets). Sloane MS 3824 describes the camel to be crowned, while the rest describe King Paimon himself to be crowned. In the piece depicted by Collin de Plancy (1863), King Paimon is riding his crowned camel, it shows him to be naked or have a hole of clothing, yet something like a tail is flying off of him in the wind.

crowns

I personally don't like this one
and I won't go on with this idea.



← supposed to
represent blood and
the troubles from
the monarchy.

I changed my mind about this
as I based my final piece on
this but went for a more
realistic approach

The hands look a bit scuffed but
I like the realistic approach. It's
also ~~stupid~~ ~~simplistic~~ simplistic as well.

The reasoning behind it to make
my final piece as it ties up
with the king aspect, being that
went at the right age they
get crowned and deemed as king.
In the movie 'Hereditary' when the main
character gets crowned it shows that
he was possessed as King Paimon



This was one of the first trials I made, mostly so I can get a grip on the watercolours and how they mix. On the left I did a few swatches of the colours, then to the right I began experimenting with the colours and what I wanted my final piece to be regarding this word.

As the word is Ominous I went to the approach of eyes, hence why three eyes have been painted. One went for a more abstract approach regarding the colour choice and how bold they were, having the orange be of a much darker, yet rich, hue against the sweet yellow. The second eye is a much wider one, composed of a variety of colours, they're all blended in a way that it gives off a negative emotion, that something is wrong.



This was the first actual drawing I made regarding this word. I'm not sure what I expected from this, I wanted it to look more realistic but I guess it looks more semi-realistic.

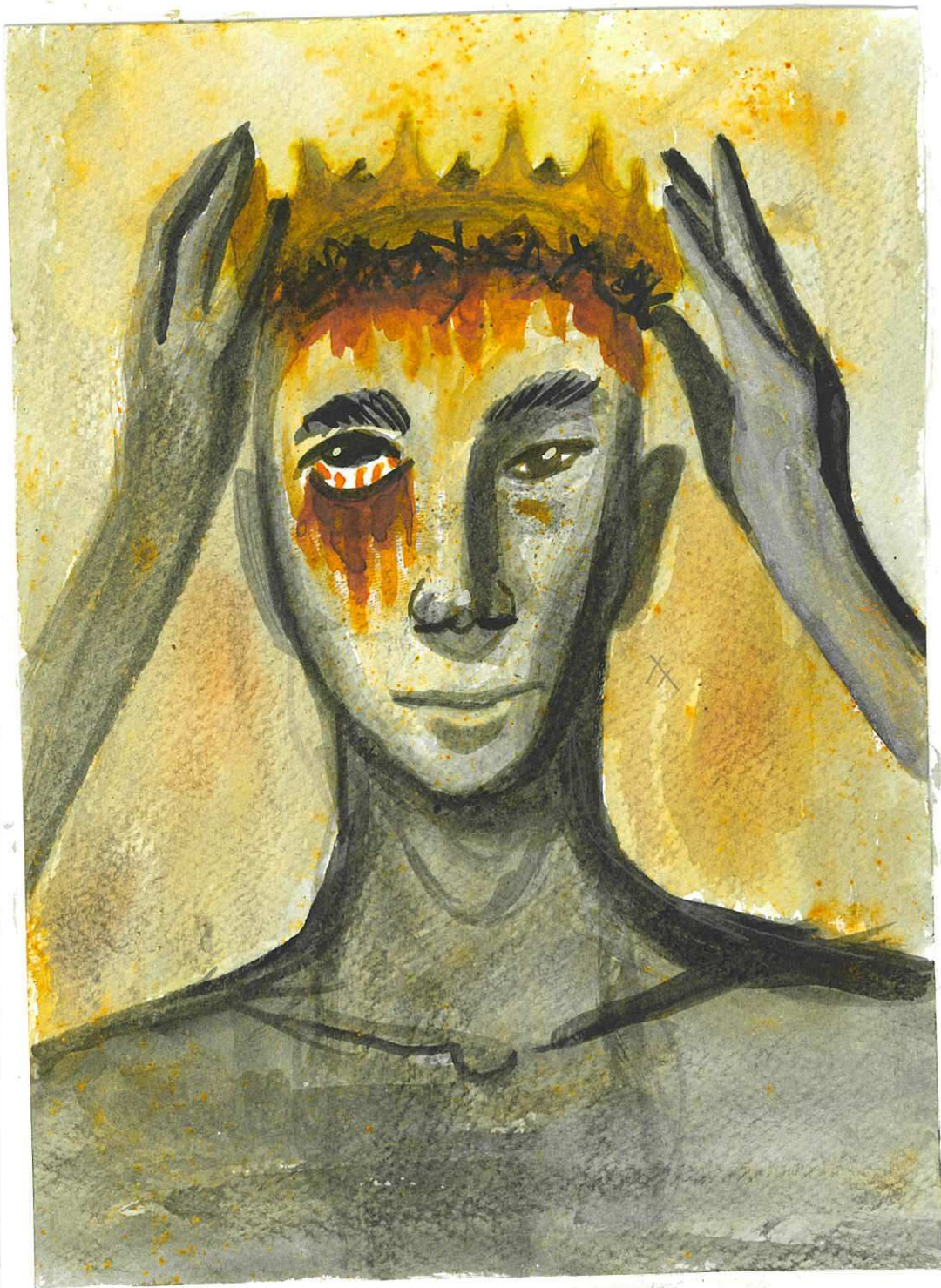
The droopy eyeface reminds me of that character from the book/movie Wonder. I don't really have much to say about this practice piece other than my method, which isn't something that extraordinary.

I basically just layered the colours on top of each other, sorta giving it a grash look?

Final Piece

For this final piece, I was mostly inspired by the ending of Hereditary, regarding King Paimon's possession and I guess Jesus Christ. With the Jesus aspect, the barbed crown relates to how he died when he was put on the cross, the orange-red^{color} on the guy's eye and head is supposed to be blood and how being deemed royalty hurts him and burdens him, and especially how the monarchy is seen at the moment in the media, it's just staggering.

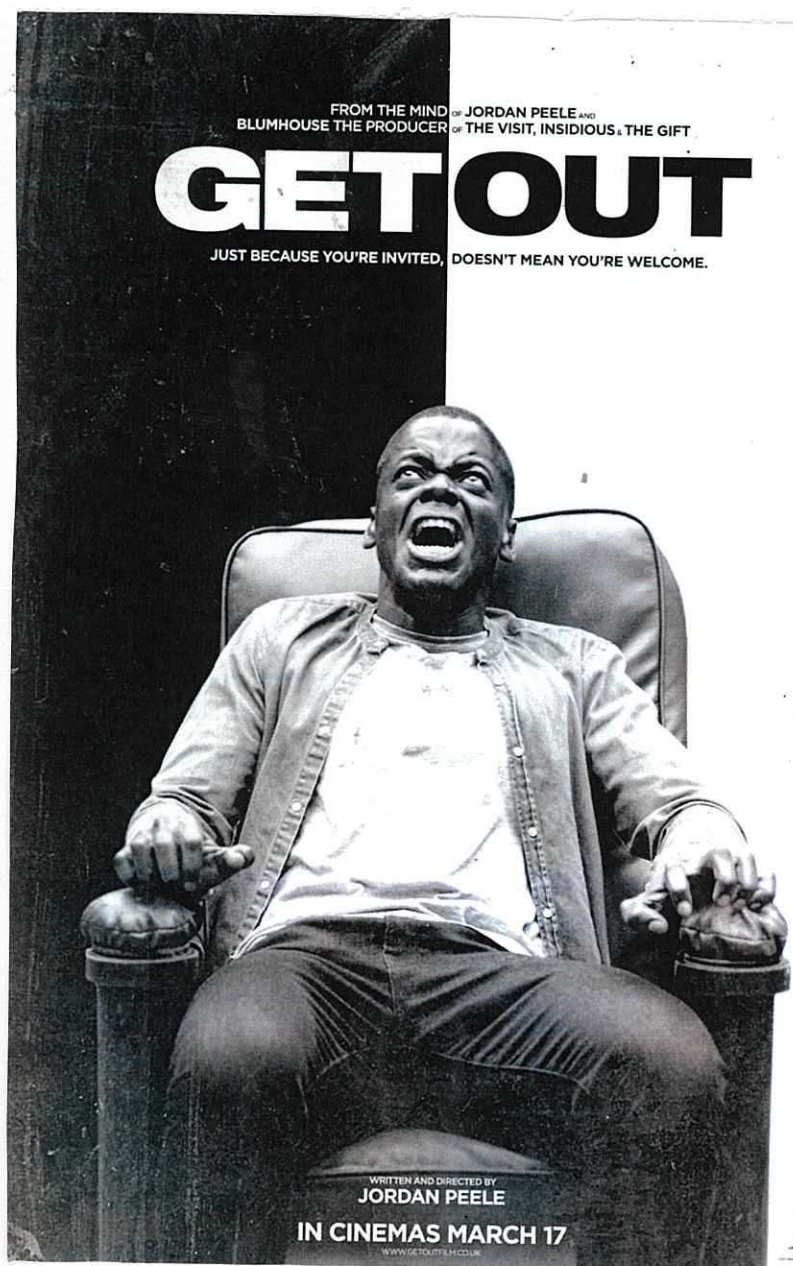
Regarding the colors, I went with a warmer yet darker palette, mostly greys and yellows. The yellows are thin and mustardy, they give off a gross feeling, making the painting unsettling. The shading is intense as I used black for the shadows, it makes it feel somewhat eerie and ominous, so that's what I was going for.



Without question you ~~can~~ could tell that this piece conveys emotion and distraught. It's definitely grotesque, it makes you feel gross regarding the situation and the unsettling color palette.

Distorted

my brother's
contribution



This is the movie poster

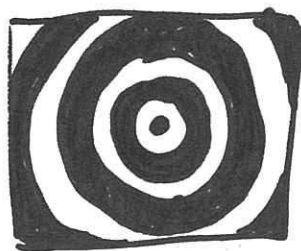
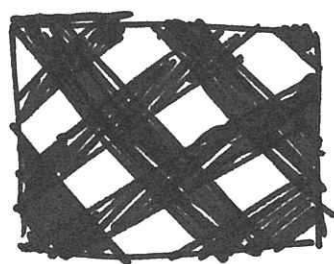
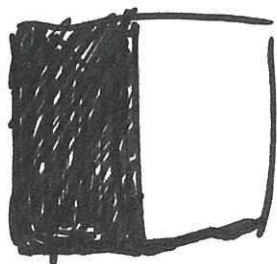
for the film 'Get Out'. In this poster, it shows a monochrome image of the main protagonist - Chris Washington - screaming while seated in a leather chair.

The movie's synopsis is how Chris is meeting his girlfriend's - Rose - parents for the first time. At first, Chris reads the awkward tension as the parents' way of their inter-racial relationship, but as the weekend progresses, a series of disturbing events unfold to reveal a truth Chris would have never imagine.

The monochrome feature of the movie poster is used to achieve a dramatic effect or focus on the subject - this being Chris - rather than the colours.

The use of contrast and lack of colour shows that the situation is 2-sided, hence the half-black, half-white background. It makes a certain aesthetic, the lack of colour makes the situation suspenseful or makes the viewer uneasy. The grains, dust and contrasting strokes along the side of the poster give the idea that the story is old or that it might be a fable rather than a real story that occurred. To me it also gives off a dirty vibe, that the place that Chris is seated at is rotting and untidy, maybe being in a basement or an old warehouse or factory.

You can grasp at a lot of things with this movie poster, focusing on the use of monochrome colours and emotion, showing that Chris is in distress and uncomfortable by the way he grips the chair arms.



Black and
White contrast
Patterns



About 30 minutes into the film this scene stuck out to me.

In this scene, Chris' girlfriend's mother - Missy - is performing a type of hypnosis ~~to~~ on Chris, making him remember the night his mother died and causing him to be paralysed in the leather

chair. He is crying, as established in this screenshot, a single tear-drop is falling on either cheek, his expression shows despair and fear. After this scene occurs, Missy tells Chris to 'sink' making him fall through his chair into the 'Sunken Place' as Missy calls it.

The Sunken Place is a visceral state of dimmed consciousness, the use of this suggests the white family's ulterior motive to push him down and suppress his will.

In this scene, the colours are very warm and yellow while on Missy, but dull and confined to a small palette when on Chris, playing into the motive of the family to suppress his will.





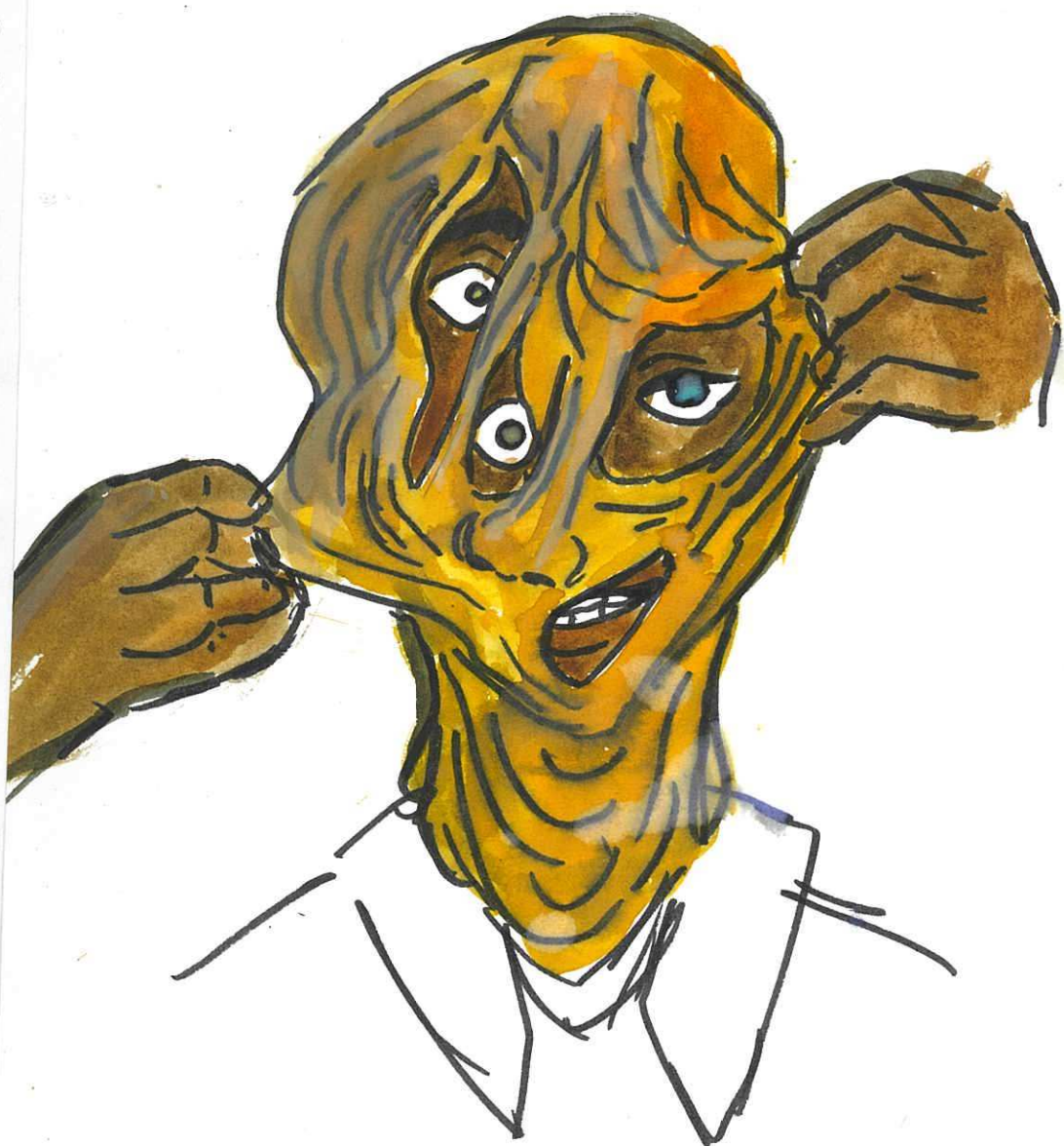
Something like this has been on my mind, #1 sorta had a vision of where he's looking over his shoulder and the hands are reaching out towards him and red eyes all targeting him as he looks away but I was unable to make this

traditionally. This was made with sharpies and a piece of paper from this book. This style of drawing more-so relates to my average everyday style of drawing, quick lines I guess.

I hope to recreate this digitally so I have a more clean version.



This was just a few scribbles I put together to get my energy going and to get a general basis of how I wanted to draw the eyes for the piece above



I made this a while ago with the use of watercolor paint and permanent marker. It was an extremely messy drawing and this style of drawing doesn't interest me.

I don't like the style nor do I like the colours or sketchy/watery technique I used.

The colors been more to the warm side but they seem more gross than my first piece earlier.



I drew this digitally based on the trail on the page opposite to this, using that drawing as well as a pattern I composed earlier, I came up with this. I used very light strokes with this as my apple pencil was sensitive on, making it almost like paint strokes.



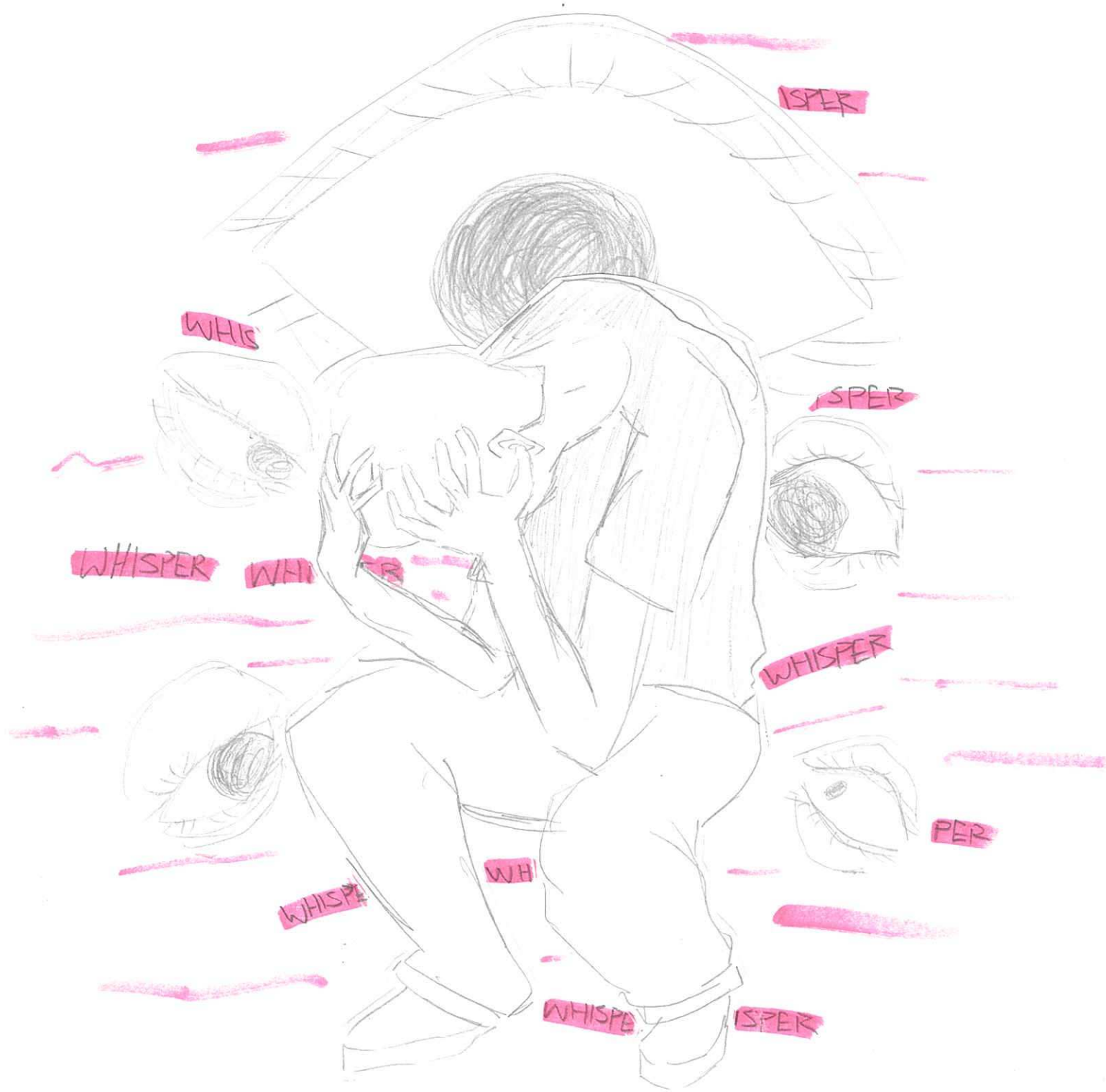
This is the Final Drawing for this word.

Using some editing apps and filters I managed to make the drawing above more warped and distorted.

I Plan to recreate something similar to this on digital because its most likely to have a similar concept/design for the final piece.

The method I used was drawing individual figures on one piece of paper then cut them out and stuck them accordingly.

To me, this is somewhat of the personification of my anxiety, which also ties up with the themes of the movie Get Out as Chris seems to be always watched, no matter what he's doing, making the situation eerie. I want to make the final piece black and white, maybe with some reds or pinks to express the fear and frustration displayed throughout the film.

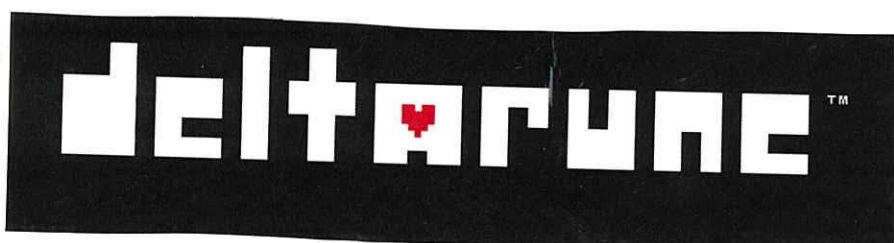


GLOW

Game Culture



The first thing that comes to mind with glow is fire, so with some coloured paper and Creative PL pencils, I made some fire with the papers respective colour. The blue one has more a stronger shape than the green fire, having it's shape be more loose and the strokes be more care free.



Deltarune is the second game released by Toby Fox, serving as a follow-up to his successful game Undertale. Releasing in 2018 October 31st, the RPG plays out with the player controlling a teenage human (seen below) Kris, who is destined to save the world with his bully and new found friend, Susie, and prince of the 'Dark World', Ralsei.

During their quests to seal the 'Dark Fountains', they meet the inhabitants of the 'Dark World', some of whom try to stop them.





Using highlighters I attempted to
 fulfil the 'glow' aspect,
 Using yellow and orange I used the colours
 to replicate fire.
 I also layered some colours to
 make the colours blend together
 more



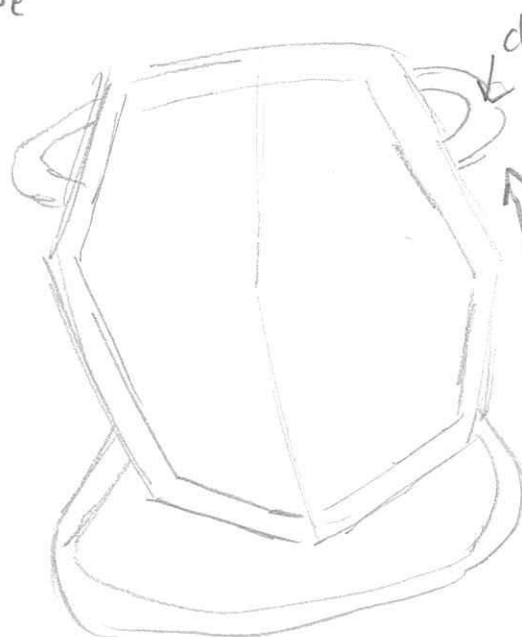
Scarf
 ↓ pink & blue



maybe a
 darker
 pink

Heart
 Shape

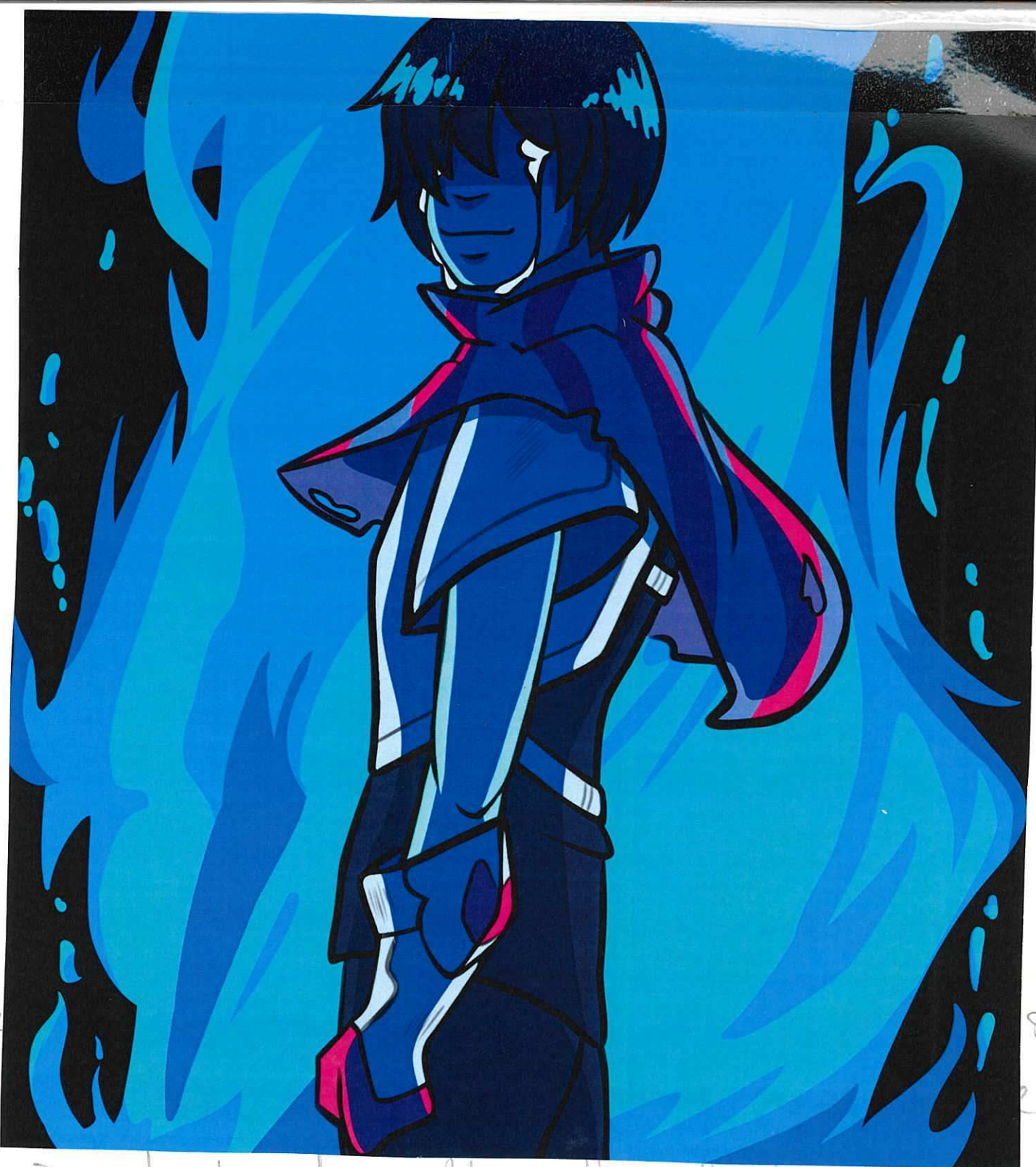
My initial
 Design of
 Kris



chest plate

around torso

put around
 waist



So using the
used is a

shape, I
background.

This piece is solely based on the ending of chapters from *Detention* and how Kris and his friends seal the 'Dark Fountain,' the 'Fountains' are seen to be beacons of rainbow lights that invite a large light and glow, helping the player direct themselves to it.

With Kris crying in this drawing, I'm conveying the emotion I felt during my first play through of the game, capturing the large awe and emotion by making the fountain blue, to preserve my sadness I felt at the conclusion of the game.

GENTLE.

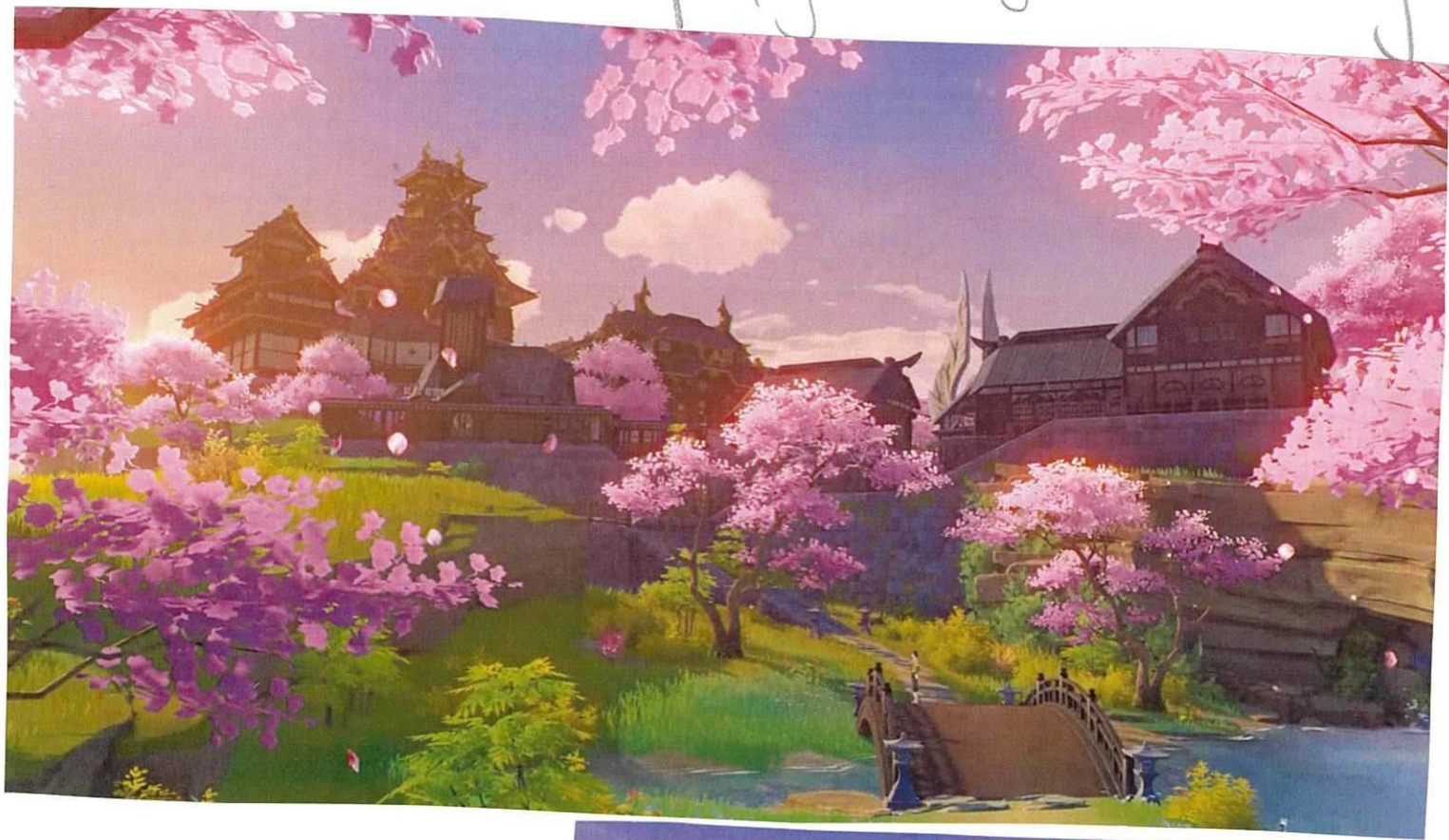
Game culture

Genshin Impact, released in 2020, September 28 by game company miHoYo, features an anime-style open world environment and action based system using elemental magic and character switching.

The game takes place in the fantasy world named Teyvat, having 7 regions. Genshin Impact follows the Traveller, who has travelled countless worlds with their twin sibling before becoming separated in Teyvat.

In the game, with its countless storylines and real-time events, Genshin Impact's stellar soundtrack and breathtaking scenery will take you beyond your world.

Here are some in-game screenshots taken by players, posted on Twitter and Reddit, displaying the game's amazing regions and designs



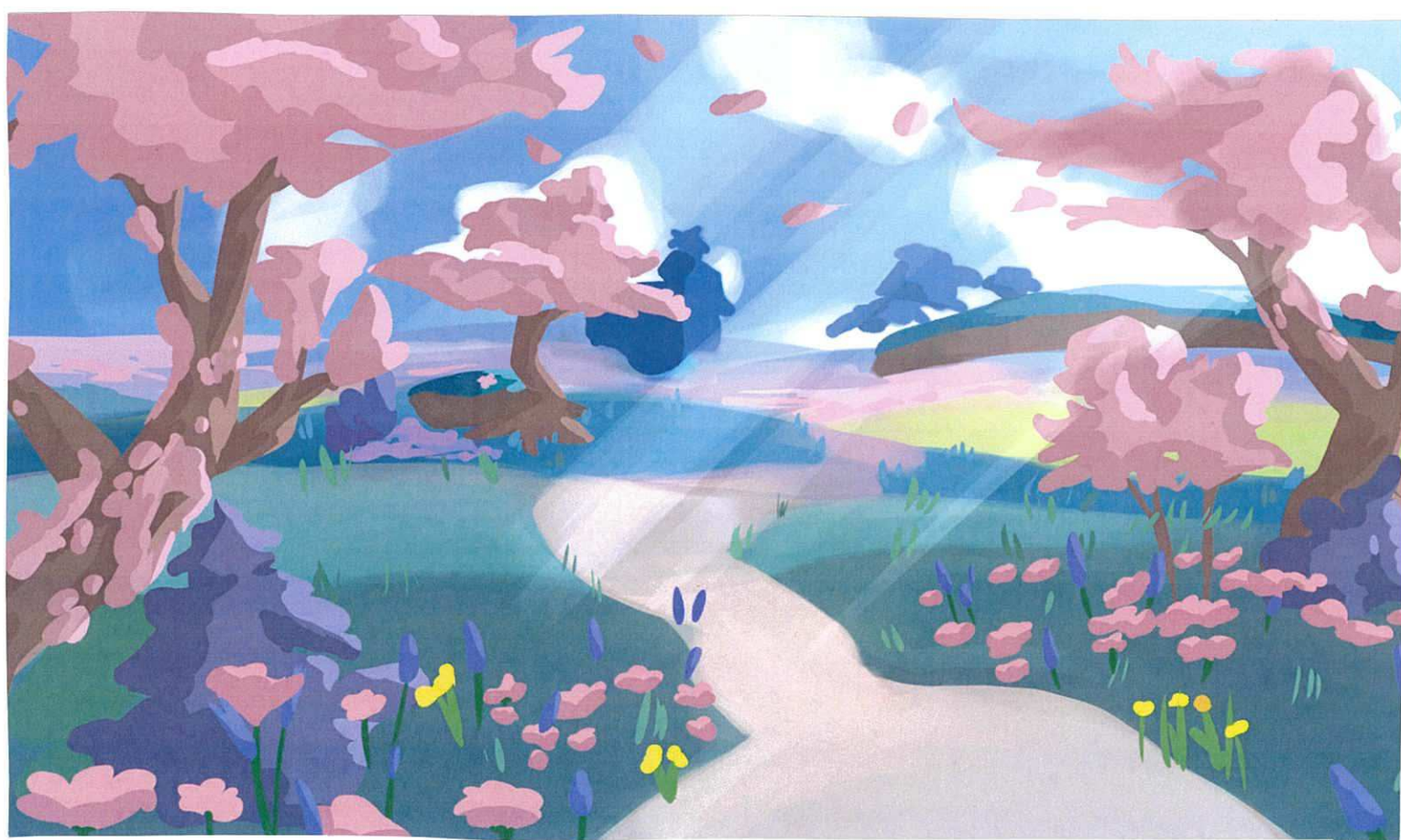


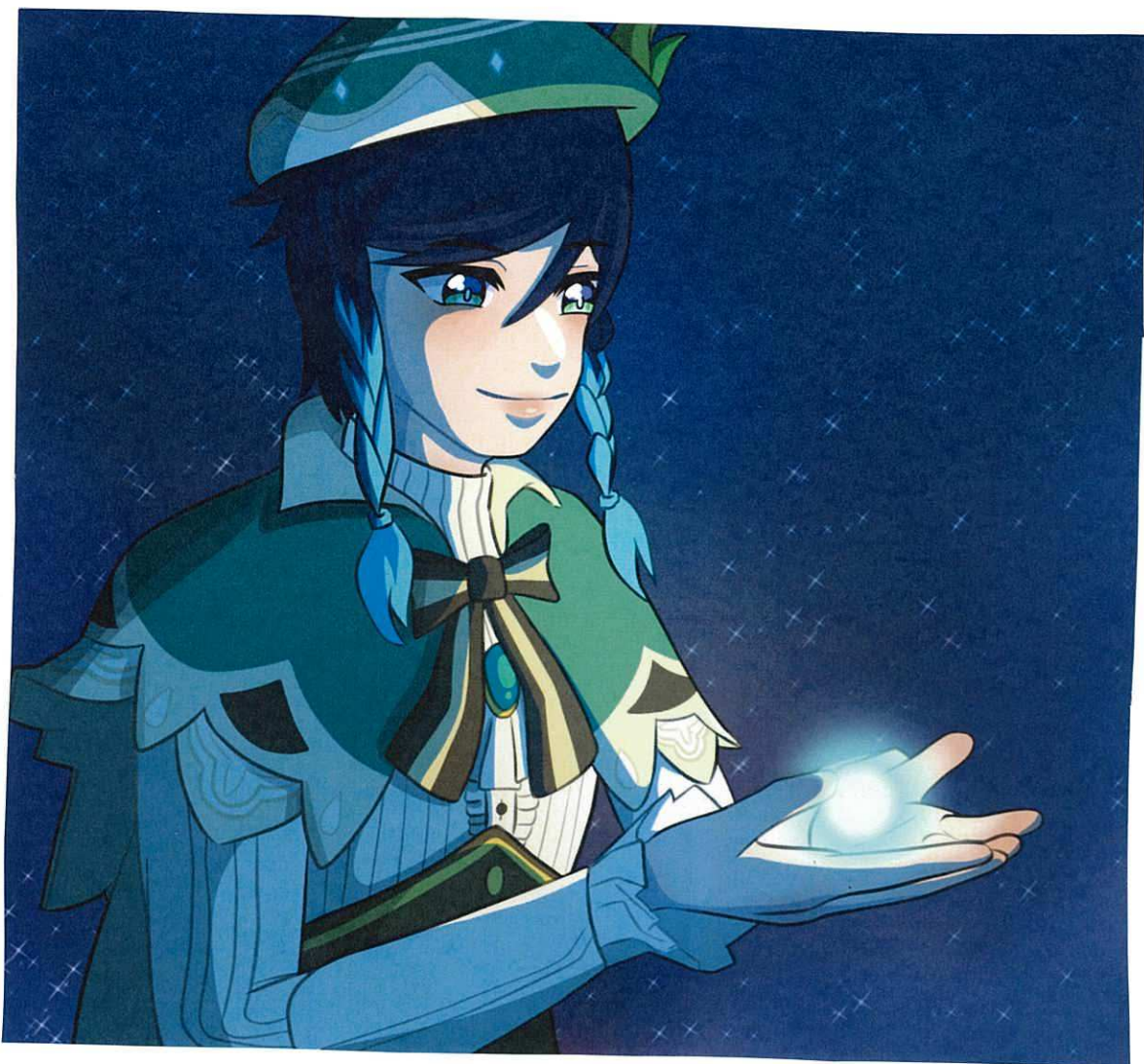
In this page I drew different types of trees in different styles, some more bold while others more relaxed with softer strokes.

Final Piece

In this final piece, I decided to use a digital media once again so I could use the specific pinks I wanted, composing a drawing with a similar aesthetic to those screenshots of the Sakura trees that are placed within the Inazuma region which is based on Japan.

To get a more gentle feeling, I did this art work without lineart, using darker colours to create shadows and highlights made from the visible light source.





20 February Trial
Venti from Genshin Impact



4 March Trial
Venti and Aether
from Genshin Impact



15 March Trial
Venti and Aether
from Genshin Impact



Frame 1 of
'An Archon's Anacreontic'