



# JUST A PORTFOLIO

A collection of my artwork from 2011 -2013, mainly designed through a class named Interactive MultiMedia (read: the best outlet for my artwork yet.) Everything that is in here is something that I have worked hard on to create, or is something that shows how far I've really come as an artist. I hope you enjoy.



# DEDICATION

To my parents: for giving me the opportunity that others never have.

To Mrs. Thies: for showing me a class where I feel like I belong and excel, and for teaching me everything that you know, and giving me the opportunity to discover things you don't know.

To Roland Zeman: for supporting me through everything I do. You keep my head level when I get stressed out, and you never mind when I show you my confusing outlines of projects or the things that still need work. And also for the little things--sitting next to me, playing Sim City, and letting me work. I love having you by my side.

To CJ, Emily, Victoria, Andrew, and Ally: for being my competition, critiquing my work, and just being awesome. You helped make IMM fun and less-lonely. I couldn't do it without you.

To my "band family": for helping me learn to be myself, and to not be afraid. You have given me an opportunity to open up to the world, shown me that people are not always as they seem, and have included me in an entire lifestyle that has become a huge influence on my life today.

To everyone else who has been involved in my life: for making me who I am today. Nothing can replace any of you, and I hope you never forget that.

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# WORD BUSINESS PROJECT

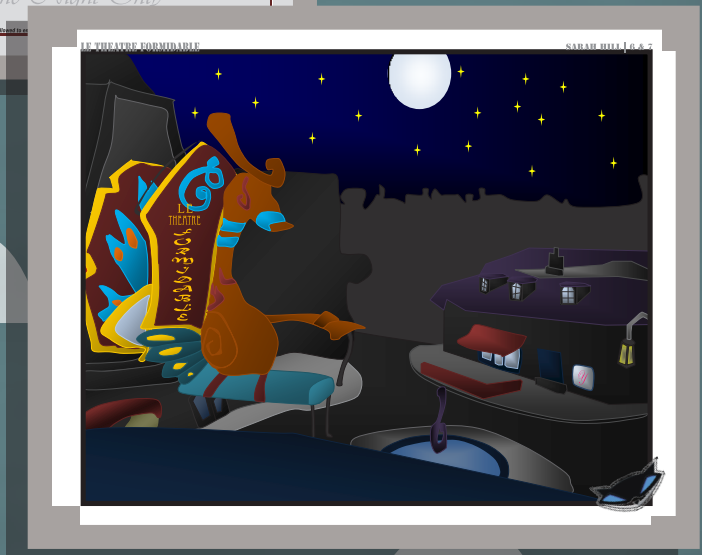
MICROSOFT WORD

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Out of all of the things that I would expect to do in this class, creating an entire business and drawing full-sized pictures in Microsoft Word was not exactly what I had imagined. And yet, that was exactly the task. We were told to create our own business and, in Microsoft Word, fabricate a letter head, flyer (shown), and two views of our business—one as a view from above of the inside of our business, and another view of a different angle (shown). We were not allowed to use more than one or two outside images, everything else had to be drawn or created in Microsoft Word. The company I created was based on a nightclub in the first Sly Cooper game, known as Dimitri's Nightclub.

While this may not be the most incredible of artworks, I am still proud of it. I spent a long time on the outer view (using pictures as reference) to create an image that I felt was satisfactory. However, I only gave this project a six out of ten because of my less-than-spectacular inner view, as well as a few detail issues on the outer view.

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# MACKENZIE'S MISSION PAMPHLET

POWERPOINT

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The mother of a very close friend of mine runs a non-profit organization called "Mackenzie's Mission." They are run because my friend's younger sister, Mackenzie, accidentally drowned several years ago due to poor supervision and suffered severe brain damage. Her mother had asked me to create her a pamphlet that they could give out at events to spread awareness about childhood drowning and water safety. I still cringe a little inside when I see that I used Microsoft Word, as well as a template, but I will admit that I was fairly unexperienced at this sort of thing. Overall, though, I feel like I did a pretty good job. The pamphlet is neat and organized, and it is nice to look at. It includes everything that was wanted, and it doesn't look too overcrowded. Had I more experience, however, I could have added something to give it just a little more impact.

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**NO THUMBNAIL  
PREVIEW  
PAMPHLET INCLUDED**

# CD CASE

PHOTOSHOP

As exciting as the project was to me at the time, I have to admit that I am no longer as thrilled about the end result as I was when I first finished this. Granted, I do take pride in the fact that I drew all of the artwork for this project (minus the fonts and some other minor details), but

I feel as though I fell short on my execution. I feel as though the overall view of the album looks fairly dull, and is lacking color and design choices that make it stand out and look appealing. Granted, it's not horrible, and I was one of the few who actually took the time to make it the majority of my CD personal artwork, it just didn't work out in my favor at the end.

As stated above, I gave this project a four out of ten due to some poor design choices and an overall boring appearance. However, this has become a huge booster



# MUSICALLY INSPIRED

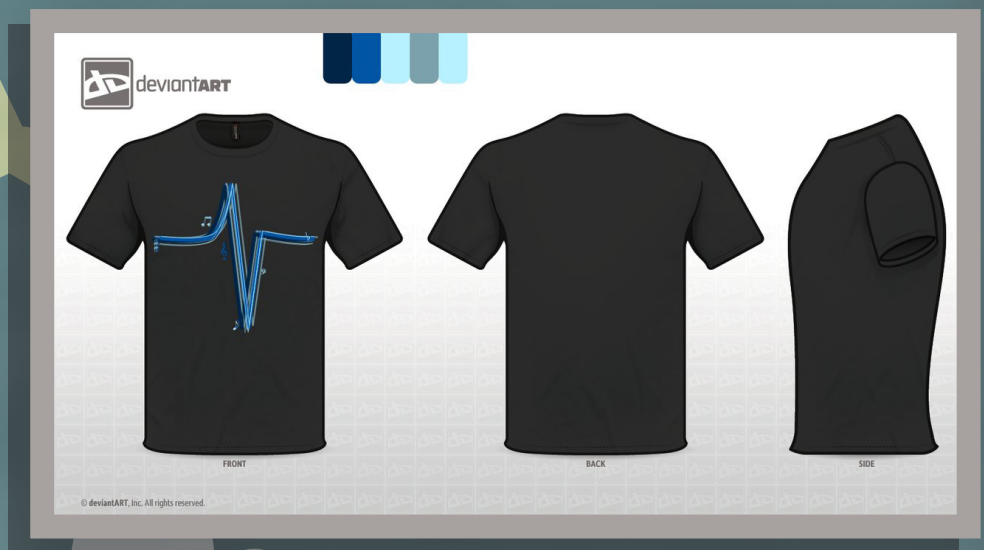
PHOTOSHOP

Even before I started taking IMM, I had always had some interest in art and design. Over the summer, I had discovered a contest through an art website (deviantArt) that caught my interest. The theme of the challenge was "Musically Inspired"--using music as our inspiration to create a shirt design that conveys that idea. The only other limitations were that we were only allowed to use five-colors, and were only allowed to print on two of the three sides (front, back, and side).

I actually came up with several ideas for this project, but this is the one that I felt like I could pull off, and I think that

I did a pretty good job.

I only gave this project a five out of ten, however, because I feel as though I could have done so much more to translate the theme of "Musically Inspired" than I did. I also feel like I could have simplified the design and made it cleaner and smoother. I did receive a lot of positive feedback and votes for this project, but I didn't make it past the initial entry level. Regardless, I am proud to have displayed my work.



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# MAGAZINE

INDESIGN & PHOTOSHOP

I actually really enjoyed this project, and would probably do it again for fun if I ever had enough free time. Our project was to create our own, personal magazine, including a cover and at least one article (not shown). The magazine I made up is called "Insert Magazine Here" (I was feeling uncreative), and was a gaming-themed magazine.

Overall, I gave this magazine cover a seven out of ten. I am very happy with how the article titles turned out on the cover, as well as how my article is laid out, but I feel like I could have done more when it came to not only naming my magazine, but also providing a better picture to be displayed as the cover image (we had to use an original picture, and I feel as though I rushed through coming up with a picture). I also could have spent more time perfecting the article and making it easier and more appealing to look at.



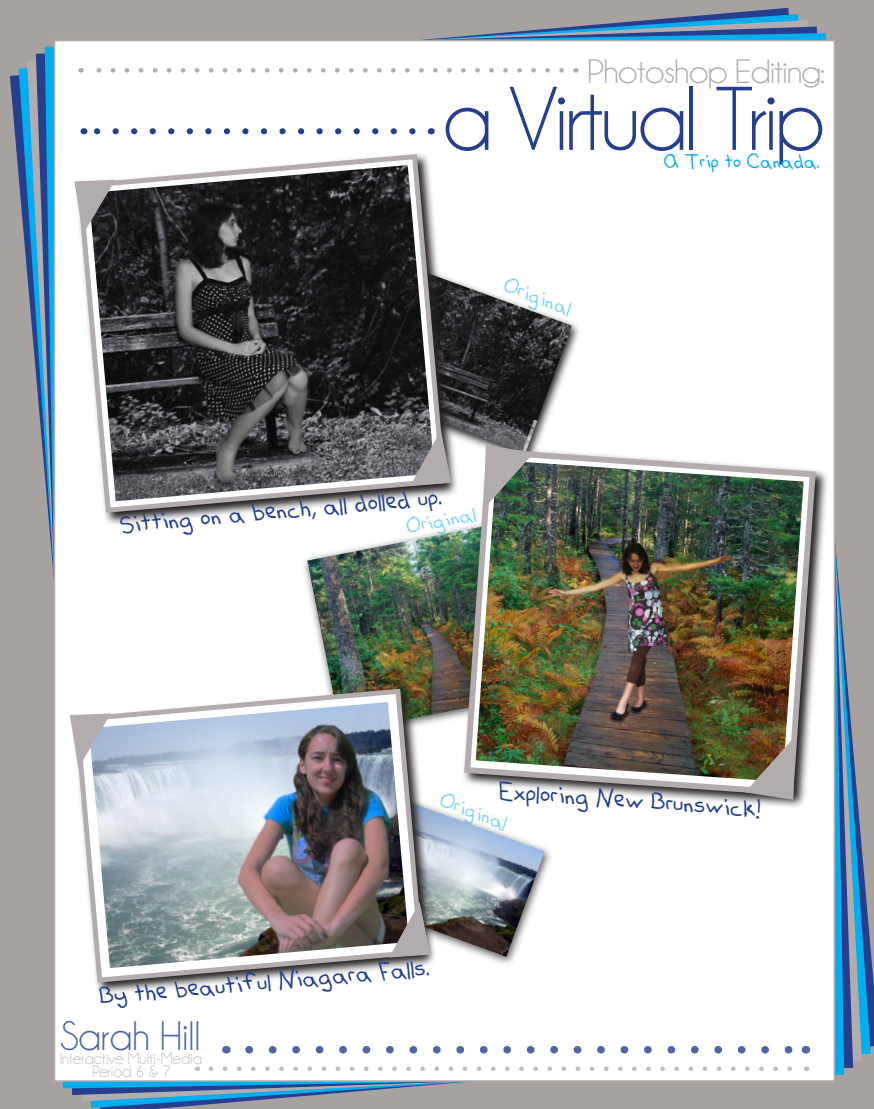


# TAKING A TRIP

PHOTOSHOP

This project was really a test of my Photoshop Skills. Our goal was to take an "trip" somewhere, creating several pictures that would show that we were actually there. Granted, I am not as good at Photoshop as I would like to be, but I still believe that I did a pretty good job. My virtual trip was to Canada, as seen on the poster here. In addition to the actual photos, we also had to make a poster (shown) depicting a few pictures from our trip, as well as create a video that displayed the transformation of the original pictures to the new, photoshopped editions.

I gave this project a six out of ten because, while it wasn't the worst project, I still feel as though some of my photoshop jobs are a little sketchy and unbelievable, and I can definitely make improvements on this skill.



# FAINT OF HEART

TRADITIONAL  
& ILLUSTRATOR

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Once I was introduced to Illustrator through class, it became rather useful for projects that I was doing at home. This project, for example, has been drastically improved through the use of Illustrator. I had originally hand-drawn this project after sudden inspiration from the Coheed and Cambria song "The Camper Velorium I: Faint of Heart." I had tried once before to recreate this image on the computer using a drawing tablet and another art program, but it just didn't turn out how I had wanted it to. However, I am extremely happy with this recreation though Adobe Illustrator.

I gave this project a nine out of ten because, although I am extremely happy with this piece of artwork, especially because it is entirely original artwork, I feel as though a few things could be enhanced with more detail-work and a little more precision in Illustrator.

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# SLY COOPER PORTRAITS

ILLUSTRATOR

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This was one of the interesting side projects I started when I had spare time in class, and it turned into a fairly good sized collection of various artwork. It started with a picture of Sly Cooper (not shown) that I thought I could recreate in Illustrator with ease, and still retain the style of the artwork. After I completed that first image, I decided to scale it down and create a more minimalistic approach (all shown are examples), where I would eliminate the majority of the shading, as well as other details.

I gave this collection of projects a seven out of ten because I did trace the images from original copies. Even though the final result is not identical to the image I started with, I did start with something. However, I do believe that my recreations are well-made, and are very accurate to the true image.

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# NAMEPLATES

PHOTOSHOP

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In our IMM class, we did several projects that were personal reflections of ourselves, this being one of them. For this project, we were to take our name and add images into each picture, reflecting something about us or something that we like. This was my end result, and I have to admit that I am very happy with how it turned out. Granted, some of my interests have strayed away from what



I have chosen here, but I still learned something from this project, and I also moved to make one for a close friend of mine (also shown). I feel as though these types of "name plates" are a really simple and easy way to capture someone's personality.



I gave this project an eight out of ten because I feel like I should have added more depth to my personal nameplate to give the letters a little more definition, as well as separated them from the background a little more.

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# SENIOR HOODIE DESIGN

## ILLUSTRATOR

Every year, it is marching band tradition for the seniors to create their own shirt and hoodie to wear on senior night and under their uniform. This year, I got the opportunity to create the senior hoodie, and I have to admit I'm really proud with how it turned out. I created it all in Adobe Illustrator, and it involves the year 2013 with all of the senior's names inside.

I did change the design several times based on others opinions.

This project was my first real taste in making something that was specifically for others and not myself. I have made posters for other people, but making clothing is an entirely different challenge. In all honesty, I really enjoyed making this. There are a few things that aren't exactly right with it (like how some of the names fit) but it is a minor detail, and the overall aesthetic of the design is something that I am proud of, therefore I felt as though this project deserved a nine.



# MVTS FIRST AID COMMISSION

INDESIGN

When the woman in charge of the Miami Valley Tutoring Center first asked if I could make this, I hadn't had any experience with making something for someone else. Everything I had made up until that point had been for myself, and I wasn't entirely sure how to approach this challenge. I knew I had to include the information that she requested, and make it look nice. Surprisingly, I managed to accomplish my task fairly well. Granted, there are a few things that I wish I could have changed or improved, of which includes the way the large amount of information was included. I seem to cram all of the information in small areas, but I am happy with how it is organized overall. I did get paid a little to do this, and the woman was happy with what I created, so I guess it all worked out in the end. Personally, however, this was a good learning experience, and it really helped me get a feel for what it's like to make something that is not for a project or my own personal enjoyment.



## First Aid | CPR | AED Training

*Flyer design by Sarah Hill*

taught by American Red Cross certified instructors

**With an emphasis on hand-on learning, our courses teach you the skills to save a life.**

### First Aid:

Learn how to respond to common first aid emergencies, including: sudden illness, cold- and heat- related emergencies, burns, cuts, and injuries to muscles, bones, and joints.

### CPR / AED:

Learn how to respond to cardiac and breathing emergencies in adults, children, and infants. Hands on practice with mannequins, including the use of automated external defibrillators (AED's).

Course Length: 5 Hours

Course Fee: \$75.00

Classes are held every Saturday (9AM to 2PM) at Miami Valley Tutoring Services, 919 S. Central Ave. Fairborn, OH 45324

Upon successful course completion, participants receive 2 year certification in adult, child, and infant first aid / CPR / AED.

## We Also Offer:

### + Bloodborne Pathogens / Infection Control Training:

Learn to prevent exposure to infectious pathogens by following standard precautions including:

- maintaining personal hygiene
- using PPE (personal protective equipment)
- engineering and work practice controls
- proper equipment cleaning
- spill clean-up procedures

This course helps meet training requirements for OSHA bloodborne pathogen standards.

Course Length: 2 Hours (available upon request)

Course Fee: \$25.00

Upon successful course completion, participants receive 1 year certification in bloodborne pathogens training.

### For more info, or to register for an upcoming class, please contact:

ph. (937) 236 - 0268 or email mvts\_ltd@yahoo.com



The American Red Cross refresher center offers **free** online refreshers to maintain the skills and knowledge acquired during the training course! You can access videos, games, and learning activities.

# S.O.S. POSTER

INDESIGN

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This project was actually a commission from my band director, who asked me to create a poster that she could hang up to advertise a marching band event that we were holding. After some minor changes, this is what we decided on.

I only gave this project a seven because, even though it was what our band director was looking for, I feel as though the poster itself is very plain and could have been created better. I also don't really like the quality of the picture I used, but I couldn't obtain a digital copy. I probably could have edited the picture to make it clearer and less faded.

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**Wayne Marching Band & Warriorettes**

## **Sounds** OF THE **Stadium**

**-NOVEMBER 16<sup>TH</sup> AT 7PM-**



**INTRODUCING..**

**THE PRIDE OF HUBER HEIGHTS**

**LIVE IN THE WAYNE HIGH SCHOOL AUDITORIUM**

**PERFORMING MUSIC FROM THE 2012 SEASON!**

**DIRECTOR:**

**MRS. KIRSTEN SHOWERS**

**ASST. DIRECTOR:**

**MRS. NATALIE SCHOTT**

**PERCUSSION DIRECTOR:**

**MR. RICK SHOWERS**

**WARRIORETTE ADVISOR:**

**MS. KELLI SONKUP**

**WARRIORETTE CO-ADVISOR:**

**MS. CELESTE TREJO**

**WARRIORETTE CO-ADVISOR:**

**MS. REBECCA WARNER**

**-FREE ENTRY-**

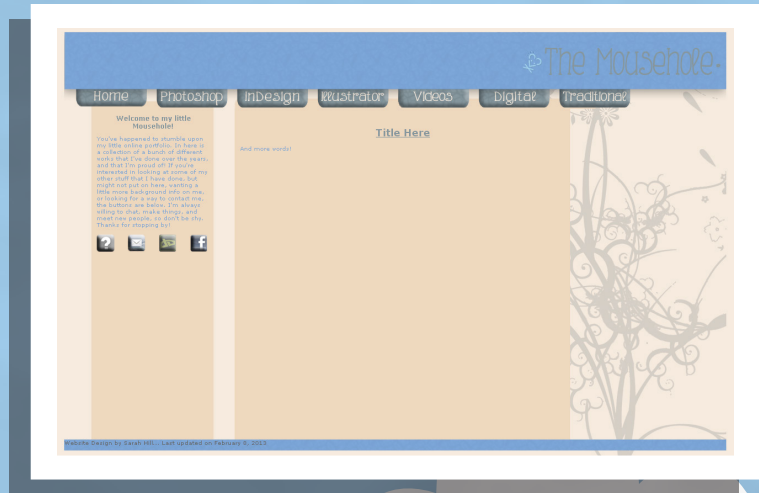


# PRACTICE PORTFOLIO

PHOTOSHOP & DREAMWEAVER

In all honesty, I never realized just how complicated web design was until I started getting involved in it. I had always known that it was challenging (I never really understood CSS or HTML coding until I started using Dreamweaver), but I didn't know the degree in which the difficulty extended.

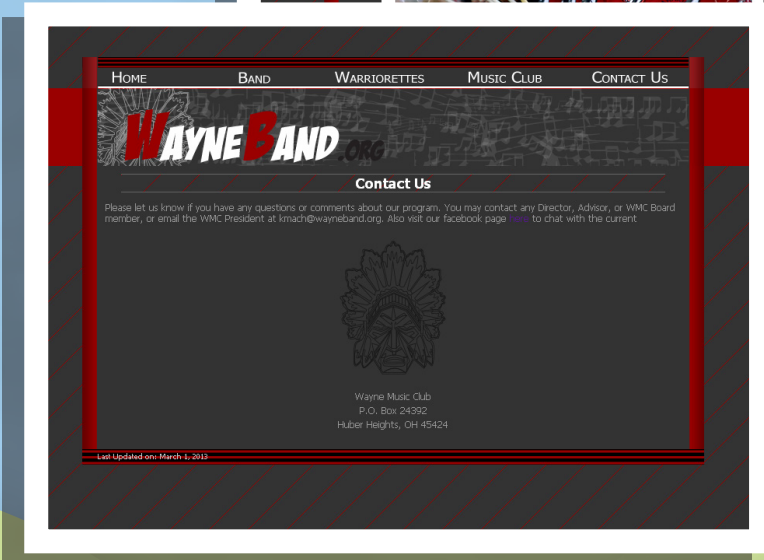
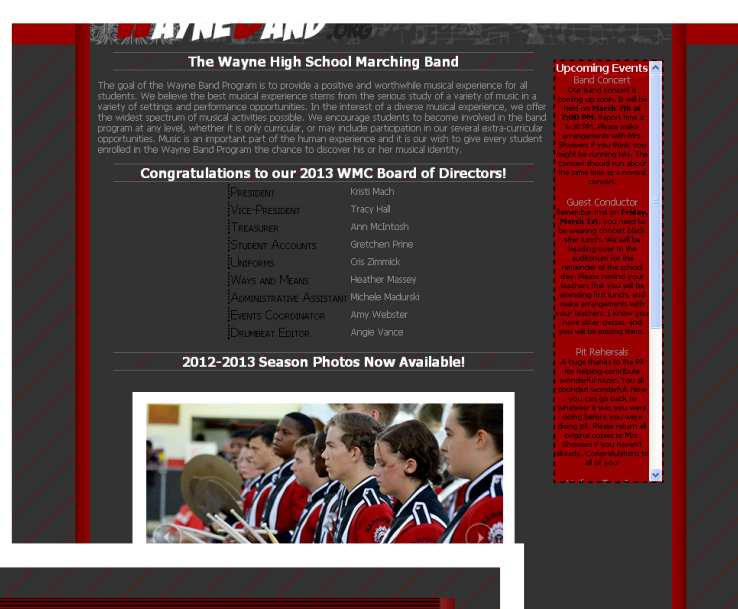
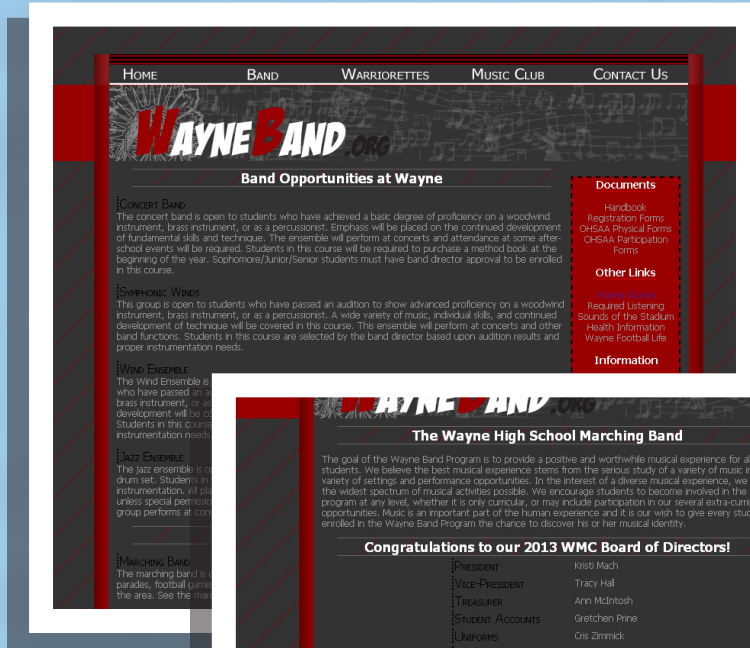
One of the first web-design project I started on my own involved a website-portfolio that I believed that I would always be using. However, the more I dove into it, the more I realized that it wouldn't have worked out. I had a good concept, but the planning and execution just wasn't there. I still really like the overall design of my website, but it just didn't work out coding-wise. Now that I'm going to be starting on a second digital portfolio, having attempted one beforehand will really give me a taste of what to expect.



# WAYNE BAND WEBSITE

DREAMWEAVER & ILLUSTRATOR

One of the more unique tasks we were given in class revolved around web design. One of the larger assignment was to create a website for an existing group or business that was marketable, presentable, and useful. The group I chose was our school's marching band. The original website (wayneband.org) has a really poor design and layout, and I wanted to improve on it. Shown here I have the band section (top), the homepage (middle), and the contact-us page (bottom), because these three pages were the main layouts used. To create the picture slider on the homepage, I found a website online that let me generate one, and inserted it. Through this project, I really expanded my idea of website layouts, and I feel as though I show a huge leap of style between this website and the practice portfolio website I created earlier. I only gave this project a seven because there are still flaws in the design. I could not figure out how to change the scroll bars, which would have greatly improved the overall aesthetic of the site, and I also struggled with organization and navigation. My navigation bar is a somewhat poorly made, and I could have improved on that, as well as how things are organized--especially because there was so much that needed to be organized.



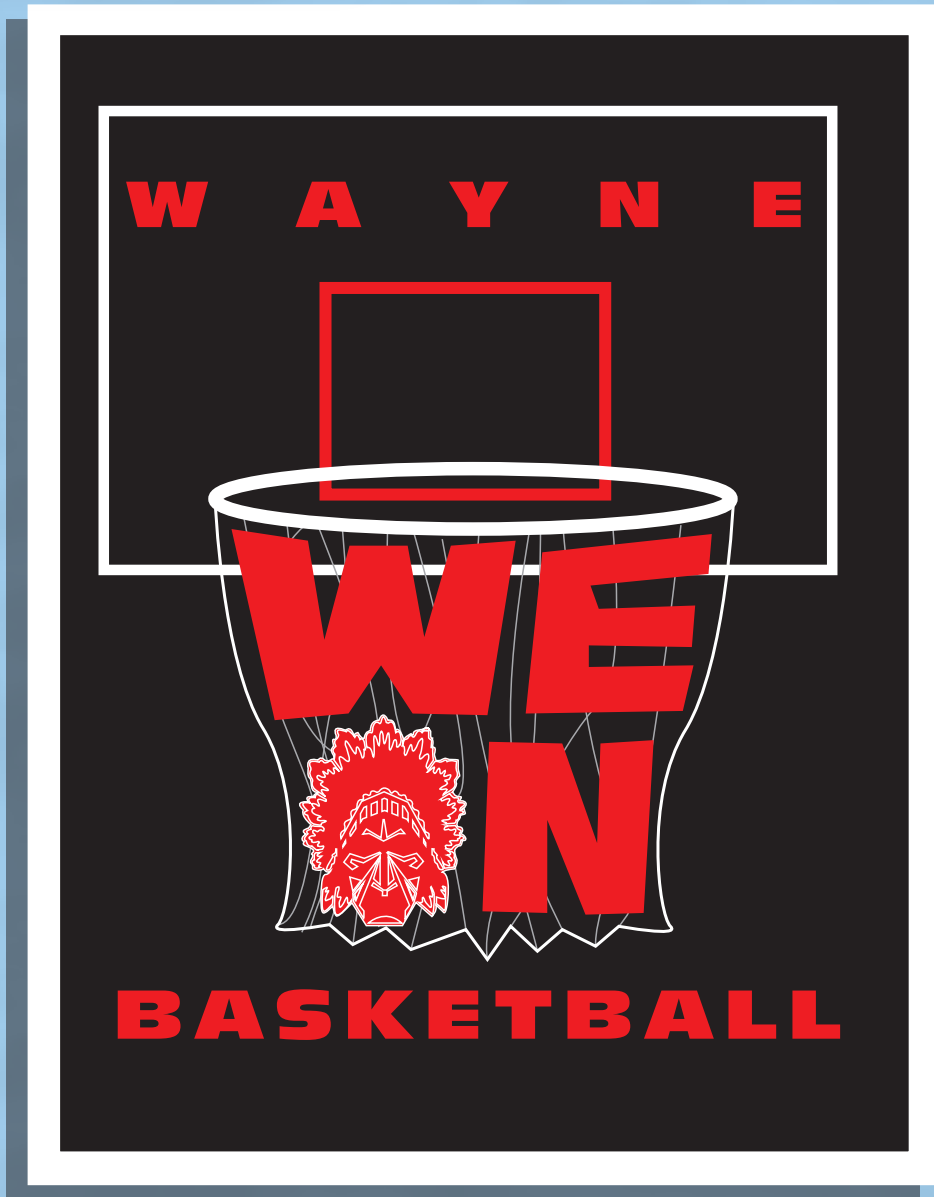
# “WE ON” SHIRTS

INDESIGN

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This, admitting, is one of the few things that I've created that I have entirely mixed feelings on. While I am happy with the overall design--and it is something that was purchased and worn by many at school--I can't say that I am in love with the slogan here. However, this is what the class wanted, and what they thought would sell--and it did. There are a few things I would have changed if I got the chance to do this again, mainly the positioning of "Wayne", and how it seems off. Otherwise, I'm actually really happy with it. Even though I don't like the slogan, it's better than their first decision--"We All We Got".

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# SELF PORTRAIT

ILLUSTRATOR

This project was challenging, to say the least. We had to create a self-portrait of ourselves using any software of our choosing. The only requirements were that it showed our face, and that it had some sort of background. The picture I chose was from my set of senior pictures I had taken. Overall, I am in love with how this project turned out, and it has become the focus of my Senior Project. I spent a lot of time creating and recreating this picture to get it to look right and have proper shading. In the end, I went for a more cartoon, almost cell-shade style, and I am very happy with the result. In doing this project, I learned a lot about how to prepare to do a portrait like this, because going into this one, I was extremely unprepared and did not have a plan.

I gave this project a nine because, although I am extremely pleased with the end result, I could have improved on my mouth (which I left extremely minimal), and I could have also adjusted the text on the background (which I threw together at the last moment). However, I really do like how I did most of the face—especially the nose—and a lot of the folds in my sweatshirt. This project, overall, was a huge success.



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# ILLUSTRATOR PORTRAIT: PETER SLAVEY

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This is one of the portraits that I created for my senior project. I recreated this portrait from an image taken by my friend (with permission) using Illustrator. In approaching this project, I took what I learned from the last project and put a lot more planning into this image-- which included printing out the image in black and white and physically tracing the shapes I was going to recreate in the portrait. When it came down to the actual figure (Peter), I feel as though I performed very well. The little details, such as adding the shine on his glasses, and leaving out his eyes really added to the overall artistic aesthetic.

However, I feel as though this project only deserves an eight because of the background-figure relationship. The background was rushed, and feels almost empty compared to the actual image. Not only that, but the way that the figure is placed on the background looks very flat--and makes the figure look like his is standing in front of a backdrop, as opposed to being integrated with the background. Even though this was the first actual background that I attempted,

I feel as though it could have been executed cleaner.

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# GAME MATS

ILLUSTRATOR

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In trying to experiment to see what else I was capable of learning in Adobe Illustrator, I started designing play mats for card games (YuGiOh, Pokemon, etc.) With the help of my boyfriend. He was involved in the game, and he knew more about what people would be looking for, and what they wouldn't. With his help, I started this project.

I'm rather proud of how this whole image turned out, even if it is incomplete. I took a picture from a game card off of the computer, recreated the majority of it, and completely changed the positioning of his arms from what is in the photo. Granted, there are a few things I need to go back and fix, but overall I am happy with this work in progress, and I hope to not only finish this one, but hopefully make more and sell them someday.

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The background features a dark teal night sky with white, stylized clouds of various shapes and sizes. Several yellow, five-pointed stars are scattered across the sky. In the foreground, a dark grey silhouette of a city skyline is visible. On the left side, a black street lamp stands on a dark grey ground, casting a large, bright yellow-green cone of light upwards. The overall aesthetic is clean and modern with a soft, illustrative feel.

# THANK YOU

All of you. For taking the time to look for this, and for being involved in my life. Regardless of whether you've held a big part of my life or a small part, you have helped me shape who I am today. Regardless of whether you believed in me--or didn't. Whether you are a close friend, an acquaintance, or some type of enemy, you have shaped me to become who I am. And without all of you, I would never be the person I am today. Thank you.