LO Wai-ching

Good Hope School

Theme of the Portfolio

Contrast

Artist Statement

Contrast means to compare people or things in order to show differences between them. "Contrast" this keyword tells us that it could emphasise a particular object and arouse the viewer's attention in order to understand some message. In my SBA, I would like to show the reality, restriction and the stereotypes that we, teenagers, are facing in our stage of changing to adulthood. In fact, no matter how big the contrast you create from the crowd: who you are, where you come from and how much you achieve, we are all from the same origin.

Student Artworks

Artwork 1
Happy Ever After?
Water colour
21 x 21 x 22 cm
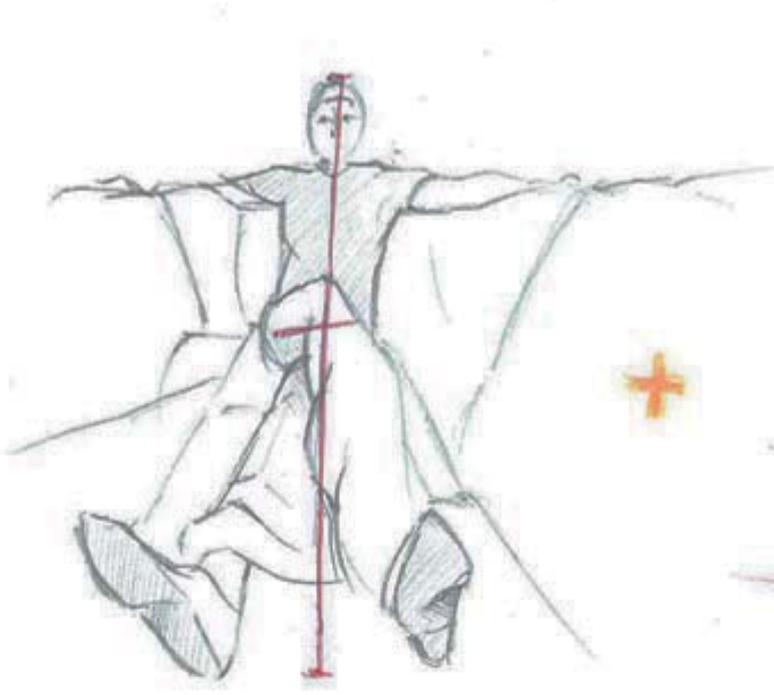
Artwork 2
Restrictions
Acrylic on canvas
60 x 90 cm

Artwork 3
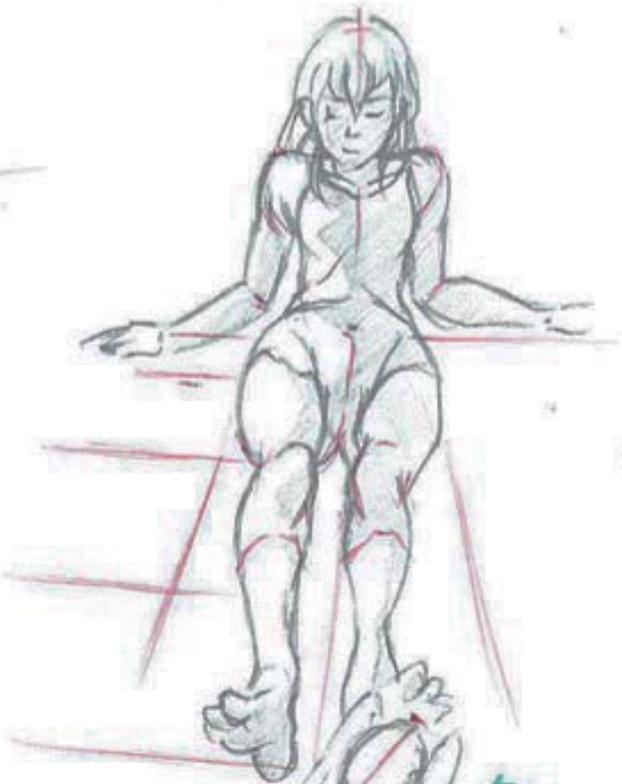**Let's Challenge
the Stereotypes**
Mixed media
30 x 40 cm

Artwork 4
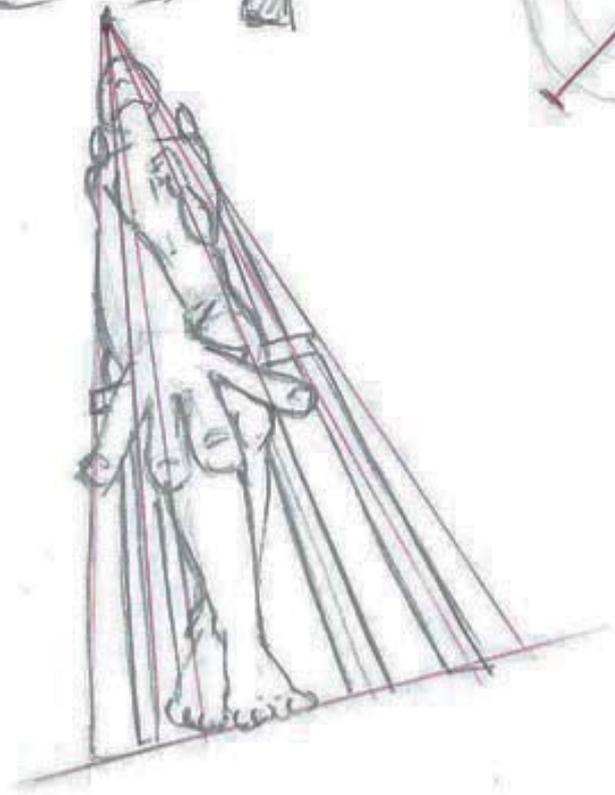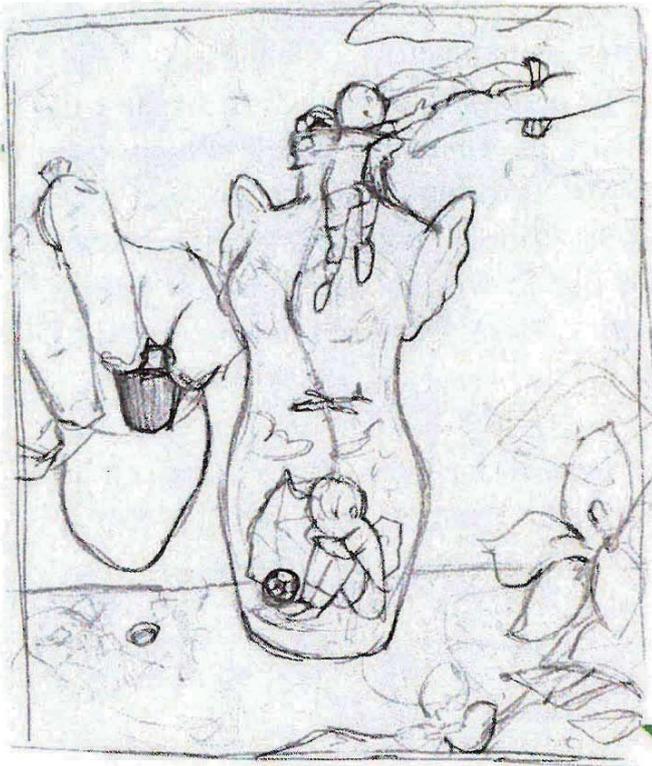**The Origin**
Animation
26.5 x 13 cm

By following
the steps of
the tutorial, I
tried drawing out
the posture of
my character
in my
final artwork

1st Layout

Reflection:

→ the kid at the opening of the bottle doesn't really look like he's being pushed into the glass bottle (the fragile glass bottle represents adults' thoughts / expectations on the child to do certain things in order to become a successful grown-up).

⤷ should change the action of the kid + change the hand's motion

→ should add more elements to the surrounding environment

2nd Layout

Reflection:

✚ eyes → representing the expectations from adults (image of their ideal child shown in the iris)

✚ more bottles at the background to show the large number of children facing the same situation

⤷ **remove the clocks** (∵ irrelevant)

⤷ **remove the hand on the left** so that the space effect can be more strong?

⤷ might add objects which are abandoned by the child since the adults impose restrictions on them?

⤷ might also add elements which adults wish their child to become / possess?

3rd Layout

Reflection:

→ might add more glass bottles with reference to Dali's "Golconda" artwork in order to emphasise the severe situation and also create a creepy environment.

+ a stack of coins at the bottom right hand corner → show what adults consider "valuable" and "worthy" to their kids

+ some worn out objects used / done by the kids which adults consider them as "unvaluable" or "not appreciated" e.g. crumbled test paper, stuffed toy, gaming remote

+ Personal Thoughts

→ my parents didn't really restrict my activities when I was younger

→ I was allowed to pursue in my interest of drawing

→ might add myself into the drawing to show me being free from these constraints

shape of the bottles

I found some pictures of glass models which are made from human body shapes.

reflection: Apart from women bodies, I should also include men bodies → look more general?

I might modify the bodies into different outfits (?)

I try modifying them into bottles.
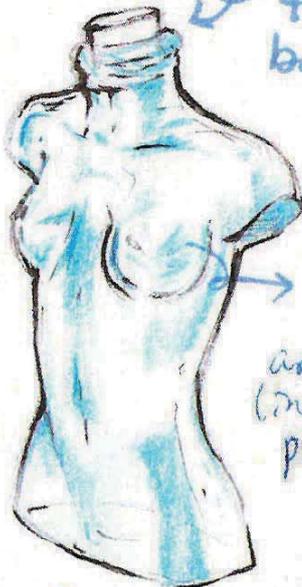
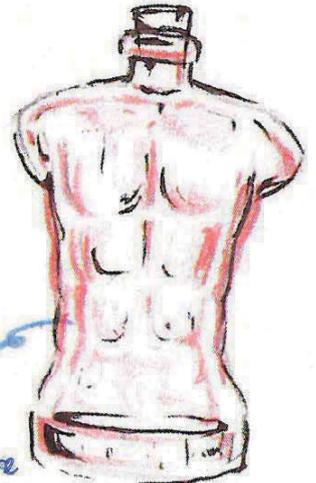I realised that there are usually some lines of lightings pointing to the centre of the breast as that area is round.

e.g. a chef's hat?

reflection: I might actually try changing the shape of the stopper?

I observed that there are lines of lightings surrounding the breast muscles for men bodies.

Painting Practice
on hand
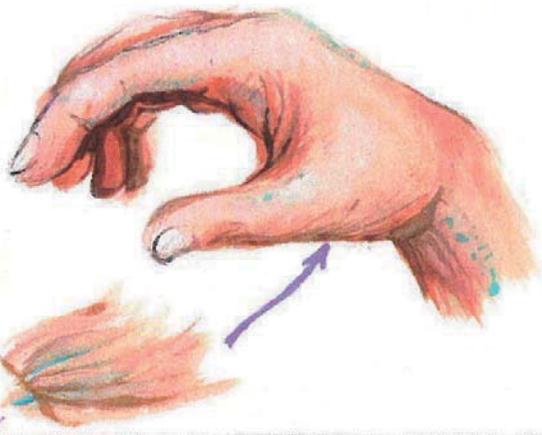
→ I did a rough painting practice of a hand. I tried out putting the lightings in the corresponding areas I've observed just now

I observed that there are wrinkles on different areas of our hands (e.g. our joints)

Colours that I might have to use on my hands due to the surrounding environment

thickness of glass containers

V.S.

↳ what I observed : for the bottles which are made of thicker glass, they have lines which are more bold (especially darker colours) on the edges. These lines are also more curvy than those on the thinner glass

In comparison, those on the thinner glass are more fine, close together and straight.

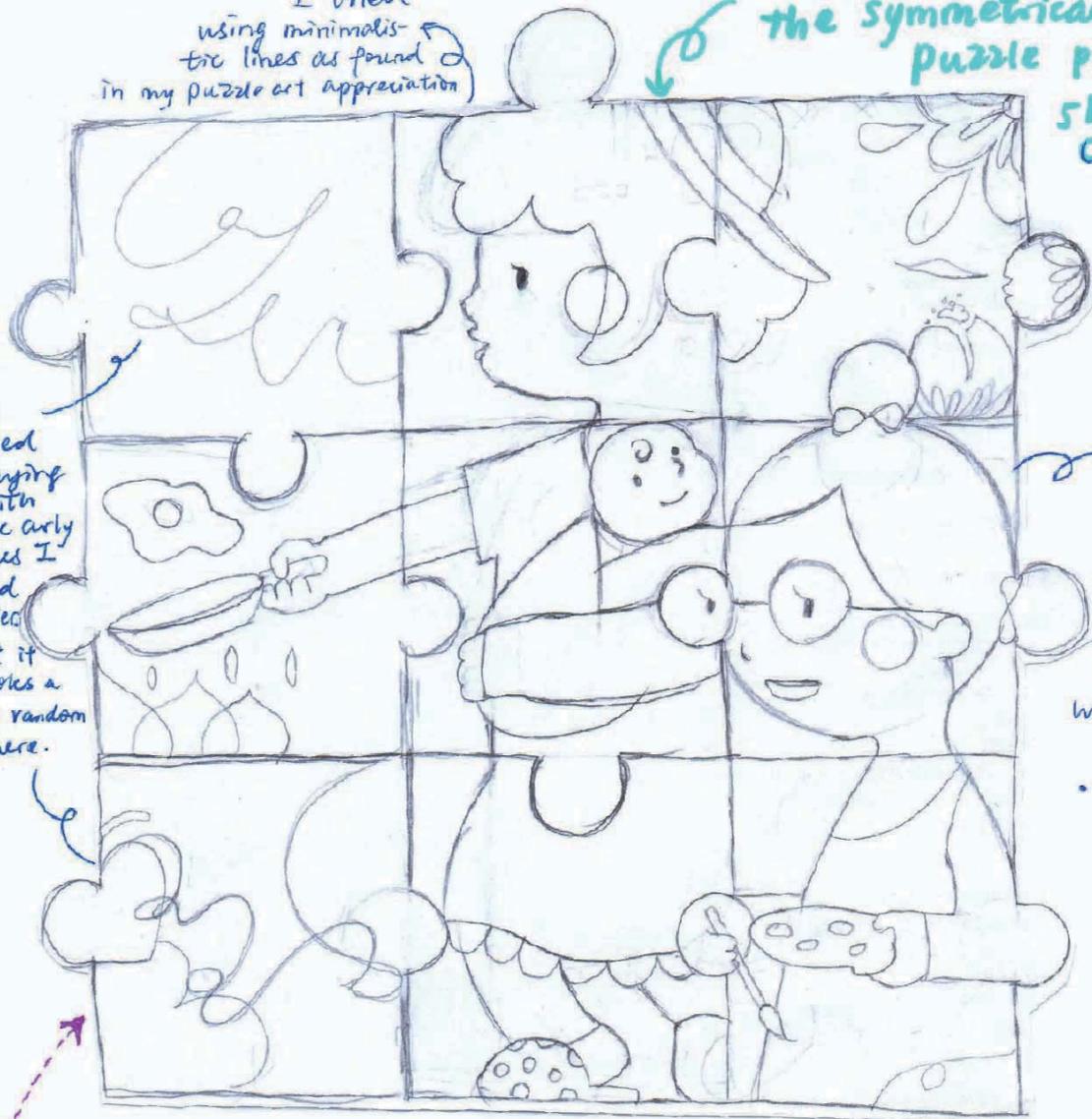drawing practice on different thickness of glasses

Idea 1: a set of puzzle.

I tried using minimalistic lines as found in my puzzle art appreciation

when the player flips the symmetrical-shaped puzzle piece, it'll show the corresponding side of the other gender

I tried playing with the curly lines I tried earlier. But it looks a bit random here.

For example when the pieces get flipped:

· body holding baby → body wearing formal working suits.

· young girl's head → young boy's head

· body holding art utensils → body holding toy cars.

· hand holding cooking utensils → hand holding screw.

Reflection:
· the composition looks pretty dull as all the characters & their actions are facing the same direction.

· the shape of the puzzles posed too much limitations to the actions of the characters.

· maybe I should simply abolish the curves of the puzzle pieces and change them to flippable boxes (?)

· I can try to add another elderly to the picture to show more diversity in the age groups

(my initial reference) I thought of playing with different contrasting colour planes as my art style.
[source: pinterest]

Idea 2 : a frame with flippable boxes..

This is an image of "a frame with flippable boxes".

[Due to copyright restriction, no reproduction of the image is provided.]

inspiration : I was inspired by this game for kids which commonly appear in parks. The flipping of the boxes might be able to show two scenarios of the two genders.
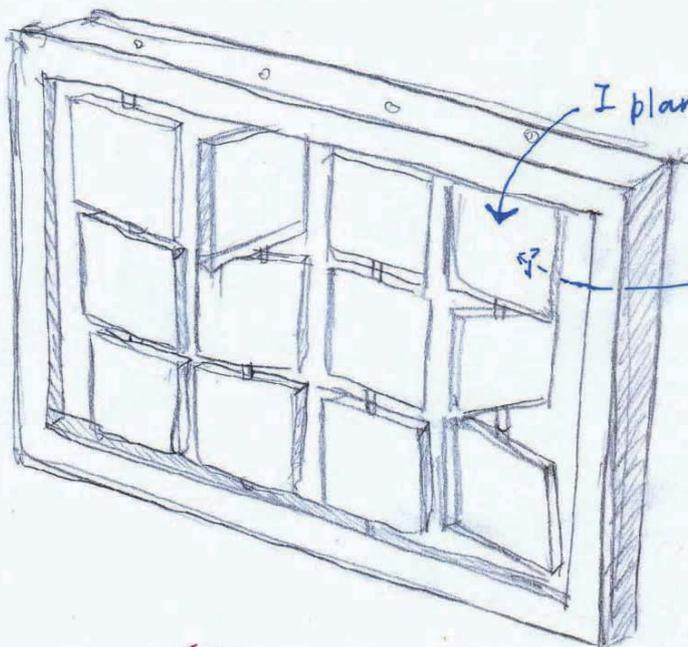
I planned on having one side for women and the other side for men.

Men:

Women:
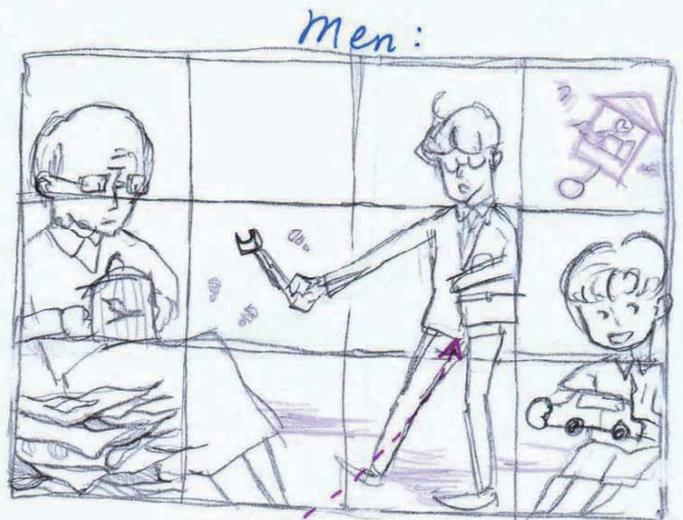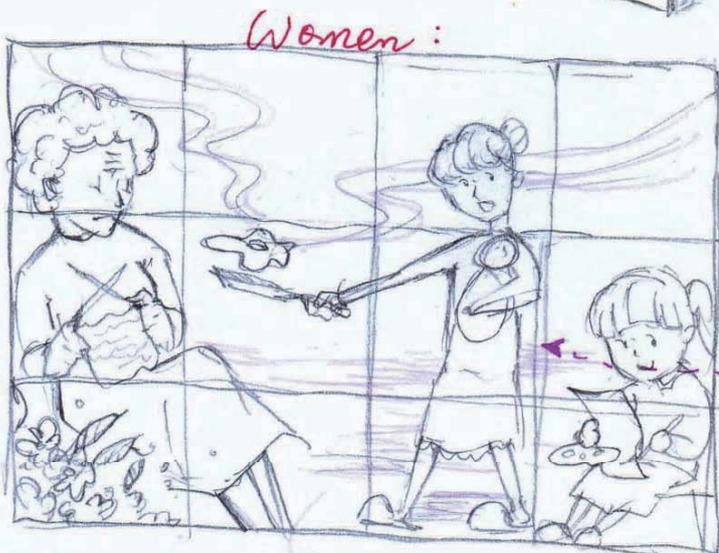
e.g. when the two boxes were being flipped, the mother would be wearing working outfits / the father would be wearing domestic outfits & taking care of the child.

Reflection:

- perhaps I can add more fine lines at the background to create space (showing the foreground & background).

- I can also add more objects e.g. broken clock, nails to make the scene look more lively / more like a story?

Artist: Adam Lupton

I did some research on how some artist show movements / motions in their artworks. I realised that this artist loves to make use of the technique of overlapping body parts in order to show different positions that the object has shifted.

This is an image of Adam Lupton's "The Masks We Live in (Be a Man)".

[Due to copyright restriction, no reproduction of the image is provided.]

This is an image of Adam Lupton's "20 More One Mores".

[Due to copyright restriction, no reproduction of the image is provided.]
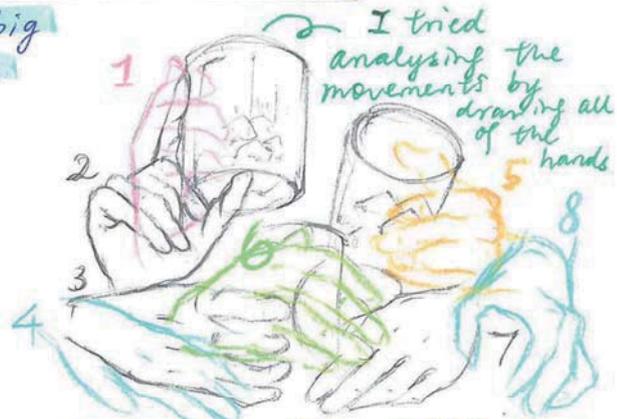
I realised that the artist would also use some subtle "Cuts" of fragments to show big movements.

This is an image of Adam Lupton's "Whelm".

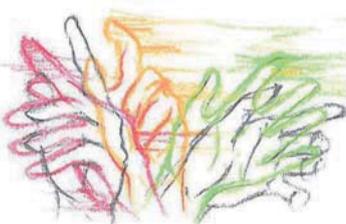[Due to copyright restriction, no reproduction of the image is provided.]

I tried analysing the movements by drawing all of the hands

I also realised that the artist love to use blurry lines to fade out the edges of some objects in order to create the feeling of objects shifting.

This is an image of Adam Lupton's "Butterfly Effect 1".

[Due to copyright restriction, no reproduction of the image is provided.]

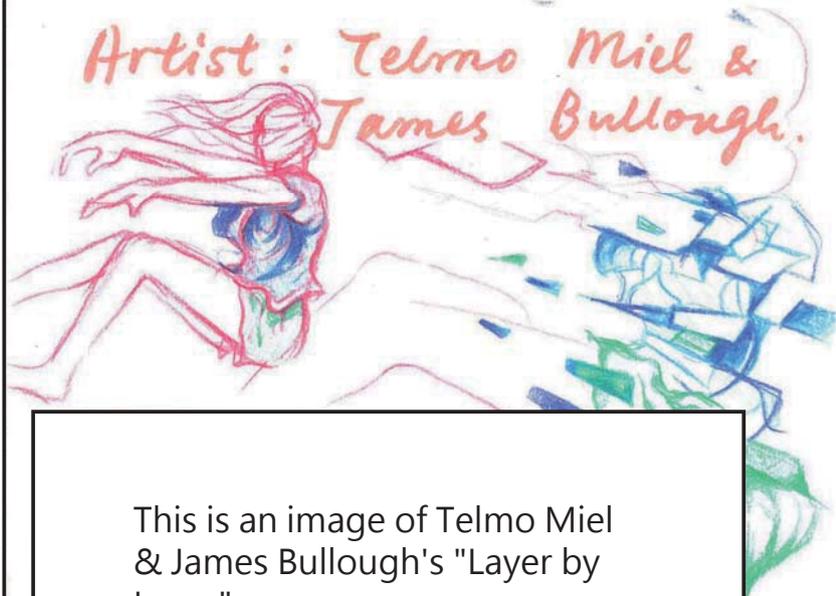This is an image of Adam Lupton's "The Only Way Out Is In".

[Due to copyright restriction, no reproduction of the image is provided.]

I tried experimenting the techniques that I've observed by drawing the motions of my own hands.

Artist: Telmo Miel & James Bullough.

This is an image of James Bullough.

[Due to copyright restriction, no reproduction of the image is provided.]

This is an image of Telmo Miel & James Bullough's "Layer by Layer".

[Due to copyright restriction, no reproduction of the image is provided.]

↳ I realised that the artist likes to make use of positive & negative space (leaving some spaces blank instead of colouring them) to make different body parts stand out more.

This is an image of James Bullough's "Furthest Reach".

[Due to copyright restriction, no reproduction of the image is provided.]

I also realised that the artist loves to cut different body parts into small segments in order to duplicate the same gestures. By doing so, a force and motion could then be potrayed.

reflection.
Perhaps I can use the above technique on the woman I drew on the most right hand side?

This is an image of Telmo Miel's "Thea for Three".

[Due to copyright restriction, no reproduction of the image is provided.]

2. after disecting them according to the lines, the present form would be seen.
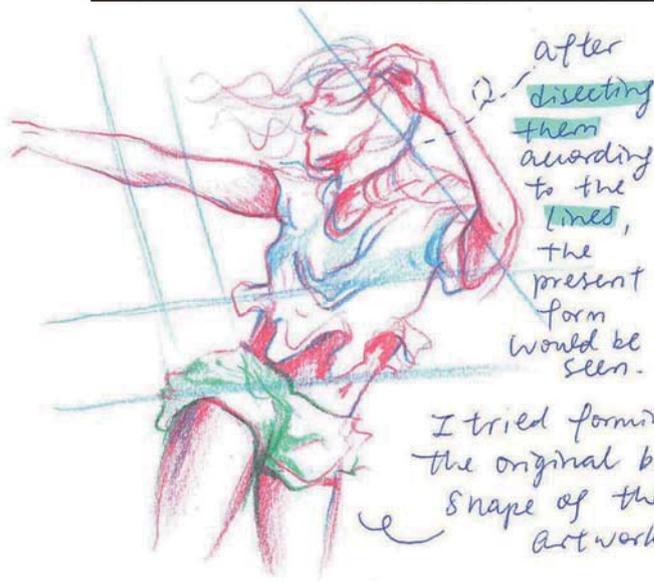
I tried forming the original body shape of the artwork

↳ contrasting colours are being widely used.