UNIVERSITY OF NORTH CAROLINA CHARLOTTE | COLLEGE OF ARTS + ARCHITECTURE ART & ART HISTORY

Art Major Entrance Portfolio Application Guidelines & Work Examples

Enrolling for Fall 2027 - 2028 Academic Year

Welcome! We are excited that you are applying to the Department of Art & Art History to study studio Art, we encourage candidates with a range of creative backgrounds and prior experience to apply. The Art Major includes studies in:

- **3D Interdisciplinary Studies** *(including Sculpture, Ceramics, Digital Fabrication, Installation)*
- **Digital Media** *(including Animation Production, Game Design, 3D Modeling & Animation, Video)*
- **Illustration** *(including Character Design, Illustration for Publication)*
- **Painting** *(including Abstract, Photo-realism, Murals, Oil/Acrylic/Mixed Medias)*
- **Photography** *(including Digital Imaging, Analog Film & Darkroom, Studio Lighting)*
- **Print Media** *(including Silkscreen, Etching, Intaglio, Bookmaking)*
- **Art Education** *(BA in Art with K-12 Licensure)*

Applicants are asked to demonstrate their interest in studio art and potential for future success in the major through a portfolio of creative work and written responses. Due to the large number of submissions received each year, admission to the program is highly competitive. Acceptance is limited to a select number of applicants who demonstrate the greatest potential for successful completion of the program and not all qualified applicants will be offered admission.

> ***NOTE:*** *Since Graphic Design and Art are separate majors, they use different applications in Slideroom. Make sure that you use the correct one when creating and submitting your portfolio.*
>
> *If you intend to become a Graphic Design Major, please use the Graphic Design Major Entrance Portfolio Guidelines and the corresponding Slideroom link for the Graphic Design Major Entrance Portfolio Application.*

Table of Contents:

This document will guide you through the portfolio submission process. ***Please read through all sections carefully.*** If you have questions, email aahadmissions@charlotte.edu

- I. Application Checklist p. 2
- II.Eligibility p. 3
- III. Application Process & Deadlines p. 3
- IV. Decisions & Notifications p. 4
- V. Entrance Portfolio Application Requirements p. 4
- VI. Entrance Portfolio Application Review Criteria p. 5
- VII. Department Admission Policies p. 5
- VIII. Frequently Asked Questions (FAQ) p. 6
- IX. Art Major Entrance Portfolio Work Examples p. 9

I. Application Checklist

Incoming First-year & Transfer students, did you…

- ☐ 1. Carefully read all of the *Art Major Entrance Portfolio Application Guidelines*?
- ☐ 2. Carefully read the UNC Charlotte Application Requirements?
  - ☐ For Incoming First-year Students
  - ☐ For Transfer Students
- ☐ 3. Apply to UNC Charlotte?
  - ☐ Choose *Art* as your major?
  - ☐ Make the University Deadline on Nov. 1, 2025 (but no later than Jan. 5, 2026)?
- ☐ 4. Receive notification of acceptance to the university?
- ☐ 5. Receive the Slideroom link via email to the Art Major Entrance Portfolio Application?
- ☐ 6. Complete your Entrance Portfolio Application using Slideroom?
  - ☐ Include images of 10 – 15 creative works?
  - ☐ Write additional details about your ideas, goals, processes, and/or inspiration?
  - ☐ Add labels with title, media, and year?
- ☐ 7. Submit your completed Entrance Portfolio?
  - ☐ Make the Submission Deadline on **Wednesday, Feb. 10, 2027 by noon**

Continuing UNC Charlotte students interested in changing majors, did you…

- ☐ 1. Carefully read the *Art Major Entrance Portfolio Application Guidelines*?
- ☐ 2. Meet the minimum GPA requirements?
- ☐ 3. Fill out this form to indicate interest and request the Slideroom link for the Art Major Entrance Portfolio Application?
- ☐ 4. Complete 5 – 7 above?

II. Eligibility

- All applicants must be admitted to UNC Charlotte in order to submit an Entrance Portfolio Application for admission to the Art major and Department of Art & Art History.
- Enrollment in all Foundation Studio and/or Major courses is open only to students who have been formally admitted to the Department during the annual Entrance Portfolio Review.
- If you are a continuing student at UNC Charlotte and are interested in changing your major to Art, you must have a cumulative GPA of 2.0 or higher evidenced on your academic transcript.
- All applicants are limited to one application, either Art or Graphic Design, per yearly application cycle.
  (also see IV: Department Admission Policies below and coaa.charlotte.edu/art-art-history/admissions)

III. Application Process & Deadlines

1. Apply to UNC Charlotte

- Apply by Nov. 1
- Choose Art as your major
- See University Admissions for complete details:
  - Incoming First-year Student Application Requirements
  - Transfer Student Application Requirements

  **** NOTE:** In order for incoming First-year and Transfer students to receive notification from the university in time to apply to the major, you should apply to the university and submit all transcripts by Nov. 1, 2025, but no later than Jan. 5, 2025.*

2. Apply to the Art Major

- Use Slideroom.com to complete your Entrance Portfolio Application
- ***All submissions are due on Wednesday, February 10, 2027 by noon****

- For Incoming First-year and Transfer Students:
  - Once admitted to the university, you will receive a Slideroom link via email for the Art Major Entrance Portfolio Application.**

- For Continuing UNC Charlotte Students interested in changing majors:
  - Use this form to request a link to the Slideroom application

***NOTE:** Since Art & Graphic Design are separate majors, they use different Slideroom links - make sure you use the link to the Art major application.*

IV. Decisions & Notifications

1. Decisions

- Due to the large number of submissions received each year, this is a highly competitive review process and not all qualified applicants will be offered admission.
- Each review cycle, the total number of students admitted is limited by the number of open seats in the Department and major.

2. Notifications

- Applicants will be notified by email of the Admission Committee's decision of Admittance, or Non-admittance, typically 3 weeks after the deadline, but no later than May 1.

V. Entrance Portfolio Application Requirements

Complete your application to the Art major using SlideRoom.com by submitting a portfolio of creative works and written descriptions. This portfolio should represent your best artwork, and demonstrate your potential for success in the Art major. Since admission to the program is highly competitive, carefully following these guidelines will make you more competitive but does not guarantee admission. Incomplete applications will not be reviewed.

A. Your portfolio must include:

- **Images of 10 - 15 Works** – Each image should be on its own slide. You may include multiple images of one work, but your portfolio is limited to a total of 20 images. (see FAQ #9 for more details, and section VIII. Art Major Entrance Portfolio Work Examples)
- **Label Media:** For each work, Slideroom will prompt you to add a title, the year that it was created, and the specific media and/or software that you used.
- **Additional Details:** In a short paragraph format (1,000 characters or less), describe your ideas and/or goals, creative processes, what and/or who inspired it (if applicable), and the class it was completed in (if applicable). (For a sampling of written descriptions, see section *VIII. Art Major Entrance Portfolio Work Examples.)*
- **Responsible use of Intellectual Property** – In your descriptions, you should note the use of any found, appropriated, or provided imagery and/or content, and document the original source for any images used as a reference. Additionally, you should note any use of tools that utilize Artificial Intelligence (AI), such as the new Generative Fill in Adobe Photoshop. (see FAQ #6 for more details)

B. Works to Include in Your Portfolio

- Any original (2D, 3D, 4D) work completed in high school, college-level courses, private classes, workshops, camps, and/or self-initiated are eligible. (see section VIII. Art Major Entrance Portfolio Work Examples)
- You must include at least 3 - 5 drawings. (see FAQ #5 for more details)
- You are encouraged to show work in a range of processes. (see FAQ #7 for more details)
- Please include work from any AP or college-level courses you may have taken in Studio Art, Foundations, or Graphic Design, especially Transfer students. (see FAQ #2 for more details)
- *Note on Image Quality* – Make sure to take quality images of your non-digital work with even lighting and cropped to the edge. (see FAQ #8 for helpful tips)

C. What Works NOT to Include:

- Any work that is not original and/or is not your intellectual property. (see FAQ #6 for more details)
- Any work that was created using template-based software such as Canva. (see FAQ #6 for more details)

VI. Entrance Portfolio Application Review Criteria

The review committee will assess your entrance portfolio based on the following:

1. How well the works in your portfolio demonstrate:

- Potential for future success in the Art major and Foundation level studio art classes.
- Application of design elements and principles
- Creative problem-solving and/or conceptual ability
- Technical ability and craft
- Inventive and Expressive use of media

2. How well your written responses demonstrate:

- Ability to articulate ideas in writing
- Responsible use of intellectual property (see FAQ #6 for more details)
- Adherence to the portfolio application guidelines presented in Section IV of this document. (see FAQ below for more details)

VII. Department Admission Policies

1. This is a highly competitive review process, not all qualified applicants will be offered admission to the Department of Art & Art History and their major of interest (either Art or Graphic Design).
2. Acceptance to UNC Charlotte and submitting a portfolio does not guarantee admission to the Department and major of interest.
3. Continuing UNC Charlotte students are not guaranteed admission to the Department and major of interest and must go through the same entrance portfolio review process as First-year and Transfer students.
4. For Incoming Transfer and continuing UNC Charlotte students, meeting the 2.0 GPA minimum does not guarantee admission to the Department or major. Having a higher GPA makes you more competitive.
5. Due to the large number of applicants, the Department of Art & Art History will not provide feedback on any individual's submission or admissions decisions.
6. Incomplete applications and/or portfolios that do not include all requested materials outlined in this document will not be reviewed.
7. If you are not admitted to the Department and major of interest, your acceptance to the University remains unchanged. You may still choose to enroll at UNC Charlotte but you will need to pursue a different major in another Department.
8. Only Art and Graphic Design majors can take studio courses in the Department of Art & Art History.
9. The department does not offer any studio courses for non-majors to assist with the development of their entrance portfolios.

10. Applicants can apply to the Department and one major of interest only once per yearly admissions cycle.
11. An admission cycle spans one academic year (eg. 2024 – 2025).
12. Applicants can only apply to the Department twice. If an applicant is applying to the Department for a second time, they can choose to apply to either major.
13. Continuing UNC Charlotte students who have been denied admittance after two yearly admission cycles will need to pursue a different major in another Department.
14. Please note, applicants who are admitted after their second application will have a longer time to graduation.

VIII. Frequently Asked Questions (FAQ)

1. ***What kind of work will best demonstrate my potential for future success in the major and Foundation Level Studio Classes?***
   Generally speaking, Art is a creative process of solving problems to visually communicate ideas across a wide range of media. Include works that highlight your technical skills, your ability to apply design elements and principles and solve visual problems. These might include, but are not limited to: basic digital skills, drawing from direct observation, creating 2D compositions, constructing 3D objects or spaces, using color, patterns, and textures.

   Media you might include but are not limited to are: digital drawing, graphite pencil, charcoal, pen and ink, markers, acrylics, watercolors, collage, clay, plaster, and cardboard or wire constructions. You could include technical or architectural drawings, painting, photography, illustration, collage, printmaking, 3D works such as ceramics, sculpture, 3D digital fabrication. 4D work such as video, sound art, motion graphics, or animation.

2. ***What if I have taken AP or college-level courses in Studio Art or Graphic Design?***
   If you have already taken advanced placement and/or courses at the collegiate level, then please include works from those classes, especially those credits that you wish to transfer in Foundations Studios or the Art major. (i.e. 2D Design, 3D Design, Drawing 1, Ceramics 1, Painting 1, Printmaking 1, Digital and/or Darkroom Photography 1, Digital Media 1 (4D), etc.).

3. ***What should I do with multimedia like animations, motion graphics, videos, or audio?***
   Duration of clips should be limited to a maximum of 2 minutes, and file size should not exceed 250 MB. You can upload mp4 files to SlideRoom.com. Encode your files with H.264 video (a.k.a. MPEG-4 AVC) and AAC audio formats are recommended.

4. ***Can I include photography as work examples?***
   Yes, photographs created in a Digital Photography course or a Darkroom Photography course are applicable. Consider how they reflect your conceptual interests as well as your understanding of composition, light, form, and space.

5. ***What could I include for original drawings?***
   Examples might include but are not limited to: figure drawings, object studies, still lifes (observational drawings), landscapes, experimental drawings, or a drawing from a photograph with a cited source (see FAQ#8). The medium you use and the subject you choose is up to you. (Please see VIII. Art Major Entrance Portfolio Work Examples below.)

6. ***How do I know if a work is original and/or a responsible use of intellectual property?***
   For either category mentioned below, whether it was a class assignment or self-initiated, you must demonstrate a responsible use of intellectual property in the Written Description for that work. (continued)

   Work that is *Not* Original

   a. Any work that directly replicates any other artist's or studio's work, copies a photograph that you did not take, or uses a grid to transfer an original.
   b. Close representations of *any* copyrighted material, including anime, comics, cartoons, or video game characters.
   c. Works produced using a step-by-step tutorial *and* provided content and/or imagery to achieve a predetermined solution.
   d. Works produced using template-based platforms such as Canva and Adobe Express, which allow users to drag and drop images into pre-existing designs created by professionals.
   e. For more information, please see the Academic Misconduct Examples in the UNC Charlotte Code of Student Academic Integrity.

   Work that is Original

   f. If you used found and/or appropriated imagery, provided content, and/or any tools that utilize AI, then you must document the original source, and/or tool, and describe your reason for using it.
   g. Works that include existing imagery or content such as text, photos, illustrations, and graphics, that were provided as part of a project or assignment are acceptable if the finished work has been redesigned, reworked, and/or reimagined (i.e. a magazine layout or advertisement that uses an existing article and stock photos).
   h. Original works, as defined above, that have elements created with tools that utilize Artificial Intelligence (AI), such as the new Generative Fill in Adobe Photoshop. (In the SlideRoom image description, indicate if such tools were used.)
   i. Works that used existing photos for reference only and are not an exact copy, or were collaged/digitally composited with other images, and/or completely reworked.
   j. Images and/or photos that have utilized AI tools (such as generative fill), but remain 90% original.
   k. Character designs that you developed and created and/or completely reimagined.

7. ***What else should I include? Should I submit work that shows my skills across a range of media?***
   It is important that you make the final decision and submit a portfolio that best represents your ideas, interests, and strengths. We want to see your potential as an art major - include works that showcase your technical skills as well as your imagination, creative problem-solving, and curiosity.

8. ***How should I photograph my non-digital work?***
   Scan or photograph artwork carefully and artfully, while considering the documentation and presentation of each project. Three-dimensional pieces may require views from multiple angles, detail shots, or staging on a neutral backdrop. (See VIII. Art Major Entrance Portfolio Work Examples below)

Quick tips for photographing work:

a. Photograph the works in outdoor, indirect light to avoid harsh shadows.
b. Fill the viewfinder, consider the composition, and keep the background simple.
c. Do not use the on-camera flash.
d. Using a tripod, or setting your camera on a stable surface, is recommended to ensure sharp focus.
e. Color correction and cropping in an application such as Photoshop is encouraged.
f. There are many How-To tutorials available on YouTube for documenting 2D and 3D artwork.

9. ***Can I include multiple images of a work?***
   You are required to submit 10 - 15 different works of design or art, but you may include multiple views of some works up to a total of 20 images for your SlideRoom application. You may choose to show an additional view, detail, or a source that further informs the review committee's understanding of the work. Note: In the written statement, include the title and that the image is an additional view of that work.

10. ***Can I show older work to show progress?***
    Though you may want to include examples of work from past years, especially to demonstrate growth, it is more important to submit work that represents current skills and experiences.

11. ***Can I submit my portfolio early?***
    Yes, you may submit your portfolios prior to a submission deadline. However, all submissions will be held and reviewed after that deadline has passed.

12. ***Can I still submit if I do not have a cumulative GPA of 2.0? (continuing UNC Charlotte students only)***
    You should have a 2.0 cumulative GPA at the time of the portfolio review to be fully competitive (i.e. final grades for the Spring semester in which you are applying will not be included in a GPA calculation at the time of the review). You may still submit a portfolio, but admission to the department and major could be denied because of the GPA requirement.

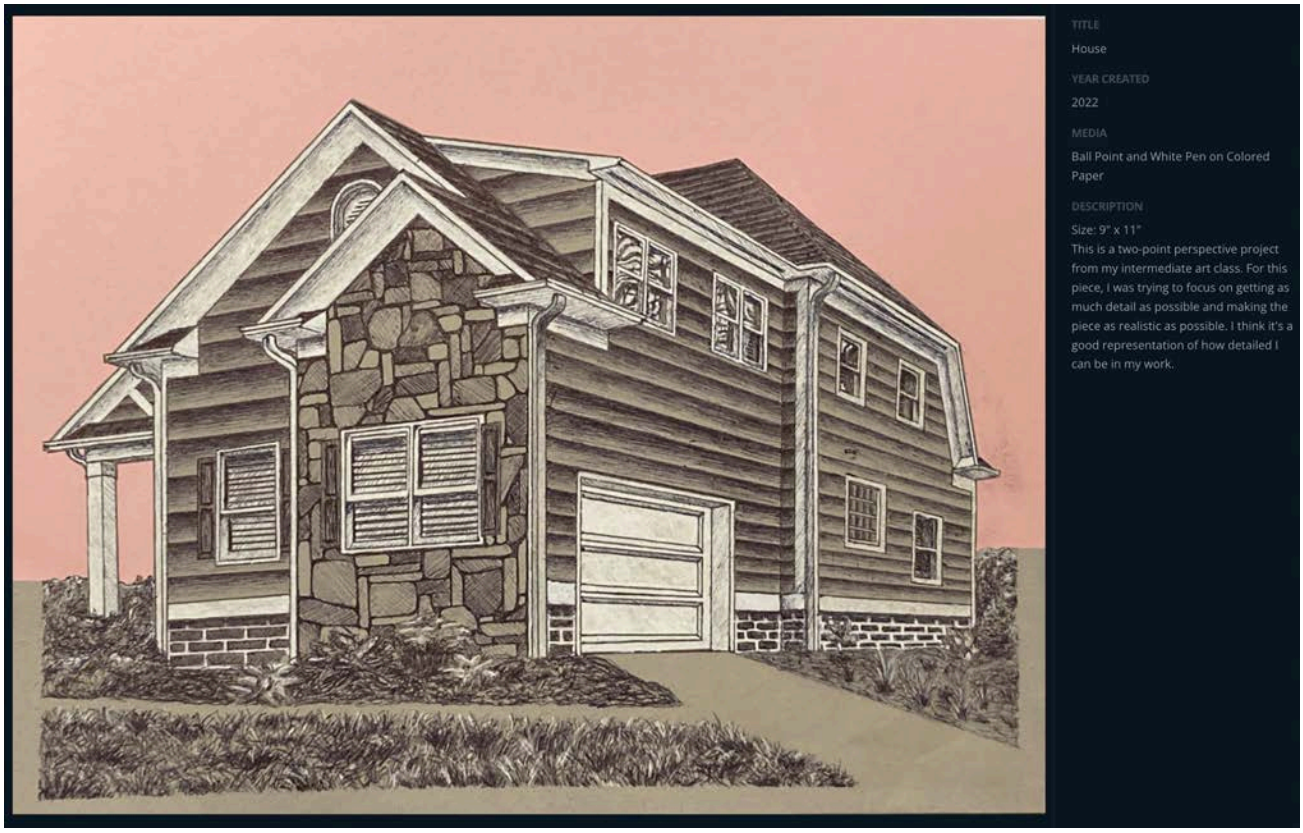
13. ***Who should I contact with questions?***
    If you have general questions about the portfolio or need clarification on anything contained in this document, email questions to: aahadmissions@charlotte.edu. *Please note, the Department is unable to provide one-on-one guidance on your application portfolio.*

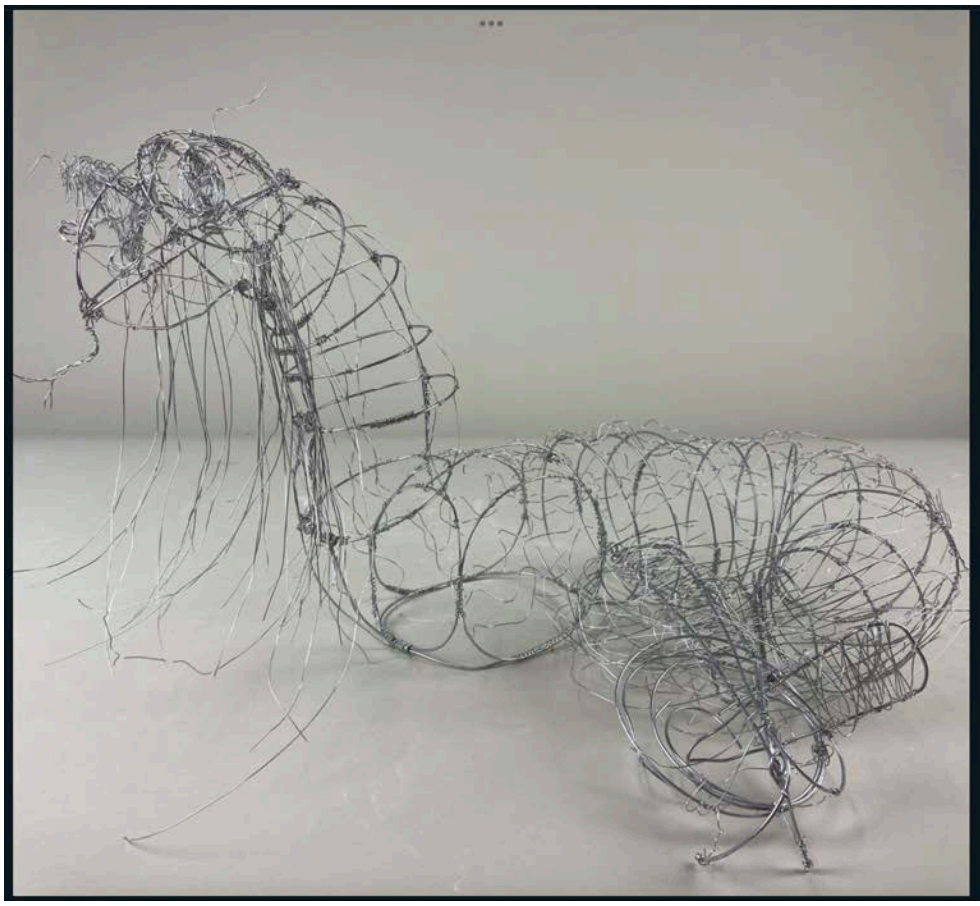
IX. Art Major Entrance Portfolio Work Examples: Sample Artwork, Labels, & Statements

Applicants will build and submit their entrance portfolios in SlideRoom.com. The following examples demonstrate ***potential*** works, written descriptions, and labeling information you might include in your submission as you are building it in SlideRoom. They include a small range of works in various media but do not represent all possible media or a complete portfolio. Please refer to the Entrance Portfolio Guidelines above for all details and requirements.

These examples were collected from successful portfolios submitted last year, which were submitted through SlideRoom using the process described above. Please note that these examples should be viewed as ***aspirational***; the work in your portfolio will not be compared to these for entry into the program.

As mentioned above, email any questions to: aahadmissions@uncc.edu





TITLE

The Snaroish

YEAR CREATED

2022

MEDIA

16 gauge wire, 20-24 gauge wire, 7"x10"

DESCRIPTION

For the Snaorish, I needed to create his hybrid project that reflected a fusion of three animals: a horse, a snake, and jellyfish. That the teacher has instructions from this project, and that is a villain. So I came up with the idea that I wanted to create a body from a snake with ears like a horse and jellyfish-like a hat. So I tried to develop a sense of villain in the hybrid project by having more texture into his skin that looks like it wants to shred and that the hair is messy and a mane like a hair horse texture but is floating his hair. He is holding a weapon from the tips of his tail and has a surface of electric eels on his tip tails.

The strength I had was having an idea about trying to make the design. The technique I used was connecting each wire circle to complete the form. But The weakness was forming and creating it into 3d dimensional art pieces. Also, I have into his project was connecting the wires because it was complicated to adjust them with these wire tools.



TITLE

Lagoon pearl

YEAR CREATED

2022

MEDIA

clay, Glazing, Underglazing, 5"x 8"

DESCRIPTION

In ceramics, those two art pieces were the same organic project. What I loved about it was that my main goal from this project was to create organic shapes. From it, I enjoy creating, experimenting, and moving my hands from the clay into different forms. I have used my imagination into from making this art piece. I had so many ideas that it took much work to start thinking about one subject. I wanted to accomplish was creating an organic shape that was unique and peculiar. I wanted to make a treasured beauty from the interior and exterior was sandy or rock style. The technique of glazing with it inside added little water and glaze by the interior; if the color was a little strong, I added a little bit of water. I wanted the exterior of the form to be lighter, so I added water to the underglaze. My weakness was what side effects could happen to fire the color changes. Also, it was patience in creating each piece to make them look organic.



TITLE

Nostalgia

YEAR CREATED

2023

MEDIA

Watercolor and Colored Pencil, 9x12"

DESCRIPTION

For this observational piece I set up a few of my childhood stuffed animals on white paper to get a model to look at. I also put a lamp close to them to get more dramatic shadows. While this was observational and I did want to go for a realistic look, I used the softness of the watercolor to give it an almost "old story book" vibe to it. All of the different fur textures on the animals presented a challenge, as they all had their own unique look and feel. I chose the stuffed animals as my subject because I wanted to convey a feeling of nostalgia with the toys worn down from childhood play. I set up the toys in a way that made them look like they belonged together, making sure everything touched to give a sense of unity. While creating this painting I was really feeling the effects of growing up, it being senior year and college just around the corner. I wanted to make something to remind me of childhood and how far I've come.



TITLE

Sketchy Still Life

YEAR CREATED

2022

MEDIA

Charcoal on paper

DESCRIPTION

This piece was a timed drawing for my drawing 1 class in which we had a limited amount of time to give as much information to the viewer as possible. My main focus during this time was to block out all of the important parts in the lighting without worrying about details.



TITLE

Bounding Box & Wire Hand

YEAR CREATED

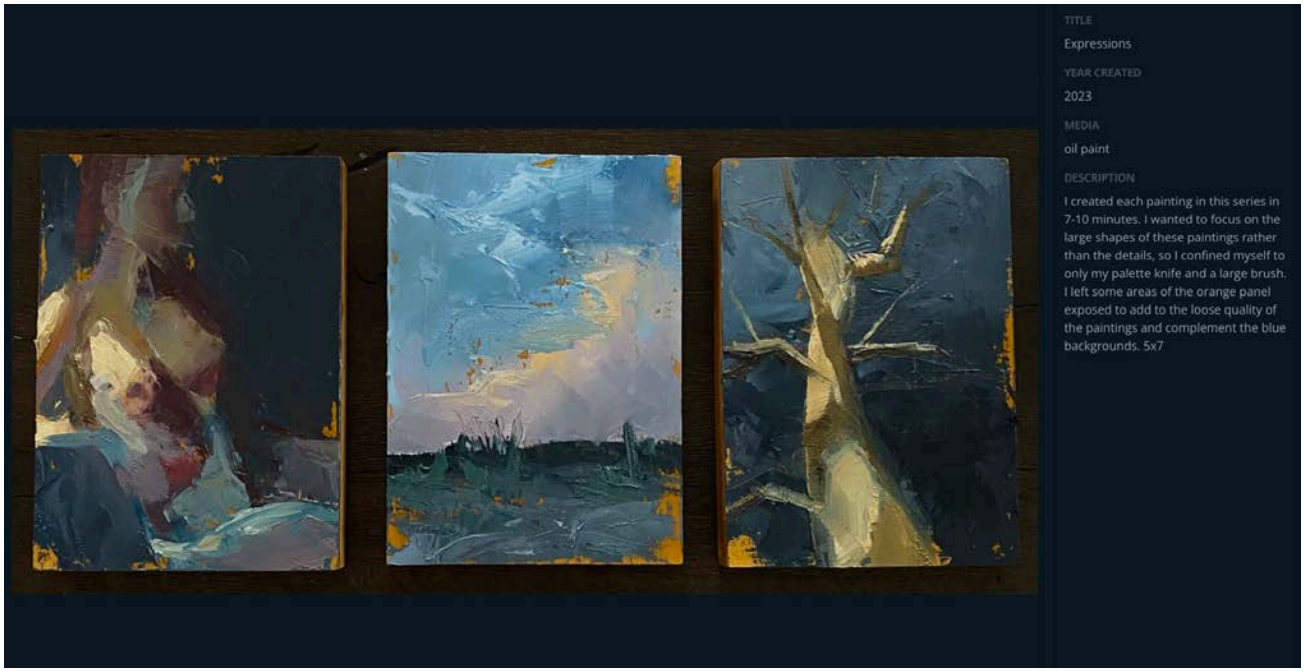
2022

MEDIA

Bass wood, vellum, sinew, bailing wire, light.

DESCRIPTION

This piece was created for a final project in an architecture studio class. The focus for this project was to create a light box to cast shadows of a wire hand onto the cladding of the box. Explored ideas of light, dimension, and space. This piece is approx. 15"x12"x9"



TITLE

Expressions

YEAR CREATED

2023

MEDIA

oil paint

DESCRIPTION

I created each painting in this series in 7-10 minutes. I wanted to focus on the large shapes of these paintings rather than the details, so I confined myself to only my palette knife and a large brush. I left some areas of the orange panel exposed to add to the loose quality of the paintings and complement the blue backgrounds. 5x7



TITLE

Eating Disorders (Anorexia Focused)

YEAR CREATED

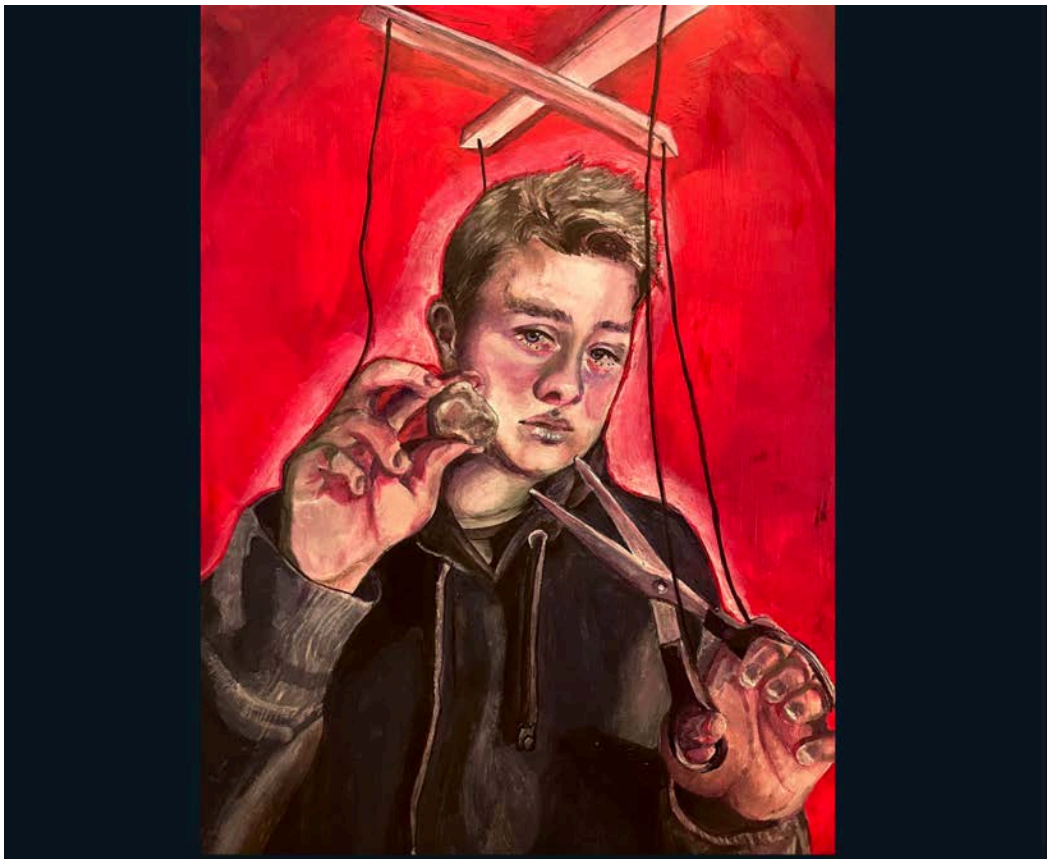
Summer 2022

MEDIA

Graphite and Prismacolor Pencil on Paper

DESCRIPTION

This is the last piece I did in my sustained investigation as a part of my AP art class and seeing this work officially finished was a huge accomplishment for me. I pushed this last compositional drawing off to the side for a while because I wasn't sure if I wanted to do this exact sketch and was going to continue to plan it, but COVID took a pretty big toll on my drawing for about a year and I wasn't able to finish this piece on time as a part of my AP submission. This was the first major piece I ended up doing after a break from drawing, so I'm very happy that the skills I've learned through art classes in high school have remained strong through in this work. This piece is more anorexia focused with the tape measure around the girl's mouth, preventing her from eating. I feel as though I've gotten a lot better with highlights in the hair in comparison to my first piece and love seeing the areas that I slowly start to improve on whilst working through this concentration.



TITLE

Scissors Beat Rocks

YEAR CREATED

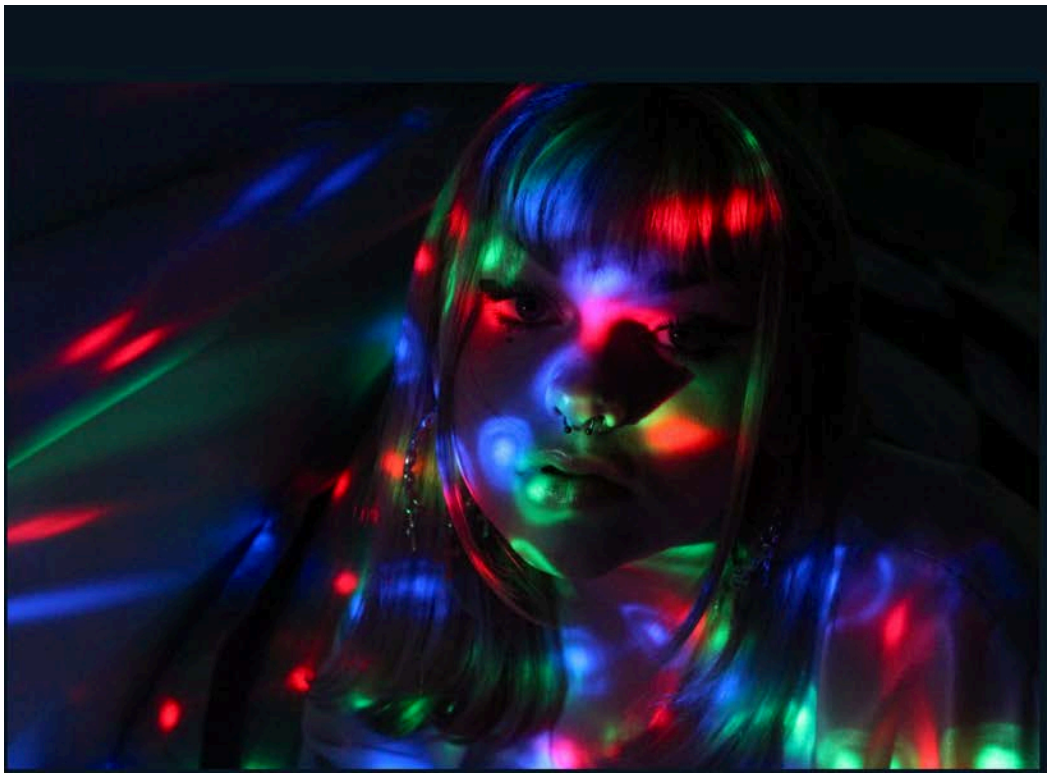
2022

MEDIA

Oil/acrylic paint and alcohol marker on paper

DESCRIPTION

Take a moment to think of all the assumptions you've made about the world. Yeah, the sky is blue, and yeah, the old man walking down the street who's staring at you probably likes the skirt you're wearing. Whether harmless or problematic, assumptions make up so much of our daily lives; our entertainment, our jobs, and even our defense systems are based off such. But what if we take a moment and flip the script on our most basic of presumptions, breaking our written acts: what if scissors really do beat rocks?



TITLE

Prom Portrait

YEAR CREATED

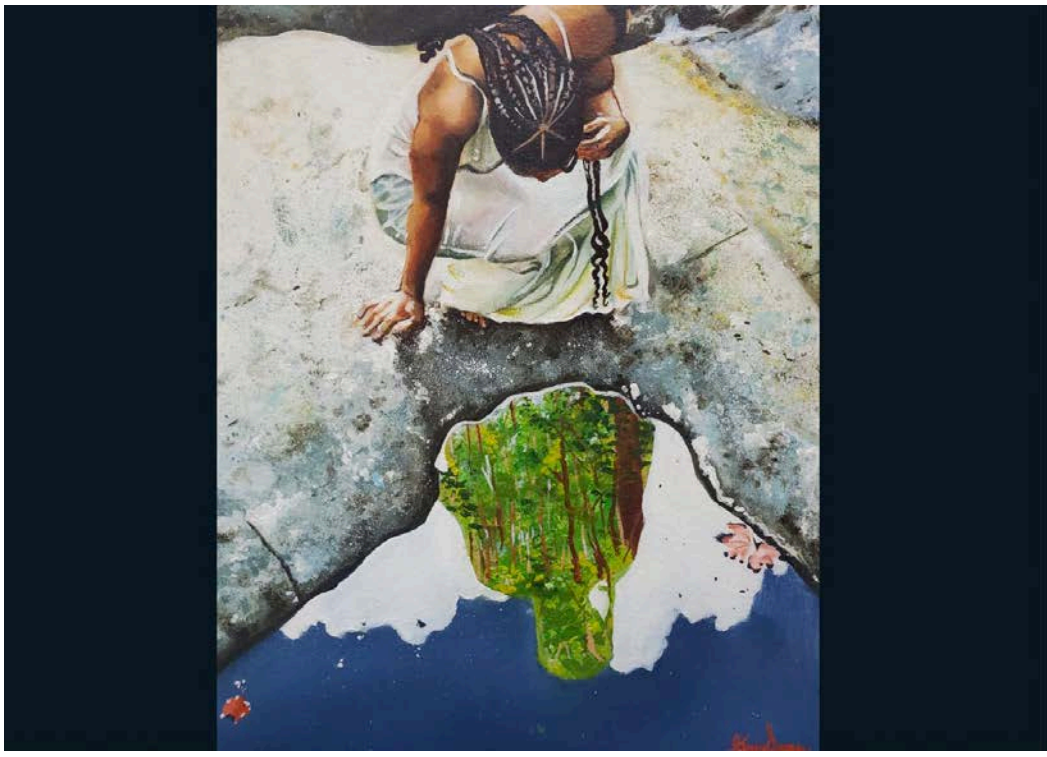
2020

MEDIA

Digital Photography

DESCRIPTION

This work was done in the summer of 2020, while lockdowns and quarantines were occurring due to Covid-19. Many felt that they were missing out on the end of high school milestones in the midst of important events being canceled. We all had to be creative and find new ways of making this time special for graduating high school seniors. So, I set up a mock prom photoshoot where my friends were still able to dress up for prom and I wanted to document the process of finding new ways to make memories in unprecedented times. I believe this piece reflects the changing times and the alternatives that we all found to continue our lives in the most normal way possible.



TITLE

Musing

YEAR CREATED

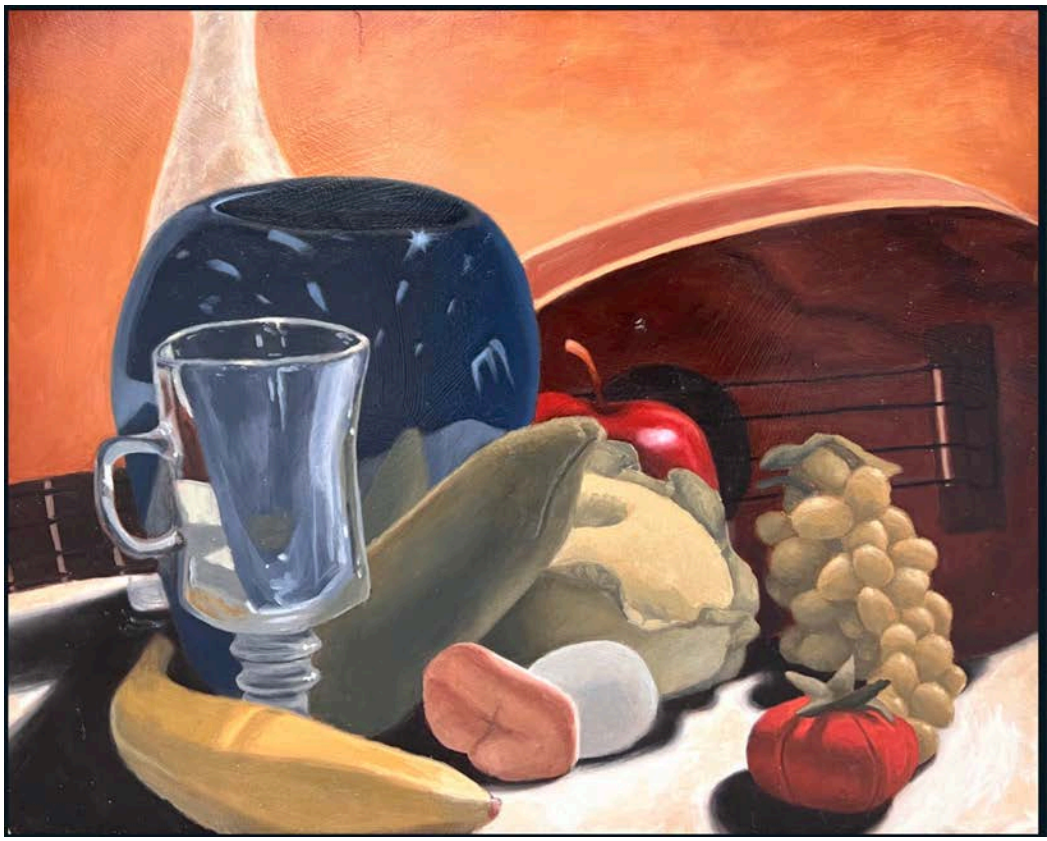
2020

MEDIA

Oil on Cotton Paper

DESCRIPTION

Musing is a 9" x 11" oil on paper painting created in studio painting class at CPCC. I was inspired by a photo taken of me by a close friend while on south mountain. Before starting the painting I was playing around with photos to create collages, and while juxtaposing this photo and another I took of a swap, I immediately knew then that I had to recreate this into a painting. This reflective piece speaks on the lost narratives of my Indigenous and African ancestors. Staring into the reflective water and not seeing myself but discovering a window into the past; someplace where I can learn of my ancestors and their stories. These things are a mystery to me as a part of my family tree is undocumented, I yearn to know of my family and their stories. This is a homage to my beautiful and strong ancestors who are the blueprint to shaping my future. Musing has been purchased and won a painting award at CPCC in 2021.



TITLE

Complex Still-life

YEAR CREATED

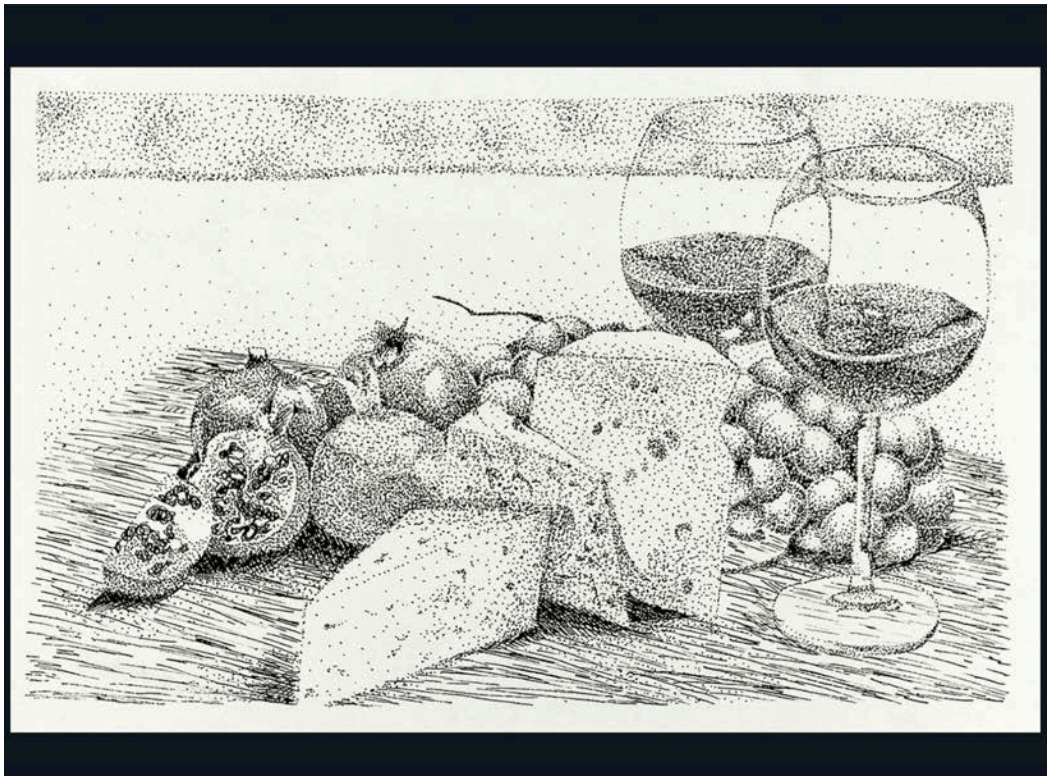
2022

MEDIA

Oil Paint

DESCRIPTION

This was our final painting we completed in class when learning how to use oil paint. There's lots of different textures in this painting, like some of the food items are plushy and made out of felt, so I tried to make sure these textures came across in the painting.



TITLE

Still Life

YEAR CREATED

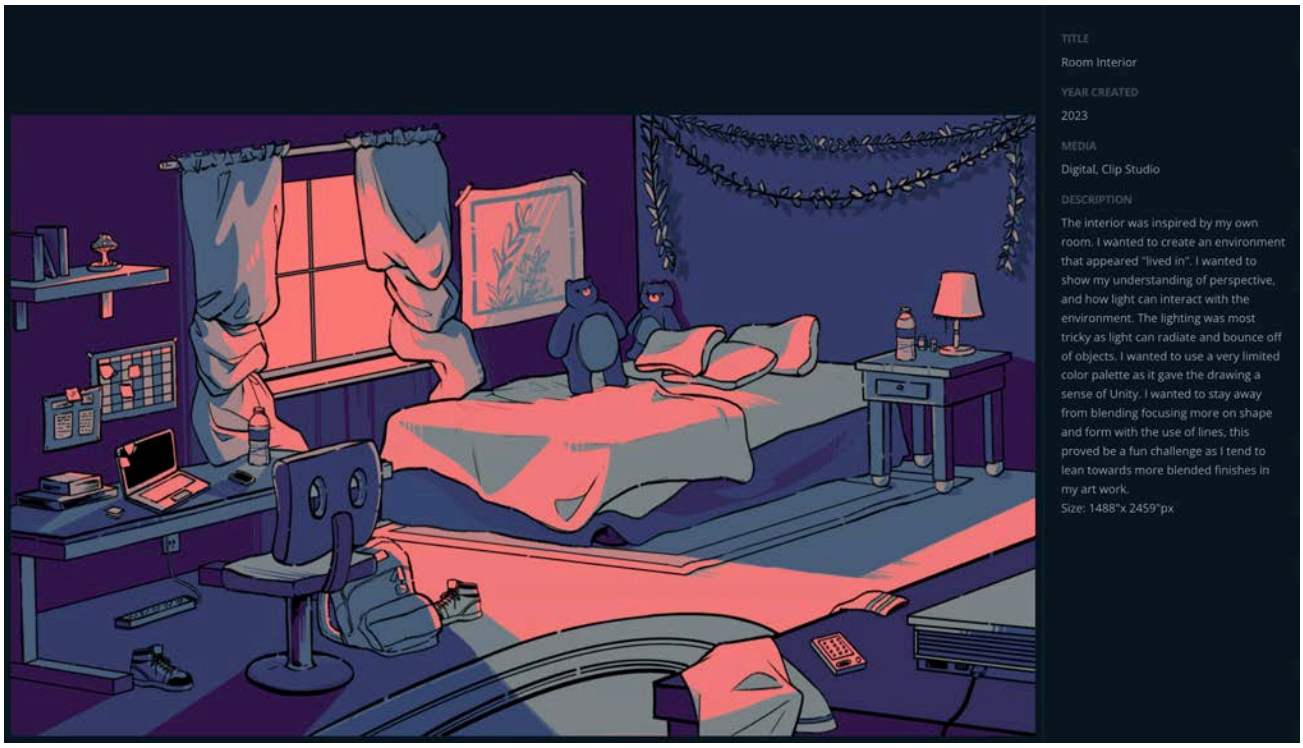
2019

MEDIA

Pen

DESCRIPTION

I created this piece for a sketchbook assignment in my Drawing 1 class. I was asked to arrange various foods in my house to use as a still life reference. The style of this piece uses the stippling technique, which is done by making many small dots with a pen on paper to create a texture and shape to form the composition.



TITLE

Room Interior

YEAR CREATED

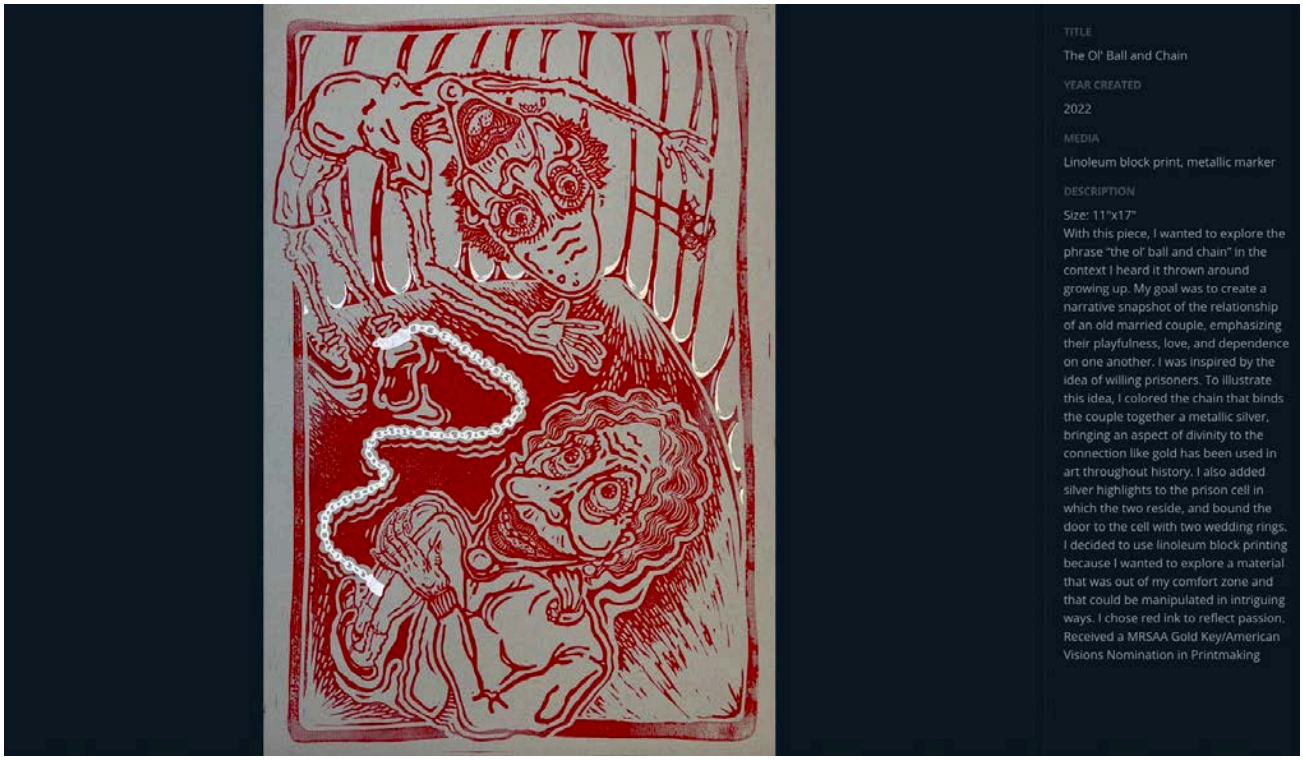
2023

MEDIA

Digital, Clip Studio

DESCRIPTION

The interior was inspired by my own room. I wanted to create an environment that appeared "lived in". I wanted to show my understanding of perspective, and how light can interact with the environment. The lighting was most tricky as light can radiate and bounce off of objects. I wanted to use a very limited color palette as it gave the drawing a sense of Unity. I wanted to stay away from blending focusing more on shape and form with the use of lines, this proved be a fun challenge as I tend to lean towards more blended finishes in my art work.
Size: 1488"x 2459"px



TITLE

The Ol' Ball and Chain

YEAR CREATED

2022

MEDIA

Linoleum block print, metallic marker

DESCRIPTION

Size: 11"x17"
With this piece, I wanted to explore the phrase "the ol' ball and chain" in the context I heard it thrown around growing up. My goal was to create a narrative snapshot of the relationship of an old married couple, emphasizing their playfulness, love, and dependence on one another. I was inspired by the idea of willing prisoners. To illustrate this idea, I colored the chain that binds the couple together a metallic silver, bringing an aspect of divinity to the connection like gold has been used in art throughout history. I also added silver highlights to the prison cell in which the two reside, and bound the door to the cell with two wedding rings. I decided to use linoleum block printing because I wanted to explore a material that was out of my comfort zone and that could be manipulated in intriguing ways. I chose red ink to reflect passion.
Received a MRSAA Gold Key/American Visions Nomination in Printmaking



TITLE

Unravel Me Slowly

YEAR CREATED

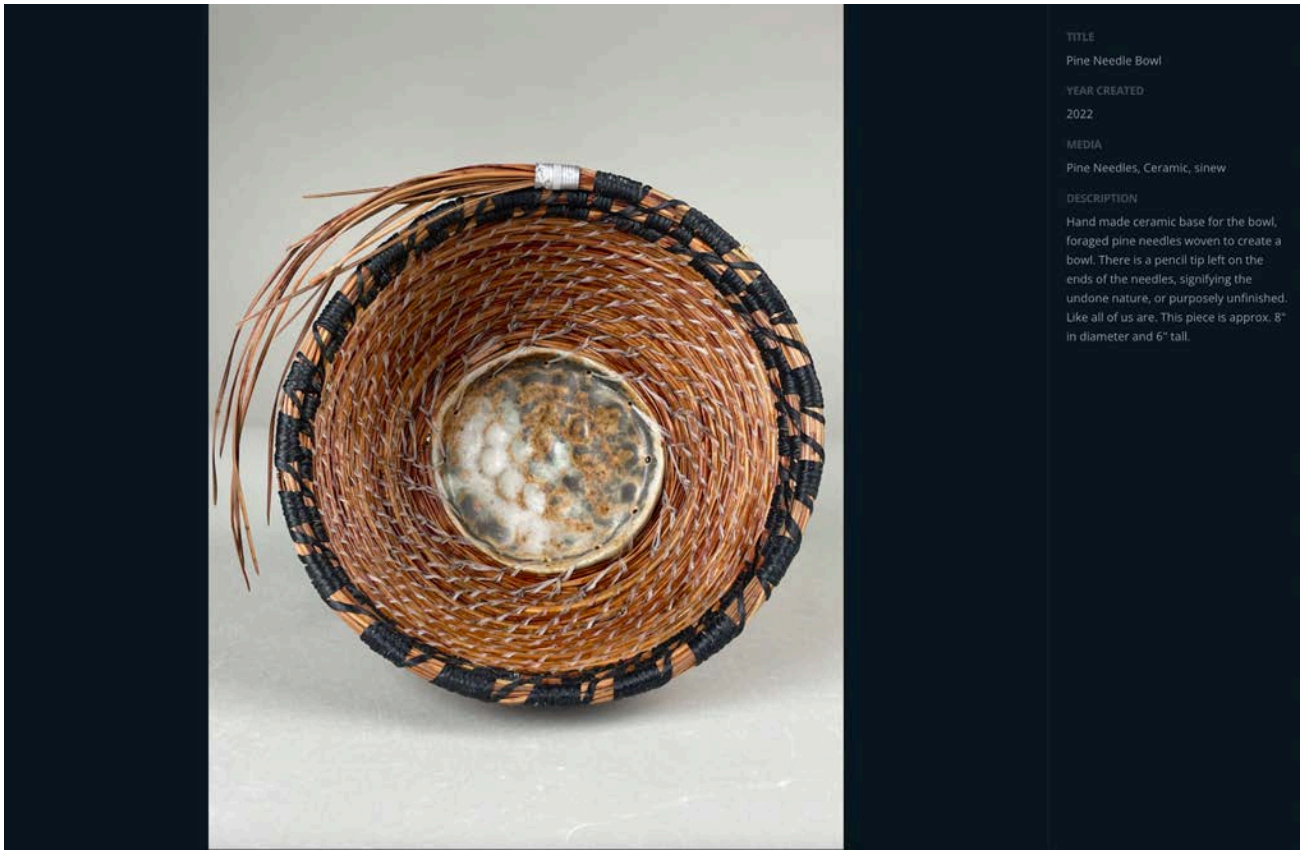
2021

MEDIA

Rice paper, wire, beads, watercolor, styrofoam

DESCRIPTION

This piece is about my struggles with unhealthy eating habits and unconformity in my own skin. I wanted the wire to mimic bones and the stretched rice paper to resemble skin.



TITLE

Pine Needle Bowl

YEAR CREATED

2022

MEDIA

Pine Needles, Ceramic, sinew

DESCRIPTION

Hand made ceramic base for the bowl, foraged pine needles woven to create a bowl. There is a pencil tip left on the ends of the needles, signifying the undone nature, or purposely unfinished. Like all of us are. This piece is approx. 8" in diameter and 6" tall.



TITLE

Dream 31

YEAR CREATED

2022

MEDIA

12x13

DESCRIPTION

I created this collage using photos i've taken. I wanted to create a collage that captured the feeling of a memory, so I searched for images that captured the soft ethereal feeling that a memory evokes. Selecting the images was a significant part of the process of this piece as I found myself scrolling through images I hadn't seen in years and was overcome with memories from deep in my past. I decided to add sticks from the woods I grew up in and selected rocks from my collection throughout the years. I created a flow between the images by fitting together various images of the same scene, adding a stick as an extension of the trees and rocks along the pathway to guide the viewer's eye from one image to the other.



TITLE

Nature

YEAR CREATED

2020

MEDIA

Objects from Nature (20" x 12")

DESCRIPTION

The idea behind this piece was to study the environmental art of Andy Goldsworthy, and afterward, arrange various natural objects into a composition outside. When deciding on my objects, I found that the pumpkins were easily stackable and complemented the darker browns of the pinecones and grays of the rocks well. Additionally, I found the green moss interesting because it subtly stood out against the clover and pumpkins. I decided to arrange my objects on top of clover because I liked the texture and shape of the clover, as well as how the dark green helped my composition stand out. I arranged my composition to show repetition. The pumpkin stacks are each unique because of the leaves attached to them, but also repetitive because the bottom two pumpkins are the same shape and color. The pinecones and rocks surrounding the pumpkins also show repetition. I was able to accomplish a neat and interesting composition because I planned everything out in my sketchbook before I started working.



TITLE

The Messenger

YEAR CREATED

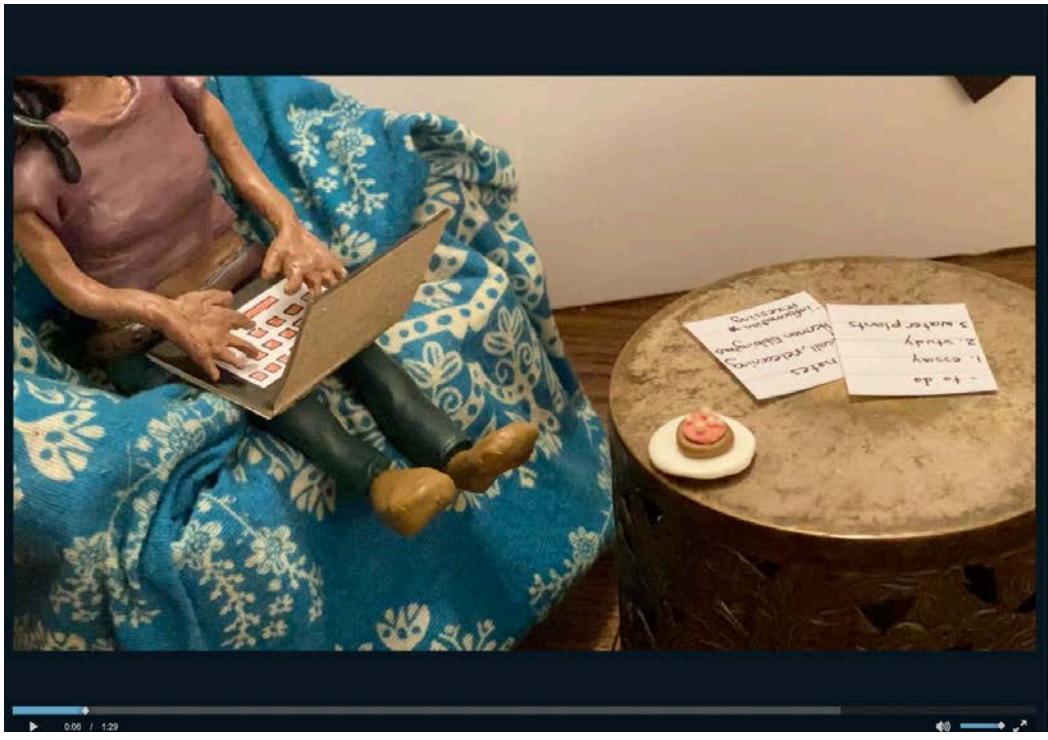
2022

MEDIA

Digital (Clip Studio Paint)

DESCRIPTION

This is a personal project for character design.
The early stages are shown on the left, drawn after researching clothing trends of messenger boys during the 20th century. The concept follows a steampunk era where futuristic features are added to old customs. In this case, the messenger has flying shoes and handles his deliveries by scanning his gloves on a crate.
The character sheet is meant to be an initial concept: it explains object features, materials, and character dynamics that shed light on his personality. The simple and organized product makes it easy to read, comprehend, and potentially review.



TITLE

Flirt

YEAR CREATED

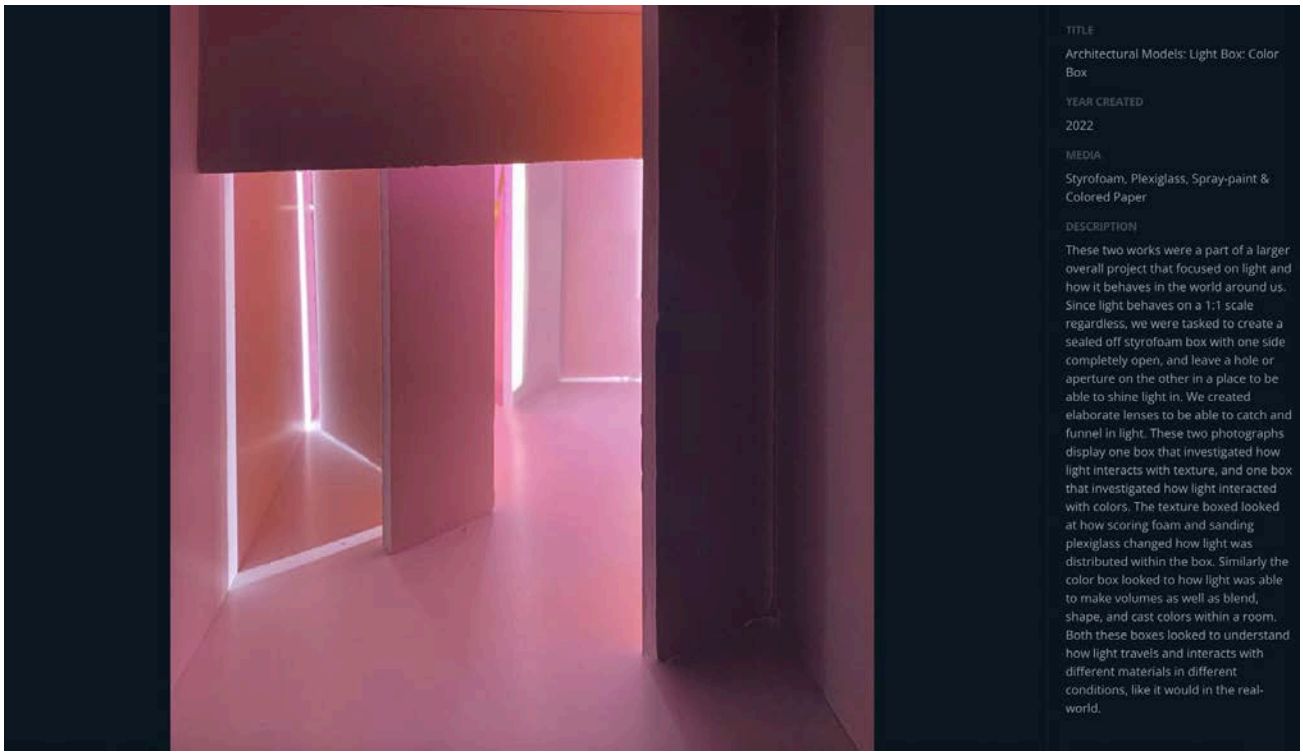
2023

SOFTWARE USED

stop motion studio

DESCRIPTION

In this piece, I wanted to experiment with stop motion and clay. I created the characters' frames using bendable wire and aluminum foil and the faces, hair, and clothing out of polymer clay. Next, I created the set. I used cut-up cardboard boxes to create the walls and covered them in paper and patterned fabrics. I made the coffee station and the order bar with cardboard, washi tape, and a cut-up patterned bag, and I created the couch using an old sofa-shaped pin cushion I covered in fabric. I made all of the wall art and smaller props as well. I created a light source using my standing lamp as well as a large ring light I balanced on my bed to achieve frontal lighting. The process of creating the actual film took roughly 7 hours. I left the character's iris' only lightly attached so I could easily move them around, and I created a blinking effect by covering the entire eye with a flesh-colored circle. I pushed the clay eyebrows, eyelids, and mouths up and down to create subtle emotion



TITLE

Architectural Models: Light Box: Color Box

YEAR CREATED

2022

MEDIA

Styrofoam, Plexiglass, Spray-paint & Colored Paper

DESCRIPTION

These two works were a part of a larger overall project that focused on light and how it behaves in the world around us. Since light behaves on a 1:1 scale regardless, we were tasked to create a sealed off styrofoam box with one side completely open, and leave a hole or aperture on the other in a place to be able to shine light in. We created elaborate lenses to be able to catch and funnel in light. These two photographs display one box that investigated how light interacts with texture, and one box that investigated how light interacted with colors. The texture boxed looked at how scoring foam and sanding plexiglass changed how light was distributed within the box. Similarly the color box looked to how light was able to make volumes as well as blend, shape, and cast colors within a room. Both these boxes looked to understand how light travels and interacts with different materials in different conditions, like it would in the real-world.