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# FINAL PORTFOLIO

By: Yousef Alshehri

Communication and Media – Digital Media

## **Artist Statements**

When I was young, I enjoyed pictures as an expression of art, people, places and time. I was fortunate however to partake in the Digital Media classes, where I could understand more about adobe suite especially illustrator and photoshop which gave me a vintage understanding of design.

• I was able to learn a lot in my classes, which I could also relate to work of my favorite artists Andreas Gursky and Giacomo Bagnara, discovering from their works their similarity to using Photoshop and illustrator to turn the ordinary to a great work.

Aesthetics of Digital Photography

- The fundamentals of digital photography.
- The use of all manual tasks of a digital camera.
- Composition and design in creating photographs.
- The ability to import images and use Photoshop Bridge.
- I use Camera Raw.
- The photographic genres of Landscape, Portraits and Advertising-Editorial.

































- DIGITAL STORYTELLING
  - GVC 570

- I was able to recognize Adobe After FX.
- I learned advertisement Concepts.
- I understood key cutting, text animation, visual effects, camera tracking, and motion tracking.



# Kinetic Text Movie

# Commercial Movie



### • IMAGEMAKING AS EXPRESSION

- I Understood advanced digital image handling.
- I had the ability to use techniques to make creative graphic art.
- Image editing and digital illustration techniques.
- Text as Art Project & Character and Background.



Learning













### ANIMATION AND MOTION GRAPHICS

- Tell a story by borrowing aspects of illustration.
- Write a script that tells a story.
- A creative way of delivering complex ideas in a simple way.
- As well, Typographic Sequence.





# Typographic Sequence



Drawing Design Theory Practice

- I learned foundational elements of Art
- I learned drawing techniques.
- I knew how to draw line and composition, shape and form, and still life.









