

Lynn University

SPIRAL

Graduate Student Theses, Dissertations, and
Portfolios

Theses, Dissertations, and Portfolios
Collections

10-3-2019

Briana Randall's Digital Media Portfolio

Briana Randall
Lynn University

Follow this and additional works at: <https://spiral.lynn.edu/etds>

Recommended Citation

Randall, B. (2019). *Briana Randall's digital media portfolio* [Master's portfolio, Lynn University]. SPIRAL. <https://spiral.lynn.edu/etds/345>

This Portfolio is brought to you for free and open access by the Theses, Dissertations, and Portfolios Collections at SPIRAL. It has been accepted for inclusion in Graduate Student Theses, Dissertations, and Portfolios by an authorized administrator of SPIRAL. For more information, please contact liadarola@lynn.edu.

Portfolio Presentation

Presented by Briana Randall

Artist Statement

Growing up I idolized the media and visual art for many reasons, but I never identified myself as an artist, even though I'm shaping my career endeavors around my artistic inclinations in digital media. This year was about challenging myself to get in touch with my emotions, changing my perspectives, and attaining creative freedom. Pursuing this degree track was about growing professionally to be a well-rounded digital media specialist and has helped me tap into my imagination and cultivate my creativity and flourish new skills. I have found this journey to be quite a revelation, never imagining the pieces I could create. While all the pieces presented do not tie together, they do show my effort to capture a connection with the viewer. This collection of 21 pieces are my most thought out pieces of work.

In my Aesthetics of Digital Photography course, I allowed my lens to play with perspectives. For me shooting in nature preserves for my landscape collection allowed me to capture the beauty in nature. To me wildlife is breathtaking and, in some cases, magical; that is what I found captured in these three photographs. Peace, serenity, and calmness and if you look long enough you can feel and hear the light breeze blowing by. My portraits, on the other hand, get close and personal capturing the strength, persistence, and focus I admire in the gym. I wanted my audience to feel like they were right there with my subject. Aesthetics Practice of 3D Animation was a course I admit I was frightened to take because quite frankly there are so many elements to modeling 3D. During its course, I found myself inspired to model a kitchen. I built my kitchen around a bay window and open roof I saw in a real house and fashioned a luxury space from there. Using many references, I fell in love with contemporary kitchens, which are the epitome of the sleek, minimalist layout. Sticking with the dark wood or black cabinetry, fresh white walls and smooth stainless-steel appliances. Building something functional for any family. Beyond the kitchen I designed this house in a space like the Vermont mountains, so the window had a great view. My three concept illustrations from Drawing Design Theory Practice were composed during a time of heartbreak, confusion, and desperation to escape my reality. Each represented my placement in life at that time and getting them done was quite challenging until I realized I needed to bring what I felt to life. I'd say this collection pulled the most from me and my insecure emotions this past year but accepting them and using them led to the personal growth I needed. Transitioning into my Animation and Motion Graphics helped continue that growth as I was assigned to work on a kinetic typography project. Doing so I decided to play with the words of Maya Angelou from her poem 'Still I Rise' a poem dear to me. One I relied on as an affirmation I'd get through my down days. I did my best to play with the size, pace, shape, and motion with her words, to catch more attention and emphasis. Last but not least is my character built in Imagemaking as Expression, Bianca. Creating her, I was inspired by illustrators Hayden Williams and Nicholle Kobi, giving me the chance to exercise my skills in fashion illustration. I created Bianca how I would like to envision myself as an illustration — taking careful consideration into every detail from her pose, facial expression, outfit attire, and the surrounding environment. I loved the process of building this character and her narration which was right on point with my peers during my critiques.

In future installations, I hope that you'll all be able to see how much I have grown as an artist and how my work explores my driven emotions. These 14 pieces are just the beginning of my growth as an artist, but I show them with pride hoping my audience finds their connections. Getting the opportunity through this program to dabble in photography, drawing, digital illustration, 3D modeling, and animation did its job in shaping me to be a more well-rounded media specialist, and I'm grateful for the opportunity.

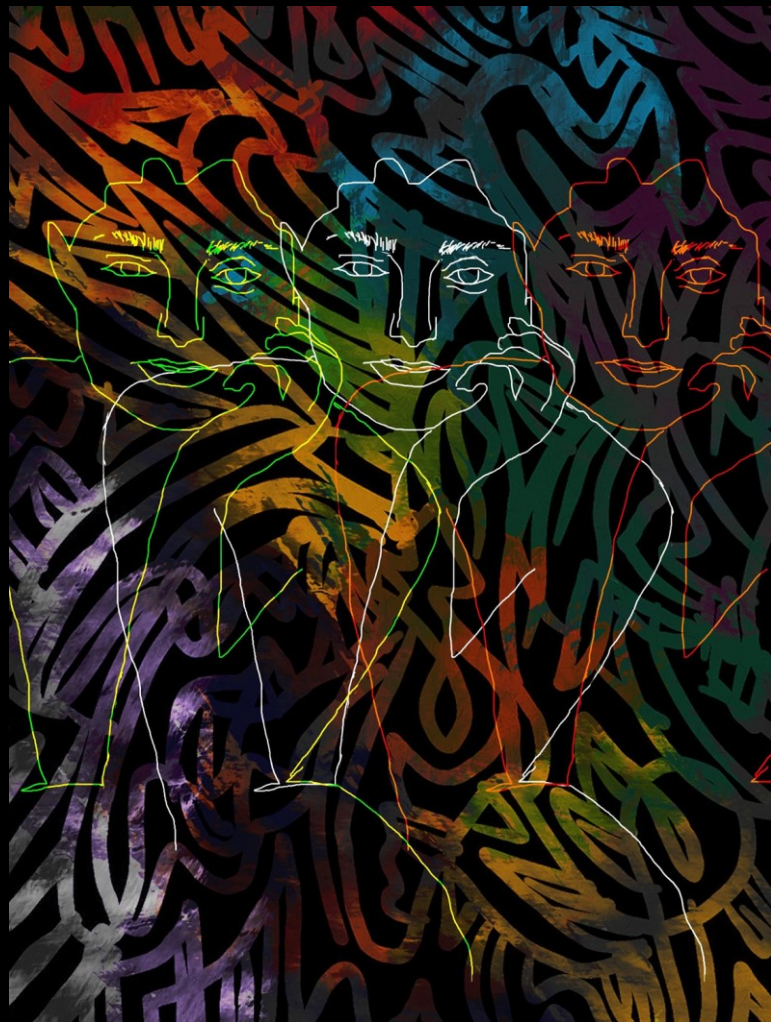
Drawing Design Theory Practice

GVC 535B

Concept Drawing



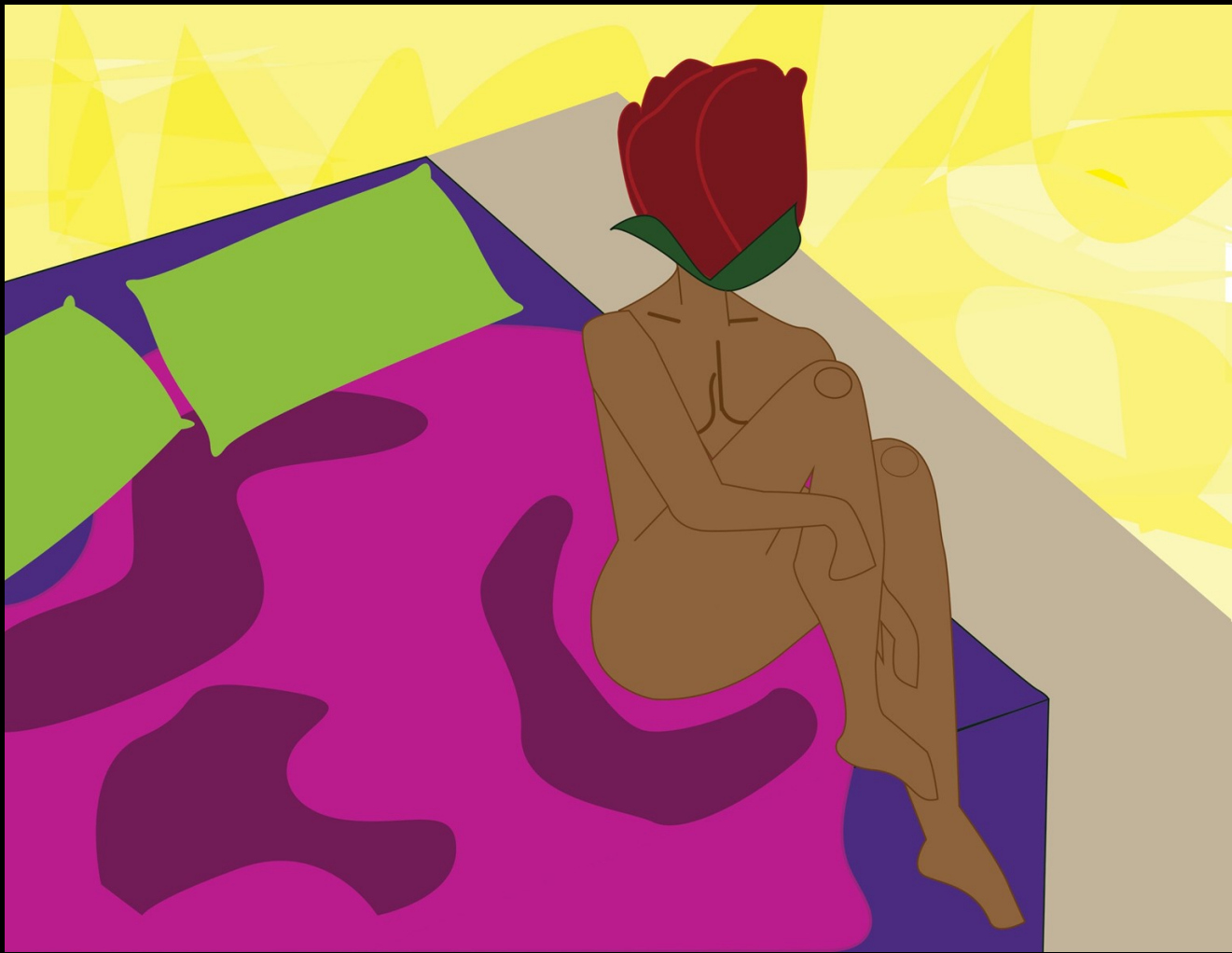




















Aesthetics of Digital Photography

GVC 530A

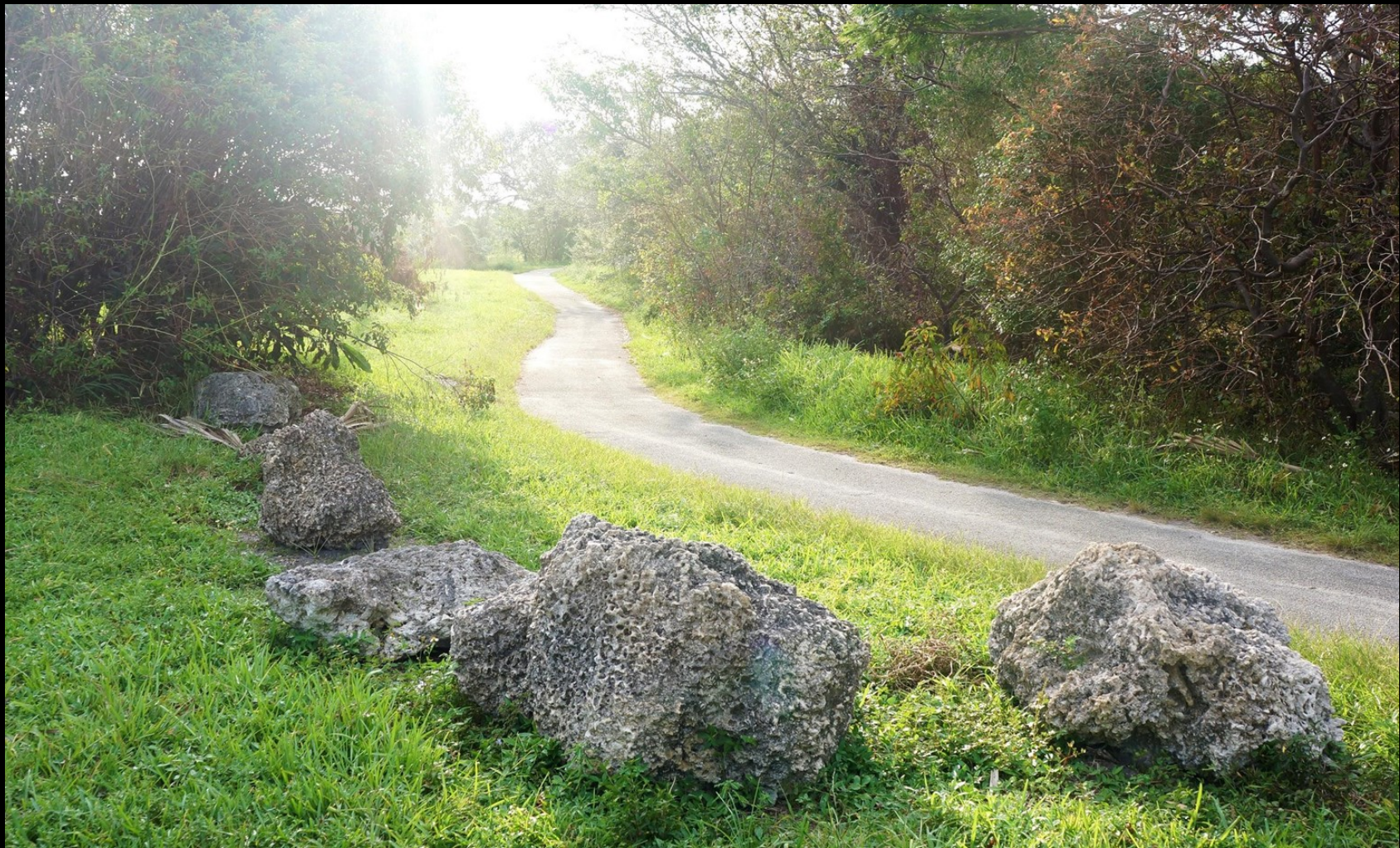
Landscapes

Portrait















Aesthetics Practice of 3D Animation

GVC 585A

Maya 3D Animated Kitchen



camera

Animation and Motion Graphics

GVC 580A

Kinetic Typography

Imagemaking as Expression

GVC 575A

Character building

These

is Red

Bottoms

these is

BLOODY

shoes



ROVER



GIRLS





*Head blocking
volumous hair
highlighted features
minimal make up
full lips*



*Hayden Williams inspired
fashion forward
business ready
eye catcher
street chic
mimimal*





*Final character
detailed shading
detailed structure
textures added*

