

# PORTFOLIO

Isabella Objio



## RUN THE WORLD

This piece was created as a social commentary on the hold media has over the world. There is a man with a camera head, wearing business clothes, and has the world in his hand. I used the business clothes to imply he is important; almost a 'boss' figure. The bright 'on air' sign illuminates the room and highlights the man in red, to create an ominous feeling. I wanted the viewers to see this and think about how all types of media have an impact on a person's life. No matter if it is news, social media, or simple YouTube content, there is an aspect of it that influences people.

## VISIONARY OF THE STARS

I created this piece for my AP 2-D design portfolio, the theme was a hero's journey presented through tarot cards. This card shows a woman with her head upturned towards the sky, eyes closed, hands put together, and long spiraling hair falling down to her feet. She has a sky of stars behind her as well as her head being framed by the moon. Everything is drawn in more geometric shapes in order to give the piece a sense of being boxed in. All four of the card's corners have the symbol of an opened door to portray that this visionary represents new opportunities and hope.



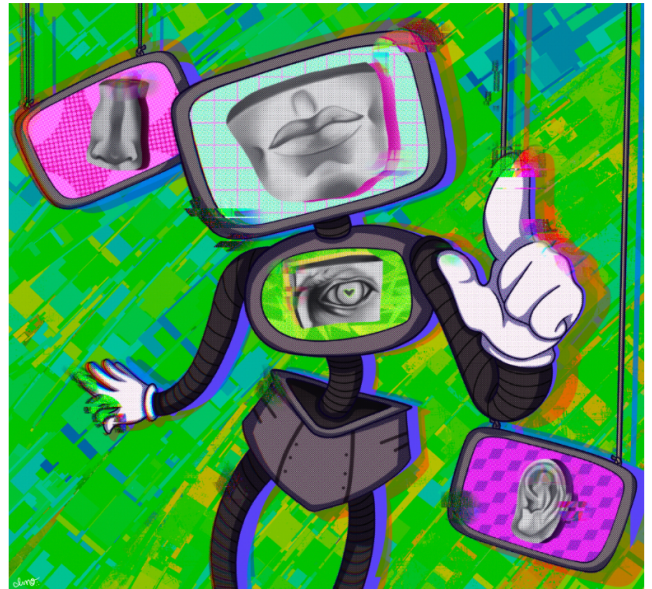


## BREAKING POINT

This piece was created to showcase how teachers feel on a daily basis. The teacher stands in the middle crowded by illustrations from her students. She holds her yearbook photo with a tight grip, so tight she is cracking the portrait. We also see that behind the facade, she is disheveled and has her pockets turned out. I am personally connected to this piece because my mother is a teacher. Teachers are constantly misrepresented and I needed to capture that.

## SIMULACRUM

While creating this piece we were tasked with including pieces of traditional art, that being sections of a statue, and adding it into an illustration in a creative way. I wanted to mesh modern technology with traditional art by putting it in the robot and on the TV screens around him. I wanted the piece to look and feel loud, hence my use of bright colors such as neon green. I also wanted to add a glitching effect around the robot to further the point that the traditional and modern media don't exactly mix.



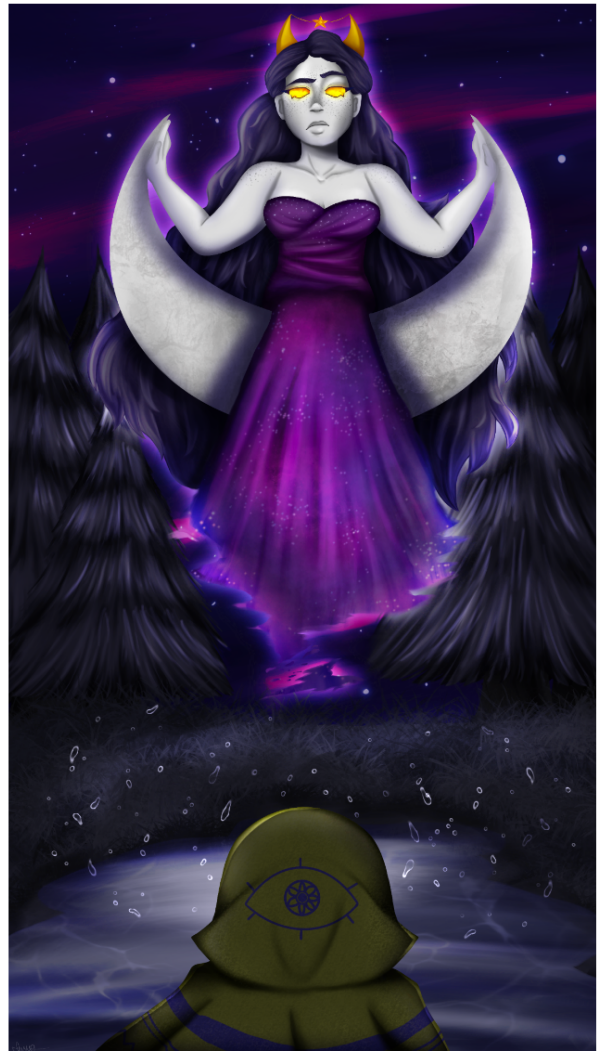


## **SURVIVALIST**

This piece was created using scratch paper. We were prompted to draw an insect. I chose the scorpion; commonly viewed as dangerous and deadly, yet commonly overlooked when it comes to the intricacies of their exoskeleton. I wanted to highlight how sharp every part of the insect is, to accentuate how the arthropod's goal in life is to be the fittest to survive.

## **PLANESWALKER**

In this piece, I wanted to create a story about a person entering into a god's domain. In this case, the Planes-walker traverses into the Goddess of the Moons plane. The goddess sits upon the moon, her body blending in with the night sky, and drops of water are being pulled toward her. She looks down upon the newcomer and awaits their next move, waiting to see their intentions.





## FISSURE

This piece was created to experiment with different art styles and limited color palettes. I wanted to challenge myself to see what I could do with a black-and-white drawing and add only one color. I wanted to convey an ominous force by using green hues and sharp jagged lines for the cracks. I wanted to pay homage to the comic book style of shading and drawing by using very angular lines for the subject and her shading.

## INNOVATION INCAPSULATED

In this piece, I was challenged to draw something inside of the light bulb that was not the traditional light. So, the first thought that I had was the common correlation between the lightbulb and invention. I saw innovation as an ever-flowing river that never dries of its water. I wanted to focus on what innovation looked like if it was contained in a confined space. I drew a woman made of water to show that she is the river. She is the maiden of creation, despite being stuck in the light bulb her river still flows it is just stuck within. An idea that remains stagnant yet flowing.



## Lady of the Lake

I wanted to use a monotone color palette for this piece in order to develop my own twist on the story of the Lady of the Lake. I wanted to show a lonely woman made of water, whose tears fill the lake. I wanted to portray her sadness in the background as well by making it barren other than the moon and stars in the sky.



## FLAUNT

I wanted to create this piece using a limited color palette. I wanted to showcase the elf's confidence in her pose and accents of blue throughout her silhouette. I made her freckles have luminance to show that they naturally lay on her face like the stars in the sky. I also gave her a tattoo on the nape of her neck, a common thing that is viewed as *unlady* like, is displayed proudly on her body. I wanted her to encompass elegance, and I wanted her to flaunt it confidently.