

My artworks focus on the exploration of emotion and portraying them in different ways. I've done this through creating various characters for most of the works made, finding a way to express their stories. I chose not to use myself as the subject in the works very often, because I felt creating a story would be more effective in expressing my thoughts. My personal experiences did influence some of the pieces though, and I think it has let me explore those emotions more in-depth than with other works. The development of this theme came from my interest in illustration, the idea of creating a world and developing the characters as I went along in the process inspiring my choices. *For Whose Sake* was another component, leading me to think about what projects I wanted to do and how to connect them. Storytelling has always been an important part of my life, letting me explore new concepts and finding myself along the way. With the exploration of emotions, I chose various negative and positive ones to be able to fully delve into what it means to be human, and to further my understanding of how to express them through art.

Artists like Aleksander Rostov and JMW Turner inspired some of the techniques and focus in my pieces. Researching their prospective art movements and history behind the work influenced my art in some ways, notably in *Retreat*, as Turner's *The Slave Ship*'s main message being made to abolish slavery and persuade people gave me the idea of my piece being about social issues. In terms of technique, I wanted to emulate Rostov's use of texture and looser brushstrokes for *Promotion*, as well as the contrast of colors he so often uses. Those choices caught my eye when looking for inspiration, and I experimented with those techniques to give my piece the dramatic flair I was looking for. It helped me to step out of my comfort zone and expand my experience with painting, and the piece was valuable in the development of my skill. Many of my works chosen are digital art, mostly because I wanted to use effects that I wouldn't be able to do with painting. Digital also gave me the chance to experiment with colors and elements more freely, being able to switch between various options.

*For Everything* was an interesting piece, mainly due to the fact that I hadn't worked with shadowboxes and initially had trouble with what I wanted. This piece was more personal in nature, dealing with loss, and I wanted to be able to convey my feelings in a way that felt proper. The thought of using toys and bright colors contrasting against the idea of losing someone helped me develop my piece and find what I wanted. *Home Sweet Home* and *For Whose Sake* deal with loss in the way of grieving and feeling unsafe, but I also wanted to show a more positive portrayal, remembering the impact someone had on my life and all the good that came of it.

With the arrangement of my works, I wanted the viewer to be able to see the portrayals of positive and negative emotions in a clearer way. Thus I mostly sorted the placement of the pieces to be split into two sections, allowing the viewer to understand my theme more. *Promotion* and *I Needed You Most* were placed next to each other due to the contrast in colors, and the emotions for those works being expressed in a more violent way. With *Home Sweet Home* and *For Whose Sake* those two touched upon grief in some form, so I had those together as well. While there's not a clean split in terms of emotions due to the complexity of them, there is still a sense of organization I kept in mind. My hope with my works is to be able to convey to the viewer the wide scope of feeling, of how people react in various situations and what occurs. I want them to be able to understand my interest in telling stories through art, and experience them through the subject in each work.