**Component 2 Graphic Communication**

**Standard Mark – 52**

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**Examiner comments:**
The candidate produces a digital submission of work exploring the theme ‘Locked in Time’ for their externally set assignment. The work develops in an informed and focused manner taking inspiration from Salvador Dali and Anthony Clarkson (AO1). Refinement of work is driven by insights gained through a confident and assured ability to explore ideas, reflecting on the sources explored (AO2). Recording is relevant to intentions and is purposeful (AO3). The personal response is a culmination of the ideas investigated and realised in the form of a resolved digital collage poster (AO4).

**Keyword descriptors from the taxonomy:**

- Focused
- Engaged
- Informed
- Skilful
- Purposeful
- Thoughtful
- Secure
- Cohesive
1. Broken dreams by photographer Aleksandra Parhomenko
2. Disney Princess Photo: Rapunzel - A Future Disney Princess
3. Words of wisdom by Erik Pevernagie
4. Stop abused by Shampa_art
5. Photographic Portraits Behind The Canvas By Luca Pierro
6. Imprisoned mind by Ipria Ahmed
7. Juxtapoz Magazine - Engravings and Collages by Paula Braconnot
8. LOUI JOVER by Saatchi Art
9. Anatomical Heart Locket by MissAngelinaR on DeviantArt
10. Being trapped by Rubhosale
11. Portal by Skalabrin on DeviantArt
12. Manipulations by Sarolta Ban
13. Inner Optics by Andrea Galluzzo
14. Controversial Illustrations By Polish Artist Reveal The Darker Side Of Modern Society
15. Futuristic Art (face and Feelin') - Duchy renais-sance
Locks

DEVELOPMENTS

- Exploring focus points
  - The primary focus points
  - The depth of the Grants

- Slight movement in the Grants
- Slight movement of the clock face
- Slight movement of the clock face
- Slight movement of the clock face
- Slight movement of the clock face

- Focus points
  - I ran the clock at the primary component
  - I ran the clock at the primary component
  - I ran the clock at the primary component
  - I ran the clock at the primary component
  - I ran the clock at the primary component

- Different ideas points
  - Different ideas points
  - Different ideas points
  - Different ideas points
  - Different ideas points
  - Different ideas points

- More flat approach when viewing
- More flat approach when viewing
- More flat approach when viewing
- More flat approach when viewing
- More flat approach when viewing

- Floating number in the tea
- Floating number in the tea
- Floating number in the tea
- Floating number in the tea
- Floating number in the tea

- Intricate design
- Intricate design
- Intricate design
- Intricate design
- Intricate design

- Clock it flowing away & amorphous
- Clock it flowing away & amorphous
- Clock it flowing away & amorphous
- Clock it flowing away & amorphous
- Clock it flowing away & amorphous

- Looks like the grants are leading to the clock
- Looks like the grants are leading to the clock
- Looks like the grants are leading to the clock
- Looks like the grants are leading to the clock
- Looks like the grants are leading to the clock

- 2 people walking on the steps (they don't move when they are walking in)
- 2 people walking on the steps (they don't move when they are walking in)
- 2 people walking on the steps (they don't move when they are walking in)
- 2 people walking on the steps (they don't move when they are walking in)
- 2 people walking on the steps (they don't move when they are walking in)
Design brief

“Locked in time”

An illustration for an article about being locked inside. The illustration should illustrate the theme of being “locked” and should be suitable for spreading awareness on this very important matter. Inspirations for this illustration should be based on images of locks, hourglasses and ideas of being trapped and concepts of finite time.

The illustration should appeal to those with an interest in the topic of being locked in time and possibly those who face or want to learn more about the struggles and limitations of time. The design must have traditional elements of images surrounding mental health concepts but first and foremost images surrounding the idea of time being finite.

The design must be susceptible to being printed or be used as a digital illustration. The illustration should be able to be displayed on multiple mediums and used in various settings.

This is the link to the article that I will be illustrating for an article for Forbes’s magazine: https://www.forbes.com/sites/esade/2019/05/07/running-out-of-time-from-a-problem-to-an-opportunity/?sh=70418f8b43e7
HISTORY OF LOCKS

The history of locks can be traced back to ancient civilizations where simple locking mechanisms were used to secure doors and containers. In Egypt, around 4000 years ago, the first known lock was created using a wooden bolt that was secured by a key made of wood. The Romans improved upon this design by inventing the “wafer” lock, which used a key with flat metal blades to move the locking mechanism.

During the Middle Ages, locks became more sophisticated and were used to secure castles and homes. The most common type of lock during this time was the padlock, which used a shackle and a hasp to lock doors and gates.

In the 17th century, the first spring-bolt lock was invented, which used a spring to keep the bolt in place. This paved the way for the creation of more advanced locks such as the lever tumbler lock, which used a set of levers to prevent the lock from opening unless the correct key was used.

Today, locks have evolved to include electronic and biometric locks that use digital technology to ensure security. These locks can be controlled through smart devices such as smartphones and can be programmed to automatically lock and unlock based on specific conditions.

USES OF LOCKS

Locks are used for a variety of purposes, including:

- Security: Locks are used to secure homes, businesses, vehicles, safes, and other valuable items to prevent unauthorized access.
- Privacy: Locks are used to provide privacy in rooms, bathrooms, and other personal spaces.
- Safety: Locks are used to secure dangerous or hazardous items, such as chemicals or firearms, to prevent harm.
- Regulation: Locks are used to control access to restricted areas, such as laboratories, prisons, and military facilities.
- Convenience: Locks are used for ease of use, such as combination locks for luggage, padlocks for lockers, and keyless entry systems for cars.
- Protection of property: Locks are used to protect property, such as bicycles, motorcycles, and storage units, from theft or damage.
- Authenticity: Locks are used to prove the authenticity of an item, such as a locked display case for a valuable artifact or a lock on a medicine bottle to prevent tampering.

Overall, locks serve as a barrier to entry and play a critical role in ensuring security, privacy, and protection for individuals, organizations, and communities.

FAIRY TALE CONNECTION

Many fairy tales feature characters who are locked up in a tower, usually for their own protection or as a form of punishment. For example, in the story of “Rapunzel,” the titular character is locked up in a tower by a wicked witch and can only escape with the help of a prince. In the story of “Sleeping Beauty,” the princess is put under a spell and locked in a tower until she is awakened by a prince. These stories often contain themes of captivity, rescue, and true love, and they have been passed down through generations, captivating audiences of all ages.

The phrase can have different meanings depending on context, but most commonly it refers to a situation where someone is trapped, confined, or imprisoned in a tower-like structure, either as a form of punishment or for protective purposes. The phrase is often associated with fairy tales, where the princess is locked up in a tower to keep her safe from harm. Fairy tales are a genre of folklore that feature fantastical characters, such as dwarves, fairies, and magical creatures, and often involve themes of good vs. evil, bravery, and true love. They often feature a young hero or heroine who must embark on a quest or overcome obstacles to achieve their goal. Fairy tales have been told for centuries and are an important part of many cultures, serving as a way to pass on cultural values and beliefs. They have been adapted and reinterpreted over time, and many famous writers, such as Charles Perrault and the Brothers Grimm, have collected and published well-known fairy tales.

To overcome a locked up mindset, it is important to become aware of limiting beliefs and to challenge them. This can involve seeking new experiences, surrounding oneself with diverse perspectives, and being open to feedback and constructive criticism. Engaging in self-reflection, therapy, and personal development can also help to unlock a locked up mindset and promote growth and flexibility.

THEME

The “lock” theme is a common motif in various forms of media and is often used to symbolize restriction, protection, confinement, or secrets. In literature, locks are often used as a metaphor for something that is hidden or inaccessible. For example, a locked diary might symbolize someone’s inner thoughts or secrets.

LINK TO REAL WORLD

Locks are physical or electronic devices used to secure buildings, rooms, containers, or other objects to prevent unauthorized access. Locks are an important aspect of security and have been used for thousands of years to protect valuable items or to restrict access to certain areas. There are many different types of locks, including keyed locks, combination locks, electronic locks, and biometric locks, each with their own strengths and weaknesses. Keyed locks use a key to unlock the mechanism, while combination locks use a series of numbers or symbols to unlock. Electronic locks use a code or a keycard, and biometric locks use a fingerprint or other biometric data to unlock. The level of security provided by a lock depends on the design of the lock and the materials used to construct it. Locks are an essential aspect of modern society, and advances in technology have led to the development of more secure and convenient locks for a variety of applications.
Igor Morski biography
Born in Poznan/Poland in 1960, the artist now lives and works in Poland and on the island of Mallorca. Morski mixes contemporary graphic techniques with classic methods and analogue materials. Conscious imperfection, an unmistakable breath of life into the surfaces of his works. His artworks have depth - literally and visually containing many layers. However, Morski is not a trend follower. He prefers to be a trendsetter. He is highly talented and every hugely influential artists themselves take inspiration from him. He prefers to be a trendsetter, creating and defying his own rules and creativity. Furthermore, he was worried immensely hard throughout his career to be where he is today, and although it wasn’t an easy feet he managed to pull through and succeed in an area is so hugely passionate for. Igor Morski is a Polish graphic designer, illustrator, and art director. He is known for his surreal and thought provoking illustrations, which often have a strong social or political message. Morski’s work has been recognized by various international design awards and publications, and he has collaborated with a range of clients, including major brands and advertising agencies.

Design description
Igor Morski has a multitude of ideas, however the predominant number of them involve some form of layering, whether it be digitally or physically. Now although this concept of layers isn’t directly co-related to my greater theme of being trapped in time, its more his use of various compositions and his high degree of exploration. His ideas often revolve around a central theme which varies from work to work. Igor Morski’s work is characterized by its strong visual composition and use of symbolism. He often uses surreal imagery to create thought-provoking and powerful messages. In his illustrations, Morski blends realistic and abstract elements to create a unique visual style that is both captivating and unsettling. Morski’s work is characterized by its ability to communicate complex ideas through simple and powerful visual metaphors. He often uses everyday objects and symbols to represent abstract concepts, making his work accessible and relatable to a wider audience.

Link to my idea
Igor’s work links to my idea as some of his work that revolves around the concept of time, further exemplifies the idea I am trying to achieve. The overarching theme of my work is centered around locks, that being the primary focus. Throughout the development of my idea I ensured that I constantly kept that in mind and thus I found that Igor’s work resonated with that. His piece of work that caught my attention was the one with the man running around in the clock. The intended theme of his work may not have initially been centered around time being a finite resource, it branches off my idea but provides a different perspective to it.

Form vs Function
This work is primarily concerned with visual communication of a particular function as it uses a clock as a mean of communication, although it may also be a form of art, it is also spreading awareness of time being finite. Form and function are both important here because they work in conjunction with one another to complement each other. The function is used to convey the meaning, but the form is the visual representation and the way it’s conveyed to the audience is engaging.

Image
The image of the clock used is an illustration, moreover a raster illustration. The use of an illustration was very important in this instance as it allowed for clear communication of the idea trying to be presented. The smaller components were also illustrations, and all of them were combined to make this illustration so meaningful and impactful.

Ideas to take forward
After analysing his work so greatly, I have had a few takes away that I would like to implement in my own work and take forward. One thing that I particularly liked would be his use of personifying inanimate objects, eg. the clock. By adding hands and a person to it, it adds another level of complexity.
Anthony Clarkson biography

Anthony Clarkson, an artist hailing from Los Angeles, is skilled in designing, painting, and illustrating. He has developed his own style of hyper-realistic digital photo manipulation that he learned while working as a graphic designer in the music industry. Since 2005, he has been a prominent member of the Los Angeles contemporary art movement, and in his work, he combines his youthful drawing styles with depictions of childhood innocence, troubled spirits, broken hearts, and a sense of emptiness. Anthony Clarkson is an artist who has dedicated his life to creating art. He has likely been passionate about art from a young age, spending hours drawing, painting, and exploring various mediums. In his early years, he may have taken classes to hone his skills or pursued self-education by studying the works of other artists and experimenting with different techniques. Throughout his career, Anthony has likely continued to develop his skills and expand his artistic horizons. He may have experimented with new mediums, collaborated with other artists, or explored new themes and subject matter. His work may have continued to be exhibited in galleries and museums around the world, gaining him international recognition and accolades.

Overall, Anthony Clarkson’s life as an artist would have been marked by creativity, dedication, and passion for his craft. His works would likely continue to inspire and captivate audiences for years to come.

Design description

Anthony Clarkson has various different ideas and methods of communication. However, his primary mean of communication is through visual illustrations. His work is often an illustration and the mean of communication eg a book can be varied depending on each artwork individually. As alot of his ideas consist of darker, more mature themes, his intended audience appears to be of someone with a higher level of maturity and understanding, in order for them to comprehend the meaningful work. Clarkson’s work is typically done through digital photo manipulation, this creative way of playing with images and distorting and manipulating them to work and appeal to a certain audience is something that I want to take forward, as I believe its a very crucial component to the development of an idea. His main design which I will be analyzing, is targeted towards those who have an interest in the field of graphic illustration but also those who may resonate with the message of his work. Some of his work is also based on childhood fairy tales and he takes a more mature and darker spin to them.

Link to my idea

His illustrations link to my idea, as I am also trying to use visual illustrations to convey the idea of being trapped in time and the finitude of time. I wanted to display this using the symbol of an hourglass. As an hourglass is often used to display time, it can also hold meaning for other things, such as in his illustrations he used an hourglass to display both time but also the concept of time being finite. Form and function are both important here because they work in tandem with one another to complement each other. The function is used to convey the meaning, but the form is the visual representation and the way it’s conveyed to the audience is engaging.

Image

The image of the clock used is an illustration, moreover a raster illustration. The use of an illustration was very important in this instance as it allowed for clear communication of the idea trying to be presented. The smaller components were also illustrations, and all of them were combined to make this illustration so meaningful and impactful.

Form vs Function

This work is primarily concerned with visual communication of a particular function as it uses a clock as symbolism and the lady to add depth and character. Although it may also be a form of art, it is also spreading awareness of time being finite. Form and function are both important here because they work in tandem with one another to complement each other. The function is used to convey the meaning, but the form is the visual representation and the way it’s conveyed to the audience is engaging.

Tone and delivery

The tone of this illustration is quite bold, although being monochromatic. Tone is a very important aspect of a successful illustration as it is open for interpretation, allowing viewers to interpret and determine their thoughts on the work individually. Furthermore, the delivery of this illustration is quite direct as you can clearly see the outline of the work and its primary message. Although, there are other implicit messages, when looking at the illustration you can gauge an understanding of the theme.

Color

The colors in these piece contribute the tone and delivery of the illustration. The tone is black and white, with a few pops of color to draw attention to essential components. Silhouettedcontrejour was used as a dramatic effect. The use of this technique is done to draw attention to the primary silhouette. The myriad of colors involved in this illustration, add to the depth of the work and highlight key components too. There were warm colors used throughout the illustration and there is use of darkness to add to the intensity of the work.

Style and method

Anthony Clarkson’s style is often uniformed and he uses similar techniques and styles to develop his work. In this particular piece, he engages with a darker approach to his work. The medium used to create this was digital as it is an illustration. The use of a digital illustration can be effective as it allows clear depiction of thoughts. I don’t think there were several materials involved, I think it was primarily the use of digital manipulation and experimentation. Throughout his work, he is often seen to use morphological symbols. Additionally, the use of symbolism is often presented in his work, this also adds meaning and symbolism to his work, furthering his motives. Lastly, in terms of techniques he uses a wide variety of techniques as he does not want to be constrained to only engaging with certain methods.

Visual hierarchy

The visual hierarchy of the illustration is quite explicit as there is one primary component; the lady biting the apple. This is one of the main components of the illustration and thus its very important that adequate emphasis is placed upon it, highlighting and displaying it. There are other important components of the work as well, however most emphasis is placed on the primary component. The main components of visual hierarchy are composition, color and size and scale. All of these work in tandem and together in order to produce the desired outcome. There are many nuances and complexities to the hierarchy and requires careful consideration, depending on intentions and outcome.

Locks

Artist Research

Anthony Clarkson

Images of Anthony Clarkson's work and description of his art style and techniques.
Salvador Dali biography

Salvador Dali was a Spanish artist born on May 11, 1904, in Figueres, Catalonia. He was known for his surrealist paintings and eccentric behavior. Dali showed an interest in art from a young age and attended the Municipal Drawing School in Figueres. In 1922, he moved to Madrid to study at the Royal Academy of Fine Arts of San Fernando. However, he was soon expelled for “disturbing the peace.” Dali was a very famous artist and was world renowned, and still does this day continues to be very influential. In the 1920s, Dali became involved with the Surrealist movement, which was characterized by its exploration of the subconscious mind. He developed his unique style, which included dreamlike images and distorted forms. Some of his most famous paintings from this period include “The Persistence of Memory,” “The Great Masturbator,” and “Metamorphosis of Narcissus.” From the late 1920s, Dali progressively introduced many bizarre or incongruous images into his work, which invite symbolic interpretation. Furthermore, over the course of his work there was a lot of fluidity in terms of what he produced, due to his constant change in environment, which he was often influenced by. Presently, there is a museum located in Girona, Spain which is dedicated to displaying his honorable work and showcasing his life, but moreover his legacy. Salvador Dali (1904-1989) was a Spanish painter, sculptor, and filmmaker known for his surreal and bizarre artwork. Born in the small town of Figueres in Catalonia, Spain, Dali was interested in art from an early age, and he attended art school in Madrid. In the 1920s, Dali moved to Paris, where he met the Surrealist group of artists and writers, including André Breton and Max Ernst.

Dali quickly became one of the leading figures of the Surrealist movement, creating works that combined dream-like imagery with meticulous detail. Dalí’s work has had a profound influence on artists and writers, including André Breton and Max Ernst. Dali was inspired by a variety of sources throughout his career, including his own personal experiences, dreams, and delusions. He was also influenced by other artists and movements, such as Surrealism, Cubism, and Renaissance art. Dali’s work is characterized by its surrealist and dream-like qualities, and his themes often revolve around the exploration of the subconscious mind and the irrational aspects of human experience. One of the major themes in Dalí’s work is the concept of time, which he explored in his famous painting “The Persistence of Memory.” This painting features melting watches, which represent the fluidity and instability of time. Other works by Dalí also depict time as a fluid, subjective experience rather than a fixed, objective reality. Religious and mythological themes also appear in many of Dalí’s works. He often used religious symbolism to explore complex philosophical and metaphysical ideas, such as the nature of reality and the existence of God.

Design description

Salvador Dalí was inspired by a variety of sources throughout his career, including his own personal experiences, dreams, and delusions. He was also influenced by other artists and movements, such as Surrealism, Cubism, and Renaissance art. Dalí’s work is characterized by its surrealist and dream-like qualities, and his themes often revolve around the exploration of the subconscious mind and the irrational aspects of human experience. One of the major themes in Dalí’s work is the concept of time, which he explored in his famous painting “The Persistence of Memory.” This painting features melting watches, which represent the fluidity and instability of time. Other works by Dalí also depict time as a fluid, subjective experience rather than a fixed, objective reality. Religious and mythological themes also appear in many of Dalí’s works. He often used religious symbolism to explore complex philosophical and metaphysical ideas, such as the nature of reality and the existence of God.

Link to my idea

Dalí’s artwork links to my idea as he illustrates the concept of time and the extensive impact it has on the world.
This is an identity Silhouette, which collates different symbols and illustrations in the process. Best photos from photoshoot

The main component of this work was the angle and position of the silhouette. I also had to work with a few other elements such as clocks which would be placed inside the outline.

At this stage, I started to explore with how I can use the same Silhouette layered over one another in order to create a fragmented effect. I used three different Silhouette's, all with different color paths in order to do this.

This was my first step in the creation process. I worked towards getting my initial picture from being a plain photograph, to creating a layer mask and then collating a variety of different photos, all with symbolism. After having done this, I added the collage of photos to the shape of the face, thus creating this base mask.

This was the stage where I started to explore different color paths and the manipulation of colors to my benefit. At this stage I also had to add different layer masks in order to maintain the saturation of the work and to allow me to build the layers sufficiently.

This was nearing the end of recreation as when making this illustration, I wanted to ensure that I maintain my theme of the wider topic whilst doing so.I changed the color theme to monochromatic as an iteration.

This was when I had to get creative with the use of saturation and hue tones in order to achieve the vintage look I was going for. At this stage I was adding different overlays in order to make this happen. Also ensuring that I am always building on top of my previous layers.

This was where I started to explore different color paths and the manipulation of colors to my benefit. At this stage I also had to add different layer masks in order to maintain the saturation of the work and to allow me to build the layers sufficiently.

At this stage I made the background of my work black as although my inspiration work did not have it, I felt like it would better help me develop my final idea and would allow me to work towards the final outcome of my work.

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Final version

This is my final outcome of my recreation. While although, the recreation is far from the inspiration, I believe that it is more fitting for my theme. However, there are a few things I would like to further improve, one being the layout of my images; I would have liked for them to look like more of a college as opposed to placed images. I am going to further develop this in order to achieve that. Another thing I think I can work on is the color palette. Although the inspiration behind the colors was the idea of wanting a vintage look, I think exploring different color schemes may be beneficial. After creating this illustration, I have learnt so many new tools that I can now carry over to my other work and thus I can continue to develop my ideas.
This piece didn't require an in-depth photoshoot, as the components were all rather explicit and needed further developments, as opposed to different photography angles, etc.

At this stage, I started to play around with the “clone tool”. This was a tool that I have never used before and thus it was rather enriching to explore it. It definitely took me a while to figure out the complexities of it, but I am really happy with the way it turned out!

At this stage, I was just adding final touches to my work and refining it. I played around with different texture overlays and with the saturation and brightness. This just added a cohesive final touch to my illustration in order to fully complete it.

While this process was definitely a tough one, I feel like it was very rewarding in the end, as I could see all of my hard work pay off.

I think that the most challenging part of this process was definitely learning and trying to engage with new tools and processes that I have never encountered before, such as the clone tool. But at the same time, I feel like it was these obstacles that taught me the most and I acquired skills that I can use going forward. I believe that it was the experimentation throughout this illustration that has allowed me to obtain so many new skills, and I truly feel like this work really challenged me and gave me a helping hand in stepping outside of my comfort zone. Going forward, I will definitely try and expand my work using this knowledge!
This was something along the lines of what I wanted to create, however, I wanted to add my own twist.

Best photos from photoshoot

This was the photo that I chose to use. After choosing my photo, I had to make edits to it in order to achieve the right contrast and exposure for my intended outcome. Firstly, I made the picture black and white. After that, I played around with saturation and tones.

I wanted to experiment with contrast thus the red. As well as in this step I removed the background and made it and individual mask.

This was my final step and it was just compiling all of the layers and then experimenting with different over lays, such as soft tone.

In this step I placed the individually composed layers together. Initially, the overlay had the half tone lines. It looked quite monotonous, thus I had to add different overlays in order to make it more attractive.

Over here, I created a layer mask which allowed me to have the components distinguished and ensure that the effects were only placed on the lined side of the skull and not the photo side.

This was one of the iterations that I really liked, due to the contrast that was present.

This was my final version. Although, it was a rather basic design I felt like it helped me explore what direction I would want to take my illustration in and thus was a good learning experience for me. From this experience, I gained many valuable skills that I will be able to apply in the future, such as how to apply half tone lines.

I wanted to ensure that my version of the illustration was different to the original one as I wanted it to be a reflection of my creativity and thoughts. I like the idea of the lines as opposed to the words as it also adds a sense of an illusion.

This was the photo that I chose to use. After choosing my photo, I had to make edits to it in order to achieve the right contrast and exposure for my intended outcome. Firstly, I made the picture black and white. After that, I played around with saturation and tones.

After having selected my photo, I had to create a set of symmetrical lines that would overlay the skull in order to have the staggered effect.

In this step I placed the individually composed layers together. Initially, the overlay had the half tone lines. It looked quite monotonous, thus I had to add different overlays in order to make it more attractive.

Over here, I created a layer mask which allowed me to have the components distinguished and ensure that the effects were only placed on the lined side of the skull and not the photo side.

This was one of the iterations that I really liked, due to the contrast that was present.
Locks

DESIGN
ITERATIONS AND
IMPROVEMENTS

Purple version

Black and difference layer

white and difference layer

real colors with darken layer

black and saturation layer

saturation + increase in noise

monochromatic

pink version
These were the collages that I made. I much prefer the one on the right as I feel like it's more representative of an actual collage and looks more cohesive as a whole as well. The one on the left was my first attempt and thus was a little bit more ambitious. I much prefer my second version of the collage, as I not only believe that it better represents the theme of locks but also is also a more appropriate layout given the theme.
These were the collages that I made. I much prefer the one on the right as I feel like it's more representative of an actual collage and looks more cohesive as a whole as well. The one on the left was my first attempt and thus was a little bit more ambitious. I much prefer my second version of the collage, as I not only believe that it better represents the theme of locks but also is also a more appropriate layout given the theme.
This was a collage that I made of various different elements that I would like to use. I ensured to add various formats of locks in addition to other pictures.

This was the compilation of the collage I created being overlayed on top of the outline of the clock.

This was me developing my work in order to experiment what works and what doesn’t. From this composition, I liked the idea of overlaying the collage, however, I am not too keen on the way it looks when in regards to the lock as I feel like it lacks unity.
This was my attempt at typography. I really wanted to try and include some format of unique typography that I had no yet explored as it was something that intrigued me. I used the bevel and emboss tool on photoshop in order to create the 3D look. I also warped the text in order to give the illusion of it being curved, thus adding depth.
I used the 3D revolve effect in order to create an axis to have the words rotate around.

I added the slogan that I wanted to the axis and thus it made it 3D and added a really cool effect. I would ideally like to have this around the middle curve of the hourglass.

I experimented with a few different fonts in order to see which one worked best.
This was a rough plan of my final work. I created it to give me direction and provide as a good reference point.

This was an element that I actually quite liked the look of as it incorporated both of collage and skull illustration. I liked the way the overlapped one another and created symmetry whilst maintaining the contrast due to the lines vs solid composition.
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This was an experimentation of typography. I felt like it could work well with my final component, serving as a uniting force.

After having this collated, I decided to lay text over it in order to incorporate the typography I experimented with.
This was my experimentation of different layers, saturations, exposoures and other such things in understanding the different they play on the outcome. The first one is the orginal settings and no layouts over it. It is a little dull and has a more rustic approch. The second one is with the the hard light medium over it. This increased the saturation of the hour glass greatly but in contras decreased the concen-tration of the skull irmsenlsy. The last alliteration was the difference layer, this completly changed the look of the illustration as it changed the color theme completely.
After having done my initial set of developments and consolidating my work, I decided that I needed to reflect on my work a bit and decide where to go from here. Thus I decided to analyse my work, this gave me insight into what I needed to work on and what I could forgo, it helped provide direction.

I added the text that I created before in the center arch as I felt like it added more depth and was a more creative way to include typography in the illustration.

I added the Forbes stamping on the corner as my article is written for them, thus my illustration needs to comply with their layouts.
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I decided to experiment with adding a border to the hourglass as I felt like my work was lacking definition.

I really liked the way this turned out as it incorporated all of my pervioulsy worked on skills, as well as produced something meaningful that would represent my theme.
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All roads lead to glory.