

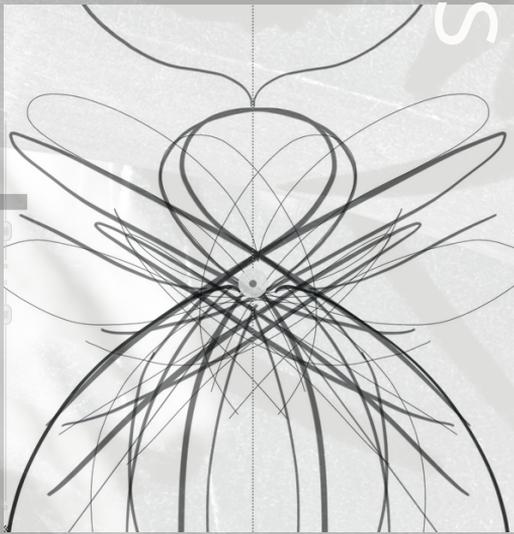
**K**

**Q**

**J**

spades  
clubs

ANYA PIPER



Hearts  
Diamonds  
**A**

**Playing Cards**

# SCHEDULE

## House of Cards

### Block 2

Week 1 19th Jan - 25th Jan	Week 2 26th Jan - 1st February	Week 3 2nd Feb - 8th February	Week 4 9th Feb - 15th February	Week 5 16th Feb - 22nd Februar y	Week 6 23rd February - 2nd March	Week 7 5th March 2021 Hand in by 4pm
Mind Map  And Brief Rename d	Further develop of research Now personal developmen t practise is started use next number of weeks to develop for taking ahead 1 idea	Further develop of research Now personal developmen t practise is started use next number of weeks to develop for taking ahead 1 idea	Further develop of research Now personal developmen t practise is started use next number of weeks to develop for taking ahead 1 idea	Presenta tion of your Main idea to take forward for further develop ment and completi on presente d to class	Begin to finalise ideas of project for HOC. Extensive research techniques and development now updated in sketchbook. Annotated.	Make sure any final evidence finished by 4pm or night before. So you can relax anxiety and wait patiently for feedback.
Reinterp reted artists	Annotating and any artists found documente d in sketchbook on	Annotating and any artists found documente d in sketchbook on	Annotating and any artists found documente d in sketchbook	Annotati ng and any artists found documen ted in sketchb ook	Should be nearing the completion stage of development and coming to a completed idea.	
Researc h					Make sure all work is updated and artists researched correctly	
Concept Boards x 2						
PDF Sketch Book updated						

#### Important Dates & Times

- 11th Jan Exercise Tasks for Artist Research and Source Material
- 14th Jan New BRIEF FOR HOC
- 14th Feb 11-11.40am Group Concept Meeting
- 30th March 11.00 Feedback 121
- **April 4th - 18th Easter Holiday 2 weeks.**
- 23rd April 9.00am HAND IN for REMEDIATION

Key:

Red; Important  
Green; Brief  
Purple; Group Critique  
**Black**; Miscellaneous

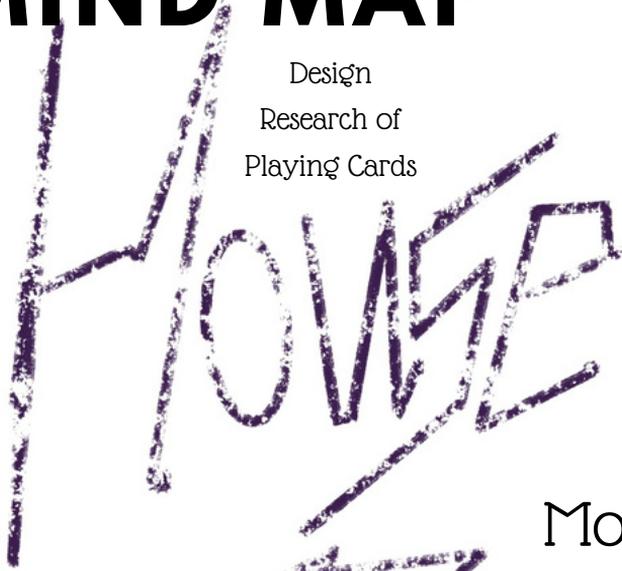
# STATEMENT OF INTENT

Simplicity of symmetry  
and repetition

*For now, I am concentrating on research and using techniques from last block to begin to develop an idea and then progress that idea through out the brief before realising a final design for the playing cards. Right at this point, I have split up the process to design: BACK, FRONT: K Q A J. Numbers: 12345678910. Individualised by multiply graphic elements potentiallly. I will update the SOI later.*

# MIND MAP

Design  
Research of  
Playing Cards



MoodBoards

Photography

Screenprinting

Research  
Sketchbook  
Blog



Monprinting

# Tom Hardwick

*Illustration*

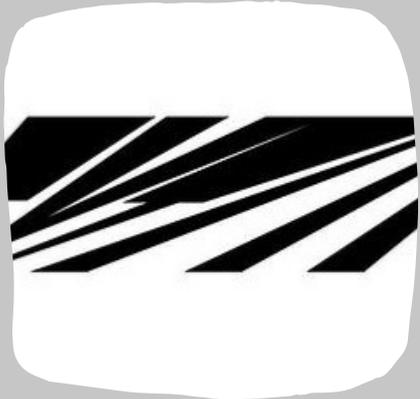
Based in East Yorkshire, Tom is an illustrator with a specialism in Risograph printing. He creates from nature inspired themes. Making foxes and numerous other animals fit alongside an idyllic landscape.



# Roy Cranston

*Type*

A young artist and typographer in America. Made his name through his on trend type work. Later receiving a job offer through Instagram. He originally decided to create a poster everyday and uploaded his artwork to Instagram. Eventually gaining a following. He continues his interest and specifically Motion Type.



# Nicky Greenshields

*Colour*



# Brief

With a theme of the simplicity of Human Nature, I intend to explore two inspired concepts from the words 'Glitch' and 'Morpheus'

Idea 1:

Glitch

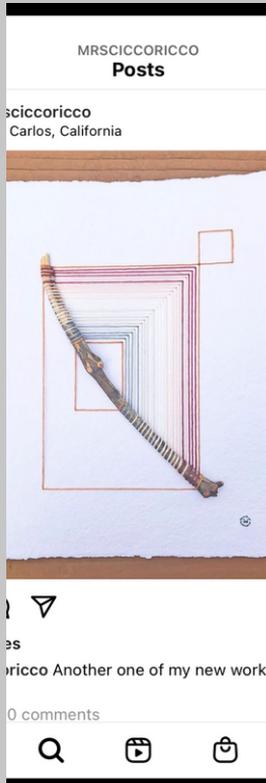
instead of technology themed I'm trying the hypothetical approach of the mind glitching like a chemical imbalance within the mind and Mental health state of unrest.

Idea 2:

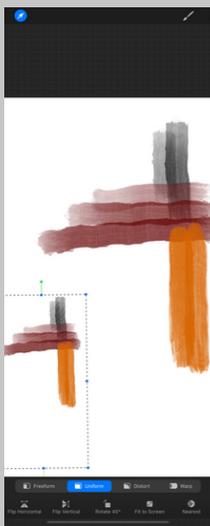
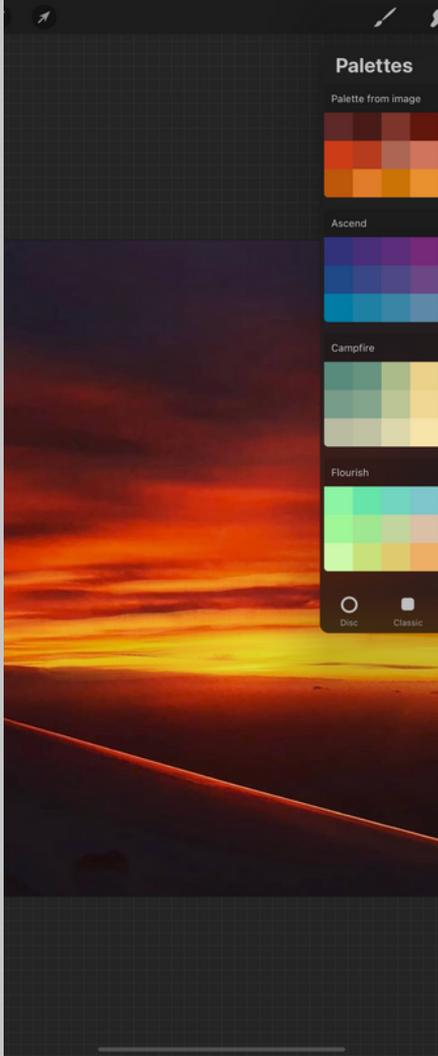
From the source material I gathered I really love linear abstract drawings. After developing strange alien like forms within my own sketching - it got me thinking about lines. Naturally I researched first 'artist' playing cards and then abstract linear playing cards. You can clearly see this source material in the coming pages of these boards displaying screenshots of this.

Morpheus

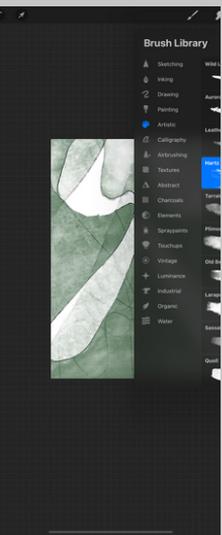
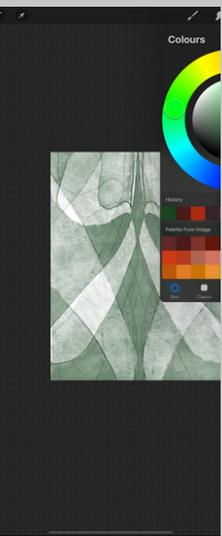
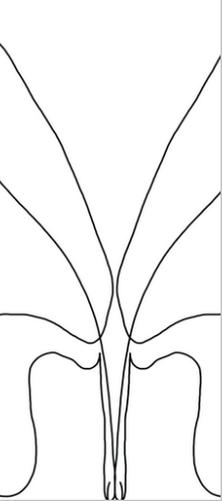
Dream god. After the above I needed a concept that fitted with state of mind. This was it. Dreams effect us a lot if people have PTSD or a dysfunctional reality of some kind. I wanted to explore this as best I could thinking about how the human body goes to sleep and the cycadian rhythm we adjust too. What could go wrong etc... and play around with these terms of bound, lost etc...



More  
looking  
into  
colour  
type of  
research  
and  
illustratio  
ns with a  
focus in  
colour.  
Also  
shapes in  
abstract  
art.



My iPhone pic I took from the plane over an Icelandic sunset. Just working with colour and textures in Procreate. Working out the best way forward. Some times it works and others it's hard to justify but starting simple and finding your way forward is best for me.

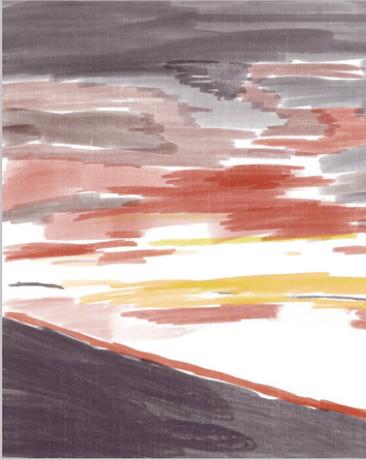


Just trying out what I could do in Procreate and paintbrush app. Using the symmetry tool. Working with simple colours no more than 3. Inspired by Thomas Hardwick.



My late Father, his father was a landscape painter. On both sides of my family we are Scottish but went down to England and settled. I never met him. In a strange way I have often felt an outsider in my family. My mother is creative. Though a medical practitioner. Besides that, no one else. I guess when age makes you reflect, it would have been nice to 'know' that side of you. My being in Scotland has something to do with. Art is therapy for me. When I doodle or try or just freewheeling it, without thinking I see shapes and form along with colour. I think strongly colour is a scienc. There is something so right when you get those skills and that's why I love colour. You see it in the landscape often. My true passion is landscape photography but I'm a curious mind and need to constantly learn more.

I am not a drawer. So I improvise a lot and just go with the flow. I used the symmetry tool at first. I love art nouveau so maybe I'm influenced by that style. I don't like these colours but I watched a YT vid the other day to print with colours you don't like and see what happen. I forgot the image I chose almost matches this...



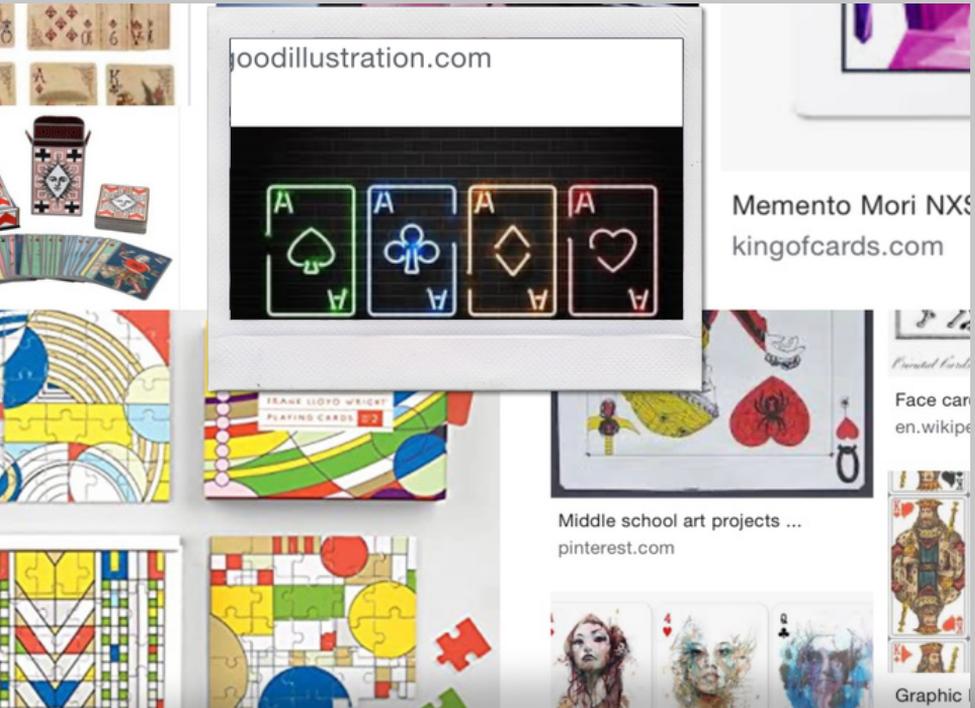
**I was trying out the Procreate brushes for the first time. I liked it and was trying to see if I could create a painterly effect as I had been watching a guy on YouTube called [angrymikko](#) who creates amazing ethereal landscapes with a very modern look. For me though I enjoyed the process but it doesn't work visually**

# RESEARCH

ARTIST PLAYING CARDS DESIGN

# BOARDS

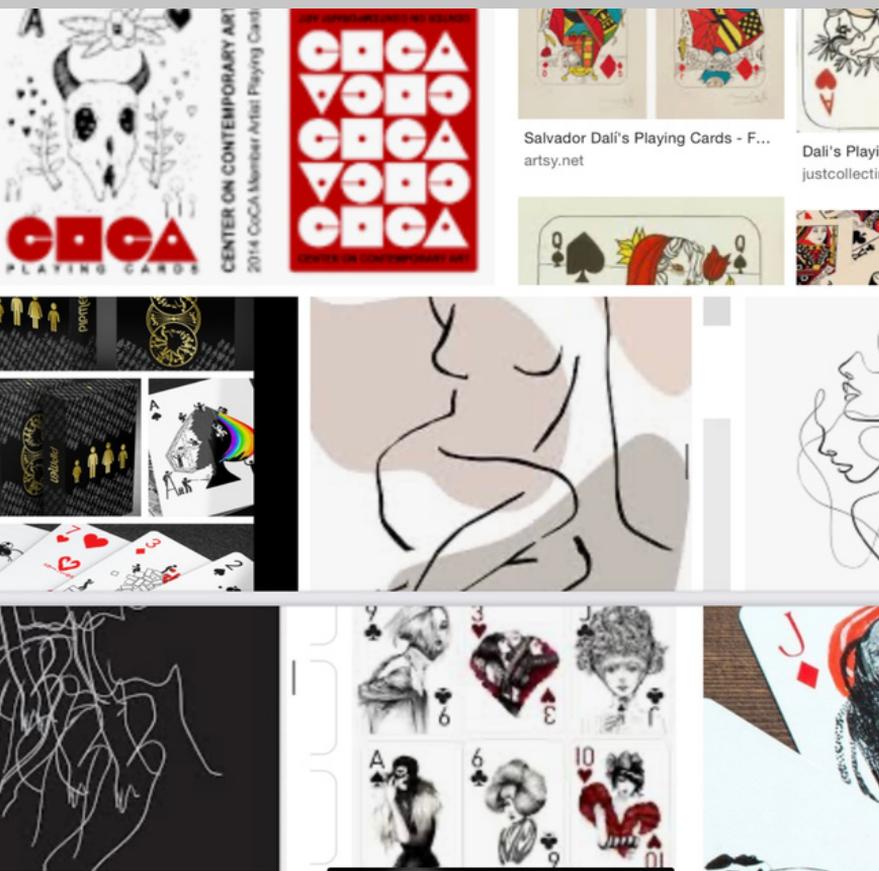
---



Starting out with some light research for playing cards to start getting ideas flowing. Mostly again, colour and shape here.



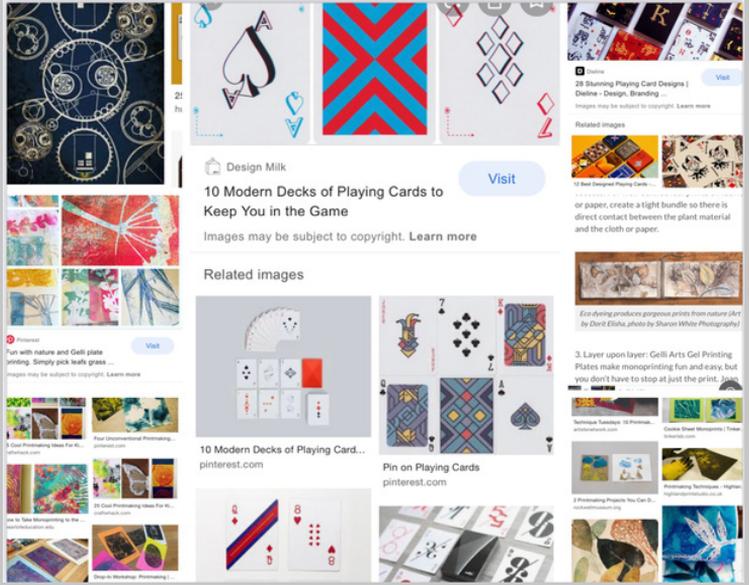
## HOUSE OF CARDS: PLAYING CARDS DESIGN



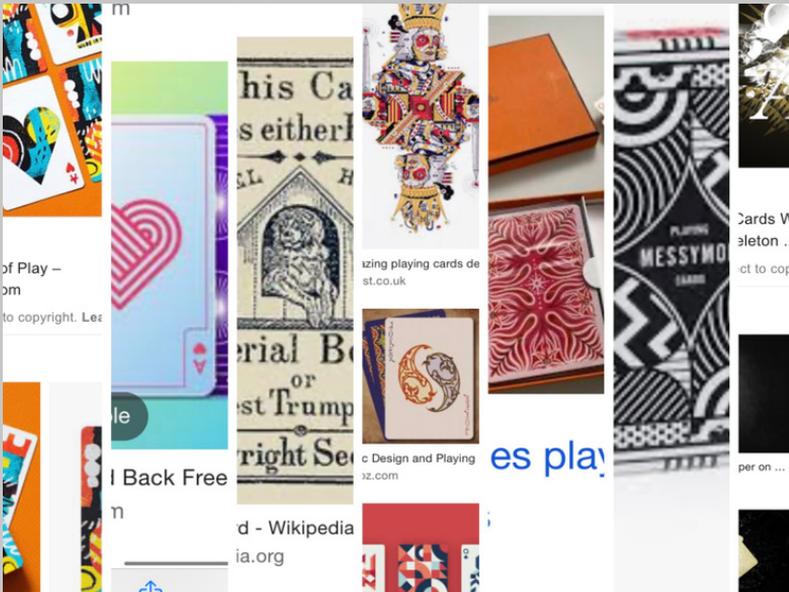
I have been looking at lines and silhouette shapes after seeing loads of artist abstract playing cards designs. I then tried out the symmetry tool on iPad and just went from outstretched circles and rectangle shapes.

Now though, I am deciding it's better to stick to type design but maybe still develop with linear effects somehow.

I like the simplicity of the way the lines work with colour. It's attractive to the eye and is simple to read on a card when that's the whole point.



It is a long process of plentiful research before I get to any starting point

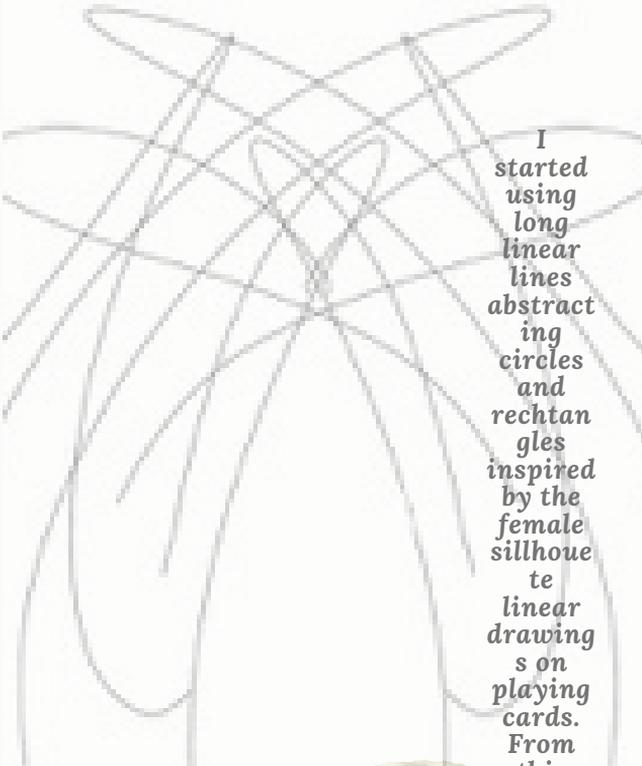


DRAWING ON IFRAD

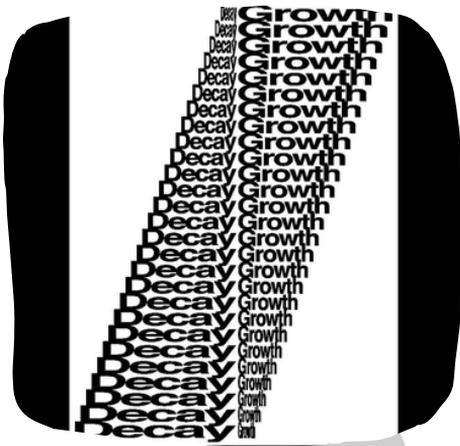
I created the honeycomb background as an idea to maybe place on the back of the cards. Mostly all these drawings I've created are drawn from a continuing journey and I'm not one for the likes of aliens and had no intention to create these characters but I do think they aid rather a unique portrayal of a storytelling feature for this project.



**PAINTWORK**

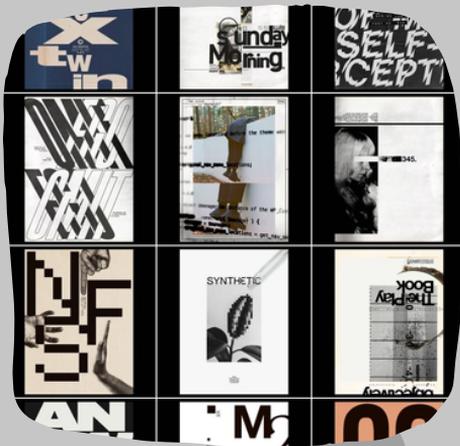


I started using long linear lines abstracting circles and rectangles inspired by the female silhouette to linear drawings on playing cards. From this point, I then got to know the app more and found the symmetry tool. I used this extensively and became impressed with the result of this process



Mark Yoder, I love his work, his Instagram page is a bit mundane but I think it's supposed to look like that. I love this use of negative space and simple use of black and white taking effect of the way he places his type design elements. My favourite is 'Barcode'. Just you don't really make sense what it is at first then another glance later and the penny drops. My work is inspired by this and with printmakers hisN repetition from one block like fly girl designs.





Fly Gurl is a repeat I've like designer that uses linoleum to create stamps she carved from her lino prints. Then simply repeats step by step in a constructive way that's very appealing.

The rest are Roy Cranston and different techniques with monoprinting stuff for research I look into from time to time to get an idea to develop work better.



Technique Tuesdays: 10 Printmak...  
[artistsnetwork.com](http://artistsnetwork.com)



2 Printmaking Projects You Can D...  
[rockwellmuseum.org](http://rockwellmuseum.org)

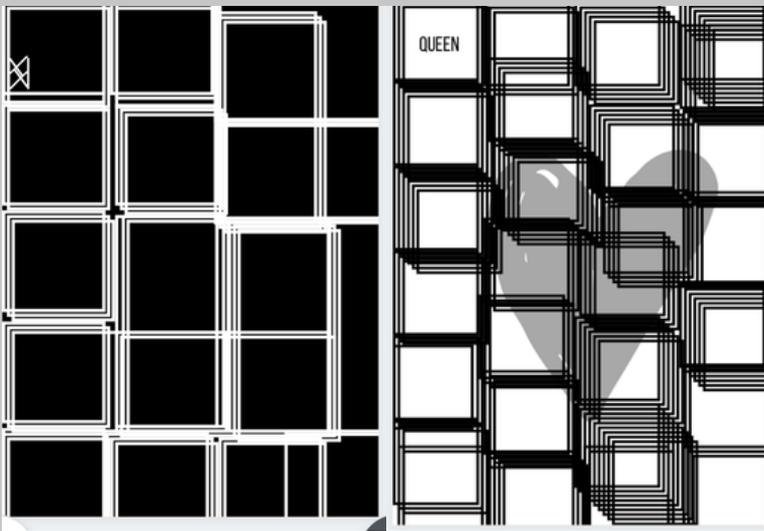


Cookie Sheet Monoprints | Tinker...  
[tinkerlab.com](http://tinkerlab.com)

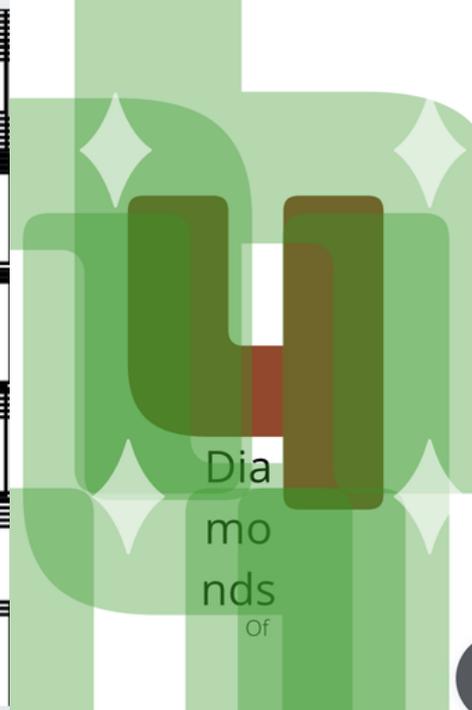
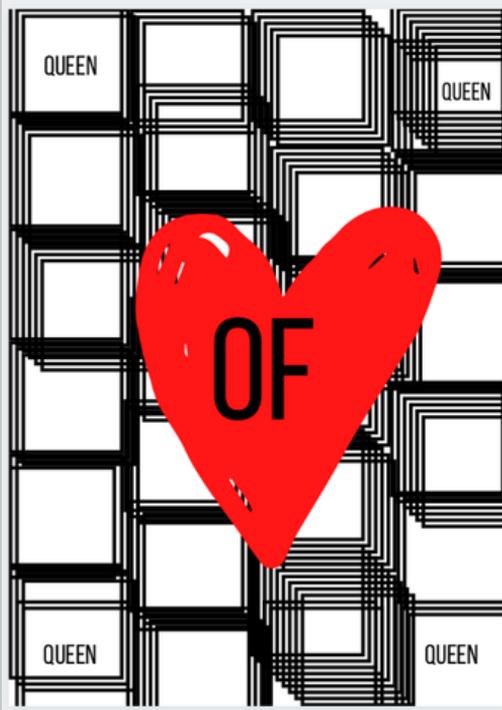


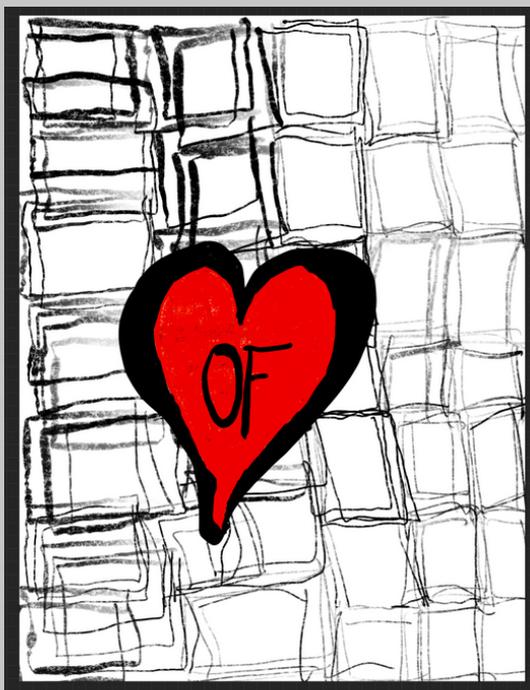
Printmaking Techniques - Highlan...  
[highlandprintstudio.co.uk](http://highlandprintstudio.co.uk)



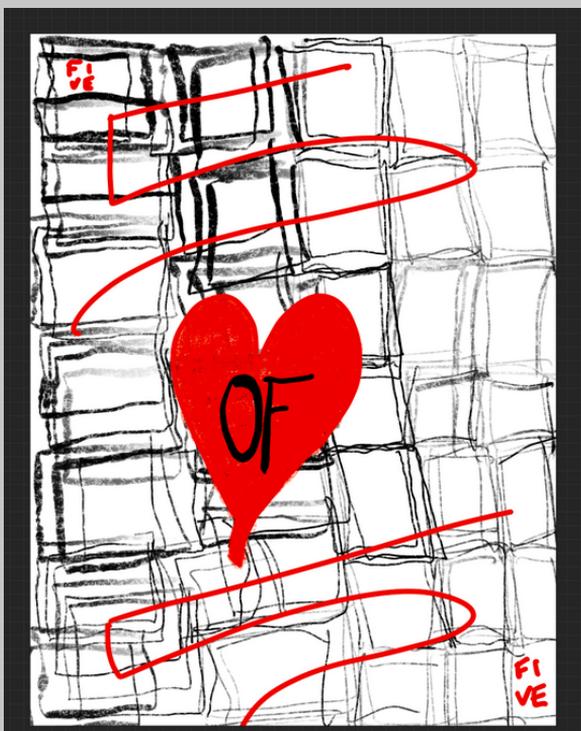


Using canva is great to map out ideas for planning what might work in the beginning stages to make your brain work and then eventually build up into procreate using various brushes and charcoal effects to create one's own version and see what works best through various other techniques aforementioned.





After being inspired by flygurl design on Instagram it started of trying out repeat pattern movement-



RAMING CARFELS

Points to  
remember:

Needs to be  
easily read

Visibly SEEN in  
quick succession

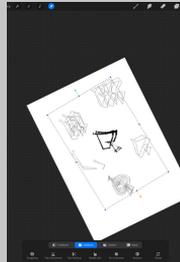
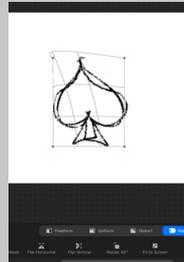
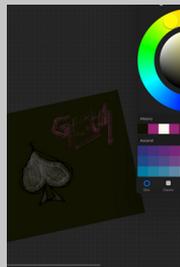
Research

COLLAGE WORKSHOP



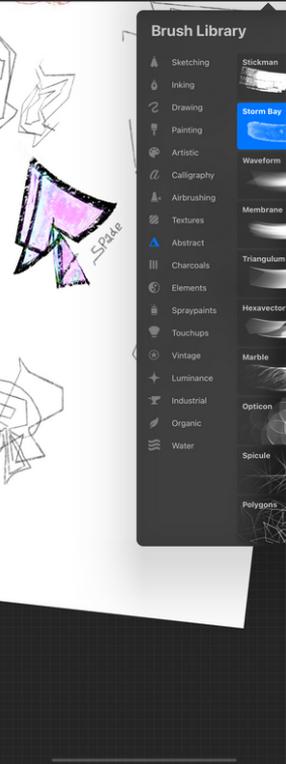
Well, I forgot the PVA glue here... but I gave it ago. I do like the collagraph technique and I hope to give it .another go in the future. This work from home method was a good idea to get to try nonetheless.

5/17/2022

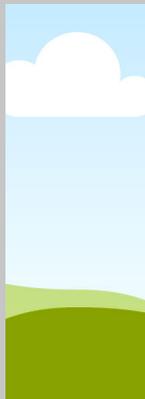


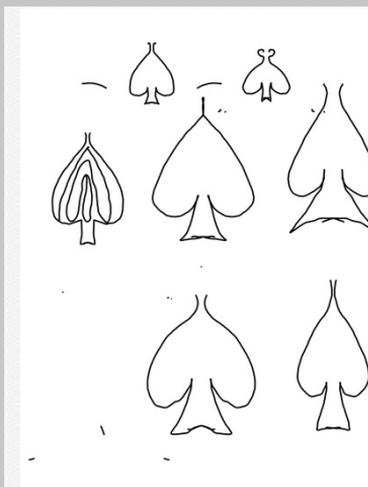
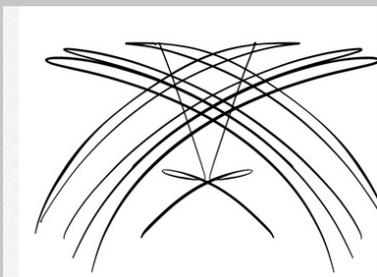
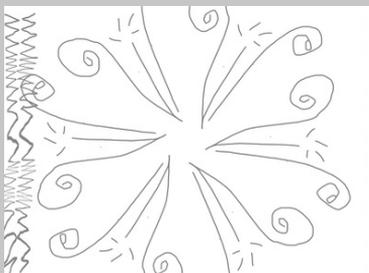
This is when I was starting the concept of glitch as a technical theme but it wasn't working. I decided to google the definition to accurately describe it before moving on to create another more mental approach to the term as abstract in nature.



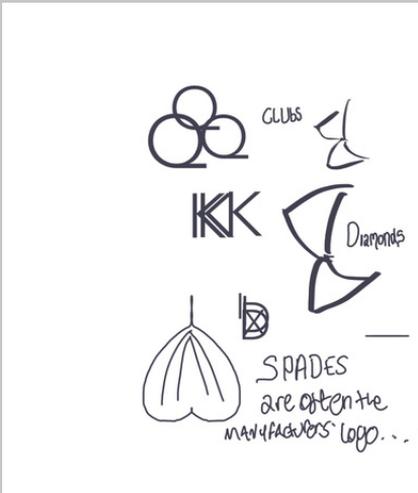
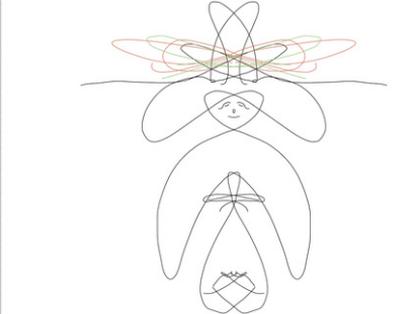
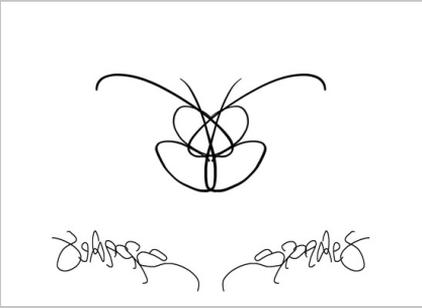


Again trying out different brushes and placements, shapes to form the concept for this brief so it works and has a proper visual representation and description of what it is I'm trying to communicate conceptually.

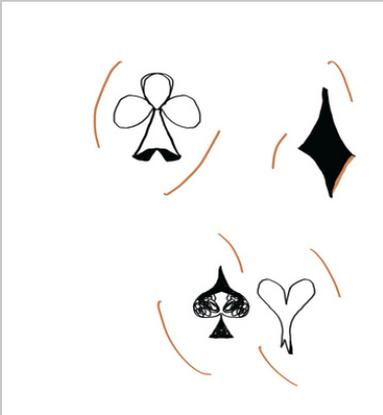




**The top image is my first I mean... first drawing. Before I got brave!! You can see I built up the individual elements and lines so I understood the foundationa I shape better.**



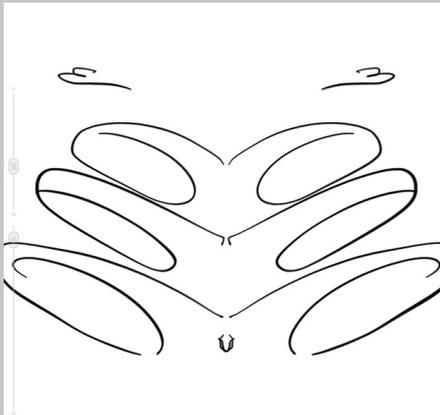
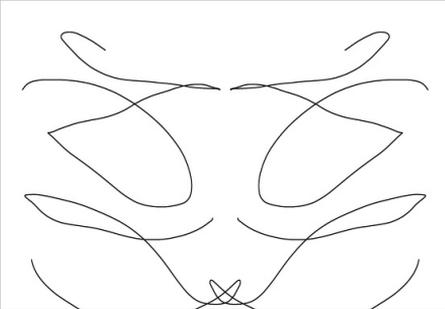
**Don't know particularly why my writing has got like graffiti style but it seemed to work. I've been loosely playing with the spades shape. Thinking I might try a type themed concept out and making shapes out of the letters. Another alien creature I developed for the king or Jack in his Buddha like pose.**



Originally I started off with the symmetry tool. Just to create very loose abstract drawings. As I said I have been inspired by the linear drawings of female silhouettes. So I wanted to push myself to see what I could get from very basic circle loops and in long succession then bringing it back around. I was going to use aliens as a character. But couldn't create a concept from it fitting enough. Not my forte either!

However, I liked the simple icon elements and I was pleased with myself and my confidence grew I think when I did this too.





**i've been starting to try out adding in the letter forms and learning about placement from here. Then I needed to think about the numbers characters if I decided on this concept. So I thought about the eye shapes. Seeing if I could fit it all together somehow. It kind of is working but I couldn't think about it further then this point.**

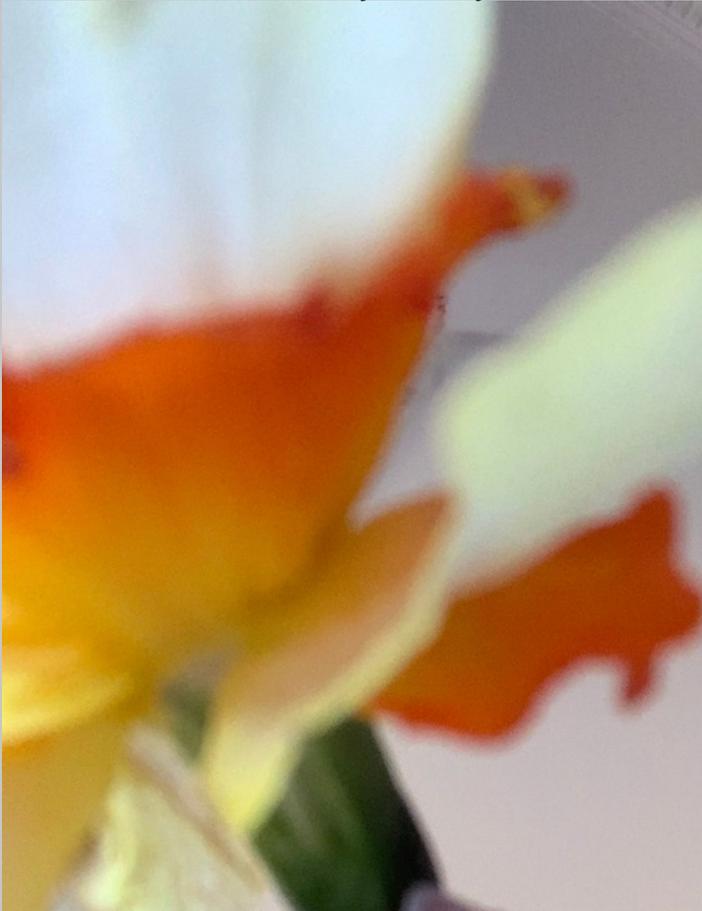


Since I was going with a theme of nature (Kinda...) I was exploring how far I could utilise the rawness of nature matching it to the rawness of your core as humans. As much as we stray from nature due to technology advancements we are often bought back into nature's garden to feel more connected. So I wanted to try and bring this in somehow to the brief. The female form is often complimented to a flower. It got me thinking about using flowers or weeds to represent that beauty. We are all beautiful in our own way and flowers are equal somewhat to that beauty of rawness and empowerment. I was also thinking about the clover and the 4 leaf clover is made from 1 in 100000 of them. Making it totally unique. Much like our human fingerprint.



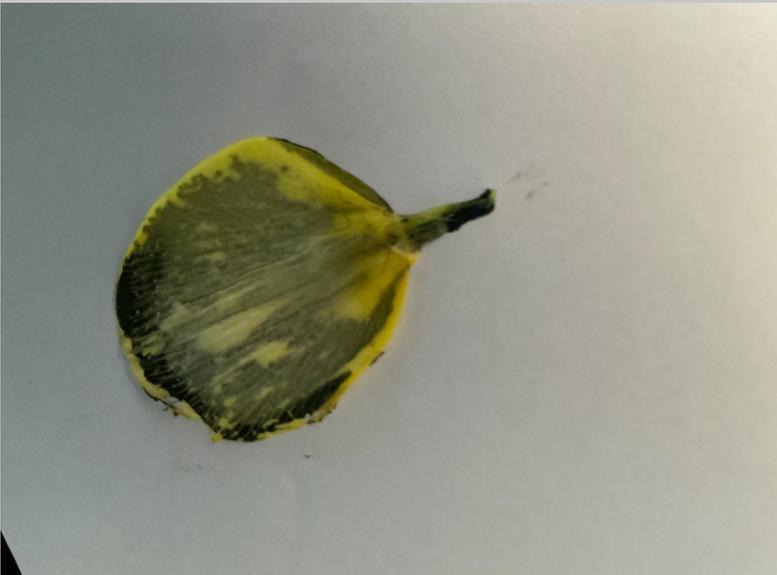


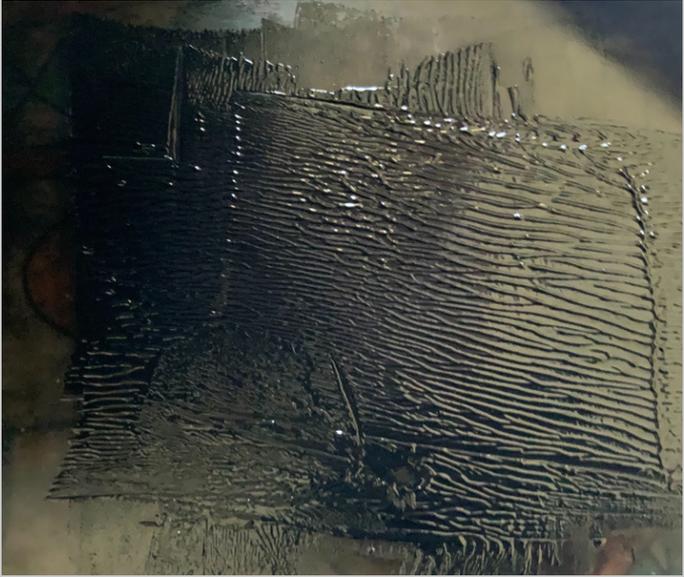
*My daffodils were just needing growing away but this one is a rare kind of Spanish daffodil as the leafs are round they grow round th back where I live only a few of them and I love it when they grow so I go to collect them. I wanted to try to see if I could ink up on monoprint as a repress process but the ink I think was too heavy on it. As you see below.*



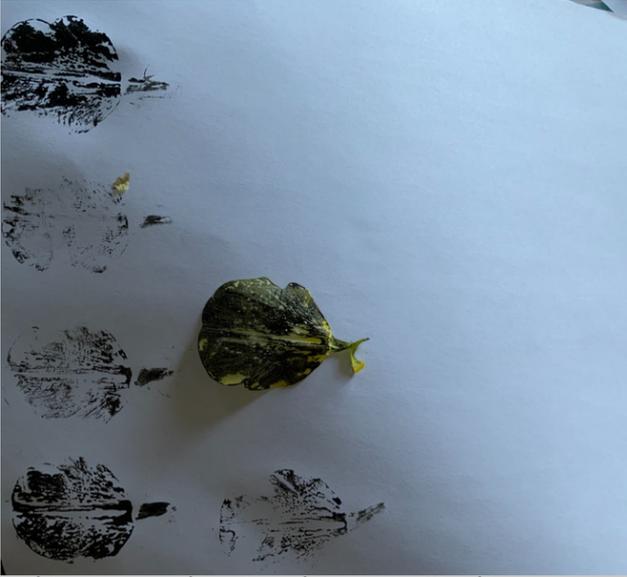


**But I tried imprinting direct to another piece of paper directly and this worked better. I decided to import them and build layer of these prints on to each other. In Procreate.**



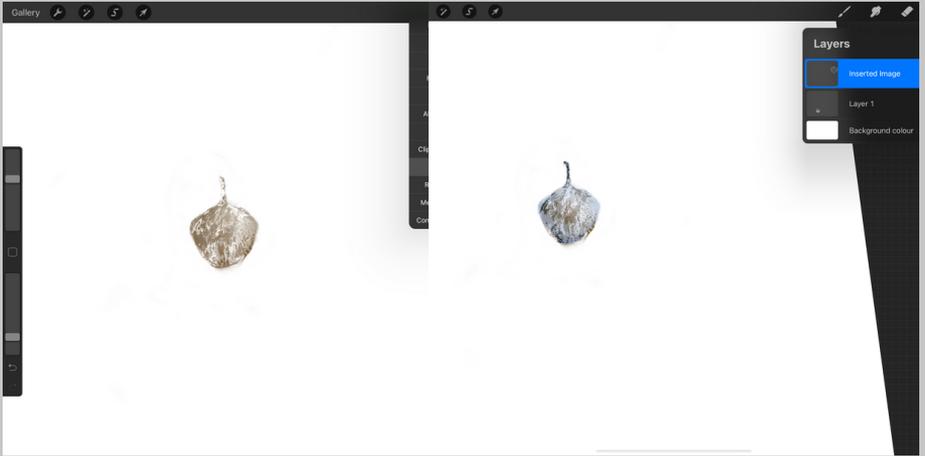


**As you can see, too heavy ink meant for such a delicate leaf didn't imprint sufficiently as I'd hoped. But the reverse did work exactly as intended.**



I am making enough prints because I've been wanting to try adding ghost prints and working with the transparency tool to see if it added my thing. It didn't really but it was to experiment if this would work out as a spades icon design. Nor did it. Worth to try, however.

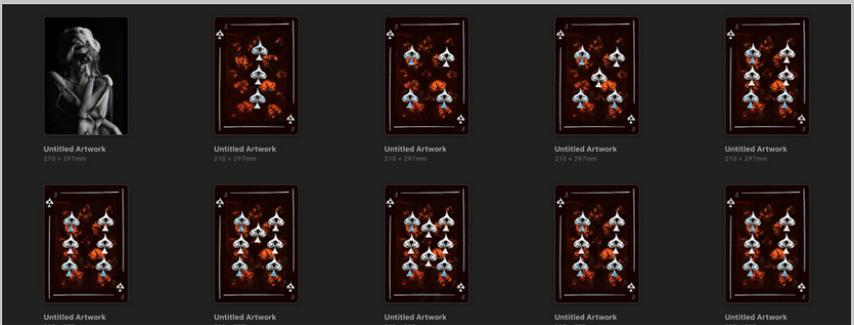
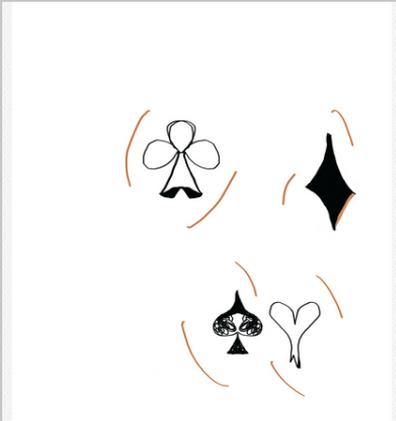




The daffodil idea I printed in monoprint then added to create an idea further to a possible icon design of it being spades. The nice are two layers with a ghost print. Over the other.

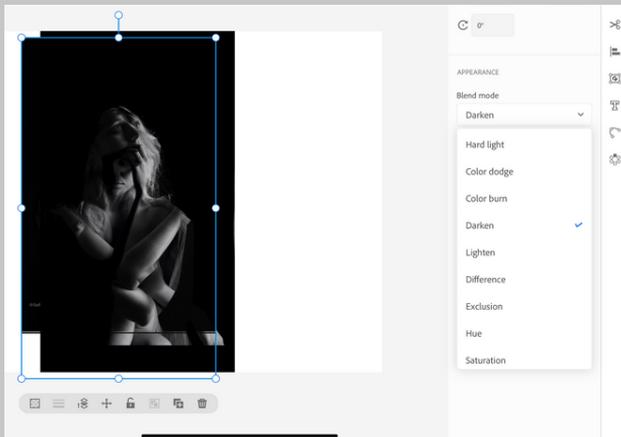
This is landscape image I took in 2017 in Cornwall. I was thinking using this in this concept as a Queen, King, Jack or Ace. Though it didn't really seem to fit the design or meaning behind the concept very well. Or at least enough to push it on through further development.



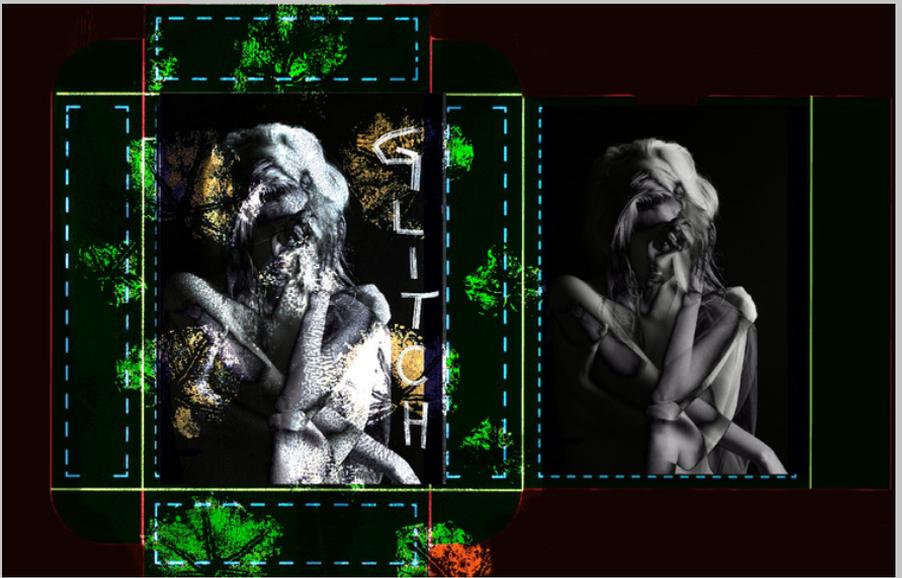


Potentially the strongest work I've done this year. In terms of visual aesthetic. I decided to re think the icons and see how they would look on this piece then to not waste the work. I think it works because it looks like the eye of the storm. It was the idea of the concept to utilise nature metaphors for mental health of the glitch chemical imbalances.

I mocked up the suite not completed but to get an idea to help with continuing the brief and choosing one concept over the other. Including the box because I feel it helps get a stronger idea to achieve what I wanted in this concept.

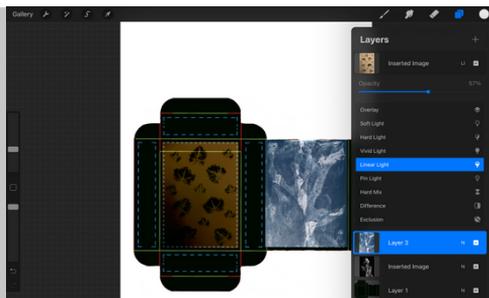


**These are photographs I took on a chiaroscuro workshop a while ago. I didn't know what to do with but I love the way they look and I think this would work great as the back of the deck also adding into the concept of the glitch term I doubled up the poses and used the illustrator app to create a different more fitting vibe. Turns out it worked wonders!**



The boxes below weren't working so I tried again. This time overlaying the image it kind of works but the colour is weakened here. I wanted to use a print from the suite to tie everything together. As most playing cards do this for the packaging.

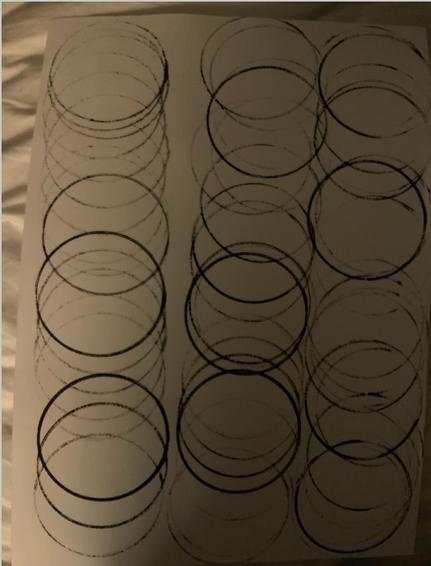




I didn't want the box design to be too generic with just one image repeated. It's important to add the icon images and manufacturers name at the top of playing cards. Though knowing about type I think you can design around the negative space where it pleases in such instances. Though with such a simple design it has made it hard to express these elements to fit comfortably in this space. I wanted to try to see how it could so I first started trying out the various colours sequence tools in Procreate. I'm not too happy with the result and it doesn't really convey the idea of glitch being a mental state of flux ' 1 then technological glitch.



I have been trying out repeat patterns. For the glitch technological theme. Circles I got stuck into because of logo design these days are mostly formed of a small number. It got me curious to see if I could achieve any type of shape from this repeat monoprint. Though unfortunately nothing really worked substantially for me. This when I realised I had to come up with a better idea.





**Again, repeating with a glitch theme, like the warning icons of toxins. I used the roller to create this shape. I do like it and I could create maybe the clubs element into the suite.**



**Using these wild natural elements I wanted to work with the idea of creating a stormy like ambient Images from monoprinting. Hopefully incorporating these prints to the concept of glitch further in the suite developmen.**





I used the tree branch that was just starting to flower as I wanted it bare like an X-ray so it was ok to use in my case. The above was a first press. Then a gentle press again for the second. I also started to add in the leaves here. This is actually a second ghost print.





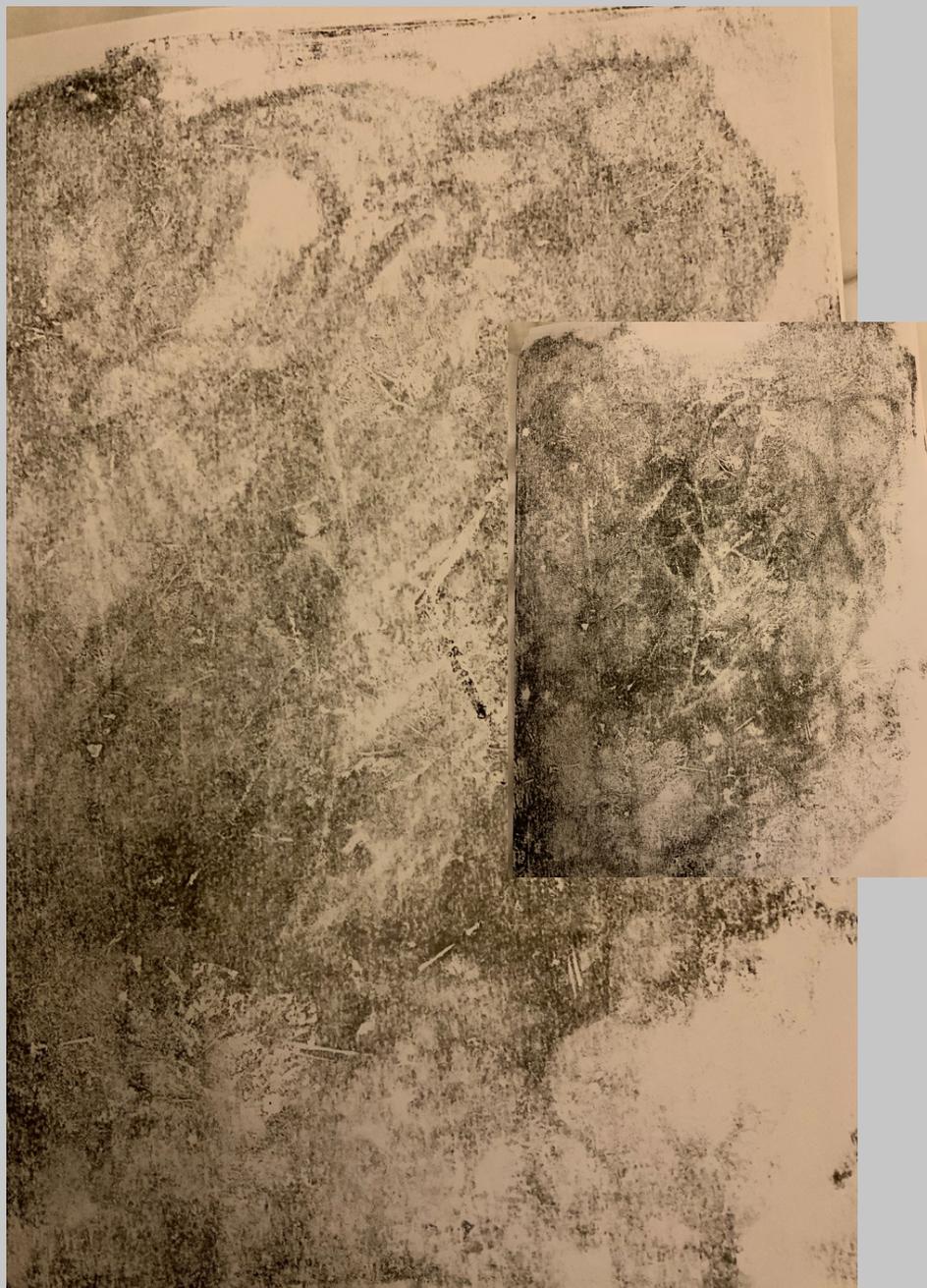
I seem to go for the ghost print and leaving the first print with adding in extra ink. I really like the depth and texture it creates. It's funny using printer paper because it doesn't really add to anything and creates a dull tone to the print. This is one of my favorites I created from the monoprint. That is, the one below I'm talking about. The top image is when I tried rotating the branch around.

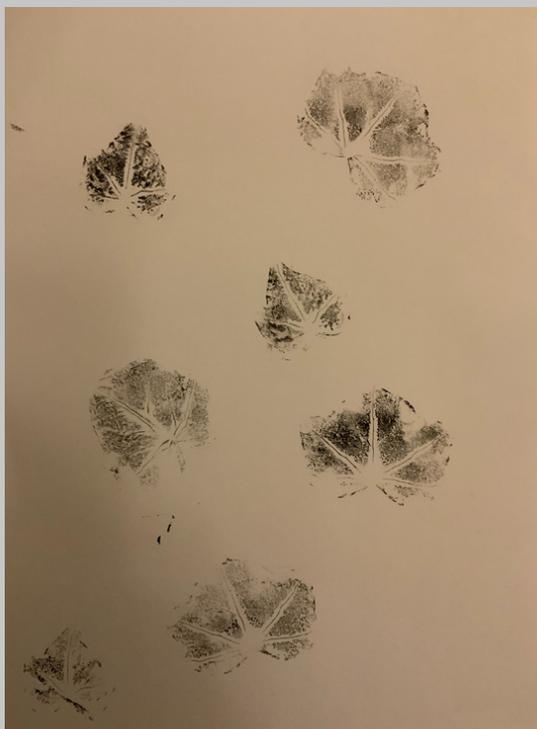
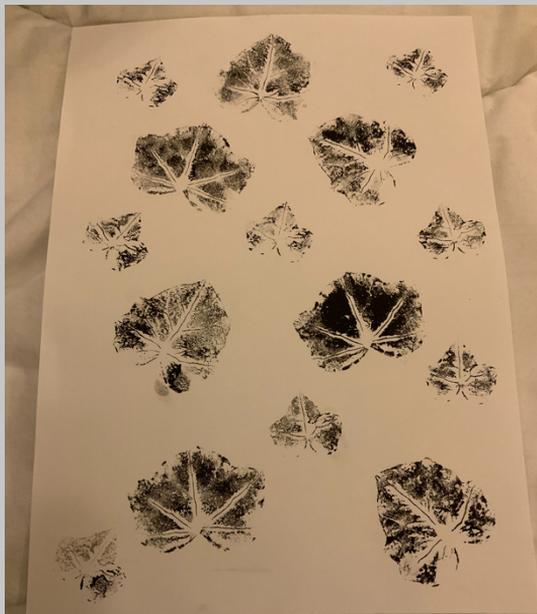




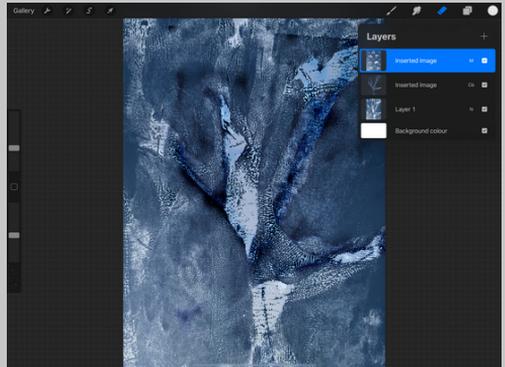
**I really like monotyping because it's so different almost unique in every print and I love how each time is different and picks up different shapes etc never ending experiments and the results I love. I didn't think a thin branch would come out so thick but it still adds to the detail interestingly enough and still, I like it. This has been my favourite series I've created.**

**These were some of the last images as the prints kept telling me it was picking up my movements using the smoother press. I don't know the technical name exactly. The detail was going so I left it here. Though I have been really happy with the results. You never know what you end up using next so it's always worth to keep it.**

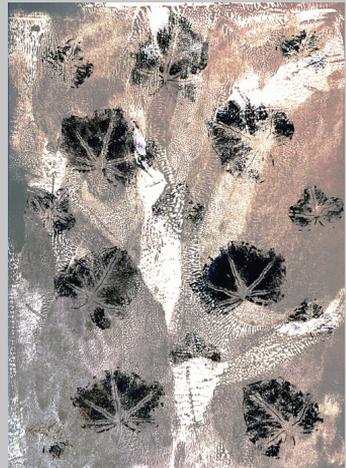




I first added the leaves to the plate I inked but it didn't really press well again. I think it must be to do with the way I'm inking because it's twice this has happened and I can help but think it's the same issue as before with the daffodil. So I tried pressing the leaf directly from the remaining ink on the leaf and of course, this is my favourite out of the series after the other one I talked about. I think nature adds an ethereal feel with the way the wind moves filled with nourish and I wanted to express that with the leaves and having a branch create a storm like ambience in the image. Reflecting the emotions of the mind.

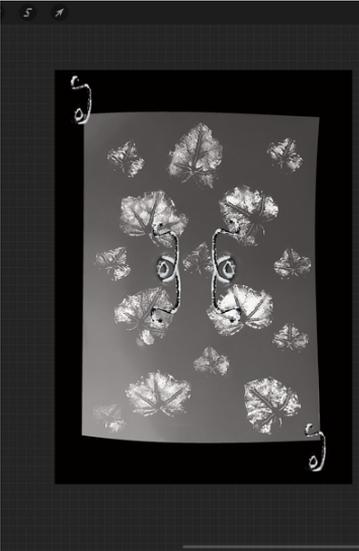
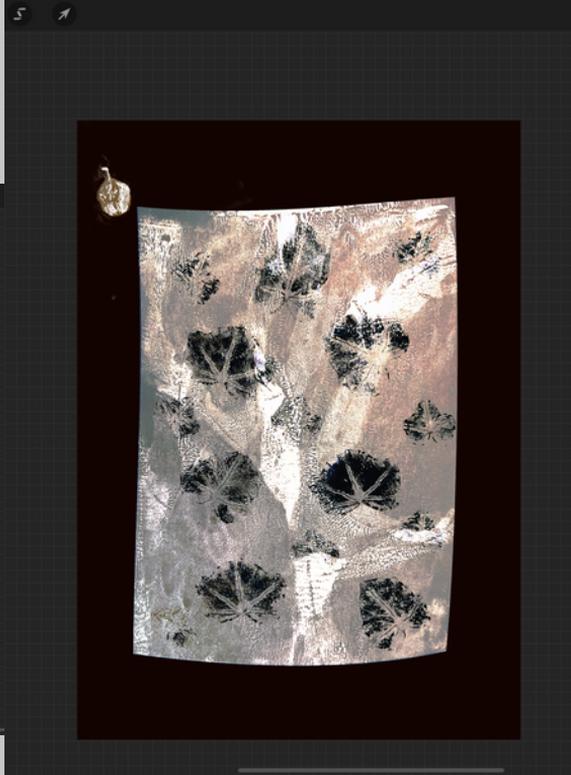


I added two monoprint together creating a glitch like effect that I think aesthetically worked. Rather I feel worked well. But I didn't know how to create the card border. Below I tried experimenting more about this.



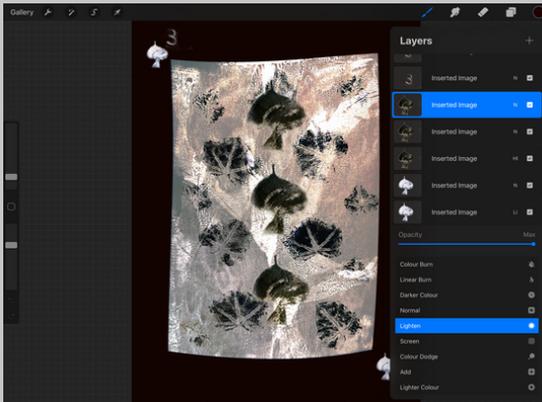


I tried out colour variations and how the Lino print looked on this monoprint. If I didn't use models like in my photographs I wanted and to help aid the decision process.





i warped th image to give it dimension and more standing out appeal as otherwise it looked quite flat and boring. I think it's better to stick with the same shapes and a simple but spacious negative border. With a colour that matches he image. I inverted the spades on the border so they would be more visible to read in quick succession. I decided to create only one of the numbered suites for this concept so that I could compare it easily hen making a decision to moveforward with the better concept. I've addressed the various reasons by I didn't go on to Choose this one in the evaluation.





The above image really resonated with me. It was the image that made me eventually come up with Morpheus. This is idea of the dream state and the chemical imbalance that ties us up into this being and our way of living. Wrapped in our thoughts and human progress yet being connected to everyone from all walks of life is something that inspired me greatly.



This is a method that seems pretty easy if you have glass around. I tried my best to give it ago but maybe not as easy as you may think so I didn't have the ability to actually make it or experiment with it but it's just another image of finding out new printmaking techniques.

# ***Concepts*** ***(Moving Forward)***

## **Glitch**

**Although I think 'glitch' is more strong in the visual side it's quite challenging for time management to take forward as I would like to explore a year of the seasonal change in Scotland. I would also have to connect with models to create the Queen, King, Jack and Ace. I don't take self portraits as I'm not comfortable in front of the camera. But either that or I would need a month more or two to develop and edit my library of old images. In this instance it's been great to explore those items we don't throw away. To see my skills develop like this has been rewarding and I feel more confident now as I continue in this journey. It's brief's like these we get further on in the course we can finally realise our own strengths.**

As for choosing not to develop this concept, for me it doesn't work on the packaging an I can't fit the elemental icon designs I feel comfortable with. Although it looks far better. It's a good idea to work on as a personal project after the course is finished. I do think it would work out with the correct time management available. Though impractical for now. I quickly mocked up a selection of using the same icons to see its impact and honestly, as much as I like it, it just isn't working for this brief to carry forward. Though, did I say I do really like it...!?!

# *Concepts*

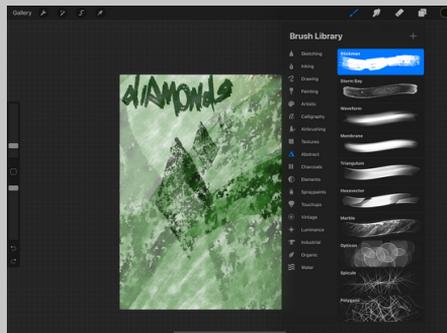
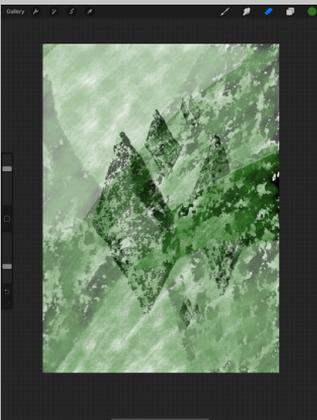
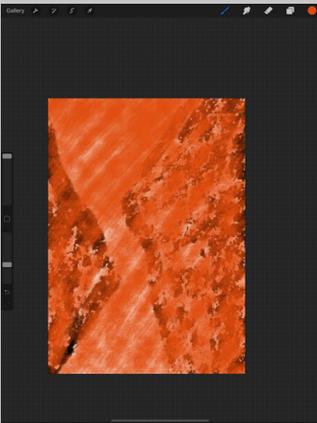
## *(Moving Forward)*

### Morpheus

Choosing Morpheus made more sense as the elements were beginning to already come together and it fitted together with the mental health aspect of glitch. Although, a dream god. The theme is also far more adaptable and ethereal playing around and experimenting became more natural through out the process and it suited me and my ability more. I could also develop my Procreate skills further too.

Firstly, I will build up the suites and design the elements either in monoprint or with the paper, sponges workshop. I will then continue to create backgrounds and borders to avoid using the negative space and a clear readability for the numbers and other elements. Before going to develop the packaging box. Where I will create a selection of monoprints.

Hoping it will aid to the design. I'm also keen to try out placement As I think it's very important for understanding complexity of collage type styles and may even help in further development of this process.

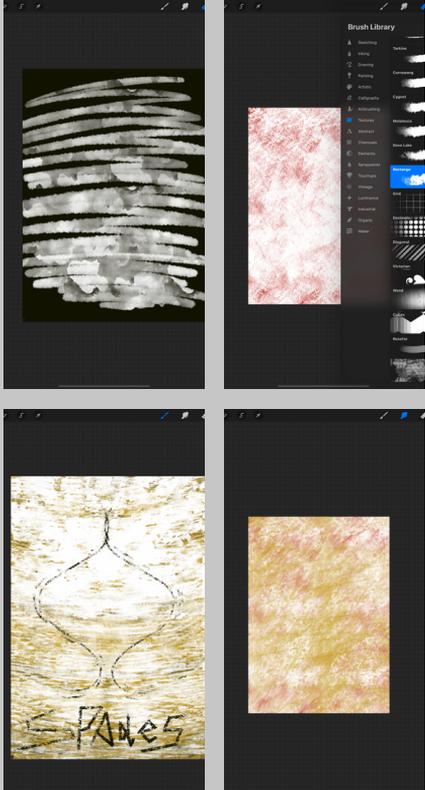


I really liked the shape of simple charcoal drawings and using colour over them to see how it looked. It didn't work and I kept in mind user readability and quick succession yes their diamonds but you couldn't tell how many. So I decided to move on and develop further.

I'm realising through experimenting sessions how I develop my work in terms of this 'glitchy,' theme. Through experimental development I am able to develop through further research and new techniques that enhances my process to the next level. Not to toot to my own horn Per se, but it's true that we learn through mistakes. I understand what it is I look through more and the importance of these annotations that keeps up with this development is a good memory bank in itself to further the future of projects. Through the edges of the diamonds shape when I used the rubber tool I just was looking at the texture effect it would have but I forgot about the layer being under there I left unlocked and so it left 'glitchy' Almost metaphoric process to the work. I now found this idea to be a concentration when I go to develop my work through monoprinting.

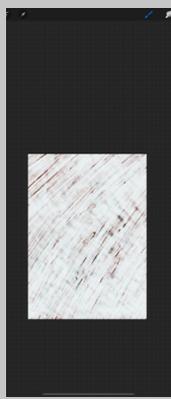
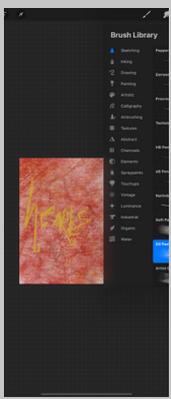
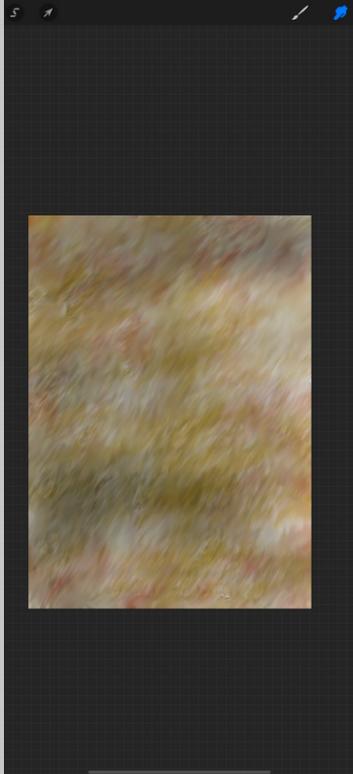
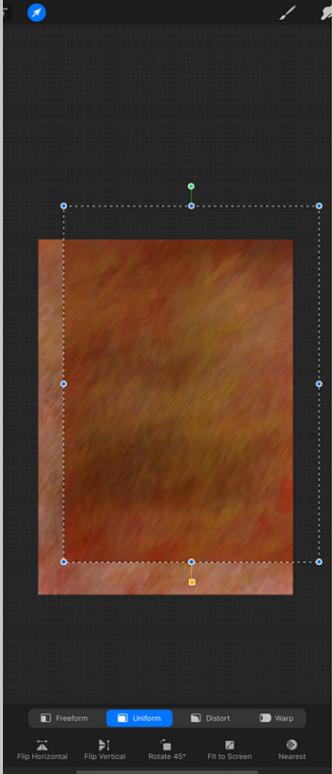


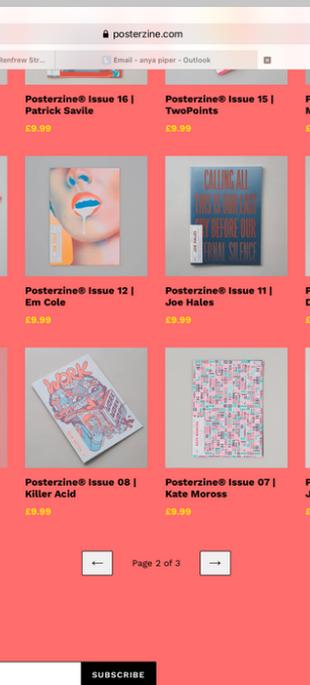
Since finding out my way of working and how I work best from the beginning of this project, it's really shown me to make the most out of the process too. I divide my time between learning crypto trading and keeping enthusiastic about printmaking watching YouTube documentaries on artists and independent channel art studios. The above is a quick thumbnail from a mother/daughter studio in America. They upload weekly with anything about textures, journaling, finding inspiration for 'Art fire,' to get you motivated. It's a great commoradury between the bond they have and it's a very useful resource generally.



Browsing on Instagram, I have gotten in the habit of screenshooting what is interesting to me so you can get a better idea where my ideas come from. A lot of the time, I'm watching YouTube videos. I'm an ideas person, I find I am often finding new techniques I haven't heard of before, because of the YouTube algorithm, I presume, it lets you find similar interests of what other people search for and so it should be no coincidence of course, but to me it makes sense. It can filled with the most random ones, but lately, I found the dendritic technique and will give a try some point within this project...

Not really  
sure what  
I was  
doing here  
I was just  
trying I  
suppose  
to create  
colour  
backgrounds  
for the  
hearts  
suite.  
Seeing  
what  
works and  
what  
doesn't.

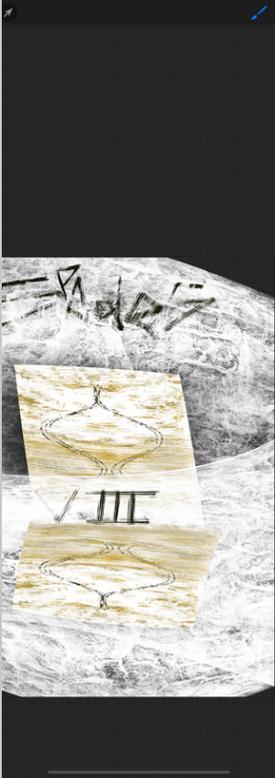
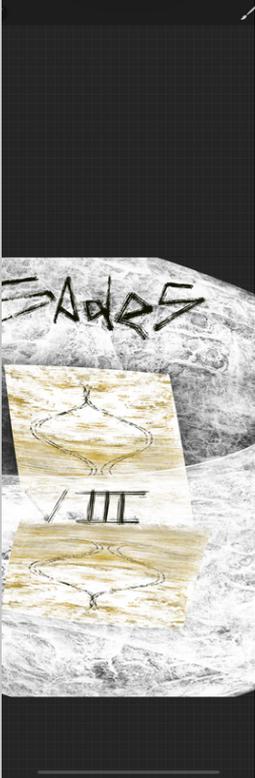




This is just working around some drawings I did with charcoal in Procreate. I've gotten to like tarot designs and was looking at gothic type styles. Pop like colours too.



Trying out  
morphing  
and  
warping  
the  
various  
shapes of  
spades  
around to  
see how  
they look.

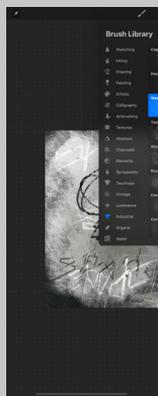
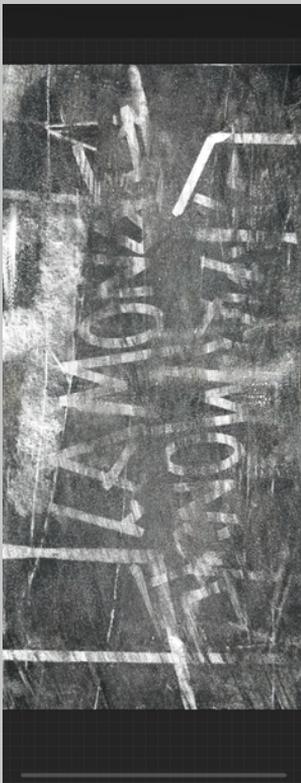


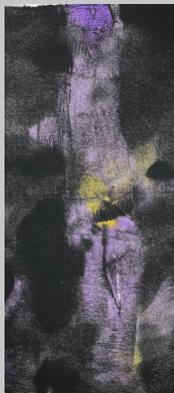
# 521 A412 Monoprints

Some monoprint with textures trying to get an idea together with colour really. The one I most used was the bottom grey print. I really liked its depth and seemed to work well in creating a moody look in the final suites I created towards the end.



*From the above, I made some prints at home using textures around me. The last one I did after I got board, I just chose some very basic colours and worked with my roller, making the lines on the gel plate, which is already very much the lightest touch gets printed, but compared to the rest it's really added a great contrast to my recent works and am very happy with the result.*





Working for the first time opened my eyes to Procreate and monoprint to help aid the process. I was looking for an ethereal Smokey effect like in dance clubs where the light beams create that glitchy haze. Then added in a graffiti like web on the hearts and the vein system.

# UPDATES

The way I've been working is beginning to pay off with early results I couldn't be happier with. Mostly using charcoal textures in Procreate then quick simple drawings where I draw simple lines that I can quickly flip or rotate to create the shapes of diamonds, spades, clubs and Hearts. It's allowed me to find my signature style, then using the rubber tool on multiple layers I copied and then made transparent I can add a simple textured additional layer. Making it easy like this helps to understand my own way of working better. Not only that but I can get a better way of printing final work and having more control potentially of what I go on to print in terms of colours, layers and techniques.

# UPDATE 2

Lately, I'm thinking of using ROMAN NUMERALS and Letters of numbers I don't know the term... but yes, it adds something different and I'm liking the way the letters can create shapes of the cards and add to it as another layer somehow. I will also create a translation sheet as well in the packaging so that people who may not be accustomed with the Roman numerals won't have to google. Although it's a habit these days as is everything...

# ROMAN NUMERALS ALS/ =

1	I
2	II
3	III
4	IV
5	V
6	VI
7	VII
8	VIII
9	IX
10	X

**LINGUA FRANCA**

# LATIN TERMS...

Crystallini / Denarios  
(Diamonds) / (Coins)

Securas Rutra / Gladii  
(Spades) / (Swords)

Cordibus / similiter scyphi  
(Hearts) / (Cups)

Fustibus /  
(Clubs)



Clubs was the hardest as it's actually a complicated shape. I don't know why but it was the most frustrating part in the process. I get there In the end after time was becoming an issue that's when I decided to keep things simple not to over complicate the process

Glitch wasn't working and making this project complicated. I wanted to try using a simple Lino cut shape repeating and glitching in the same repetitive movements creating depth. This was not happening. Ive decided to call this project MORPHEUS.

MORPHEUS is the god of dreams. My work is very reflective because of the way I move around the imagery it creates a unique view of our world. A dream view where I escape. This makes much more sense as it also combines the techniques I use as an explorative feature. Differentiating from one technique and view of the world to another. A cycadian dimension of monoprinting and experimental exposure.



Monoprinting with stencils - Abstract figures  
8,563 views



Monoprinting with stencils - Abstract figures  
8,563 views



Monoprinting with stencils - Abstract figures  
8,563 views



Monoprinting with stencils - Abstract figures  
8,563 views



*I have been struggling how to split the design process apart so that it is simplified and executed justly. Mentally compartmentalising the suites and keeping the Diamonds, Spades, Clubs and Hearts. The most difficult has been clubs and hearts. I don't know why so I've thought about the process differently; to what is making it more easy for me to carry on the process. Choosing Morpheus as the project brief name, made it easier to understand where my work was and is going forward. Then these new techniques enhance that process and make it more unique in telling the narrative aspect from my personal documentation. This is a very almost tipsy turvey project for me and I think in general because it has so many elements. It maybe a simple card game and design but the intricacies involved are staggering to process. Once worked around, it becomes more justified in the overall approach. So natura When I find techniques like this, it makes the journey more freeing and more enjoyable than a feeling of overworked and where the fun side clashes with the other.*



Monoprinting with stencils: Abstract figures



Monoprinting with stencils: Abstract figures



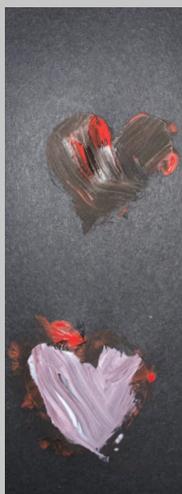
Monoprinting with stencils: Abstract figures



Monoprinting with stencils: Abstract figures



The way this guy works, it really has inspired me and what I was talking about on the other page with compartmentalising suites I was thinking about doing something like this in my head but didn't know how to work from if I layer outjust the playing cards deck. With monoprinting why I like the process is because I like to try things one way and then another then another. The way he uses a simple tooth pick and cotton bud with the ink on a plastic sheet, then works around the negative space in this way, gives a more freeing approach. It's just so clever I didn't think much of it at first and actually hate things like this on YouTube. I stuck it out watching the full process and it blew me away. So I will try this out and use the gel plating technique as well this will then become the way I will move on with the project. I then need to develop the King, Queen, Jack and Ace.

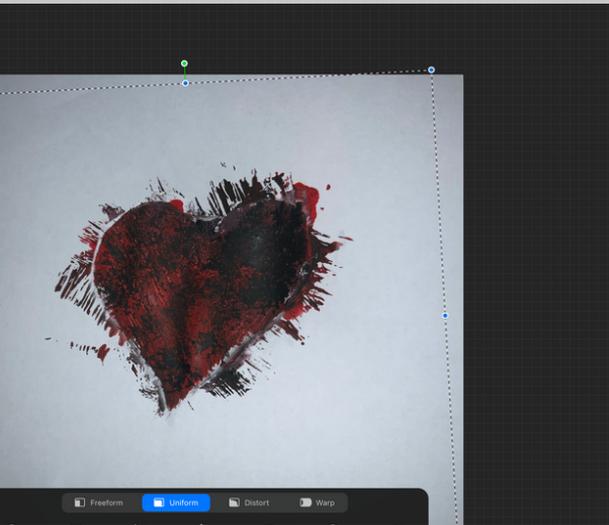
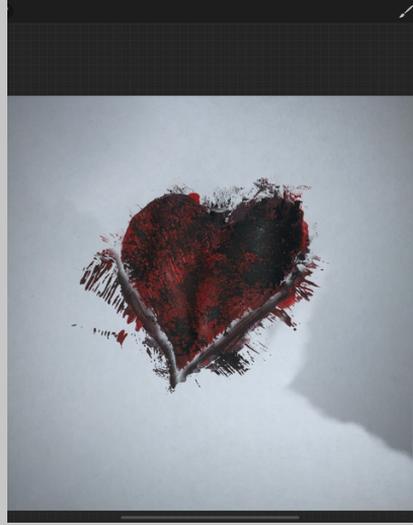


**I tried out cutting paper shades super tiny to handle it didn't work out. But the idea was like the crown of thrones and how nightmares can have the ability to entangle our reality. So I wanted to create this effect and tried out to sticking paper over paper on the bottom middle and tearing it up.**

**The other page is trying out the heart shape. I was thinking about the human body when we sleep is relaxing. Then when we have nightmares I wanted to try play with this idea. But paper although can be a great tool is delicate when using like this way. I am pleased I tried it out though nevertheless.**



**I think the paper workshop was really good for development of work and trying thing out differently. It makes the process easier and notable seeing elements from these skills come together at the end. It also helps to inform the approach to your work too and the direction build up.**



**In the end of thePaper sponge workshop I did in my own, I didn't get the right results I was looking for. So I improvised and noticed two went quite well together. It was going with a theme of wrapping our hearts in barbed wire after emotional term oil and the way nightmares wake us up in a cold sweat depending how bad they are they make us feel like we are in a prison within ourselves.**

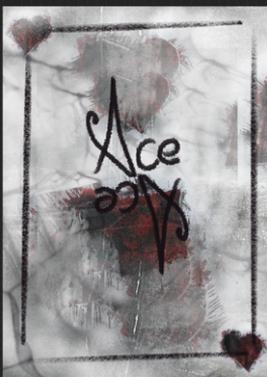
**This is me trying to use Procreate and using the paper sponges I decided one heart looked better on another and used two of them using the rubberbrush airbrush to take out and not totally remove the edge of off the other. I then added the water brush as veins from the human body. It really added to the overall design. I also worked around shape and size alongside scale.**

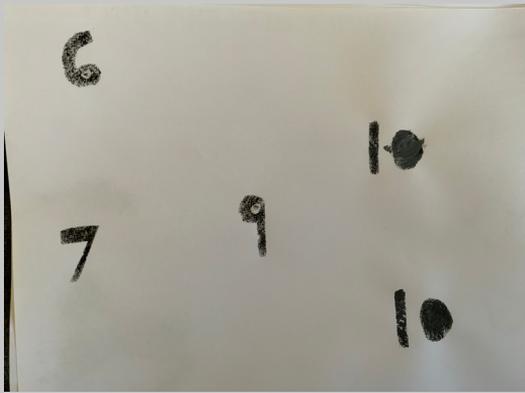


I was using my faux calligraphy creating abstract shapes from the letters. Dreaming morphs our reality to our subconscious. I wanted to add this theory somehow to this deck of cards. So I played around and then eventually used Lino calligraphic elements further in the process. But the idea started like this.



Continuing with the idea of making the king queen and jack shapes of the heart. - - -

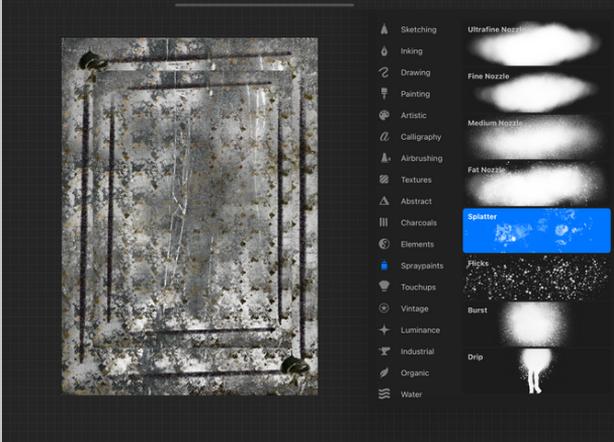
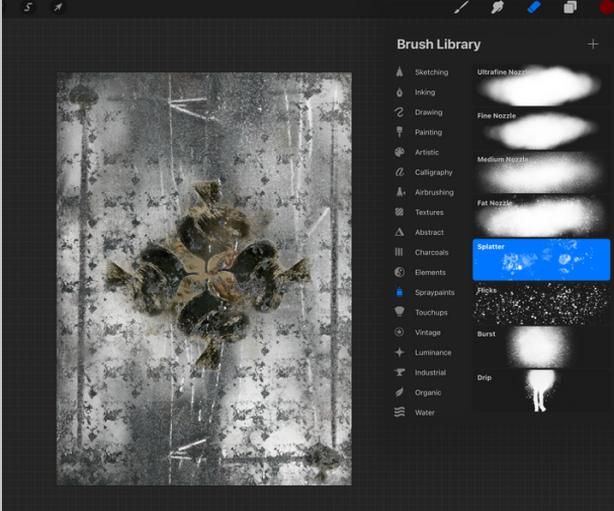
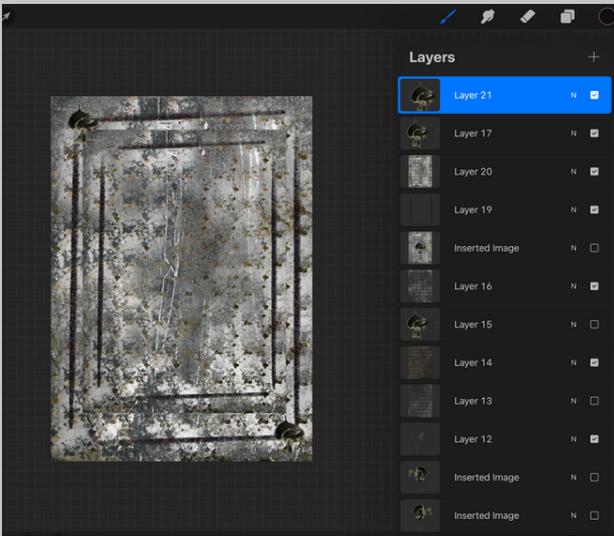




**Some numbering details from my trying out the sponges and paper method. I first create a stencil found number 8 a bit difficult so it didn't work and that's when I got out the gel plate. Sticking with the rule of simplicity.**



I missed the paper and sponges workshop but gave it a go in my own time and really do like the textures it has created here. I used one of these in my final design.



**These are some of the brushes I was using playing around with the layout of the cards. I can see why you concentrated on us creating some works from artists we liked in the beginning.**

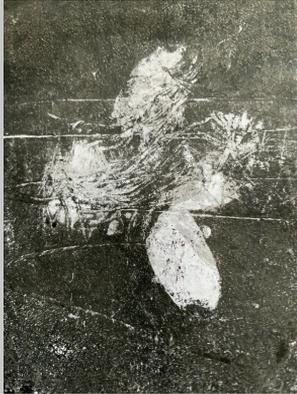
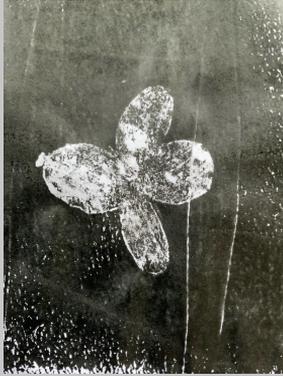


**I have this image in my head about the back design of Morpheus. Like an X-ray of the human vain system as an abstract piece. So I used some thread I have and got my gel plate for monoprinting and tried various ways like these images show.**





**These are some experiments from the gel plate using thread this ended up being the back and packaging for Morpheus.**



The bottom picture is a Lino print I've been using for the final clubs design. I really didn't go overboard in the process because as I always say, drawing is not my strongest suit. Per sé. But I did warp it and manipulate the shape before I created a stencil from that process. These are from the sponges and paper results above. The first one is my gel plate practise.



*The back of the deck...*

This I decided to use several brushes rubbing out some of the thread like texture that didn't bode well to the effect. I was thinking in that scene at the end of Charlie and the chocolate factory where Charlie goes into work as office and everything is in reverse and half off. I've always loved that scene and in printmaking you use everything from the reverse. So I split the above in half and added till it fitted and created an abstract look. I really love the design and look on the box for the packaging. The other I though could use a tint of colour but did look good on the front of the box.





**Packaging design trying out placements. I've never realised how important or undermined importance of placement is in printmaking. I love the whole process in general and love learning every bit of new skill I come across on this journey.**



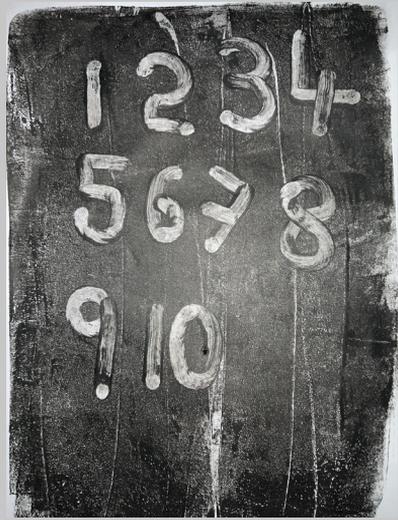
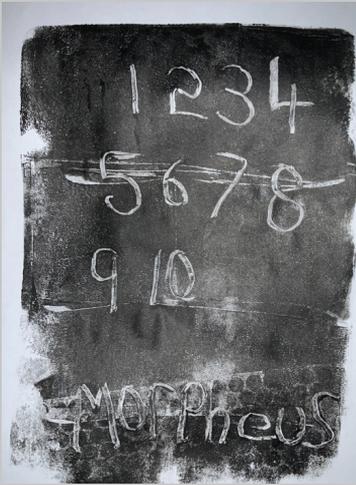


**This is a simple Lino. It's still an amateur at best process for me. But I do like it. I will try out in the future to develop further as it's great to create depth which actually aided to the unique quality of the shapes I was able to make**



**I made a Lino offaux calligraphic letters that I could use to create shapes from adversely morphing (the key word here) that shape and creating an abstract image for the ACE, JACK, QUEEN & KING.**





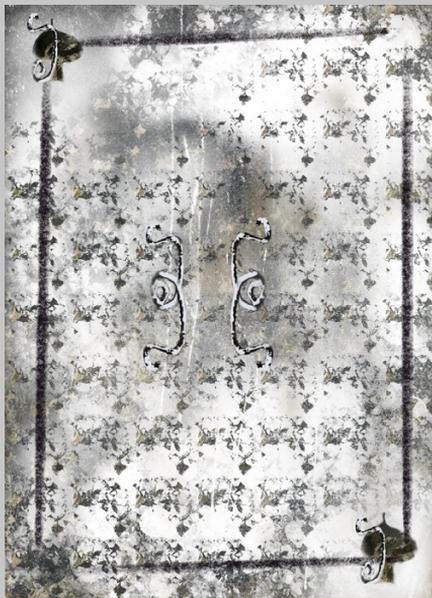
**This is monotype made from using my gel plate.  
Using acrylics and cotton buds I kept the  
colours simple as I didn't want to over  
complicate the design though now think I have  
elsewhere.**



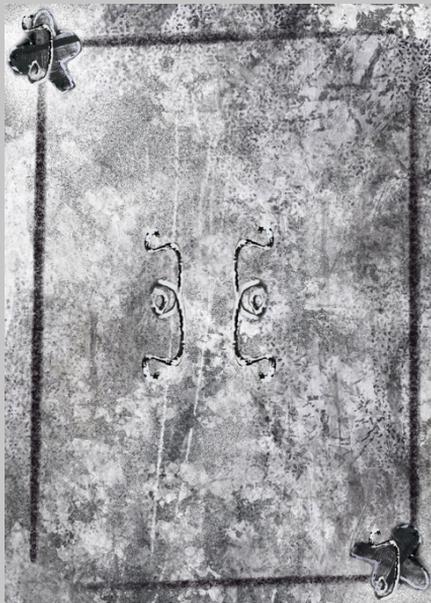


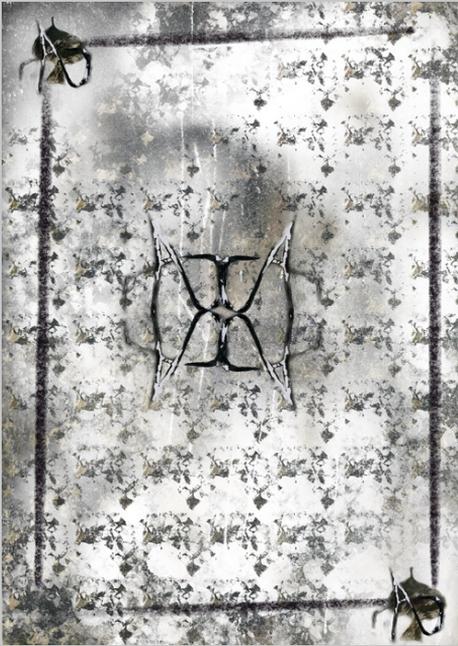
Again using the gel plate it's great for easy monotyping and adding any sorts of textures. You can even make the plate at home yourself to try. I think that's why I like monotyping in general because so versatile in it's nature. However for this project I just wanted to keep the numbering simple.



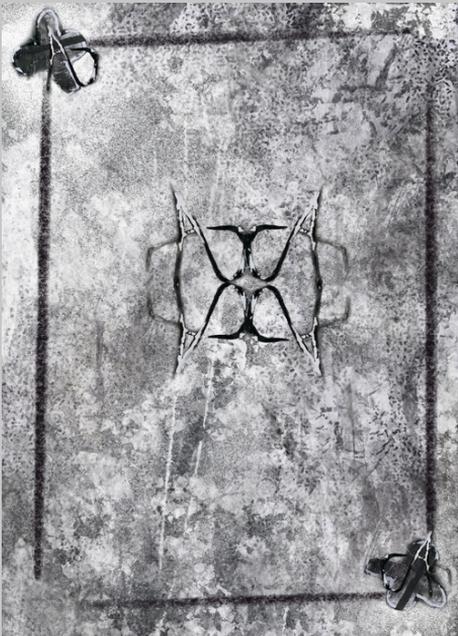


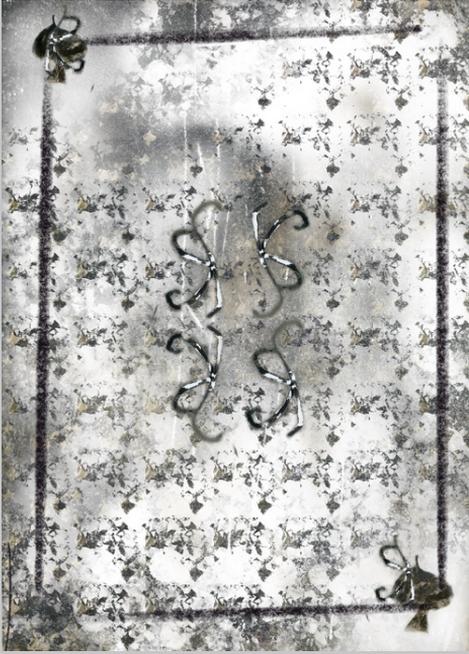
**Jack**





**Ace**





**King**



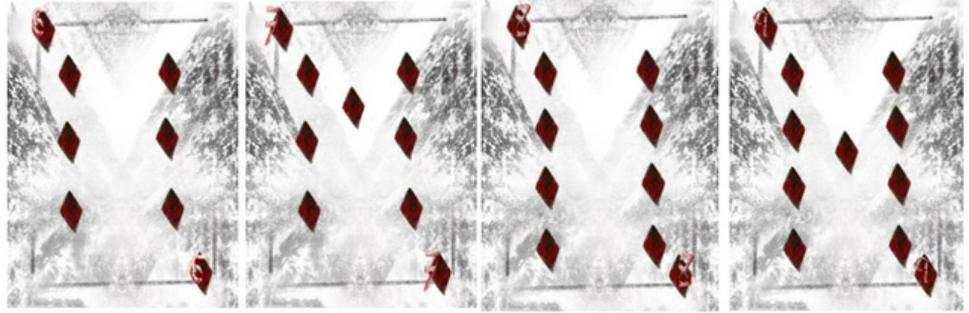


**Queen**

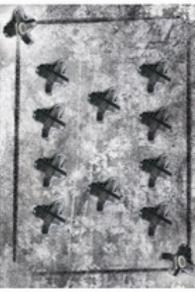
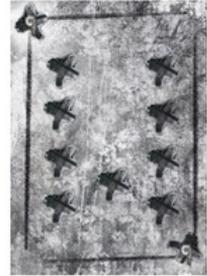
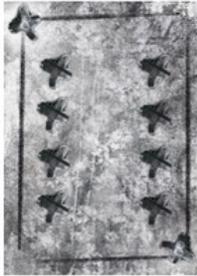
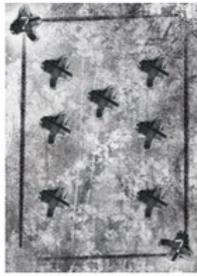
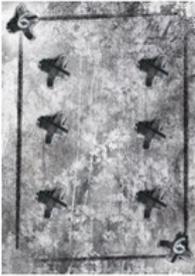
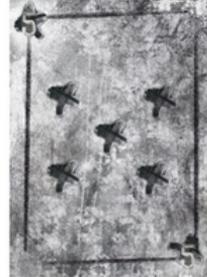
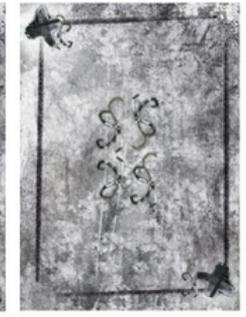
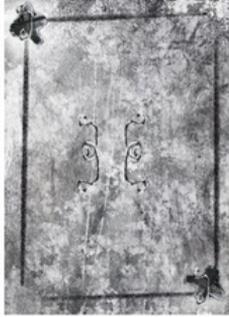




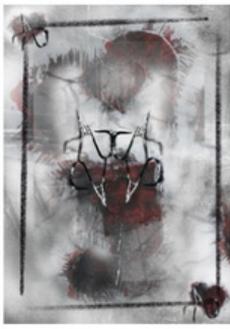
Spades



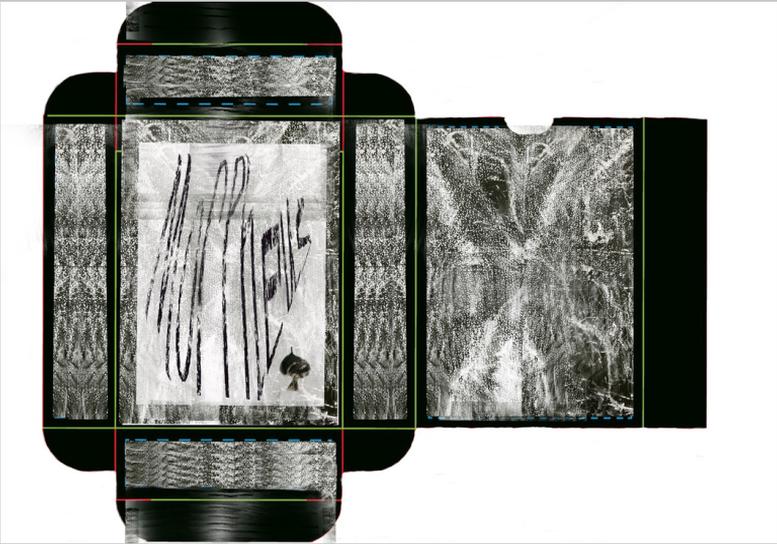
Diamonds



Clubs



Hearts



Packaging box

# Evaluation

*At the beginning of the project it is more about finding structure in building the suites. Understanding what they are. How they are designed etc so I included a lot of research. It helped me form a first concept of 'glitch' but I couldn't really get the results I was making from quick fire drawings. That actually draw some sort of similarity to that word. I also added in the symmetry tool as drawing is not my strength. I then started using Procreate and setting up working everyday a couple or more hours. Last minute the night before our meeting for concepts brief, I couldn't think of a word for the second one. Until I realised 'Morpheus.' Suited best. The imagery were looking ethereal like landscapes with a dreamy dimensional aspect to it. Focusing on elements of the human body played a lot in this aspect of design development. In the end I've been working more with digital tools then traditional analogue tools but I find my ideas integrate well with a bit of both then mostly digitally progressed. Working a bit by bit at a time helps to keep sketchbook annotations better informed and a good routine to develop from personally is better overall. Starting with time management, if I could I would have gone with the first concept. Glitch. I think the visual language is very strong and it's two subjects I am focused on, in maintaining good well being. Nature is a great medicine and walking is therapeutic some say... I love landscape photography and I'm sure it would have come out better overall. However I would have liked to work with all seasonal elements, from; snow, storms, to anything in between. For the time again, there was too much subject matter to make a resolute choice in developing further. I think it was also great to get involved with packaging design to give a different area another skill to add to our bow if you like. Packaging design is what got me interested in printmaking so I was pleased I got the chance to try it out.*

*With using some techniques from other briefs previously. I was able to monopolise on these skills such as the monoprint.*

*It has given me access to mark making development that enhances my process by garnering ideas from my mind to the reality of first forming these concepts. Improvising on developing the concept through the workshop provided a great access of development. Then adding in colour schemes where applicable helps when working with black ink. You clearly understand what you begin to prefer and to not use or come back to later if necessary, also shapes are starting to reveal the process of continuation.*

*Level management in Procreate kept me limited to the amateur ability of what I was able to pursue within this project but it gave me a great introduction to it*

If I were to continue the development to print... I would have many layers for screen printing and first testprints in black and white before trying out colour. I would also imagine the Lino prints I made I would add on to the final prints with relief ink and build up in this way being careful with colour choices and registration of the numbers and icons. Firstly, I would re edit them so that I was happy they were correct with no room for error when printing. Packaging box wise, I would print off the custom size to correct measurements using the guillotine for that and batch printing creating the front, back and side images best way would be again screen printing. Sliding the packaging box ready to be able to make upon drying.