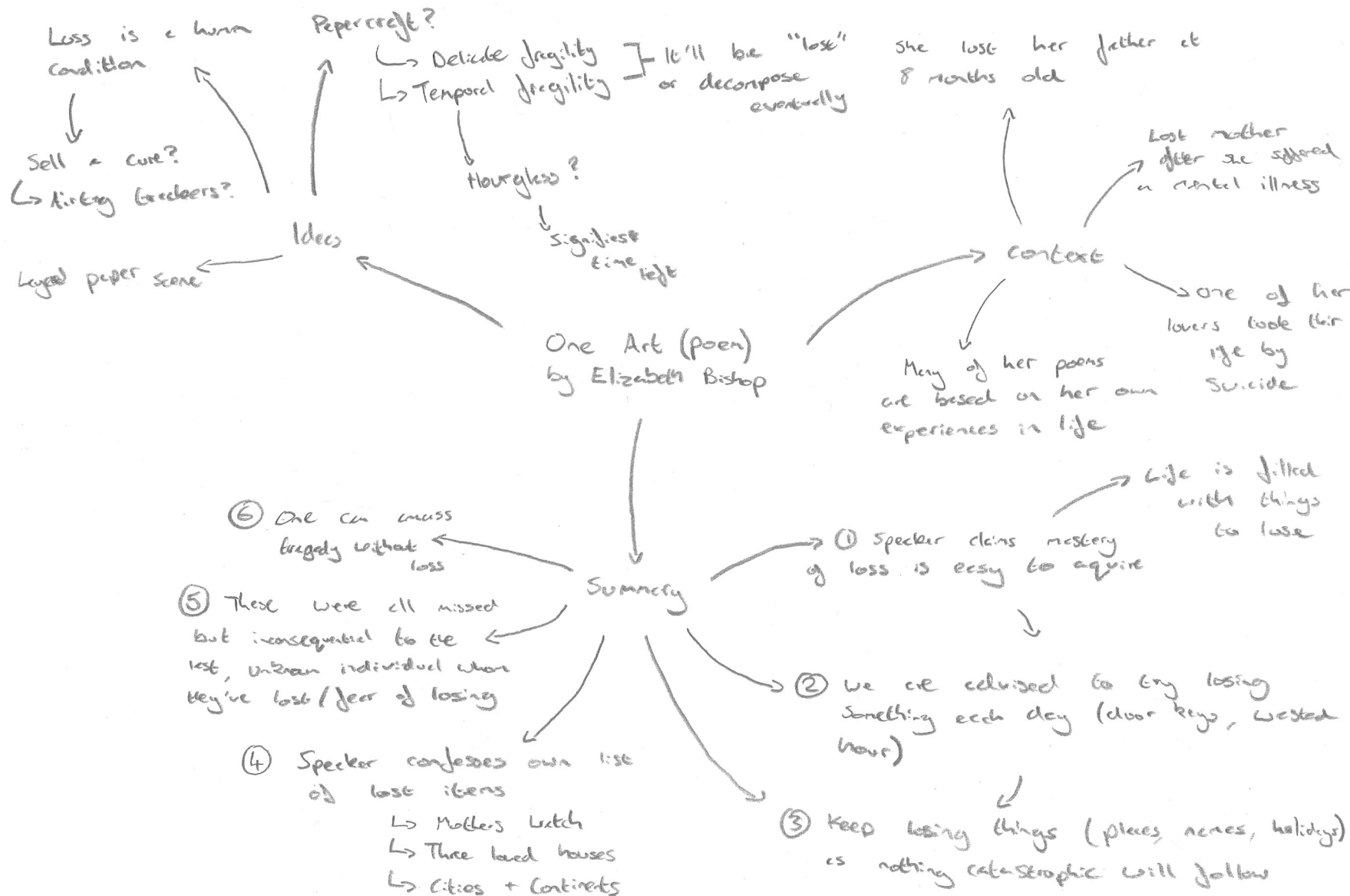


Will Baker (F427608)
ACA143 - Visual Practices
Enhancing the Audio Brief

Research - My Audio



To start off the project, I first conducted some research into my audio. Its source is a poem called "One Art" by Elizabeth Bishop.

I first started by looking at the context of the poem by doing some research into Bishop. Her Father died when she was only 8 months old, and her mother a few years later. Furthermore, one of her lovers took his own life (Goldensohn, 1992).

I also did a brief summary about the poem, and how Bishop compares trivial loss - and how humans get over it - to other, more tragic forms of loss.

Her depictions of loss is something I'll definitely research further for my outcome.

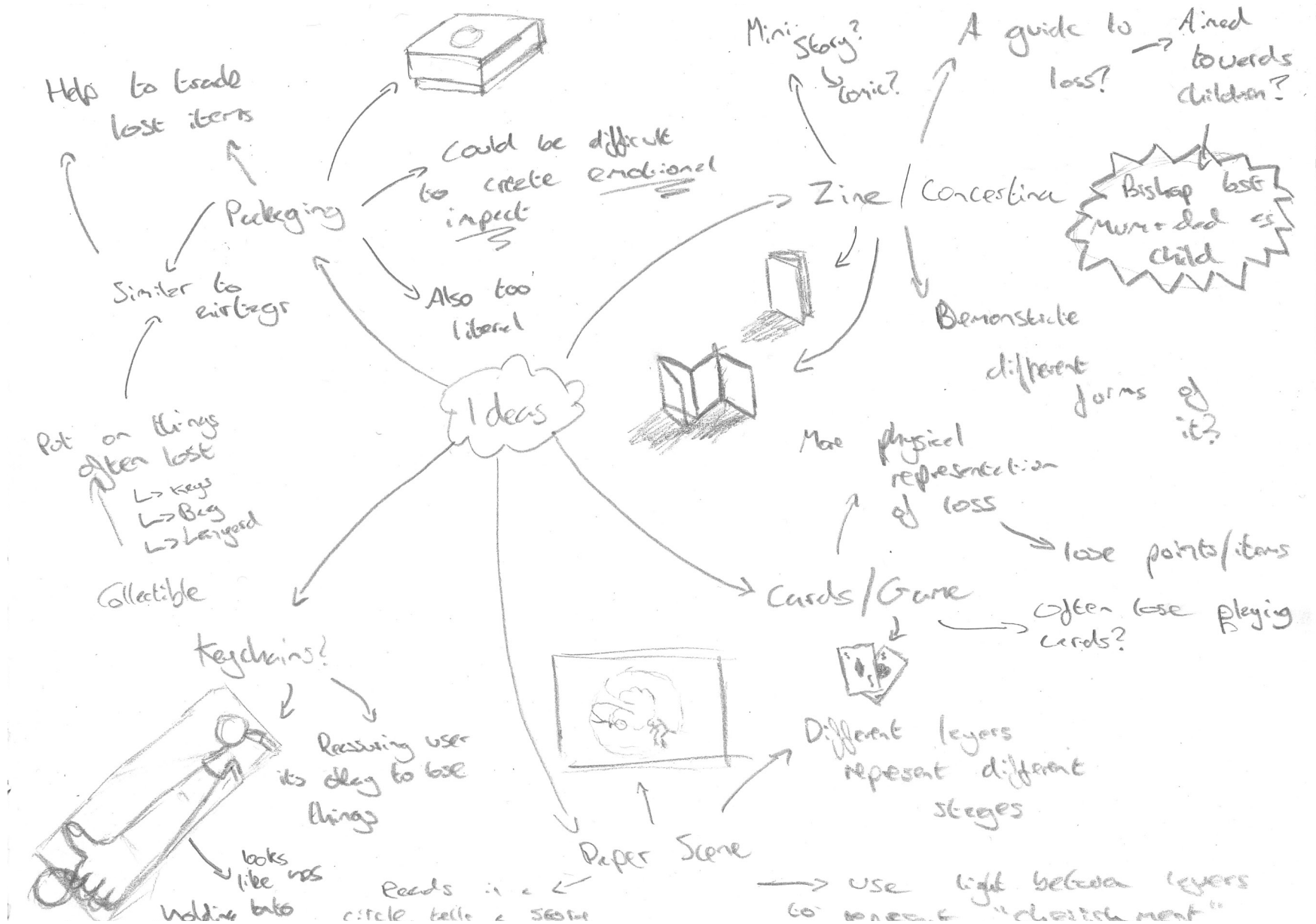
Ideation - Physical Responses

I then started mind mapping some ideas for what physical response would best suit this theme.

I ended up leaning towards telling a small narrative instead of some of the more literal ideas I had as storytelling through graphics isn't a topic I've experimented with before.

I decided on making a zine as it is a small, convenient way to tell a short story. As well as this, a smaller, more interactive outcome would suit my goal of a child's learning tool better.

I also decided that I wanted to look at risography as my medium due to its bold and simplistic colours, making it more engaging for children.

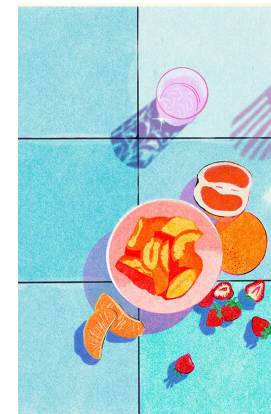


Extract from my sketchbook

Stylistic Research

I also started looking for some styles to help influence my designs. I settled on a small colour palette style, focusing mainly on blues/reds.

I wanted the style to be quite simple and colourful to help engage my target audience and keep them entertained.



Collection of Images from Behance, <https://davebain.com>, Pinterest and <https://www.yukfun.co.uk>

Zine Research & Story Planning

Zine Research

I then conducted some research on more exotic zine layouts. I thought that this would help to create a more visually appealing and unique outcome, but I later came to the realisation that this makes it difficult to tell a story due to its confusing and unchronological layout.

I also had a brief look at the history of Zines, specifically within Punk circles and the Riot grrrl movement (Duncombe 1997).

Story Planning

I also decided on a rough plan for my story, following a dog and its family through its life, as it - and them - experience some of the different forms of loss outlined in the poem.



Images taken from <https://www.wuthipoldesigns.com>



Image taken from GIMIXX killdiscoon Behance

Zine Story

PAGE 1: → Title page - "Loss"
→ Puppy curled up underneath
→ "Introducing" us to main character

PAGE 2/3: → Getting physically "Lost"
→ Running after rabbit
→ Loses owner

PAGE 4/5: → Losing an item
→ Lost a bone/toy
→ Worried/stressed

PAGE 6/7: → Old dog curled up on vet table
→ At peace
→ Family surrounding
→ Loss of a loved one

PAGE 8: → Memory of puppy in cardboard box
→ Ethereal glow of a memory
→ Loss is never the end of everything

Extract from my sketchbook

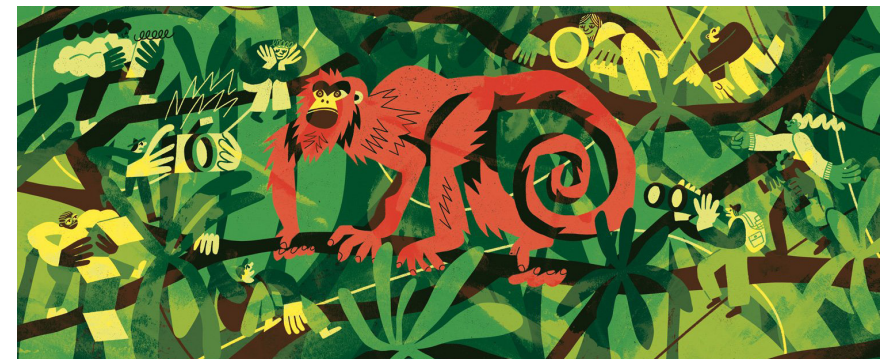
Artist Research - Dave Bain

Dave Bain is a commercial illustrator based out of Bristol, where he works on editorial, promotional, advertising and branding.

His illustrations are colourful, distinctive, expressive and feature heavily stylised characters. He's inspired by screen-printing and risograph, bright colour combinations, jazz and electronic music and visual culture.

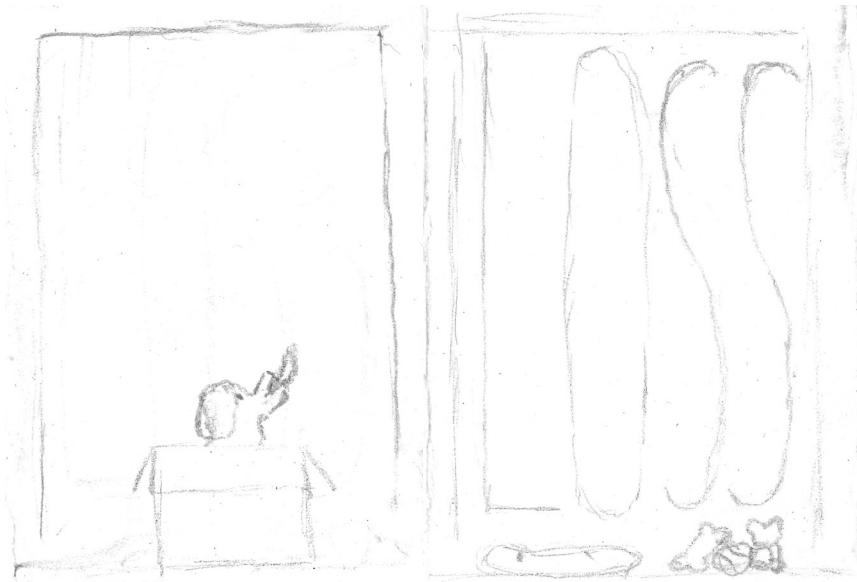
He's worked with brands such as CBeebies, NHS, Starbucks and Zizzi's.

His bold style should work well to keep my target audience engaged and entertained.



Images taken from <https://davebain.com>

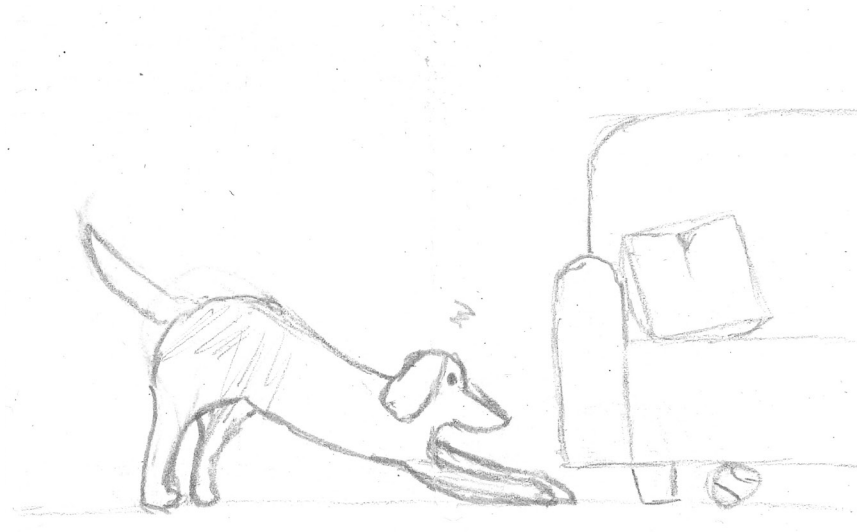
Client Roughs & Feedback



The front and back cover of my Zine



The first spread



The middle spread



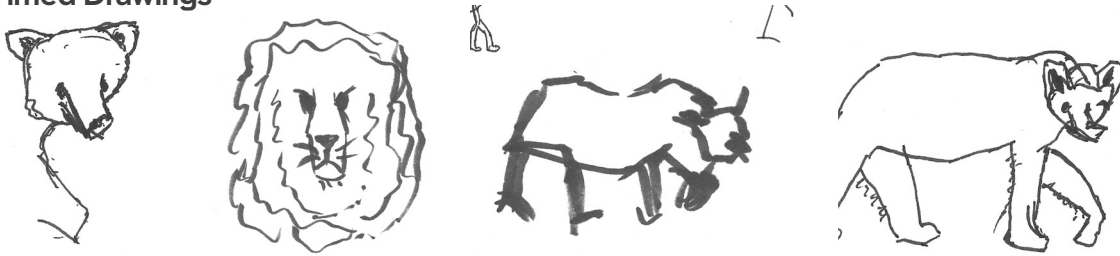
The last spread

Attached on the left are the scans of my client roughs. Here I focused primarily on the story aspects, ensuring it reads well. I focus on the style separately later on.

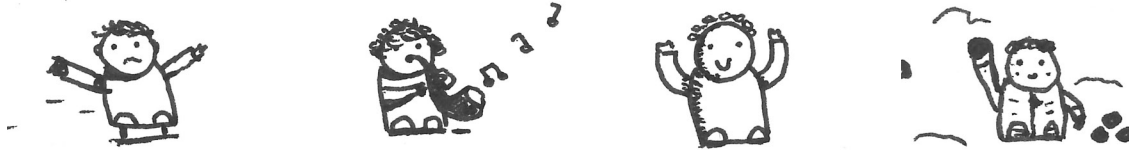
Feedback 11.02.25
After some feedback from Helen, I adjusted some of my ideas to have a particular toy to follow the dog throughout the pages, as well as ways to help indicate the growing age of the dog (adding eyebrows for facial expressions etc.)

Drawing Workshop 1

Timed Drawings



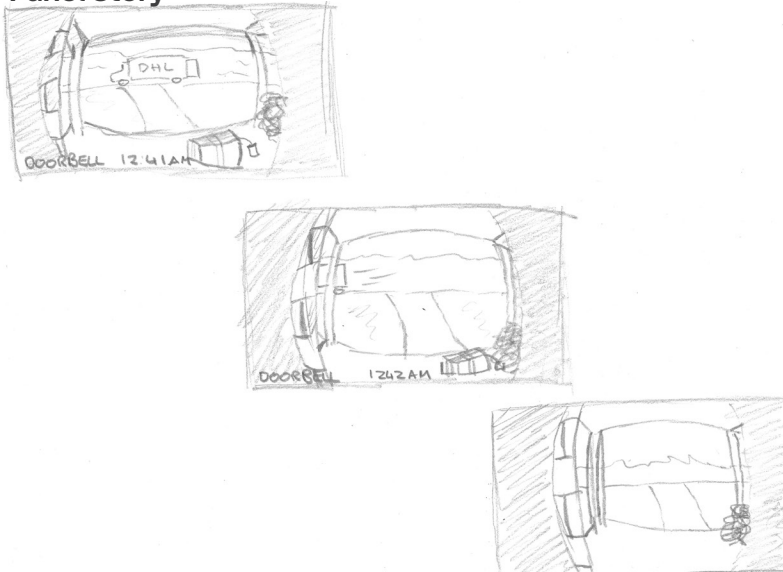
Gesture Drawings



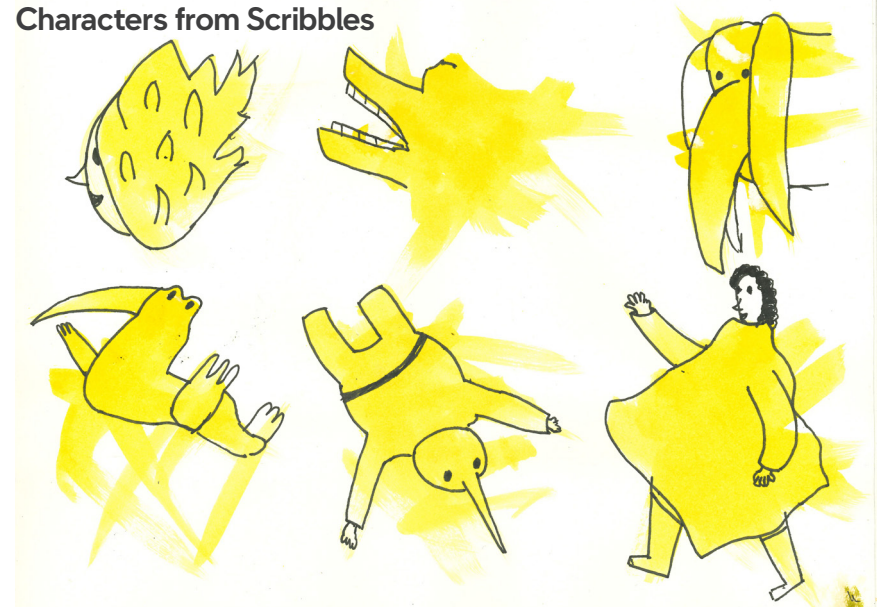
Homework



3 Panel Story



Characters from Scribbles

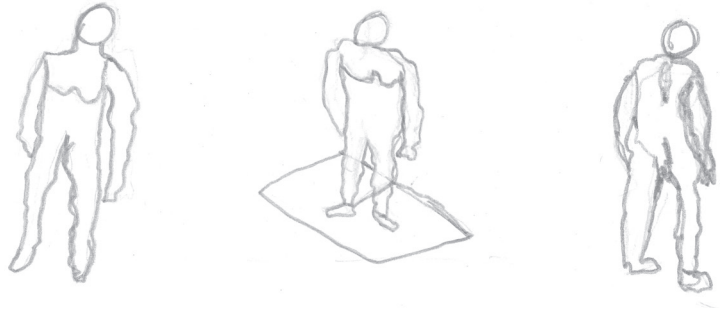


Expression Activity



Drawing Workshop 2

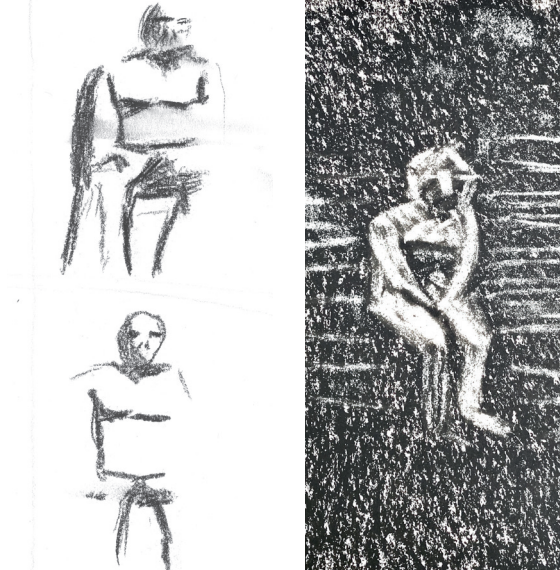
Continuous Lines



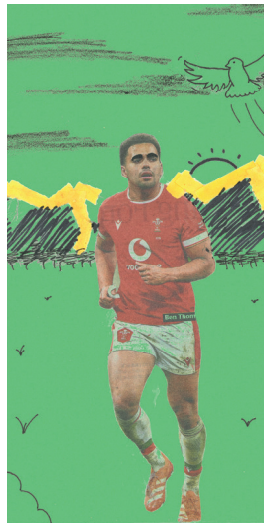
Dancing Skeletons



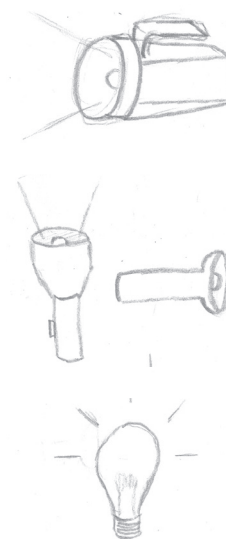
Shadow and Highlights



Homework



Pictograms

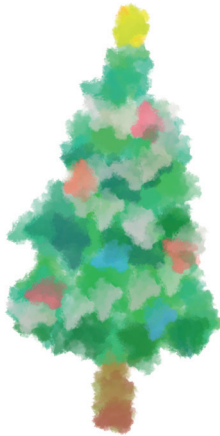
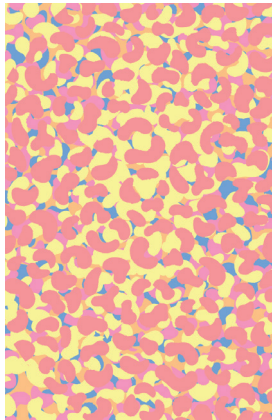


Caricature Task

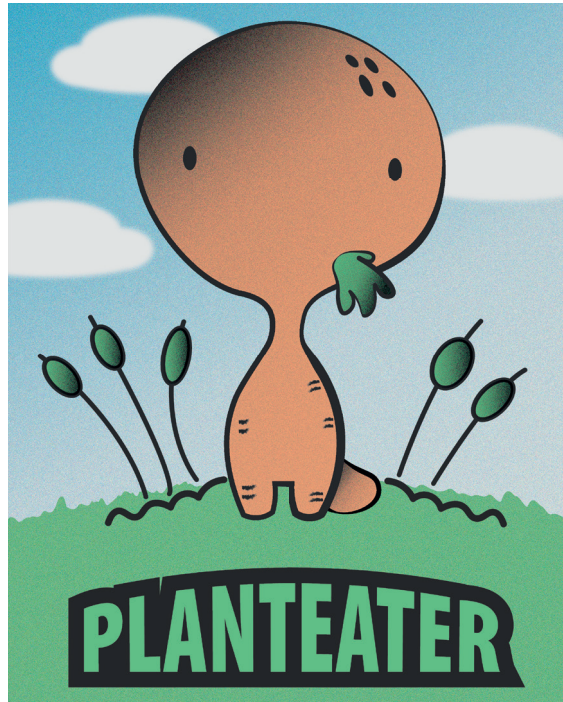


Technical Workshops

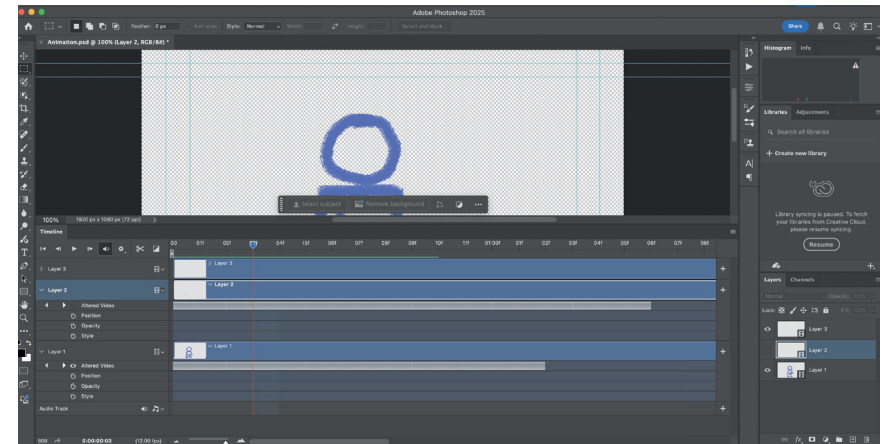
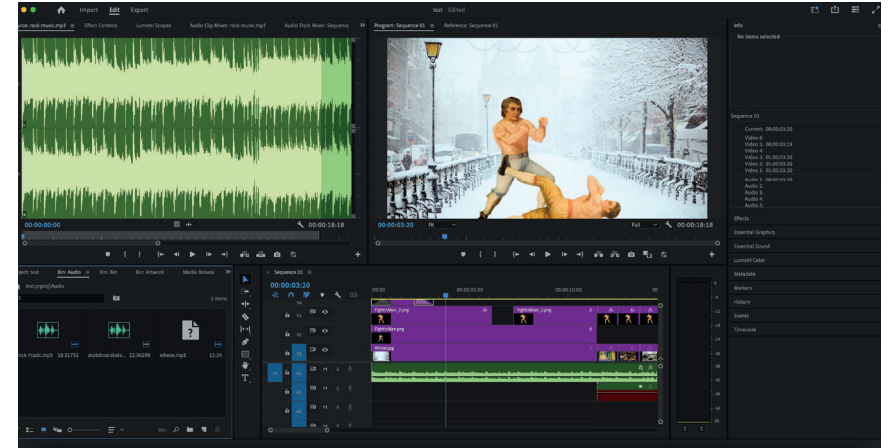
Week 1



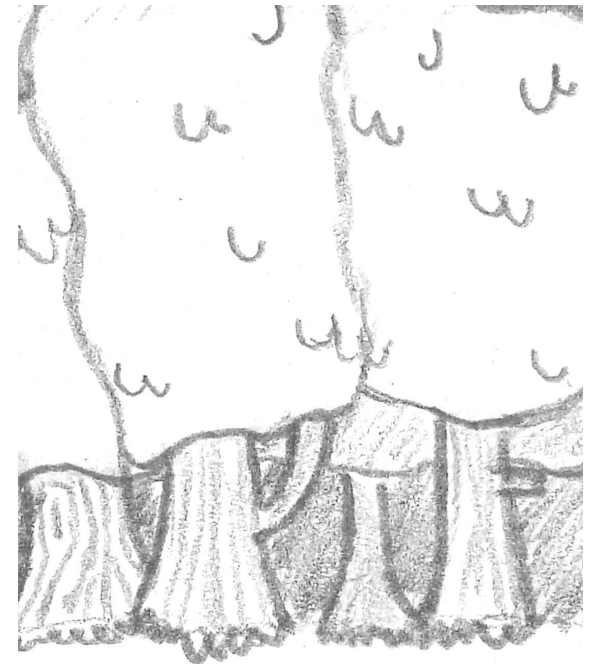
Week 2



Week 3+4

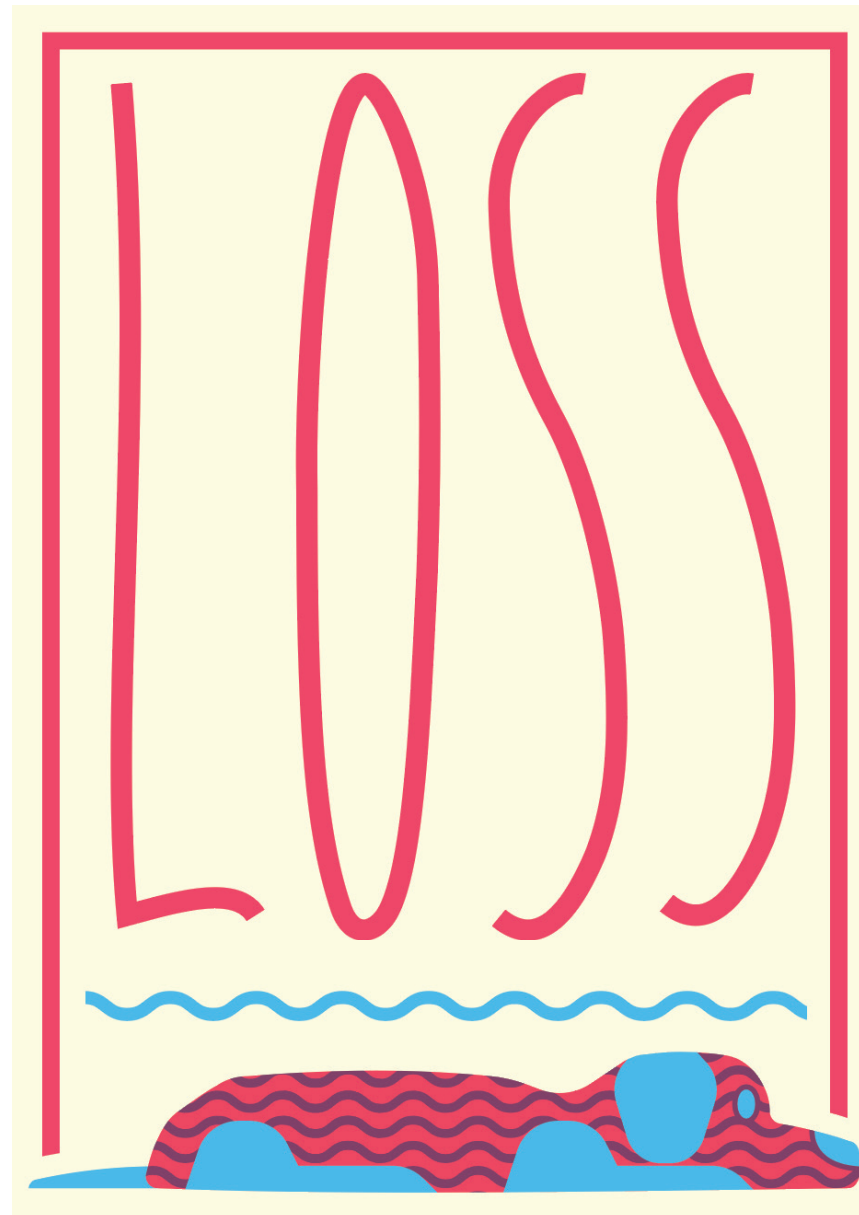


Rough Sketches



Attached here are some of my initial sketches based off of the style I chose. I'm very happy with how they turned out. They style is very engaging and minimal whilst still being able to portray emotion through the dog.

1st Attempt

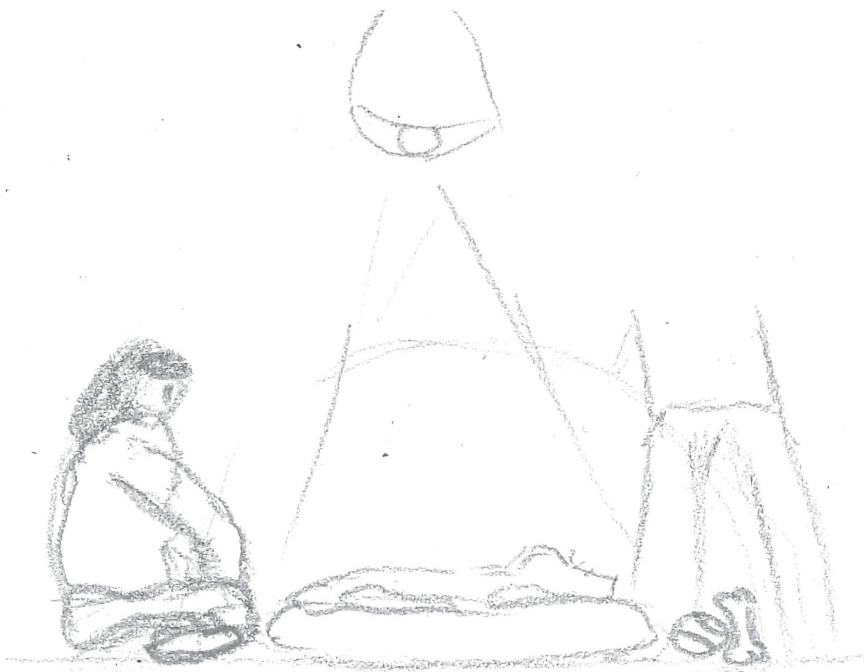


Shown on the left here was my first attempt at creating a style that would work well for my Zine, and some of the preliminary sketches I used to help make it.

I created this first attempt before fully conducting stylistic research, partly as a proof of concept, and it ended up being very flat and untextured. This felt uninteresting, and I was worried that it wouldn't connect in the way I wanted it to, and leave the children bored and unimpressed.

As well as this, it lacked a certain emotion, partly due to the care took whilst illustrating to keep everything aligned and geometrically similar. This made it look very cold and calculated, and taught me a useful lesson for my next attempt.

Character Design

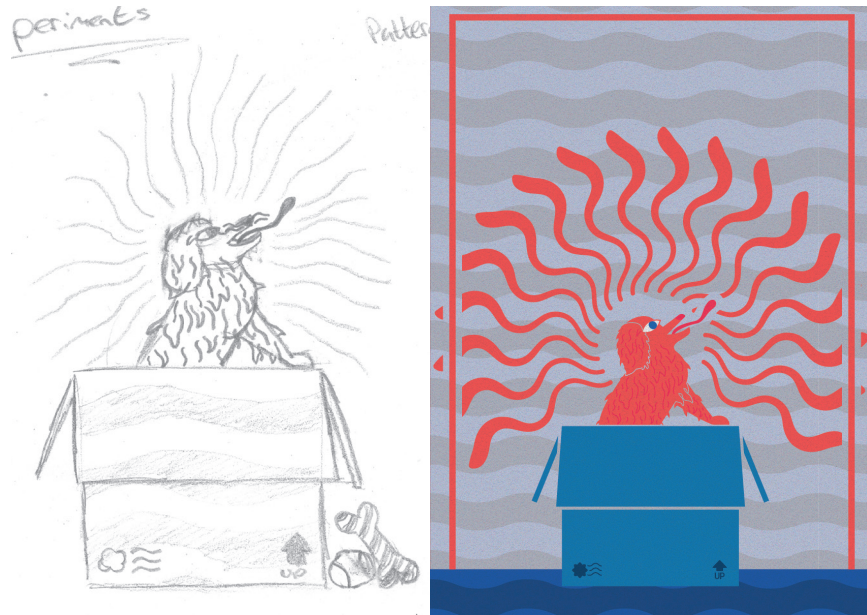


Here you can see how I designed the character for the Zine. I started by sketching the rough idea of the pose, before I then scanned it in and traced it in illustrator. Due to the limited colour palette, I had to be clever with the use of outlines, ensuring that the character didn't blend in with the background.

I went for quite a simple design, breaking up the character into simple shapes. This was to help keep a consistent style with my other assets.

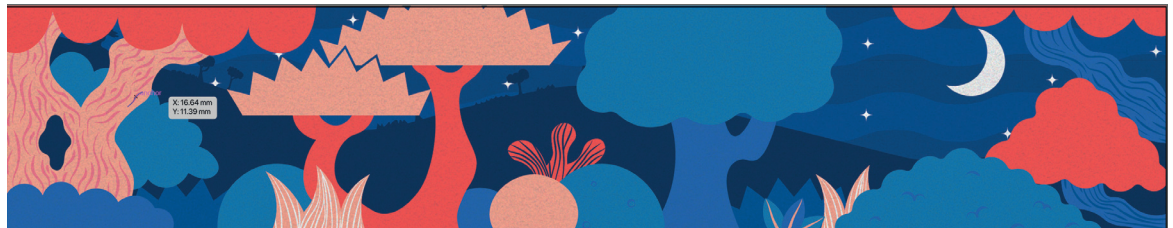
Development

1st Page



Pictured above is my initial sketch for this page. I added squiggles, reminiscent of sun rays, around the dog, hoping to symbolise that this puppy is a ray of life within its new family. Originally I planned to have the word loss across the front (similar to how it is on the back page). However after some feedback I moved it to the back, as some people viewed it as almost “spoiling” the direction the story would take.

2nd Page

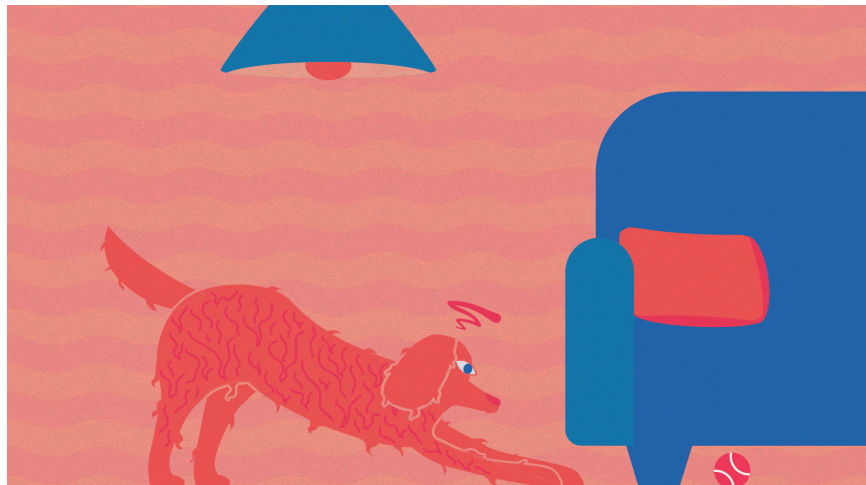


I had a lot of fun creating this page. Again, I started by sketching the landscape first and then imported it in. I experimented with lots of different bark and other nature-like textures for the different trees and bushes. This was to help break up what would otherwise be a collection of very similar colours.

Initially I chose to use only the blue colours for the background. However due to the lack of colours in the palette it became quite difficult to create variation and for it to not blend in. The occasional pop of orange works well to keep the background interesting.

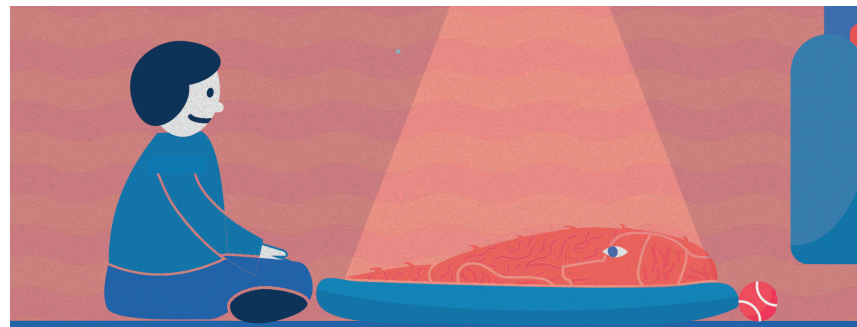
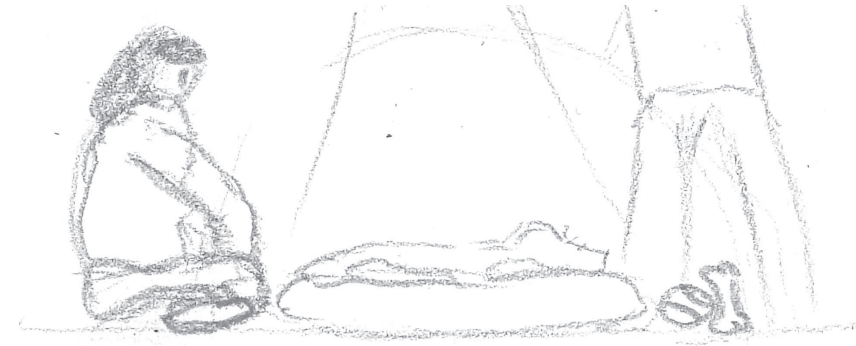
Development Continued

3rd Page



Again I started by drawing the rough composition first. This helped me to angle and place the dog in a way that it leads the audience's eye towards the ball, helping to communicate the story.

4th Page

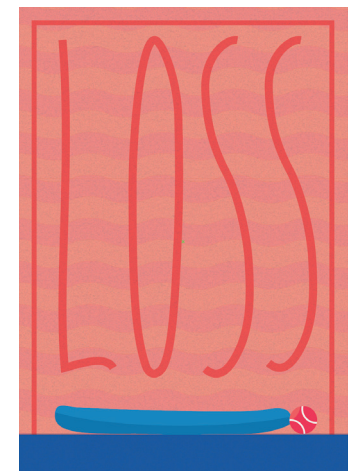
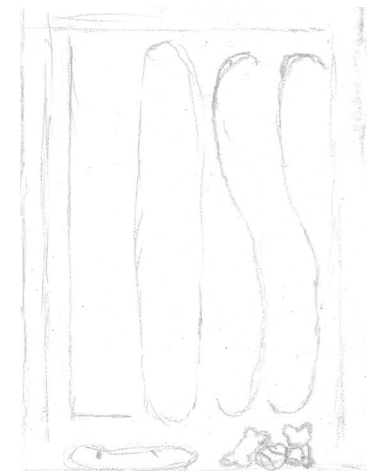


I ended up changing the idea for this last page. I want to make the story more about remembering the good times with a lost one rather than reminiscing on their parting days.

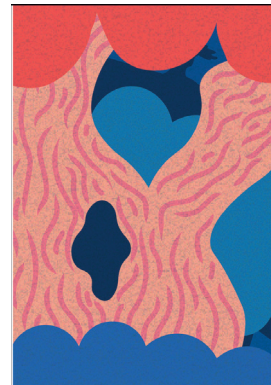
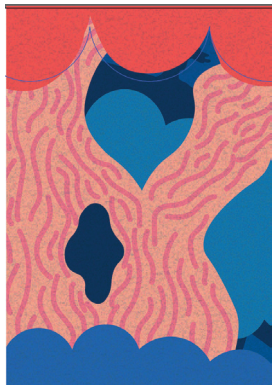
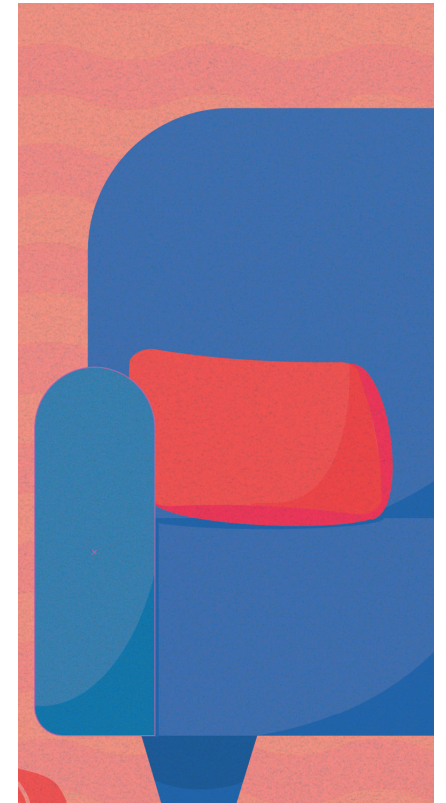
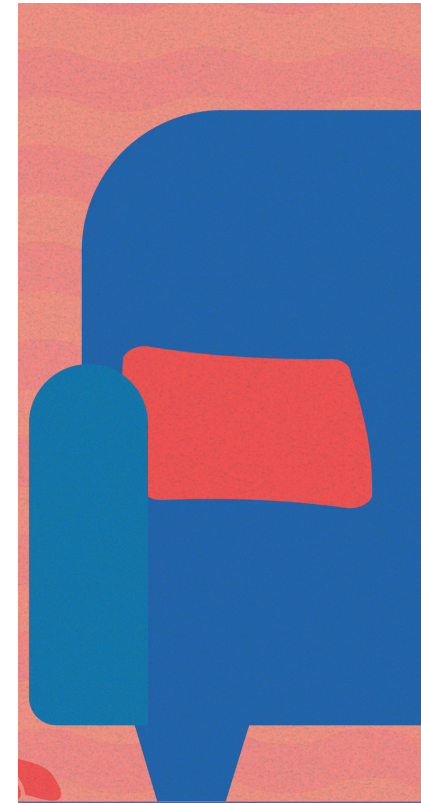
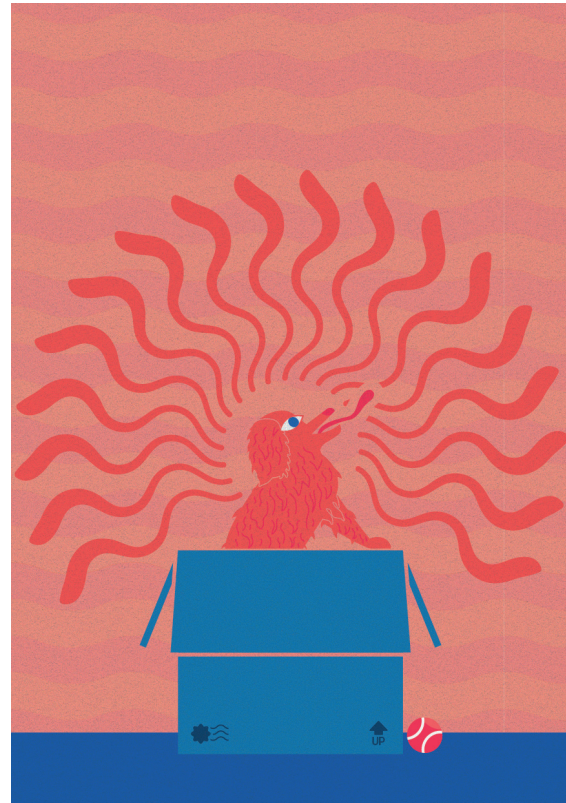
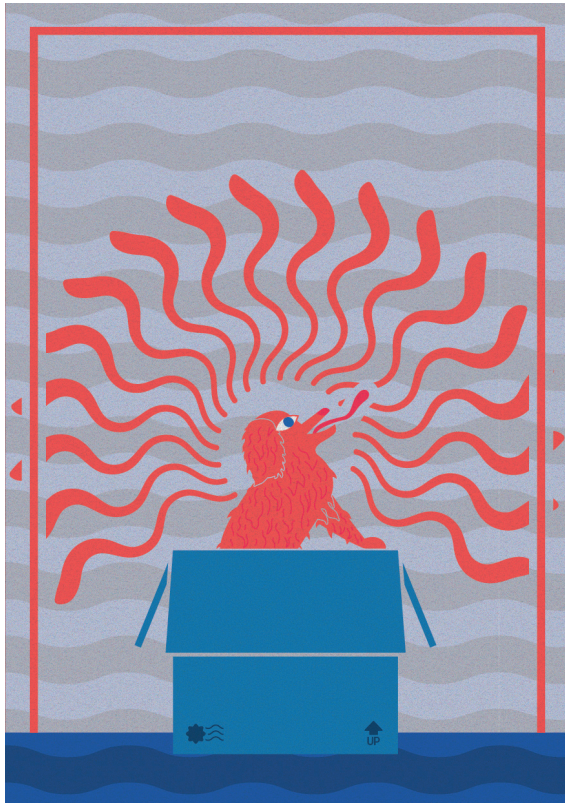
In this page I also experimented with adding light to help highlight the dog. Its meant to roughly symbolise a beam of light from heaven, suggesting the dog is nearing its last days.

5th Page

This page is almost identical to my original design for the front page. However I believe its far more powerful as the final. I chose to use a traced hand lettered font to give it some more personality, helping give it even more emotion and hopefully having a bigger impact.



Improving the Style



I ended up making some small changes after some time away from the project. I experimented with different types of strokes on the trees to help give some variation, and ended up removing the border box as it looked quite strange when printed. I also changed the background wallpaper to be orange as it better suited the other pages.

I also looked at adding shadows to some of my designs. This helped to break up some of the shapes, as well as helping to define the contours within my shapes.

After some feedback I also decided to add a couple of words to each page based off of the original audio. This is to help really hammer home the message I want to present in the Zine.

Final Outcome



The front and back cover of my Zine



The first spread



The middle spread



The last spread

Here you can see my final non-printed outcome. I printed a variety of different versions of the Zine as the printer couldn't depict the colours accurately. I ended up increasing the contrast and changing the base red/orange colour. This is why it may look slightly different in the included photos.

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