



ESPOON KUVATAIDEKOULU
Kuvataiteen perusopetus
Laaja oppimäärä
LOPPUTYÖ 2022

Ella Jing

Draining

Digitaalinen taide / WeeGee

Ohjaaja: Nina Sarkima

PORTFOLIO

Draining

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About Me

Hey, I'm Ella Jing, 17 years old. I've been attending Espoon Kuvataidekoulu since I was five, but I only started taking art seriously around seven years ago.

Art has always been a constant in my life. I've always been more of a creative and curious soul, and art has given me the opportunity to express myself properly.

I mainly draw inspiration for my art from video games, books and comics. I read a lot of superhero comics in my free time, so more often than not, my art reflects a lot of the fast paced action and life found in them.

I love art, but recently it's started to feel more like a chore than a passion. I've been slowly losing motivation, yet I am unable to let it go.

Maybe I'll find that spark again soon.



Inspiration and Aim

In this project, I had planned to create a new character based on Genshin Impact, a video game I really enjoy, but as I worked on it more, I ended up creating something completely different. I aimed to create something new while including an element of something I was very passionate about. I wanted to try a style I had never attempted before, colors I usually do not use and better backgrounds and environments than what I always draw.

As I worked, I gradually lost more and more motivation to keep it up. With each work, I found myself defaulting back to how I usually draw. The color palette grew darker, the lines less clean. And then, I thought: "I could draw inspiration from this." The focus on water that I had going on worked in my favor as well. I stopped drawing it with the thoughts of *freedom* and *something new*, and instead, *loss* and *a sense of draining hope*. It worked out.

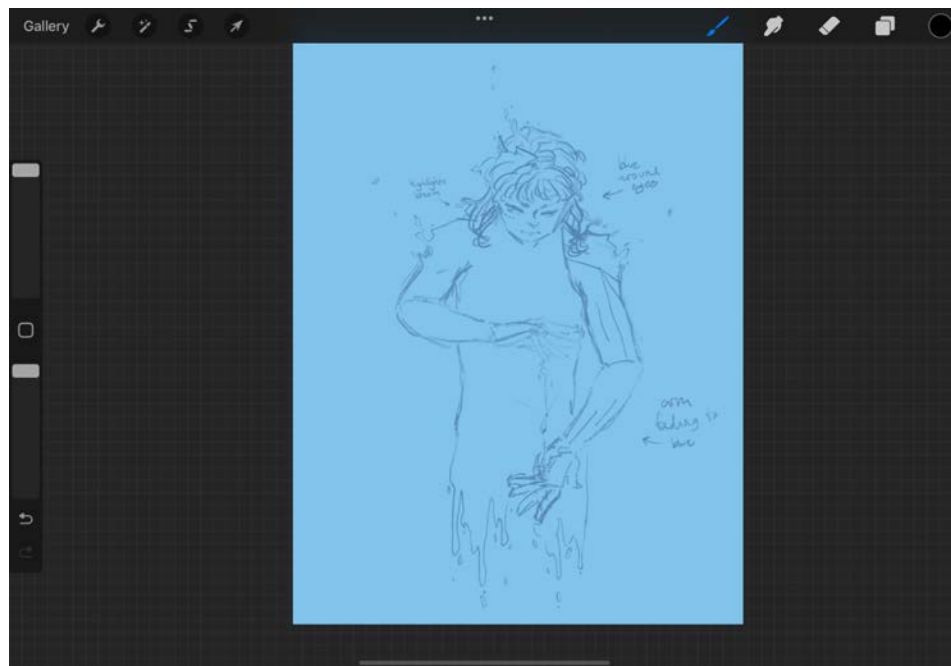
The Process

I started by designing the character. A couple quick paper sketches, then I drew a more comprehensive reference sheet digitally.

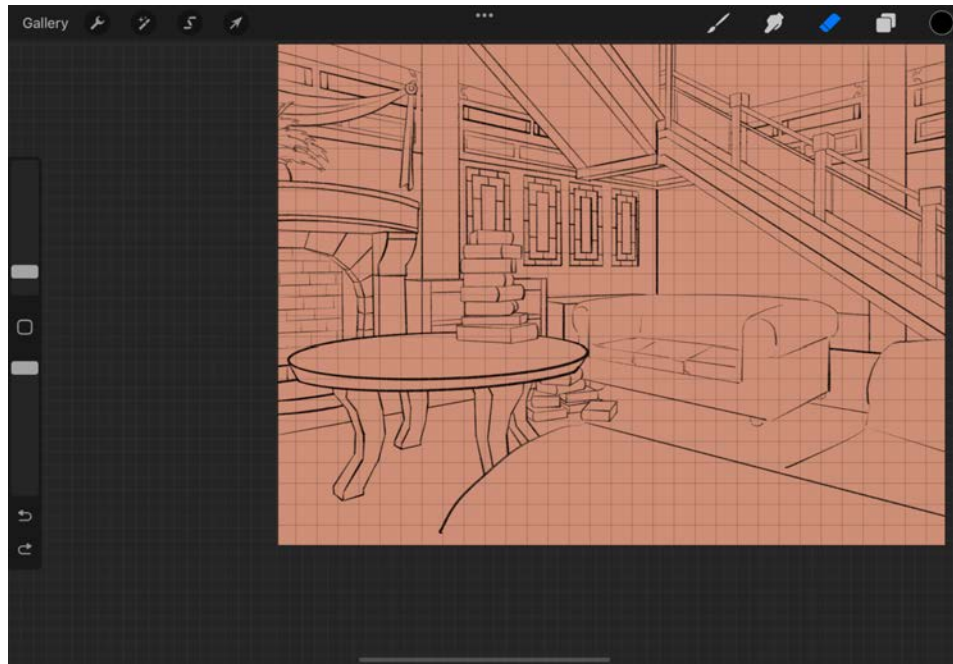
I had planned three separate pieces for this project. While planning those, I came up with six different ideas, and only went with the three I felt the most comfortable with.



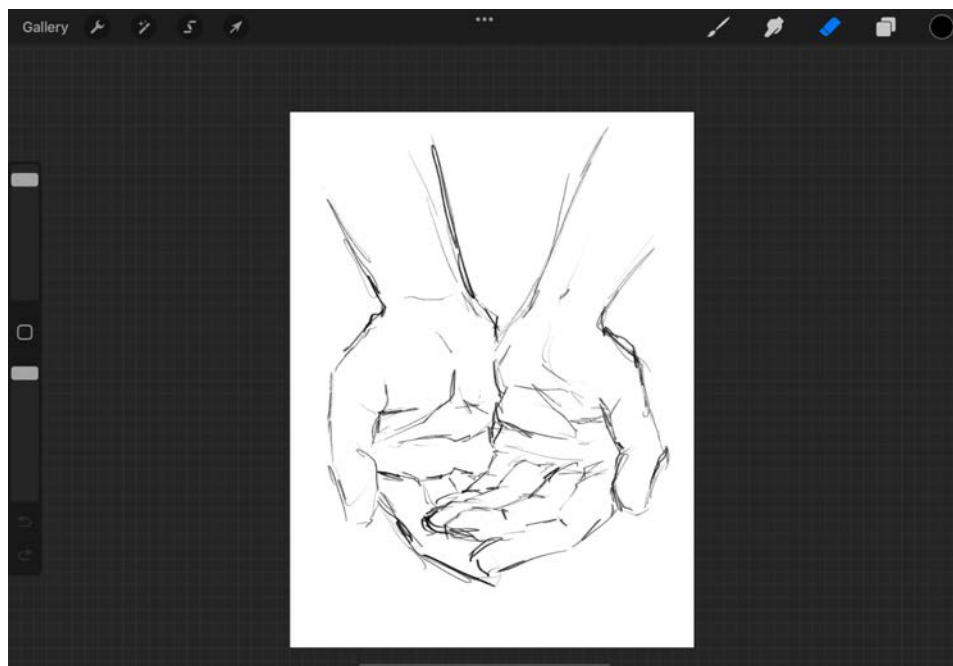
The first piece. Motivation was high, and the colors popped out of the screen. The most difficult part was learning how to draw water. I had never before tried it, so it was all new to me. I searched up references and tutorial videos for help.



The second piece. I wanted to try to link my work more with Genshin Impact, so for this piece I heavily based the background on an aspect of the game. The game has a feature for players to customize a living space, so I based this piece on the room I furnished. The colors were more muted, but I tried to make this second one radiate *comfort* and *home*.



The third piece. I was tired; run dry of motivation. Whereas the first two both took over 10 hours to draw, this one barely took 3.



A couple of my half-baked ideas:



Reflection

Even through the lack of motivation and the complications, the whole process was enjoyable. I had fun, it was exciting. A chance like this to be able to run wild with my own ideas and simply create anything I set my mind to was truly a delight. I drew more in these few months than I had in over a year, and even though a lot of it felt like wading through swamp water, I'm grateful for the boost in productivity.

I learned new digital art techniques, mainly for drawing water and working with indoor lighting, and I did somewhat get more comfortable with working with brighter, more vibrant colors.

My time management was rather subpar, though. While I started early, I lost so much steam that I ended up doing the bulk of the work rather late. I pushed the work further and further, half from procrastination and half from having a large pile of schoolwork that I had to focus on.

Overall, I experienced something new and I had a good time. That's more than enough for me.

Final Work

