

The Mind

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I was first inspired by the art form of surrealism the way it played around with incorporating the imagination into reality. I was influenced mainly by the work of Salvadore Dali and the Surrealists, the techniques used to blend multiple subject matter into one another, along with the ability to create a melting dreamlike aesthetic. Dali's ability to communicate emotions especially in facial features and combination of elements such as colour and tone were an inspiration in works such as "the Face of War". He also does this well in body language and positioning of characters in his larger scene work such as "The Burning Giraffe". I was inspired to use some of his techniques and styles when designing and creating my major artwork.

My main focus for this artwork was the expression of a mental state and ideas relating to the physical reality. A mix of dreams and reality into one. How a person is feeling is how they look. The state of their mind and how this relates to the way they look and act. This was done by having object being pulled out of my characters head whilst still being connected to the head by the string style formations. These forms are organic in nature, relating to the connection to the mind. The emotion is expressed through mainly the position and shape of the mouth followed by the way the way the face sat around it in muscles and skin folds.

Having the face pulling out to the right side of characters head was an expression of him not being who or what he wanted to be. As if the second face is who he truly is but is suppressed by what the world wants him to be. The second face is screaming as to show the emotion of being trapped and wanting to escape or be freed from who he is. The hot air balloon also plays a role in this ideal of him wanting to "get away" or escape the reality he is in. The figure as the balloon shows him floating away as if he is slowly drifting more and more away from who really is.

The hand reaching to silence or kill the snake further represents the struggle of being who one is. A struggle of trying to defeat who you are to become who you want to be. Snakes are often referred to untrustworthy or selfish, perhaps this is who the man is and who he is trying to silence. The idea for my whole artwork was to reflect a person's own internalised struggle of reach enlightenment or some deeper understanding of who they are into who they want to be and not what the world or others expect them to be.

This plays into why I have chosen to have the absence of colour using tone to represent the darker more troubling side of this idea. The lack of colour emphasizes this. At times the graphite pencil is grey and gave me the opportunity to use the range of the grey scale to help show the complexity of this idea. Some areas are in complete shadow, an absence of light and hope, showing the darkest attributes of my artwork and also what isn't reality but what he is making into a reality within his own mind.

There is no background the focus is the character. When experiencing these sensations nothing else exists. It is as though you are in a vacuum alone and floating.

For my minor artwork I was mainly inspired by my own work that I developed through my Visual study and had previously done in the lead up to creating my major artwork. I also took inspiration from the designer of "Insane Clown Posse" cover arts by Tom Woods. I was inspired by the simple designs that show so much expression/emotion from small simple line work and compositions.

The inspiration for the initial subject matter of my minor artwork, was developing a character, who the character is and what he looks like. In a dream I had seen a similar character which had chased me and somehow possessed me, making me work with him. A strange and unsettling dream. I had a very clear image what he looked like and to help make some sense of this, come to terms with feelings of discomfort and strangeness I brought him to life. This is further influenced by the work of the Surrealists and the method to make sense of the subconscious.

I first drew my minor using pencil however I did not like the aesthetic of led pencil. I was heavily inspired by the animated style of the Tom Wood's album cover designs. To achieve this style, I took my drawing into Adobe Illustrator and ran it through a simple program "sketched art" where the program turns your drawings into a clean animated finish. Making the trace smooth and ink like illustrative style. This turned my rough shading into blacked out shadow enhancing the effect of things such as fabric folds and helping create depth whilst keeping an animation like aesthetic.

I wanted a feeling of fear from my minor character as though you should be afraid of this person. I achieved this by making the upper face appear angry or furious and the bottom half an over-exaggerated look of happiness. Emphasizing the size and shape of the smile adds an effect of creepiness and displeasure when viewing it. This again like the major is why I did not incorporate colour to feed into the dark depressing overtone of my work.