

Fence in Paris : Brainstorming of architectural form

Exploring subject matter for a drawing:

- Fence in front of apartment
- Light pole
- parked car
- Pipes



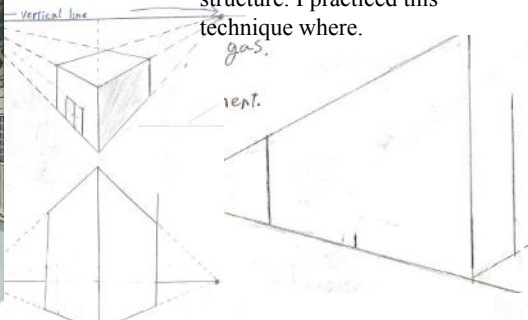
The machine and the coplan. I of the b details.



giving a hue. I rusted a test

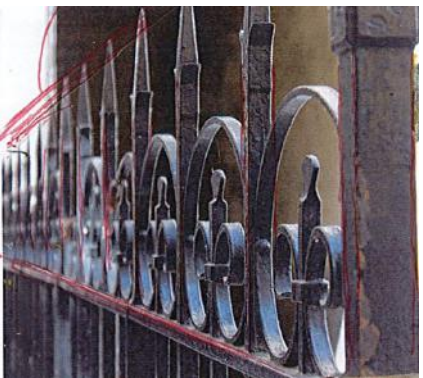


Saruwaka Town Night view by Hiroshige Utagawa (year unknown)

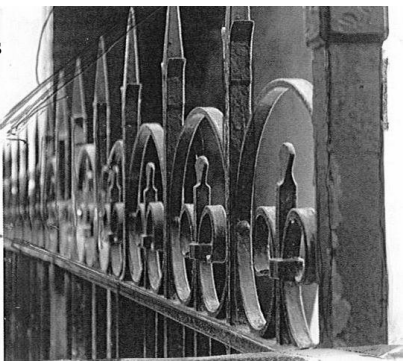


I practice this difficulty by setting the vanishing point. This makes it easier to draw precise. First of all, set a vanishing point and draw horizontally based on it. Then draw an elevation from the vanishing point to set the base structure. I practiced this technique where.

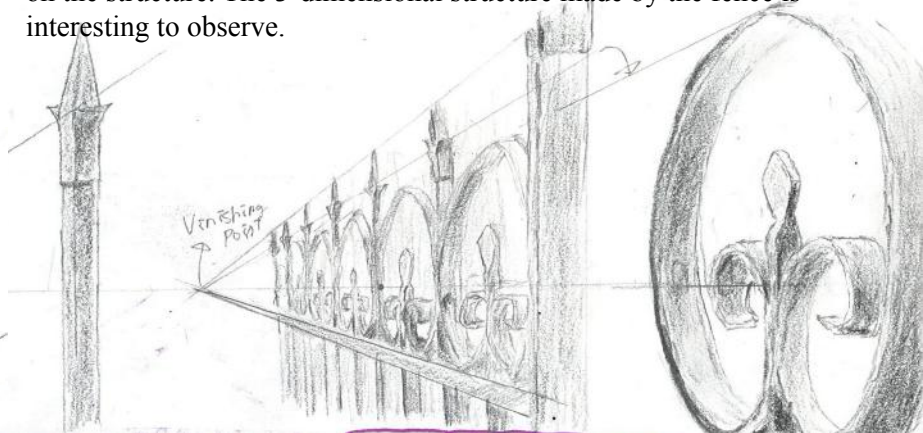
I want to focus on aesthetic parts in the city that don't stand out and are not noticed without observing. And also something that creates a modern atmosphere. I am planning a drawing that will be black and white to concentrate on structure rather than colors



I changed this photo to monotone in order to observe with black and white.



I selected this photo for the actual charcoal work. This photo concentrate on the structure. The 3-dimensional structure made by the fence is interesting to observe.



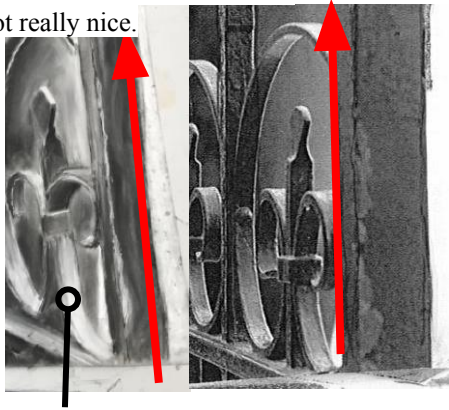
Creating the actual work

1) First of all, I set the vanishing point using the technique on the previous page. I drew an elevation line from there to make it as accurate as possible.

2) I draw the simple base structure with pencil by following the line.

3) I add color to to make more realistic. And from this process, I start using white choke to draw the reflection which I find very difficult.

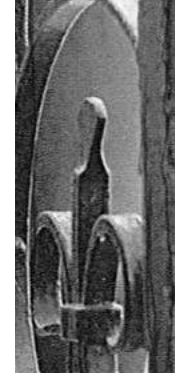
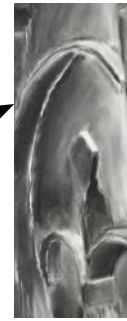
The structure is slightly distorted and slanted which is not really nice.



I used a gradation to naturally transition from a reflecting surface to a shadowed surface.



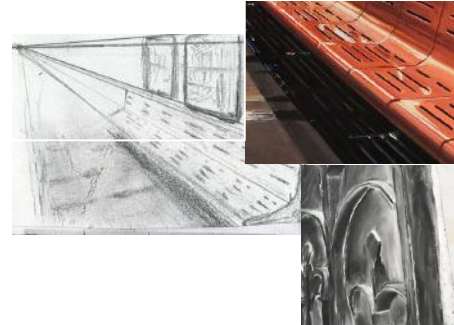
4) After that, only white chalk was used to express a strong luster. With this, I drew the brightest part with strong pen pressure without stroking it with my finger.



This is my final piece



Richard Estes
-Staten
Island Ferry
Arriving in
Manhattan,
2011



Richard Estes (1932 - now)

With my artist references, I chose Richard Estes. In American artist based in New York, best known for his photorealism paintings. The object of his work is often urban buildings and scape. His 3-dimensional structure is extremely precise and he don't miss the small detail of the work. Also the angle of shadow and reflection is also very accurate and just like a photograph. In addition, the texture of urban buildings such as metal and rust is very realistic. He uses the luster to express the texture of this iron. Looking at the chair, the reflected light is pure white and clearly emphasized. As a result, the smooth and firm texture of light can be expressed. This technique can be used in my work as well.

Clay work : miniature city, Design selection, creating process of sculpture work and artist references

I preferred the solid-gather type design, so I made few more design concentrating in that design. The rounded solids, cylinders, edged solids, etc.

I tried cylindrical, conical and angular designs conical design.



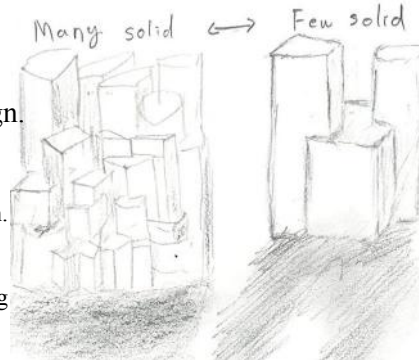
Conical type design looks very stylish and aesthetic and has a warm impression. However, it looks too more like nature design and not like industrial/urban design. Maybe this can solve by reducing the hollow in the middle.



conical design also doesn't fit urban style design and it looks bit creepy.



angular design looks industrial and urban like design and it's very stylish. Also, it looks like a buildings in the urban area. Hence I chose this angular design.



Selection of number of the solid

I also compared the number of solid. Many solid design looks more complex than the few solid design. It looks like the urban building. However it looks little unconcentrated because there are too many solid and it doesn't look very aesthetic in overall view. Conversely, the few solid design looks more stylish and concentrated. The overall view of the work looks very simple and extremely minimal. However it may look too minimal and bored. Between these two, that is, about seven may be the best.



This work is untitled (bernstein) by Donald Judd. The work is made by extremely simple solid shape and stand in a vertical row. This minimalism work is created only by black and white. Overall look of the work are simple with little information. However, somehow this work created an urban-ish modern atmosphere. This is the atmosphere is made by the angular solid and also by color. the simple tone of black and white creates a stylish and modern atmosphere like in urban area. Hence my work also should be made in black and white. This will make the work more urban-ish and modern.

untitled (bernstein) by Donald Judd 1990

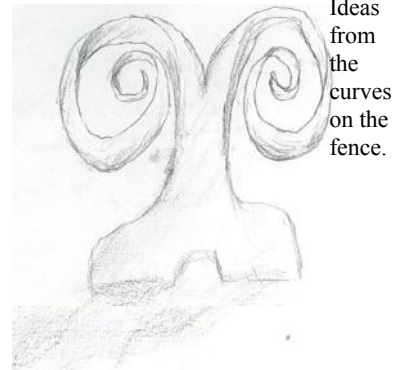
<https://www.mutualart.com/Artwork/Untitled--Bernstein-90-01-/322B8669D12D6B31>

Final design : 7 gathered angular solid

Clay work : miniature city, The design idea of clay work inspired by the fence

In this new project, I will create the sculpture piece inspired by previous fence project. The characteristic of my fence work is the regular line and looks sticks gathering side by side. Also, I think the important essence of the fence work is simple composition. My fence work has a complex structure however, overall view looks very simple and minimal. The Pole is standing side by side and there is no much more detail than that. Therefore, in my new sculpture project, I have decided to create simple look work which will categorize minimalism.

The brief design idea of sculpture work



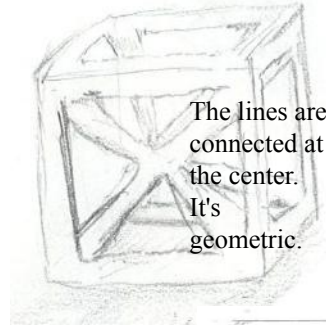
Ideas from the curves on the fence.



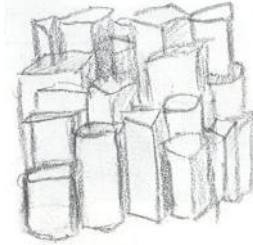
PATRICK CAULFIELD,
AH! STORM CLOUDS
RUSHED FROM THE
CHANNEL COASTS ,
(unknown)



This A shaped design is also inspired by the curves of the fence. It's made by 2 side.

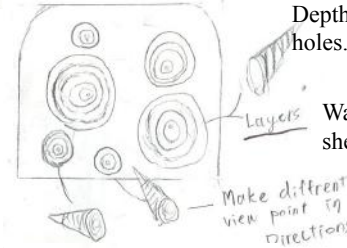


The lines are connected at the center. It's geometric.

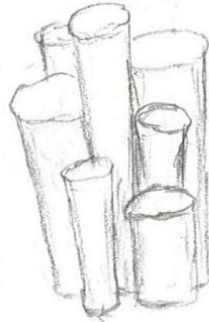
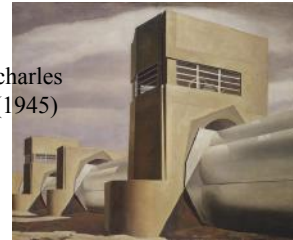


gather various of solids. This design has a complicated impression. The narrow solid is a little bit similar to the fence.

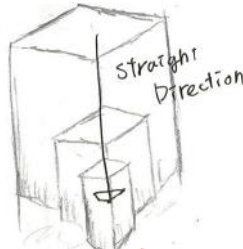
I wanted to express the sense of distance of the fence in this design. Depth is created by stacking layers of holes.



Water , charles sheeler (1945)



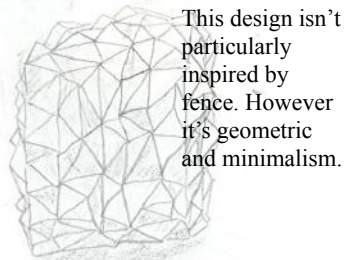
This idea is from the gathered pole of the fence.



This idea is from the regular/straight elevation line from the fence. The line is straight and the appearance size changes depends on the distance. Also the design is extremely minimal,



In this x-shaped design, cylinder solid intersects in the center and go through. There is a complex expression in the work and it reminds me the urban architecture such as wave blocking stone and security fence spikes.

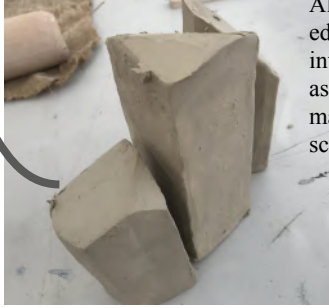


This design isn't particularly inspired by fence. However it's geometric and minimalism.

Clay work : miniature city, Creating sculpture work with clay



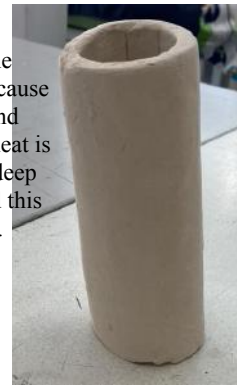
1)First, I flattened the clay to eliminate surface irregularities.



2)Then I shape a solid sculpture with a knife. I made the various edged solid shape. Also, I add the angle to the edge to make more visually interesting. I tried to make it as straight as possible. To make it straight, I used scraper.



3)Later that, I made the hole inside. This is because the volume expands and does not crack when heat is applied. So I made it deep as much as I can. I did this hole with ribbon tools.



These are the shapes that I created. I tried to create straight and sharp as much as possible. This straightness and sharpness will be important essence for the modern urbani-ish atmosphere. There are 7 solid pieces including cylinder. I made the variety size and shape in order to make visually interesting. Some of them are rectangle(1) on top surface and some are triangle like (1) and pentagon(2).

I felt that the cylinder solid doesn't really match to other angular solid. So I have decided to separate them.

Coloring process

I have decided to go with using only black color.



I decided to paint the random sides with black instead of making it entirely black. This makes the work more visually interesting and creates complex impression. Some of solid has only 2 sides black and some has more than 4 sides, so it's very random and irregular. Also I tried to make the straight black line as much as possible.



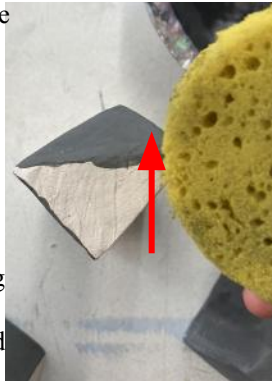
In the process of painting the color, I mistakenly made the white surface dirty. The gray stains on the white surface are very noticeable and look very bad. It looks like an obvious stain. At that time, I found an artist named Gordon baldwin as an idea for a solution.



This is the final design of my work

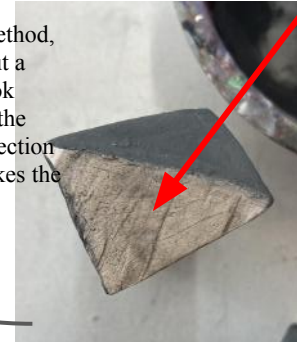


I found difficult to make the line straight and apply without sticking out to the adjacent surface.



Gordon Baldwin is an English sculptural potter. In his work, there is unevenness in grey and but it looks aesthetic and has a very nice tone. This unevenness also looks like a rusty texture of the metal which you see often in urban buildings. I also used technique in order to make stain smoother and aesthetic. I applied a wet sponge to thin paint and smoothed it all over.

Even if I used that method, the paint squeezed out a little. This doesn't look aesthetic, so I wiped the wet sponge in the direction of the paint. This makes the paint straighter But not very clean



Gordon Baldwin
PAINTING IN
THE FORM OF A BOWL , 1996



Uneven texture of the Baldwin's work

This difficulty was made possible by making the angle of inclination of the brush and the surface the same, and applying the brush and the side horizontally instead of vertically.

Chaos : Brainstorm for new “chaos” work

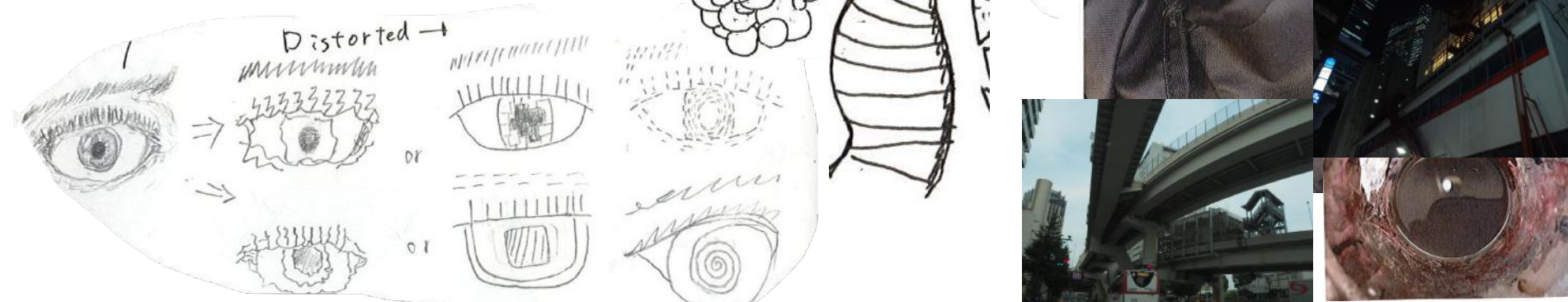
In this project, I decided to create a work with the theme of "shockk of reality. In other words, it is the gap between the world I see and reality. First of all, I had a brainstorm about what reality is in order to determine the rough idea and direction of the work.

As a result of the brainstorm, we approached the idea that reality is chaotic. Even though the reality I see is very limited, the various thing is crossing the world busily such as money, people, emotion and etc. This leads to the idea of chaos.

I also found that there is a distortion as a way to express chaos. Currently, the detailed information of the work has not been decided yet, but I have decided the general direction that the work should have a distorted and chaotic impression.

Here, I experimented with distorted photographs, patterns, and painting methods.

I will combine these ideas and decide the direction of the work.



Chaos : Idea of work

Here, I experienced the different ways to express "chaos"



Use a fine distorted design to represent the chaotic world.
Drawing from Different direction gives a more chaotic look.

Here, I made one brief idea by mixing various patterns with the theme of chaos. This pattern looks very modern and aesthetic in black and white, and the monotone looks finer and more complex. These patterns may be used and combined with others. It may be possible to make relief by making each pattern into a separate layer.



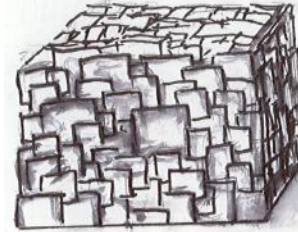
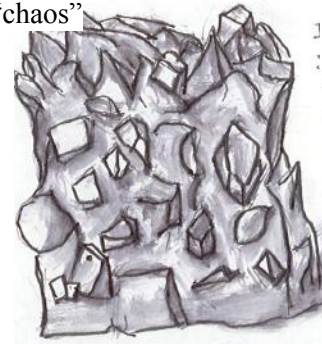
Artist references : Frank Stella



Frank Stella, *Fladrine*, 1994.

Idea of sculpture work

It expresses chaos by ingrowing various shape solids into the mainform.



I am trying to create a chaotic impression by combining many objects.

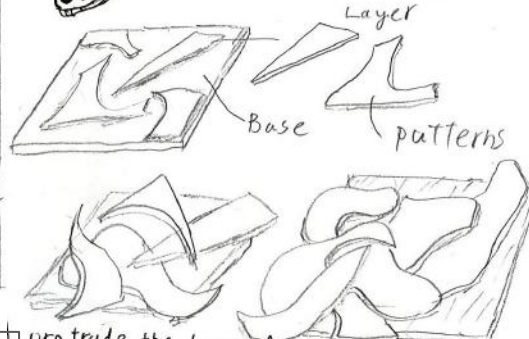
Frank Stella is a painter and sculptor from U.S.A. He is one of the representatives of abstract Art. He changed his style from minimal art to complex work with the chaotic movement. As you can see, there are many movements in his work. This complex texture can influence my work. Also there are multiple layers in his work and this creates the relief. And each layers has own pattern. He first make the smaller collage work to make brief design. Than he creates the work with bigger size. This idea could be used in my work as well.

Chaos : developing idea



Make layers in each pattern in order to make the relief.

Texture ⇒ wood, cardboard, clay



protrude the layers from the base in order to make chaotic movements

I thought that Stella's method mentioned would make the three conditions look the most naturally fits and aesthetic. SO, in my work, I will use the wood or clay with a flat surface, layer it on top of it, and put patterns and photographs on it.

Decisions for my work

- Layer the winded wood.
- Black white complex pattern on wood.
- Put the photograph on layers.

Brief design idea for my work

Same as Stella, I first thought about collage design and decided to use it as a prototype to get ideas for my work.



The eye photograph in the center. Complex patterns in around are. The eye gives strong and creepy impression



Maybe I can put a photo of the crescent moon. The large handle size gives a strong impact.



combining urban photography and eye photo. I really like that black photo is around the eye

The photograph of urban building. **This creates the chaotic atmosphere of busy crowded urban society.**

Eye sample:

https://www.google.com/search?q=eye+photos&source=lnms&tbm=isch&sa=X&ved=2ahUKEwjOzl-c6qrtAhVORBoKHQnED_oQ_AUoAXoECAUQAw&biw=1440&bih=789#imgsrc=HGKKnnnLqxFFJM

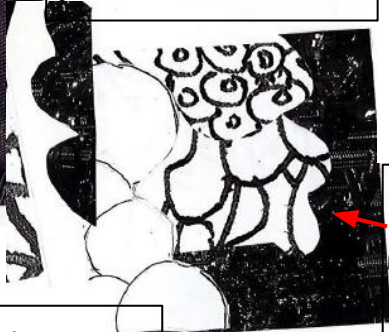
Brief design idea



There are white on black layer in the center. And white layer on back side. Creating center of the work make the design more stylish and modern.

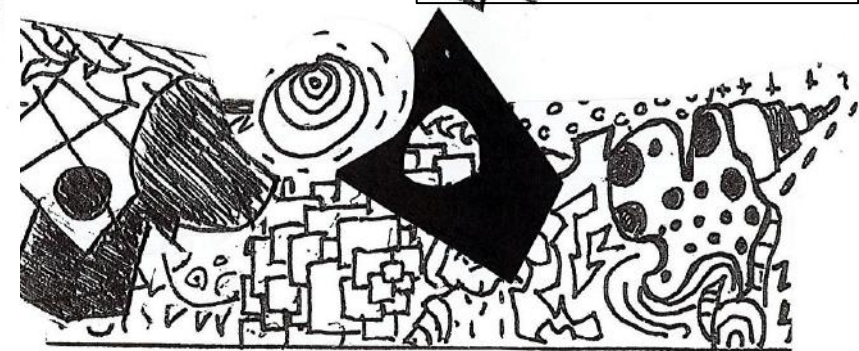
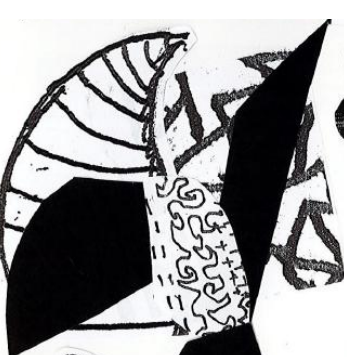


The photograph of tokyo tower in the center. Black photo on the back gives modern expression,



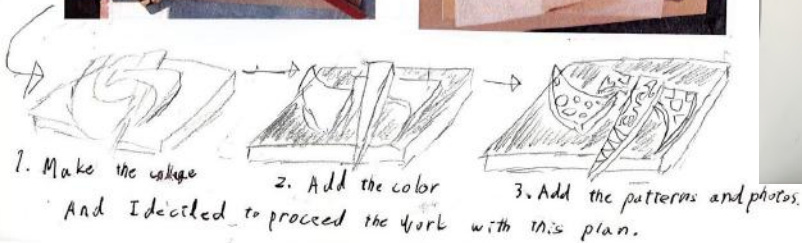
These two designs use photographs of urban areas. It turns out that the complex and detailed structure of the building goes very well with the black and white pattern. It also creates a busy and chaotic atmosphere of the city.

These are other design ideas. The whole design has a very chaotic impression. Also, it may look more aesthetic if I create a center on the work rather than just laying it.

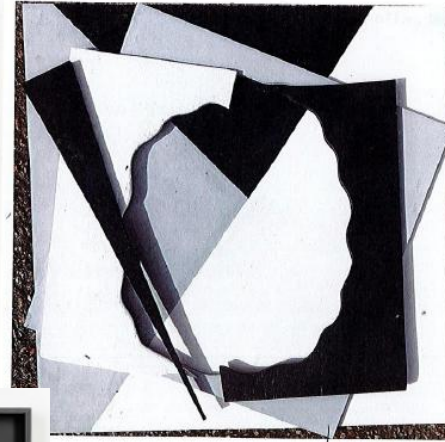


Creating process of the actual work

Based on these I made collage with wood junk



I made a wood layer based on the collage design. This is the foundation of the work, and after, I will draw photographs and patterns on it. First, I looked for a good shape from the wood junk that was in the school. I searched for junk wood that has a unique shape that was as bent as possible. After that, I applied three simple colors of black, gray and white to the wood and attach them with a woodwork bond. It also focused on the design, making it more modern and stylish.



- Made the center in order to make more stylish. (maybe I can put photograph on the center.)
- Black grey and white are used
- I made it stick out of the square and gave a stronger impact to the work.

Experiencing Glue method



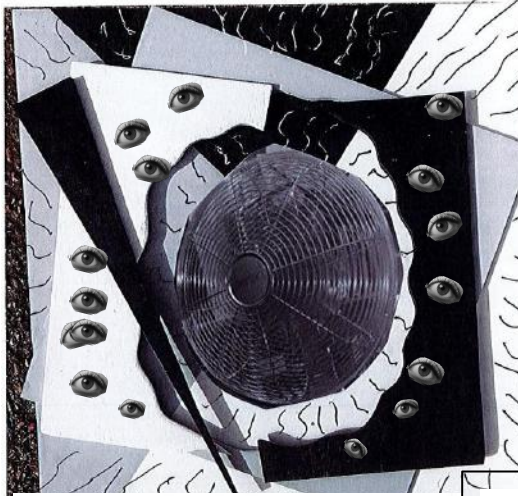
Here, I experimented with a method of transferring photos to wood using glue. First, apply glue on the wood and the photo dry it and peel it off. If this worked, the photo would be transferred to the wood, but it didn't work because of the rough material. This method cannot be used.



Full moon Louise Nevelson, 1980 (

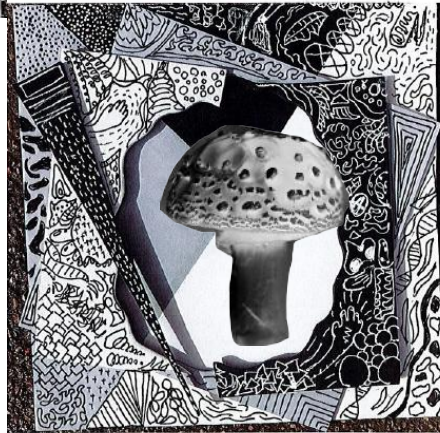
Artist references : Louise Nevelson
Nevelson is American sculpture artist known for her wooden wall pieces and sculptures. The idea that using wood junk is came from Nevelson She also uses junk in street for her work. Than combining to sculpture.

The designing the actual work



1) This work consists of two photographs, one for the eyes and one for the electric fan. The design centered the Electric fan, The complex structure of the fan gives the complex chaotic impression. Also the eyes around the fan creates the creepy atmosphere. However, although the fan has a complex structure, the complex and chaotic impression is weaker compared to other 3 designs.

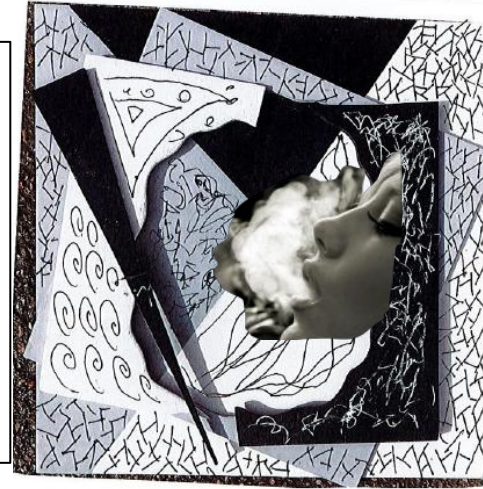
2) In this design, I put a picture of an urban building in the center. The photo of this building fits well with the black and white background. Each window and light serves not only as a photograph but also as a pattern. The photos of this building also create a chaotic atmosphere of busy urban areas. The design as a whole is very stylish and fits the theme very well in terms of pattern, color, shape and atmosphere. Also, I wanted to focus on the center photo, so I made the surrounding pattern simple.



3) This design is made by multiple patterns. The detailed diverse design expresses a chaotic impression. And I put the mushroom in the center. This photo and patterns creates psychedelic atmosphere. Overall view has chaotic impression. However it's little too complex.

From the above designs, I thought that 2) was the best, so I chose this design.

4) This work puts a woman smoking a cigarette in the middle. The rise of smoke looks aesthetically. Also, the irregular movement of smoke creates a chaotic impression. The overall pattern gives a chaotic impression. Also, all of these designs are inspired by the smoke of cigarettes. However it doesn't really match in overall appearance.



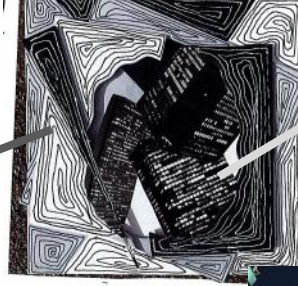
creation process of Surrounding part



The gray and white parts were painted in black, and the black parts were painted in white. This contrasting color scheme complicates the surrounding area.



First, I drew a pattern on the tree with a single stroke. If it is too straight, a chaotic and strange atmosphere will not be created, so I drew a slightly curved line.



Creation of process of the center part

[selection of photos] Place urban, industrial photography in the center of the work.

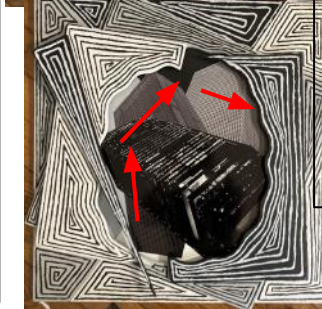
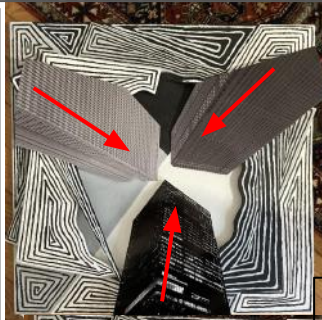
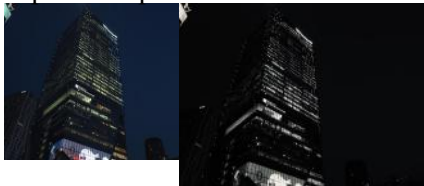
These are the photos that I took in Tokyo



Editing photo



I made it monotone with photoshop.

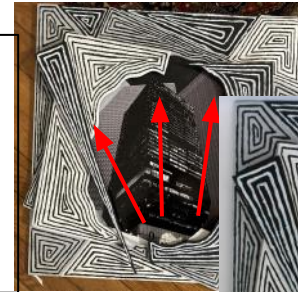


Selection of the design

1) The photo is heading towards the center. It has a strong impact and impression.

2) The photos put distorted in this design. In this design, the has a movement of the building and the whole work is lively, giving a more chaotic impression.

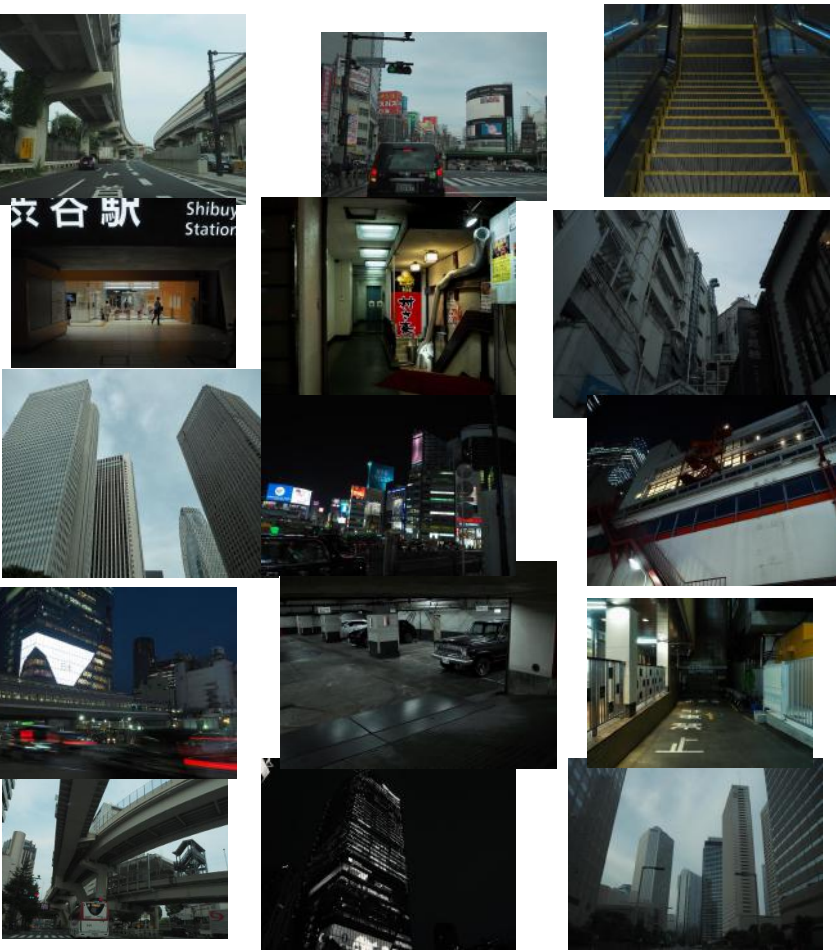
3,4) In this 2 design, the building is placed almost vertically. The way it puts the photo is so natural and it looks like a cityscape photography and does not give a very chaotic impression.



This is my final design

Idea for big painting on canvas

In this project, I will draw on big canvas (1m x 1m). Here I had collected the inspirational photos that could use. All these photos are taken by myself.



These photographs are the basis of inspiration for thinking about the design of a painting on canvas. These pictures were taken by me in Tokyo. Overall, there are more futuristic and industrial photographs. My canvas paintings will probably be an industrial, futuristic design.

Artist X

Artist research Charles Sheeler

Charles Sheeler (1883-1965)

Charles Sheeler is a painter and photographer of precisionism from the interwar to the post period. His work is mostly industrial in urban areas such as buildings, factories and warehouses. Some of his works have a style of cubism and have a chaotic complex structure.

Many of his works have simple colors and with few colors and no gradation. The work in berow, only 8 colors are used.

cubism structure



One Intro Iron, 1953 - Charles Sheeler

The Web
1955 - Charles Sheeler



The Web 1953 - Charles Sheeler

Drawing with Simple colors

Design idea for my campus work

- working with photoshop -



Using Photoshop, I cut out the upper part of the photo of the building and combined it with the sky photo.

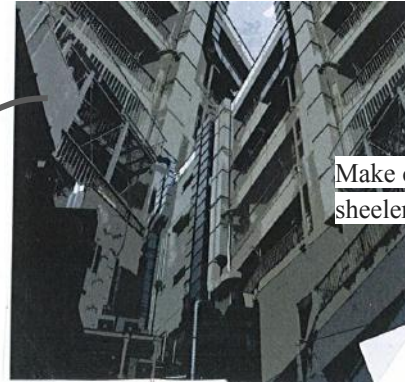
Akira video link

<https://www.youtube.com/watch?v=qcOiJnWniWg>

the movie
“AKIRA” (1988)
by Katsuhiro
Otomo . Famous
for cyber punk
world view. This
chaotic structure is
made up of layers
of buildings.



I found very difficult to draw the perspective precisely especially the second layer. I should measure in detail before I draw this.



Make color simpler like
sheeler's work.



This is the final design for my work. Multiple buildings has a complex structure and chaotic impression. The color is very flashy. I used photoshop and

I add the new layers of inverted photograph to give a chaotic impression like “akira” ‘s city scape

The process of creating the work



1) I first painted whole with orange in background. This is for expressing the rusty texture of the buildings.



2) I draw the basic structure with the pencil. I made this very accurate by measuring the work.



3) I painted the color from the light color and gradually added the dark color. This is to make it okay if I made a mistake when you apply a dark color.



Purple on orange back ground gives rusty texture.



2nd layer & drawing



Red orange, tan and purple
Mark Rothko 1954

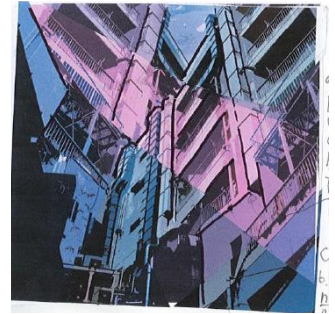
Charles Demuth

My Egypt
- Charles Demuth
1929



Charles Demuth was American precisionism. Many of his works are industrial landscapes, and his style is similar to Charles Sheeler. Also, as you can see, he simplifies the design. Although the structure should be very complex, because of its industrial facility he simplifies the structure and color so it looks clear. Also he drew the edge to clearly his design. However, his cubism structure gives a complex impression.

I tried cubism like design punctuating with different colors. Also I draw edge to clarify the design like Charles Demuth. I filtered in different color by using photoshop, then I printed out those image. After that, I made the collage with those photos. This design looks has more complex impression.



Experimenting methods using acrylic



I found it difficult to draw straight lines neatly, to make corners without drawing corners, and to express the texture of rust. So here, I experienced different ways to solve this difficulty.

The result is like this, and I was able to draw a beautiful border using shadows.

Use pure black and white to express the strong light reflection and shadow.

I sought a way to draw the corners without drawing a border. As a result, it was found that the line of the edge can be expressed by drawing a shadow on the edge.

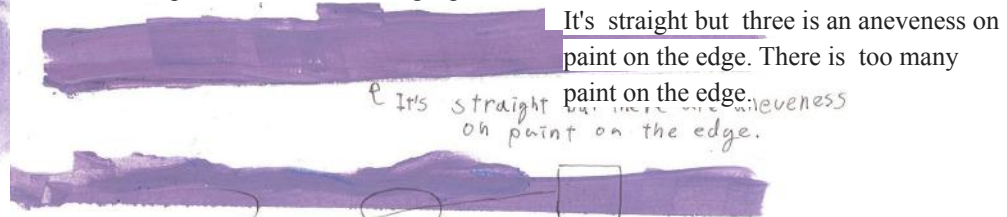
Experiment for expressing rusty texture



This is with a sponge and dried brush. Rusty texture is faithfully reproduced.



experiment: with masking tape vs hand



With bare hands, the paint is more uniform and less uneven. It was easier to draw a straight line by drawing quickly than by drawing slowly and carefully.??

The complexity of Sheeler's Painting

Charles Sheeler (July 16, 1883 – May 7, 1965) is a precisionist artist and photographer. The art movement of Precisionism flourishes in the 1940s to 1950s. Precisionism was strongly influenced by the cubism and Futurism movement which occurred in early 1900s. It can be said Precisionism is a mix of futurism's mechanical and industrial characteristics and cubism's split composing. In fact Sheeler was inspired by cubist artists like Picasso and Braque. Precisionism's work is characterized by slightly abstracting artificial landscapes (mainly urban landscapes and buildings such as factories, warehouses, skyscrapers, machines, etc.) under the influence of Cubism and describe it with realistic brush strokes. In fact in his work often choose the industrial landscape such as factories and warehouses. Although his work captures the overall structure of the building, but simplifies the colors and small part of the building. Precisionism focused on the clearness of the visibility and the dynamics of the industrial building. One of the reasons for drawing an industrial building in Precisionism is for the praise of technology which was the influence of futurism. However, there is another reason why precisionists draw industrial buildings. A lot of Precisionism artists defined themselves as distinctively American artists. Precisionism tried to be independent from the European art style by drawing American landscapes which are technological/industrial objects. So these artists don't prefer to grasp their work as praise of technology like futurism which is from Italy. They rather focus on the style of drawing and techniques rather than thoughts. Charles Sheeler is latter artist. Other such artists include



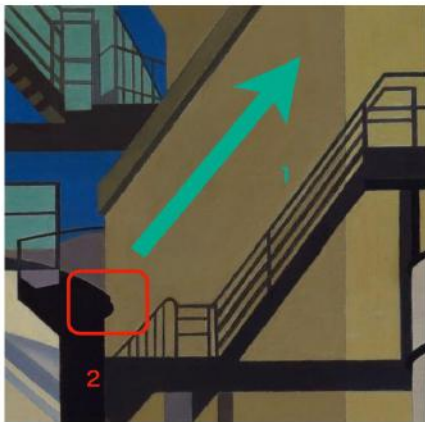
Analysis

As you can see in left, in the "western industrial" work, the structure of the industrial building is simplified and abstracted. When you first look at his work, you can't understand the complete structure of the building. Because of color is simplified, it is difficult to understand the sense of distance of the work. You don't know exactly where the stairs are connected, which building is the closest, and the shape of each building. For example, as you can see in red arrow, shadows overhangs to the back. Also in the red circle shadow is distorted and it has strange shape. This makes sense of confusion to audience and our eyes will pull in by this confusion. I believe that artist tried to communicate the sense of distance, space by the confusion. It's simple and complex at the same time so this work has chaotic mood. Also, almost every part is drawn by straight line, this gives mechanical and neat atmosphere. This industrial landscape has some futuristic world view. In addition, I believe this work functions because of it's an industrial building. Industrial buildings have mechanical structure and it focuses on efficiency and practicality rather than aesthetics. Mechanical straight-line structure gives complexity and a strict atmosphere.

not function with aesthetic European buildings. I believe that Sheeler tried to create something uniquely American so they can be independent from European art culture.

FORM

As mentioned above this work has a very complicated and simplified structure at the same time. For the complex composition, Sheeler creates distorted structures under the influence of cubism. There are four big buildings. However, the sense of distance made complex by small parts such as stairs and poles. For example on the right, building 1 looks like it's in the foreground, but right edge of building 2 is in front of building 1. There are many other structures that are theoretically strange as described above. Nevertheless, the three-dimensional structure is faithfully and accurately drawn. The rough three-dimensional structure is accurate and the small details around it create complexity and confusion. Also, the unevenness of oil paint creates the characteristic of metallic texture. For the simplified composition, he simplified the color. Except for the shadow gradient, this work uses only 4 colors. And he uses the color difference to identify the edge of the building. This gives strong impact in the paint. Also the colors that he uses are mainly warm color but the sky is used contrasting bright cool colors such as sky blue and blue.



Process

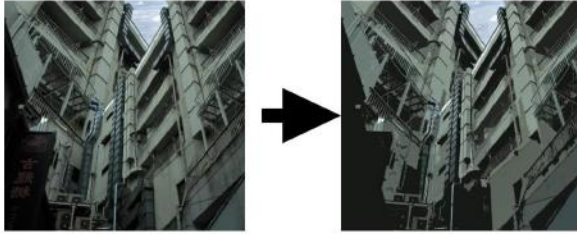
First, the color of the real building would have been simplified. Then he probably draw the simple structure. This work is made by a straight line, however, some places are uneven so I can tell that it is drawn by hand. By using oil paint on the canvas, the unique texture of iron is

Opinion

I like this work because the more I observe, I can find a new perspective. And this complex structure pull my eyes. The first time you see this work, it gives me a sense of confusion, the stair connects to the strange direction, the shadows have a strange shape, and there id many tricks that make it more complex. Also the color are simplified and I can feel the strong impact from simple color. The complex structure of industrial building gives me chaotic impression, but simple at the same time.



There is unevenness on the paint



Comparisons/connections

The object the I draw is similar to Sheeler's work. the photo that I took is the back of the building, so it has an industrial impression like Sheeler. Also, I simplified the color of the photo like Sheeler did. Also, the complexity of demential perspective is is similar as well. Because I layer two. The perspective is more complicated. In Sheeler's work, the perspective is complex by small factors such as stairs and direction. In addition the metallic texture is similar. In my work I paint orange on the base then I draw with sponge (photo left).

Impact

After seeing this work, Incorporated the simplification of color. This gives stronger impression and the work will abstracted. Simple color gives a catchy impression and pulls the eye stronger. Also, Sheeler identify the edge by colour and I also included this skill.



This is my final work. This is the final piece. The simplification of the colors and the rusty texture are especially influenced by his work. I feel that the technique of his work has influenced me to improve the quality of my work

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Idea for new cyberpunk work with digital tools

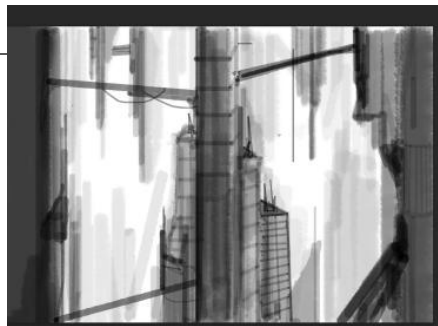
In this project I will make cyberpunk cityscape. Cyberpunk is a coined word that mixes cyber and punk. It's a mix of the futuristic elements of cyber and the rebellious, flashy and dark worldview of punk. The pioneering work that set out this world view is the movie and comic "Akira" by Katsuhiro Otomo.



The characteristics of cyberpunk are

- **Futuristic and technological world view**
- **neon**
- **Complex urban structure**

And so on. I want to make work based on this element.



Practising the digital artwork

Because this is the first time using photoshop to make the artwork, I have decided to practise and experience using photoshop pen tool. software before get into actual work.

First, draw the simple design of the work. In this design, an industrial building was placed in the center, buildings were also provided on the left and right sides, and cables and passages were placed between them.

The brush is thick as shown on the right, and the opacity is reduced to about 30% to create a blurry texture. This blur creates the texture of air pollution and brings work a more futuristic worldview.



All the work was done with the mouse. I drew a straight line while holding down the shift key. Unfortunately, I don't have a pen tablet, so I couldn't get a good result because I couldn't get the pressure and the nice curve. From this result, I decided to draw a design on paper first and then trace it with the cursor. But this allowed me to get used to digital.

Akira video link <https://www.youtube.com/watch?v=qcOiJnWniWg>

Creating design for the actual work

Design 2

ade the base design. First, I drew the framework of the building. It is a sketch of a skyscraper viewed from the center.

Exploring more cyberpunk elements

These small detail such as cable, screen, neon lights and etc will emphasize the cyberpunk world view. I should add a lot of these elements in order to creates the world view of cyberpunk faithfully.

Design 2

First I draw a base, This is a view of the city from the top of the building. The perspective to the building is farther than the original design, and it is a more urban landscape.

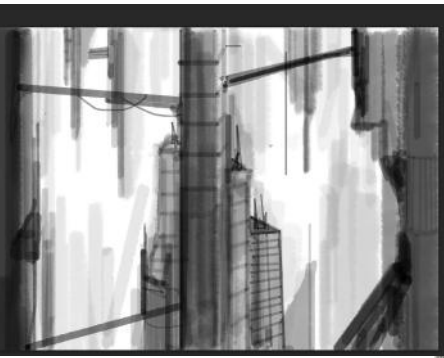
Then I add more details on the buildings. Because of buildings are far, I cannot put the small detail. So I focused on screen and antenna and ETC

Design 2 seems to be better to express the world view because you can see the scenery of the whole building, so choose 2.

Then I add more details on buildings. By adding screens, neon lights, cables, etc., the cyberpunk world view becomes stronger.

The gravity adds complex atmosphere.

Cyber city : experimenting drawing method



I'm going to try out different techniques based on this design.



Method 1) Only with pallet knife



Here, I used a palette knife to apply the colors roughly. This gave the design a more abstract and rough look.



I add an blue/dark color. This creates futuristic atmosphere in the work

Method 2) paint brush and pallet knife



In this design, I used paint brush and pallet knife. This design is less abstract but more realistic. This method will be used in the actual work



The line is precise and straighter than design 1.



Pierre Soulages
(b. 1919),
Peinture 146 x
114 cm, 6 mars
1960, painted in
1960

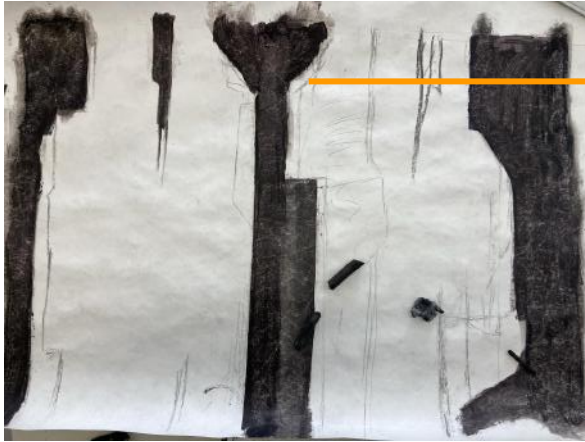


Rough line is created by the palette knife. Also it creates abstract impression,



This roughness of the paint creates strong impression and gives impact

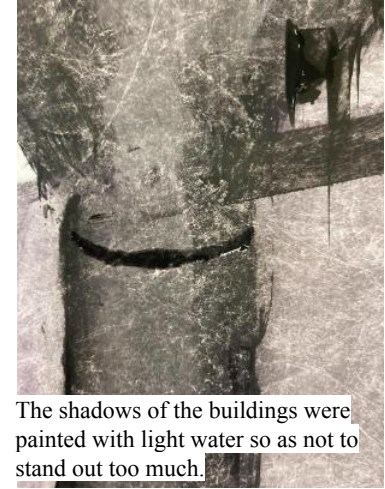
Cyber city : creating actual work, experimenting neon expression



I wanted to create a cloudy, blurry abstract impression, so I painted with paint and then wiped it off to express the rough texture of tyvek paper the cloudy atmosphere.



I used a palette knife on top to create the lines. I tried to make them as rough and abstract as possible.

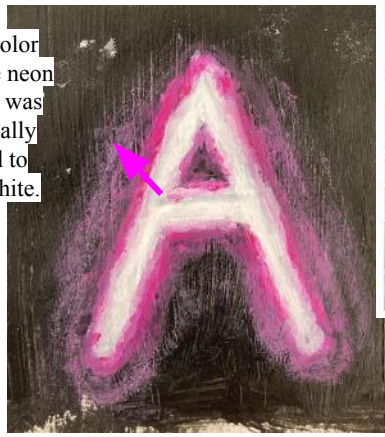


The shadows of the buildings were painted with light water so as not to stand out too much.

First, the main axis of the building was accurately drawn with straight lines on Tyvek paper.



The color of the neon lights was gradually added to the white.



Richard Estes

UrbanLandscape I,
1972

I experiment drawing neon lights to create a futuristic world view. For the technique, I imitated the technique of Charles Este.



I tried painting neon lights on my work, but they didn't really fit the abstract, blurry world view, and they stood out too much.

Cyber city : creating process

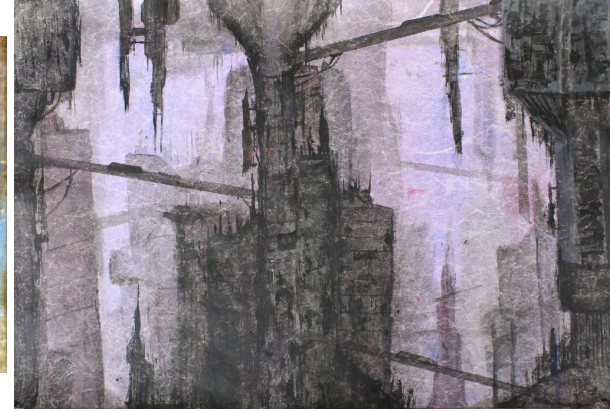
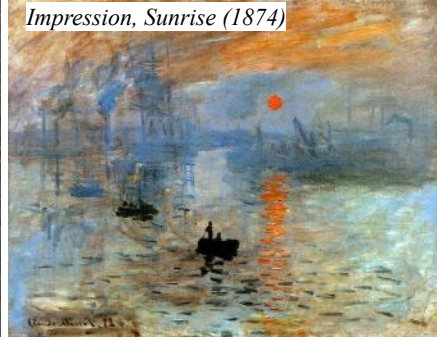


Claude Monet

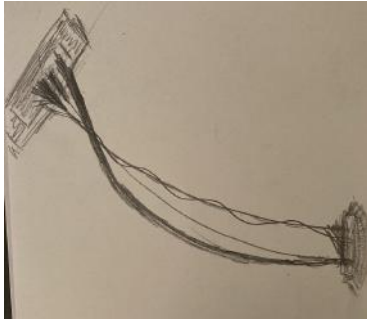
This blurry view of the world was influenced by the works of the impressionists.

Claude Monet

Impression, Sunrise (1874)



The space was filled by placing other detailed buildings. I also drew the buildings in the back more blurred in order to create a sense of distance.



In order to create a futuristic and abstract atmosphere, I painted the entire work in purple and then wiped it off with a towel. When wiped off, the rough texture unique to Tyvek paper emerged, and the impressionistic atmosphere became even more intense.



This work was also influenced by the cloudy textures and chaotic worldview of cyberpunk cartoonist and artist enki bilal.

Enki bilal, *Le Sommeil du monstre* (2019)

I used the design of a page experimenting with cyberpunk elements in this piece. I used cables, radio towers, and other elements to reinforce the industrial and futuristic impression.

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