Nychthemeron

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The art piece titled "Nychthemeron", is a series of three digital artworks that reflect my own identity and explore the themes of fantasy, astrology and art, through character design.

Each character is based on a bird, which also has a constellation named after it. I selected each bird based on what they symbolize in different cultures, while also considering whether their symbolism resonated with me. The three birds chosen were peacock, crow, and dove. Peacocks represent beauty, rebirth, and masculinity, they can also symbolize royalty/divinity. It reflects my bold side, that like a peacock, doesn't mind being showy and seen. Crows represent persistence, intelligence, and destiny. This reflects my quiet studious side, the one that prefers to be alone. Doves represent peace, femininity, and love. This reflects my gentle nature and emotionally in-tune personality.

The name for this body of work is 'Nychthemeron', meaning a period of 24 hours. It has a double meaning in the context of this artwork. First being that each character reflects a different celestial body, sun, moon, and stars respectively. The title encompasses each body and their appearance over a 24-hour period. The second being a person's, in this case myself, emotional cycle throughout the day and the different sides of ourselves we're willing to show. Each character is a representation of the different parts of myself, with the inclusion of roses to unify each artwork as a way to symbolise that all parts of me are unique and make me who I am.

I was inspired by semi-realism and realism art styles and focused particularly on two artists, who's techniques I explored. I learnt from STARember how to subtly stylize facial features, like eyes and the nose, to achieve a semi-realistic style. I also learnt how they use a clipping mask to change the lineart colour, helping to alter the mood of the piece. I applied both technique to my own artworks, as I leaned more into the semi-realistic style. ParaCosm's art style is more realistic, and I really liked how they rendered their pieces, so I tried to apply that to my own art. This meant using blending and hard shading to achieve a similar style, keeping brushstrokes textured. Through researching character designer CanaryWitch, I was also able to study and learn how they used shape language within their designs as well as how to communicate my characters personality through poses and facial expressions. I particularly liked how they used the shape of clothes to communicate their characters personality, so I tried applying that towards my own.

Overall, I am happy with my final digital character series. I believe that they work together to effectively depict the aesthetic and overall feeling I was going for, which was fantastical and imaginative. The colour schemes from each piece harmonise together and the two outer characters leaning towards the centre draws the eye towards the character in the middle. I'm glad that I simplified the backgrounds to be less busy, which would has disrupted the flow between each piece. The roses harmonize each artwork and provides some repetition, giving the artworks cohesion and structure. I learnt or throughout this experience new techniques to help improve my art and how to create art that has a deeper meaning.

This experience was enjoyable as I liked exploring different concepts and approaches that I typically wouldn't have considered. I feel like this helped me to develop as an artist, allowing me to experiment with what I enjoy and to not feel afraid to make mistakes. Exploring an idea further instead of going with the first thing I thought of helped me really think about and consider different options.