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Reflective summary

In this summary I will reflect on the previous work that I have done for my last project, which will hopefully give me more guidance and ideas for what kind of things I want to do for the next projects and further on in the future. It will be very useful for me to reflect on the things that have worked well and what hasn't, so that I have a better idea of what I want to create and do research on that will benefit me and my practice. I will analyse my previous work as a whole and use separate areas of the projects for examples of things that need improvement and areas that I believe can developed further. These key points will hopefully give me a better insight on what I need to do to take my work to the next level. I will also divide this report into sections so that I can stay on track and talk about the subjects that matter the most.

For my research, I do believe I could have given myself more time to find things out in the library or other types of methods like going to events or making a record of things that I have come across. One thing that reminds me of this is when I went on the London trip before the first lesson of our workshops, where I could have paid more attention to the information within the galleries and find out more about them, instead of just drawing them. Even though I find it very hard to stay interested in something I work on, I think that I definitely need to force myself to constantly discover new things through research to really help myself stay interested and develop work that I actually like doing. A small example of this could be found in any sort of work that I have made so far, it shows that I may haven't have looked beyond what is probably a bit obvious in terms of subject matter. This can also be said for the style of work that I create.

Maybe I need to as well look at more of a variety of artwork and find out what has influenced and inspired them. I really hope that I can do this in my five thousand word report and gather up things that I may not have expected but with the exception of enjoying these newly discovered things. As an outcome from this I hope that my work becomes more innovative and interesting.

When looking at my ideas and thumbnail sketches, I think that I could work on making a few more in the time that I have, so that I can be certain on a type of idea that I start working on. This would definitely help me gain a more of a fully fleshed outcome. But maybe I should also give myself enough time to know when I make mistakes, or to decide when a more developed piece isn't working as well as I had hoped so that I can move onto another idea that would hopefully push further in terms of quality.

For my outcomes for variations, I would've liked to experiment further with my designs. I ended up drawing or painting onto paper, and I may have relied too heavily on editing software to make it look like a final outcome. This can be seen when looking at my green and red spot illustrations, where I had drawn it down onto paper with ink and changed the colours in Photoshop. Same can be said for my Hawaiian pattern spot illustration, but I was more aware of what colours that I wanted and already had made plans to repeat the image into a pattern on Photoshop. There was a point where I accidently forgot about my project guidelines of only being three colours, and used quite a lot of vibrant colours so I had to edit it on Photoshop, but in my opinion I think it turned out better when I edited and started to decide what colours work well what ones don't.

The artist research did help me with deciding what sort of work I wanted to create, but again as I have said before, I should have looked at things that I haven't seen before so that it can be more refreshing to me. It might have been worth analysing my research further as well by trying out separate methods of the chosen artists use before moving on to my actual work, so that I can get a better sense of what works.

For my GIF, I chose to make all of the cut outs and backgrounds with paper, coloured pencil, pens and paint, and constructed the frames into a simple animation on Photoshop and a GIF maker. I think this turned out okay, but I've noticed that I usually just mash all my materials together. I collage them and don't usually think about why or how this material can be used in a more sufficient or effective way. A solution to this may be to just test out a few materials beforehand, try to visualise how a certain material can be used and think about how less is more. I could do test sheets and drafts, creating textures, pattern and types of mark making whilst also being conscious about the current work that I would create.

As for the exhibition, the outcome of our group's workshop I think worked better than expected. People seemed to really enjoy the workshop. I think this is because it has a simple but meaningful concept and is also accessible to almost everyone. There were a few things I think that we could have improved on but it was hard to tell until the actual day of the event. I think we could have had maybe created a way to explain the concept further to the audience. With this being said, our group member did have a very good blurb that they could take and read to understand what it is about, so maybe it's just a matter of knowing what to say when interacting with people. This could have been sorted out by memorising the main article of the project or picking out the main points and summarising it into prompts.

In Conclusion, now with this all being said, I should take what I know and apply it to my practice and try out the suggestions that I make. I hope to think about this over the holidays when working on my report as well as remembering it for the next academic year to come.