

**Professor Keith Kovach
Designer Gregory Leibowitz**



Wendy Agudo

Bio

Highly influenced by the environment and culture she grew up in, Wendy Agudo is a visual artist whose mediums vary in traditional and digital work. Although mainly classified as an interdisciplinary media experimentalist, she incorporates the use of traditional artistic methods in many digital platforms that would, at times, not normally include such forms to be incorporated.

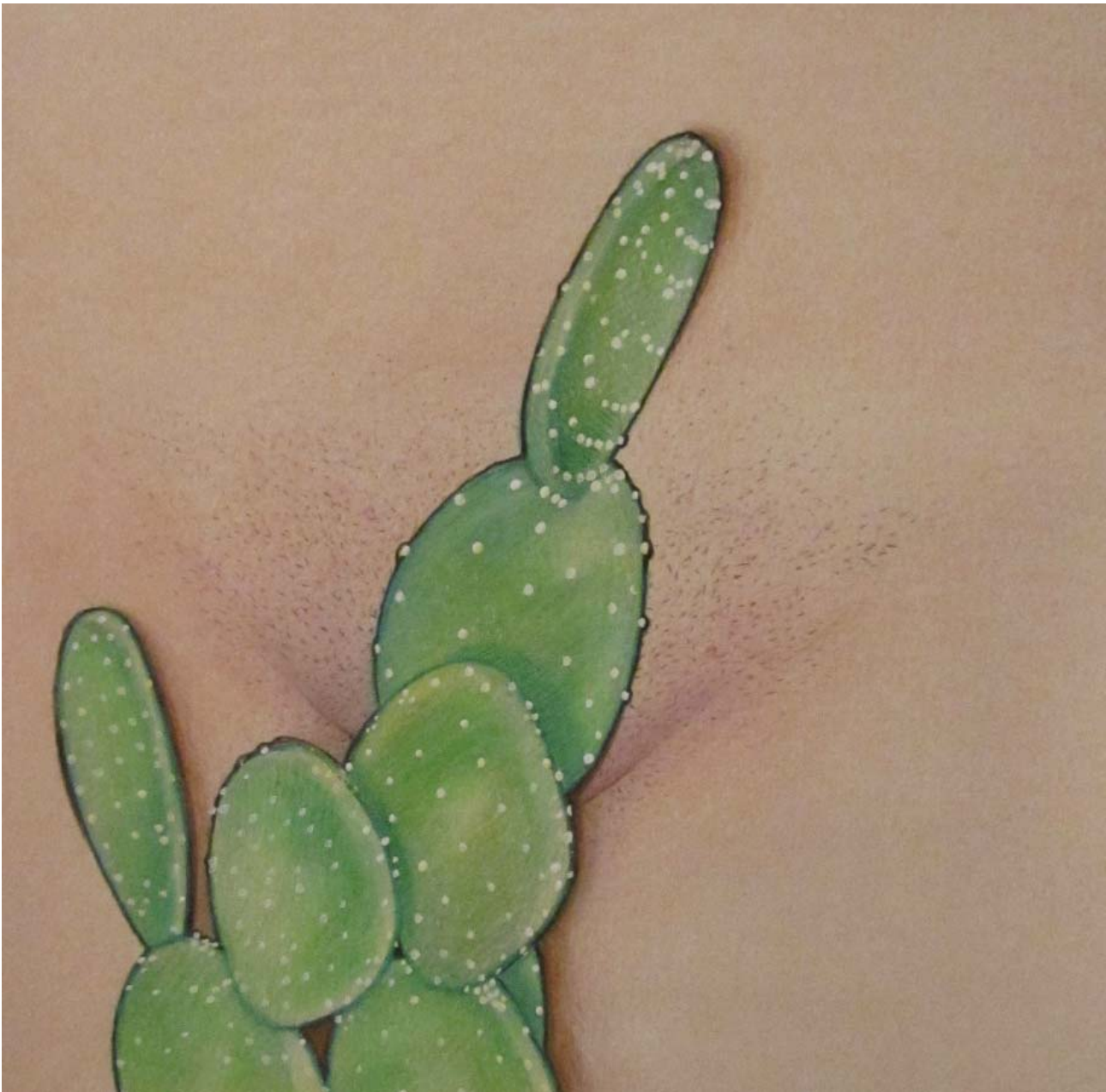
Born in Guayaquil, Ecuador and raised in Queens, New York, she was exposed at a very early age to the varieties of atmosphere within multicultural surroundings, which in part manifested themselves into the stylistic manner that is represented in her work. Her work can be described as subtle; deceptively simplistically detailed and dark within its own narrative. However, the underlying themes and concepts of her work many times entail a darker meaning within social consciousness, which requires a second look and examination. Growing up in Corona Queens, New York City, Wendy developed a strong connection to the social awareness of residential life within diverse surroundings. At age 14, she began to study the art form of the documentary, working with such groups as YC NYC and FROST'D as a social awareness documentarian. However, her true stylistic concepts developed themselves in the fall of 2001, within the wake of events that manifested within the city. She produced such works as "Voices" and "Realities", which won recognition within many film festivals, including The ACM. Her work as an experimentalist continued to develop throughout

the years with projects like "PUMP" and "GEMS", and later on with recognizable performances in "The Republic-Con" and "Things within Brooklyn". After exposing herself to the world of New York City, she moved onto other regions of the United States to further develop her artistic education and emerge herself in social environments drastically different from what she was used to. Amongst her most recent work includes time lapse pieces that have been highly stylized to form a narrative composite and a sculptural concept representing linear development of time. The series of time lapse works, known simply as "Time", are collaborative pieces executed with the assistance of a group of selected artists. Her 3-Dimensional simulations have a similar atmospheric feel but have a much more subtle underlining theme within their Narrative. All work, although drastically different, still holds the signature she has developed through years of documentarian examination and exposure to social changes.

Artist Statement

Wendy Agudo is a visual artist with a background in video technology and experimental film compositing. Her specializations are derived from her interest in experimental video documentation, digital lighting composition and experimental motion works. She is interested in the power of ambience and mood in visual art as it inherits itself to a narrative base within media forms, and she strives to emphasize these themes in her own work, whether it is in digital format, 3D simulations or experimental video composites.





Carly Andrews

Bio

Carly Andrews was born and raised in South Florida. She is currently attending the University of Central Florida in Orlando. She is studying to receive a Bachelor of Fine Arts with a specialization in drawing and printmaking.

Artist Statement

All of my pieces exude vulnerability, lust, and humor. I work mostly in ink, colored pencil, or graphite.





Thomas Babineau

Bio

Thomas Babineau began his pursuit into art ever since he was still very young; his interests in storytelling continued to inspire him to combine narratives with his drawings and paintings, and would later follow him into the field of animation. While attending the University of Central Florida, he expanded his knowledge of timing and motion to a point where he can perfect the technical and aesthetic movement of characters and objects in animation. Through paintings, sketches, or videos, his true objectives are to astonish, amaze, and always entertain his audience.

Artist Statement

The present digital media artworks are the visual guides to various entertaining concepts and plots inspired from the joys and difficulties of personal experience. Within its Demo Reel, the animatic -Lou- was drawn and produced to express a narrative that is straightforward and simplistic to follow, but also unpredictable and compelling enough to lock the viewer with continuous anticipation. The variations of sound and color are applied to bring the animatic at its best when interpreting the variations of the concept art it is based on. The viewer is drawn to more than just the aesthetic movements of each scene, for the use of color and sound adapted into the entire short film brings the viewer to identify with the characters and their situations. The entirety of motion and speed configured in each of the animated characters and their settings delivers a level of quality that aims to astonish the viewer with strong entertainment.





Amanda Bailey

Bio

Amanda Bailey's work consists of detailed acrylic self-portraits that show both struggle and symbolism. Representations of the human figure set within a specific mood explore themes such as hallucination, illness, consciousness, perceptual experience, and human nature. Bailey is also known for her bodies of work consisting of large-scale, woven, sewn, and beaded felt sculptures, and smaller detailed sculptures made from polymer-clay. Bailey has exhibited in a number of juried exhibitions across Florida.

Artist Statement

Pain is a reality known only to the person experiencing it. It erodes the soul, blotting out reason. We are prisoners of our ephemeral bodies and minds, vulnerable to malfunctions and battles of perception. My work is about being isolated within one's own mind; escaping into a chasm of meandering thought; waiting.





Michael R. Baksh

Bio

Michael Baksh is a dedicated 3D modeler/ animator who has been working with 3D programs for over eight years. He is also known for creating dynamic sculptures and drawings that are influenced by his background as an animator. He is able to create entire worlds with a limited amount of sound, movement and story, but they can be understood and enjoyed by a diverse audience.

He was born in Queens, New York City but lived most of his life in Orlando, Florida. Being influenced by both a southern and northern culture has greatly affected his designs. His parents were from a small country in South America called Guyana and coincidentally his art reflects the morals and values of the former British colony. Michael constantly integrates other cultures and beliefs into his own personality, thus broadening his horizons and knowledge.

His interest in animation started at a young age watching animated TV shows. Michael was introduced to 3D modeling during high school but honed his skills while in his college career. Implementing architectural and mechanical designs into his body of work has created a variety of designs that reflect his personality and style. Michael strives to transcend the boundaries of traditional art and incorporate them with modern styles and techniques.

Artist Statement

The designs of Michael Baksh are reflections of his passion for history and ancient cultures as well as futurism and high technology. His art contrasts minimalism with obsessive attention to detail. Combining simplicity and complexity, he creates worlds of unity designed to be enjoyed by a diverse audience.





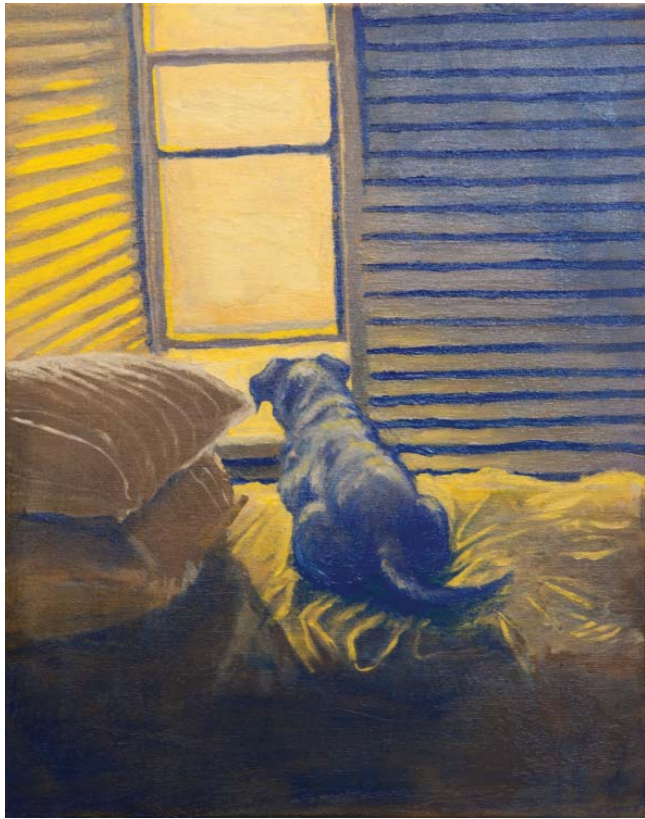
Melissa Beckham

Bio

Melissa Beckham is a painter who most closely identifies with the magical realism movement. Her paintings often characterized by the straightforwardness of classical paintings but contain unexplainable and often humorous elements. She wishes to emulate the master painters of the baroque, rococo, and romantic periods with a traditional approach to figure painting and composition. However, her style is modernized through the use of inventive color schemes and design elements. Her pursuit art as more than just a hobby began in her last years of high school. Attempting projects greater than those she had ever tried before caused her to grow exponentially in skill within only two years. During her senior year, Melissa entered many art shows and competitions resulting in her winning best in show at both her high school and district level art shows along with many other first, second, and third placing pieces. Melissa was presented with the 2007 Niceville High School Outstanding Student Award by the head of her school's art department, and later received a full scholarship to the University of West Florida. After earning her Associate's Degree, Melissa decided to transfer to the University of Central Florida in order to learn from a broader range of instructors and a much larger peer group. She is currently attempting her Bachelor of Fine Arts Degree as a painting Major with a Minor in Art History.

Artist Statement

The Purpose of my art has always been to please myself more than others. I've never liked art that panders to some half baked sociopolitical ideal. Any idiot can splash paint onto canvas and then string a bunch of words together to try and make something mediocre look like it has purpose. I sought to separate myself from that, and focus on technical ideals, creative design, and subjects that I enjoy. The painting I created for this show is an assimilation of these aspects. I wanted the portrait to represent the techniques I typically involve in my work. I enjoy the classical approach to paint the figure in a stage-like environment. I use rich colors to simulate dramatic light. Black doesn't exist in my paintings because I feel that a more accurate contrast can be achieved with a more creative color scheme. Most of my paintings tend to be over the top in both color and subject matter. The portrait displays my love of realistic detail but also reinforces my need for humor because, to me, a painting that can make the viewer stand back and say "Damn, that's awesome" is a successful painting.





Christopher Berden

Bio

Christopher Berden is from the small city of Menominee, MI (population aprox. 10,000) in April 1980. He's an old school dungeons and dragons gamer and avid video game enthusiast. Christopher spent 4 1/2 years serving as a United States Marine and is a Combat Veteran of the War in Iraq, Operation Iraqi Freedom. He has had the chance to travel and is influenced by the multiple cultures he's visited (mainly Scandinavian and South American). Christopher has had a passion for the arts since a very young age, and as an adult continues to appreciate the character creation process.

Artist Statement

Christopher Berden is a character modeler, sculptor, and conceptual artist. He is highly influenced by the mythological human concepts of good Vs.. evil as described in literature and folklore from around the world.





Priscilla Billingsley

Bio

Priscilla Billingsley is a Florida native from Oviedo. Her love of Florida's abundant natural resources has inspired her imaginative compassion for animals and nature as evidenced in her current art work. She plans to pursue a graduate degree in teaching while further developing her body of work in expressive contemporary painting. She has been strongly influence by her educational and personal relationships with her teachers and as a result, plans to share her own experiences as an educator and an artist with students in upper level education.

Artist Statement

"In the beginning of all things, wisdom and knowledge were with the animals, for Tirawa, the One Above, did not speak directly to man. He sent certain animals to tell men that he showed himself through the beast, and that from them, and from the stars and the sun and moon should man learn.. all things tell of Tirawa".

-Eagle Chief (Letakos-Lesa) Pawnee

In my body of work I am attempting to shed light on our ideas about what makes a beast a beast and how we almost automatically attribute our own anthropomorphic ideas to an animal image. In the future I hope to fuse a harmonious relationship between likeness and abstraction.





Matthew Campbell

Bio

Matthew Campbell is an artist that has always been interested in movement and drawing. Ever since he could hold a pencil he has been pushing himself to create life through his drafting. During his time as a student he has learned to breathe life into his work through the medium of 3D animation. With a strong background in 2- Dimensional drawing and an impressive knowledge of the 12 principles of animation, he has achieved his goals to portray movement and depth in 3D animation.

Artist Statement

Matthew Campbell is a 3D CGI modeler and animator. His emphasize lies in the creation of; environments, props and creatures, inspired by and intended for use in television, film, and game cinematics. His style is influenced primarily from contemporary science fiction, fantasy and African American culture.





Nicholas Criscitelli

Bio

Nicholas Criscitelli was born in Springfield MA. He has been making art since he was five but most of his family will tell you he was born with a pack of Crayola's tucked under his arm ever ready for that initial art challenge. He consistently absorbs themes from popular culture and regurgitates them on his canvases. His only desire is to make his portraits and illustrate his written stories to anyone willing to stop by, take a break and enjoy a good time.

Artist Statement

My recent series in portraiture has involved collaborations with friends I know intimately. I am interested in the adventure of capturing both a likeness and an essence of the individual with expressive color and bold direct strokes of paint

Lately, the portraits have taken on a more exotic level of content, whereby I am attempting to include a narrative aspect of my sitter's personality. In the process, my intention is to discover and add multiple levels of embellishment while challenging myself conceptually and formally.





Jasibe Cure-Twede

Bio

Currently residing in Orlando, FL, Jasibe Cure-Twede is earning her BFA in Painting at the University of Central Florida. She plans to attend graduate school to master her work as a painter/printmaker.

Artist Statement

My body of work transcribes the disconnection between the individual and the transcendental. It is the in-between of our ideal desires, our superficial facades, and our devastating disappointments of our untapped potential and the powerlessness we feel existing in the world.





Erin Des Rosiers Leiba

Bio

Erin Des Rosiers Leiba, born in Honolulu, Hawaii, is the oldest of four children. Growing up in a military family, a majority of her youth was spent in a variety of locations including Nebraska, Germany, and Washington State. Throughout her life, Erin has had an interest in dance, music, and drawing. After graduating from Central Valley High School in Washington State, Erin pursued a few different interests which eventually moved her from Washington State to North Carolina, before finally settling down in Orlando, Florida.

After starting a career with Universal Orlando in Florida, Erin decided to return to college to earn a degree focusing on the visual arts. She originally planned to focus on Graphic Design upon her acceptance to the University of Central Florida; however, an interest in sculpture occurred early in her studies when taking an elective art course. The desire to work three dimensionally continued as she took another course and explored different mediums. The use of feathers in her sculptures came about completely by chance, and it stemmed from a desire to create a giant feather, while still emulating the soft, light, and airy feeling a small single feather has

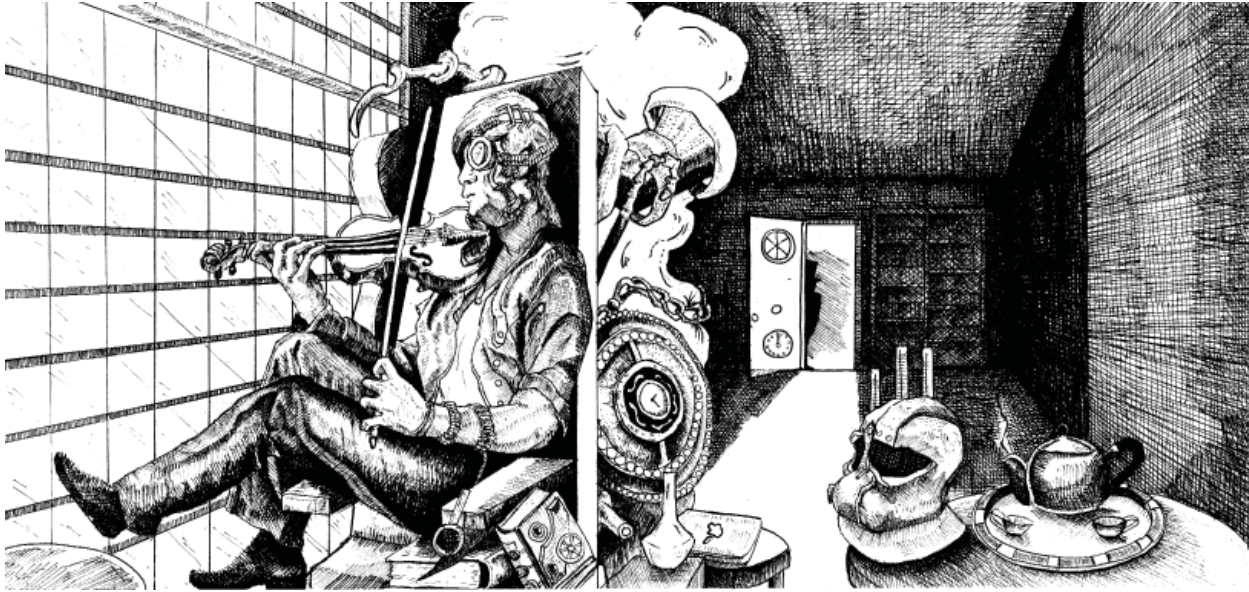
while floating in the air. Since then, feathers have played a primary role in her work.

“When I think of a feather, one of the first thoughts I have is the iconic moment of the feather floating through the air in the movie *Forrest Gump*. The feather in that sequence seems to have a mind all its own, free from the context and references that commonly encase it.” -Erin

Artist Statement

A single feather has always been the extension of a larger creation. In my body of work, the feathers seek to be something else, other than an inanimate object, to communicate something new. This dialogue attempts to erase direct references to functional man-made objects and ornithology, and make feathers seem like individual organisms joining together to form new biological entities. They are now a part of a fantastical landscape. Their patterns are pulled from nature; they are not perfect, but suggest order. Texture, repetition, and color are important formal concerns and create the illusion of growth and movement. The juxtaposition of heavy rigid elements with the light, soft feather forms create tension.





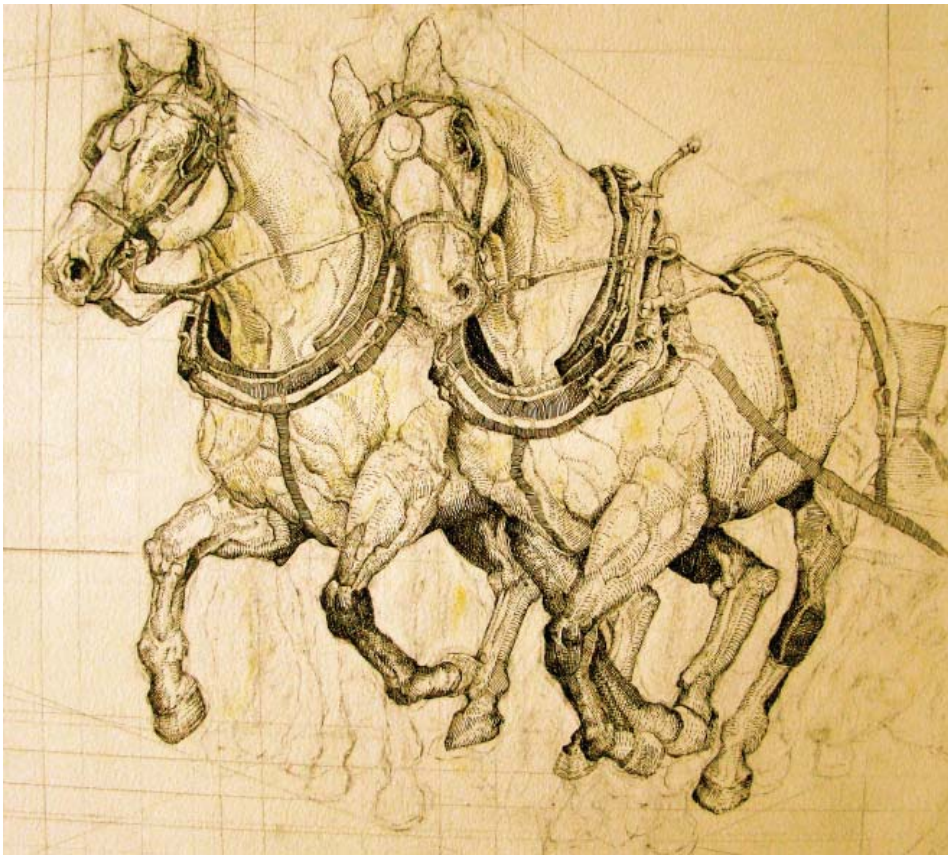
Lauren Ellison

Bio

Lauren Ellison was born in Parkland, Florida, and grew up with a family that encouraged her creativity and curiosity. Her childhood interest in art solidified into a passion during high school when she travelled to France, Italy, and Switzerland. Ellison was inspired by everything from the Louvre and Palace of Versailles to the Uffizi and the Florence Cathedral. She also drew her inspiration from literature, movies, and any audio/visual media that tells a good story. Ellison is about to graduate from the University of Central Florida with a BFA in Studio Art, specializing in drawing/illustration. She currently lives in Orlando, but hopes to travel through Europe again and possibly settle in New York or California. Her career goal is to work for a publishing company and illustrate books. Other appealing avenues include production illustrator, concept artist, and storyboard designer.

Artist Statement

The current body of work falls into three categories: drawings, illustrations, and conceptual sketches. The drawings are done in pen and ink on arches buff, the illustrations on white Bristol paper, and the conceptual sketches are done in mixed mediums in a moleskin notebook. A strong contrast of black and white accentuates the darkness of the pieces. The intense cross-hatching of the detail-oriented drawings had a meditative effect on the artist. She works to evoke a sense of mystery, ambiguity, and an almost organized chaos. The sequential narratives contain figures that represent fictional characters from both classic literature and personal short stories. Matthew Strecher has defined magic realism as “what happens when a highly detailed, realistic setting is invaded by something ‘too strange to believe.’”





Kathleen E. Falkowski

Bio

Kathleen Falkowski is a BFA graduate majoring in the art of drawing and printmaking at the University of Central Florida. She started her pursuit of art at the tender age of 5 when her parents recognized her talent and enrolled her in her first studio class. Growing up, her media consisted of painting both with acrylic and watercolor. Through her study at UCF, printmaking became her choice of medium. The process of creating an image on copper and the connection printmaking has with the past sparked her interest. After learning the basics, expanding on the process with different techniques. Creating multi-plate color etchings has become her focus which she still is pursuing.

Artist Statement

My art has never been created to concentrate on one subject or another. Like my brain, my pieces jump from one idea to the next. I primarily work in prints, drawings, and paintings. I am drawn to producing work with an expressive line quality. For this collection of work, I concentrated on the human figure, both natural and stylized. While experimenting with the process of printmaking, I've grown fond of different techniques such as chine-collé and multi-plate color etching, which is utilized in this series.





Colleen Farris

Bio

Colleen Farris is an artist that uses her work to better understand the world around us. Ever since her childhood she was always encouraged to create and examine her environment. She eventually found her way into the digital realm of art where she could animate her ideas.

Farris grew up in Jacksonville, Florida where she developed her skills. She attended LaVilla School of the Arts where she experimented with sculpture, painting, and drawing. It was during this time that technology and computer animation struck her curiosity. In pursuit of this field she attended Frank H. Peterson Academies of Technology where she was privileged to learn about both the television and commercial art job opportunities. With all her collected knowledge, Farris sought out a college that could take her further in the field of animation and was accepted into the University of Central Florida's art-animation program in 2007.

Throughout Farris's college career she has been able to work in not only the animation and digital medium, but also that of sculpture, book binding, and draw-

ing. In one of her early design classes she was selected, along with two of her peers, to design a bar for a local restaurant. Farris was also able to obtain an internship at Maitland Art Center, where she worked on graphics and several digital designs. She also volunteered at local art festivals. Even in her current position at a college bookstore Farris is able to utilize her skills by designing shirts and advertisements. No matter where life takes Colleen Farris she is sure to be creating something.

Artist Statement

Colleen Farris is an artist that uses her work to better understand the world around us. She focuses on the small details in order to ensure that the realism and truth of final product shines through. Another aspect seen in some of her other work is a focus on contrast. These pieces examine the balance between darks and lights, positive and negative, and how contrast can create unity. The overall goal of her work is to make the viewer notice those often overlooked aspects of life and the world around them.





Jean Paul Gomez

Bio

Jean Paul Gomez has been exposed to art since childhood. The son of a Colombian painter, Gomez grew up living between Colombia and Venezuela where he watched his father work. He began his own studies at the Department of Art at the National University of Colombia in Bogota. There he focused on various studio arts including photography, sculpture and installation. Gomez came to the United States in 1999, and worked with his father, Alberto Gomez, on several murals throughout Central Florida. He travels extensively, having been to Europe, Asia and South America, with the intent of exploring cultures and bringing new ideas into his work. Jean Paul also began to establish himself as a fine arts photographer. He has exhibited his work in several shows in the area, including Stetson University, Deland, Longe Roset Gallery, Miami, Valencia Community College in Orlando, and the Orlando Public Library. Gomez continued his studies at University of Central Florida, graduating with a BFA in Photography.

Artist Statement

In my work, I strive for an emotional weight and a balance between personal identity and collective memory while I search for personal, social, and cultural understanding. The images I capture are ambiguous in origin, but are generated from my personal experiences in very diverse social and cultural environments. I approach photography in a non-linear narrative, juxtaposing layers of information that I collect from individual retention, as well as social and cultural experiences. The goal of my photographs is to create a body of work that reflects introspection, an internal moment of stillness that is based on cultural and personal symbolic imagery.

My intent is to create an association of different types of realities, I visually connect images and objects that I consider have a symbolic character in order to initiate a dialogue between them, and transform them into visual metaphors. I create sculptural settings as the main frame for my photographs, using the human body, religious imagery, animal parts, clothing, fabric, decorative figurines, and toys, etc., as factors that constitute elements of signification, and use them as the extension of my memory. I try to give these images an emotional state, a quality that they do not literally possess.



Adrian Gonzalez

Bio

Raised in Florida, Adrian Gonzalez has been making art since he was a child. Currently, he is working on his Bachelor in Fine Arts at the University of Central Florida focusing on drawing and printmaking. He plans to attend graduate school to receive his Masters in Fine Arts and continue his work as a printmaker.

Artist Statement

The intimacy of my work allows my experiences to be shared with an audience who may reflect the same personalities and interactions, which are expressed through my images. This communication visually explores my art as a process of becoming a more complete and sensitive person.

Through the narrative of my work, which mirrors my day-to-day life, I begin an internal dialogue through the process of drawing. With only a simple idea of today, I explore specific memories, conversations, and emotions, which are at the forefront of my mind. Through this exhilarating process, I can recognize the significance of choice, the need to find my own way, and insights into human condition.





Mohanned Hassan

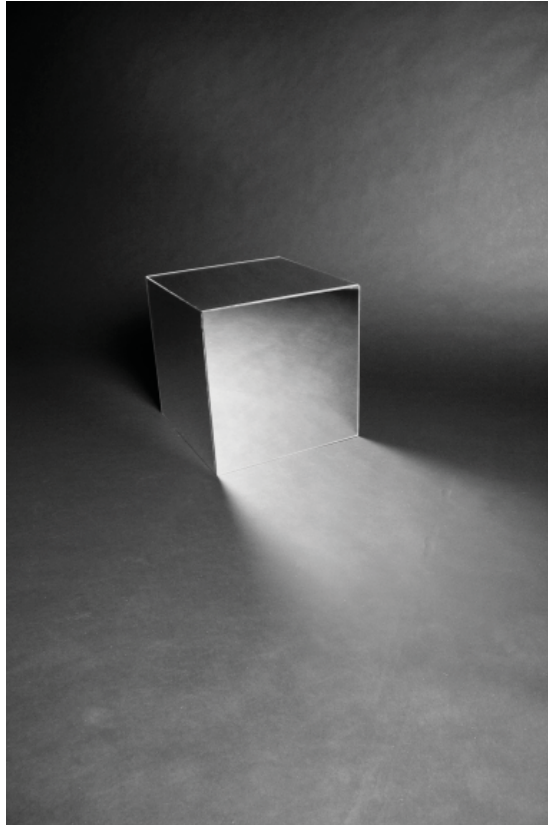
Bio

Mohanned Hassan resides in Orlando, Florida and hails from Cairo, Egypt. At a young age when asked what he wanted to be when he grew up, “architect” was his ready answer. Though, later in life, his aversion to higher level mathematics and geometry led him to filmmaking and animation. He is currently finishing his first animated short; a prologue story to the “Arabian Nights”.

Artist Statement

Mohanned Hassan is a digital lighting and compositing artist interested in creating atmosphere through visual ambiance and mise-en-scène. He is a storyteller who likes ancient tales and culturally universal themes that transcend language and national boundaries. He is especially interested in stories that can be conveyed without dialogue and that rely on visual cues in lighting and color.





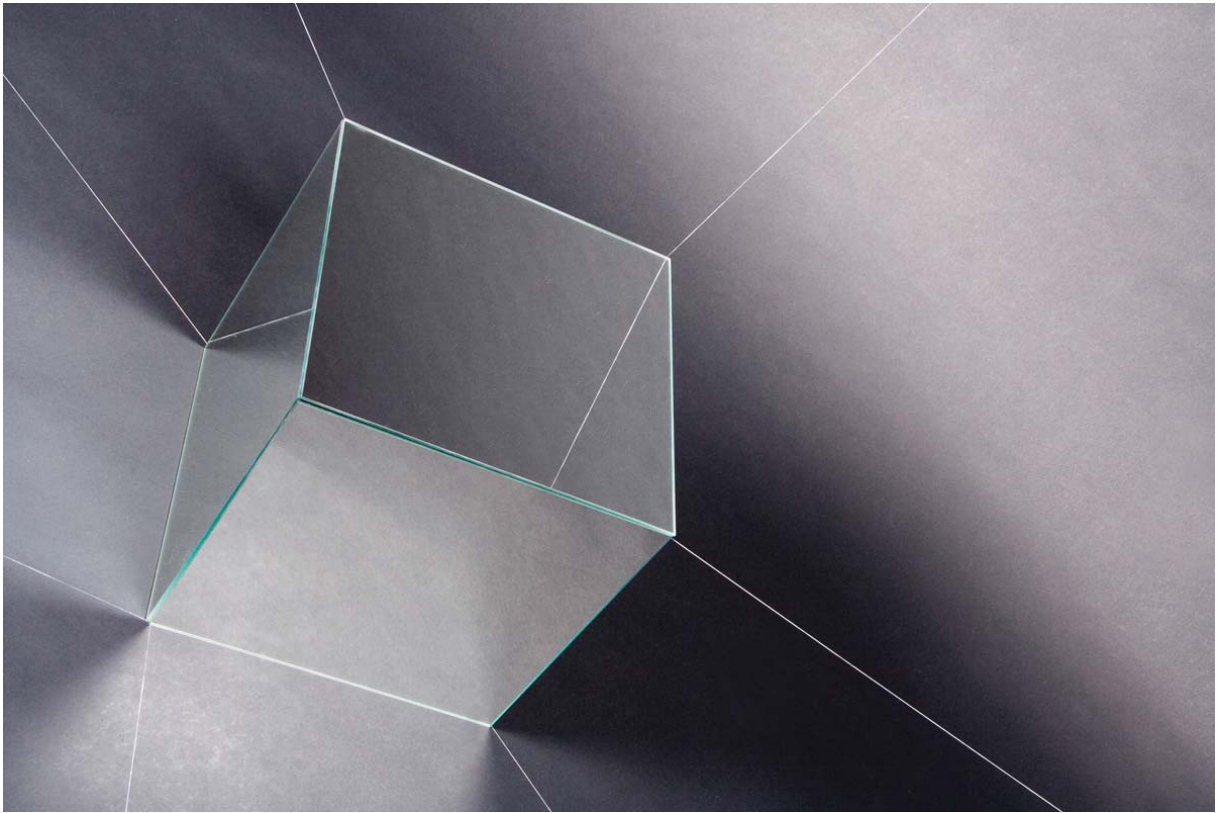
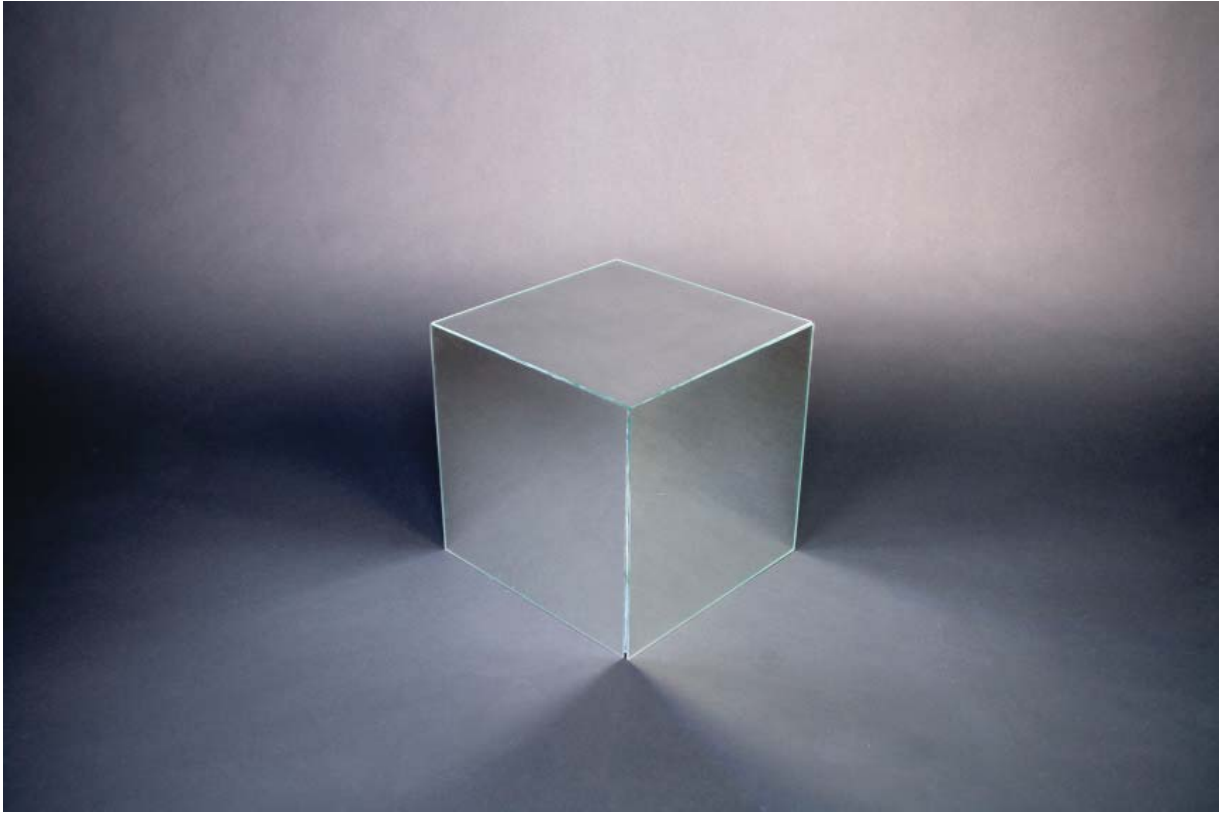
Marla Hernandez

Bio

Marla Hernandez was born and raised in Ft. Lauderdale, Florida. Much of her young life was spent boating and scuba diving where she developed a strong interest in marine biology and science. By the age of 15, she was experimenting with a camera and enrolled in art classes during grade school. However, she intended on going to a university to study marine biology. Marla was accepted into Florida Atlantic University to study marine science but changed her major to studio art. She continued studies at the University of Central Florida in 2008. Currently, she is working to complete her Bachelor of Fine Arts degree specializing in Photography with a minor in Cinema Studies. Her photographs contain elements similar to the works of photographers James Casebere, Barbara Kasten, and Jessica Eaton. Marla was first recognized for her talent in photography when she won first place in her high school's photography contest. She is credited as set photographer for *Bad Pixels*, a UCF Graduate Student Film. After graduation she plans to continue her education, working toward a Master of Fine Arts in Photography."

Artist Statement

The elements of time, space, and light have a strong presence within the work. Each photograph controls space with different levels of ambiguity. The different levels of ambiguous space control the viewer's perception and create mystery in the photograph. By this process the photographs are intended to show how photography can alter reality and perception. H.G. Wells wrote in *The Time Machine* "Can a cube that does not last for any time at all, have a real existence?" which exemplifies how the photographs capture content that survives solely within the medium of photography.





Amanda Jardine

Bio

Amanda Jardine was born in Omaha, Nebraska in 1983. During her first semester at Northwest Missouri State University she was awarded an opportunity to work at Walt Disney World in Orlando, Florida. Amid her six month term at Disney Amanda fell in love with the warm weather and multiculturalism of Orlando and moved there permanently. While completing her Associate of Arts degree at Valencia Community College she began a career track position at Starbucks Coffee Corporation. In 2005 Amanda enrolled in pottery classes at Crealde school of Art, rekindling her interest in ceramics. Her love for this was undeniable, and there was no going back. After five years of working at Starbucks, Amanda decided to continue her study of ceramics at the University of Central Florida, leaving a promising career at Starbucks. During her studies she developed a love for functional ceramics, and she is currently a BFA candidate in the School of Visual Arts and Design at UCF. While considering a teaching career, Amanda intends foremost to maintain her own studio and continue her body of work upon graduation.

Artist Statement

As an artist working on functional pottery, I have enjoyed not only the traditional aspect of the making, but also the ability to express my values through it. Living apart from my family for a decade has bolstered my appreciation for close-knit relationships.

I strive to achieve a welcoming, approachable tone with my forms. I facet and stretch my porcelain pots, allowing the details of the marks to reveal the unselfconscious nature of the clay. I glaze the work in transparent celadon glazes to enhance the surface depth within the piece. I liken the surface quality of my pots to the undulating landscapes seen from an airplane window. I reveal the process I undertake to create my work, much like nature's process is evident in aerial landscapes.

For thousands of years, the significance of functional pottery is its utility to the community, not only aesthetically, but socially. In making utilitarian work I acknowledge the importance of the gathering, it is in this aspect of my work that makes it both contemporary and timeless.





Nadia Jarquin

Bio

Nadia Jarquin is an Animation student at the University of Central Florida. Her focus is mainly on 2-D animation and concept art. Born and raised in Orlando, FL, Nadia's art is heavily inspired by her work with children. She enjoys capturing their imagination and interpretations of the world around them.

Artist Statement

Nadia Jarquin is an artist who expresses her experience in the timeless vocation of nurturing through a hybrid analog and digital process of animation and digital painting. She creates realist and sometimes abstract lines, shapes, forms, and colors in a reductive rotoscoping process involving traditional animation media applied over found digital video and in her digital paintings.





Neil Jensen

Bio

Neil Jensen was born in Palm Bay, Florida. He is currently pursuing a Bachelor of Fine Arts degree with a specialization in ceramics. Neil had no formal training in ceramics prior to attending UCF but from an early age he has been fascinated by both clay and fire. His curious nature feeds on the ability to create, destroy, and transform his art.

Artist Statement

The focus of these figurative sculptures is to show a duality of human expression and clay. This series was inspired by the human condition as well as the expressive qualities of clay. Abstract expressions are made in order to display the beauty of the clay while articulating unique emotions and actions with realistic human features and gestures.





Carol Kent

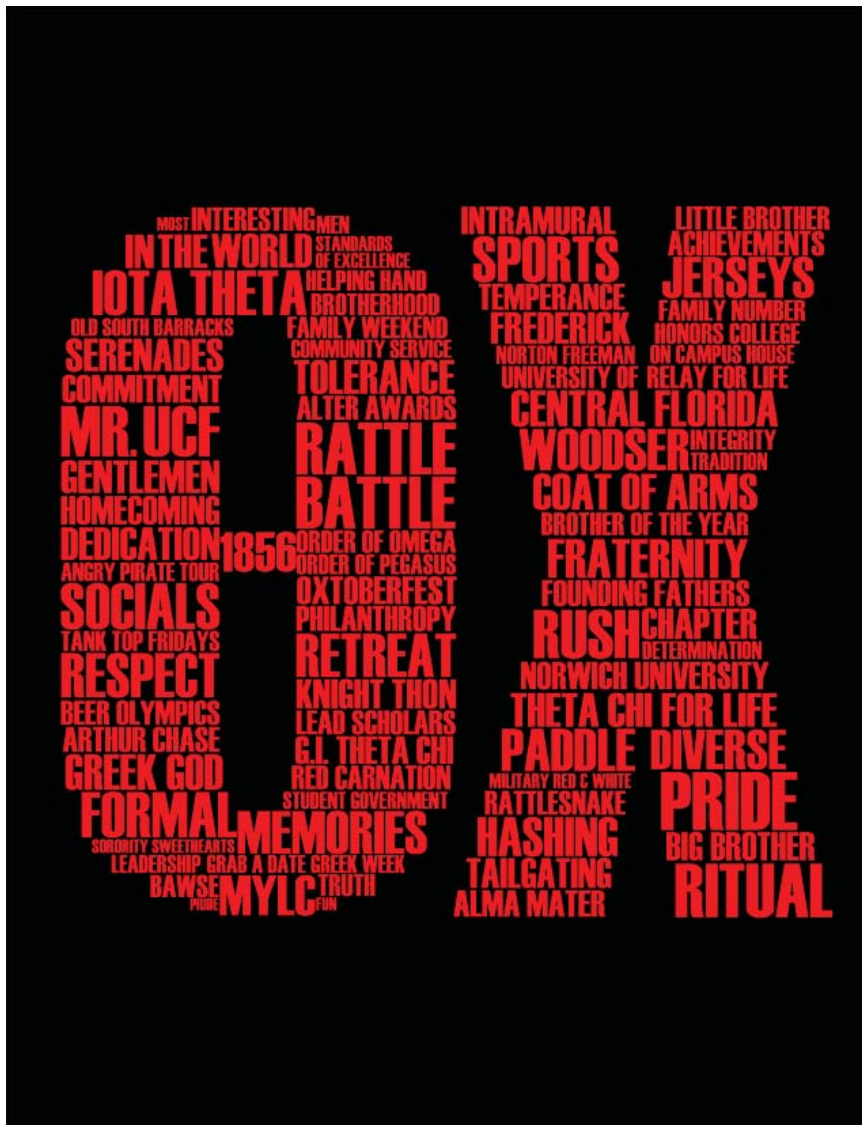
Bio

My journey into the world of art began by being born into a family of artists and being exposed to the many aspects of the art world. I was educated in strict parochial schools and then, entered the corporate world for four years before I began my life as an army wife and, later, mother of five. It was during this period that I discovered my great passion for art. Traveling in the Army life gave me the opportunity to study art in schools throughout the USA. I studied painting, drawing, sculpture, and fiber art wherever I was stationed. My constant relocating also allowed me to visit the greatest art museums of the USA and Western and Eastern Europe. This impacted my artwork and also prepared me for my work as an art teacher for 12 years in a K-8 parochial school. I never tire at looking at the spontaneous, straightforward artwork of a young child. Moving to Central Florida, I was able to pool all of my art credits and resume my studies here at UCF and complete my studies with a BFA in Painting. As this chapter of my undergraduate work comes to an end a new one opens to continued progress in my studio work and continued studies on a graduate level.

Artist Statement

My artwork is all about color; color in nontraditional still-lives and non-traditional self portraits. The expedient drying of the acrylic paints I work with allow me to create multiple layers, changing at will, areas of color, giving me a great sense freedom. My work is complex, and my frequent use of complementary colors creates dramatic contrast. My work can be classified as semi-abstract. The subject matter is fully recognizable, however painted with nontraditional colors. My color paintings have been influenced by the study of Gustav Klimt's work. The texture in my work has been influenced by both my fiber art studies at the University of Hawaii and the study of Vincent Van Gogh's paintings. The spirituality of my artwork unfolds to the viewer sometimes obviously, or subtly. At times, my art can create an element of surprise. My ongoing goals are to paint much and about the heart of who I am as a person.





Jeff Kepler

Bio

Jeff Kepler is a graphic designer attending the University of Central Florida. He was born in Ft Lauderdale Florida in 1987 and has surrounded himself with art ever since. His works range from digital manipulations all the way to motion graphics. He pulls a lot of inspiration from movies and photo realism. Graduating from UCF shortly, he hopes to land a job where he can continue to design and hopefully inspire others as he has been.

Artist Statement

Jeff Kepler is an artist whose fascination with modern entertainment, photo realism, and typography inspire him to create bodies of work that range from digital manipulation to motion graphics.





Victou Kim

Bio

Victou Kim is a Asian-American 3-Dimensional Environmental Artist. His work is highly influenced by authors such as J.R. Tolkien as well as some contemporary art animations. With his animations Victou likes to sync music into his work to give it a sense for serenity and flow that brings life to his animations.

Artist Statement

Victou Kim is a virtual environment artist interested in the illusion of realism. Through form, color, texture, light, movement, sound, and atmosphere, he creates unique and original worlds which are familiar and yet dreamlike. ”





Natasha Kinsley

Bio

Natasha Kinsley's art work is comprised of a series of acrylic paintings and fabric sculptures which are conceived of organic structures through the implementation of amorphous configurations, indicative texture and movement. These pieces consist of a magnified interpretation of growth and decay through the constitution of small organisms such as mold and fungus. Kinsley has an interest in finding and manipulating forms from nature to illicit an altered perception through a rhythmic extension of organic structure.

Artist Statement

In my paintings and sculptures I am exploring the construction of amorphous shapes and plains which convey implied texture and movement in contained spaces through the study of organic, natural forms. I examine a small organic structure such as mold, rust or fungus and then magnify, transmute and repeat it within a field. I am interested in creating an exaggerated augmentation of growths, decay and growth that is a result of decomposition to manipulate subjectivity.





Victor Knoe

Bio

Victor Knoe is a Puerto Rican by birth, a Texan by childhood and a Floridian by residence. Once during elementary school in Texas, a substitute teacher took a look at his hands and told him that he would become an artist. Many detours later, he received a Bachelor of Fine Arts from the University of Central Florida in 2011. Drawing from his childhood experiences, Knoe believes that he owes a lot to his Christian upbringing. The presence of a firm teleological perspective in his parents helped to nourish and broaden his own perspective as he became an adult. Having strayed from this foundation, he later found an intimate meaning as he returned to Christianity of his own accord. This newfound hope in individual freedom, a freedom that can engender a new relationship with our spiritual element, is the fulcrum from which Knoe's will enters into creative work.

Artist Statement

There is a definite complexity in these works. This is primarily due to the lifelong spiritual seeking from which I express my narratives. Much of the inspiration was drawn from a mixture of the Bible, Plato's Theory of Forms, Jacob Boehme's Signatura Rerum, and the writings and lectures of Dr. Rudolf Steiner. In spite of these influences, it is not my direct intention to teach or persuade through this body of work. Rather, my aim is to present an illustration of my own, private thinking and I can only hope that it is, at the very least, visually accessible.





Masami Koshikawa

Bio

Masami Koshikawa was born in China and raised in Nagano, Japan. She is able to speak three different languages including Japanese, Chinese, and English. Masami came to the United States in 2004 and began her art education in Miami in 2006, maintaining a high GPA in all her academic classes, including: drawing, painting, sculpture, and art history. She has received several scholarship, exhibition and academic awards to show that nothing can hold her back from becoming a professional artist.

Artist Statement

The style of my work reflects my true identity even though I exist in many different cultures. I have Japanese, Chinese, and American heritages. The inspirations for my work come from everyday experiences, events, and different people to help illustrate my social commentary from my perspective. Filling the assignments and critiquing other people's work have also become a motivation and challenge of mine. My paintings often combine both realistic and abstract approaches that are revealed in multiple layers. The

believable objects help viewers to connect with the meaning behind the painting. We are not clear how things are sometimes connected in our world, because there is a looming ambiguity. I try to express this ambiguity through abstraction to invite the viewers to enjoy the juxtaposition between our physical world and imagination.

In my recent work, I have been using my son as the subject matter. My son, Andrew Taiga Ghiloni, was born on September 10 2010, when I was still a full-time student at The University of Central Florida. The paintings I painted during this period reflected my struggle as being a young artist and a mother. Although there were some external and internal challenges, each painting helps draw the viewer's attention visually and conceptually. There are cultural, educational, and social meanings behind the work that play on the viewer's individual interpretations. The pixels on a background, which can sometimes appear on a foreground, are also a concern in my series of work to suggest our modern world of art.





Melissa Kovács

Bio

My name is Melissa Kovács. I am currently a printmaking/drawing BFA student at the University of Central Florida. I am originally from Fort Myers, Florida. I attend Fort Myers High School's International Baccalaureate program giving me the opportunity to take an upper level photography class, where I fell in love with art. I have worked with a variety of mediums over the years including; photography, ceramics, painting, sculpture, drawing, printmaking, and book arts. Currently I am into the printmaking processes, and have started experimenting in color processes in both intaglio and relief.

Artist Statement

My current artwork focuses on expressions of fear, especially in the face of a child. My primary medium is printmaking using styles of both relief wood block, and intaglio on copper. I enjoy experimenting with the aqua tint process to create tone throughout the image. I mostly use black and white imagery, but have recently started experimenting in color. I think that using the children's faces of fear gives the images an intensity that an adult would. The children's faces hold an innocence that makes the expressions seem more real, and vivid.





Ted Leary

Bio

Ted Leary was born in San Diego, California in the spring of 1988. He was raised in a military family and rarely stayed in one town for more than a year or two. After attending three different high schools he applied and was accepted to the University of Central Florida. Ted has studied the arts at UCF for the past two and a half years and focuses primarily on painting. He aspires to attend graduate school in the fall of 2012.

Artist Statement

As an artist I find myself in a constant state of flux. My work is an investigation of that state of continuous change. Every painting or drawing is another attempt at grasping and holding on to a spark. My work is the product of these attempts. I ultimately wish for my art to be like my life; both beautiful and absurd.





Greg Leibowitz

Bio

Designer by trade and artist by choice. I like to make things that people can appreciate. I have worked at Flying Horse Editions, Mama's Sauce, Orlando Weekly and UCF. Have shown art at Stardust, BOLD HYPE, City Arts Factory, and have worked on books and prints shown at Pace Prints and the MoMA.

Artist Statement

I prefer to use a variety of media to tell a story. Wooden sculpture or a line of code, I find craftsmanship and beauty in each.





Amanda Lytle

Bio

Ever since she was a young girl, Amanda Lytle has found a voice in art. Though born and raised in Sanford, Florida, Amanda grew up venturing all over the country with her parents, who were traveling ministers, and her younger brother. Because of this lifestyle, she encountered diverse landscapes and eccentric people, which she illustrated during long, tiresome car rides. These unique childhood journeys inspired her to pursue a career in art. Amanda will soon graduate from the University of Central Florida and will receive her Bachelors of Fine Arts Degree with a specialization in Drawing/ Illustration. She has recently exhibited at the Orlando Museum of Art in *Elegant Enigmas: The Art of Edward Gorey* She has also been included in *Too Much is Not Enough: Exploring Harriett's Closet*

at the University of Central Florida, the University of Michigan, and the University of Colorado. She has also been included in *Too Much Not Enough: Exploring Harriett's Closet* at University of Central Florida. She strives to ultimately inject the static world of illustration with a new found creativity and innovation.

Artist Statement

I am drawn to the dark aspects of life and situations. The skeletons people visit when no one is home or the inevitable events that shape a person into who they are meant to become. This secret reality, with vast creative interpretation, sets my mind and heart on fire. Through all of my work, I strive to project my overall mind-set in art making. There are no mistakes in art, only reactions and opportunities.





Donald Marks

Bio

Donald Marks was born in Chicago but has lived all over and finally settled as a Floridian at the age of thirteen. He spent most of his time, when not in school hanging out with friends, racing with his father at the drag racing strip, or going to the beach. After graduating from Saint Petersburg Collegiate High School in 2006, he attended Florida State University for a year and then took a year off from schooling. During this time he attended some Saint Petersburg College art classes which inspired him to take his artistic skills to a serious level. In 2008 he applied for and was accepted into the University of Central Florida under the Bachelor of Fine Arts Major with a focus on Animation. At this time his father was diagnosed with cancer and later passed away on October 3rd, 2010. This served as a reality check for the young man as he funneled his angst and hurt into the focus of his education and artistic talent. Due to graduate from his program in May of 2011, Donald Marks continues to improve artistic abilities while striving to be the best he can at his craft.

Artist Statement

Being raised on video games and movies, Donald Marks has a remarkably active and vivid imagination. He takes much joy in involving his viewers with the stories and visions which inspire him to create. Recently while studying at the University of Central Florida, Donald has taken his understanding of form and movement into the world of animation. Although he is generally strong in the digital medias, his focus lies mainly in character animation and the amazing experience of giving the inanimate the illusion of life.





Juan Mesa

Bio

I was born in Medellin, Colombia; a city where music and fine arts are a significant influence on its culture. I liked playing music, but I was not able to express myself through a musical instrument. My mother registered me in sculpture classes. These classes finally helped me to understand that creating new things with my hands was the passion of my life. During my studies, I fell in love with the use of technology and the creation of new virtual worlds and cinematography effects. My goals in life are to expand my designing techniques and concept development of my own three-dimensional art to new horizons.

Artist Statement

Juan Mesa is a modeler whose approach to three-dimensional form is strongly influenced by the conceptual basics of engineering, mechanics and human form. With this perspective, he incorporates the impact of technology, design and organic elements into his work intuitively, therefore allowing it to evolve naturally.





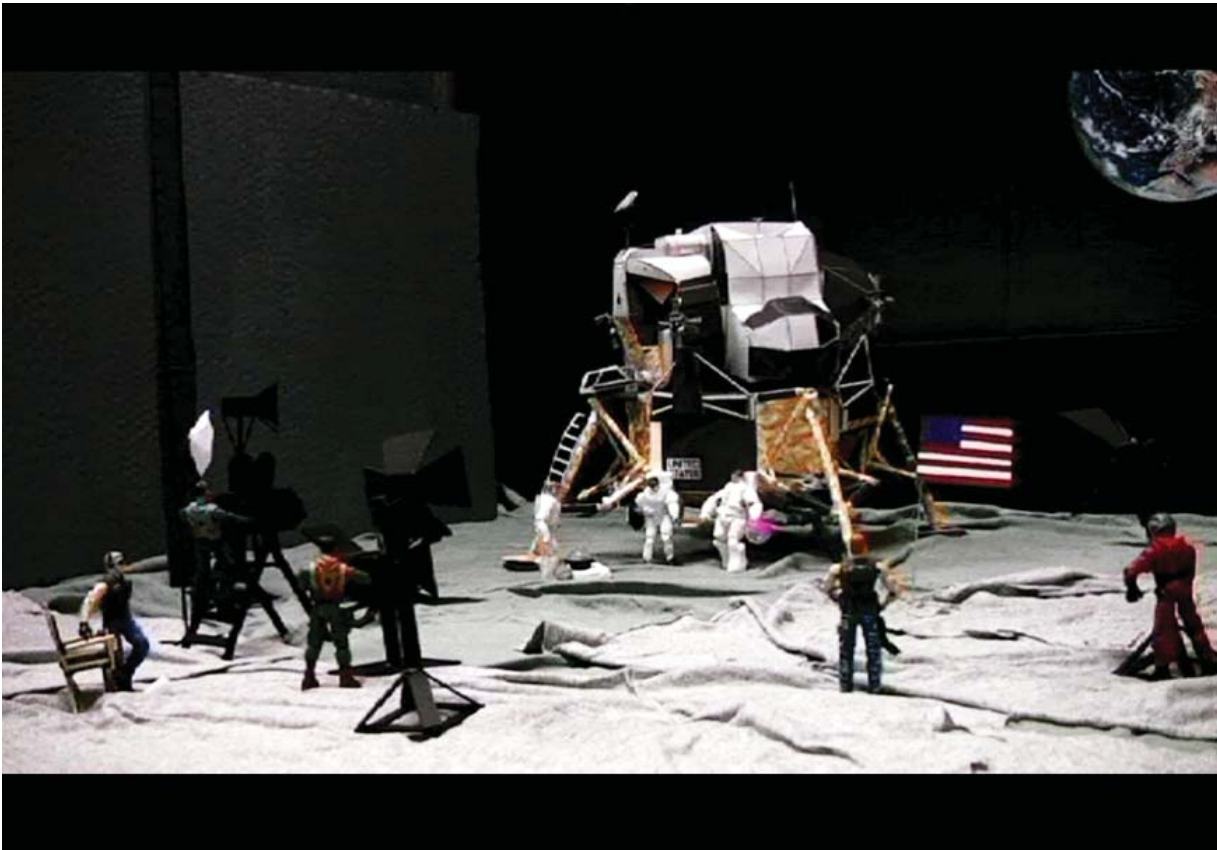
Samantha Mirabal

Bio

The daughter of Cuban immigrants, Samantha Mirabal was born on the sunny shores of Miami Beach, Florida on February 21, 1988. Growing up in the predominantly Latino community of Little Havana, she was raised on cultural values of honesty, hard work, and determination as the formula for personal and professional success. From an early age she began to draw, igniting a passion for the arts that would last a lifetime. After graduating Cum Laude from the Maritime and Science Technology Academy in 2006, she set her sights on Orlando, the second home of her childhood icon: cartoonist and industry pioneer Walter Disney. In 2011 she graduated with a Bachelors of Fine Arts degree from the University of Central Florida, specializing in animation. It was here that her passion found focus in the video game industry. She still resides in Orlando, where she is currently an artist for the “Remembrance” project, a video game designed to research the emotional relationship between gamers and the characters they play.

Artist Statement

Samantha Mirabal is a Cuban-American inter media artist whose work showcases life’s absurdities and trials through traditional and contemporary animation techniques. Heavily influenced by her heritage, her stories place an emphasis on triumph through hope and determination, while her compositions take their cue from contemporary film and video game culture.





Alyson Niewold

Bio

Alyson Niewold is currently a student at the University of Central Florida. She is majoring in animation with an interest in 2D. Born and raised in Sarasota Florida she was surrounded by sculpture, museums, and theater which helped her develop a strong appreciation for various artistic media. Her work is playful and highly influenced by nature, color and organic form.

Artist Statement

Alyson Niewold is a 2D and 3D multimedia artist. Through her artwork she aims to create a playful world that inspires others create and explore their own imagination. Intrigued by traditional 2D animation, Alyson aspires to bring back traditional techniques and push her own creative boundaries to understand the art that is animation.





Tom Olejar

Bio

Born in 1988, Thomas Olejar spent the first 18 years of his youth living in South Florida. Upon acceptance to the University of Central Florida he pursued his studies in the visual arts. After enrolling in a sculpture course, Tom became fascinated with manipulating three-dimensional forms. Tom gradually developed his sculptural skill set in a variety of areas while working towards his BFA in sculpture, such as modeling, carving, mold making and glassing (fiberglass). In search of developing a visual dialogue he turned towards his Floridian roots in an attempt at reconstructing kitsch. Tom plans to push his narrative of kitsch inspired works further. Following his Graduation he plans to attend Graduate School.

Artist Statement

My current body of work is a direct visual response to kitsch. Growing up in South Florida, I have been witness to an area where cultural development is usurped by a strong desire for tourism. This perpetuates a similar desire for the possession of various collectibles or knick-knacks for both visitors and residents alike. I am commenting on the desire for these banal objects in a bizarrely horrific yet comical manner. The objects I am attracted to, and simultaneously repelled by, are all acquired through second hand means, as the ambiguous history behind these objects hold an anthropological importance. Whereas these objects once sat proudly atop someone's mantel, now these discarded items are deconstructed in order to reconstruct their identity.



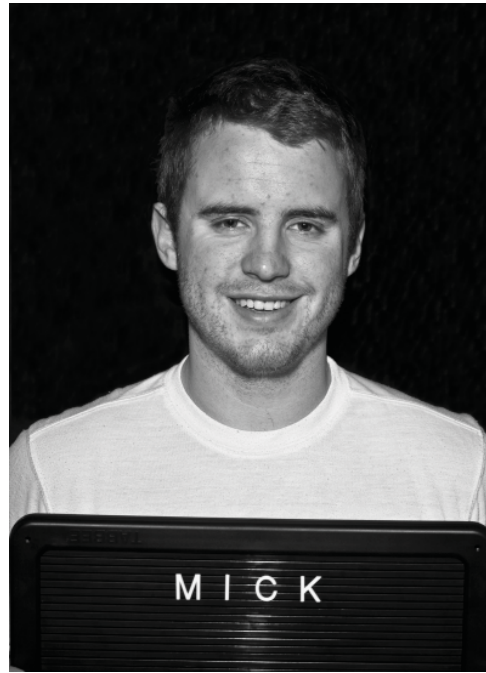


Tiffanie Pham

Bio

Tiffanie Pham creates photographs that strive to capture her subject's emotions. To quote Paul Strand, "It is one thing to photograph people. It is another to make others care about them by revealing the core of their humanness." When she picks up her camera, she always tries to keep that quote in mind and have it translate into her photographs. Tiffanie was born and raised in central Florida. She began photographing when she was 14 years old and has been honing her skill ever since through her studies at the University of Central Florida, where she is pursuing her Bachelors of Fine Arts, specializing in Photography. Her photographs pull inspiration from Thomas Ruff, Cindy Sherman and August Sander. In her work, Tiffanie combines the humanity of her subjects with her ideals regarding current events and pop culture. Tiffanie's photographs have been included in the Orlando Museum of Art's Peggy Crosby Student Gallery, in the permanent collection. She has also won accolades from the Florida State Fair, and finished Third Place in the Historic Sanford Student Art Competition.

There is an uncomfortable feeling lingering as I sleep. I roll over to acknowledge the feeling and someone is standing there, watching. He's not menacing or frightening at first, but it progresses over time. All I can see are the eyes of the figure, not moving, only watching.



Artist Statement

In today's culture, people are hyper sensitive to how offensive something can be. The term 'being politically correct' is now common jargon, when not even 10 years ago it was unheard of. My frustrations lies within those that call every little word or statement that describes race or gender preference racist or discriminatory, demanding that we must be 'politically correct'. My view is that the more 'politically correct' we are, the more sensitive we become; therefore, giving these words more power than they deserve.

This series is my answer back to those that demand for political correctness. I looked for inspiration from WeeGee and Cindy Sherman. Weegee's style of shooting is what inspired the look for this series and Cindy Sherman's satire of the rich housewives of the east and west coasts stimulated the concept behind these photographs.





Chelsea Ramirez

Bio

Chelsea Ramirez is the first of her Colombian family to be, both, born and raised in Florida. Throughout her youth, Chelsea pursued performing arts and athletics. At a very young age, she began many years of contemporary and traditional styles of dance. Throughout her latter years, she was consumed by athletics, which landed her a spot on the Varsity team at American Heritage School for middle and high school. After her freshman year of school, she became dedicated to the visual arts. She is currently a B.F.A candidate at the School of Visual Arts and Design at the University of Central Florida, drawing and printmaking. She intends to pursue post Graduate study following graduation. In pursuing her art career, Chelsea is dedicated in her belief of sharing her knowledge with others.

Artist Statement

There is an uncomfortable feeling lingering as I sleep. I roll over to acknowledge the feeling and someone is standing there, watching. He's not menacing or frightening at first, but it progresses over time. All I can see are the eyes of the figure, not moving, only watching. The series *El Muzù* draws from personal and social situations in my daily life. The concept originates from nightmares and paranoia I experience as I sleep. I am inspired by the composition and narrative of the Japanese Ghost print, particularly *Yubin Hochi Shimbun*. I find in these prints a correlation with my own fears and frustrations. The series explores a range of vulnerability from intimate voyeurism to an avert intrusion of privacy. It is a condition of contemporary society that in lowering our walls of privacy, we open ourselves up knowingly and unknowingly to be watched.





Megan Resh

Bio

I was always fascinated when I was little with illustrations, especially in children's books. Somehow, the artist always managed to reflect the words written on the page perfectly—from the simplest outline to the most ornate picture, I felt the artist did a wonderful job. I was driven to bring this same wonderment to my own artwork and began drawing constantly when I was twelve. Over time, I became interested not only in illustration, but also in animation. I wanted to bring life to my characters. My animations and my illustrations show my spontaneity at creating something inspiring.

Artist Statement

The art of Meghan Resh is thoughtful and yet also exhibits a tenderhearted view of the world. Her work showcases wide variation in line quality, the ebb and flow of curvaceous and sensitive forms over time in animation, and a palette composed of beautiful, soft, and evolving color hues, tones, tints, and shades. Her unique style exudes playfulness while also revealing a strong sense of meaning. Her charming stories remain lighthearted and ultimately, always end happily. In all, Meghan Resh creates contemporary fairy tales which relate to a broad audience in their universal longing for growth, progress, and--above all--love.





April Rivas

Bio

April Rivas's interest in art came about from a need to escape. As a teen she was introverted and found enjoyment in video games and animation. Art was an extension of this; it took her mind off things during her troubled childhood. Her artwork conveys a sense of masquerade; things may look wholesome, but have a dark side.

Artist Statement

April Rivas is an artist who enjoys mainly working in a combination of traditional and digital mediums. She is involved in many niche subcultures with unique visuals that inspire her. Her subjects are mainly young female characters which are used to explore and deal with themes that have been relevant to her life.





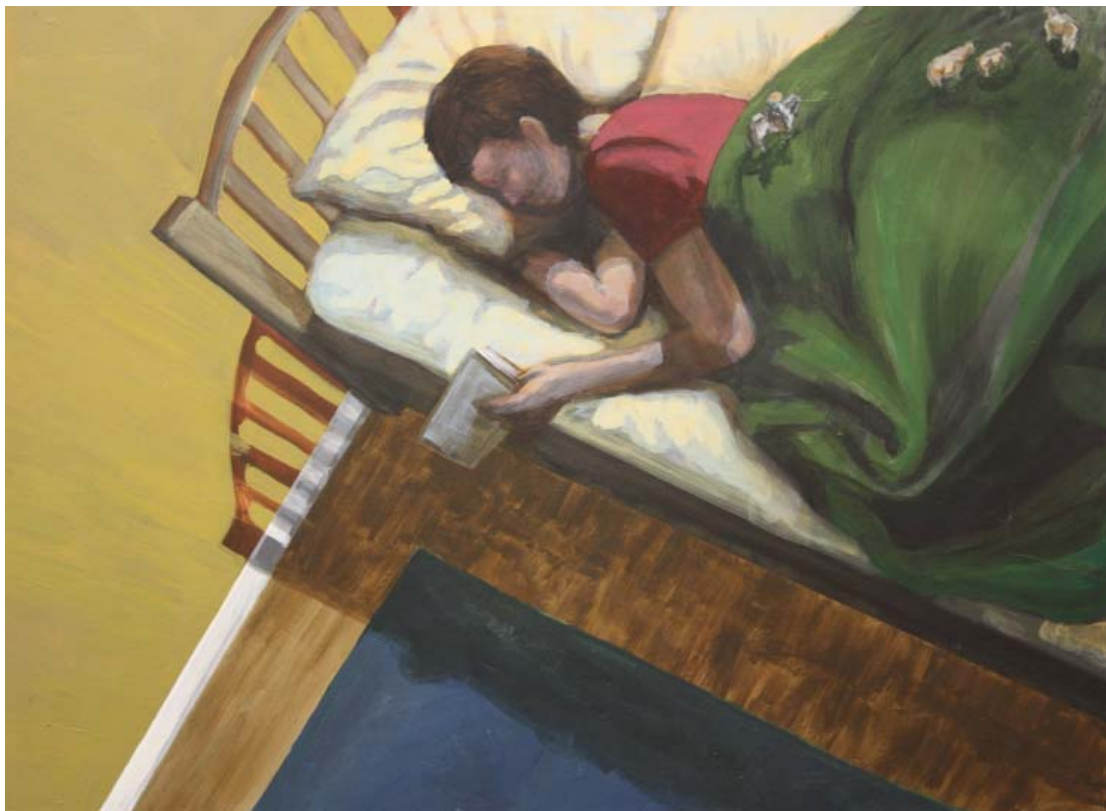
Adrienne Romine

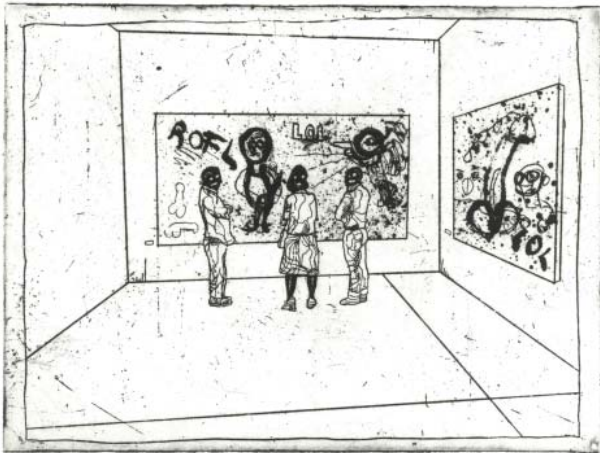
Bio

Adrienne Romine has been making art since she was small child. She is currently working toward her BFA in Painting from the School of Visual Art and Design at the University of Central Florida. After graduation she will spend the summer at the Red Gate Residency in Beijing, China.

Artist Statement

What began as a need to paint grew into a body of autobiographical work. I paint about what I know most: my life. Formal and conceptual relationships, both within the self and within space inspire my painting. My style of paint application (many thin layers) and use of color (earth tones mixed with a few bright colors) allude to the fleeting nature of the imaginary. In drawing from imagery from my everyday life I see my paintings unfold each day as my life does. I can't wait to see where they both go.





“You get some rich people lookin’ at a \$100,000 piece of art, and all they really care about is the story behind it. Your piece of art could suck, and if it has a great story, I want it!”



Will Sclater

Bio

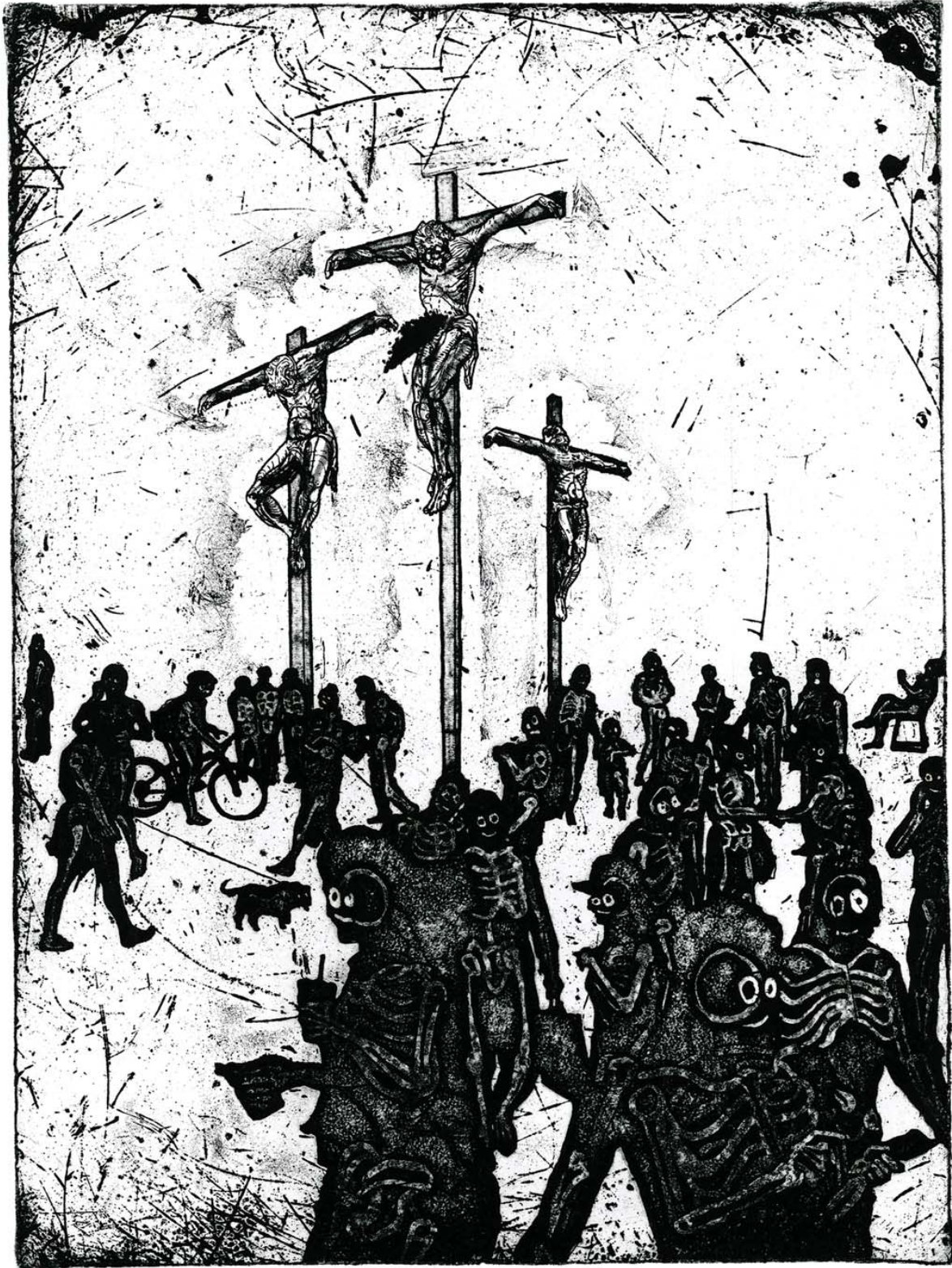
Another middle class white kid with too much time on his hands. dis-cord (dskôrd)

Artist Statement

- n.
- 1.
- a. Lack of agreement among persons, groups, or things.
- b. Tension or strife resulting from a lack of agreement; dissension.
- 2. A confused or harsh sound or mingling of sounds.
- 3. Music An inharmonious combination of simultaneously sounded tones; a dissonance.

intr.v. (d-skôrd, dskôrd) dis-cord-ed, dis-cord-ing, dis-cords

To fail to agree or harmonize; clash.”





Sydell Sola

Bio

Many experiences have been significant in the self-development and career path Sydell Sola has chosen in ceramics at The University of Central Florida. Since she can remember, she knew she wanted to do something in her life that would entail creativity. Born in the South Bronx, New York, she recognizes that her environment has had a great effect on all her aspirations. As a cosmetologist she enjoyed cutting, sculpting, coloring and styling hair. It is evident in her ceramic tile work that she is every bit a New Yorker. Themes of New York and its beautiful landscapes full of culture and diversity and memories of the Statue of Liberty, always welcoming the constant influx of immigrants, is an image for which New York is well known. Most of her artwork has New York City underlying tones. One day one of her professors stated in front of the class “Now I can understand why individuals who come from big cities depict so much from their metropolitan background in their artwork, they can’t see the stars.” At that point she states she had to smile because he understood what she has been conveying in her artwork all along.

Artist Statement

New York City is a place full of rich cultural history. As a native New Yorker my experiences are full of unique diversity. My focus in my artwork is to share the beautiful side and the dark side of the city. Ceramic tiles are the medium that I enjoy working with because they are resilient like the inhabitants and structures of the city. The lustrous glaze radiates like the New York City skyline at night. I am as passionate about ceramics as I am about city life. I enjoy each of the many steps that lead to that pivotal moment when I open the kiln after each firing and I pull out my pieces, hold them, touch them, and look at them as I watch my envisioned art piece come to life.





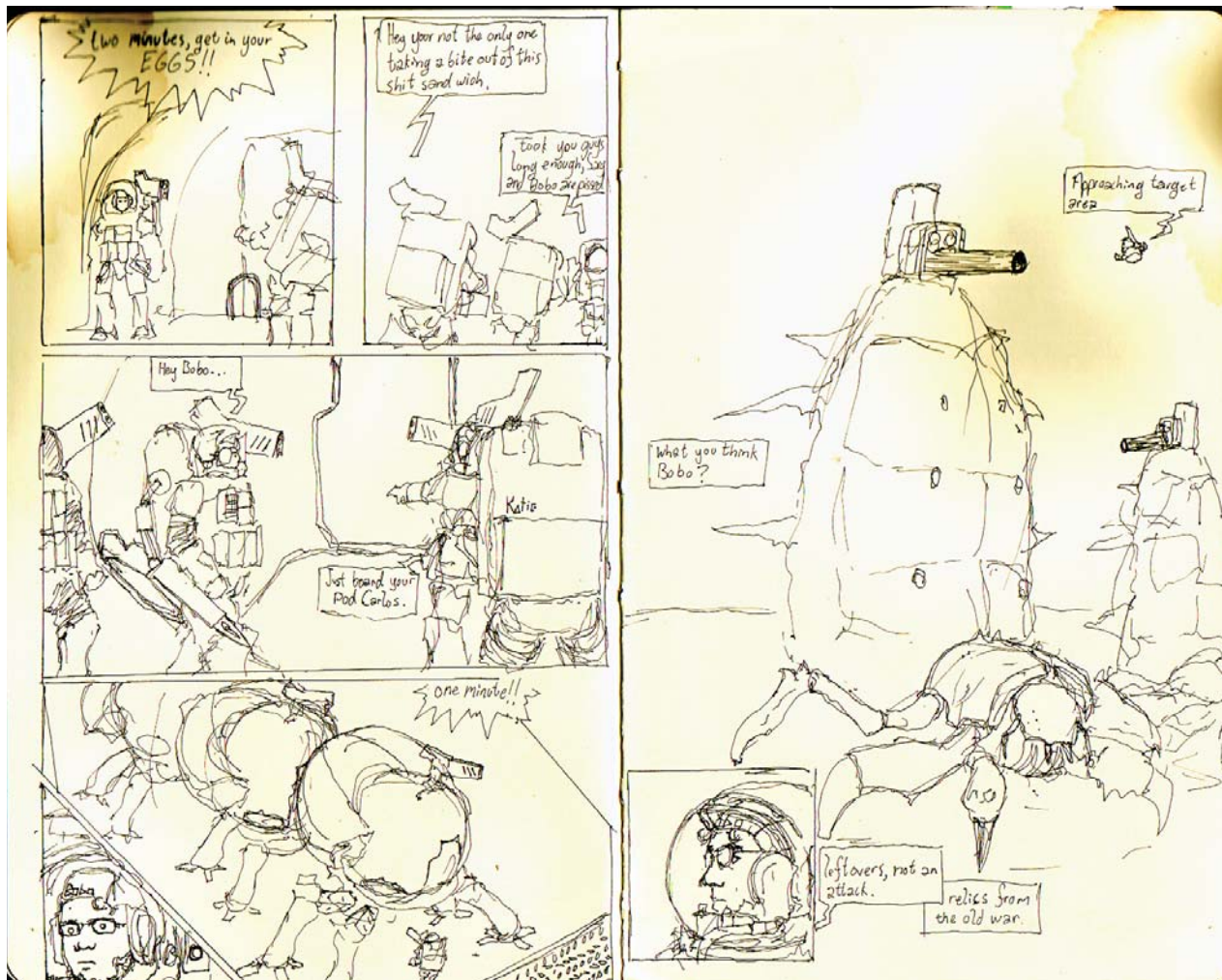
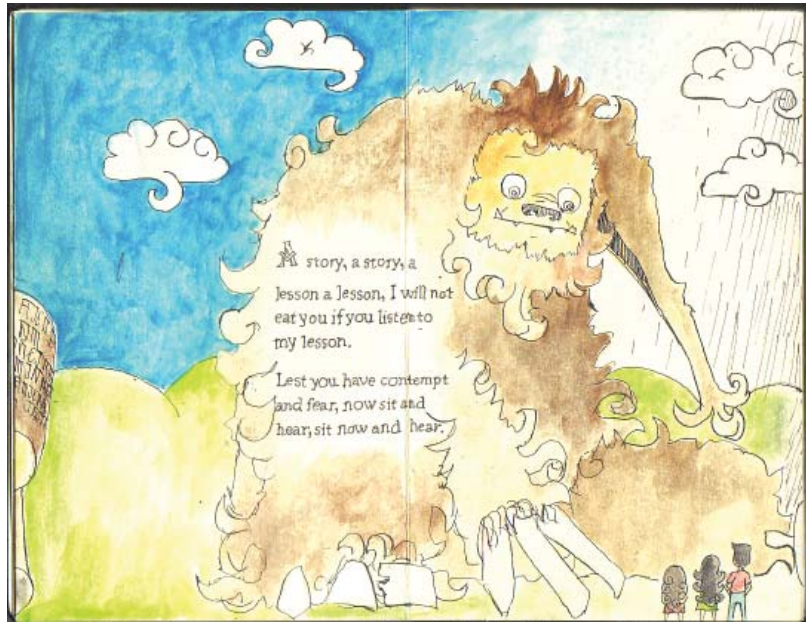
Carlos Sosa

Bio

Carlos Sosa II was born in Miami, Florida. Through his father's sheer force of will he became the eldest of three, preceding two younger sisters. Carlos was raised on an army base in San Antonio Texas while his father was a medic in Desert Storm. This would set the stage for his interest in the arts as he struggled to find a way to convey his infallible interest in male unity and combat. He eventually made it into Design and Architecture Senior High and was a film student for 3 years. After graduation he realized his interest in story telling was not in the motion picture but the depiction of pinnacle moments of major events. This threw Carlos into the path of Illustration. He took the leap at University of Central Florida and has forged a path with a determination to become one of the best Illustrators and Concept Artist in the United States if not the world.

Artist Statement

I see the world in a blurred mass of color and light, of motion and action, and of peace and tranquility. I show the way a man may interact with a god, and how a god may interact with a man. The very nature and magnitude of the natural world against man is just a small taste against the sheer insignificance of our world against what we strive to separate ourselves from, the natural world. I give voice to what we try to control, if what we tried to control would fight back.



Cody Steward

Bio

Cody Steward is currently pushing his work both in the Fine Art world and the Movie Industry. He is a BFA graduate of the University of Central Florida and is soon to be married while pushing for his Masters degree and continuing his career in sailing.

Cody “Stubbz” Steward was born and raised in the warm oceans of Florida. He grew up surrounded by nature and water. His family encouraged love and preservation of the outdoors. The beauty of nature and the possibilities it offered were used to inspire his creativity from an early age. Technology became a major influence when his family moved to Massachusetts and his father obtained his second PhD, this one in Computer science from MIT. From this point on a love of both nature and technology took hold in Steward and drove him to constantly push the boundaries of his creativity. He always recognized and loved the possibilities of 3D Animation in movies and television and was determined to make that his medium. Movies such as Tron and escaping the cave of wonders in Aladdin always had him excited. Steward could also be commonly found with his nose deep in a book. The names Tolkein and Herbert were common in his upbringing. He fell in love with the possibility of telling deep stories and it became his goal to tell such stories through images. Being surrounded by technology inspired him to use 3D Animation as his story-telling medium.

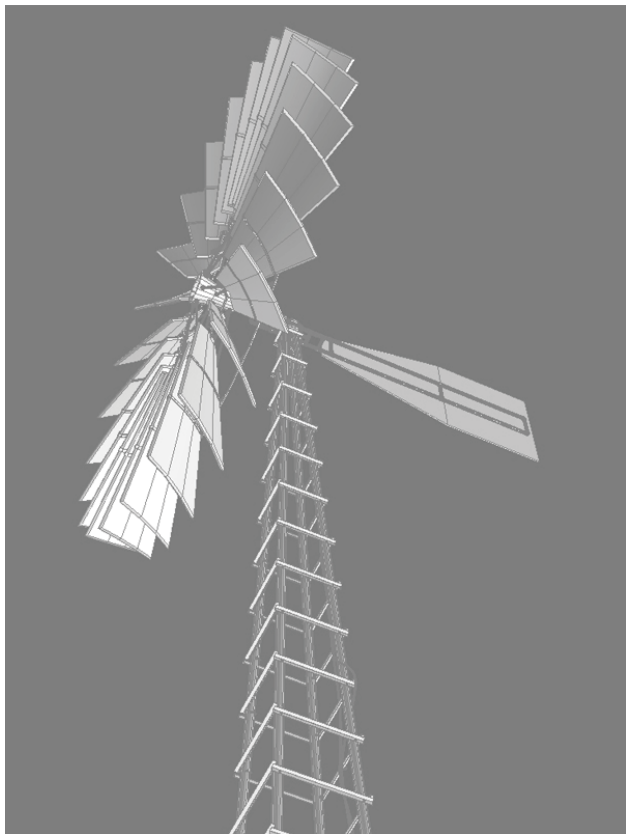
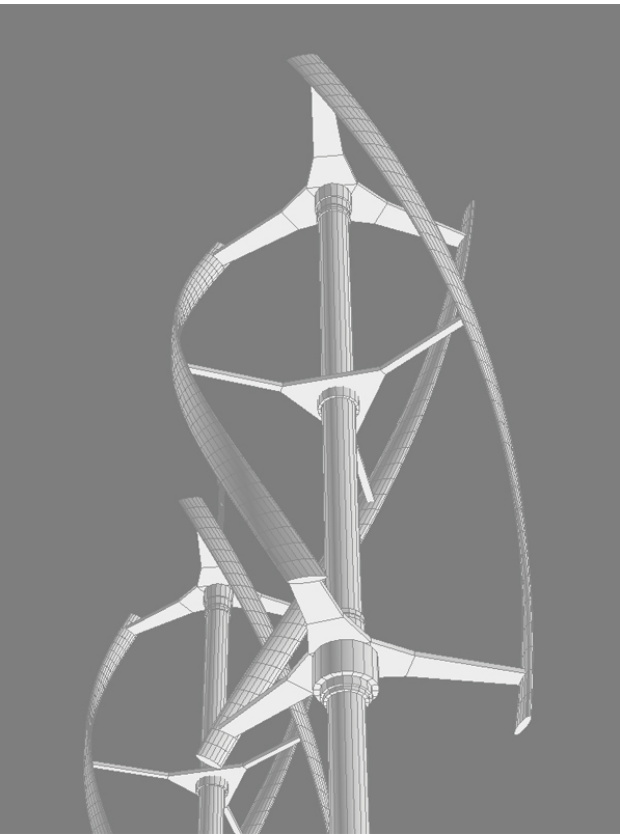
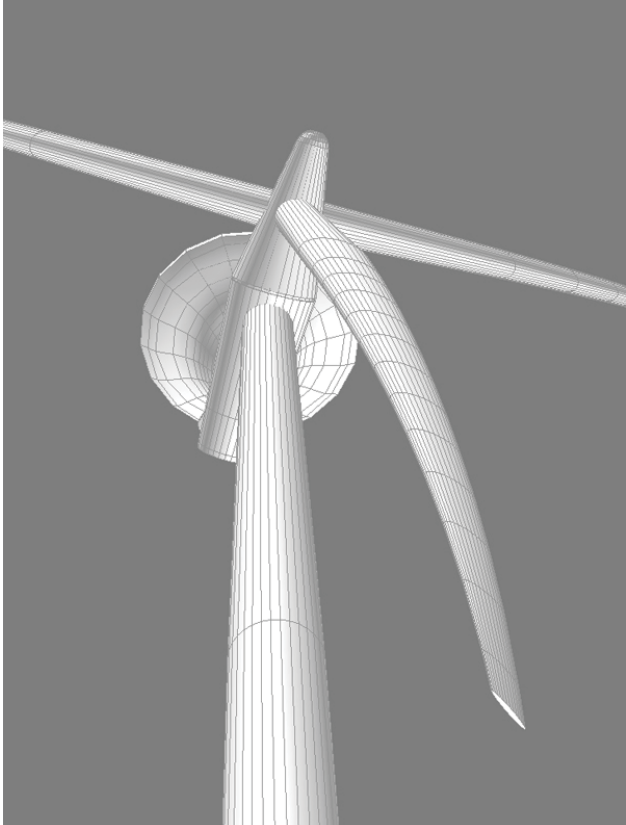
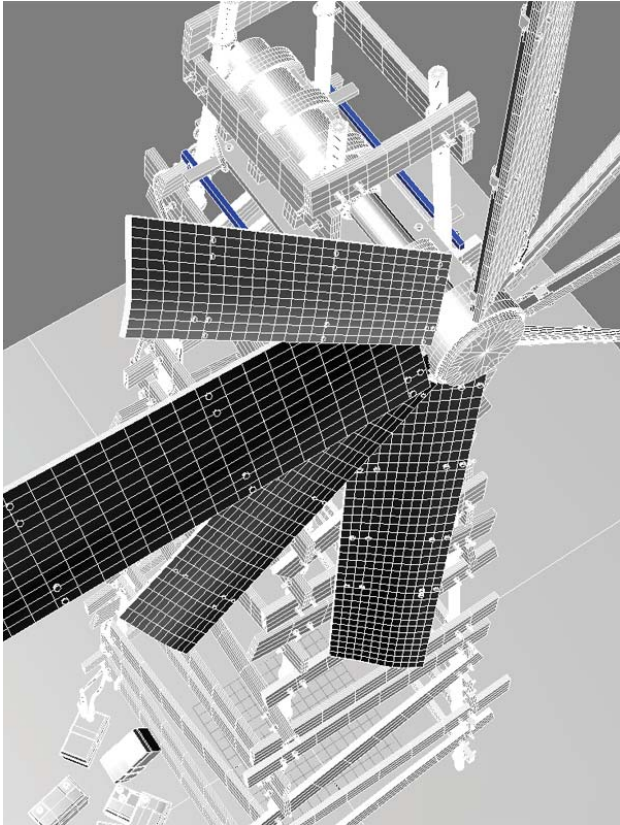
Around the turn on the millennium Steward’s love of nature was renewed when he discovered a love of sailing. His mother’s love of the ocean brought their family back to Florida and he rekindled his love of the ocean. A love for sailing grew into a lifelong passion and he began spending every free moment on the water and under sail. His higher education was

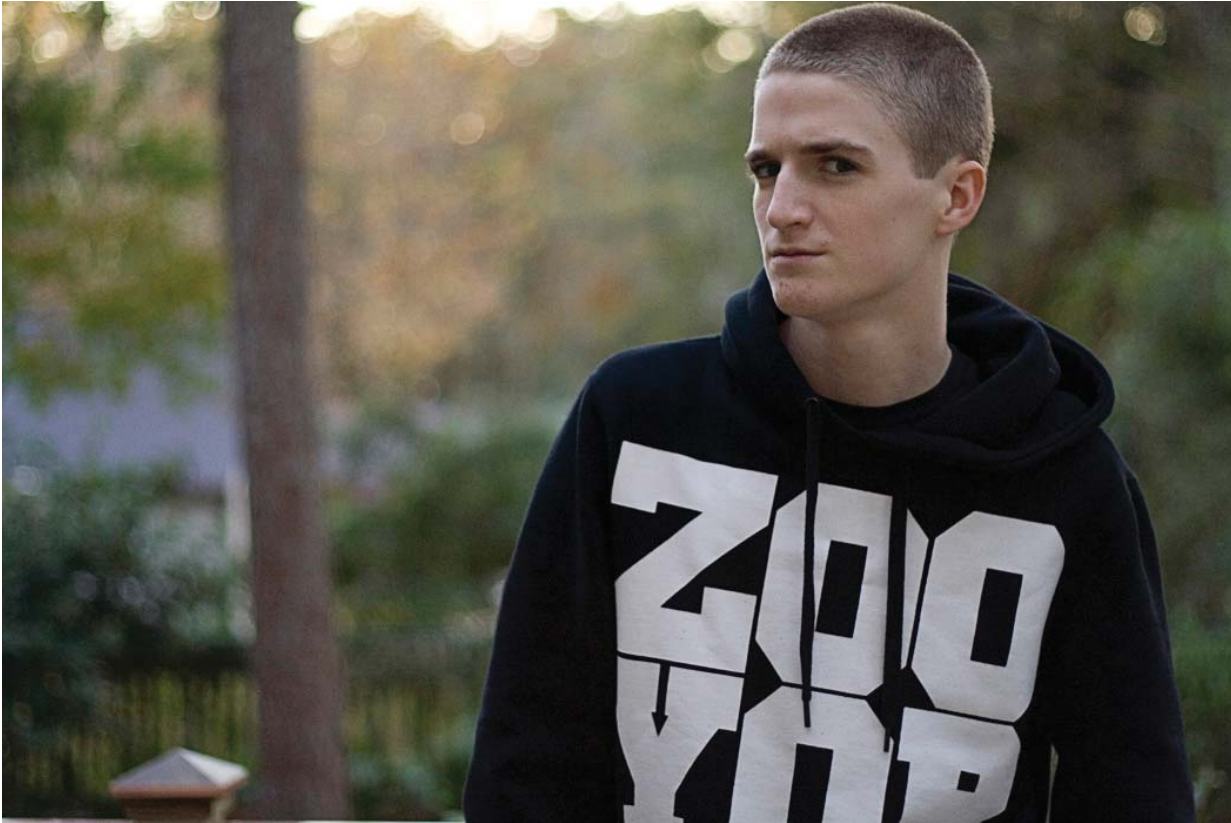
now focused solely on technology and 3D animation while his career was focused on sailing. Steward wanted nothing more than to unify these opposing end of the spectrum, technology and nature. Thinking back to the worlds created by Tolkein and Herbert he realized that combining these ideas could be fully possible in his own world. His art immediately began to reflect this realization as he began to create images that were contradictory to this world, but easily accepted in their own world. A unity of nature and technology became his focus as his knowledge of sailing was combined with his knowledge 3D Animation.

Several jobs in the Military Simulation industry have helped Steward’s technical and visualization abilities. These jobs taught him the value of creating images that fit easily into reality. The influence of realistic simulations became quickly apparent in his art. His pieces reflected the same level of realism that is seen in the Military Simulations used to train men and women serving their countries. Steward’s experience in these jobs of technology helped bring an excellent attention to detail and high level of believability to the loose and free natural elements of his work.

Artist Statement

Cody “Stubbz” Steward is an 3D designer who communicates conceptions of reality to viewers. His work is composed of fantastical, highly realistic elements. His attention to detail transports viewers to an alternate reality. His environments are sculptural, formal, and devoid of color and sound. He aspires to narrative storytelling through innovative methodology.





Elizabeth Stuebben

Bio

Elizabeth Stuebben was born in Orange Park, Florida, where she quickly took an interest in fashion and portrait photography. Fashion magazines were of constant curiosity, however she found herself interested in the photographs for their own aesthetic qualities rather than being concerned with the content in them. Having taken pictures throughout her early life, it was only once she took her first photography class in high school that she really discovered her passion for the craft. Continuing to learn and hone her abilities, she currently lives in Orlando, Florida, where she will graduate from the University of Central Florida with a Bachelor of Fine Art degree in Photography.

Artist Statement

My work is a marriage of the commercial and fine art aspects of portrait photography. While the photographs are still highly commercial in appearance, my goal is to introduce an element that goes beyond the typical professional portrait, whether it is through the addition of a prop, or the subject's action/demeanor, or the environment they are found in. This body of work has had many influences, from Annie Leibovitz's early portraiture, to Philippe Halsman and Irving Penn, and forever continues to be a work in progress.





Richard Sygni Chan

Bio

Richard Sygni Chan was born and raised in south Florida. He picked up drawing as a hobby at an early age because of his interest in comics, animations and video games. Like most people, this hobby quickly faded away due to other interests, but at the end, his determination to improve his drawing skills has brought him further than just being a hobbyist.

Since entering University of Central Florida, Richard has decided to pursue a career in illustrations. A art form that compliments his love of drawing, painting, writing and story telling. His illustrations pull inspiration from the father of fantasy art, Frank Frazetta and the romantic landscape artists, Casper David Friedrich and Joseph Mallord William Turner. In his work, Richard tries to bring his story to life by illustrating scenes and environments to draw the viewers attention.

Artist Statement

I am fascinated by the world that lies within and beyond the human minds; a world filled with stories of fantasy and dreams. Inspired by the human figure and romantic style. I seek to create a world sister to the world of Frank Frazetta, a world that transcends time like that of Casper David Friedrich. The complexity of the human figure and the beauty of transcending sceneries fills me with eager to illustrate a series of work that tell the viewer stories that will fascinate the mind.



Chris Turck

Bio

Chris Turck has been around art since the day he was born. Influenced by his aunt at a very early age, he would sculpt with clay and paint with his fingers while she would sculpt with bronze and use oils. This upbringing led him into the magnificent world of art. Years later, after plenty of art classes in and out of school, he was introduced to photography by his father. When Chris' aunt passed away, he received his first 35mm camera from her.

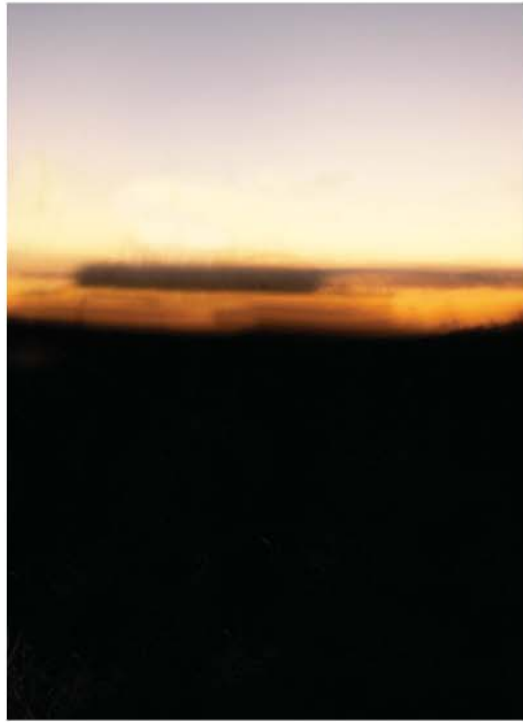
Receiving the camera was the start to a great beginning. Being raised in Tampa, Florida, he was surrounded by urbanization and people, but he still was able to find some natural wetland areas to explore. He would photograph just about anything. It became his way of expressing himself and he wanted to share his extraordinary vision of something ordinary. He then began using the darkroom and that became a place to meditate and produce art. A major turning point was when he submitted his first pieces to a juried art show in 2005 and was accepted to show for that year and the following year. On top of the juried art show, he was accepted into a National Congressional show at the Tampa Museum of Art. These experiences led him to believe that photography could be used for artistic purposes and not just documentation. Over the next few years he would work on developing his vision and creating good photographs while he completed his studies at the University of Central Florida.

Currently he resides in Orlando, Fl and is about to graduate with a Bachelor of Fine Arts degree with a specialization in photography. While dabbling in sculpture, painting, and printmaking in his spare time, his love for photography as an art continues to grow and develop. Photography is a special medium, because it

is the only art form that can truly capture a moment in time exactly as it was or a moment, with the help of current software, can be manipulated to the artist's liking. As Irving Penn said, "A good photograph is one that communicates a fact, touches the heart, and leaves the viewer a changed person for having seen it. It is, in a word, effective." Chris Turck strives to make his images effective.

Artist Statement

There is this old saying, well maybe more of a superstition, about how photographs can steal a little bit of someone's soul. Throughout the years this was experienced more in depth. Everything has a soul, and at least, the essence and the goal of photography is to capture this fundamental nature. Currently this body of work represents a style, a style of literature, imagery, seeing, and a style of living. It is a style based in the moment and living for the moment. For in that one moment everything exists and everything holds something special, a true essence. That essence can range from beauty to destruction and chaos to bliss or calm in a storm. Whether the subject is architecture, still life, organic nature, portraits or even just capturing light in some form, the goal in mind is to reveal something different about the subject, a detail most people tend to not pay attention to, this is the true essence of anything, the little details and the wide breadth of emotions that can be captured and conveyed through a lens and an image. As Hunter S. Thompson once said, "For every moment of triumph, every instance of beauty, many souls must be trampled."





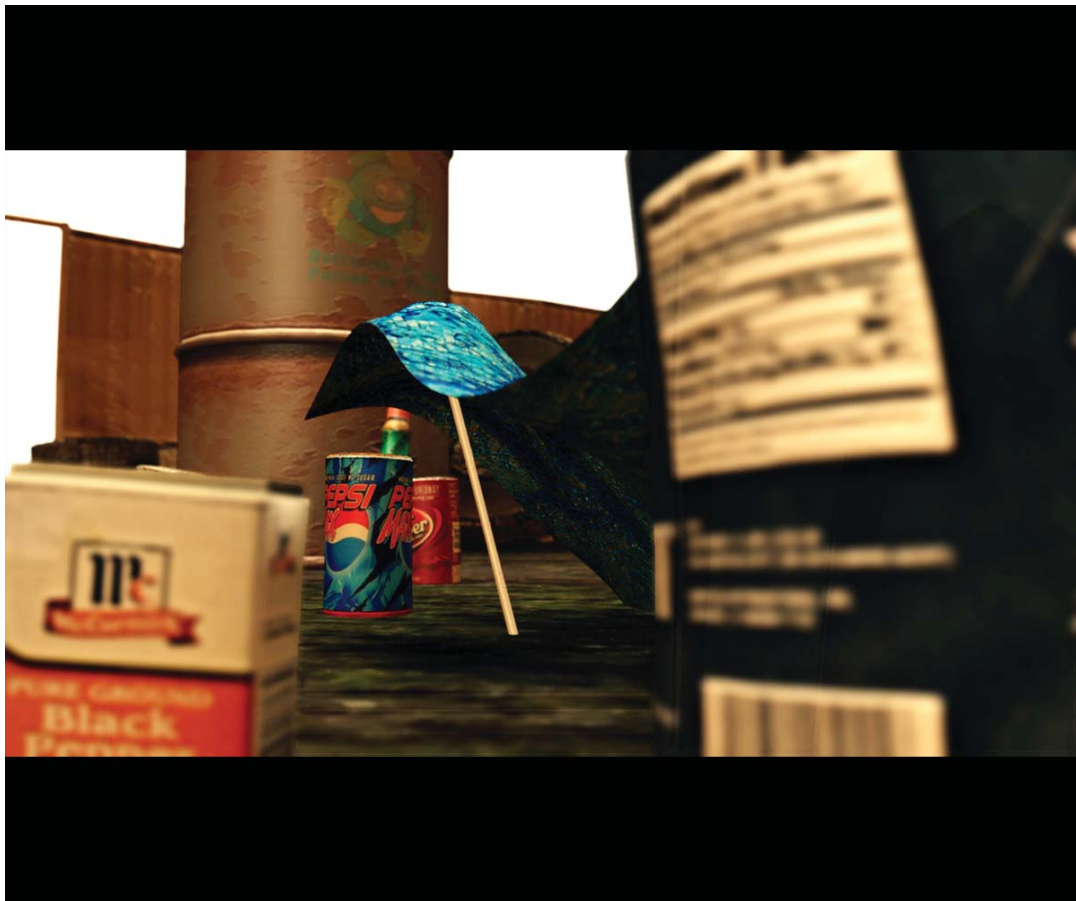
Devon Veller

Bio

Born on March 7, 1988 in N. Lauderdale, Florida, Devon Veller is an animator whose work illustrates the foundations of the principles of animation with prominent interests in emphasizing personalities and emotions through the use of movement before the aid of dialogue. Animating in such works as “Apollo11”, “Extraction”, and a complete work illustrating aspects of creative in making “RecycledHD”. Devon has always found a love for the art’s throughout his schooling life. Before leaving high school, he believed himself a computer science/engineer before realizing this would require a great deal of mathematics. Disappointed, Devon chose to accept his fall back for the art’s later realizing it should have been the first choice. Devon moved to Orlando, Florida to attend the University of Central Florida to pursue in the art’s. Wanting to remain in the game design field, he received a BFA in Experimental Animation and discovered his passion for animation.

Artist Statement

Devon is an animator/digital artist who places the viewer in worlds designed to be experienced from alternative perspectives. As an avid consumer of interactive media, he creates environments that are both familiar and fresh. Devon helps push the boundary of interactive media entertainment.



Fernanda Vianna

Bio

Fernanda Vianna was born in Sao Paulo, Brazil. Fernanda lived a very happy childhood, when she was two years old, she painted all the walls in her room using crayons; her parents thought it was beautiful. They were always incentivizing her desire to create art to expressing herself. While growing up, she decided to move from Brazil to the United States to learn about a new culture and language. Her creativity allowed her to fill her life with vibrant colors and very optimistic and fun images of a beautiful world.

Artist Statement

Fernanda creates playful themes and captures the attention of both youthful spirits and art lovers. In a multitude of mediums and endless themes, Fernanda's art provides a glimpse of her personal life experiences. She describes her works as modern, bold, colorful and happy. Her style often combines the artistic technique of pop art with the intricate compositional quality of cubism. Fernanda's inspiration comes especially from contemporary life, and she creates animations related to the world around her. Fernanda continues to fulfill her dreams with an inexhaustible momentum and she believes that art can bring together people from different cultures and backgrounds, and why inspire people to be more optimistic.

Amber Welter

Bio

Amber Welter's fascination with animation began when she was just a kid. Her Father, James E Welter was a bit of an animation fan himself, and passed this to his daughter. He would often show her Walt Disney's anthology television series The Wonderful World of Disney. Watching this show opened Amber's eyes to the animation world and encouraged her to find out more about this new medium of art. When she had spare time Amber would take out her sketch book and sketch her characters. She even drew animated versions of people around her. In high school Amber took the opportunity to take a painting and drawing class. This improved her skills as an artist. While attending Valencia Community College she signed up for a number of different mediums in art to broaden her understanding of art. Her favorite class was Human Figure Drawing. Drawing quick 30 second sketches of different human movements was a new approach to life drawing for Amber. In 2008 Amber applied to UCF and was accepted into their animation program. She learned how to work

with 3D animation while applying the 12 basic Principles of Animation.

While broadening her education in animation Amber realized that she specializes in Pre-Production, the process of coming up with characters and ideas. Her goal is to come up with creative and memorable characters for the film or industry to use. She has set her eyes on working for Disney's animation studio in the near future.

Artist Statement

Amber Welter is an artist who excels in the area of pre-production—the design and materialization of concepts and characters for use in both film and business industries. Also, Welter amplifies our perception and comprehension of motion through hybrid analog and digital processes.

Sabrianna Zaretsky

Bio

At a early age Sabrianna knew that animation was the field she wanted to explore and develop her talents in. After taking various art classes throughout public school her desire only grew stronger, but it was not until she entered the University of Central Florida that she would receive the full experience that art has to offer. Throughout her coursework she has explored a multitude of art periods ranging from the history of western art to modern art created in the last 25 years. She has also had the opportunity to learn and work within different media including ceramics, sculpture and painting, all of which has helped to reinforce her desire to become an animator. It is now as she continues her journey and ventures into the next chapter of her career, that she strives to learn about the elements of animation that can not only improve film, but also the world around her.

Artist Statement

Growing up minutes from Coney Island, Sabrianna Zaretsky used her imaginative artwork to escape the fast paced lifestyle of Brooklyn, New York. Her dream of becoming an animator began at an early age. At ten years old she was astonished by Disney's animated feature Tarzan. As an artist, her work has been greatly influenced by current and past life events. Although her concentration is Animation, Sabrianna has expressed herself through various forms of artistry: reminding people that it is okay to laugh, smile and be a kid at heart.

