ONE WORLD <3 AN EVER CHANGING MOSAIC
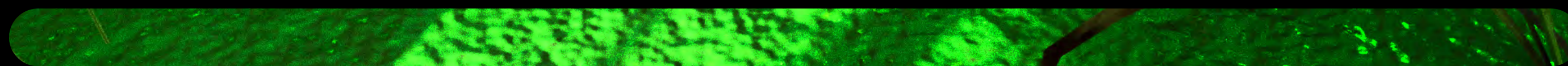
PNCA SPRING 2022 BFA GRAPHIC DESIGN SENIOR THESIS DEFENSE LIZZY WHITNEY

ARTIST STATEMENT

My name is Lizzy Whitney and I'm Graphic Design major at Pacific Northwest College of Art.

I'm always inspired by the outside-of-the-box thinking, community collaboration, and personal touches that go into each project, whether it's for a client or a personal project. I learn a lot by looking at and trying to figure out the decisions that were made by others so that in the future I can apply those thoughts to try and improve my own projects.

My work is based in typography, image making, geometry, 3D and motion. I love bringing fun and color into my designs as well as communicating an idea through my work. I hope to turn concepts into cool designs and keep growing with every opportunity I have! I enjoy being friendly, funny, and hardworking!

Outside from being a designer, I love nature, friends, music, fashion and meeting new people :)

THESIS PROPOSAL

SLIDE 1: Introduction

Hi everyone and welcome to my thesis proposal! My name is Lizzy Whitney and I'm a first-semester senior studying graphic design!

SLIDE 2: Statement (breakdown of the name)

For my thesis, I will be creating a series of 3D rendered environments that will include motion graphics and sound. They will be compiled into an online magazine that calls attention to climate change. I'm focusing on three locations in Oregon that will have three different perspectives on global warming. Each location will focus on a different aspect of climate change as well, such as wildfires, droughts, and rising sea levels.

One is the title of my project because we only have one earth and it's really important that we try and save it. I find myself thinking a lot about our existence as humans and lately I have felt very threatened with what is happening around the world. It's sad to see so much of our nature and people suffering, which is why I want to make my thesis as positive as possible. I want to bring hope back into the picture so that people can feel excited about the future. My thesis will show the contrast between reality and an ideal world.

SLIDE 3: Why?

Throughout my life, I have always been very connected to nature, whether that's getting outside and experiencing it or creating art based on wildlife. Since I've grown up with this passion, I've recently been researching more about climate change and how it's affecting the world since it's become more talked about over recent years. I believe making a project focusing on this topic will be a full-circle moment for my practice.

The 2021 UN Report stated that we are locked into 30 years of worsening climate impacts no matter what the world does. We have put too much carbon dioxide and greenhouse gases into the atmosphere resulting in a rise of 2 degrees Fahrenheit. What does this mean? It means that we will experience extreme droughts, severe heat waves, downpours, and flooding.

My hope is for people to be inspired to care about what is happening to our earth and to learn from my project. I think it's important to be realistic and document what's happening in the world, but it's also important to stay optimistic and celebrate the small victories we make by uniting on this topic. This moment in time is a real test for humanity and an opportunity for all of us to come together.

SLIDE 4: Technical Plan / Deliverables

My technical plan is to create 9 3D rendered environments accompanied by motion. I will also use sound and compile all of these pieces into an online magazine. Each location will be perceived in 3 different ways for each chapter of the magazine. For each scene, I will be focusing on a location here in Oregon that I will travel to. The first location I'm going to visit will be Deschutes National forest in Bend, and this location will bring awareness to the extreme drought they're experiencing right now. The second location will be the Columbia River Gorge to show the effects of wildfires. The third location will be Neskowin Beach on the Oregon coast, and it will bring awareness to the rising sea levels and flooding that is being caused by global warming. The way I plan to create these scenes is by researching the exact plant species from the environment. I will plug in 3d models of the plants, but tweak the colors of the scene to mix realism and creativity.

SLIDE 5: Process this semester

The process of this project has been very fun for me so far because I'm learning new programs I've never used before. I've been in an independent study all semester learning 3d and motion graphics in Cinema 4D. I have also been finding a lot of amazing 3d artists and diving deeper into the research behind climate change. Learning about how it's affecting different places in Oregon makes me feel more connected to where I live. Over winter break I will visit each place and take my own pictures to base my renders off of. I recently visited the Columbia River Gorge and these are some pictures I took. These are all very detailed and up close- I took them this way so that when I make my renders they can be as realistic as possible. I will end up going again and taking more pictures with different compositions in mind, but I already love how this project is getting me out into nature.

SLIDE 6: What is climate change?

The definition of climate change is "A change in global or regional climate patterns, in particular, a change apparent from the mid to late 20th century onwards and attributed largely to the increased levels of atmospheric carbon dioxide produced by the use of fossil fuels." The difference between climate and weather is that the weather is short-term changes and climate is long-term. Is it caused by humans? Yes, it is. Evidence shows global warming is linked to the mass burning of fossil fuels to meet an increase in human demand which started in 1880 from the industrial revolution. The greenhouse effect is when the atmosphere traps heat radiating from the earth towards space. The gasses that contribute are water vapor, carbon dioxide, methane, and nitrous oxide. Drought and heat will continue to get worse due to greenhouse gas emissions. This is mainly caused by big corporations who usually only care about capitalism and not the earth, but trying to be as sustainable as you can will help!

SLIDE 7: Research - Infographics

All of these infographics show the effects of climate change I will be focusing on. The top two discuss the effects of fire suppression. The image on the left clearly shows the difference between the use of prescribed fire and not using that technique. What is prescribed fire? "Prescribed fire is one of the most important tools used to manage fire today. The fire may be designed to create a mosaic of diverse habitats for plants and animals, to help the endangered species recover, or to reduce fuels and thereby prevent a destructive fire." It's a way to maintain an area and not lose it to these massive fires. This is an example of the kind of information I will have in my magazine and I also plan to include land acknowledgments. The infographic on the bottom right actually shows the information on the drought area I'm focusing on. The county is experiencing its worst drought in 127 years!

These infographics talk about rising sea levels. The main cause right now is melting glaciers. This will cause us to lose land over time, but right now we will begin to see a lot of flooding.

SLIDE 8: Research - Diagram (how everything works together)

This infographic shows how everything is caused by each other. There are many different issues and the three I'm focusing on are all amplified by one another. It's a cycle of unfortunate events.

SLIDE 9: Research - Question

For the next three slides, I will give more specific information regarding the effects of climate change on each location.

SLIDE 10: Research - DESCHUTES NATIONAL FOREST

For this environment, I will be focusing on their extreme drought. Droughts are water shortages that are the result of long periods with insufficient precipitation. It takes months to form and recover as well. Due to the lack of snowpack (which is basically the savings account for dry summers) the soil is much drier from the groundwater and reservoir levels being so low. The cumulative impact coming off of dry years causes the groundwater to sink into the earth and not come back out. With more warm rain it will cause the existing snow to melt early and the droughts to become longer and more severe.

SLIDE 11: Research - NESKOWIN BEACH

I have actually been visiting this beach since I was a child and my family has been coming here for generations so this place has a special place in my heart. I will be focusing on the rising sea levels and flooding that is caused by climate change. Looking at the bottom right picture you will see a ghost forest which is an interesting fact about Neskowin!

It was a former red cedar and Sitka spruce forest. Around 1700 a 9.0 magnitude earthquake hit the area. Around 1997/98 storms eroded the beach and unearthed the trees. The root cause was climate change from the rising sea levels as well as tectonic activity. When I visit the coast I want to go at low tide so I can take pictures of the ghost forest since that would be interesting to try and recreate.

SLIDE 12: Research - COLUMBIA RIVER GORGE

In these pictures, you can see the damages of the 2017 Eagle Creek Wildfire. It burned approximately 50,000 acres and this is when everyone in Oregon that I noticed started paying attention to fires. Although this was a fire caused by a boy lighting a firework, all of the recent fires are amplified by drought. Although you can see regrowth starting to happen, conifer trees, which make up a large part of our forests, cannot survive with the lack of water in the soil. Wildfires from climate change are different from natural burning which trees have adapted to! This intense burning increases insect and disease outbreaks as well. Oregon's cascade is usually wet in the winter and the coast range is usually cool in the summer, but with temperatures rising and more drought, more wildfires will happen.

All of these pictures are great examples of each perception I want to make. The top two are how the area looks today, the fire is how climate change is getting worse, and the wildflowers are the ideal world where the area has healed or never experienced climate change, to begin with.

SLIDE 14: Present World

Now I will go into depth about the different perceptions I will be focusing on. This will be the first chapter of my magazine and it will showcase what the locations look like today. For example, The Columbia River Gorge is experiencing a lot of regrowth right now from recovering from all the fires. I want the render to look realistic, but I have also decided to use heightened colors like the far right image. I think it makes the render more interesting and leaves room for more creative freedom. I plan to use bright colors in all of my perceptions. The other two images inspire me because there's a lot of attention to detail. I would like to crop certain areas of my locations (like the middle picture) to highlight specific focuses.

SLIDE 15: If Climate Change Gets Worse

This perception will be the reality of climate change and how it might look in the future if we do nothing. I love these images because they show the act of burning, but it's not depressing to look at. The colors and composition make the render really interesting. This will be the second chapter of my magazine and it will represent the contrast in my project so it's not all one tone. As I said before, it's important to be optimistic, but showcasing reality brings back the importance of this issue.

SLIDE 16: An Ideal World

The third chapter of my magazine will be the ideal world and the aesthetic is definitely more light and positive which is the goal. I want to create scenes that show the area if climate change improves in the future. I love the image on the right because of the creative colors and organic movement.

This perception is more dreamy and connects my personal views of spirituality to this project where I believe in the universe and energy. Being spiritual opens up my imagination and I feel more in tune with what's around me. Energy is really important in my opinion because it makes everything feel alive and I will incorporate it in my motion and sound to express the emotion in each piece. Spirituality definitely makes me the person I am and is responsible for why I make art the way I do. The way I connect spirituality and activism is important for my thesis because this is where I'll connect my own views to the project.

I recently took a cultural practices class that talked about spirituality and people's relationship with the earth. Humans used to appreciate and respect the earth which gave balance to life, but now people are so caught up in how fast pace our society is advancing that they forget that it's harming our earth.

SLIDE 17: Moodboard Overall

This is an overall mood board that inspires me. Softer is a residency in Denmark, but they do a lot of digital gardening seen in this photo. The Balenciaga winter 20 show was super cool because of the motion graphics mixed with the models walking through the flooded water. The sound from the show set each mood in an interesting way. This show has a powerful message expressed through the art direction. This sun and earth character designed by Alondra Orn is the face of the climate action organization she works for. I'm interested in creating my own earth character that lives in my online magazine.

SLIDE 18: Against Nature online magazine inspo

I recently found this artist and I really love how clean this website layout is. I want to have an opening page with my title and then all of my pieces below. I want it to be user-friendly, but showcase the art and the information in an exciting way.

SLIDE 19: Developed work - possible magazine layout

This is just an example of how I might lay out my magazine. I want to showcase my typography techniques in the layout- I don't want boring paragraphs. I want the magazine composition to be engaging for the viewer.

SLIDE 20: Developed work - 3d crystal

For the next few slides, I'm going to be showing you some renders I have made this semester. This is the first real render I've ever made. I spent a lot of time learning and experimenting with the materials. Each bunch of crystals has its own texture and color which has helped me learn all the different possibilities the program has to offer. The images on the left are behind the scenes.

SLIDE 21: Developed work - 3d grass

These are examples of finished renders. I learned how to use "hair" for these renders which is what you see as grass. This is one of my favorite renders because of how realistic the textures look as well as the lighting.

SLIDE 22: Developed work - 3d puff

The puffs are another "hair" example and the mountain range was a new skill for me. Working in cinema 4d there are a billion different things you can do, but it's a fun learning experience.

SLIDE 23: Developed work - plants

This is the most recent render I created and I learned how to color correct it in after effects and photoshop. This render is the first time I have worked with plant models. This is a good example of what I'm going for in my final project, and of course, it will have motion.

SLIDE 24: Presentation

For my presentation, I will have the audience face the wall and myself as I project my project behind me. I will also include a link for audience members to access after since it will be a completed website.

SLIDE 25: Lauren Martin Studio

Diving into my influences, Lauren Martin is an artist on Instagram I follow. Her art really inspires me because of how she stays so positive about important issues. All of these have to do with saving the earth, but her calm colors and friendly characters address the issues in a lighthearted way.

SLIDE 26: Ida Lissner

Ida Lissner is a 3D artist based in Copenhagen, Denmark, and she works for Softer. She makes really cool environments that mix reality and her imagination, and this has influenced my idea! Her colors are very calm, but she uses octane render to make some of her plants look like they're glowing.

SLIDE 27: Mattia Cacciatore

Mattia Cacciatore is a freelance graphic designer and art director. He works a lot with color, shape, and chrome, and he showcases a lot of type design on his Instagram page that looks futuristic. The 3d poster on the left is super rad and something I haven't really seen before. I like how he incorporated 3d into his 2d posters as seen in the middle image.

SLIDE 28: Portfolio Panacea

Moving onto my personal work, I made this sustainable clothing brand concept and named it Panacea. My creative brief was to make a brand that was designed for good. I made a small business concept that was a sustainable clothing brand.

I wanted to make cute, trendy clothes that were affordable because usually sustainable clothes are expensive and made with neutral colors.

The idea is that the fabric would be made out of recycled plastics along with other eco-friendly materials. For my graphics, I focused on animals that are currently endangered due to climate change. I wanted to make clothes that spread information in a kind-hearted way, yet still, make an impact.

SLIDE 32: Save the beavers

For this project, my creative brief was to create any kind of project I wanted for one of my design finals. I chose to make a poster, billboard, and stickers that raised awareness of endangered animals. The main animal is the beaver which is endangered because a lot of people have hunted them, but beavers are actually vital to a healthy ecosystem! My illustrations are geometric and based on the beaver's habitat.

SLIDE 33: Hawaii

My creative brief was to make an infographic for one of the US states. For Hawaii, I researched the most popular fish and flowers for each of the islands. I paid special attention to how all the plants were named because some islands use shells or necklaces instead of a designated flower to represent the island. Everything is based on their sacred culture. I hand drew each fish and each flower, and then added some information about the tropical waters and volcanoes the islands have on the back!

SLIDE 34: Habitats

I made all these pieces my senior year of high school. They are hand-drawn and filled in with markers. The set of 11 is based on different parts of nature! My thesis is the 3d version of this and I think that's a full-circle moment for my practice. How all my art usually revolves around nature, color, and shape.
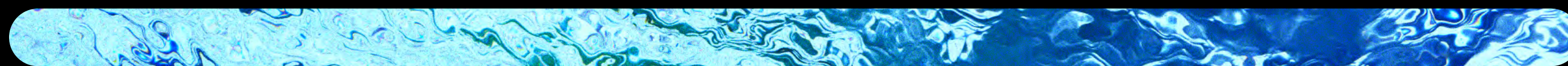
SLIDE 35: Voting

This is a voting project that was made to raise awareness about rising sea levels in Massachusetts. This is the first project I ever made that was based on climate change and I spent a lot on the research behind it.

SLIDE 36: Thank you!

Thank you so much for attending my proposal, I really appreciate it! Any questions?

THESIS ABSTRACT

THESIS ABSTRACT

One world is an online web journal that explores some of the effects of climate change in Oregon through environmental renders, as well as, provides information and resources to help educate for a better future. The information collected is to remind the viewer that there are positive solutions and efforts coming from community members.

The project focuses on two locations, The Columbia River Gorge and Neskowin beach. The Columbia River Gorge renders focus on regrowth after the damages from wildfires. Neskowin focuses erosion from the rising sea levels. There are two motion graphic videos that combine the renders for each location which has sound that I recorded at each location.

I hope that you will feel inspired about the future and learn at least one thing. This is a call to action, but also a way to document my personal experience and journey through the development of this project!

THESIS ORAL
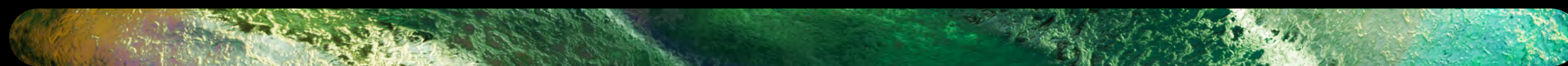
MAIN PAGE

Hi everyone and welcome to my thesis! My name is Lizzy Whitney and I'm a 21 year old Graphic Design major. My work is based in typography, image-making, geometric shapes and recently 3D and motion. I love bringing fun and color into my designs as well as communicating an idea through my work. I hope to keep growing with every opportunity I have!

The outside world really inspires me whether it be nature, music, friends or everyday life. My thesis revolves around the current state of our planet and I love visiting new places. I'm also heavily inspired by music because when I listen I actually think of different shapes the sound is making, as well as different colors, vibes and tones. This helps me think more creatively when I'm in a block, for example, I will also look at album cover designs and see how the art matches the sound and which decisions the designer made. Although my project doesn't have any direct connection to music, I cannot make work without it. Overall, I enjoy being friendly, funny, and hardworking as well as learning and meeting new people!

I would also like to thank Robert A Ryan who was my teacher last year. I learned so much from him and later in my project I will talk about the importance of native cultural practices which is what he taught. I would like to acknowledge the stolen land I'm on as well as the two locations I visited for my thesis. I'm currently living in the Atfalati, Confederated Tribes of Grand Ronde, Confederated Tribes of Siletz Indians and Kalapuya territories. Neskowin beach is on the Nestucca, Confederated Tribes of Grand Ronde, Confederated Tribes of Siletz Indians and Salmon River territories. The Eagle Creek trail in the Columbia River Gorge is located on the Clackamas, Confederated Tribes of Grand Ronde and Confederated Tribes of Siletz Indians territories.

For my thesis, I created a series of 3D rendered environments that include motion graphics and sound. They are compiled into an online web journal that calls attention to climate change. I focused on two locations in Oregon that show different perspectives on global warming. Each location focuses on a different aspect of climate change as well, such as wildfires and rising sea levels. I made a web journal so that my art can be shared with others all over the world since I believe art is a great communication tool in this global issue. I see my thesis as a call to action, as well as a journal that only I could make.

One World is the title of my project because we only have one earth and it's really important that we educate ourselves and try to save it. I find myself thinking a lot about our existence as humans and lately I have felt very threatened with what is happening around the world. It's sad to see so much of our nature and people suffering, which is why I have focused on specific positive outlooks for my project.

Throughout my life, I have always been very connected to nature, whether that's getting outside and experiencing it or creating art based on wildlife. Since I've grown up with this passion, I've recently been researching more about climate change and how it's affecting the world since it's become more talked about over recent years. I believe making a project focusing on this topic will be a full-circle moment for my practice.

The 2021 UN Report stated that we are locked into 30 years of worsening climate impacts no matter what the world does. We have put too much carbon dioxide and greenhouse gasses into the atmosphere resulting in a rise of 2 degrees Fahrenheit. What does this mean? It means that we will experience extreme droughts, severe heat waves, downpours, and flooding. The 2022 IPCC report was recently released and the news is that humanity is not on track to keep climate change within the 1.5 degrees Celsius or 2.7 Fahrenheit "safe zone." Although this sounds like we're all doomed, I want to bring hope back into the picture so that people can feel excited about the future. Climate change is an ongoing conversation and we aren't past the point of no return just yet, it is important to stay updated, give land back to indigenous people, hold big corporations accountable and do whatever we can to make a better world.

I want people to be inspired to care about what is happening to our earth and to learn from my project. My 3D renderings are a mix of abstraction and realism because I think it's important to be realistic and document what's happening in the world, but also to stay optimistic and celebrate the small victories we make by uniting on this topic. This moment in time is a real test for humanity and an opportunity for all of us to come together.

During the development of this project I thought a lot about how the earth continues to change and recover and wonder how deeply are we humans connected to the earth? The way I will be personally connecting myself to this project is by being spiritual, which opens up my imagination and I feel more in tune with what's around me. Energy is really important in my opinion because it makes everything feel alive. I have incorporated it in my motion and sound to express my intuition and intentions. It helps me trust myself that I'm creating to my best ability by going with the flow and that I'm doing the best I can with what I have.

Spirituality definitely makes me the person I am and is responsible for why I make art the way I do. The way I connect spirituality and activism is important for my thesis because this is where I'll connect my own views, while still being specific with research to back the science in my project.

When I visited the gorge I practiced "forest bathing," which is a term that emerged in Japan in the 1980s. I read a national geographic article that stated, "The purpose was twofold: to offer an eco-antidote to tech-boom burnout and to inspire residents to reconnect with and protect the country's forests." I embraced this form of ecotherapy when I traveled there. Breathing in the clean air and feeling the sun on my face was super nice being that deep into the forest and away from societal life. Since all my time creating my art is on the computer and staring at a screen all day it was great to spend a day in nature and consciously connect with what has happened and think about the importance of why I'm making my project. When I walked through the Eagle Creek trail I was quite literally walking through the burn. There are still fallen, charred trees everywhere. I also felt very connected to history when I went to Neskowin, it was wild to see the ghost forest that has been buried for so long in the sand.

When it comes to my actual art I was also very specific. All my renderings are abstract takes based on real scenes from pictures I took. I also focused on taking a lot of zoomed in pictures that focus on texture and detail which I used as the displacement maps for all of my abstract forms. I used the program cinema 4d and redshift to make my renders. Displacement maps are used to add detail without having to model by hand. In this case, I would import pictures I took that had texture details and then I would map them onto my object until I was satisfied. I also took videos which are used for the sound in my motion graphics. For the realistic plant plugins I tried my best to use the plants that are actually found in each location.

As I mentioned earlier, I focused on two locations. Neskowin Beach on the Oregon Coast and the Eagle Creek Trail in the Columbia River gorge. Since Climate change has a lot of different topics I wanted to focus on specific parts of each location. The general theme of the coast is the concerns of rising sea levels, but since a lot of different issues come with that I decided to focus on the erosion and ghost forest in Neskowin. The Ghost Forest was a Former red cedar & Sitka Spruce Forest and the root cause was rising sea levels. In 1700 there was a 9.0 magnitude earthquake that hit and buried the whole forest in sand for centuries until storms in 1997 and 1998 eroded the beach and unearthed the trees. Today if you visit at low tide you can see the ancient stumpy remnants of the trees sticking out of the sand. To stop erosion, the community in Neskowin has imported huge rocks all across the shoreline to protect homes from the ocean.

The Columbia River Gorge's overall theme is the impacts from the wildfires. I focused on the Columbia River Gorge's Eagle Creek Trail where the huge Wildfire happened in 2017. It burned approximately 50,000 acres.

Oregon's cascade is usually wet in the winter & the coast range is usually cool in the summer, but with temperatures rising and more drought, more wildfires will happen. Since we're in a drought, the fires are burning hotter and the plants cannot withstand them.Trees have evolved to withstand regular fires because it actually helps them to regenerate, but these climate change fires kill everything.

There's also a new term called zombie fires and new research shows that zombie fires smolder underground through winter months. These fires will result in an increase in insect/disease outbreak and reshaping Oregon forests because conifer trees cannot survive with the lack of water in the soil. Although fires are getting hotter and more dangerous, not all fires are bad. I wanted to make art, but also have information and resources so that we can actually make a difference.

My thesis has actually changed quite a bit from my original proposal. Last semester, I proposed three locations here in Oregon, as well as focusing on two different perspectives. I was originally going to visit the Deschutes National Forest in Bend Oregon as well as Neskowin and The Columbia River Gorge. I was going to focus on the droughts, rising sea levels and wildfires, but when I actually started my project I realized that I didn't have enough time to do all three locations. In the past few weeks my mentor suggested focusing on one location, but I knew that I could get two places done. It was important to me to show how this issue is affecting all parts of our lives. I decided to cut Bend out though because the drive alone was 4 hours away and Climate Change is all connected anyway. When I talk about the wildfires in the Gorge, I'm also talking about droughts because that is why the fires are burning hotter.

I also changed the perspective of my project. In my proposal I was going to show each location in 3 different perceptions: The present world, if climate change gets worse and an ideal world. With further research and the making of this project I decided to just focus on one perception: An Ever Changing Mosaic, which is the second part of my title. As I said, climate change is an ongoing problem so it didn't make sense to have different sections for the present and if climate change will get worse because it is and it's happening everyday. I was going to have very realistic renders contrasting more creative dreamscapes where I would play with color to get the tone across in each perception, but I just decided to make all my renders have a mix of warm and cool colors, as well as, realistic 3d photogrammetry and organic forms.

Lastly, I was going to make an online magazine, but I decided to make an online web journal instead. It acts like a website, but it lets me be more creative and add more of my process. Since I visited each location I have my own pictures and videos which the viewer will be able to see what my renders were inspired by. Since I'm also talking about my views on spirituality and my connection to the earth I wanted to make a web page that looked clean and professional, but also had my own touches.

When I proposed, my target audience was everyone since this is a global issue, and my goal is to still educate and share with as many as I can, but my new target audience are people who know my two locations. I want them to think of their time and connection to the two locations and to think of their own memories, but through my perspective. I would also target the music community and anyone who creates listening to music. As I said, it's not directly related to my project, but I think most creatives relate to this shared passion. When I was trying to pick the colors and make my art look positive I was thinking about how certain songs made me feel.

III. Project Description + Process of Making/ 15 minutes

Now I will talk about my web journal more in depth.

1. The first page is the beginning of my website. It has my title at the top, as well as a render I made last semester. I wasn't originally going to include this render, but it was my first ever digital gardening piece and I think it's nice to show my journey as a 3D artist. I can see how much my work has changed in such a short amount of time. I also wanted to include a 3D render because I wanted to catch the viewers attention right when they open the website. I did a lot of research on web design and how to layout the slides, during this process I only liked the ones with a strong opening page, as well as the scroll option.

2. This second page is my "about" page. I have a little description of what this project is and why I made it. It states, "One World" is an online web journal that explores some of the effects of climate change in Oregon through environmental renders, as well as, provides information and resources to help educate for a better future. I hope that you will feel inspired about the future and learn at least one thing. This is a call to action, but also a way to document my personal experience and journey through the development of this project!" On the right I have a baby picture of myself from when I lived in Colorado. I wanted to include this picture because it shows how I have loved nature my whole life and how my parents were always really great at spending time outdoors. We used to live in Basalt which is 20 minutes down valley from Aspen and there are a lot of different things to do outdoors there. In my midterm panel, Bijan told me to think about using a photo treatment to tie all my images together that weren't 3D. This baby picture has a soft light effect because I wanted it to look dreamy which is how spirituality makes me feel. Awaken by Big Wild is a very sparkly song and has helped in a way

because it's how I remind myself of personal memories. I think about how the song makes me feel and what kind of colors and shapes I can hear or see from it and I tie it to my design decisions. I'm pretty sure I have color synthesia too, but I'm not entirely sure.

3. This third page is the table of contents. I didn't originally have this, but my midterm panel thought it would be good to have a base home page since I had an infinite scroll. This way people could either scroll like they're reading a journal or go back and go to the section they want. Even though I have switched gears into 3D and motion, I'm still a graphic designer so I wanted to have a system for my website that was user friendly. I took this picture at the Gorge and this photo treatment will be seen on all the other pictures that are main pages.

4. This fourth page is a landing page. This acts as a way to enter each parallel. The gorge image is an aerial view of one of my renders and the Neskowin image is a zoomed in render as well. I originally had gradients, but I wanted to make my decisions more specific and add more 3D to wherever I could. I really love the textures and colors.

5. For each parallel I have the title of the location and a video that I took while at the location. While hiking through the Eagle Creek trail there are some cliffs and when I stopped to take a break I saw this white butterfly. As a spiritual person I believe in different signs and meanings. The meaning: "White butterfly is a representation of purity and celestial radiance. When confronted with life-altering decisions, white butterflies appear. Seeing a white butterfly is a sign that you're becoming more conscious of yourself and that you're progressing in your mental development. You can tell when you see a white butterfly because the color white symbolizes purity and growth." My mom always sees them, but I think this meaning speaks to the importance of my message.

6. "The Burn" is my first render of 6 I made for this project. I wanted to create a scene that showed the fallen charred trees I saw when I visited, but I wanted to show that plants are starting to regrow. The texture of my bark comes from an image I took at the gorge which I then used as a displacement map. While learning 3D I realized that lighting the scene is really difficult for me, but I figured out how to make these warm gradients that look inviting. Towards the left I also have a spotlight on the plants to highlight the regeneration and texture of the bark. My bark texture also has a gradient which is how I highlighted the burned forest. I upped the contrast on the black vs brown color so that the burn was clear.

7. "111: New Beginnings" is my second render. This is based on the lower punchbowl falls. When I visited there were a lot of trees that had fallen into the water from the fires. The organic shapes in the water represent the fallen trees. I chose the colors orange, pink, purple and yellow because these warm colors and melted shapes remind me of fire. I made my own landscape as well as incorporating realistic photogrammetry. I love how the realistic rock contrasts with my more abstract shapes. I was originally going to make all my scenes super realistic, but it put me into a creative block for a very long time. This render is inspired from a piece I made last semester that had a totally different composition, but I realized that being more creative was more fun for me and what I loved doing. That's why I have a mix of abstraction and realistic pieces now.

8. "Bloom" is the last render I made for the Gorge. This render is based on a picture I took that showed a burned tree stump and plants growing all around it. I made a very abstract branch by exploding a sphere and then playing around with the rotation until I liked the way it looked. I don't mind if the viewer doesn't entirely know what it's supposed to be because I like when I look at art and have to think about it. For this render I really focused on my digital gardening and tried my best to add plants that were found in the actual area. I wanted to show the amount of regrowth that has happened so far.

9. The World Is Yours" is my motion graphic that combines all of my gorge renders together. I focused on camera cutting to show off more of the scene and a way to get a closer look at the details. 3D is still a learning experience for me since I've only started last year. For example, I didn't plan to have my tree stump moving in the first shot, I was wondering why it took 7 hours to render, but when I clicked play then it made sense. It's a happy accident though because I like how cool it looks. In the last shot I have the water moving too and it reminds me of jelly which adds to the abstraction. Lastly, the sound is from a video I took while being deep in the forest of the birds chirping.

10. Before we go into the Neskowin renders, I have this page to break up the two locations. "Solutions: How to stay optimistic about the future" is where I'll be talking about positive solutions people have in each community. These solutions connect to my positive outlook.

11. This page talks about the importance of traditional fire practices. I have a few quotes from the article I linked at the bottom of the page. Fire management is starting to bring back prescribed burns which really help limit devastating fires. I'm a visual learner so I also included images.

12. This page is about breakwaters which are the big rocks that line the shore of Neskowin. I linked a video that the viewer can watch, but I also quote and summarize it. The population in Neskowin is very small, but they formed a committee to help save their community. Neskowin is a beach my family has been going to for generations since the early 1900s! Since climate change has become more talked about my family members are shocked from how much the beach has changed and how far the shore has come in. When I visited with my mom she was talking about how the waves have come in close to a mile since my grandma was a kid. The Neskowin coastal hazards committee has imported all these huge rocks to limit coastal erosion from the waves hitting the shore so hard.

13. Now we can get into the Neskowin renders. This video is of proposal rock which is iconic to the area. If it's low tide you can climb it, but be careful because there's a cliff at the top with no railing. On this side of the rock you can see the ghost forest at low tide.

14. "Ghost forest" is my first render for the beach. I used the same exploded sphere but played with size, rotation, color and texture. I actually somehow got the same arch as proposal rock has if you look at it from the right. The green stumps represent the ghost forest coming out of the sand at low tide which is why I have the water and sand in pools like that. The sand is the same texture from a picture of sand I had.

15. "Underwater" is my second render that is an abstract take on erosion. I have the water below and this abstract sand structure that has floating pieces that have been taken out by the waves. The pieces in the sky act as clouds too and reflect off the water below.

16. "Breakwater" is my last render and focuses on the rocks that were imported. I have the waves coming in with a landscape in the background.

17. "Dovish" which means to be inclined to live in peace and not war is my motion graphic focusing on camera cutting and the waves coming in. I wanted the camera to move through scenes, as well as highlight rising sea levels. The sound is from a video of the ocean I took!

18. "Mother Earth" "Know Your Home" is a page where I decided to add fun facts that are not directly related to my locations, but talk about positive solutions around the world.

19. Fire Loving fungi were interesting to research about because it brought hope back into the picture. I want people to understand that wildfires can be devastating especially with climate change getting worse, but that not all fires are bad. These mushrooms eat the charcoal and allow new plants to grow.

20. Mangroves are a tropical tree that I recently learned about that suck the carbon dioxide out of the air. Nature can be a tool to stop climate change if we allow it to recover. Again, at the bottom I have another link and a different image of another 3D render I made.

21. This section is where I'll show my process or behind the scenes.

22. These pictures correspond with my renders. So if you look at the titles you will see each picture that inspired my render.

23. These are the videos I took that correspond with my renders as well. This is the part of my project that feels like a real journal and I think it's important to see what I saw and how I decided to recreate it.

24. These are the pictures that correspond with my Neskowin renders.

25. These are the videos!

26. This is my process when it comes to the language I was using. It was quite hard for me, but making lists was helpful to me. This is how I came up with my titles! The image is an aerial view of my "Bloom " ground as well.

27. Here are some more language and angel number meanings. I wanted to include this because it connects to my spirituality and one of my titles has to do with 111. This image is an aerial view of my "underwater" 3D render.

28. Here is a playlist I made during this project. It's a collection of songs that remind me of nature or nostalgic parts of my childhood. These sounds inspire me through color, shape, and feeling. I linked the playlist as well!

29. This is my last page where I include another 3D environment I made last semester. This is also one of the first ones I made and I think it looks good as a closing image.

IV. Influences/ 5 minutes END PAGE

Now I will talk about some influences.

Ida Lissner is a 3D artist based in Copenhagen, Denmark, and she works for Softer. She makes really cool environments that mix reality and her imagination, and this has influenced my idea! Her colors are very calm, but she uses octane render to make some of her plants look like they're glowing. A lot of her work is found in Broccoli Magazine that is based here in Portland.

Hugo Richel is a director, artist and designer from France. I recently found his work and he's an amazing 3D artist. He's worked for some big brands like Adidas, Balenciaga, Samsung and Valentino, but I love his work for the Peacock Society. I was really inspired by his use of color and texture, as well as his mix of abstract forms and realistic plants. His motion and character design is also insane.

Lastly, Paul Milinski is the one who got me inspired in the first place since I saw his art all over pinterest. He is a 3D artist and designer based out of Melbourne, Australia. He has made amazing work for Cartier and I love all his natural environments. His work is mostly dreamscapes with soft colors, realistic plants and a futuristic feel. He also incorporates a lot of architecture into his designs. His instagram handle is linked on my playlist page since I use one of his art pieces as my playlist cover.

My next steps for this project is to make the website live! A part of my journey was that I only learned 3D last semester in my independent study with my mentor. Since I'm still a beginner there was a lot of learning and troubleshooting I had to do. A learning experience was that I've never made a website live before and I started on Cargo which is a website builder for designers. I ran into the issue that I wouldn't be able to have sound which was important to me to have in my motion graphics. With that being said I recently had to switch from using Cargo to Keynote. One of my midterm panelists, Jonah suggested that I should use Keynote because it would allow me to have more creative control. At the moment this web journal looks like a presentation, but all the buttons work like how a website would and my live website would have a scroll.

After my thesis I plan to keep adding to this website. I want to visit nature more and make more 3D renders. I plan to add information too, maybe how I felt in the area while I was there or other information regarding climate change. I want to have my own domain which I will link to my basic website that has the rest of my portfolio. I think this project is a great extension to my portfolio because since it will have its own domain it will show that this is a complete idea that is already existing in the real world. I will also update it in real time with new projects which is how a normal journal exists. I also think 3D and motion is the future of design and I've seen a lot more in advertisements and projects in general recently. I hope to improve my skills in a summer internship or in my future job.

Today's society is heavily influenced by social media and the internet in general. By making my project digital and something that is accessible to anyone who has a device, it makes it easier for my project and call to action to be shared on a global scale and doesn't create waste.

I really enjoyed making this project and value everything that I have learned. Being in nature helped me in a lot of ways such as feeling the sun on my face and wanting it to shine like that in my renderings or feeling the burned bark and heightening the sharpness of the texture. Spending a whole year on one project made me step back at times as well as revisit areas I burned out on at the time. It gave me time to conceptualize and really think about the decisions and intentions I was making with this project. Climate change is a universal experience and I know everyone has experienced something from it, but after creating my work I do believe we can make a difference. There are a lot of solutions to our problem. We just have to act on them sooner rather than later. I'm a very positive person and try to stay optimistic about everything and hope that everyone will be inspired by my project to do so too.

I would like to acknowledge those who have supported me throughout the development of my project. I would like to thank my panel for taking the time to come to my defense, as well as my mentor, Zak Margolis who has helped and supported me throughout the year. Thank you to KRB for always being there for me and pushing my creativity into different realms. To Bijan and David for being huge design influences. To Phoenix who worked with me my highschool senior year before I started here, as well as all last summer. To all the other design faculty that have helped me the past four years. Thank you to my family who have always supported my art career and my well being, I love you all. To my fellow friends in their own thesis, Emma, Eva, Julia, Madd, Quandre, and Brigit. To my other besties, Blaze, Juliet, Paige, Lucas, Anna and Z- I'm so glad I've made so many new relationships as well as staying strong with the old ones. I really appreciate and love our support for each other. Lastly, to everyone in the audience- thank you for coming and I hope you enjoyed my thesis! Now I will open it up to the panel for any questions!

CREATIVE BRIEF

Concept:

For my thesis, I will be creating a series of 3D rendered environments that will include motion graphics and sound. They will be compiled into an online web journal that calls attention to climate change. I'm focusing on two locations in Oregon that will have one ever changing perspective on global warming. Each location will focus on a different aspect of climate change as well, specifically wildfires and rising sea levels causing erosion.

One is the title of my project because we only have one earth and it's really important that we try and save it. I find myself thinking a lot about our existence as humans and lately I have felt very threatened with what is happening around the world. It's sad to see so much of our nature and people suffering, which is why I want to make my thesis as positive as possible. I'm going to talk about specific issues that are happening in each location and write about how people in each community are coming up with solutions and managing in a positive way.

Why?

Throughout my life, I have always been very connected to nature, whether that's getting outside and experiencing it or creating art based on wildlife. Since I've grown up with this passion, I've recently been researching more about climate change and how it's affecting the world since it's become more talked about over recent years. I believe making a project focusing on this topic will be a full-circle moment for my practice.

The 2021 UN Report stated that we are locked into 30 years of worsening climate impacts no matter what the world does and the IPCC 21 reports are all worst case scenarios.

My hope is for people to feel connected and be inspired to care about what is happening to our earth. That someone can learn at least one thing from my project. I think it's important to be realistic and document what's happening in the world, but it's also important to stay optimistic and celebrate the small victories we make by uniting on this topic. This moment in time is a real test for humanity and an opportunity for all of us to come together.

Current Status of project/ Progress (how far along am I) / Vision (what final looks like):

At this point I have the general structure of my website. I'm treating it like a journal, so as I progress there is room to be flexible. I currently only have images as placeholders for where my renders will go, but the main page render is the look and feel I'm going for when I start on my art. I wanted to focus on my structure and concept so that for the next 6 weeks I could just focus on the art.

Next Steps in Completing Project:

I plan to visit the Gorge and Neskowin again to take more detailed pictures so that my renders will be based on the current state of nature.

I'm going to continue my research. I have also picked out a typeface, but I just need to figure out how to code it into my website.

Audience (who):

My audience on a general level is everyone because this is a global issue, but to be specific I want my audience to be people who want to be challenged to relate or think about their own life through my point of view. There could be a few different target audiences- for example:

Maybe they are worried about climate change and want to be educated
Maybe they have been to the gorge or neskowin and feel emotionally connected
Maybe they're a 3d/motion enthusiast who loves nature!

I believe art can be a tool to engage others in a non argumentative/called out way. The viewer can look at a piece for however long it takes them to understand it and then come up with their own view based on my point of view.

I want to make a website so that it can reach a lot of people and so people can share it with others. I think a lot of people here in Oregon have been to these locations so they can connect in some way. If they haven't I want to have a clear story that they can understand.

Deliverables:

For my deliverables I will have my website that will include:
-2 full renders + motion
For my renders I plan to create 3d sculptures that will consist of abstract forms. I want to have creative freedom as well as add in realistic plugins. For example: I will make the gorge branches organic and abstract and then focus on color and texture.
- 6 Details which are zoomed in highlights from the full scene. Each detail will have writing next to it that explains the dangers of climate change and the impact it had on the environment.
The information will highlight specific solutions in each area (neskowin//erosion) (gorge//wildfire and regrowth)
I will have more generalized fun facts.
I will have progress that shows my behind the scenes.

Technical: Motion

For my motion graphics, my plan is to have a max 15 second loop that shows a slow camera movement with cuts to show each highlighted detail.

Other example:

Still render with just 10 seconds of a repeating waterfall loop.

Technical: Sound

For my motion I also want to include sound. It will be super simple either just natural sounds like water or fire crackling. It depends on what I create, but I could also just pick a nice soundscape.

Typeface:
I have picked two typefaces and they are:
Domaine Display Regular & Archivo Black.

Look + feel
Visual language
I want to focus on using a mixture of bright colors highlighting the subject of the render while also using soft gradients in the background. I will also be paying close attention to the lights and shadows since they have a huge role in the tone of the piece.

Feel
I want the feeling to be peaceful, but also realize what kind of situation we're in. The way I see it is that fear turns off viewers and love invites. I also want the viewer to understand that I'm including very real science, but I'm also creating everything though my point of view. Essentially this project is my own story and can only be made by myself! The reason I want to point this out is because I have some spiritual elements in the project. Some titles are angel numbers that are accompanied by their meaning. I'm spiritual myself and it's an important aspect in my life when it comes to connecting with nature and life in general.

To be more specific if not aware: Angel numbers are typically sequences of numbers which you repeatedly see, for example I always see 222, 333, 444 and 555. These spiritual numbers are sent to you by the universe to get your attention and to provide you with a specific message. Whenever I see a number I feel connected and a sense of comfort. It helps me not to worry, stay grounded and believe everything will be ok/happens for a reason. I tend to feel in tune with nature and be aware of my surroundings.

Research/ Creative Influences

This is a short list of creative influences I have.
The first being Ida Lissner her work is nature based and a great example of a full render plus highlights. Paul Milinski creates a lot of futuristic nature scenes with very cool compositions. Hugo Richel has made amazing abstract sculptures with heightened colors mixed with texture and realistic plant plugins. I look at Alexis Christodoulou when thinking about motion because they have loops and one movement in a still render. Finally, Annie Ngo pays close attention to her use of color and texture on organic forms.

Is the plan doable in 6 weeks?

Since I have focused all my time on the structure of my website I just have to focus on making 2 complete renders and finding some more information. I already have a lot written down too, it's just not on my website yet!

Questions??

Does my concept and structure connect?
Should I add more personal touches to my website or do you like the clean layout?
At this point I'm really focused on my website structure and concept because I want to finalize it so I can spend the rest of my time on the art!
Since my render is all one scene should I just show the motion on my website instead of showing the still render and then the render added with motion?

Thank you so much for your time and feedback!! I appreciate it.

FINAL PROJECT
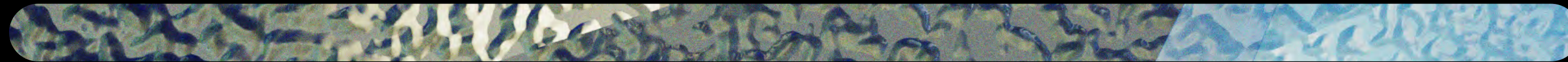
ONLINE WEB JOURNAL LAYOUT

One World <3 An Ever Changing Mosaic

WHAT IS THIS PROJECT?

"One World" is an online web journal that explores some of the effects of climate change in Oregon through environmental renders, as well as, provides information and resources to help educate for a better future.

I hope that you will feel inspired about the future and learn at least one thing. This is a call to action, but also a way to document my personal experience and journey through the development of this project!

Maroon Bells, Aspen Colorado

Lets Grow Together

COLUMBIA RIVER GORGE
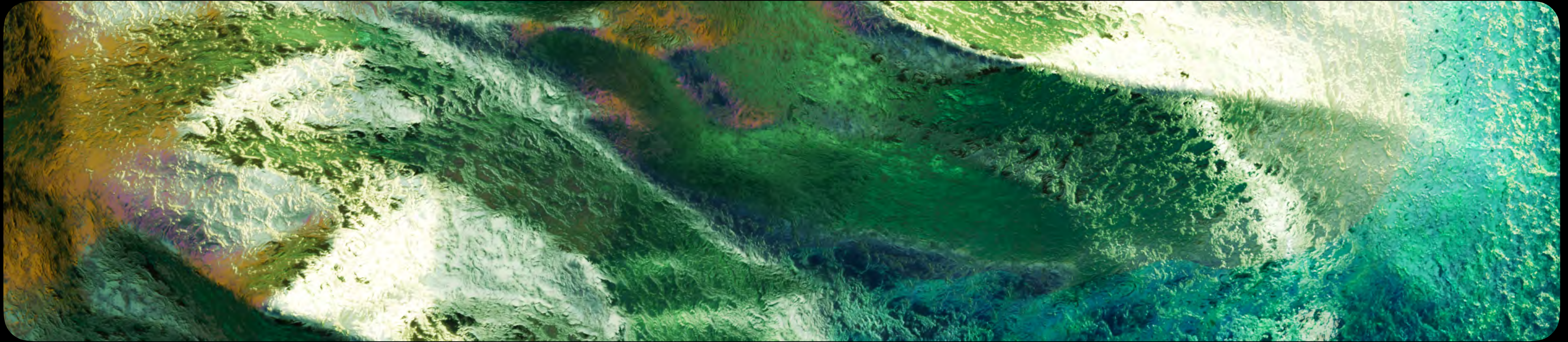
NESKOWIN BEACH
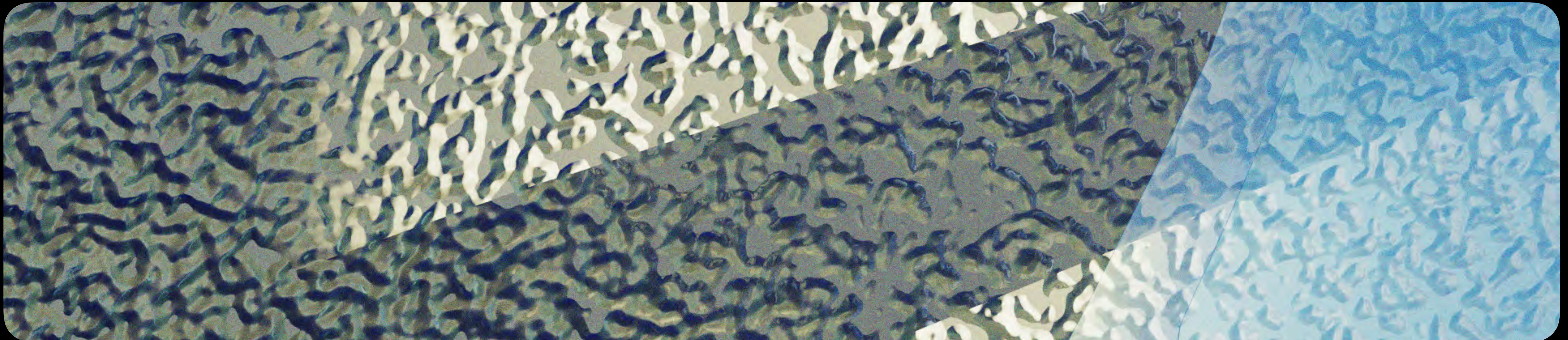
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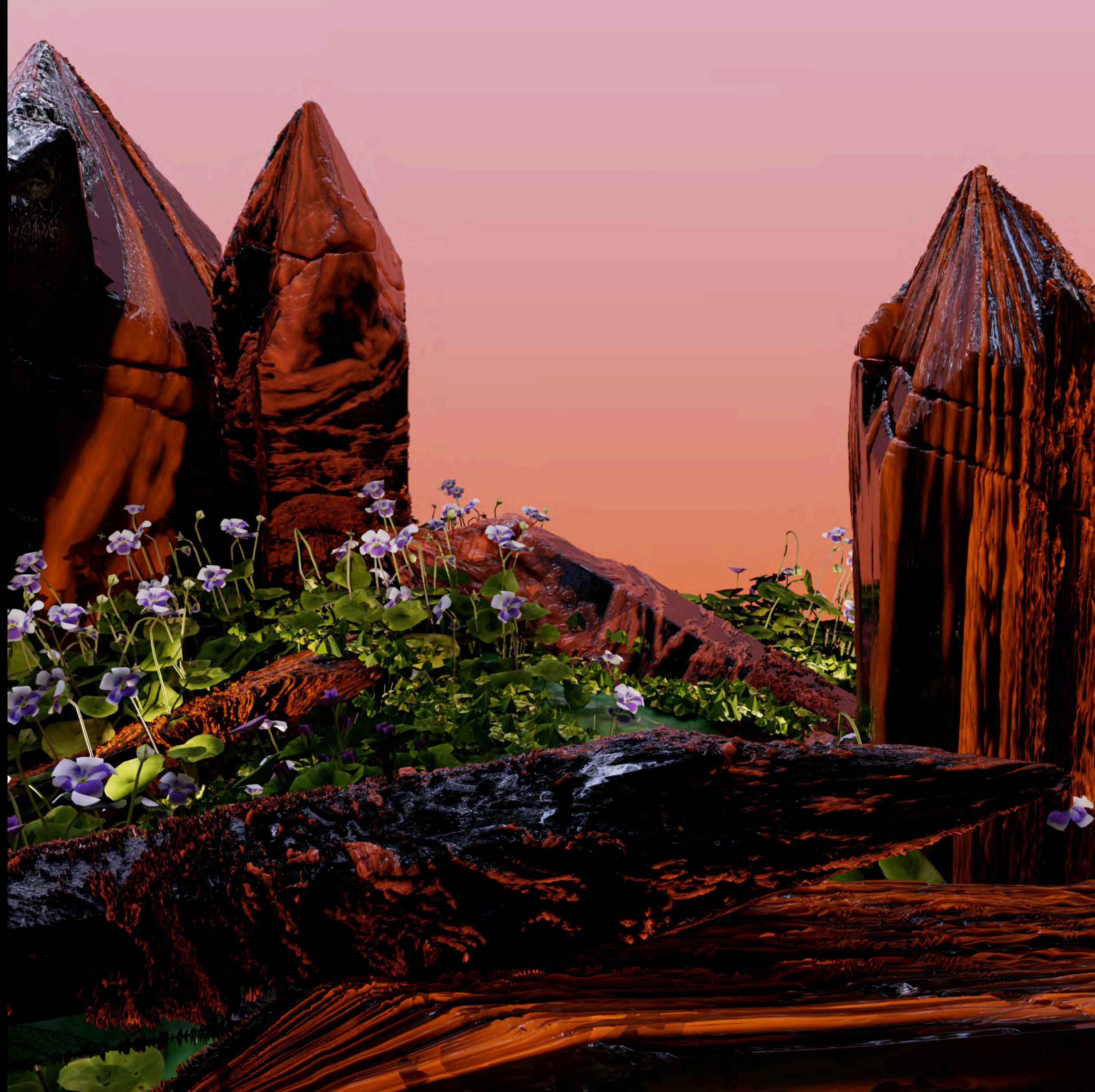
111: NEW BEGINNINGS

SOLUTIONS?

HOW TO STAY OPTIMISTIC ABOUT THE FUTURE

TRADITIONAL FIRE PRACTICES

Caitlin Johnson is a forest management technician with the Oregon Department of Forestry, which supported the training. She said in the next decade, more talk of using burns is inevitable. "The fires are getting bigger and moving quicker, and are no longer managed per se as they were in the past," said Johnson.

She also said, "So I think moving forward, the discussions of prescribed fires are only becoming more frequent and they are being utilized both on the Forest Service lands and the state lands, especially in the last five years."

Towards the end of the article: "By late afternoon, the designated burn area was blackened and smoldering. Participants celebrated with a salmon dinner. Organizers hope to conduct more cultural burns, to keep Indigenous practices at the forefront as forestry agencies look towards bigger, more intensely burning wildfires for the foreseeable future."

TREATED WITH PRESCRIBED FIRE.

NOT TREATED WITH PRESCRIBED FIRE.

Click here to read more!

COASTAL EROSION: BREAKWATERS

Neskowin is a very small town on the Oregon coast. Only 164 people live there year round, but they formed: "The Neskowin Coastal Hazards Committee which is made up of local citizens, country, state, and federal folks."

A lot of coastal erosion is taking place and threatening the homes along the shore line. The committee decided to import these rocks to line the shore in hopes of stopping the erosion. They're called breakwaters and they reduce the impact of the wave on the land.

Click here to watch!

HOME

NESKOWIN BEACH

GHOST FOREST
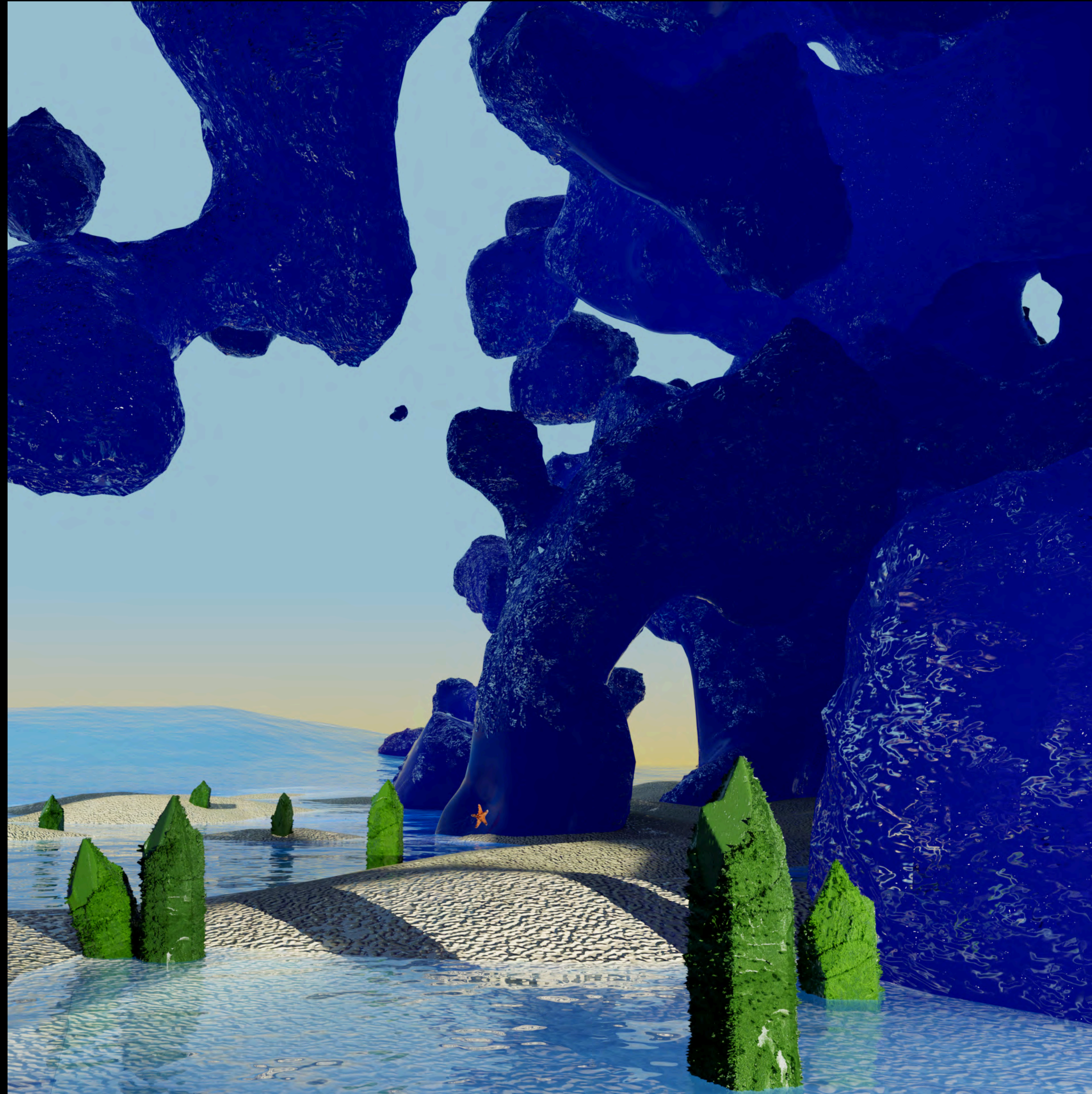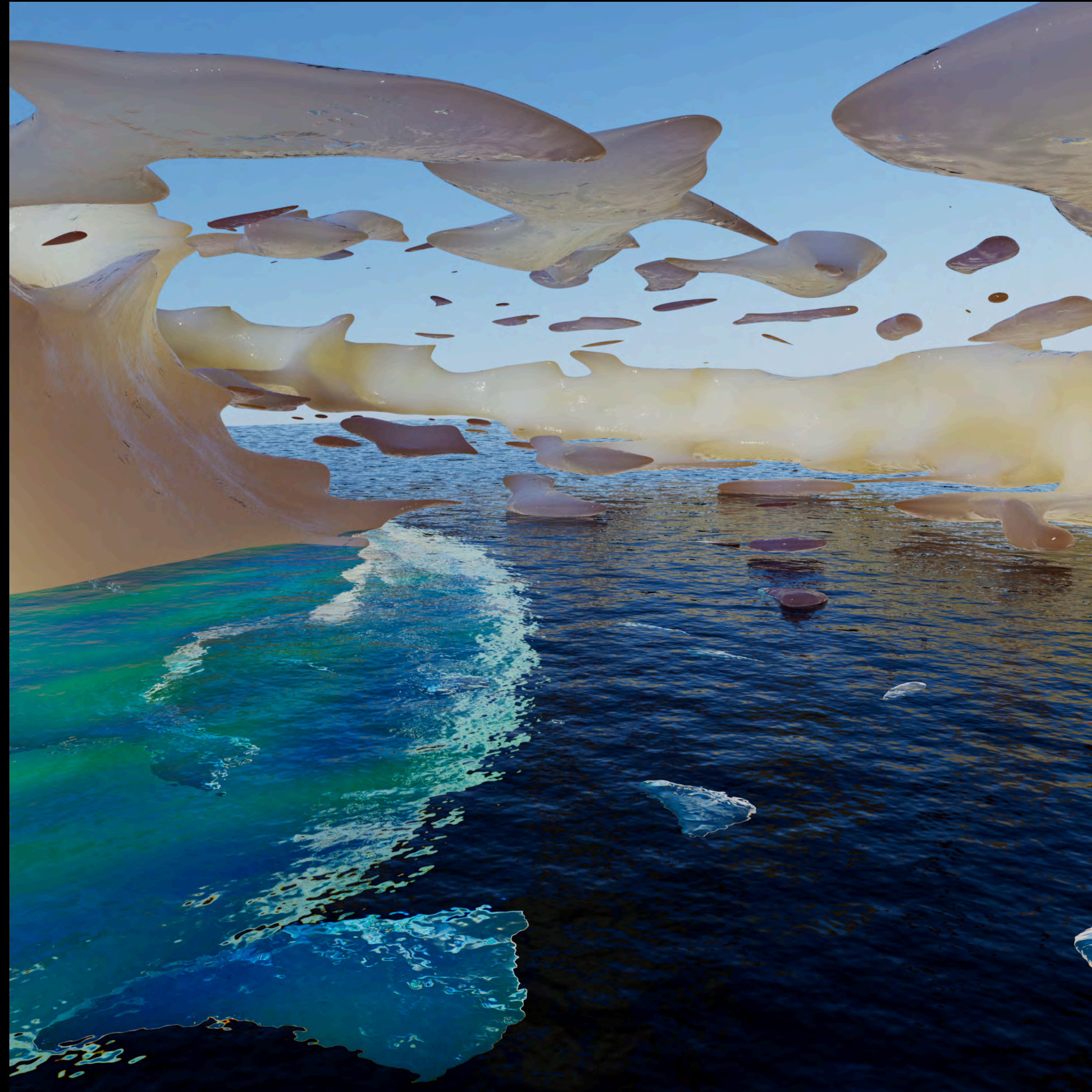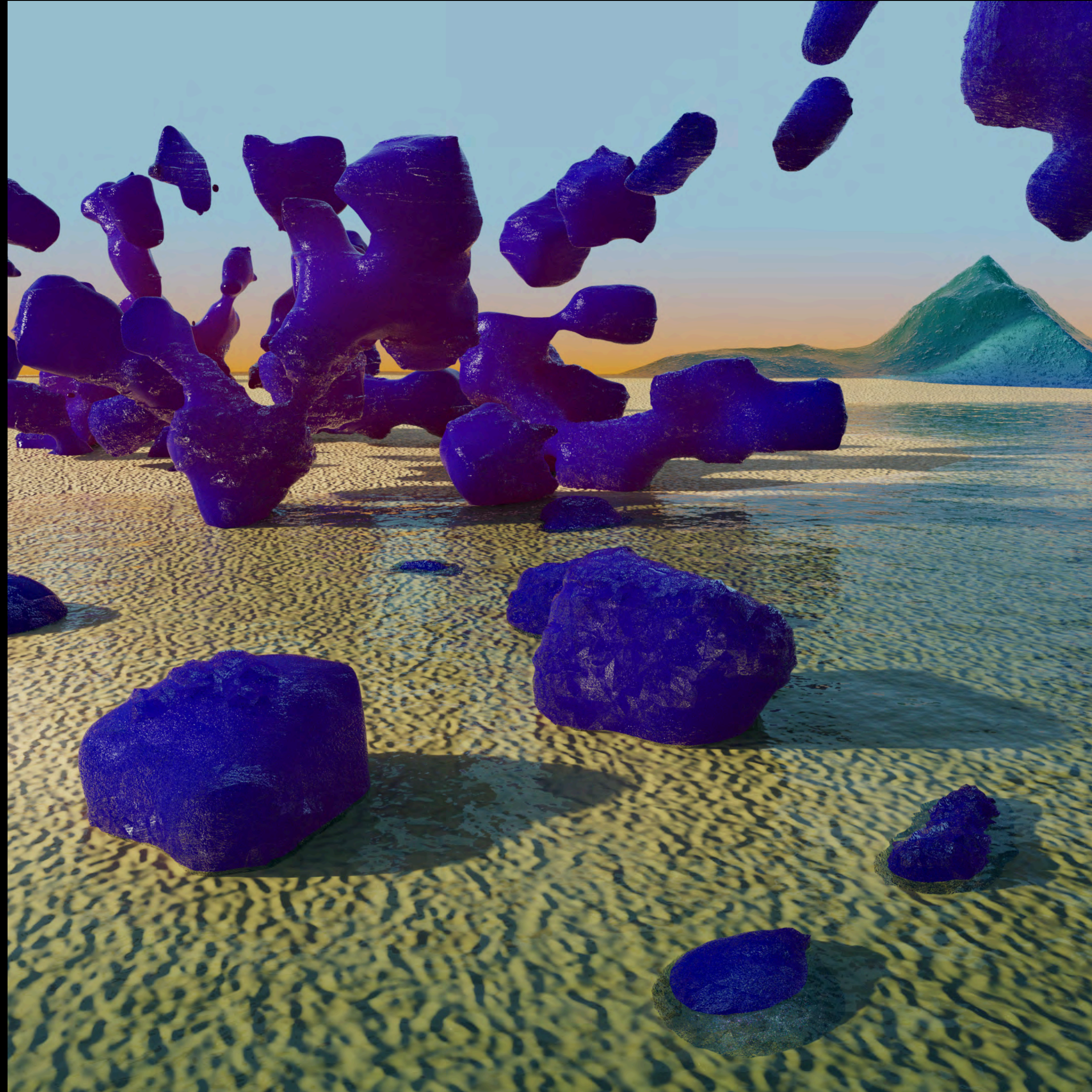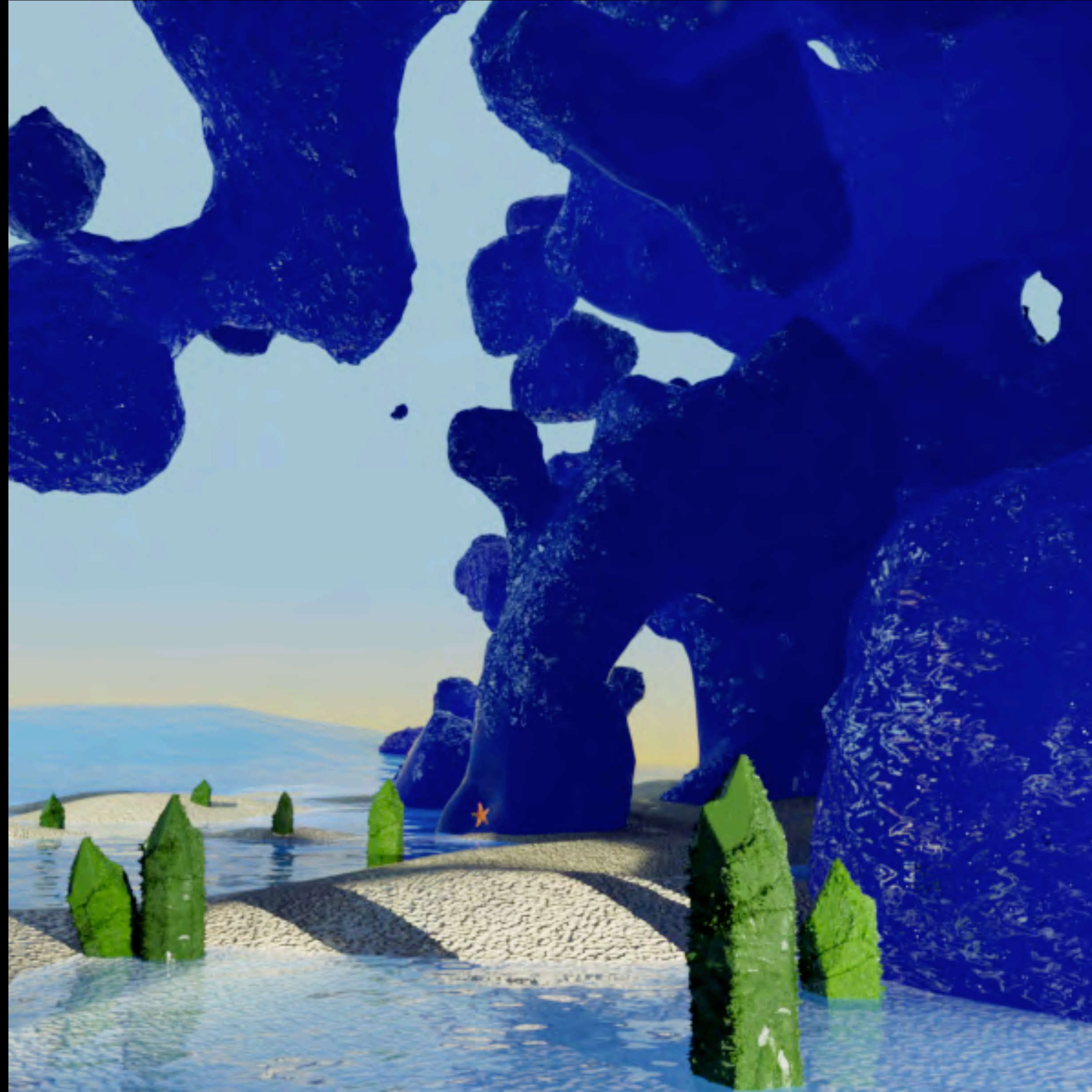
MOTHER EARTH

KNOW YOUR HOME
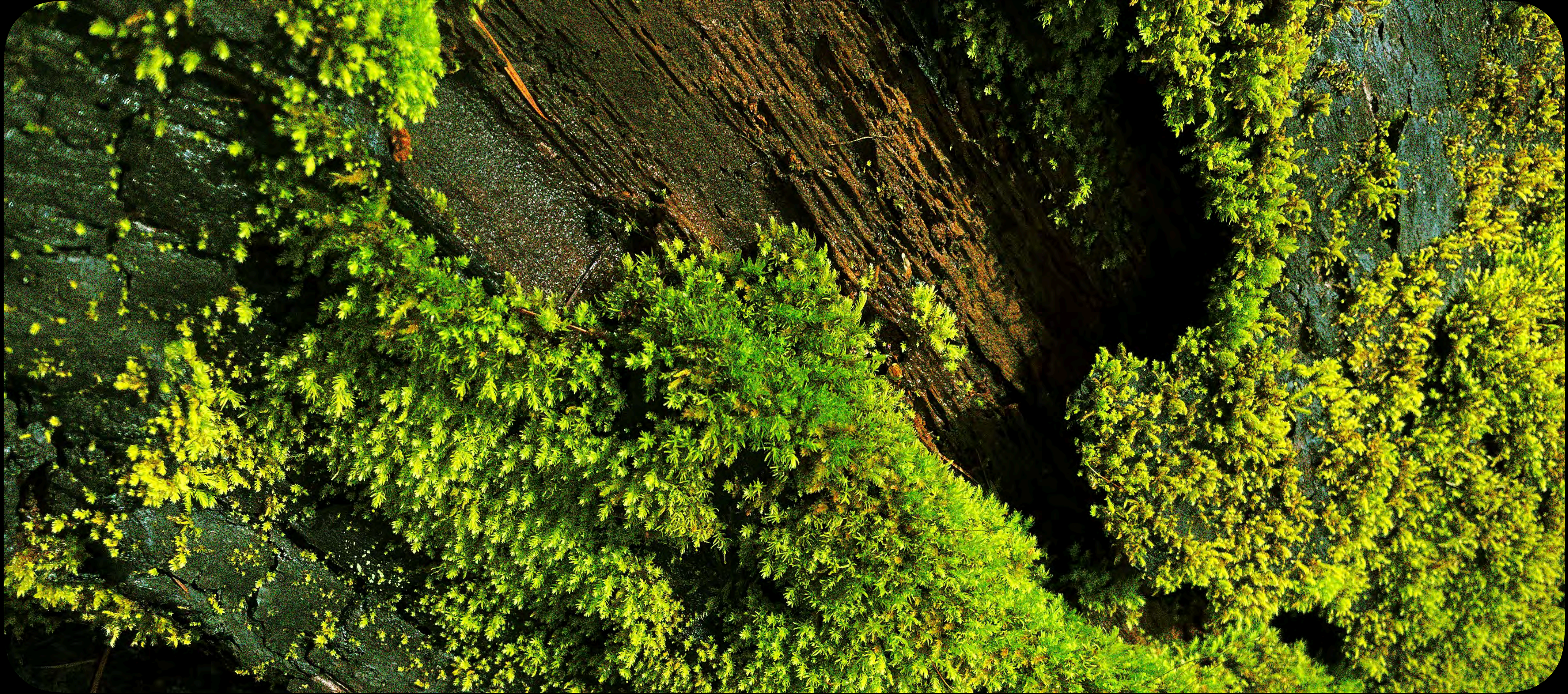
HOME

FIRE LOVING

"If this fungus is breaking down charcoal after a fire, Dr. Fischer said — even a little bit of it — then that could help open up a food source for the next generation of microbes and other creatures that can't eat charcoal, making Pyronema an important player in post-fire recovery. And if Pyronema can do it, she said, maybe other fungi can, too."

Not all fire is bad! Although these hotter climate change fires are devastating, regular fires/prescribed burns actually help the forest to regenerate. These mushrooms are a positive outlook and show the start of regrowth after fires :)
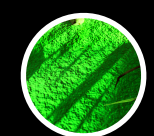
MANGROVES

In the video I linked down below, it talks about how nature is a powerful tool to stop climate change. If we allow nature to recover, wildlife will help solve climate change on it's own. An interesting part of the video is when the narrator talks about Mangroves. He states, "Mangrove swamps and salt marshes build up carbon 40x faster than forests do."
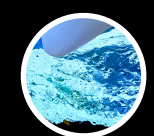
Click here to watch!

HOME

THE GORGE

THE BURN

111: NEW BEGINNINGS

BLOOM

THE BURN

111: NEW BEGINNINGS

BLOOM

NESKOWIN

UNDERWATER

GHOST FOREST

BREAKWATER

NESKOWIN

UNDERWATER

GHOST FOREST

BREAKWATER

LANGUAGE

QUOTES // synonyms //
Ever-changing
Mosaic
"The World is Yours"
World Peace
Find peace
Nurture
Dreams // vision
"A little dirt never hurt"
Changing Colors
"Earth Laughs in Flowers"
"Flowers are love's truest language"
"Golden afternoon" (flower scene from alice in wonderland)

Digital Gardening
"In our hands"
Plantasia
"Solace"
"Alive"
"Pure"
"Panacea"
"Cure-all"
"Dovish"
(inclined to live in peace and not war)
"Quiet"
"Serene"
"Soft"
"Vibration"

FOREST // synonyms //
Woodland
Grove
Growth // flourish
Evergreen
Gorge
Flame
Recover 2022
Blooming // abloom
Brisk
Crisp / captivating
Ethereal
Lush
Rejuvenating

Sweeping
Verdant
Dense // Diversified
Scarce // Bare
Flowering
Desolate
Stifling (so hot that one is uncomfortable)
Pyro
March
Flora
Innerbloom
Blaze
Ignite
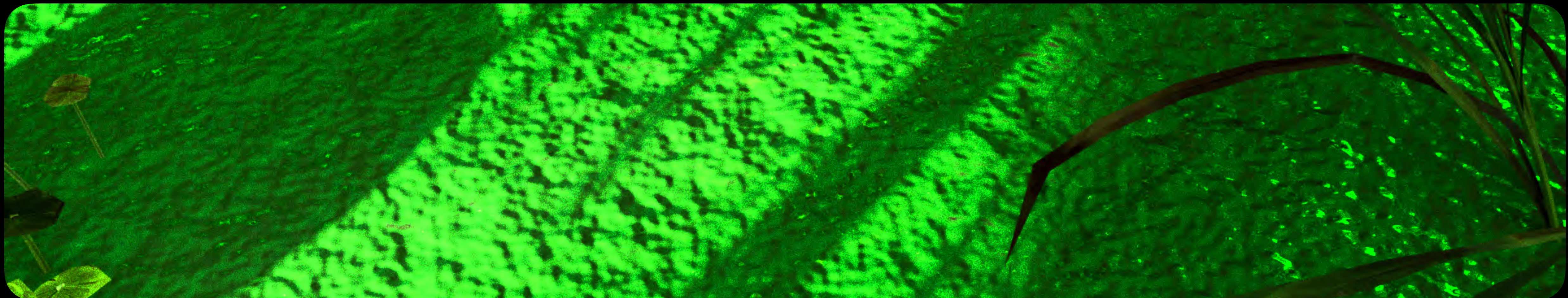
LANGUAGE

BEACH // synonyms //
Oversaturated
Flooded
Wavy
Crisp (cool temperature)
Ocean
Erosion
Earthquake
Flow
Underwater
Breezy

EARTH // synonyms //
The mushroom / pyro
shroom
New living
Habitat
Sanctuary
Heart
Guardian
Angel
Globe
Orb

Sphere
Sundream
Breath
Divine
Light
Sparkle
Star
Free

000: oneness / full circle
111: new beginnings / new big things are coming / manifestation power at
its peak
222: On the right path
333: Surrounded by divine guidance
444: Universe has our backs // progress
555: big changes are coming / embrace them // let go what no longer serves
you
666: Return to balance / align to your highest self
777: In perfect alignment
888: earth based abundance
999: cycle of life is ending / let it go / learned everything you could
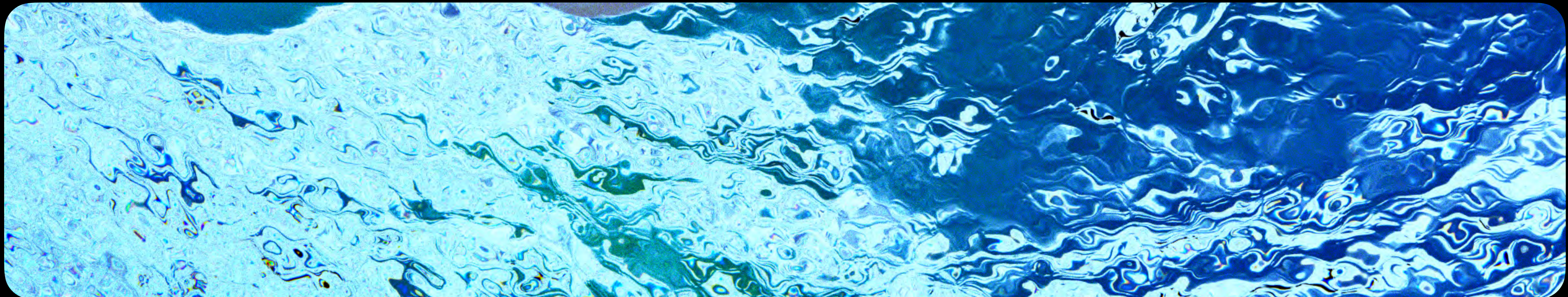
MUSIC

"Floating Mist Falls" Paul Milinski

A collection of songs that remind me of nature or nostalgic parts of my childhood. These sounds inspire me through, color, shape, and feeling.

PLAYLIST

12:36

thesis 🌿
Lizzy Whitney
UPDATED TODAY

▶ Play   ⤬ Shuffle

Love That Never (IMAN...
TOKiMONSTA

Valley of the Yuccas (Li...
RÜFÜS DU SOL

Awaken
Big Wild

Everlong

Listen Now   Browse   Radio   Library   Search

One World <3 An Ever Changing Mosaic

SPRING 2022 BFA THESIS
@LIZZY.WHITNEY
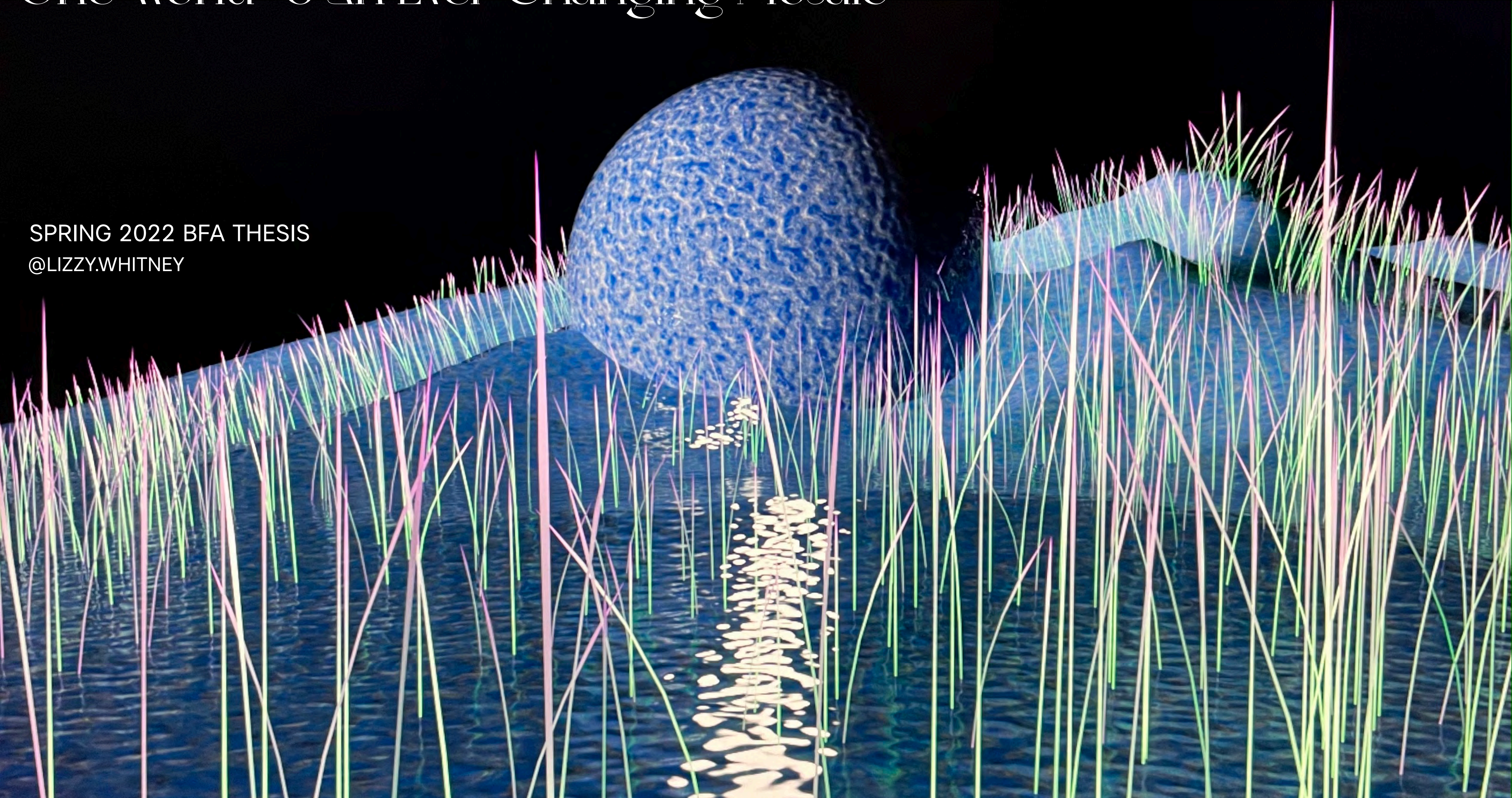
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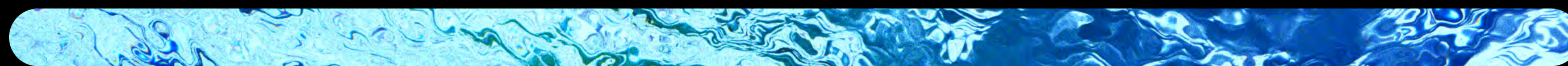
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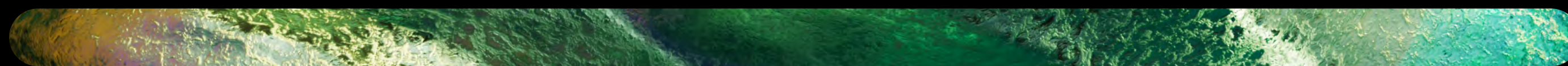
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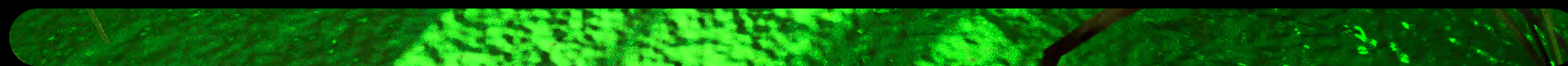@fiskprojects / @joonmagazine
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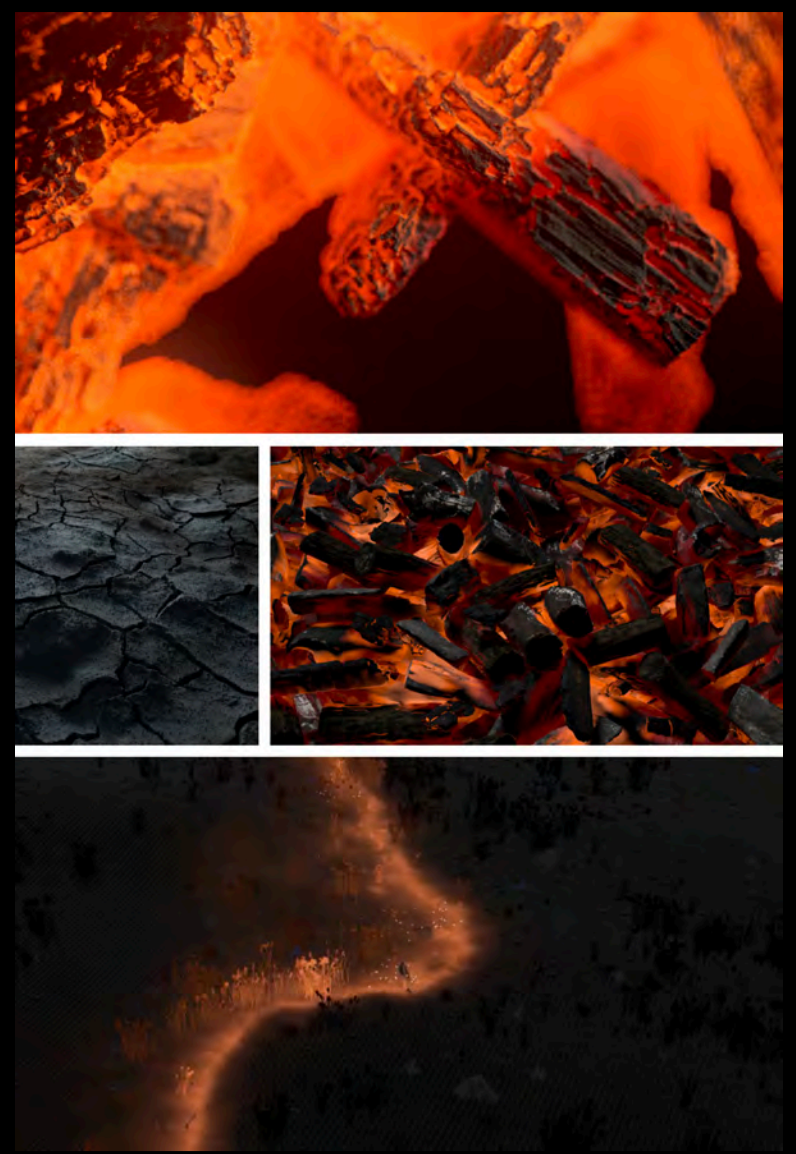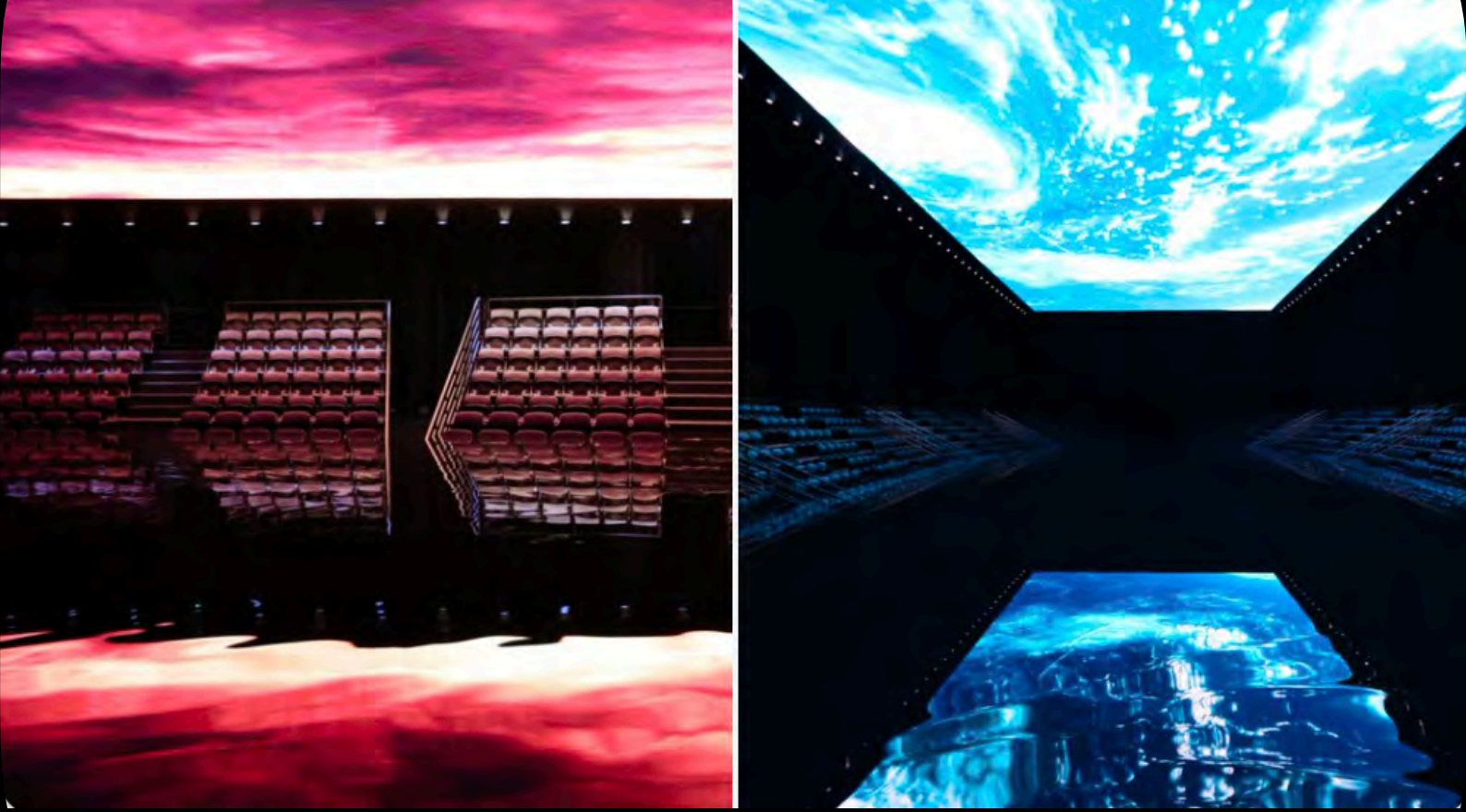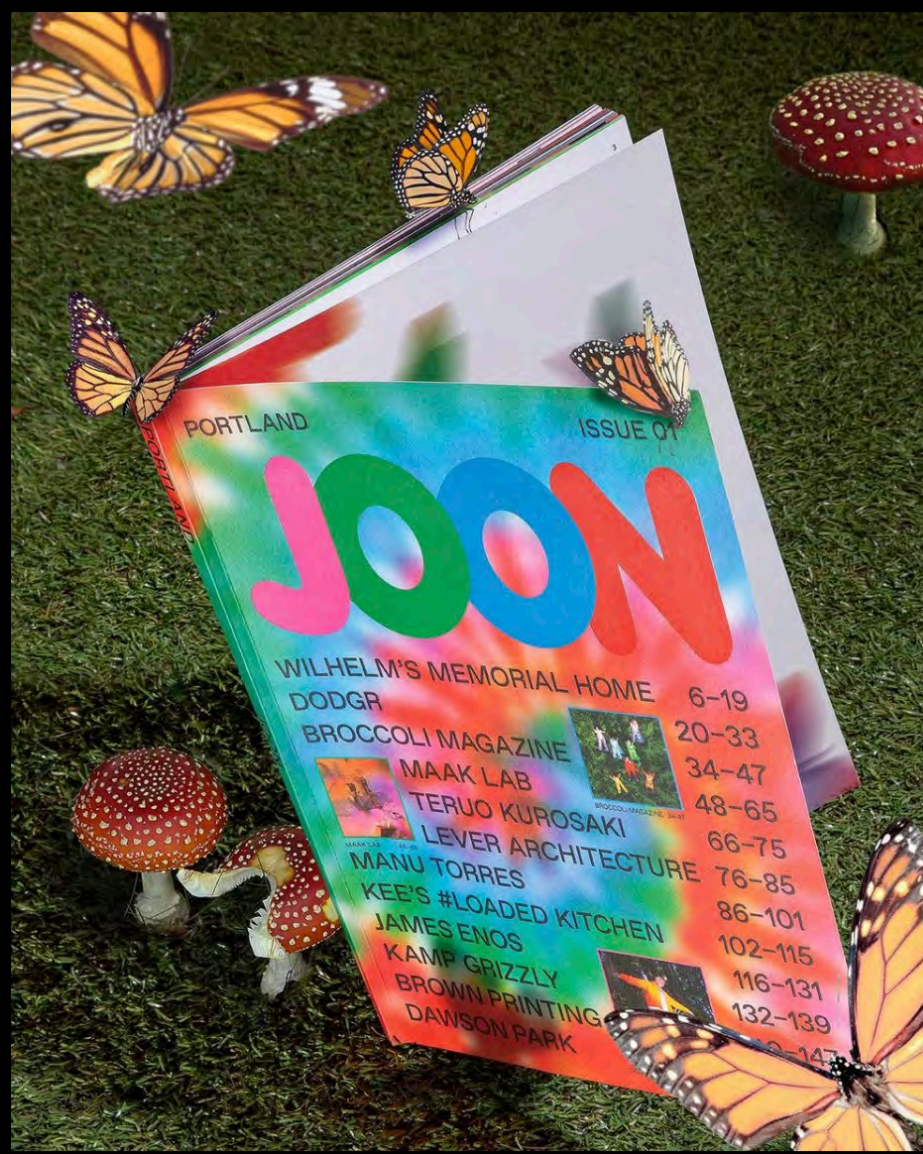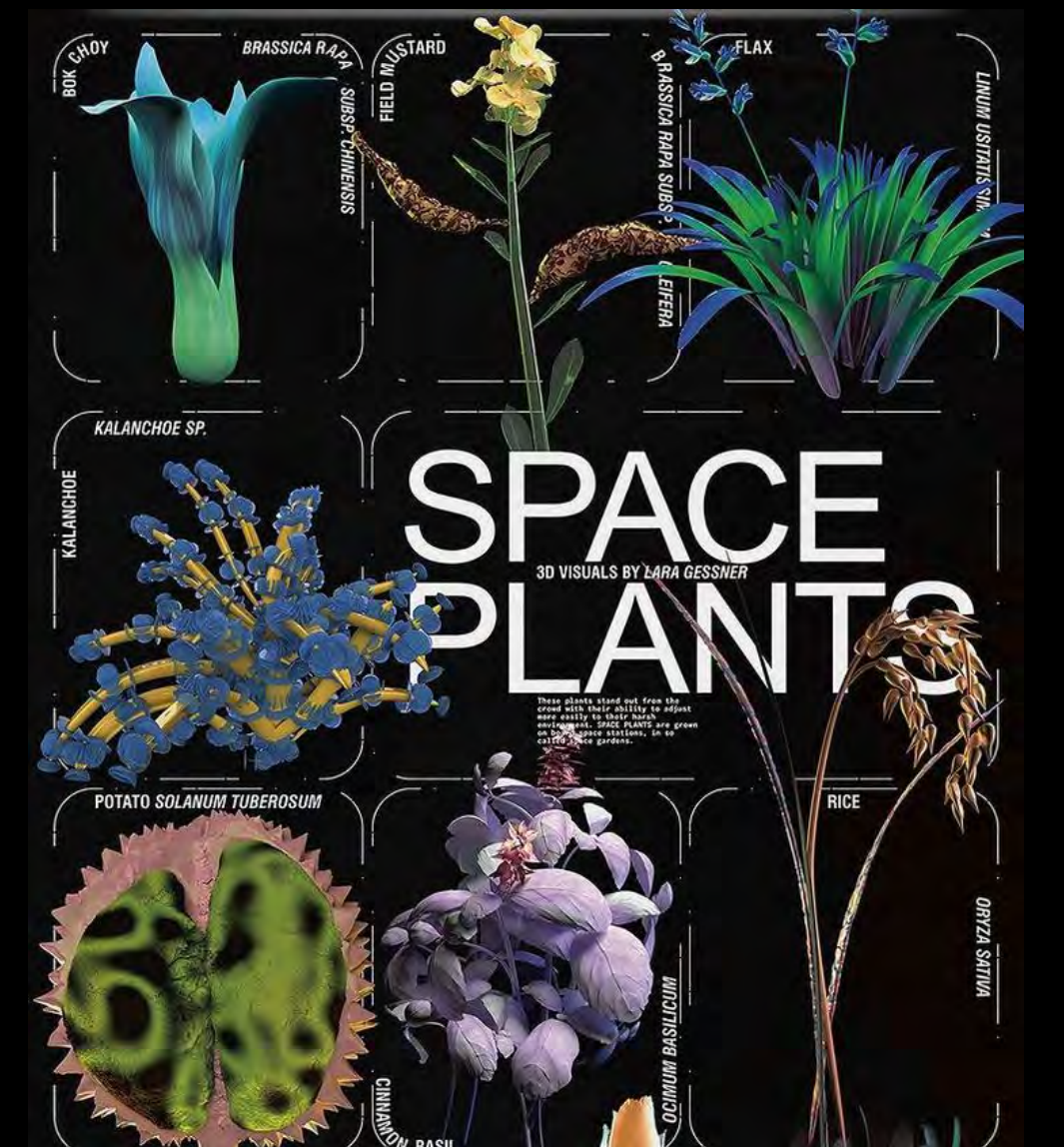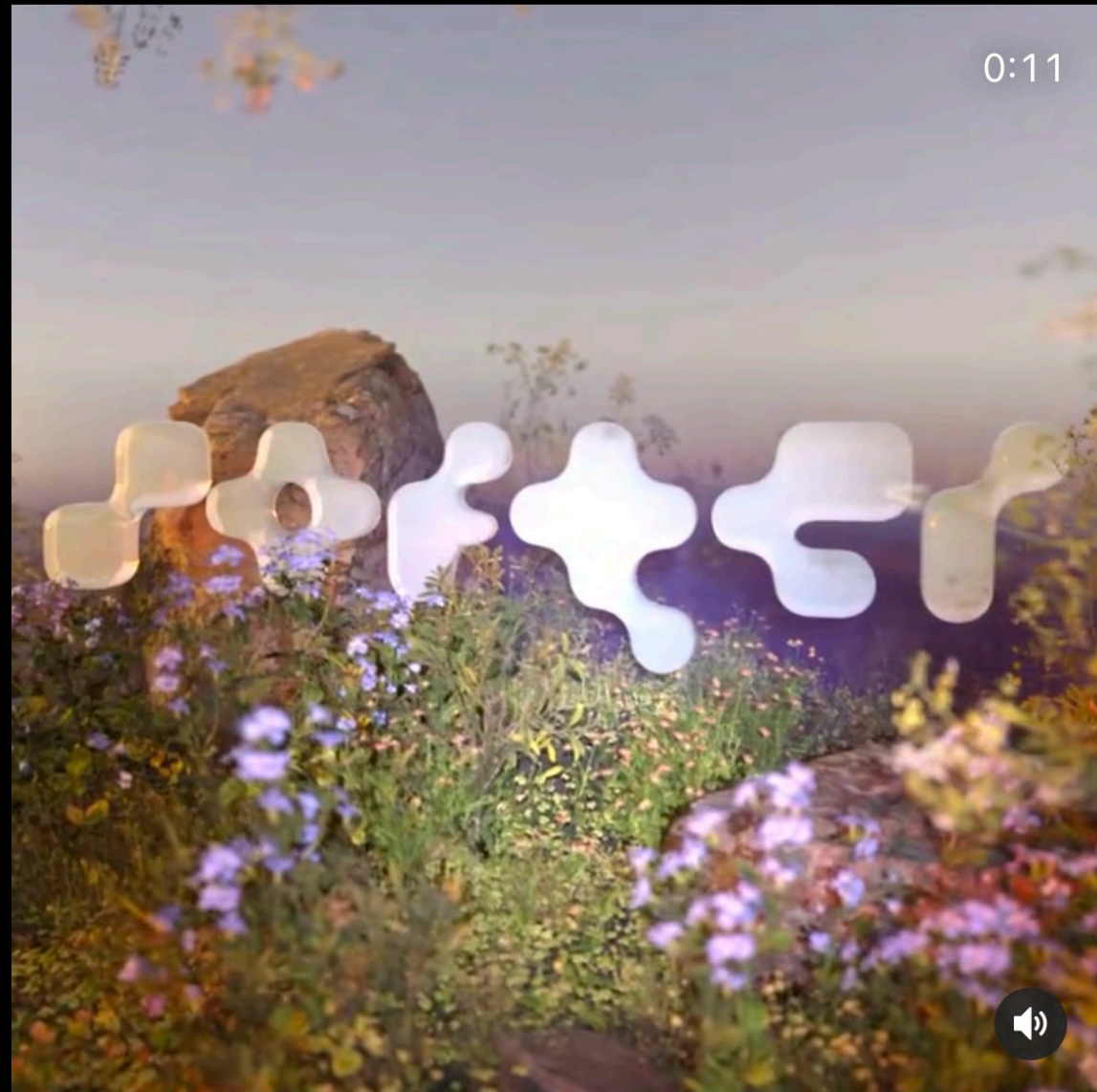@yankodesign
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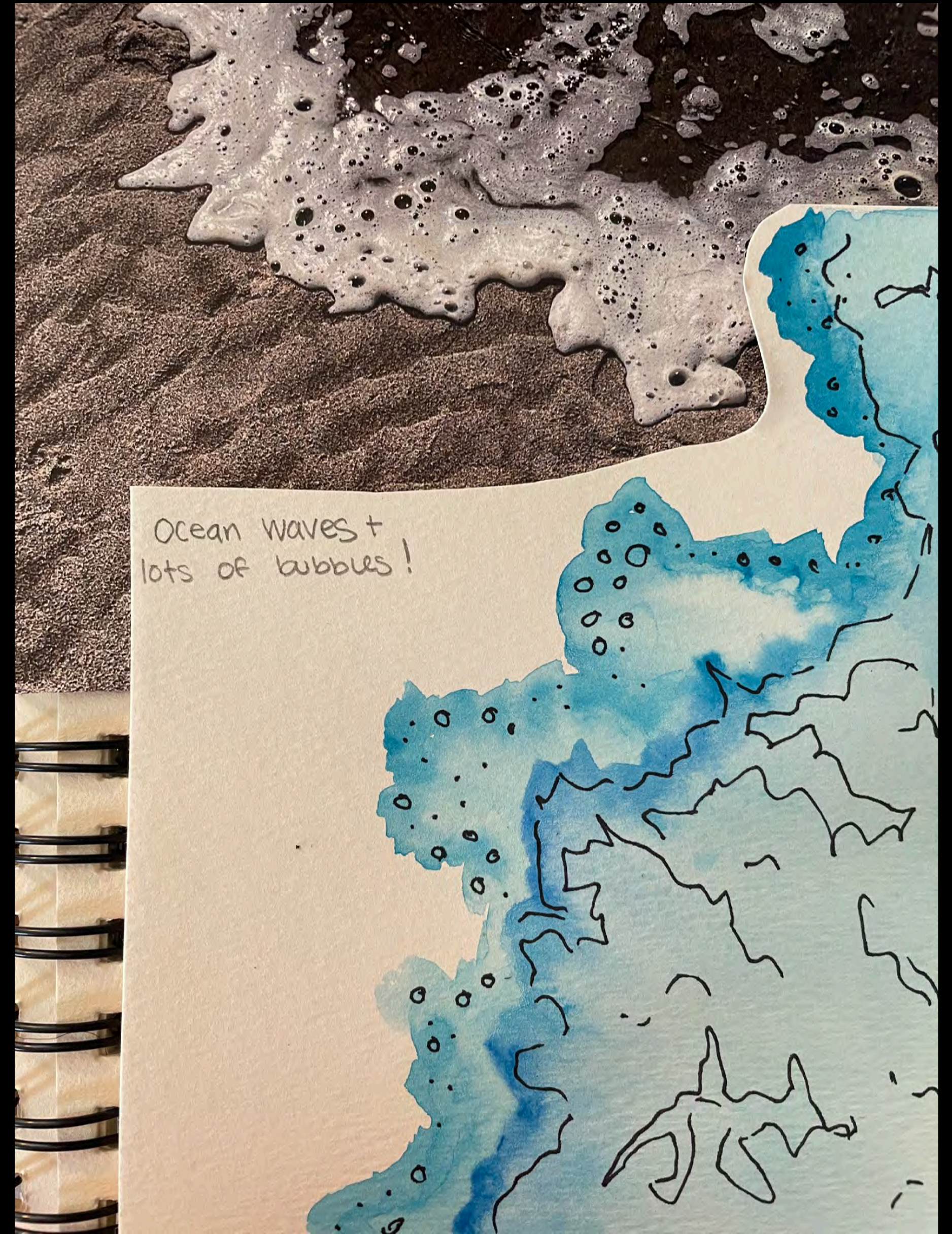@eliserigollet
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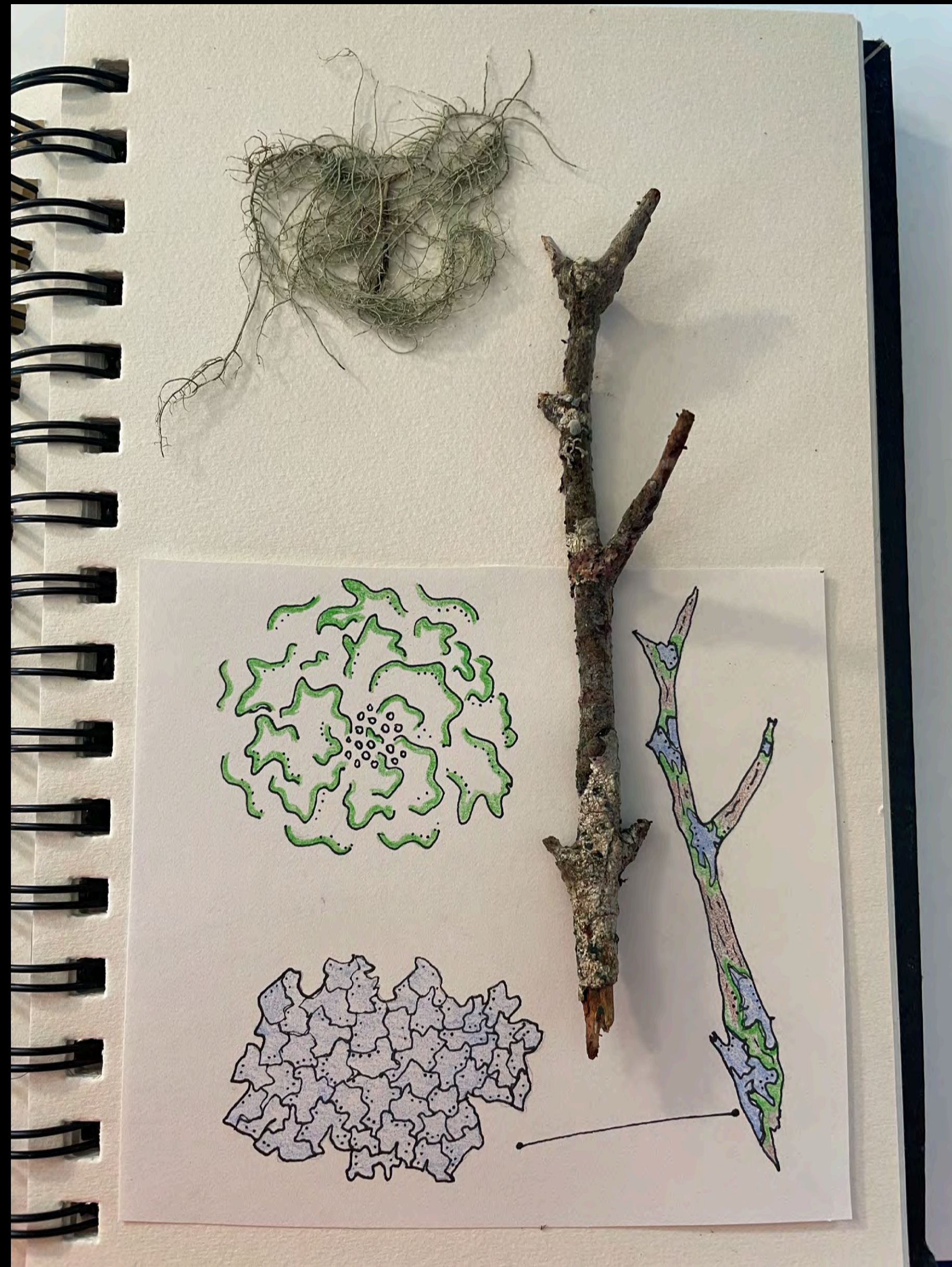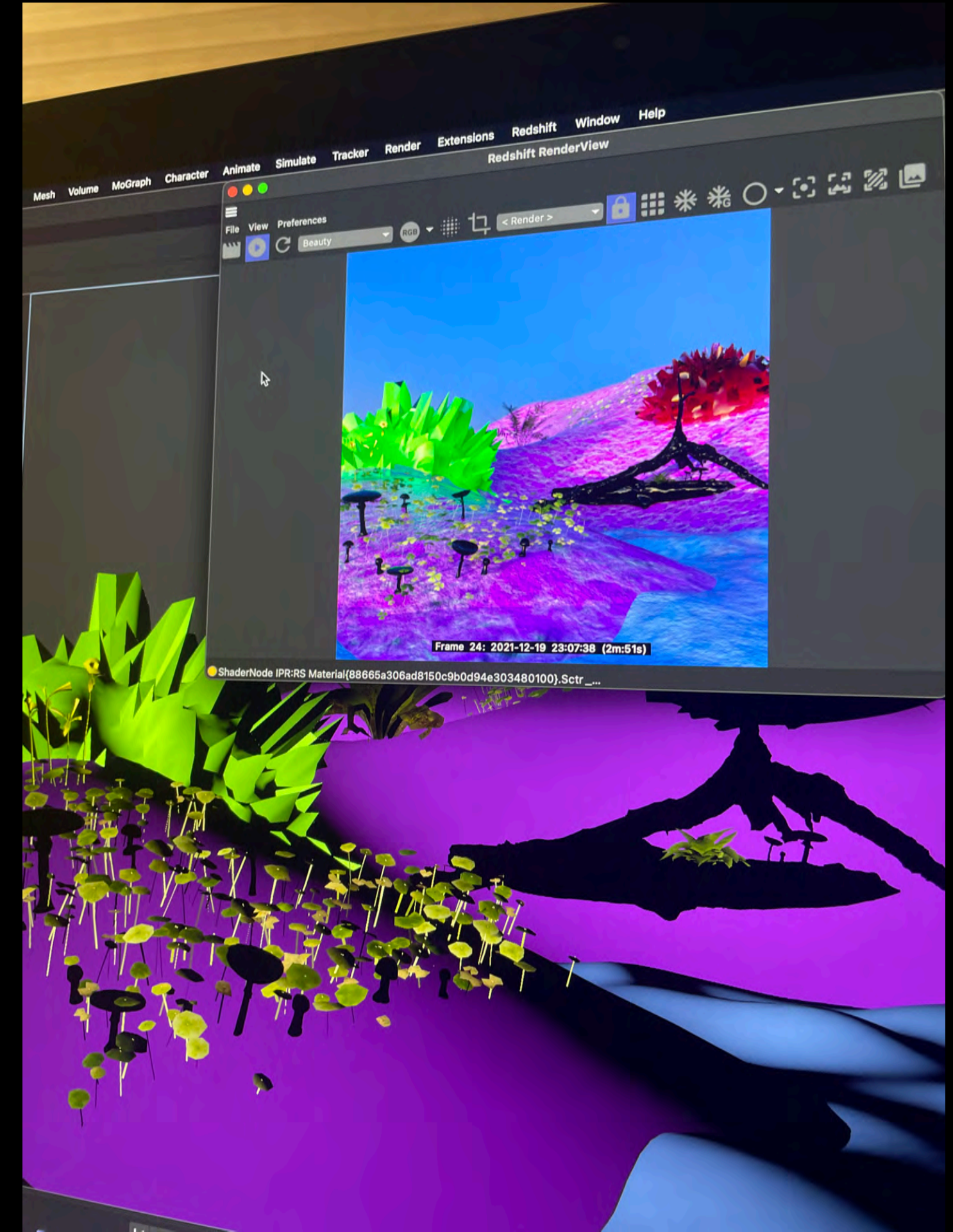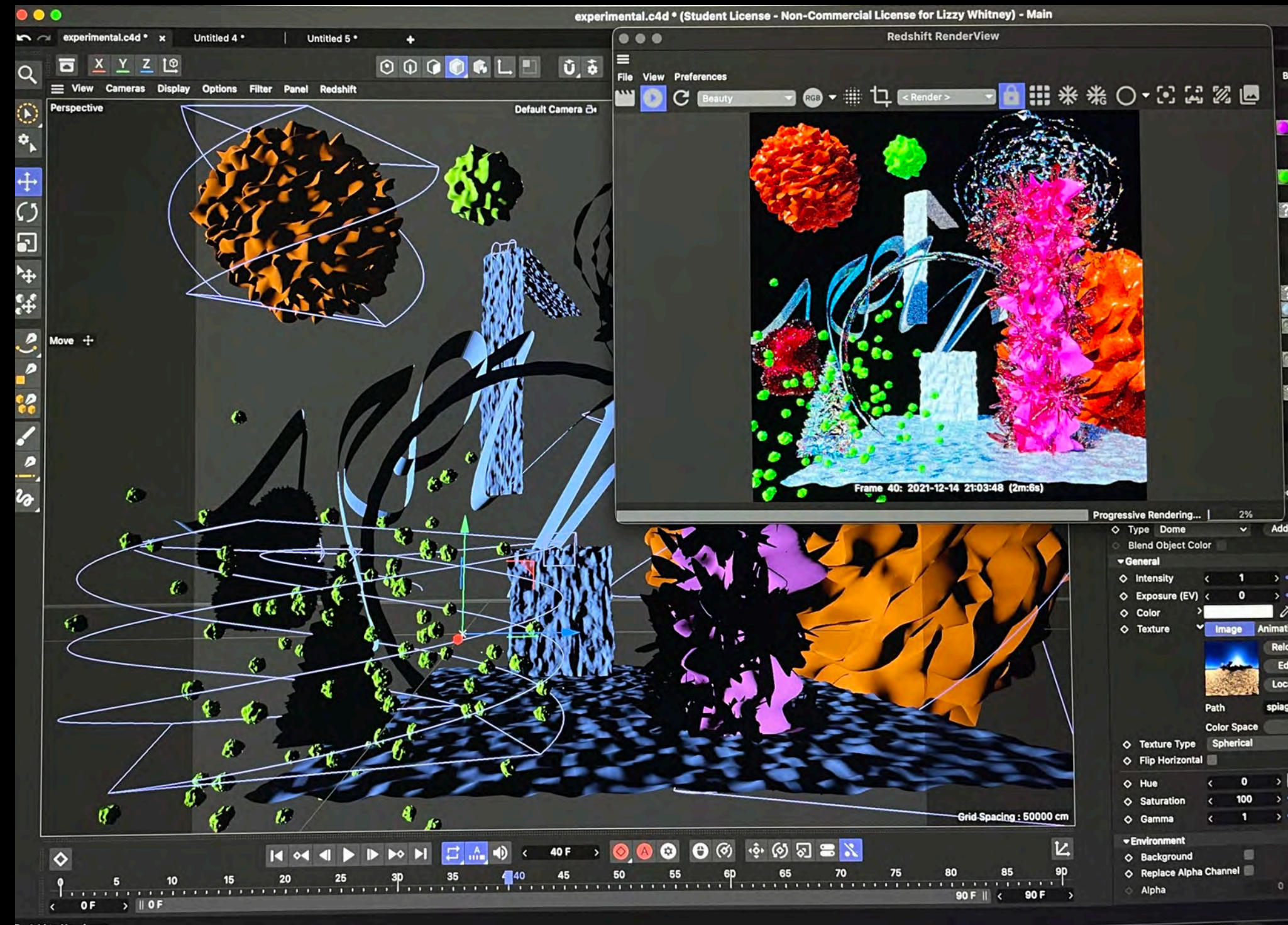Unknown art inspiration found on Pinterest

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