

As a teenager I started to link my love of reading and drawing together, and I created a fantasy world. A lot of the components within this world have come from using medieval castles and armor as inspiration, while also including aspects of a more modern world, especially with the construction of buildings within the world. Gods are present and are a key part to the story itself. Creatures and animals are different, religion is different, and so on. Magic is also very much something that exists in this world and comes in several forms. It is found in both people and objects, especially towers that dot the landscape, acting as a sort of shield to protect the people that call this world their home. The world, known as Avalon, consists of two major pieces of land important to the story. The larger of the two is home to seven different regions, all ruled by a different individual, otherwise known as Guardians. The smaller of the two is an island, now abandoned, but is the site of a brutal battle scene and betrayal among assumed allies. I have been developing this universe for the past decade, and it has received a lot of love, as changes are constantly being made to the universe itself and the story that it revolves around.

In the process of designing this world, I start with pencil sketches, often creating several variations of one single sketch, before concluding with one that I like. Then, using whatever material and medium works best for the idea I had in mind, I move ahead to the creation process. If the piece is a simple landscape, acrylics are the medium of choice, allowing sufficient blending and rendering to be done to create a finished piece. If a piece is a character sheet, then it might be digital or even done in pencil and some colored medium, like watercolor. Sometimes, not every sketch is utilized. What medium allows me to easily create finer details or textures that might be needed determines what is used. However, with my current works, I have been using canvases and acrylics to create works that help set the scene and help visualize the world environments. The scenes are not meant to support the story right down to the specifics. The works created tell the story in a subtle way but allow speculation of what might be going on.

When I create art, it is on a personal level. In creating my current series, creating maps, plotting and mapping out specific scenes, and creating concepts for characters allows me to bring this world to life. For the longest time, if I talked to someone about this world, explaining things was difficult without visual representation, and although things are ambiguous in the paintings, it still helps establish a story and represent the world for not only me, but also the viewers.

Historically, narratives are laid out in a single piece, while my series of paintings depict several scenes or moments of a larger story. Much like illustrations for a set design, the scenes created contain specific clues throughout the paintings that could potentially point the viewer to what a given scene might reveal. However, there is also some ambiguity to allow the viewer to come up with their own interpretation of the narrative using the different works in the series. Since there are multiple panels, I can show more of a narrative amongst these pieces, when compared to an artist doing a single paneled piece to represent a narrative. For comparison, consider the “Bernward Doors” at Hildesheim Cathedral. The left and right side of this door both depict different stories, in which they can be read in several ways, each way representing a different story. For comparison, consider the “Bernward Doors” at Hildesheim Cathedral. The left and right side of this door both depict different stories, in which they can be read in several ways, each way representing a different story.

When it comes to my influences, some come from social media platforms, such as Instagram. I am inspired by Hannah Lindsey, otherwise known on Instagram as *hmnnah.art*, because she is authoring her own books and doing the art for and about them. I also look at concept art, especially for video games and movies, as that is something that I would eventually like to do in the future. I have decided to do the same for my current work. To gain more experience, I am doing works of art inspired by the idea of concept art. Personal influences tend to be parents, like my mom and dad, especially my dad and late grandpa. Both my parents have

pushed me through my journey in university. My dad and grandpa have been artistic in their own right, and it has motivated me. They worked in diverse ways, from taxidermy to wood-burning to paper and other colored mediums. From the moment that I took an interest in art, they have been a big inspiration to me and my continuation in drawing and seeking it out as a career.