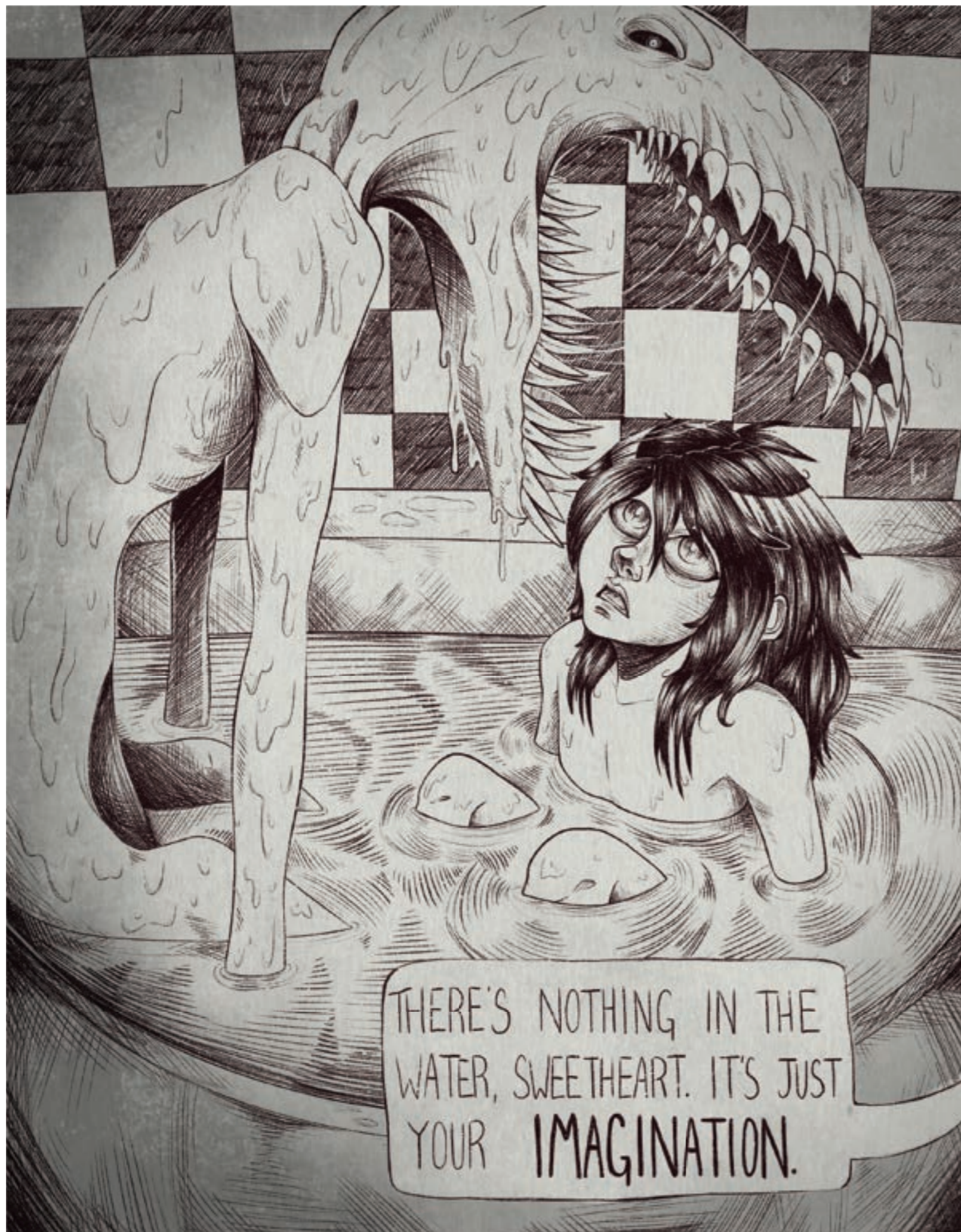




Beck Curran

CONTENT WARNING: DEPICTIONS OF BLOOD





To give my zine more variety, I also included some illustrations outside of known-cryptids and added a comic plus some original spooky illustrations.

The process for drawing the cryptids sometimes proved to be a challenge as drawing a creature that doesn't exist meant there wasn't a lot of references to go off of and I had to rely on a lot of varied written descriptions instead of visual, as most of that was other people's interpreted artworks.

I got to dig into some new stylistic choices for this project which later influenced other projects.







Editorial - The Guardian

This project consisted of having to use data from 2018 that record how happy each country was in terms of living and to portray that data within an illustration that would be suitable to grace the front cover of The Guardian magazine.

Initially for research, I looked into the similarities between the happiest countries and the saddest countries. My research showed the countries with the better numbers were places that had healthcare and stable education whereas the countries with worse statistics were shown to be ones previously colonised and/or going through war with little healthcare and education. I wanted to make a statement piece from this information but it unfortunately diverged a little too far from the original brief of focusing on the happiest countries. I still tried to incorporate my original idea of comparing Afghanistan, the saddest country, to the ones that classified as the happiest.





SOKA Rebranding - Kim Arnold

This project centered about a lady by the name of Kim Arnold, who's job was helping other people rebrand themselves. Our project was to help Kim rebrand her own site by designing her a new logo, header, and three spot illustrations. This proved to be its own challenge as giving someone a brand who's brand was to give other people brands didn't help a theme process. I based my artworks off of the photos Kim had of herself on her site and the personality she gave off through those.







MacMillan Competition - Picture Book

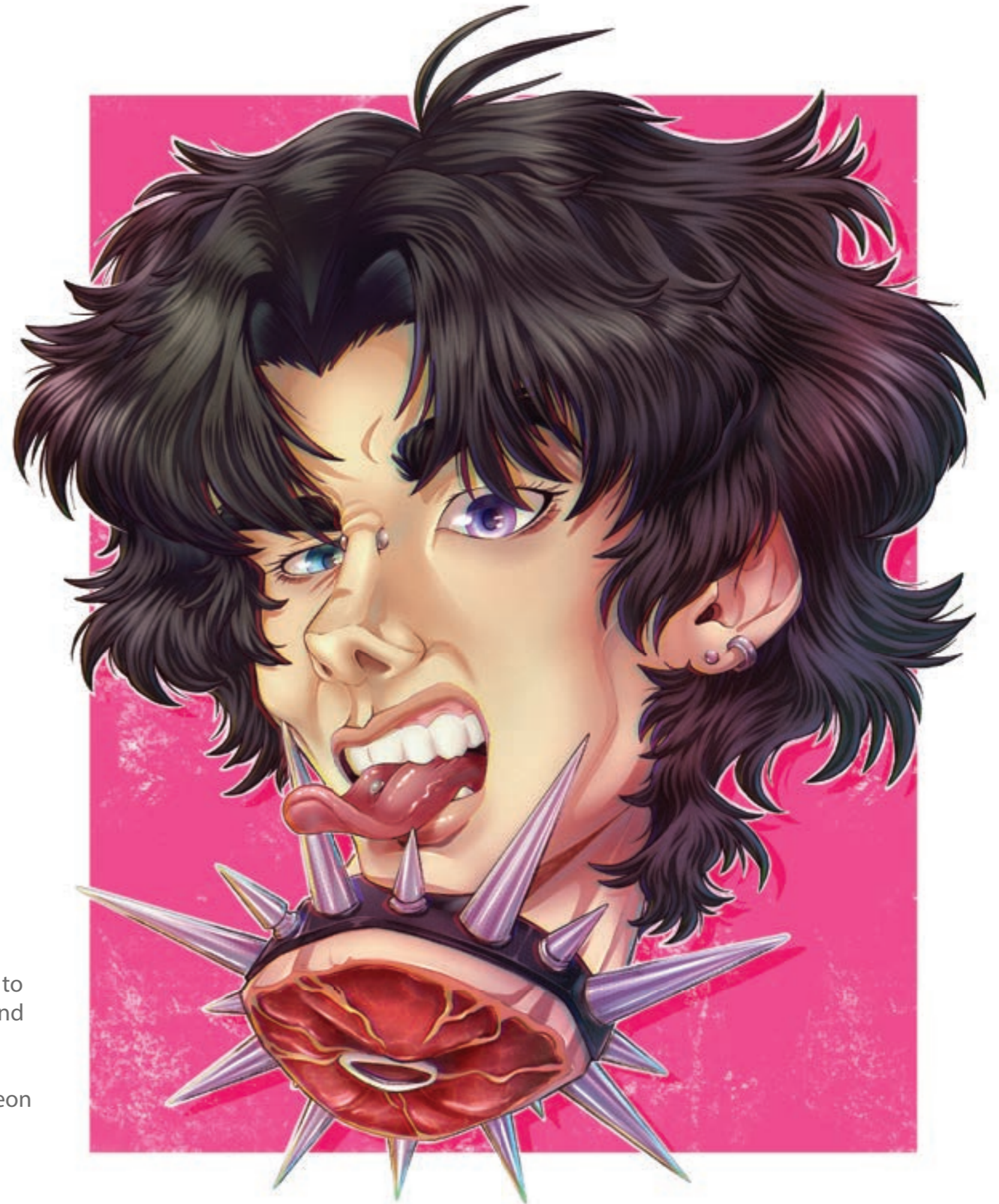
I've had a previous picture book project during my second year but ultimately I wasn't too happy with how that one came out, so when we had a competition brief where we were allowed pick which competition we took part in I went with MacMillan's picture book. My story focuses on a young girl, Beatrice, who used to be close with her father before he started working more and passed away unexpectedly. Her father tries to connect with her one last time though things she used to enjoy when she was younger before his spirit moves on.





Self-Promotion

In the professional and commissions module, we had to come up with a way to promote ourselves through designing a business card, a promotional item, and a website. My self-promotion pack included a business card designed as workable, miniature comic book, a wolf pin, and a print that also served as a sticker. My print was a beheaded original character with a punk flare and a neon pink background to make everything pop. To me it served the purpose of showcasing my rendering skills and what I enjoy illustrating.





Negotiated Project - Life Stories and Other Things That Don't Exist

Our last project of the course was one that we had to propose our own brief and topic for. As a lover of narrative, I gave focus to comics. Originally it was going to link to my summer zine of cryptids but I put aside the singular topic of comics based on cryptids and instead wanted to tell a variety of stories. These comics ranged from personal anecdotes to original stories about fictional characters. I wanted to create something that would connect with people and give people an escape from the mass isolation that was brought on by COVID., and I believe stories are one of the best ways to do that.









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