



Georgia Tye

UK-based illustrator with a love
for the quirky, humorous and
bizarre



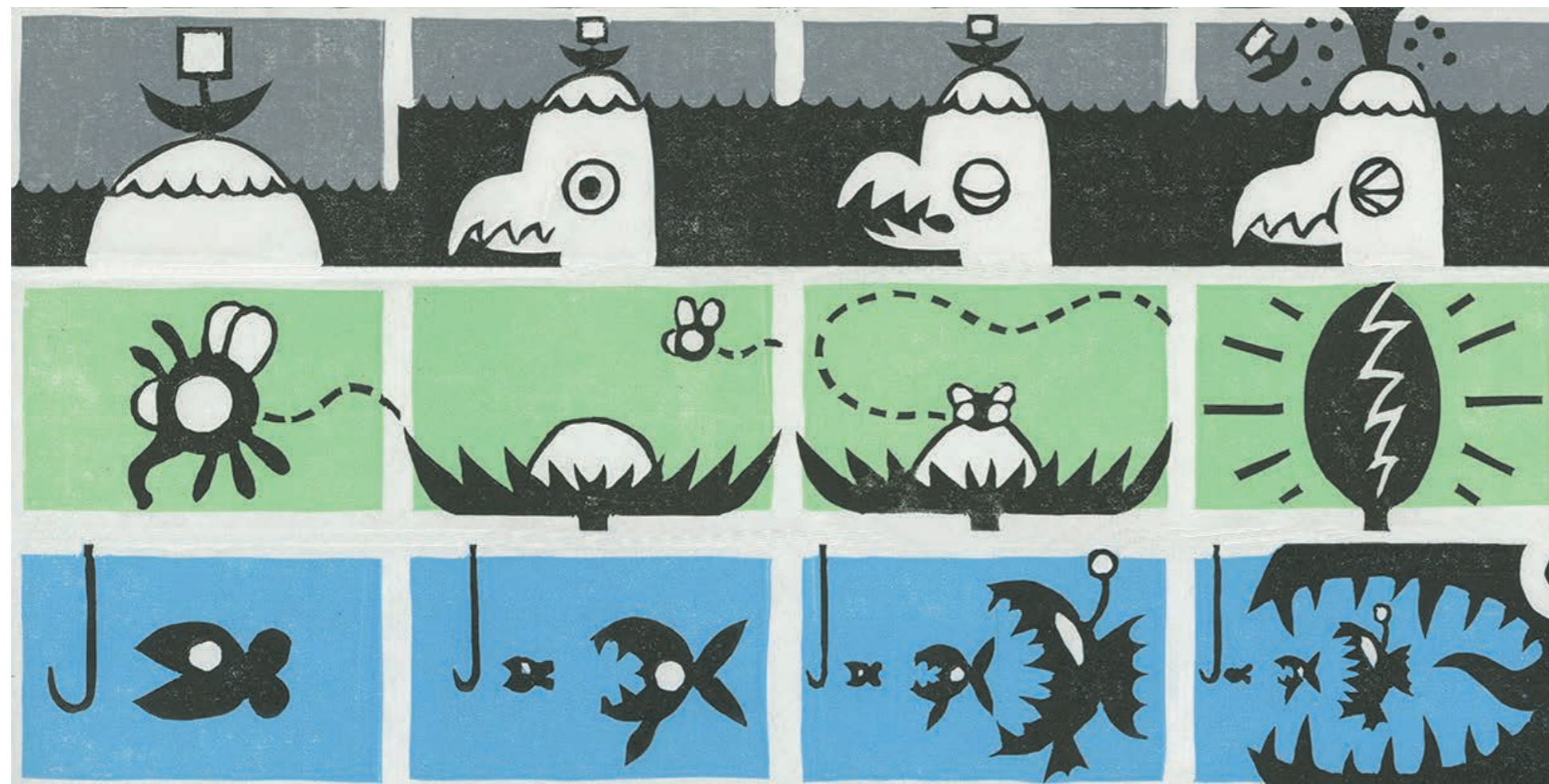


01: Professionalism and Commissions - Self Promotion

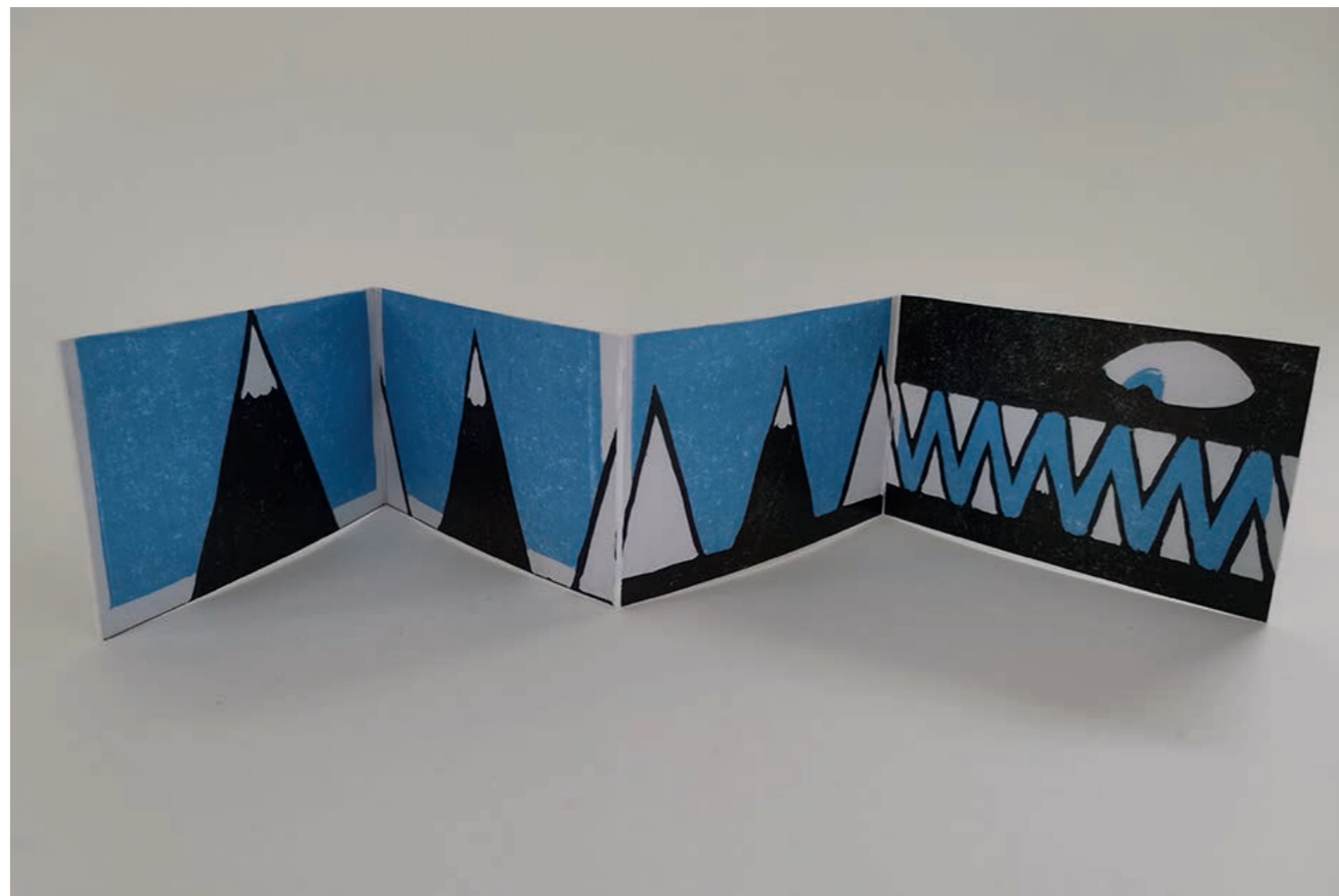
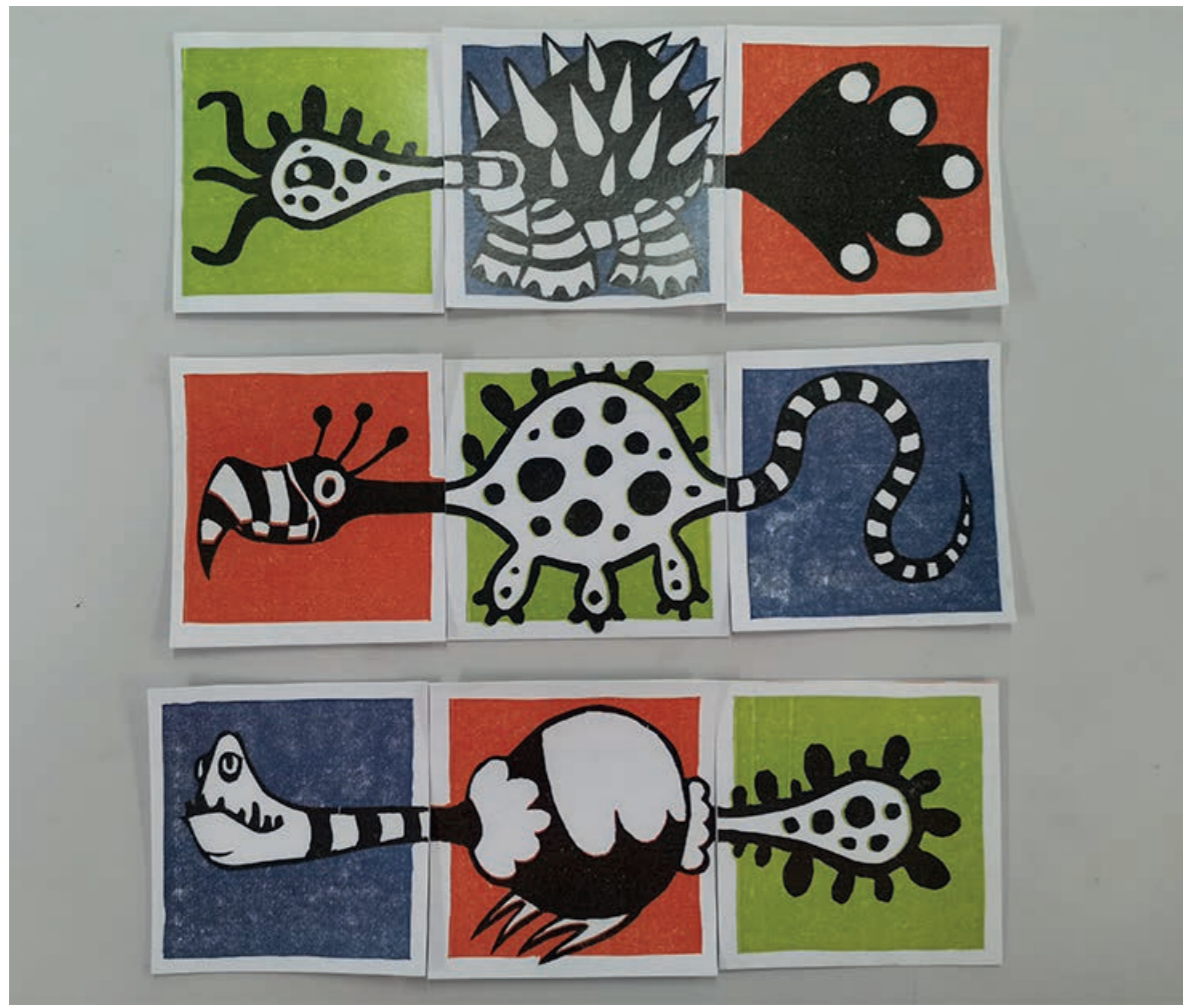
As a part of our Professionalism and Commissions module, we were to produce an experimental and visually striking promotional campaign, consisting of a business card, promotional item, website and portfolio.

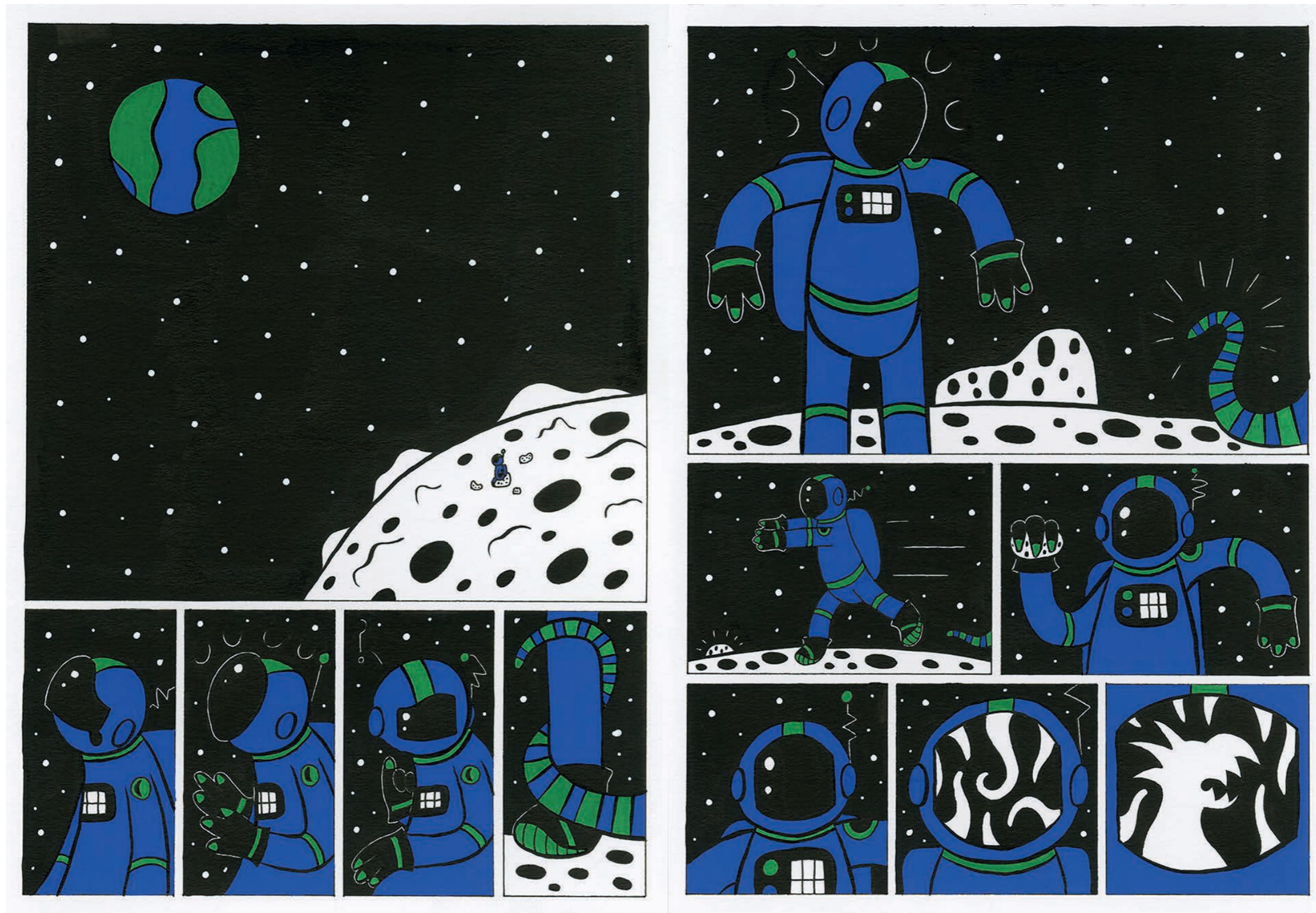
To create an eye-catching and playful promotional item, I made a series of linocut 'creature cards', designed so that the heads, bodies and tails could be swapped around to make a new creature. My idea is that, when these are sent out to clients, each client will receive a unique combination of body parts.





I experimented with several ways to make my business card unique and memorable, including ones that pop up, or with a flap to lift. Eventually, I chose a design that would fit flat inside a wallet, but that could fold out into a larger design. One side contains the relevant contact information, while the other has a mini-comic; this reflects my interest in narrative illustration and visual wit. I am hoping that, by designing my card in this way, it will also catch the eye of a client interested in book illustration or sequential art.

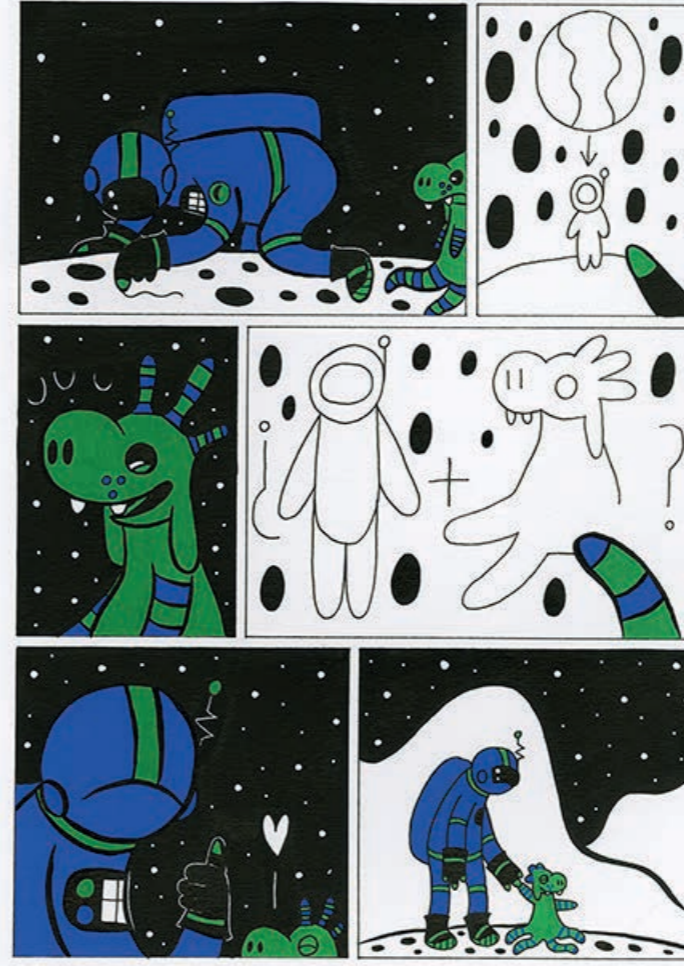
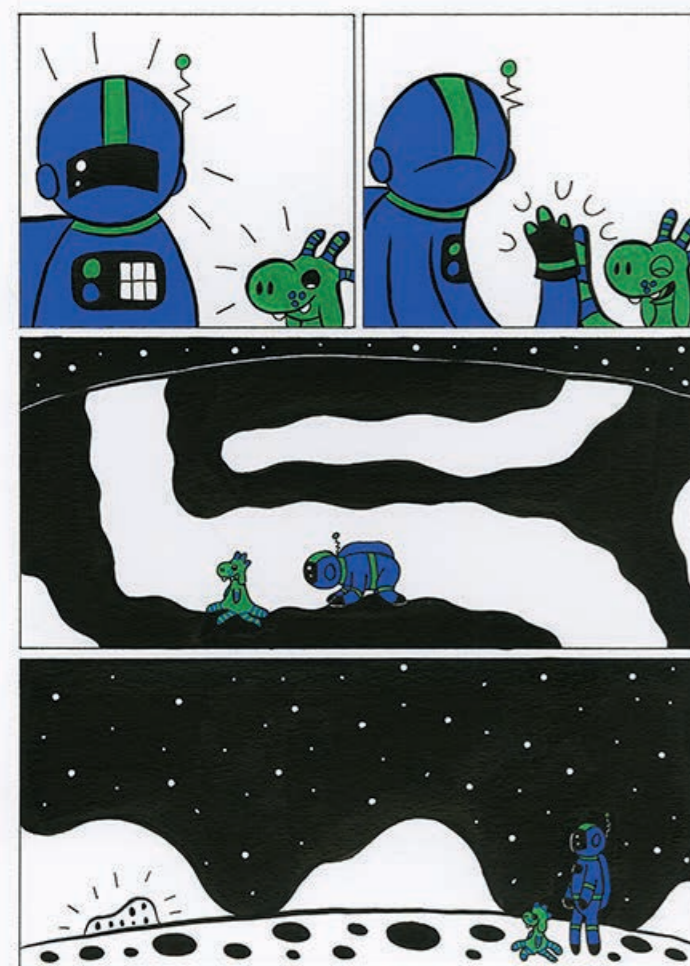
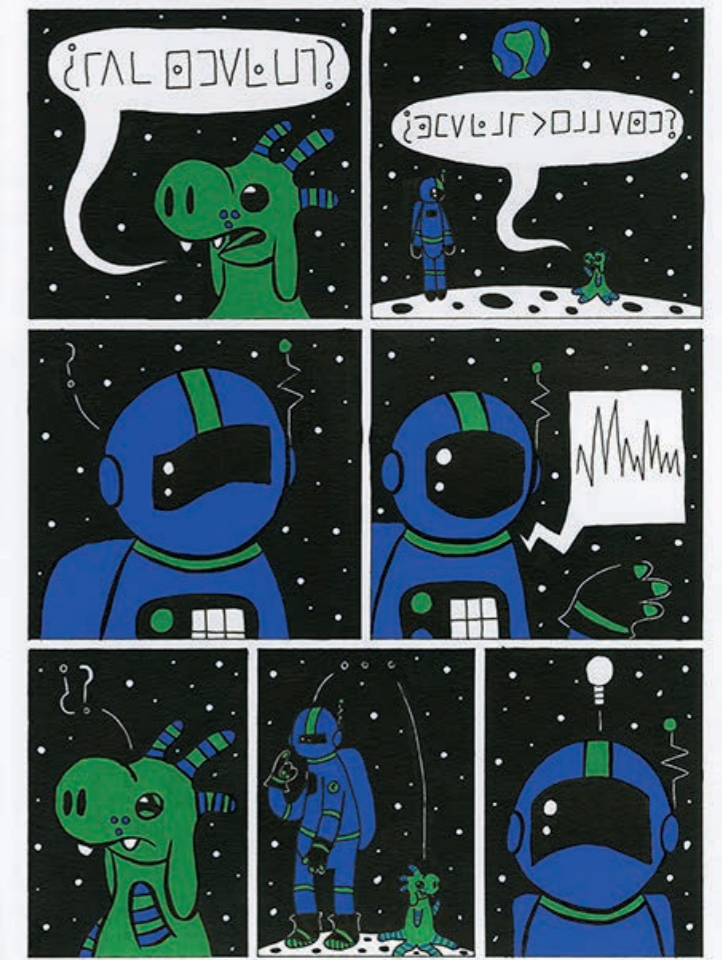
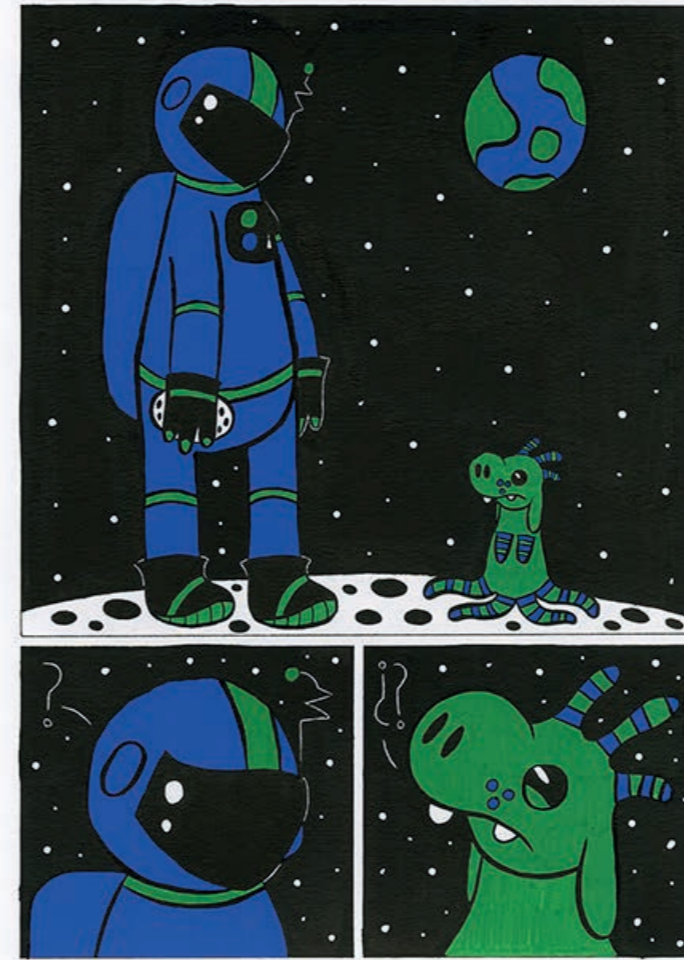
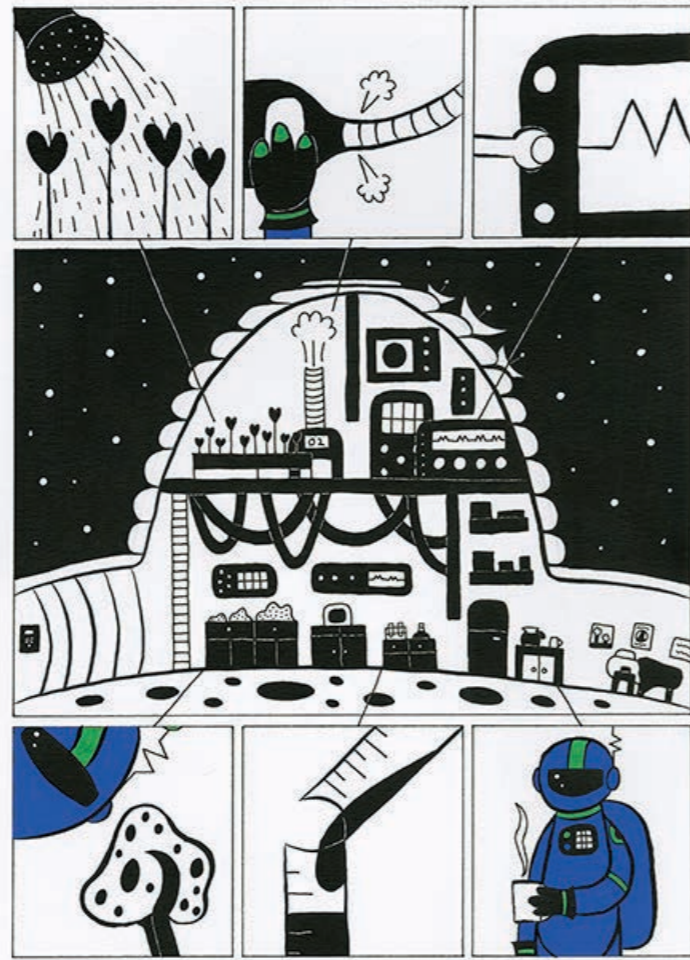
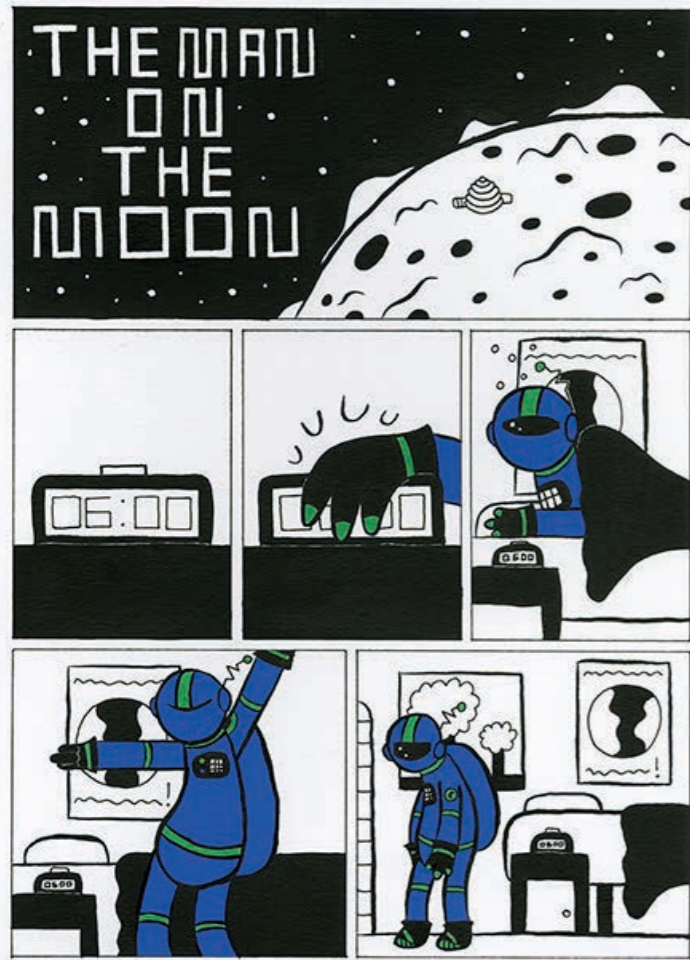


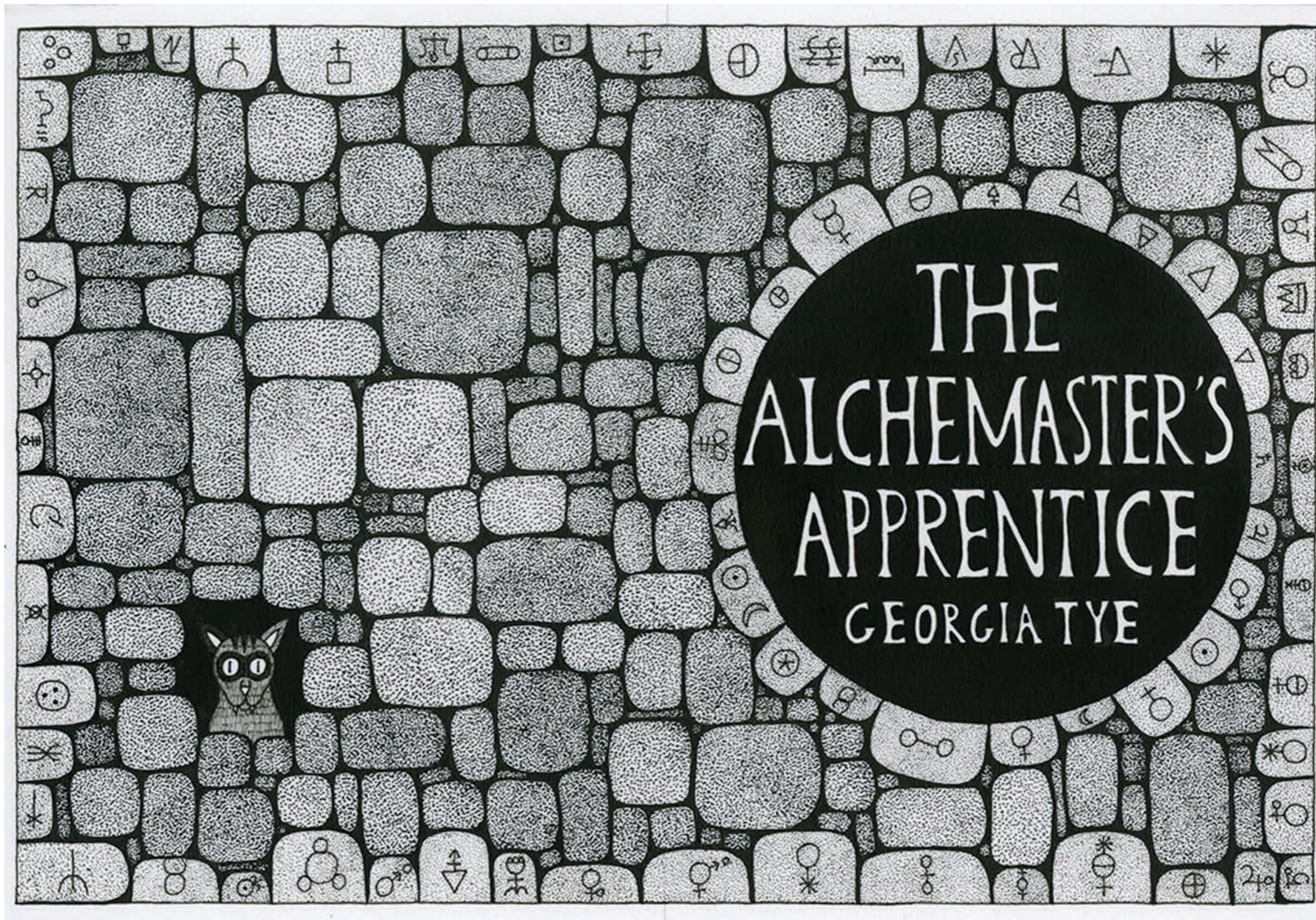


02: Professionalism and Commissions - Batsford Prize 2020-2021

For this brief, we worked on a national or international competition of our choosing; I chose the Batsford Prize, as I liked the theme, and they allowed picture book/graphic novel entries (an area of illustration which I am particularly interested in).

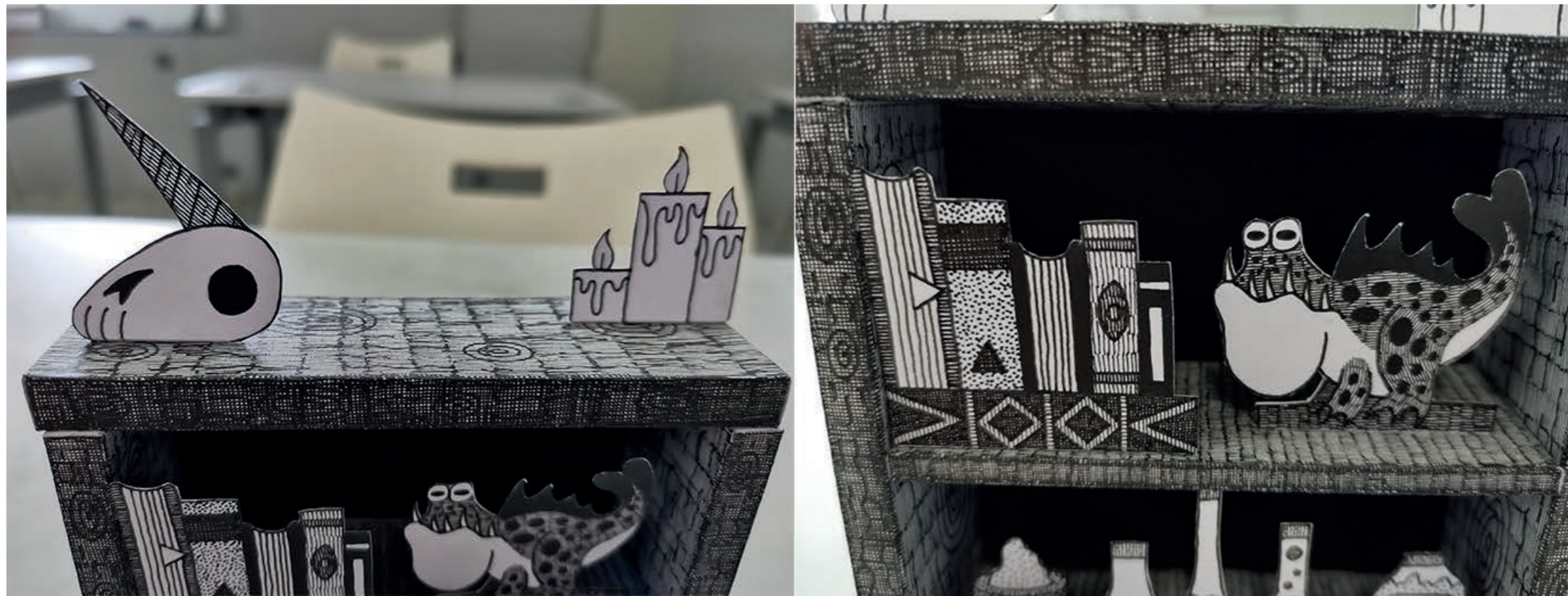
The theme for this year was 'Our Planet'. I wanted to present a unique take on this concept, so I created a short graphic novel about an astronaut, living on the Moon and missing their home planet - until they find something else living on the Moon with them.



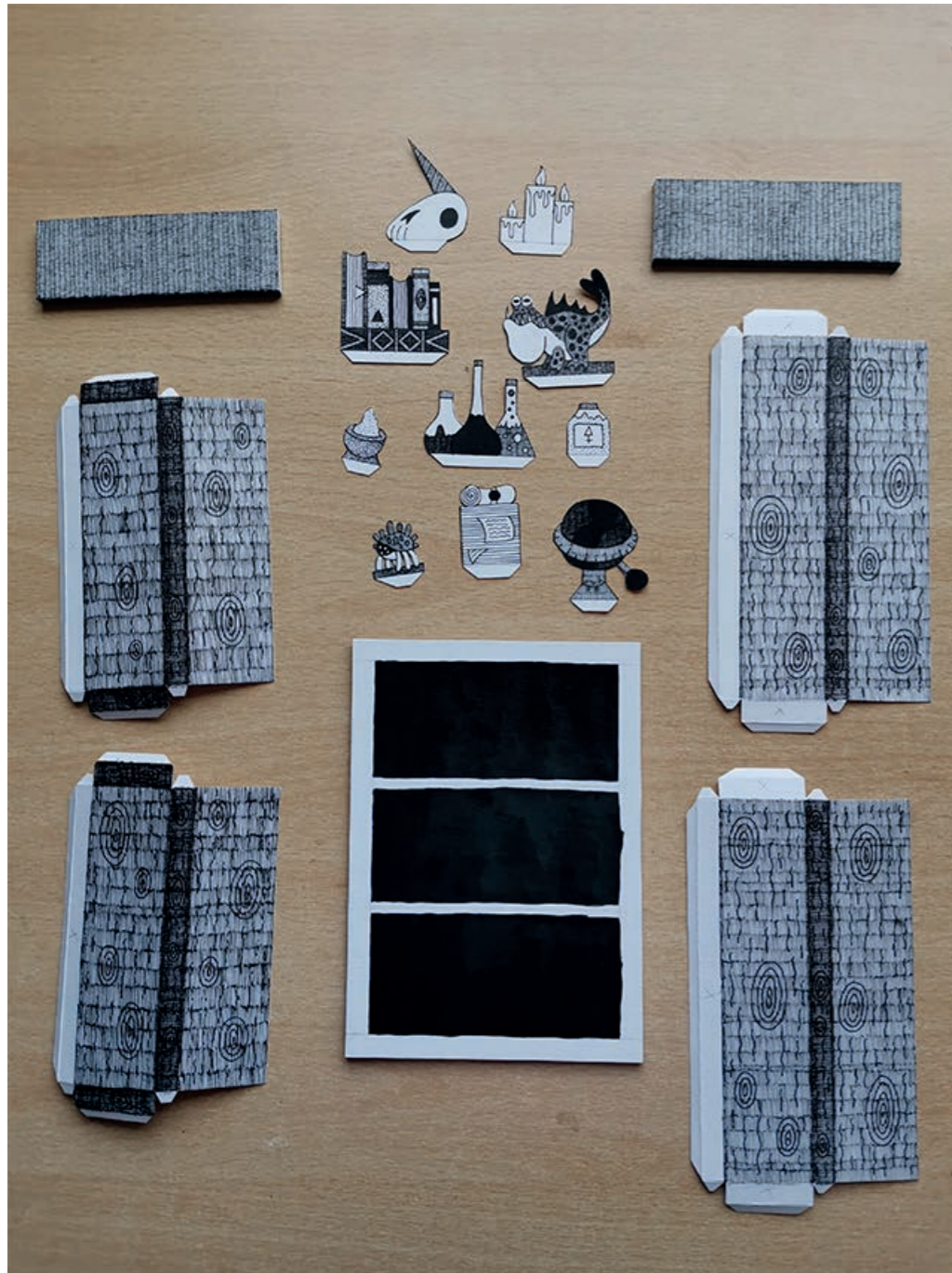
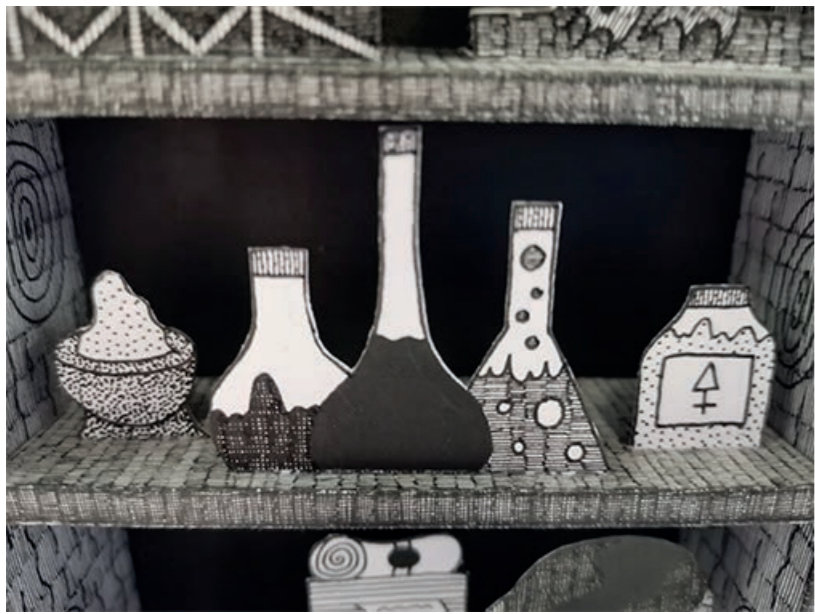


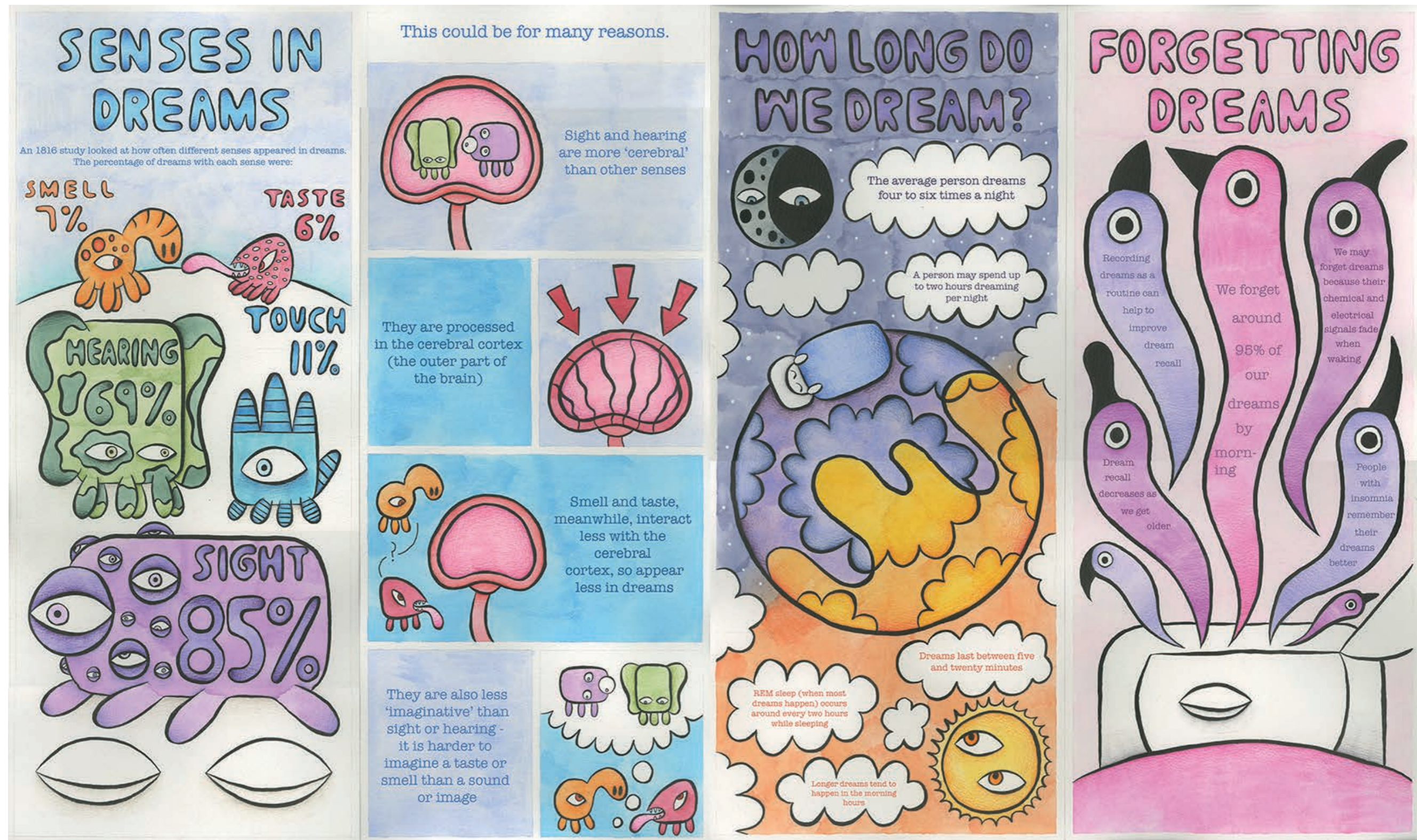
03: Summer Project - My Dream Project

Over the summer, we were given the brief to produce a zine, with a subject of our choosing. This was to gather initial thoughts and ideas for our future Negotiated project. As one of my main areas of interest is book illustration, I decided to make a zine of illustrations based on the book 'The Alchemist's Apprentice', by Walter Moers. I used this zine as an opportunity to experiment with character design, background design, and the ways in which I create my illustrations.



One way in which I experimented with my working methods was creating 3D illustrations. Based off of one of the environments from the book, I created an illustration of a bookshelf, with the shelf itself being 3D and the elements on it being 2D. I did this by drawing in pen and ink on the net of a cuboid, then folding it up to make a 3D shape, attaching all the 3D shelf pieces to a small piece of greyboard, then gluing on the 2D elements (with a tab at the bottom to keep them upright). I wanted to use a similar style to the one which I use for my 2D pen and ink drawings, and I feel this translates successfully into 3D.





04: Negotiated Illustration - 'Dreams: An Illustrated Guide'

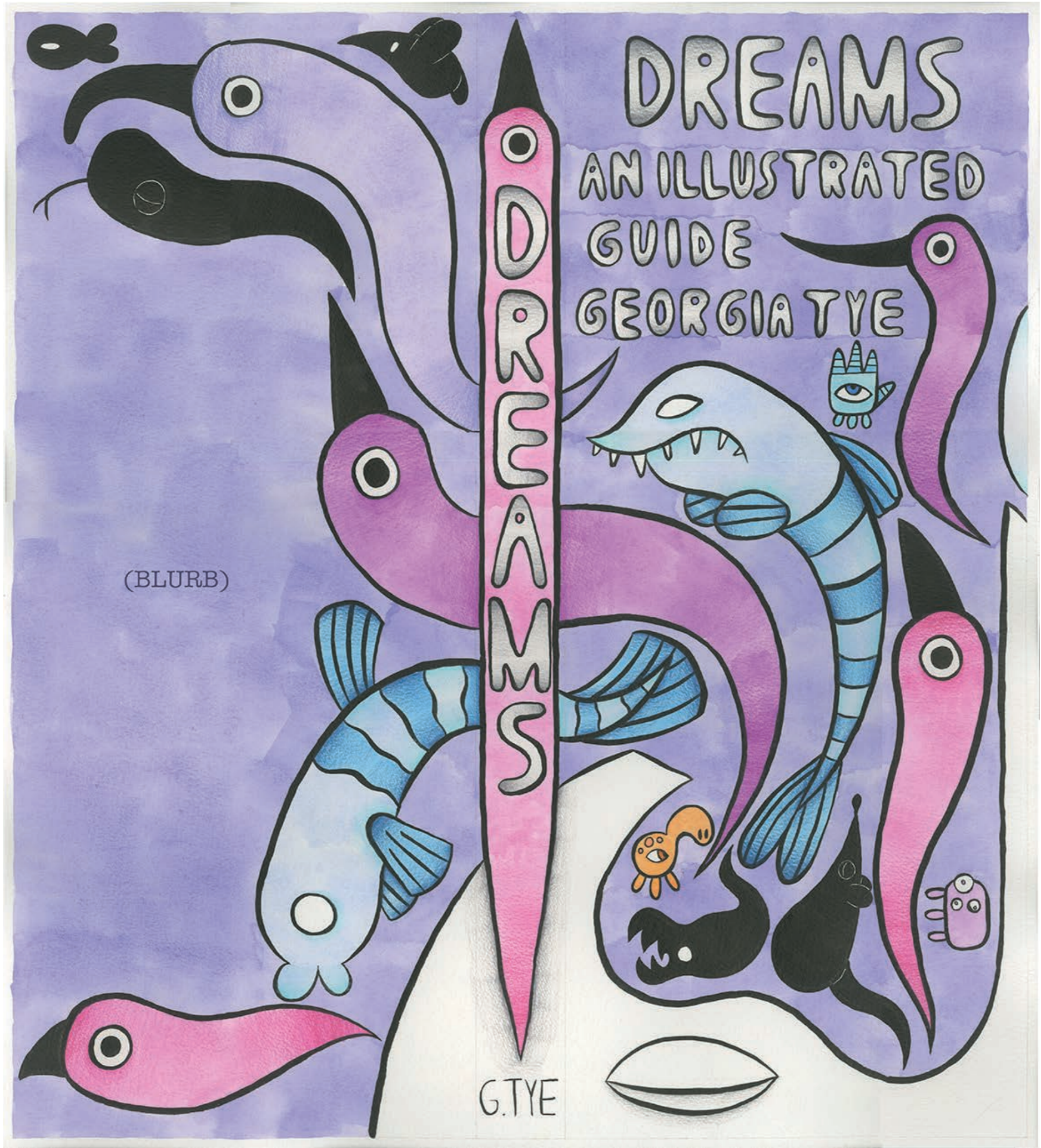
Our Negotiated Illustration project was to produce a body of work based upon an aspect of our career interest or dissertation research. Mine was a mixture of both; my dissertation was based on the links between Freud's theories and Surrealist art, and as dreams feature heavily in both, I chose dreams as my subject. I chose an illustrated book format because I am interested in book illustration as a career, and it is a widely accessible format for many. Therefore, my project was a non-fiction picture book about dreams, where I aimed to present all the information in a visually interesting and fittingly surreal way.

DREAMS

AN ILLUSTRATED
GUIDE
GEORGIA TYE

(BLURB)

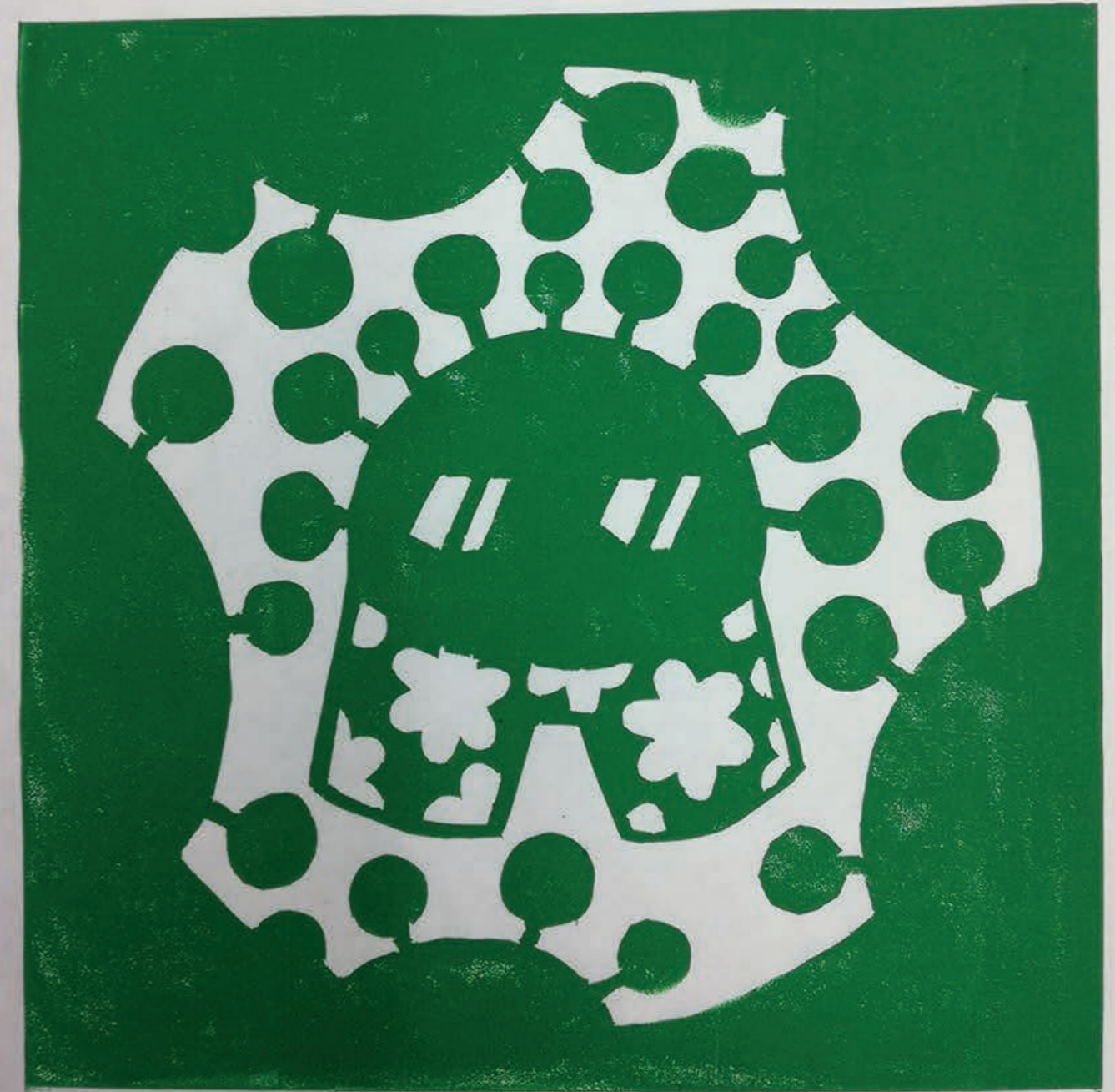
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05: Books and Storytelling - Graphic Novel

For this brief, we were to create a four-page chapter, chapter heading page, front cover and four-second animation for a graphic novel. This graphic novel would contain no words, and use a limited colour palette. We were given a prompt for the story, about a mysterious illness causing people to see the world in bizarre new ways; in my story, I interpreted this as a waterborne illness, with the recently infected main character hallucinating strange creatures in bodies of water as they walk through the city. I showed this by only using colour on the hallucinations, and by doing visual research into unusual sea life to base the creatures on.



06: Audience and Message - Editorial Illustration

This brief was about creating an editorial piece for a magazine aimed at an older audience. The article (titled 'Days in the Sun?') was about catching colds and flu while on holiday, and the illustration needed to be inviting and visually clever while incorporating this theme.

I wanted to combine the ideas of 'holiday' and 'cold/flu' in a clever and humorous (but still tasteful) way, and the idea I eventually settled on was a germ under a microscope, wearing sunglasses and swim trunks. I chose to do this piece as a lino print because I wished to use a limited colour palette, and I liked the texture that this technique gave to the final work.



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