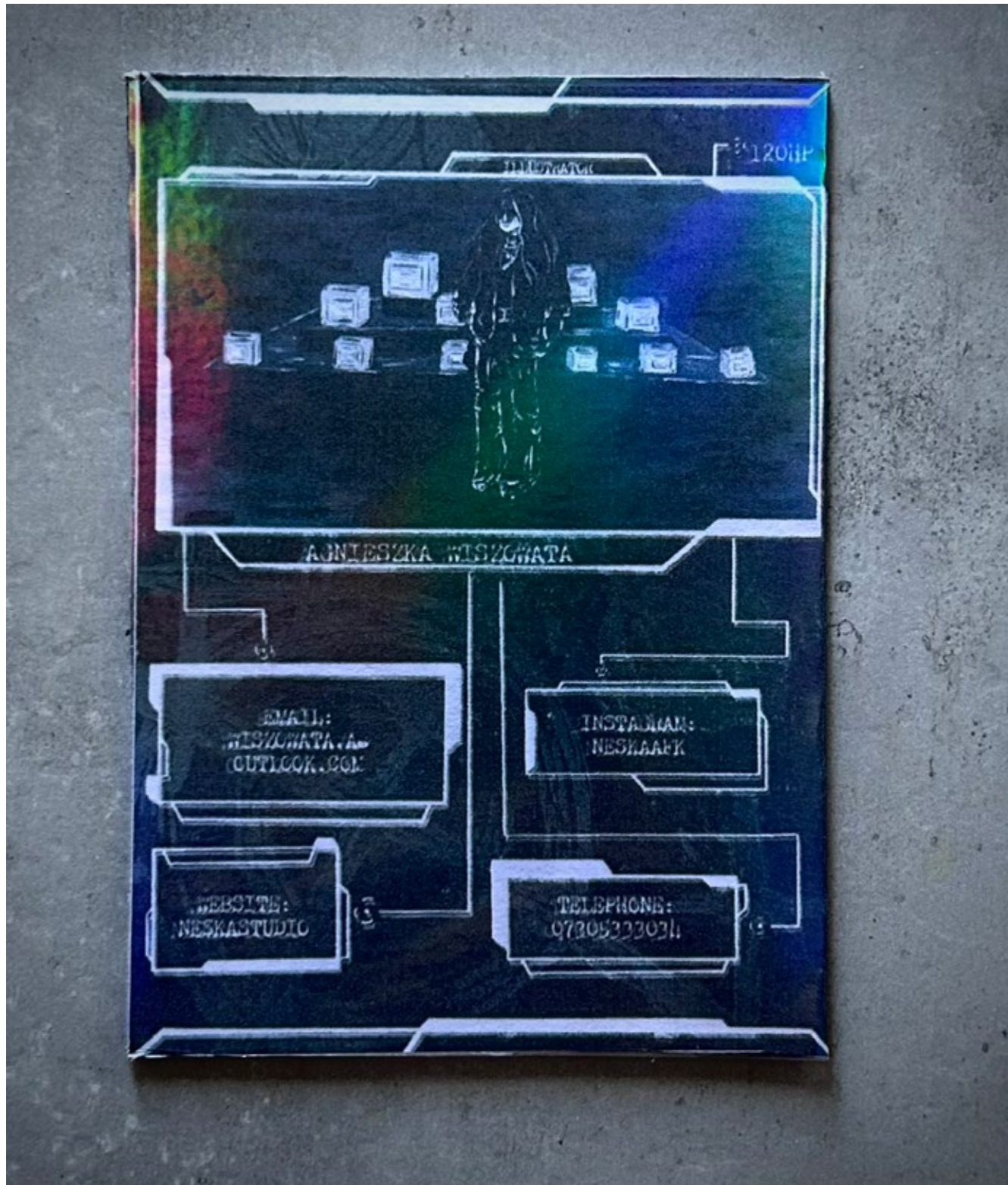


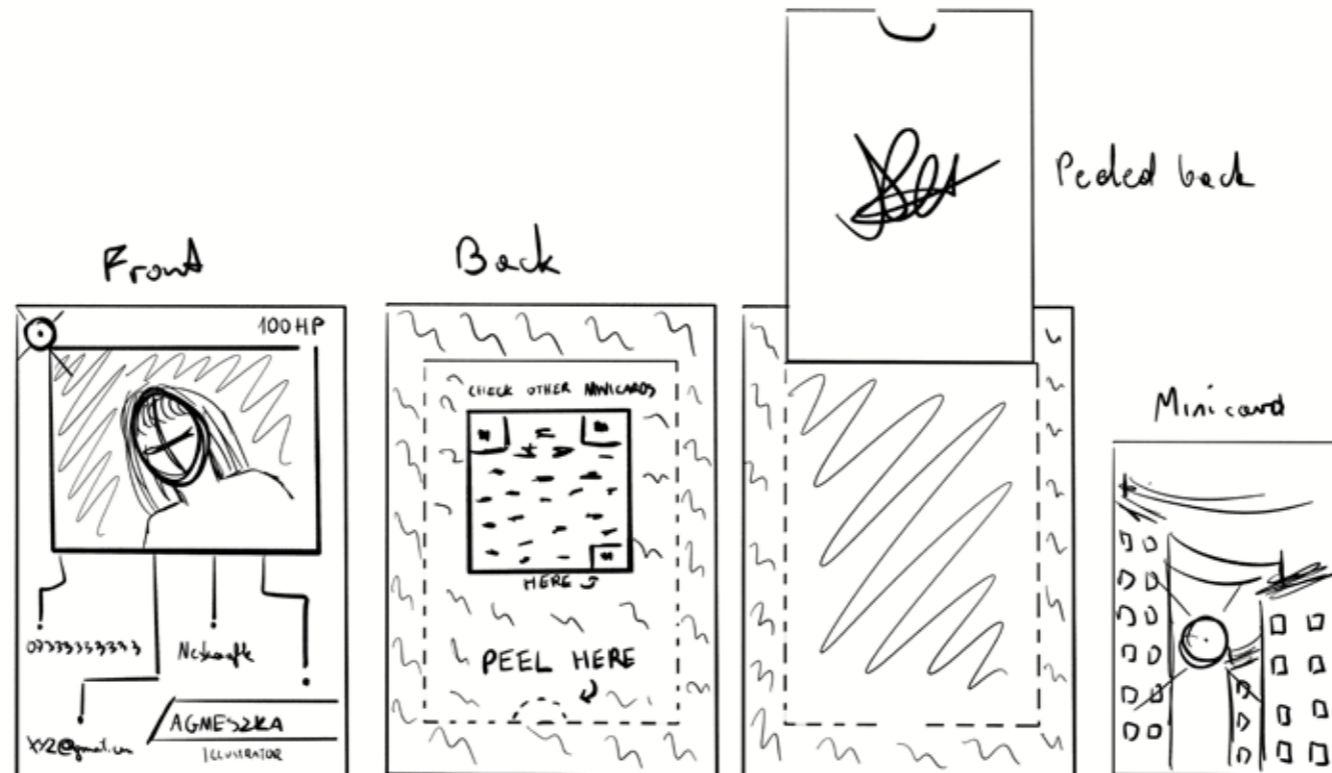


**Agnieszka  
Wiszowata**



## 01: Self- Promotion

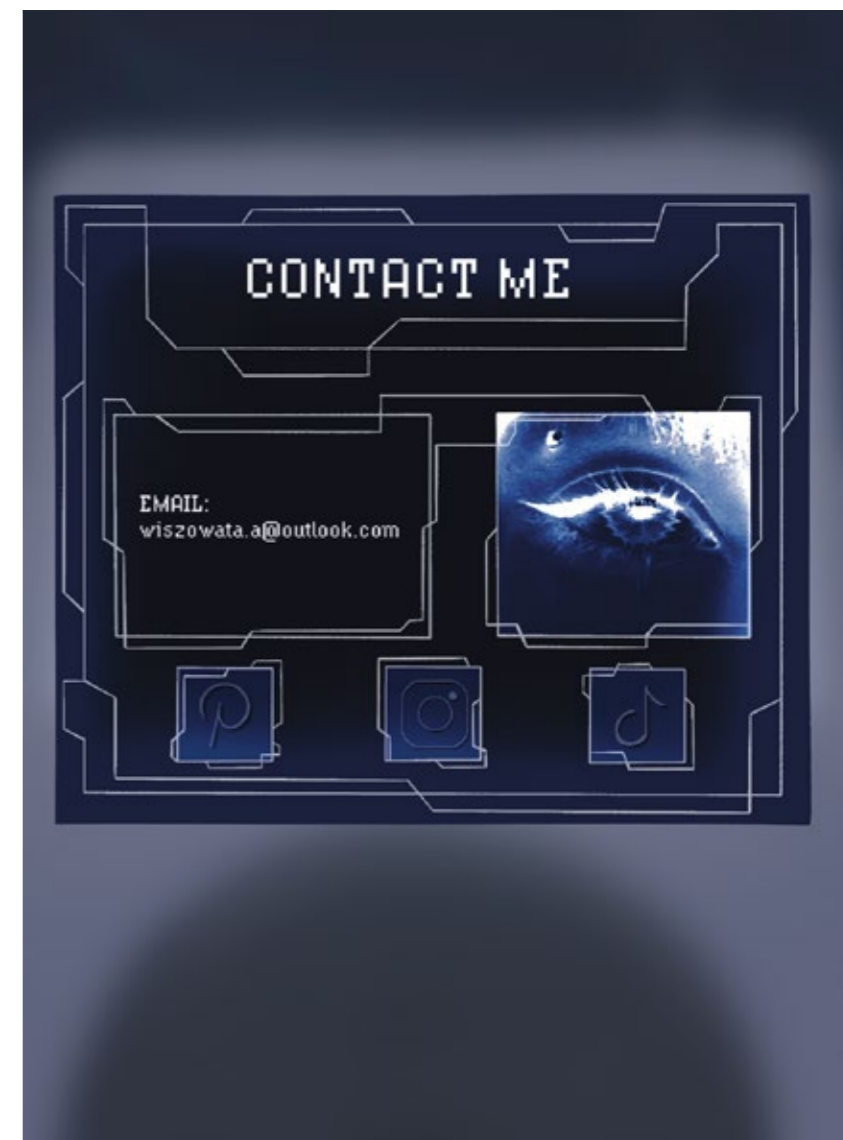
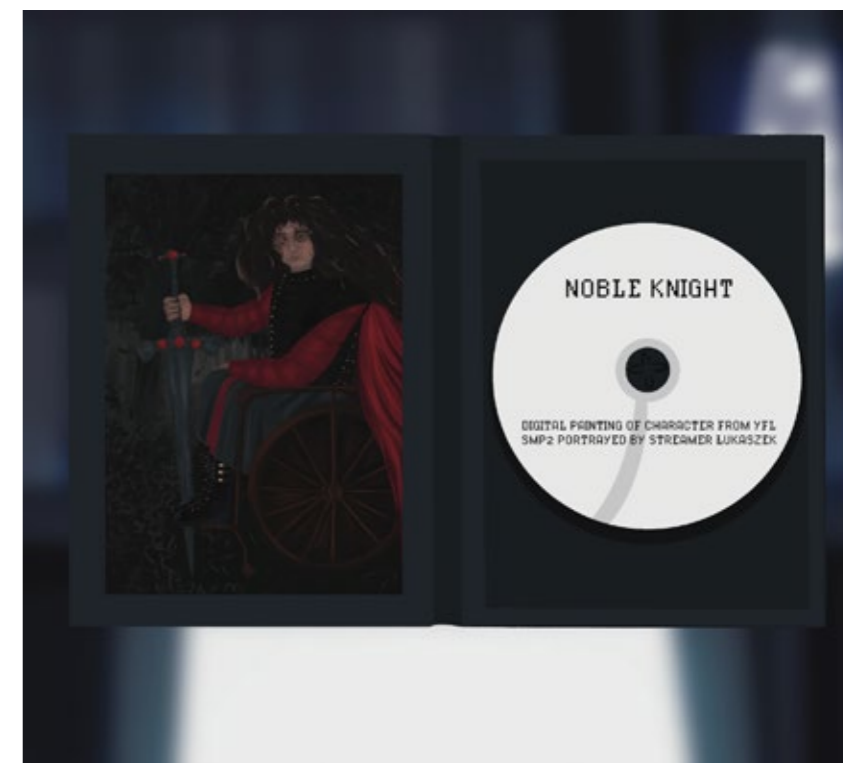
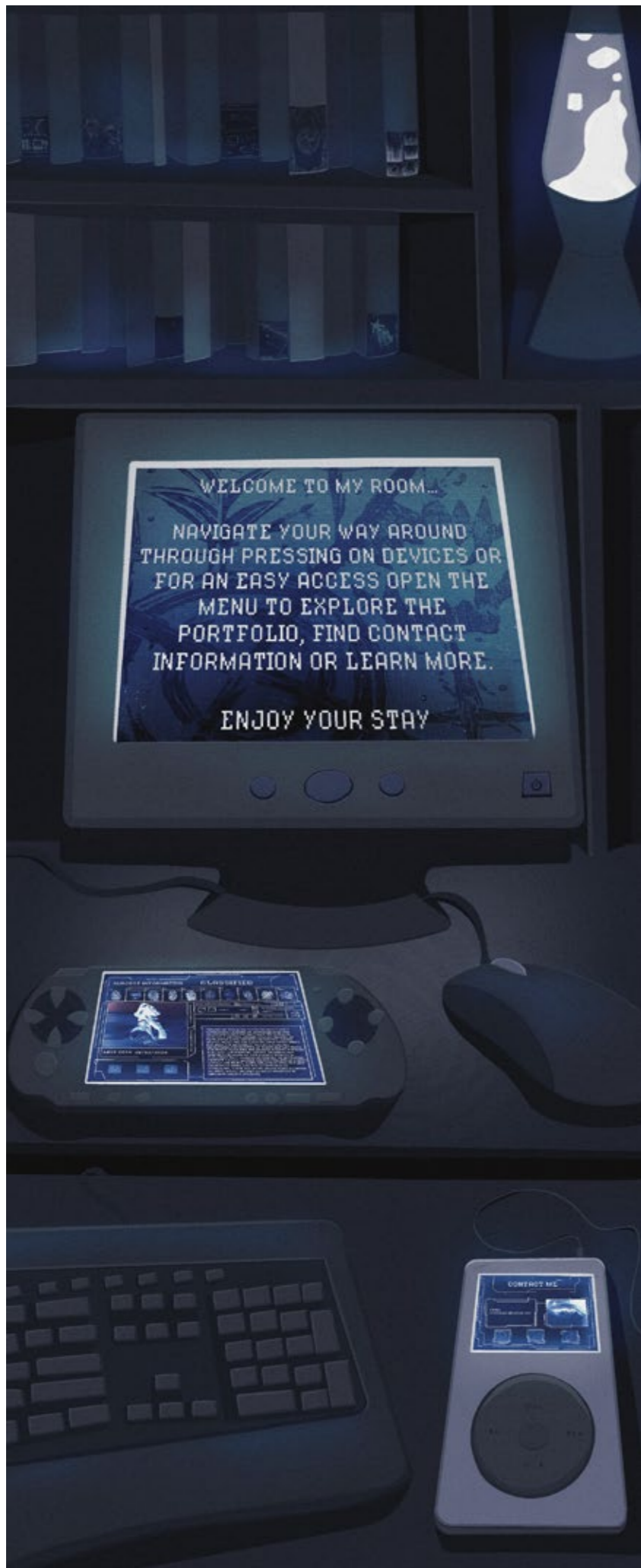
As a part of Professionalism and Commissions module we were briefed to create self- promotion materials. This project gave us perfect opportunity to showcase what we care about the most. I have been always inspired by game and streaming industry, 2000s' aesthetics, brutalism and impressionism. This is why the designs I have created touch upon each of those topics. The business card is based on TCG- which is insanely popular among streamers and youtubers and is one of my favourite parts of creative industry.



I included not only TCG inspired base card but also mini cards that can be found inside the business card to recreate the feeling of opening a booster pack of TCG.

For my website I focused on 2000s' and gaming aesthetic, creating an experience of being in a room with an old feeling.

Finally for my merch piece I touched upon the feeling that I often experienced- Anemoia. The design on the t-shirt represents feeling of longing for something I could never experienced.





ANEMOIA

FOR  
A  
TIME  
YOU  
HAVE  
NEVER  
KNOWN

NOSTALGIA



## 02: World Illustration Awards

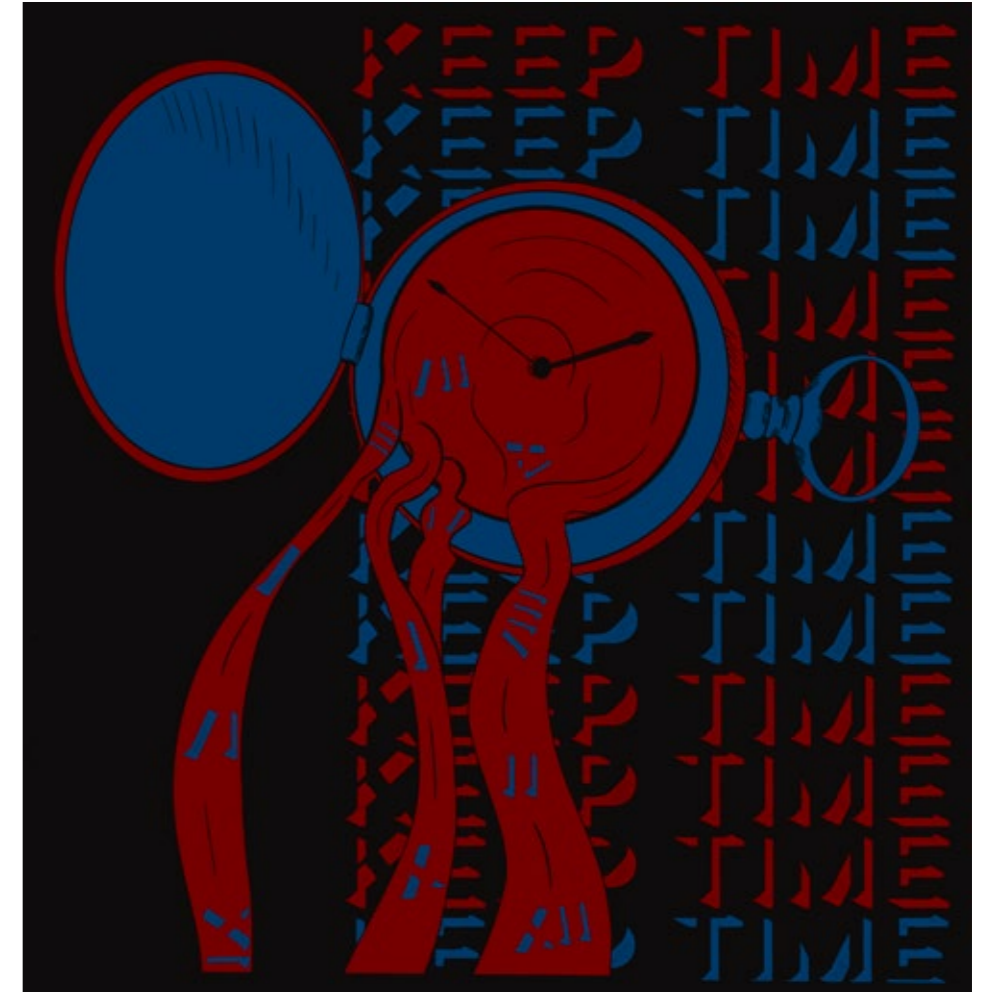
This project explores fictional futures- how from my perspective, in a contemporary context I imagine the hereafter. I was inspired by the current struggle with AI that we experience as society, now knowing if it is right to use it as a tool or if it is a step too far. A great deal in refinement of my topic took researching how fictional futures are represented by others in media like video games and movies. A lot of the time the future is not something optimistic- rather something scary like global pandemic and fighting just to stay alive. The piece of media that I related to the most is game Detroit Become a Human. The game came out years before AI became a public tool; however, it accurately describes what I feel in the topic of AI. It questions if AI is only a tool or if it can become something more if it keeps evolving and finally, if it evolves what will happen to us and what will be the society reaction to it.





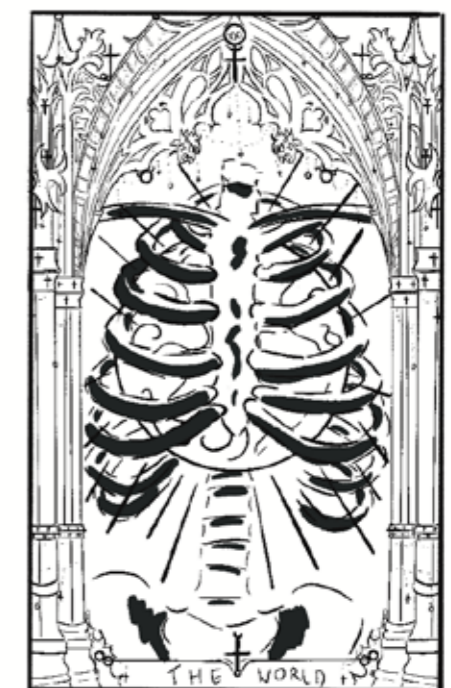
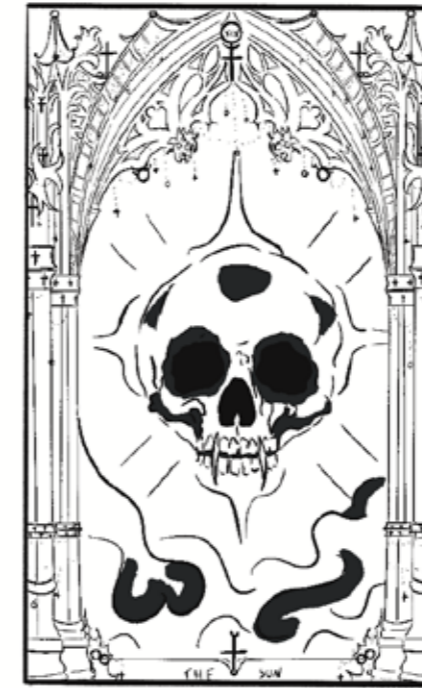
### 03: Album Cover and Merch

This album cover project I undertook during my second year at university was a reimagination of existing indie artist's album. We were given a list of artists to choose from, and the one that interested me the most for her alternative and striking visuals was Dilettante. The album- Tantrum explored unspoken emotions that gathered over time and later "exploded" all at once. That is why the cover I designed shows a mix of meltdown and rage, making the person almost fade away from the amount of emotions they're experiencing.



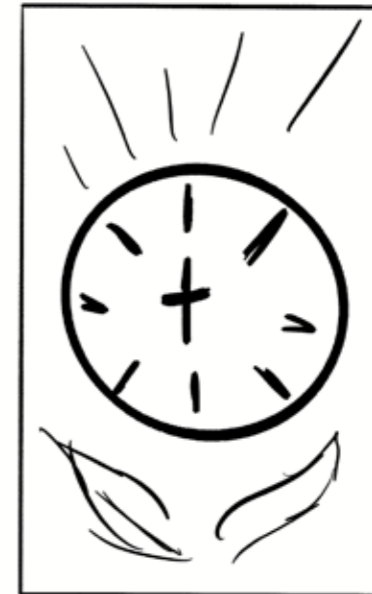
Merch visuals are interpretations of songs. They follow the same colour scheme and style, except for the “keep time” illustration that had to be flat to work a print for a tote bag.

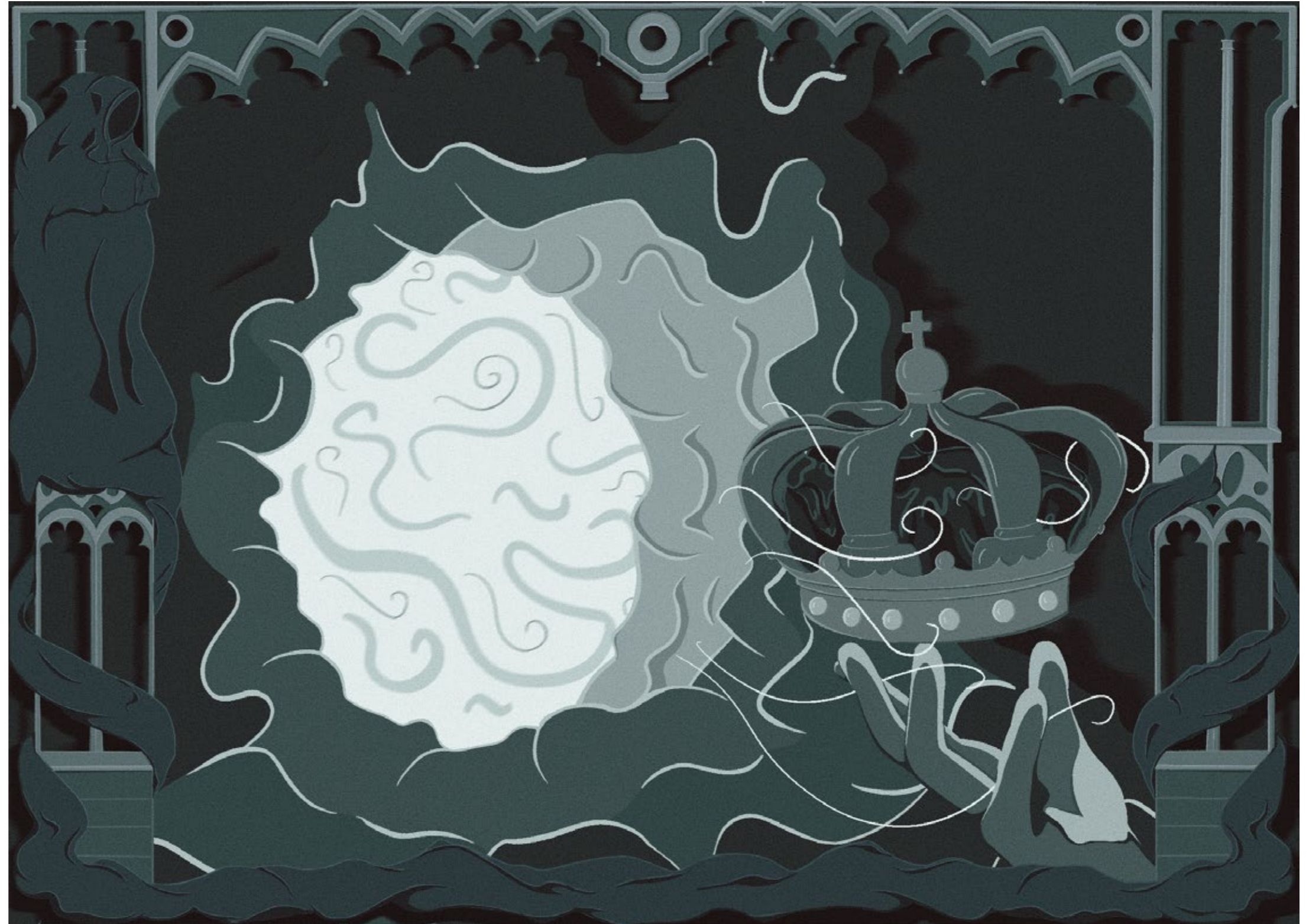
Eye illustration touch upon the same feelings as the visual of the album cover- reimagined in a form of an eye that is often considered a window to person’s soul.



## 04: Tarot Cards

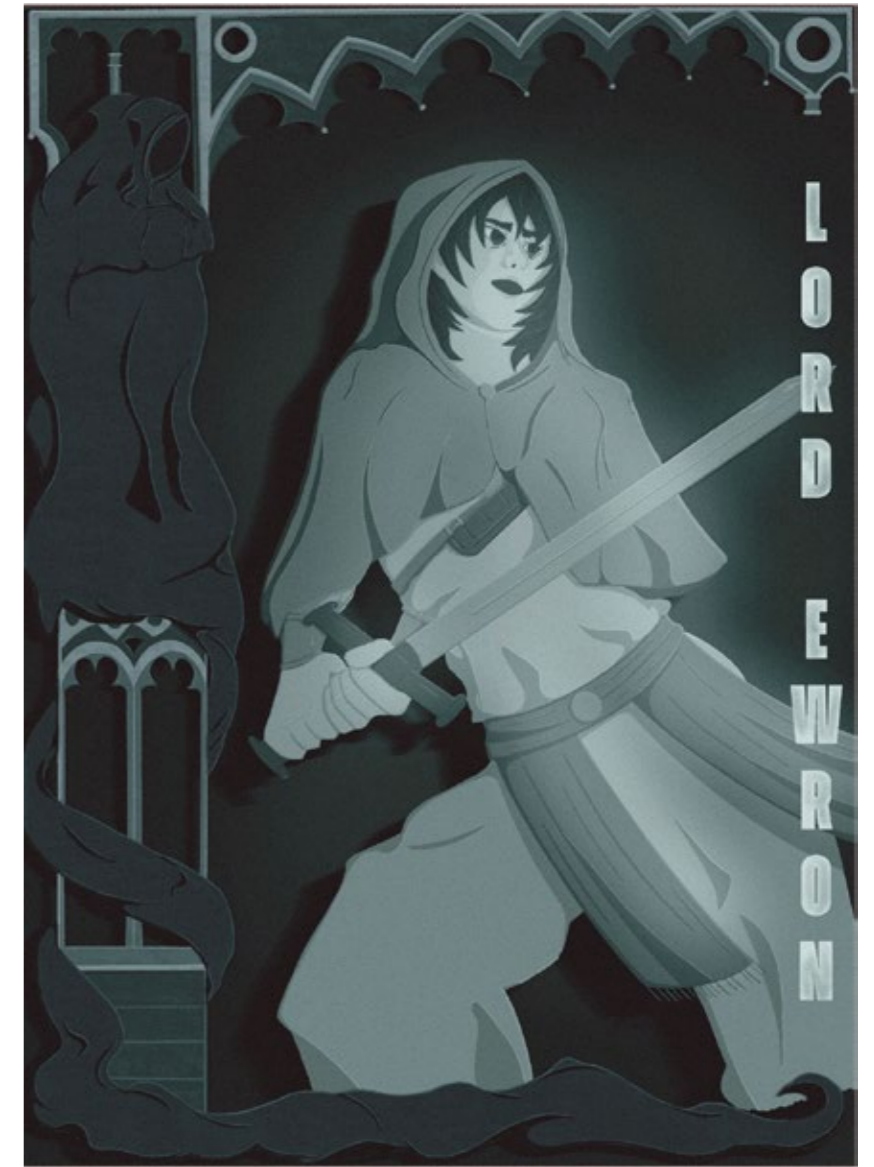
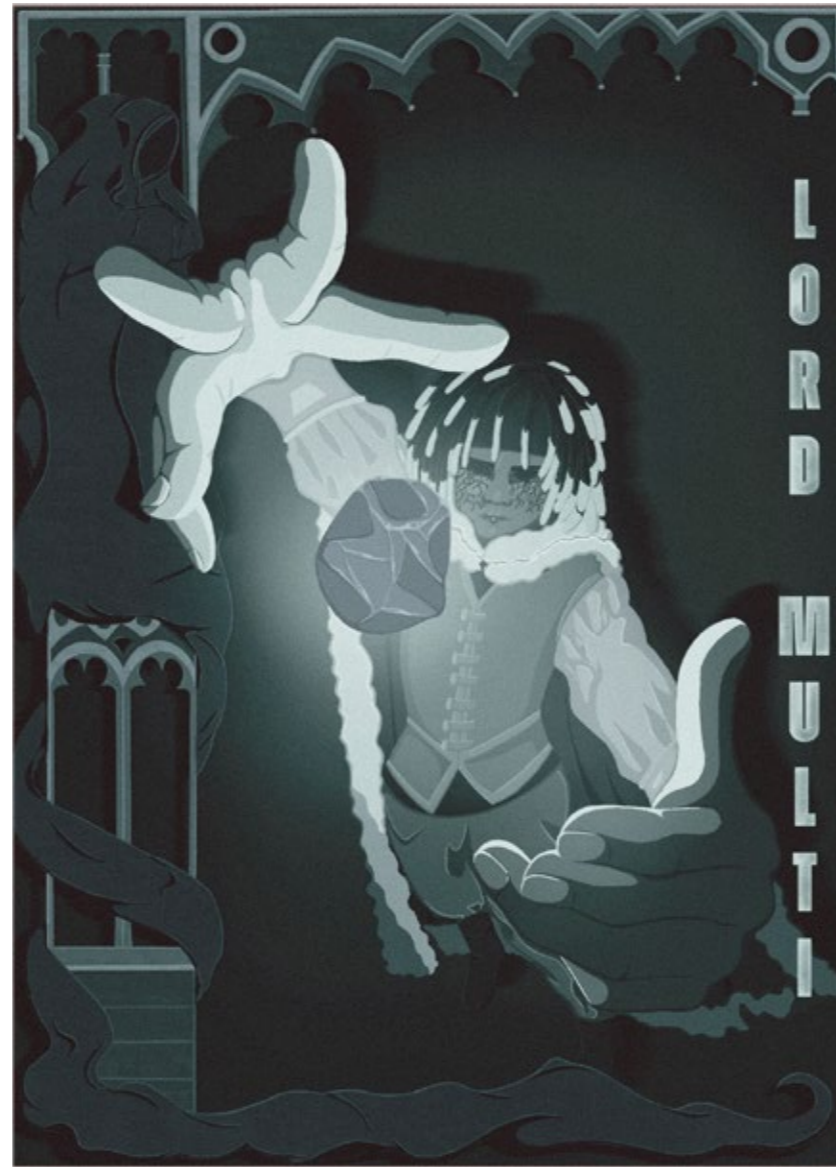
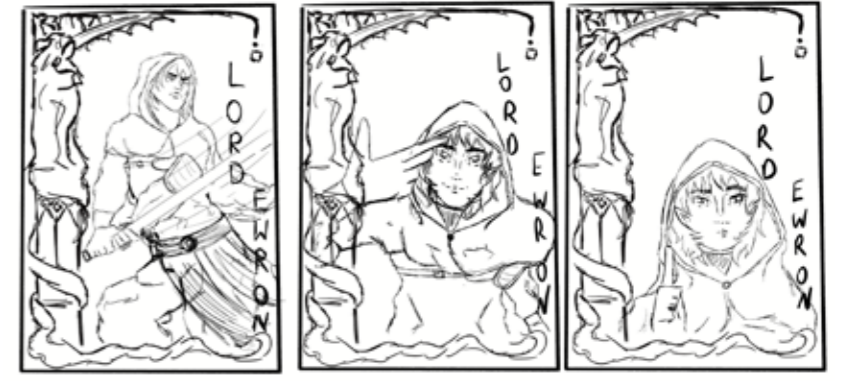
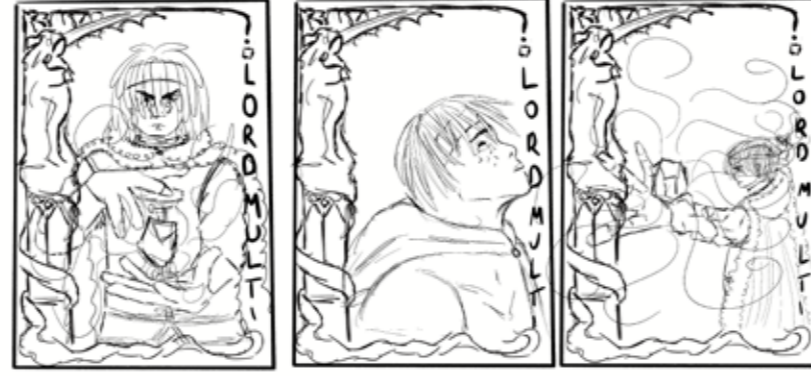
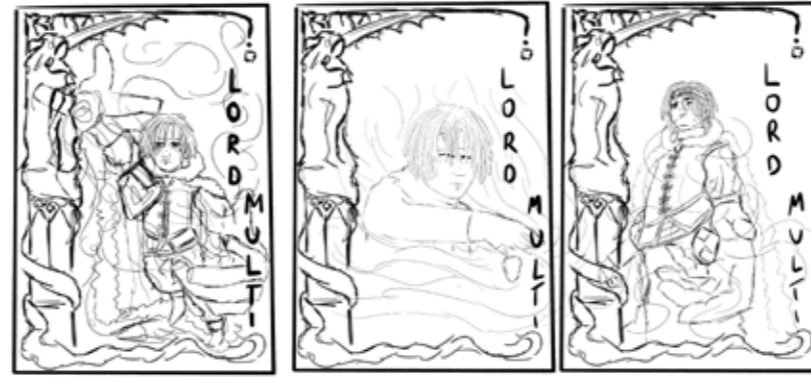
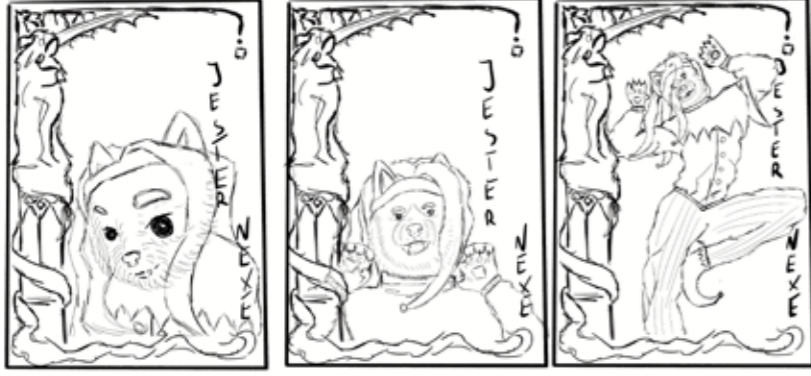
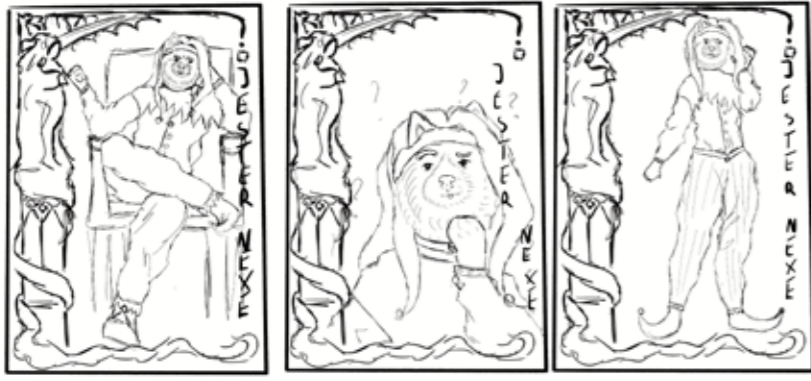
The tarot card sample project was one of my favourites to work on. I highly enjoy designing card based products. The gothic visuals and bone based shapes are interpretation of lost lives during witch trials as the base of the project touches upon trials of women hold in Lincoln Castle. Whilst only fully designing two of the cards, the overall aesthetic and visual would all be based on reimagining bones of humans as content of classical tarot cards.



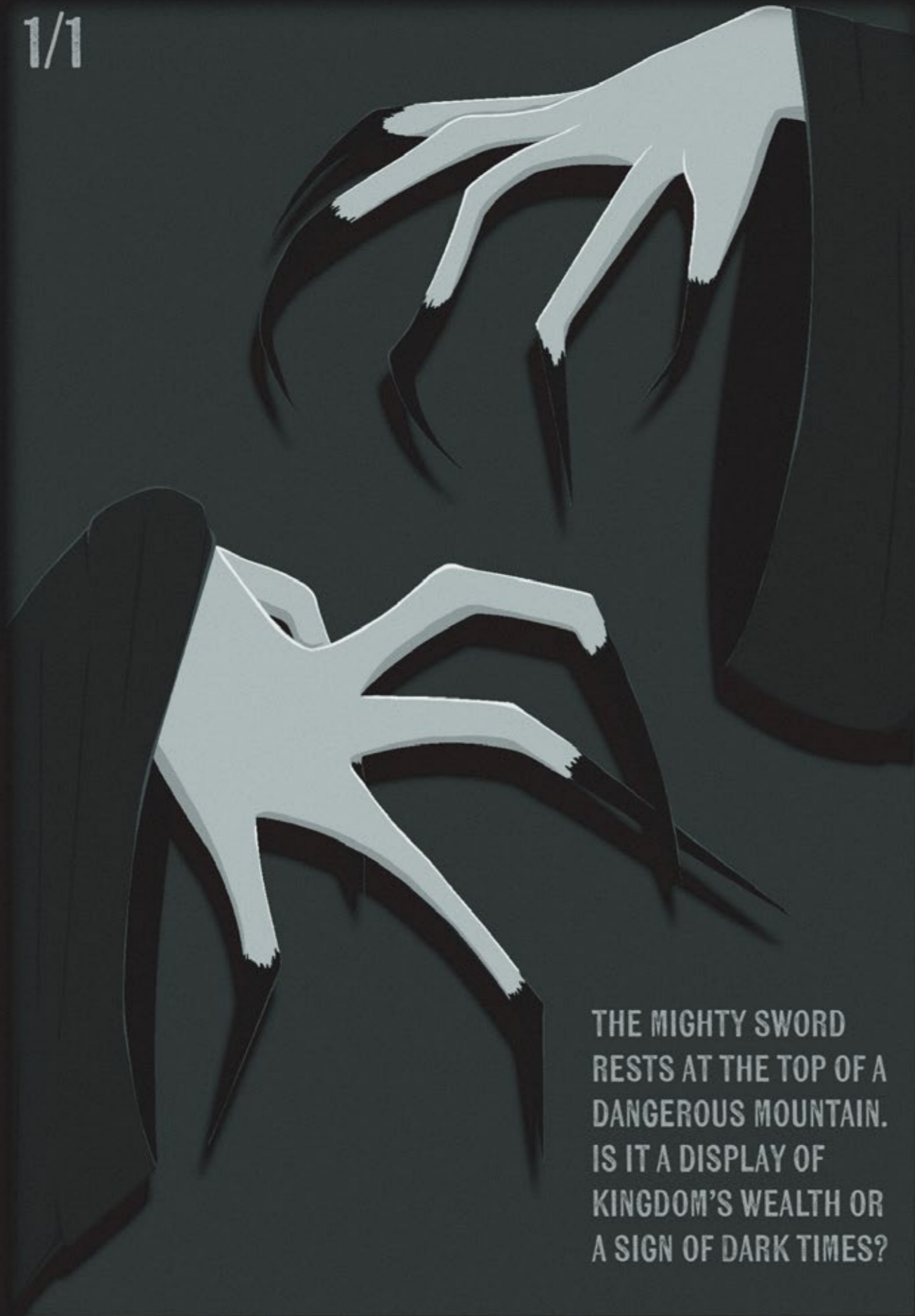


## 05: TCG

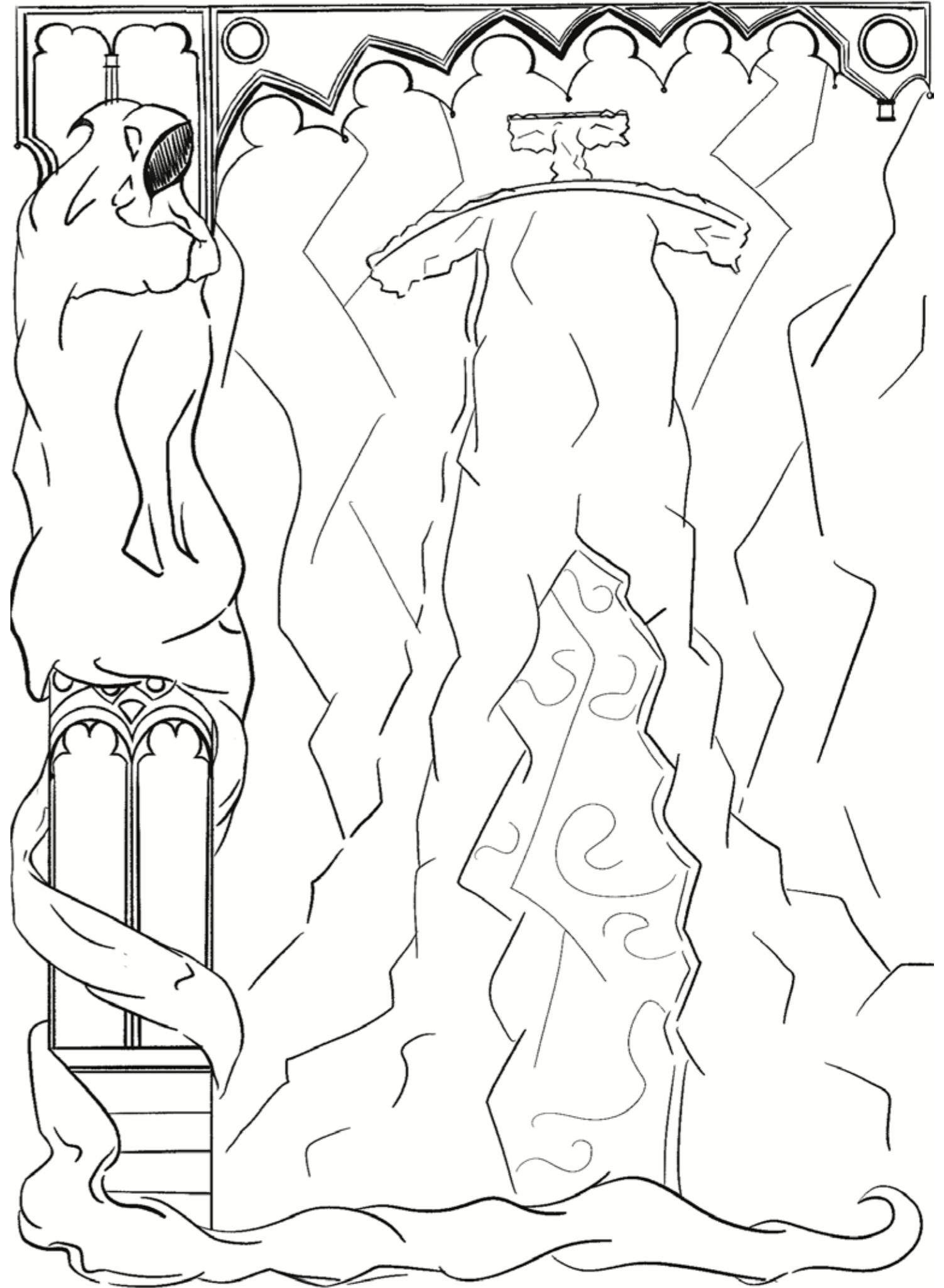
As a part of Negotiated Illustration module we could create our own briefs. The topic I have chosen was TCG cards based on a famous minecraft server created by a polish streamer Young Multi- YFL SMP2. TCG being one of my favourite part of creative industry, creating a booster pack based on a game and streamer that I enjoy watching was a pleasure. The visuals are interpretation of a “block game” through the historical lenses as the server’s lore was based on medieval times, so on the illustrations we can notice gothic architecture, medieval inspired clothing and magical feeling created with a green light that hints the fantasy elements of the lore.



1/1



THE MIGHTY SWORD  
RESTS AT THE TOP OF A  
DANGEROUS MOUNTAIN.  
IS IT A DISPLAY OF  
KINGDOM'S WEALTH OR  
A SIGN OF DARK TIMES?





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 [Neskaafk](#)