

# Looking into the Future *With Conceptual Art*

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CATEGORY 5 CREATIVE ARTS

**WRITTEN REPORT 2018**

## **GROUP 5-19**

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# 1: INTRODUCTION

## DESCRIPTION OF PROPOSAL

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### 1. THEME

#### Looking into the future

In a fast-changing world that is becoming increasingly technologically advanced, we wish to question, what impact will it have on our urban landscapes?

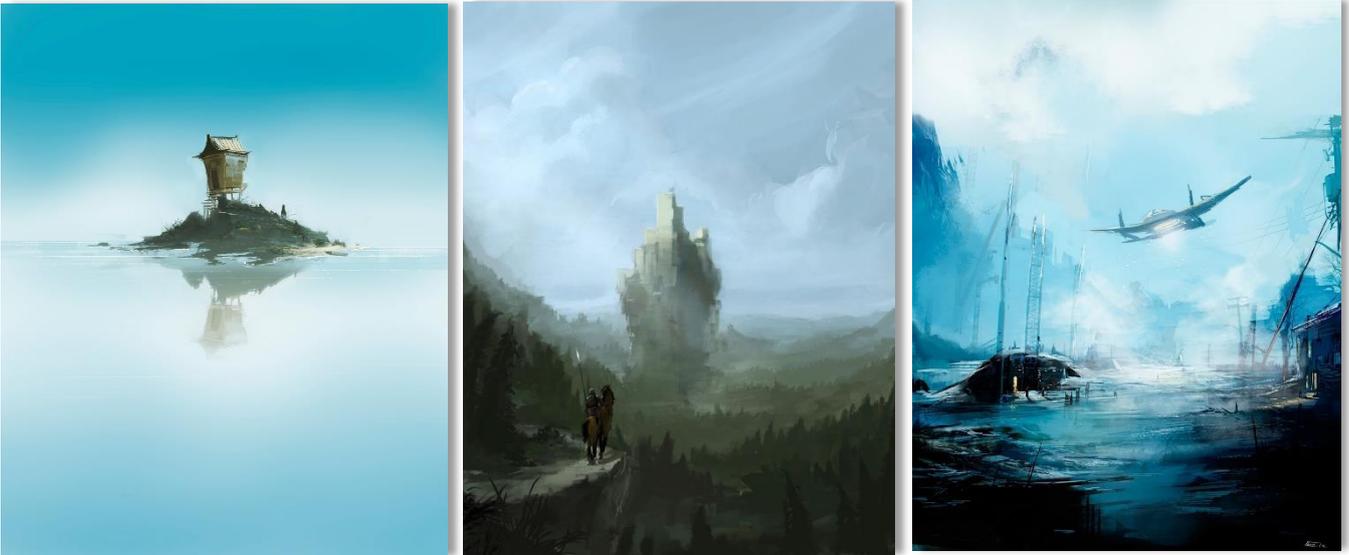
#### Conceptual art

Conceptual art is a tool used for communicating visual ideas. It is used popularly in the film industry and other industries in selling an idea.

#### Examples of conceptual art:



Stephan Martinieri's Concept Art for the film Total Recall



Work by concept artist IACG on DeviantArt



Work by renowned concept artist Andree Wallin

## 2. MEDIUM SELECTION

### Digital Art

Our selected medium for our project is digital art, using the Krita software.



We feel that a digital software is incredibly versatile as it enables us to replicate almost all of the effects and results of traditional mediums on the virtual platform. Also, we can alternate between different brush styles, and even paint to the most extreme of detail when zoomed in. Mistakes can be easily corrected too, allowing us to present our conceptual ideas with a better visual impact.

## 3. GENERAL IDEA

We created 3 digital artworks of future scenarios/landscapes, featuring a “fantasy theme”, “end of the world” theme and “Artificial Intelligence taking over” theme respectively.

## RATIONALE

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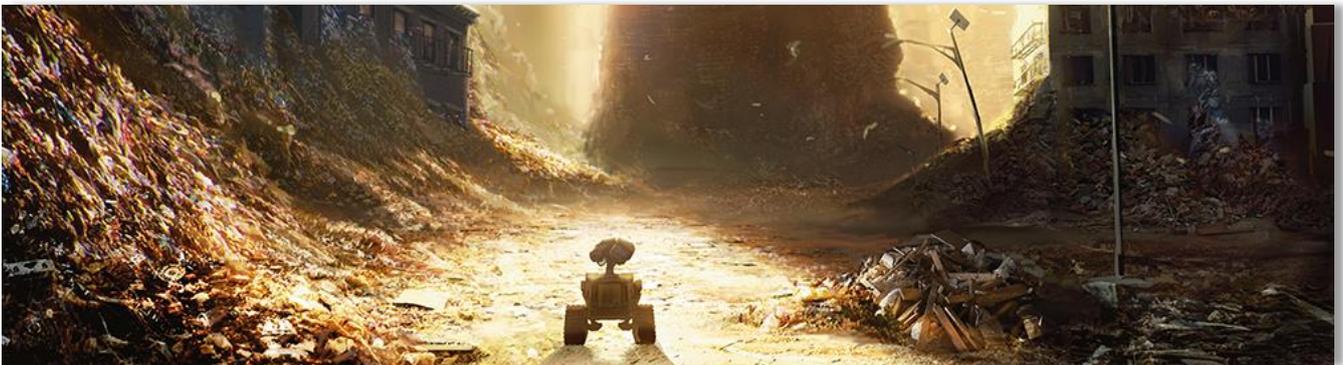
The rationale for our project comes from the advancements in today's world, such as transforming our urban landscapes.



## OBJECTIVE

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The objective of our project is to portray the transformation of society, as well as to explore possible futures. At the same time, we aim to improve our technical mastery of our chosen medium, digital art.



## TARGET AUDIENCE

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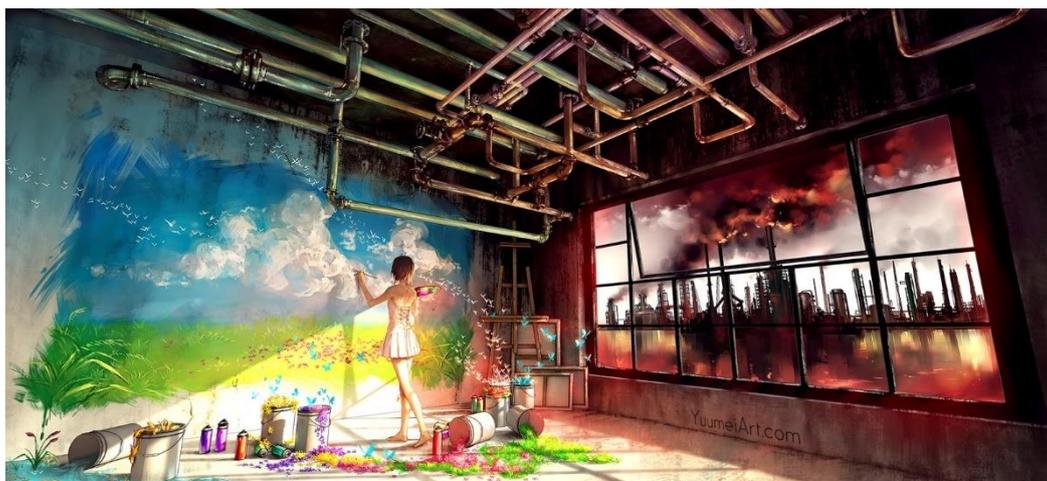
We target the general public.

### ARTISTS' REFERENCES

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#### 1. Yuumei (Wenqing Yan)

She is an anime and comic conceptual artist and a graphic novelist. Her technical execution is still extremely on point. Her vibrant use of colours greatly attracts the audience.



Work by Yuumei (Wenqing Yan),  
Anime and comic conceptual artist and graphic novelist

## 2. WLOP (Wang Ling)

He mainly focuses on depictions of humans. His technical mastery of the medium is excellent. Additionally, he uses a technique whereby areas where the eyes should look at are sharper and more focused compared to other areas where broad brushstrokes are used simply to imply the form. We studied the techniques he used in his artworks, such as the use of the dodge tool to create realistic lighting effects.



Work by WLOP (Wang Ling), conceptual illustrator

### 3. Steve Jung

He is a professional concept designer who has worked on concept art of some major films such as the transformers saga and the avengers movies.



Work by Steve Jung, concept designer on several major films such as the Transformers saga and the Avengers films

# 3: DOCUMENTATION OF PROCESS

## DOCUMENTATION OF ART JOURNEY

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### 1. EXPERIMENTATION WITH KRITA

Prior to the prelims, we explored and experimented with digital art using the Krita software. Through this process we were able to familiarize ourselves with the tools available on the software to achieve our desired outcome. These are the sketches that we have done.



## 2. DRAFTING OF IDEAS

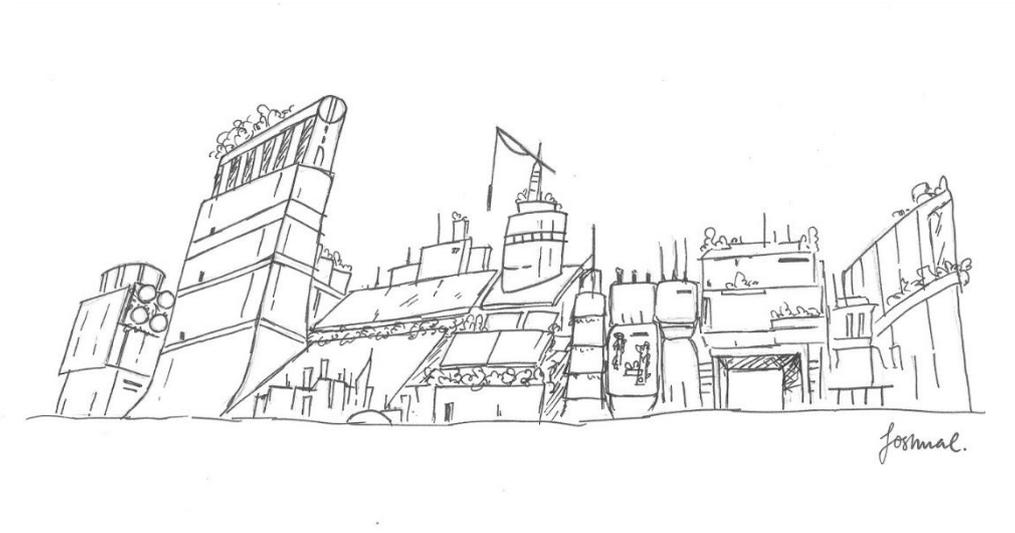
A sketch of a cross between a fantastical and urban cityscape:



A sketch of a building which involves some variation of historical architecture and a fantastical style:



**A quick sketch of a futuristic cityscape:**



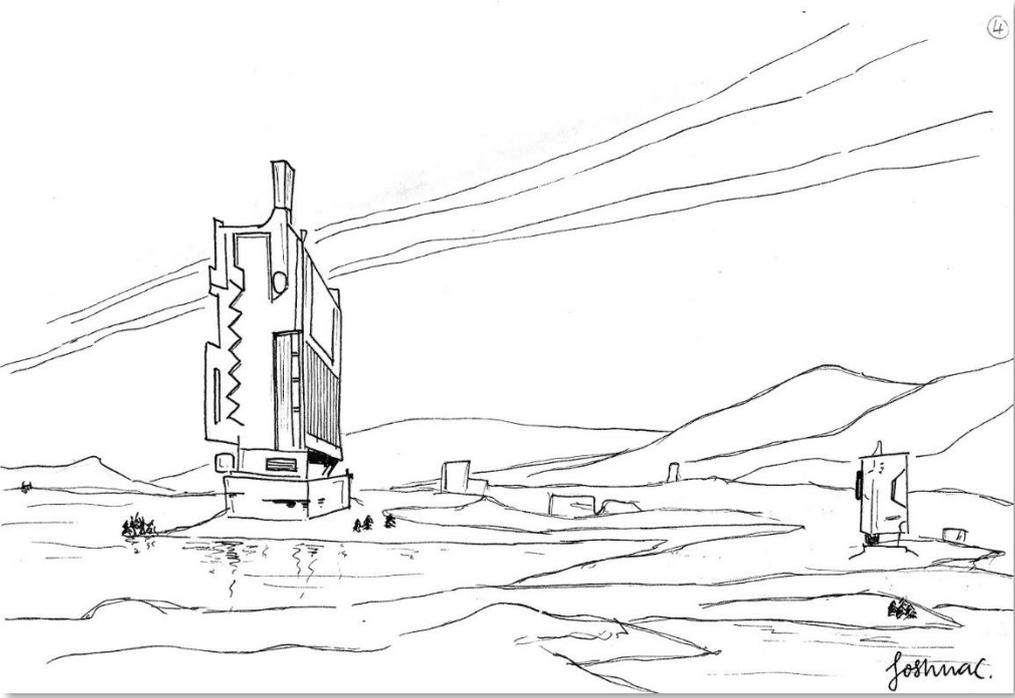
We realised that the composition of this sketch has much room for improvement. It required more depth and a focus.

**Another sketch of a futuristic cityscape:**



Learning from the previous sketch, we incorporated more depth and movement into this sketch.

This next sketch shows some zigzagging landmass and a few structures rising from it:



Ideation for “AI takes over” artwork:



These 4 paintings show our initial plan for the “AI takes over” artwork, where we wanted to use blues to show a kind of technologically advanced era. However, there was still the question of how we were going to have the sense of AI taking over.



Hence, we completely revamped our composition, which is that of the multitude of robots. We took inspiration from the movie, "I, Robot".

Revamped compositions for "AI take over" artwork:



### Loose sketches:

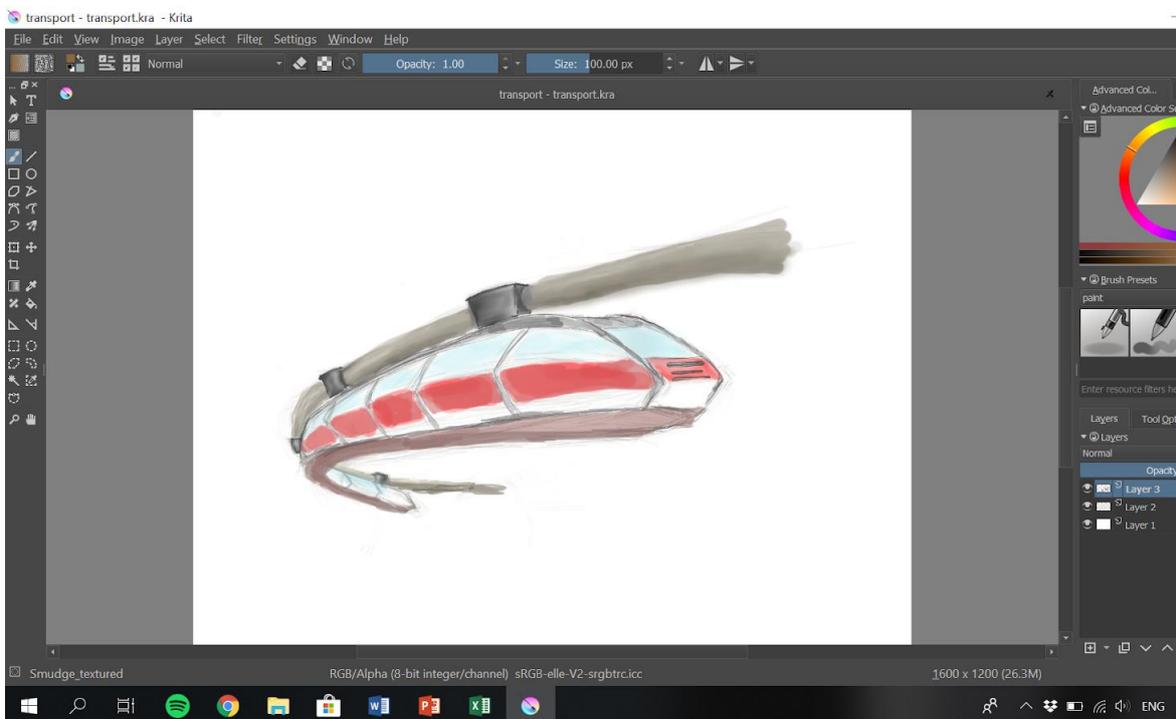
The loose sketch at the bottom was actually done because initially we had a so-called "nature" theme in mind, but we had difficulty in developing this theme, as such we left it out.



This sketch of 2 trees we observed was done when we still had a “nature” theme in mind. Despite eliminating the “nature” theme, this was still relevant in helping in our understanding of shadows and light values.

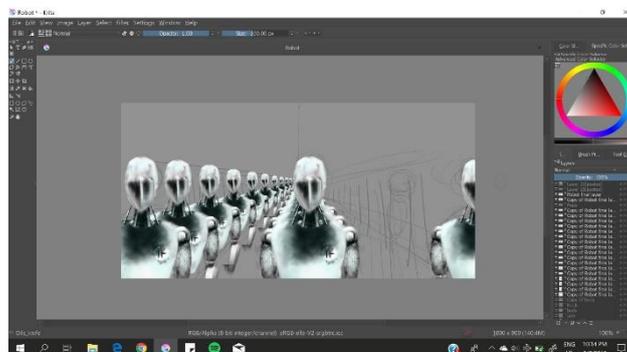
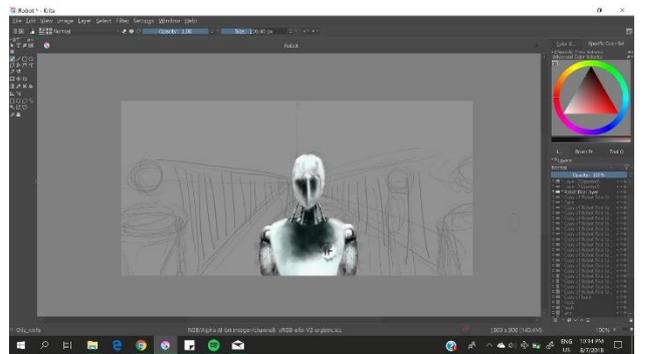
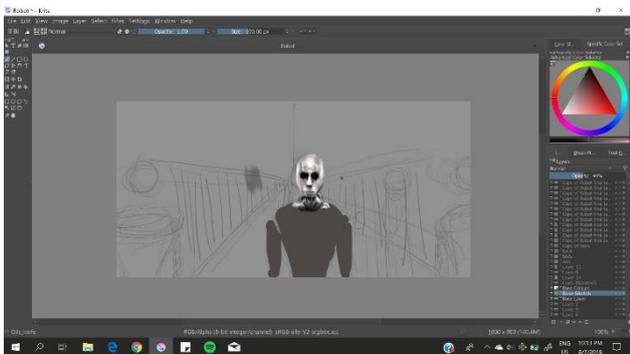
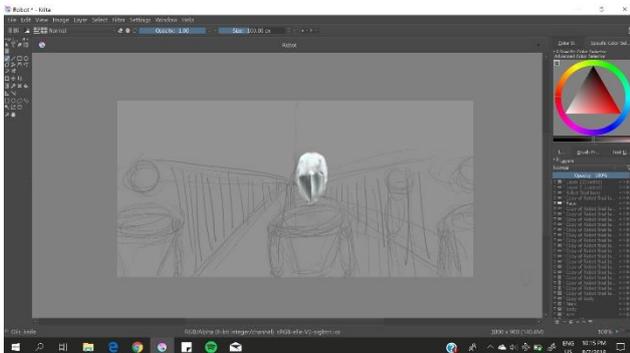
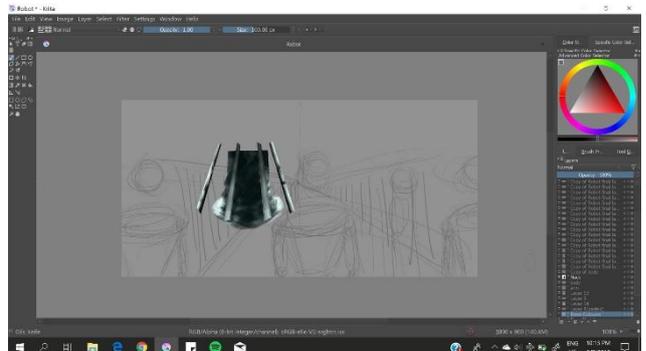
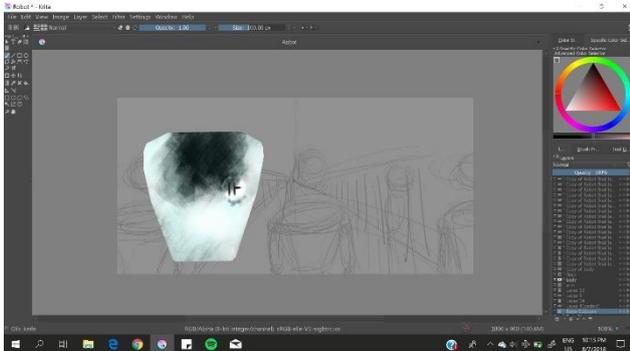


A sketch on our interpretation of a possible mode of transportation that could replace the conventional trains on railway:



### 3. FINAL ARTWORK PROCESS

For the AIs taking over the world theme, this is our execution process.



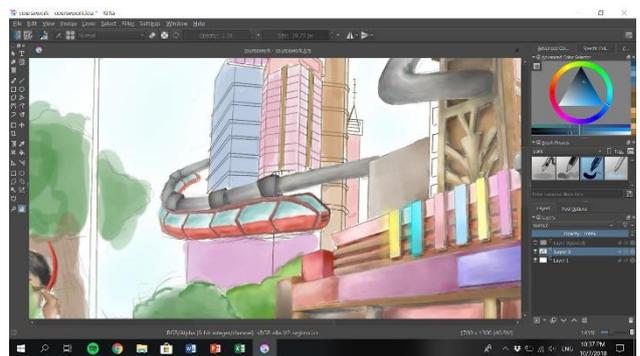
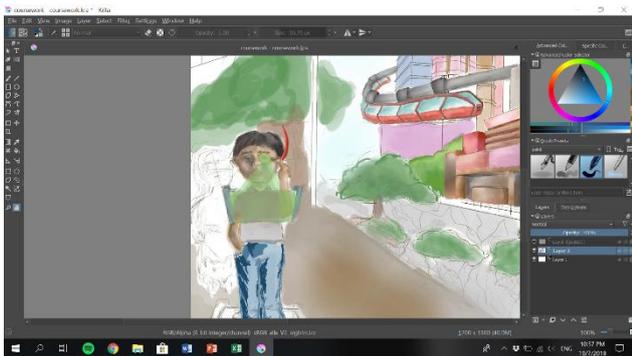
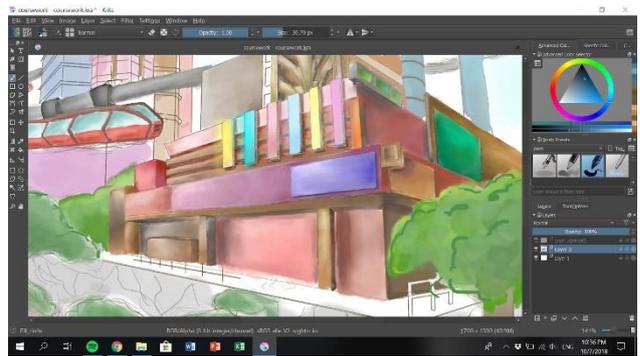
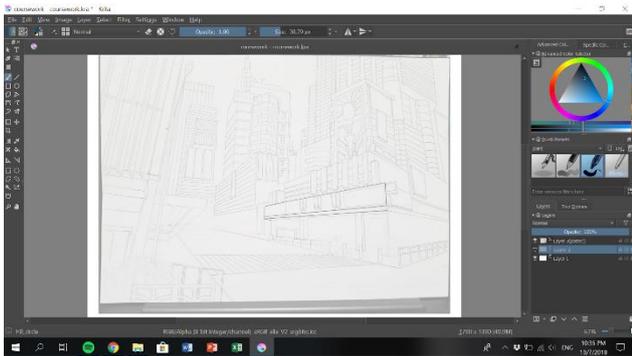
Completed art piece on AIs taking over the world:



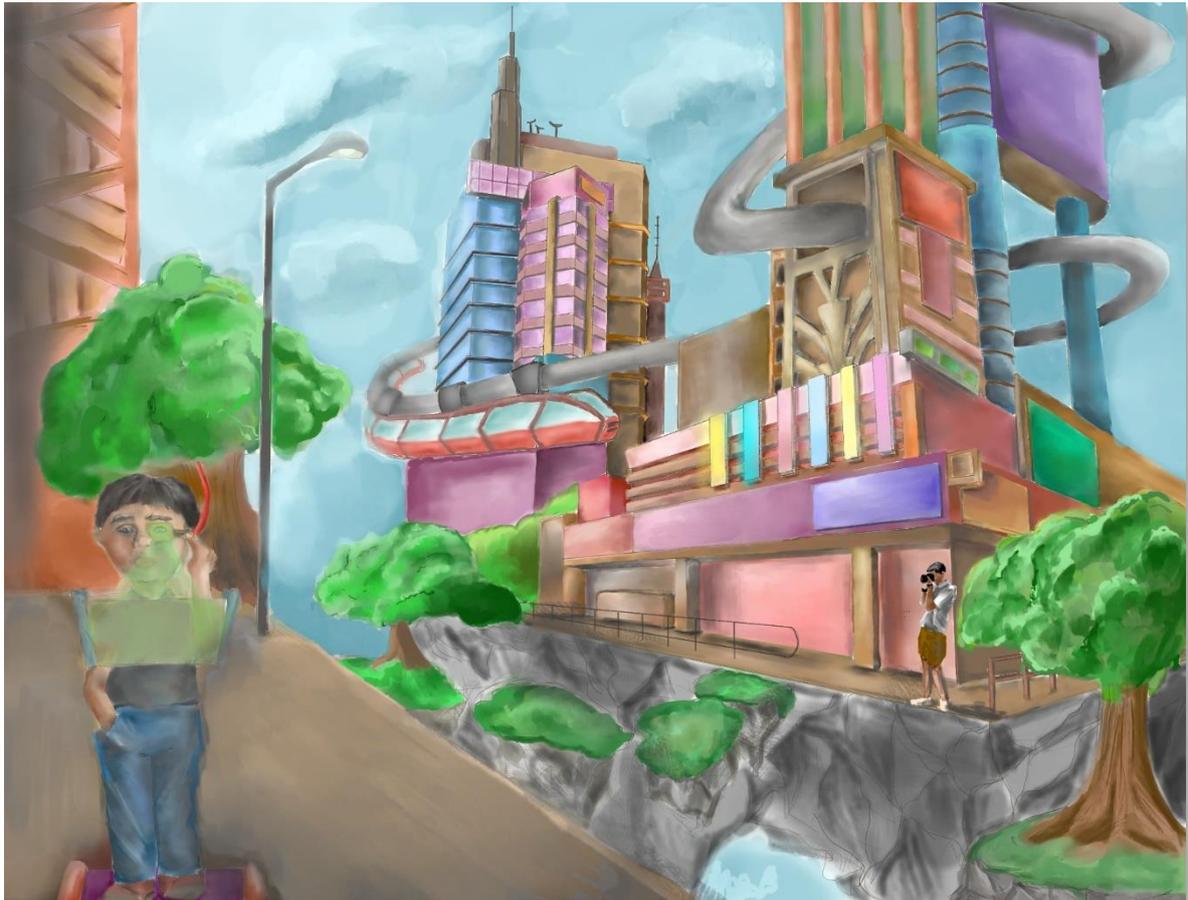
The robots are lined up systematically in organized rows, suggesting conformity as they wait for the next command to be instructed on them.

These AIs are identical, suggesting their lack of identity. The use of colour is largely black and white, evoking a sense of dullness and emptiness, with no emotion being felt by the AIs.

For the fantasy theme, this is our execution process.



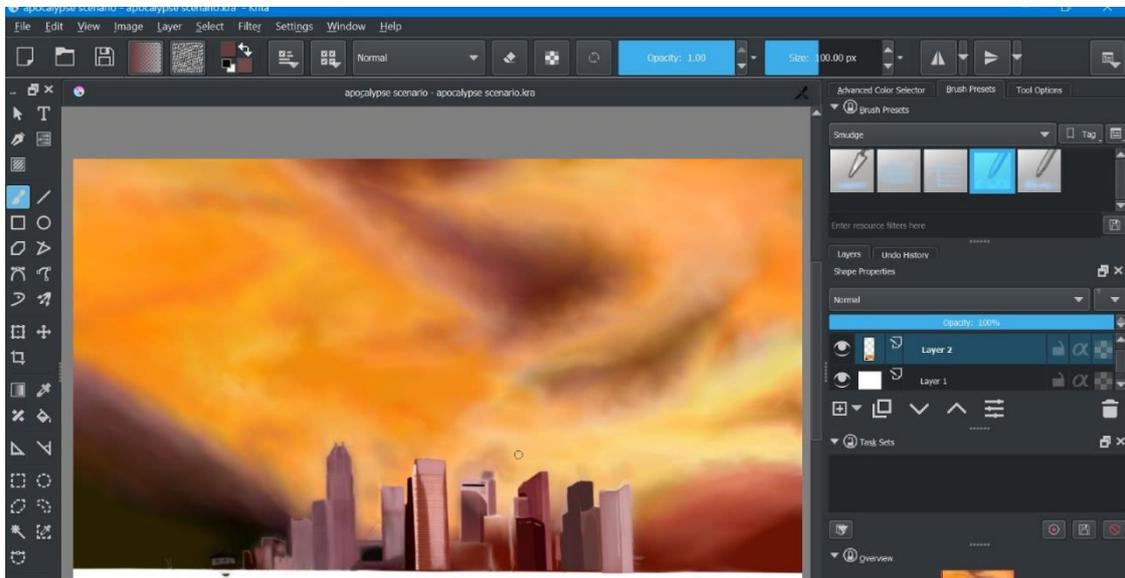
Completed art piece for the fantasy theme:



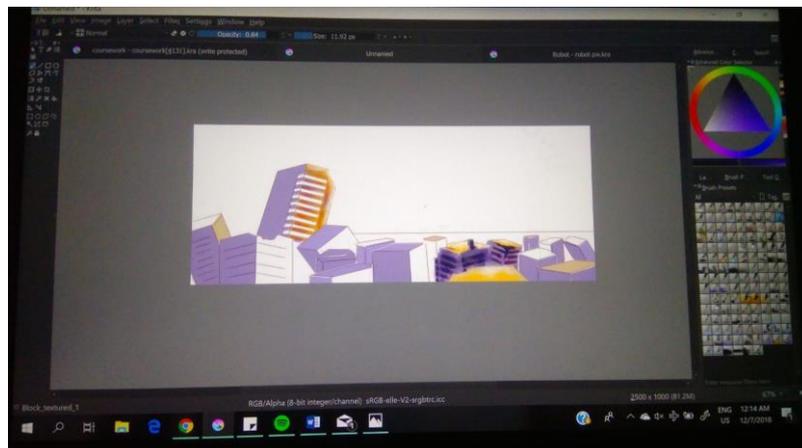
The idea behind the fantasy-themed future is a world that lives on levitating islands.

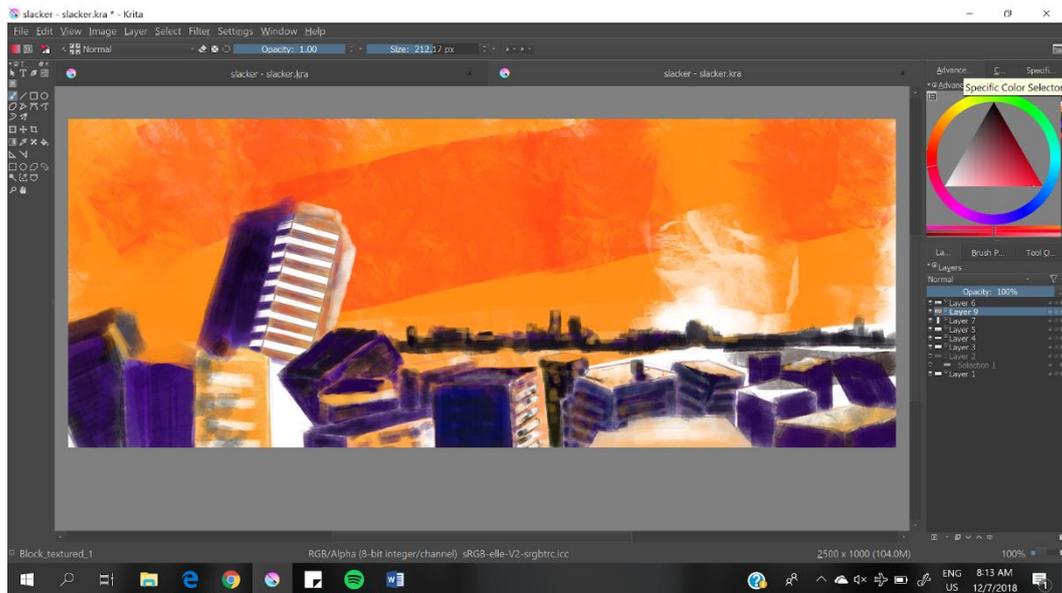
The colour scheme in this painting is more vibrant than the previous painting, invoking a positive mood in viewers, to balance the more dystopian futures in the other 2 artworks.

For the end of the world theme, we created a sky that is richly tinged with the sunset's hues as well as a mass of buildings glowing in the sunset. The fiery pigments give a sense of fierceness and destruction. However, we realised that the buildings at the bottom lacked depth and meaning.



As such we revamped the idea to provide a more close-up view of destruction.





Completed art piece for the end of world theme:



Buildings collapse, smoke hangs in a haze, and cities stand as barren wastelands. The skies are painted with a reddish-orange tone to set an apocalyptic mood, invoking a sense of dystopia.

## 4: REFLECTIONS

**Gabriel:** It was very tough learning a new medium and trying to express my ideas with it. However, with the various tutorials online, it made it easier and more efficient to learn. Furthermore, I learnt more about working with a group and motivating them to complete tasks by set deadlines. It was also hard to adjust each of our own styles to fit the others as we all had vastly different styles. Overall, this was a very fruitful project that I have learnt so much from.

**Dillon:** Through our project, I have been exposed to a new medium — digital art — which I have never worked with before. Before embarking on this project, I had no idea what to expect as I had no prior experience with this new medium at all. I started out by experimenting with the medium, drawing landscapes and testing out all the tools available. Afterwards, I started working on sketches and eventually started work on the final product. Through this journey, I was not only able to appreciate the beauty of conceptual art but also the beauty of digital art. I am grateful for such a fruitful experience. Now, I am glad to be able to effectively use digital art in my future art projects or even for art I do for leisure. I hope to hone my digital art skills from now on and this project can serve as a starting point in my new learning journey.

**Jun Wei:** Throughout the project journey, I have become more acquainted with using digital medium. I have developed a strong sense of interest towards this medium, and hope that I could continue utilizing it in future art projects of my own. Furthermore, I have inculcated the appreciation of conceptual art, and learnt to express my artistic ideas in a fantastical manner where it drifts away from realism and focusses more on the concept itself for a more direct impact and exercised my foresight by predicting the future scenarios. The studies done on architecture, transportations and even the flora deepened my understanding on the forms and structure of things around me, aiding me in the realistic representation of objects in the future. More importantly, this project taught me the importance of communicating well with my groupmates and adhering to the deadlines set for us, as many of us found ourselves burning the midnight oil to complete the allocated tasks in the last minute. In conclusion, I am extremely grateful for these experiences gained from this project, and I hope it serves as a stepping stone for us to acknowledge our strengths and improve on our weaknesses.

**Joshua:** Through the numerous sketches I did, I learnt more about the elements of a good composition, such as having depth, a focus and colour contrasts. I also learnt about time management, as most of the time I had packed schedules with little availability, but I still was able to set aside ample time to work on the project. I found it challenging to push my members to complete a task before a deadline, especially because they had other commitments, and digital art was something foreign. However, I would say we worked rather well as a team, and our teamwork helped us to overcome the challenge of making slow progress. I found this art journey rather meaningful. I am inspired to explore deeper into digital art.

# 5: CONCLUSION

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