



Differing perspectives

5-17

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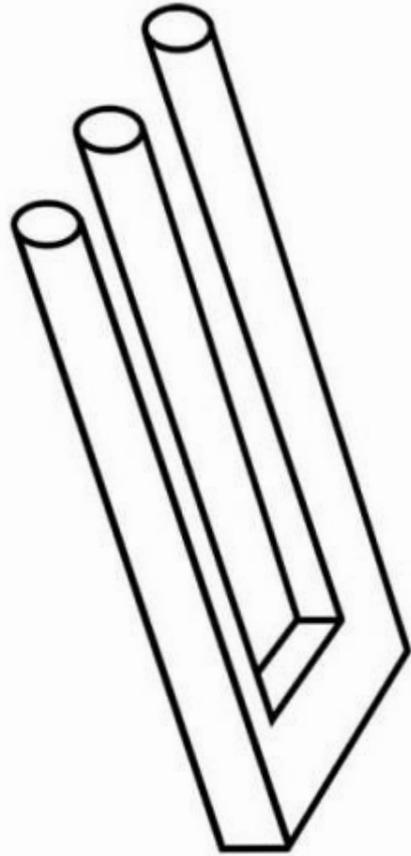
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PERSPECTIVE

Every human experiences life through a unique lens. This lens is not just a physical one, but also a mental filter that affects how we perceive others and the world around us.

Miscommunications, misunderstandings, mistreatment, prejudice, and many other forms of conflict are a direct result of these differing viewpoints.



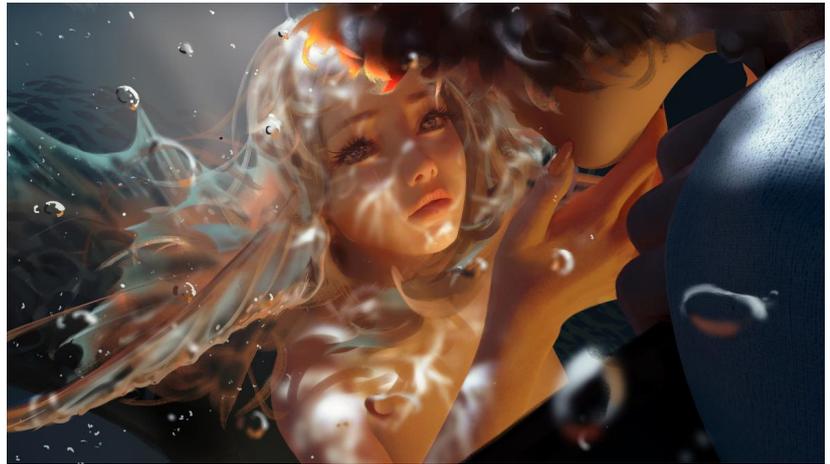
OBJECTIVE

The aim of this project and the artwork is to make this difference in points of view clear to the viewer, and to create more empathy from them.

SHOWING PERSPECTIVE: EXPLORATION 1

Using literal perspective

The use of different framing and angles for the same scene can be used to create jarringly different scenes for a viewer.



Above and below: 2 artworks from a set of 3 by WLOP, featuring the same scene.



WLOP is a digital painter who uses 3d modelling to create a composition, and then shifts the camera view around to achieve the aforementioned effect.

Below: another 2 artworks from a set of 3 by WLOP, again depicting the same scene.





screencap from the Joker (2019) movie

The "Joker" movie also frequently uses the perspective change of reflections (from a mirror) to reveal the character's true thoughts/struggles.

This "reflection of your deepest self" corresponds with our theme of public vs. private perception.

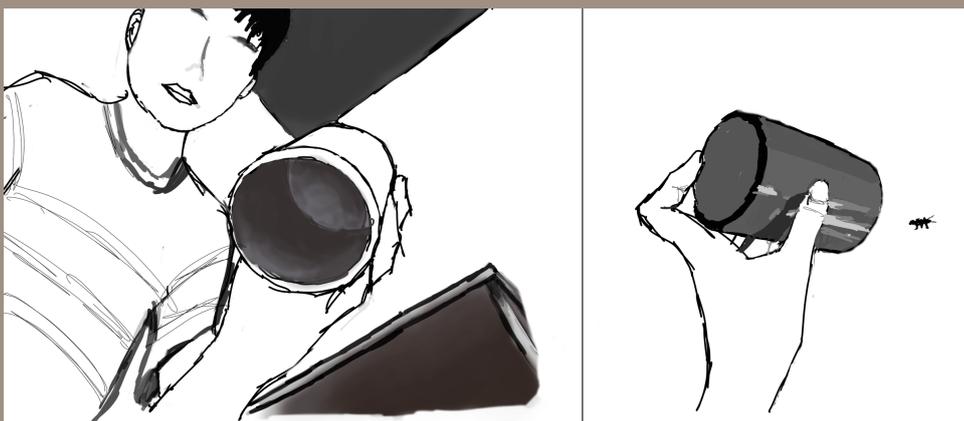
There are many scenarios that could create this literal perspective change; we sketched those caused by mirror reflections (right) and size difference (below)

We considered making our final work a diptych to show this concept,



Our sketch of a referenced picture to show perspective from mirrors. Only the apple parts are drawn.

Sketch of perspective caused by a difference in size and height (Human and insect)



Issues

1. Shallow
(Too literal)

2. Difficulty.
(We can't draw so many perspectives so well)

SHOWING PERSPECTIVE: EXPLORATION 2

Subversion of expectations



screencaps from the Joker (2019) movie

The "Joker" movie handles the public vs private theme using many ways. Even though we decided against the usage of mirrors, we still wanted to use the film as a reference,

Arthur (Joker) switches from a publicly-worshipped figure to a sickly and frail man, and the movie accentuates these differences through character poses, lighting, framing, etc.

This disparity between the glorified "Joker" and the pitiful character that is seen right after is what generates so much empathy among the audience.



Picasso has also utilised a dissimilitude between the artwork and its title to draw the viewer's attention in his "Greedy Child".

The artwork title labels the child "greedy", suggesting that the child is dissatisfied despite being pampered, yet the artwork depicts them scraping at an empty bowl, hinting that they had nothing to begin with.

Reference artwork:
Greedy Child (1901)
Pablo Picasso
Oil on Canvas

ARTWORK SUBTHEME

To appeal to the audience, we wanted to use a subtheme that was relevant to everyone.



Sketch exploring the concept of success in money.

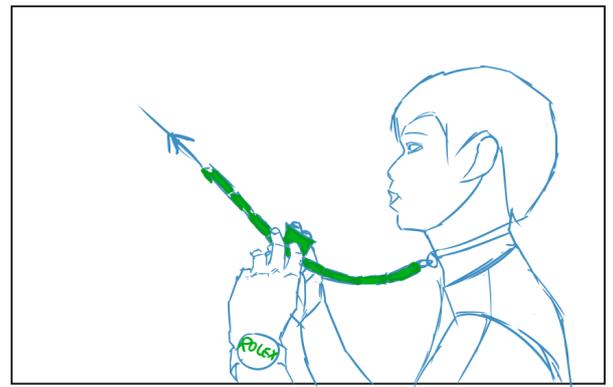
Greed and success

What does it mean to be truly successful? Is it determined by affluence or fame? Or maybe something more intangible like satisfaction?

We chose this theme because success truly is subjective, and we hope to show this subjectivity by flipping the widely accepted nations around it

Focusing on material goods (such as money or shiny and attractive items like jewellery or coins) would help to get the point across easier.

These items are all commonly sought after.



Above: Sketch about a man becoming bound (leash) to money. Shows that one person's "success" may just be enslavement to another.

Below: Sketches done exploring the concept of success in material goods, namely jewelry



ARTWORK COMPOSITION

Reflections of the self



Sketch on the composition using gigantic blocks of gold that fill the background

A mirror maze we referenced.



There was a plan of including gigantic gold mirrors (in the form of gold bars) in the composition.

Once again, we drew inspiration from the Joker film and thought that we could create multiple reflections in 1 art piece.

These reflections could display an unseen part of the main character, creating pity or empathy.

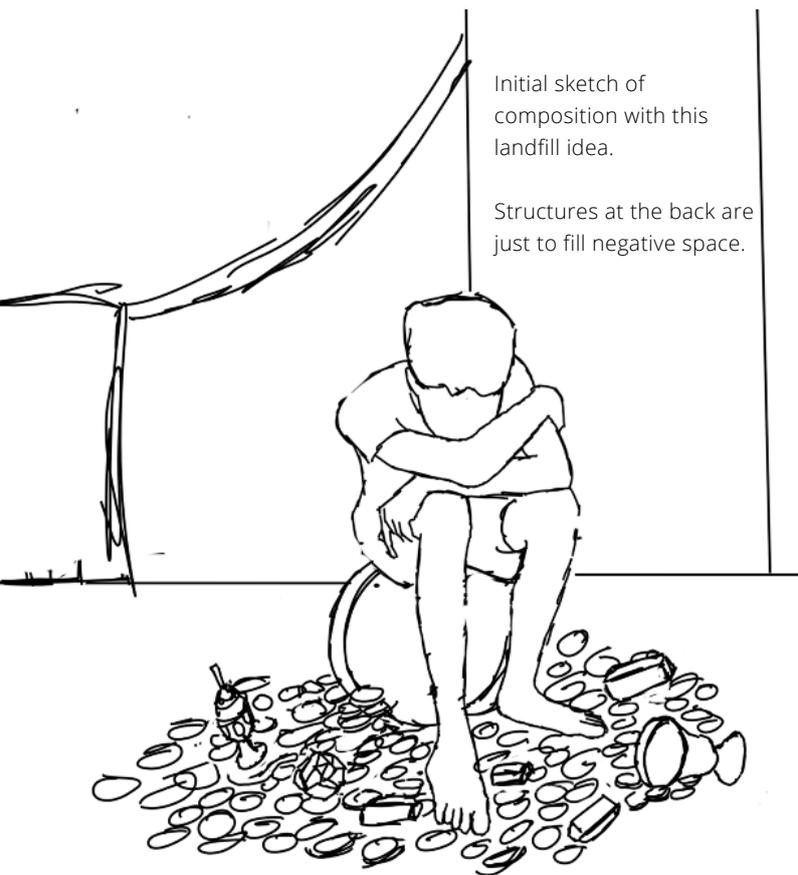
However, this was scrapped due to time constraints as well.

Landfills

Landfills are large areas of land filled with trash. By replacing this trash with valuables (like coins), there would be a conflict between the preconceived value of the items and how they are treated in our artwork (worthless)



An actual landfill we used as reference



A worker resting on a landfill. We used this as direct inspiration.



A gigantic pile of coins, found online.

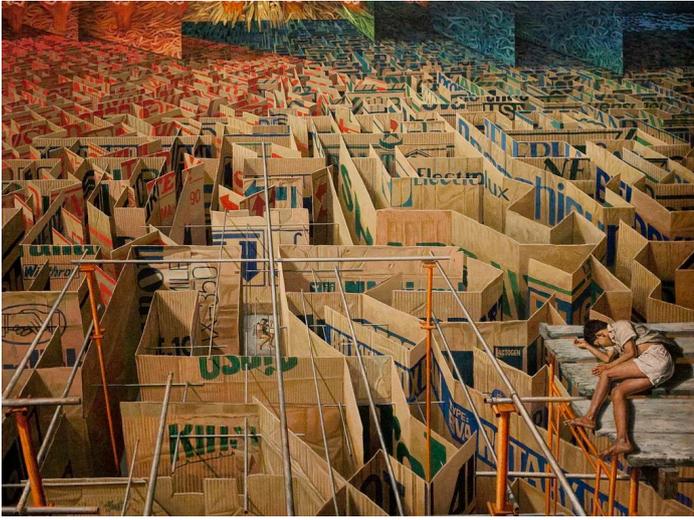
Helplessness

(artist reference: Dede Eri Supria)

We chose to utilise Dede Eri Supria's works as our main influence in terms of composition due to the themes of helplessness or despair that can be seen in his artworks. This contrasts well with success.



Dede Eri Supria



Reference artwork:
Labyrinth (1987-88)
Dede Eri Supria
Oil on Canvas, 210x230cm

Artwork 1: Labyrinth

An artwork about modern human being trapped in an endless cycle of consumerism. The use of repeating objects (cardboard walls) that extend infinitely and vanish. No matter where the viewer looks, there is no place that isn't "the same". Thus, the trapped feeling is created from repetition, which we could incorporate in our landfill.

Artwork 2: Three Boys and The Labyrinth



Reference artwork:
Three Boys and The Labyrinth (1994)
Dede Eri Supria
Oil on Canvas, 140x140cm

A continuation of the Labyrinth series.

Supria places his characters at the bottom edges of the artwork and makes them stare far into the distance, an expression that is usually quite desolate and powerless.

The body languages of the characters in his artworks are weak. In "Labyrinth", the man is asleep and in a foetus-like pose. In "Three Boys And The Labyrinth", the boys appear afraid or apprehensive.

We decided to try to use a similar bleak, tired body language for our character.

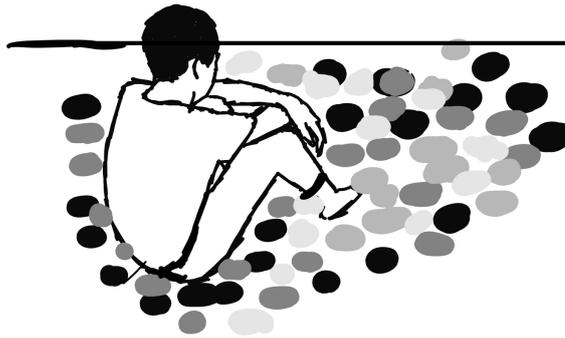
(Photo references)



CREATION PROCESS

We decided on a man sitting on a ring-like chair in the middle of a landfill of coins

The man would wear normal casual clothes, but wear them in untidy way to reflect his state of mind.



The foreground will be entirely composed of the coins, and the sky will be clear to add to the unsettling feeling.

Final composition



Each coin is drawn with simple lines and shapes, but still creates a realistic feel with the shadows and lighting.



CREATION PROCESS



The clouds are drawn using an opaque marker brush on the inside, and a powdery brush on the outside for the edges.



CREATION PROCESS



(All Photo references taken at home)

Although we had already decided on the general pose, there was still the need to think about the clothing and smaller details of the character.



We tried to make the clothes a bit folded and untidy to highlight a dishevelled look, and also chose a pose with clenched fists to display a feeling of apprehension and frustration.

Our finalised pose

REFLECTIONS AND FINAL WORK

We will post our final work, reflections and other artwork files on the google drive folder below

<https://drive.google.com/drive/folders/1bMx7U6l1z3A6BnTUg60F2QDfrke2l-BE?usp=sharing>

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