

A central graphic featuring a white sunburst or flame-like shape with a central circle, set against a semi-transparent dark background. This graphic is overlaid on a vibrant, abstract background of swirling colors including purple, blue, yellow, and orange.

# EMERGENCE

Spring 2020 SVAD  
Biannual BFA Exhibition  
April 14 - 22 , 2020

# PREFACE

Each with a unique artistic voice and vision, *EMERGENCE* includes work by 59 talented emerging media artists. Collectively, the works from these artists are dynamic, expressive, investigative and revealing. Each artist approaches their chosen mediums and processes to effectively communicate with their audience.

These emerging artists are completing their final semester as undergraduate fine art students. This BFA Exhibition is a capstone experience for students earning a Bachelor of Fine Arts Degree in Emerging Media- Experimental Animation. On behalf of all mentoring faculty in the School of Visual Arts and Design, I am privileged to work with these students and see the culmination of years of research and dedication. This class: BFA Exhibition/Seminar (ART4935-20 Spring) is also celebrating being the first BFA show in the UCF Art Gallery dedicated to Emerging Media: Experimental Animation. These artists are starting a new tradition here at UCF and beginning careers as life-long learners and contributors to visual language and culture.

**Keith Kovach**

**UCF Associate Professor**

**BFA Exhibition/Seminar Instructor**

# ARTISTS

Sofia Aparicio  
Jennifer Castro  
Xian Ning Cechman  
Brianna Charles  
Kirsten Culp  
Daniele Cura  
Ashley Darbouze  
Mina Davis  
Ryan DelGrego  
Aiden Durham-Moore  
Luis D. Galindo  
Farrah Gembutis  
Adrienne Guilbaud  
Madison Henry  
Sydney Hernandez  
Angela Herron  
Madison Janolino  
Myriam Jean  
Bonny John  
Gabrielle Jones

Nicole Kissel  
Daria Dasha Kudryasheva  
Jamie Lachnicht  
Joane Lamisere  
Tiana Le  
Kira Lockhart  
Jackie Madden  
A. Issel Martinez  
Melissa Miller  
Inga Moiseienko  
Jordan Navarro  
Nancy Nguyen  
Maree Ortiz  
Giovanni Perez-Borroto  
Chase Phillips  
Carolina Pinzon  
Patricia Quintero  
Sasha Raja  
Sergio Raya  
Ryan Ricci

Elizabeth Richards  
Aly Robb  
Candace Robbins  
Zabrina Rodriguez  
Stephanie Ruiz-Garcia  
Camila Salinas  
Fabian Sanchez  
Ayleen Santiago  
Jürgen Smith  
Jose Soto  
Madison Stevens  
Larisa Toledo-Delgado  
Gabriella Urena  
Kadeem Wheatle  
Aubri White  
Mel Murakawa-White  
Sierra Williams  
William J.V. Williams  
Joel Zorowitz

# SOFIA APARICIO



As an artist, I am interested in incorporating 2D animation and 3D sculpted landscapes into my artwork. I create art based on my personal interests, especially my love for nature, wildlife, and fantasy. I enjoy accurately and realistically recreating outdoor sceneries as I have seen them in nature and simple and colorful character designs. My inspirations come from my family and experiences. My goal is to invoke feelings of joy and whimsy to my audience with fanciful characters, stories, and intricately detailed landscapes.

## *Pike's Big Adventure*

Traditionally Sculpted Sets & 2D Animation

1920 x 1080 HD; Approx. 45 sec

2020

# JENNIFER CASTRO



I am a 3D modeler with experience in 2D art, that creates fantasy and mythical environments that break away from reality. When I play a game with a big expansive world to explore, I always admired how much detail went into the tiniest objects or land. With this project, I felt like creating an environment based on a fantasy story I've wanted to show with how an alchemist lives within their own home while having that warm rustic feeling of being at home. I want to go into a career that involved creating 3D environments that people can explore and enjoy while also inspiring others to create their own pieces of work.

*Alchemist Home*  
3D Animation  
Video 1920 x 1080 HD  
2020

# XIAN NING CECHMAN



The purpose of my animation is to not only captivate my viewers' attention, but to arouse their appetite. In order to construct the illusion of mouth-watering foods, I referenced some of the best sources of animated movies such as Studio Ghibli films and Ratatouille and studied how they were able to make computer-generated foods look so appetizing. Just as how there are many ingredients that are mixed and layered to create a well-crafted dish, I created multiple layers to replicate the complex attributes that appeal to one's senses. Elements such as steam, texture, use of vibrant colors and other secondary attributes are used to harness the physical properties that are often overlooked in real life that make food appear scrumptious.

*Are You Hungry*

3D Sculpture & 2D Animation

1080 x 1920 HD; Approx. 30 sec

2020

# BRIANNA CHARLES



Brianna Charles specializes in creating immersive pieces for characters, costumes, and environments and showcasing these works at conventions and on social media. She has worked on designs for various homecoming events, comic convention groups, and illustration panels, and is pursuing a career in themed experience design. Brianna also values using a mix of physical and digital tools to create immersive environments and experiences.

*Released*  
3D Installation  
4ft x 4ft x 15ft  
2020

KIRSTEN CULP



My art is inspired by subjects that bring me joy and offer an escape from everyday reality. Some of the subjects I create the most include extraterrestrial life, animals, and nature. I often find myself in awe of the world around me and want to replicate the beauty that I see. I'm also deeply inspired by the unseen and life beyond ours. My style tends to go beyond the bounds of realism and is rather stylized or cartoon-like. I enjoy digital drawing and animation, but I have found my true love in physical work such as sculptures, stop-motion, and wood burns.

*Alien Retrieval*

2D Animation

1920 x 1080 HD; 1:50 min

2020

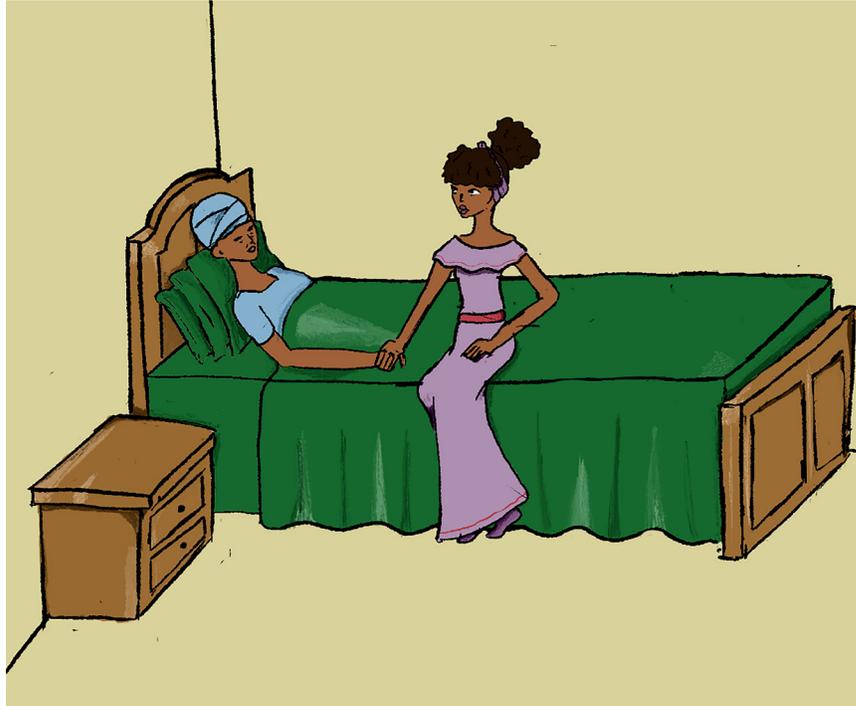
# DANIELE CURA



The two main intents for this project is first, to be able to share my life and experiences with my audience. Secondly, I not only desire for a personal connection with my viewers but for the audience to have a sense of togetherness with each other. Growing up is something I had a difficult time coming to terms with. It is a transformation we must all undergo, but as I continued going through change after change, my contempt for the idea intensified, negatively affecting my overall disposition. Through animating what this situation felt like, I can vividly explain and release those repressed sentiments. Likewise, those facing the same struggle may find solace in knowing that they are not alone. My art caters to me, but my hope is that it can work to serve others, as well.

*Stride!!*  
2D Animation  
1920 x 1080 HD; Approx. 2:00 min  
2020

# ASHLEY DARBOUZE



I decided to create an animation based on something I grew up with that has a cultural aspect. As a Haitian decent I feel that bring in culture in any way makes a piece of art meaningful. Therefore, Bouyon is based on an experience of my childhood. Bouyon is a Haitian soup that contains vegetables and meat. My mom creates this dish whenever my sisters and I are sick. So, I view this dish as medicine, or a get-well meal. In this animation, my character Nadia is creating this dish for her mother who is sick.

*Bouyon*

2D Animation

1920 x 1080 HD; 50 sec

2020

**MINA  
DAVIS**



I don't prefer making a big fuss about myself and that includes mental struggles. This way of thinking created designs in an inviting and rounded aesthetic. I've created characters in worlds where problems, no matter how extreme, always work out in the end. By putting my characters in these situations and eventually overcoming the obstacles, I aim to do the same one step at a time. I want others to be able to connect to these characters with happiness and ignorance.

*Trials of a Kobold*  
2D Animation  
1920 x 1080 HD; Approx. 1:00 min  
2020

# RYAN DELGREGO



*Et in Arcadia Ego* is an animation that follows the daily routine of an unfulfilled postman. The title refers to Poussin's Memento Mori, which translates to “Even in Arcadia, there am I”, and warns of death’s omnipresence. Despite hating his job, the protagonist gives his life to it. This animation is meant to be a cautionary tale about how life is easily wasted on decisions you will regret.

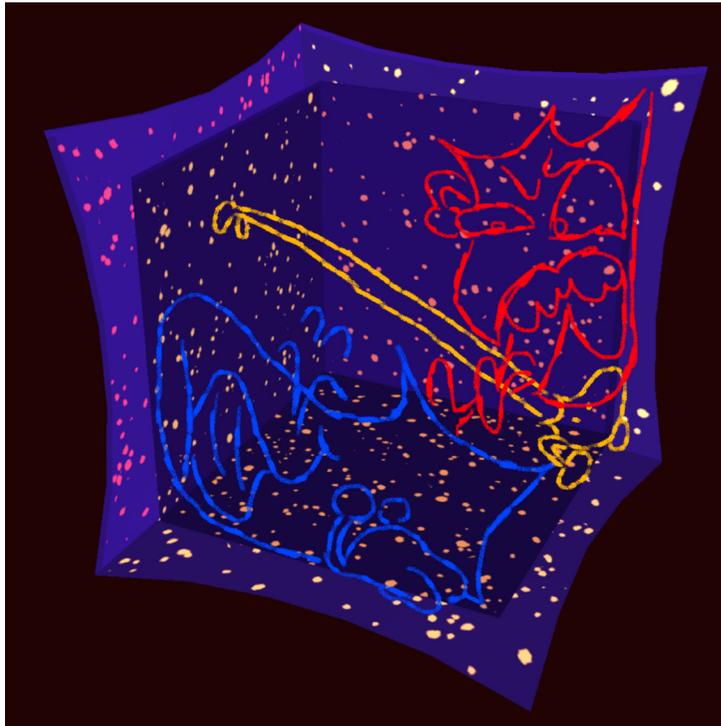
*Et in Arcadia Ego*

2D Animation

1920 x 1080 HD; 1:50 min

2020

# AIDEN DURHAM-MOORE



My work explores the interaction of the artist, the artwork, and the audience. From the artist's conceptualization and creation to a viewer's perception; both effected by their own identity and experience. As a trans artist, I am motivated to produce work that examines the connection of understanding within the audience. Taking into account the intention of the artwork while also bringing personal bias and engaging with more diverse narratives.

*Grains*  
2D/3D Animation  
1920 x 1080 HD; Approx. 1:40 min  
2020

# LUIS D. GALINDO



I draw inspiration from music, films, and my culture. Although, I am plagued by a fear of things that move in the dark, I have always had an interest in the paranormal. My fear has limited me from tackling such projects, but as I have grown in age, so has my appreciation for the things that used to scare me. In the past, I explored why we as a culture are intrigued by the unknown. Then I began to discover cryptids. The thought that these creatures could exist sparked a creative curiosity that I was excited to dive into. The combination of my imagination and the media I was exposed to inspired me to mold my own narrative. From my designed monsters, I wish to create stories that exemplify the same gravitas that a well-known cryptid has.

*Cryptic: Warwood*

3D Animation

1920 x 1080 HD; 3:00 min

2020

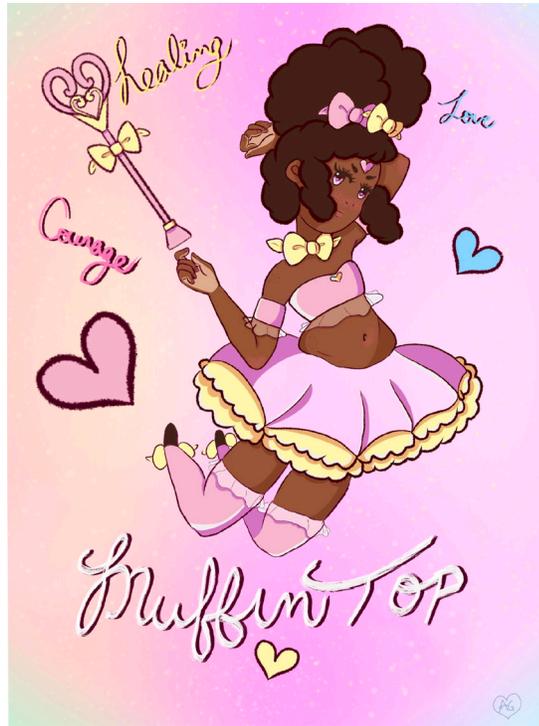
# FARRAH GEMBITIS



My artwork takes a 2D world I dreamed up and turns them into digital 3D realizations. Growing up, I was influenced by games such as Spyro, Toontown, and Animal Crossing. I loved the simple designs, strong shapes, and bright color choices. These games made me feel like I was in another world, and I would be absorbed for hours. Like these games, my work is for anyone to enjoy and bring a smile to someone's face. I want the audience to feel captivated by the capsule island that I've created. From my 2D concept art, I made sure that the textures in my scene had that soft painterly effect. "Sardines the Pirate Cat" is a work that brings everything I enjoyed as a child to life. This piece has helped me learn new techniques and discover what I truly enjoy about my artwork – bringing a little joy to someone's day.

*Sardines the Pirate Cat*  
Digital 3D  
1920 x 1080 HD; 1:00 min  
2020

# ADRIENNE GUILBAUD



My goal is to have my project reflect the strength, fragility, creativity, and beauty of the black woman. Black women need to see themselves as important participants in art as a whole. As a child, I loved art and creativity. However, I didn't see myself represented in the art that I appreciated. I still wanted to participate in the creative process but I know that there must be many young black girls who didn't think art was for them. I hope to inspire young black girls to follow their artistic aspirations.

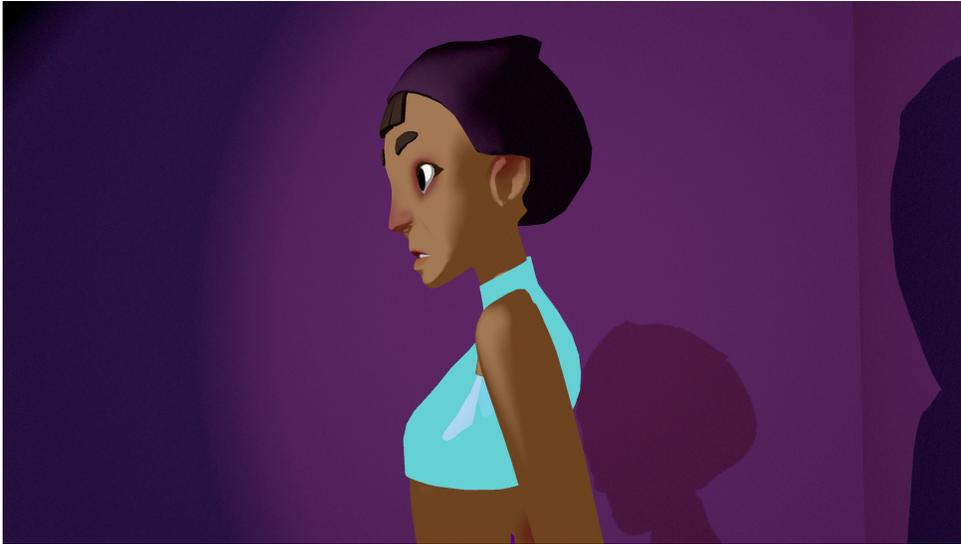
*Muffin Top*

Digital Media & 2D Animation

1920 x 1080 HD; Approx. 1:15 min.; 9in x 12in frame

2020

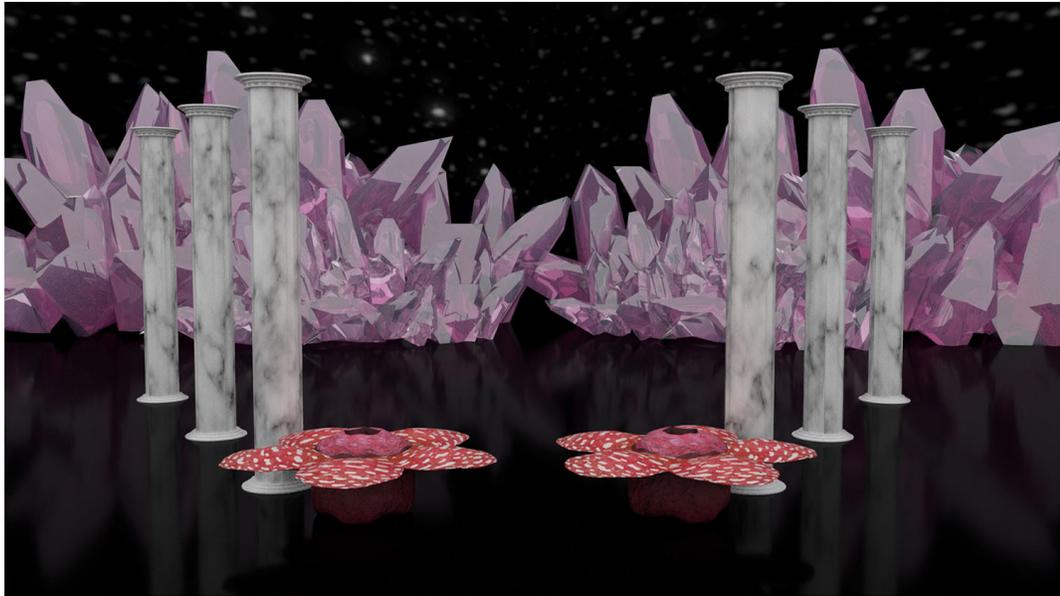
# MADISON HENRY



At the core of everything, characters have been the center of my attention. The artistic expression of a personality in writing, sketches, 2D/3D animation, and environments make the story from the inside radiating out. It always starts with a character at the center of it all. This creation took me through the process from start to finish, from an idea to a sketch all the way to the result of an animated model in an environment. As a creator, I want to maintain a focus on the individual and its development. Art to me is expressing the small quirks that make them unique and the broad strokes that make them relatable, as well as everything in between through clothing, props, body language, and environment. From its conception to the final execution in a game or animation, I am most concerned with the story that comes from this process.

*Allie Cat*  
3D Animation  
Approx. 2:00 min  
2020

# SYDNEY HERNANDEZ



At the core, the purpose of my artwork is to tell stories. Since I was a young kid, I have loved being a storyteller and creating worlds and narratives to share with others. I find it really exciting that as an artist, I have the ability to take thoughts/ideas/concepts from my head and create a physical manifestation of them that can exist in reality. The stories I find most interesting to tell are those that involve exploration of the self, finding meaning in life, and overcoming internal struggles brought upon by the external world.

*Ego Death*

2D and 3D Animation

1920 x 1080 HD; Approx. 2:00 min

2020

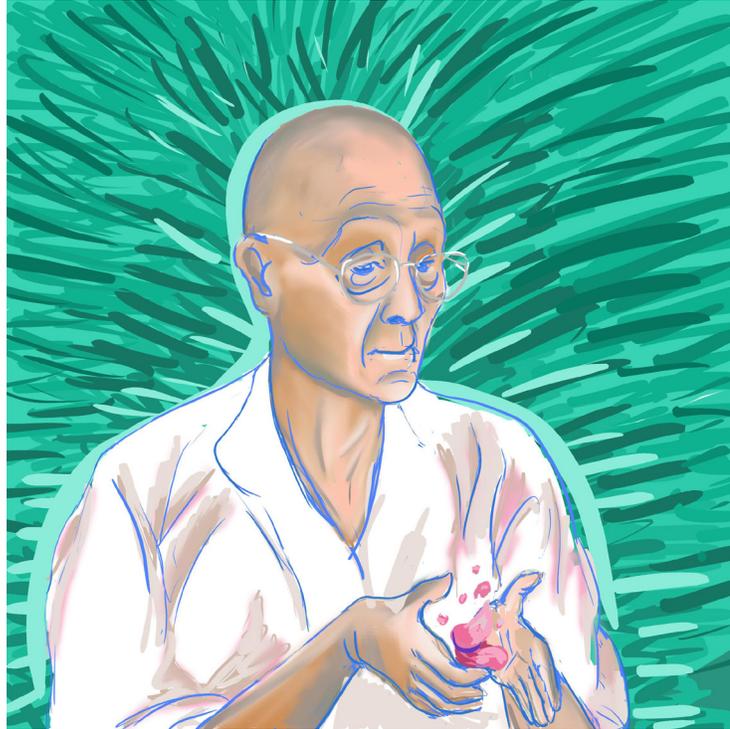
# ANGELA HERRON



I am Angela Herron. I am a 3-D artist with my focus for digital recreation for litigation. My objective is to create graphics and renderings for the usage in the legal system. Due to this, it is important to have a keen eye for detail in order to recreate factual environments. My artwork consists of the combination of the visual design principles along with the understanding the evidence given in order to make a recreation of the scene. This allows for the artwork to be easily understood and conveyed to everybody in the litigation process.

*The Pink Room*  
3D Environment  
1920 x 1080 HD  
2020

# MADISON JANOLINO



I'm showing the magic that is the creative vessel. This piece features a man who lives consumed by his craft; to absolutely love what he does and diligently dedicate his time to his work. People have the potential to hone a unique means of communicating to others and expressed to the height of its ability, it becomes a power of transformation. It is to imbibe a piece of the self into a medium and mold it until the thing transforms into an experience for others. And if others see through this experience, then the medium has become the shape of empathy.

*A Delicious Shape*

3D Animation

1920 x 1080 HD; 2:00 min

2020

# MYRIAM JEAN



In my art, I like to capture the feelings of the character as well as myself. My aim is to make my art a tangible emotion. As an individual, I find it hard to express myself through words, hard to identify what I am feeling. This translates into my art, digital or traditional, as I am capable of both. Figuratively, my art is like a string of incoherent mumbled words, pieced together that mold and form themselves into a coherent image and my goal is for the individual to feel something as they look into every detail of my work, whether it be the eyes or the background. I want my art to serve a purpose, a means of expression for those who lack the ability or understanding to convey them conventionally.

*Numb*  
Digital Media  
11 in x 17 in  
2020

# BONNY JOHN



The human experience is near impossible to put into words, so I've opted instead to translate them visually into a diverse set of characters and worlds they'd inhabit. Through a series of motion paintings, *A Garden Story* depicts the early beats of a coming of age tale ripe with my penchant for color, composition, and flair. The aim of the work is to transport the viewer from our real world into that of *A Garden Story*, where they might feel wonder and nostalgia - the very same emotional beats that inspired me to create this experience in the first place.

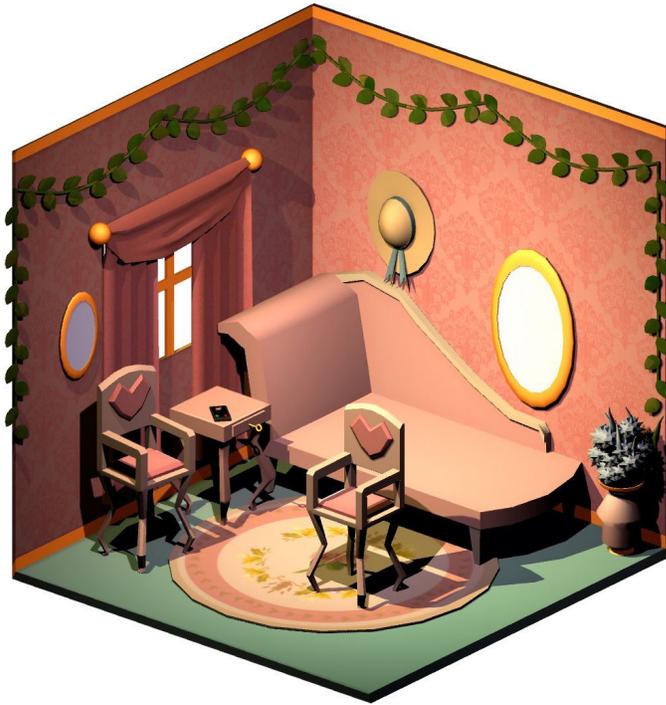
*A Garden Story*

Digital Media; Series of Motion Paintings

1920 x 1080 HD; 2:00 min

2020

# GABRIELLE JONES



I have always had a passion for art history and visual storytelling. Inspired by task management video games like Animal Crossing and Stardew Valley, I created a series of modern spaces based on famous artists and the movements they influenced. The rooms include low-poly references to the artists' works and lives. Through an AR medium I encourage viewers to explore the space from all dimensions, and by using SnapChat anyone with a smartphone can bridge the gap between the masters and now.

*Modern Artists*  
3D Modeling + AR  
3in x 14in  
2020

# NICOLE KISSEL



I have always been fascinated by storytelling through the combination of fairytales and paranormal history. For years, my family has been coincidentally followed by the paranormal. In the form of passed down tales of wiccan ancestors to stories of family members having a sixth sense, as long as I can remember I have been surrounded by tales of wonderment and the beyond. My art relays details from documented history coupled with the strong symbolism of the occult to create visuals that trigger the viewers imagination as well as expose and educate them on arcane events from history. I am an artist experimenting with concept design and story development focusing on the occult. Through my professional production work with Universal Creative, Pace Advertising and various graphic design internships I have honed my ability to use digital medium to produce designs that evoke a strong user experience.

*Laveau's Descendent*

Installation

5ft x 8ft

2020

DARIA DASHA KUDRYASHEVA



The main source of my inspiration comes from wildlife and the natural world. At first, I wanted to be a scientist, I was fascinated by math, physics, biology, and astronomy. As I was studying anatomy of different animals, I realized that as an artist I could have the ability to create new creatures and new stories about them. My work is on the bridge between art and science and *Wilburt* was my first experiment making an animatronic creature. I believe that physical artwork that creates an illusion of life has the potential to be the most immersive experience for the audience. In the days of digital media prevalence, to be able to see a new creature unknown to humanity in the real world is even more memorable and intriguing than before. Thus, I think that the old ways of creating practical effects and animatronics will never completely disappear.

*Wilburt – Cyclura Caeruleum Cornu*  
Animatronic; Mixed Media  
30in x 36in x 12in  
2020

# JAMIE LACHNIGHT



I am Jamie Lachnight and I am pursuing to be a stop-motion animator. Experimenting with different forms of animation, stop-motion is the medium I have been inspired by the most. My artwork takes inspiration from a music video that used stop-motion by Panama Filmes made for the song 'Tu' starring Tulipa Ruiz. Viewers of my animation will experience how paper stop-motion can be placed in a 3D environment that interacts with the space. I hope by showing the physical piece that it will help viewers understand the tedious work involved. I want the viewer to appreciate the artwork more after realizing the physical work put in.

*Movement Without Motion*

Stop-Motion Animation

1920 x 1080 HD; Approx. 1:00 min; 4in x 8in Platform

2020

JOANE LAMISERE



My work is a synthesis of the various creative influences that have made the most impact on my personal life and artistic pursuits. My foundation lies in traditional mediums and I transfer those skills into digital workspaces to create visuals that reflect on the elements and principles of art and design that I believe hold the most beauty. I primarily work in 2D animation and illustration but have maintained a fervor for painting on canvas. My work is not always narratively driven, however, I use color and line to present and convey the narrative at hand. I often employ the use of line to emphasize the beauty in different textures. Enriched color palettes used to emphasize lighting. Many of my creations are derived from impactful experiences, different cultures, or experiences pertaining to my background; this includes Caribbean artists, African contemporary art, and intimate interactions and memories from my past.

*Morning Intermission*  
2D Animation  
1920 x 1080 HD; Approx. 1:05 sec  
2020

# TIANA LE



“*Momentary*” is influenced by this idea that the world is much bigger than one person. Having always loved to travel, I enjoy reflecting upon the places I’ve visited; often thinking of the people who had lived here, how they had shaped its history, and how they had influenced and built the world into the one we see today. My creative output is dependent upon the viewer’s transformative and immersive experiences in my work, inviting them to contemplate their own imagined history of my art. The environments chosen are not all based off real places, but still invokes the feeling of small-ness within the viewer, to feel as if they are a lone figure standing in the middle its past stretched out behind them, and its future waiting to be explored ahead of them, that they are a part of something much larger and more meaningful than themselves. A feeling I often felt among my travels.

*Momentary*

Digital Media

1920 x 1080 HD; 4:00 min

2020

# KIRA LOCKHART



I was always fascinated by 2D animated shows and movies. As I got older, I began to branch out and explore the realms beyond 2D. This brought me to 3D animation. However, I still missed the look and feel of 2D animation, so I did research of other studios and people that worked with both dimensions. In my own art, I want to mesh the consistency of 3D with the fluidity and flexibility of 2D. I decided that using 3D models and base animations in addition to 2D visual effects was the right fit for me. This hybrid style brought the balance I was looking for.

*Phoebe*  
Digital Media  
1920 x 1080 HD  
2020

**JACKIE MADDEN**



I am a comical web-based animator and my videos are short explorations of life from various points of view with a humorous twist. I utilize a childlike cartoon style coupled with silly, adult themed, narratives to animate personal stories of friends and family. My ultimate goal is to be connected to my audience through common experiences.

*The Bananas Story*  
2D Animation  
2in x 2in space; 8 min  
2020

# A. ISSEL MARTINEZ



My artworks are created with the idea of being part of a greater whole. I am empowered by the freedom of a hybrid medium and an artist's perceived uncertainty in a new start. In mind of place and time, I enjoy the ability to learn and use it in application, particularly with captivating colors. Thus, I developed a message and cohesiveness. Referencing Andean culture and presenting a story with familiar themes, in a captivating environment, and with unusual characters. Featuring physical and digital sculptures to best fit my intended vision. Exploring the richness of an individual's history and the integrative capabilities of a mixed medium. My artwork has goals of exploration, experimentation, and aesthetic visualization.

*Ayway: Journey*  
Sculpture, AR Animation  
3 ft x 2 ft x 1.5 ft  
2020

# MELISSA MILLER



*Sakura Sunrise* is a depiction of some of my favorite memories from my recent trip to Japan. It is an animated 3D scene recreating a street corner in Tokyo, in the quiet moments just before the hustle and bustle of people starting their day. As a traveler in this enormous city, you often feel a sense of chaos as you pass by hundreds of people on the subway each day. However, take a turn down one of Tokyo's many winding alleyways, and you will discover a sense of solitude as you settle down in a small shop to order a hot bowl of ramen. That peace and warmth is the feeling I tried to depict in this scene. I hope that other lovers of travel, culture and food can enjoy this piece and feel a connection with their own experiences.

*Sakura Sunrise*

Digital Media

1920 x 1080 HD; Approx. 30 sec

2020

# INGA MOISEIENKO



I have a passion for creating realistic environments and magical objects. My inspirations for this artwork originated from *Harry Potter* movie series along with Robert Killick's "*Bitteryarrow Castle*" 3D environment art. I enjoyed designing this visually stimulating and majestic dreamscape and learning more about light and color interaction. I want viewers to experience the love and passion that I poured into my 3D designs during their virtual tour of the castle and perhaps feel the magic when they run into the resident wizard. My dream is to inspire viewers, and just like the wizard, spreads his magic, I will do the same in this 3D environment.

*The Wizard's World*  
3D Environment  
1920 x 1080 HD; Approx. 1:00 min  
2020

# JORDAN NAVARRO



My work is not only inspired from childhood visits to the quaint mountains and green forests of North Carolina, but conversely by industrialized bustling societies with tall architecture and crowded downtown streets. The dichotomy of growing up around both of these dramatically different biomes created an internal push and pull of creative influences and inspiration. The art I create is comprised of peaceful and scenic landscapes with an underlying twinge of the unnatural, meshing together inspirations from fantasy enriched stories such as Princess Mononoke and eerie sci fi cult classics like Alien. I utilize a digital workspace to produce concepts and fleshed out pieces that mimic traditional brushstrokes and work, drawing inspiration from the benefits of both mediums and finding a balance between the two. The results are grounded unique environments melded together in the form of dystopian vistas.

*Vistas From a Distant Landscape*

Digital Paintings

Various Sizes (24inx36in, 11inx17in, 12inx18in)

2020

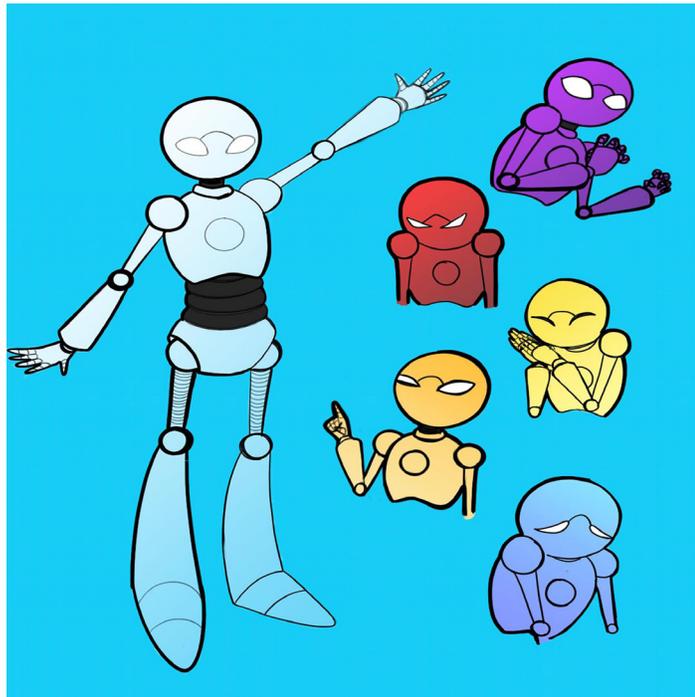
# NANCY NGUYEN



Nancy Nguyen is a person of saturated creativity with an insatiable drive for improvement. Choosing to break from a fixed path of familial pressures and expectations, she's allowed her adorable and spirited character to come out, paving her own passage through her passions. She sherpas proverbial mountains with both good humor and grace and it doesn't hesitate to show in each of her creations. Her ability to meld different mediums and inspirations from the various sights, sensations and views from her experiences, leads to the making of whimsical worlds and characters of both aesthetic visual and humorous personality. By weaving together color, line, art and reality into her animations, she builds experimental artwork into the shape of visual stories.

*Wake Up*  
2D Animation  
1:30 min  
2020

# MAREE ORTIZ



My artwork's focus is forming an emotional and relatable connection to a character and their situation. From the pink band aids on a buff man to show he has a soft spot. To the big eyes of a little girl that emphasizes her cuteness. Characters draw a personal connection to the audience. Strong character design will invoke that emotion. This allows the viewer to get to know the character through an in-depth, emotionally layered creative experience. I am trying to achieve this emotion through combining the exaggerations of American animation and the nuance of Japanese animation. A story grabs the viewer's attention but it's the characters that make them stay.

*DXR (Dexter)*  
Digital Media  
8.5in x 10in  
2019

# GIOVANNI PEREZ-BORROTO



As a person, I find great interest in the concepts of religion, power, wealth, and mental illness, and how that reflects on a person. Including myself. I also find challenge in introducing those concepts into my pieces through visual shorthand. Like placing a domineering figure in a field of gold, or depicting a man with power as a beast. None of which are new concepts, but I try to push those ideas, while paying homage to the inspiration that paved those concepts to begin with. My point as an artist is to use my abilities, in both digital and traditional media, to share my thoughts. While opening an avenue to those that taught me those concepts. In the hopes to better myself and expand the interests of those around me.

*Opulent Glamoury*  
Traditional Media, Acrylic Paint  
40in x 30in  
2020

# CHASE PHILLIPS



My artwork is meant to evoke discomfort by combining elements from disparate yet familiar places. Feelings of isolation have been a constant inspiration for me, and I hope to evoke similar moods with my work. Existing in a place where you don't belong is an extremely powerful experience, and the lesser-loved creatures of our world serve as a perfect vehicle to deliver these emotions. Using 3D rendered videos as my medium offers the opportunity to create scenes which would otherwise be impossible. Negative space, high contrast, and a focus on framing are consistently important to me when creating my work, and help me explore vignettes and scenes that may not exist in a flatter space.

*Shell*

3D Animation

1920 x 1080 HD; 1:10 min

2020

# CAROLINA PINZON



I am a special effects artist who creates digital dreamscapes that bring fantasy to the viewers with a whimsical touch. My interest began at childhood as an avid reader submerged into the worlds of novels creating visuals based on my imagination. This was also true at night while I would sleep, the surreal and fantasy collide to create whimsical spaces and experiences. My work aims to defy the real world and release the creative potential of the unconscious mind in a way that others can explore and enjoy.

*Dreamscapes*  
3D Environments  
2:10 min  
2019

# PATRICIA QUINTERO



As I grow as an artist, I have noticed that in most of my pieces I explore color, nature, and women, regardless of medium. I am drawn to vibrance and contrasts. I will often combine multiple palettes into one subject. Nature is full of beauty and chaos, all of its variances often capture my attention. My life has been shaped by many strong and independent women and I find myself contemplating all that a woman symbolizes and what it means to be one in my art. For this project, I hope to produce a culmination of all three of these interests. I plan to recreate Gaea, the Ancient Greek goddess, as mother nature bringing life where there is none. I have a special love for studio art and hope to combine it with digital media through the art of stop motion animation to bring this concept to life.

GAEA

Stop-Motion Animation

1:00 min

2020

# SASHA RAJA



I strive to weave my love for spooky, mystical themes and memories of Christmas trolls and fairies into my artwork. There are many ordinary and natural things in the world that can be transformed into unbelievable environments of fantasies. Art can be pushed to extreme realism as well as used to produce the unreal and impossible. I believe that by melting together various forms and experimenting with how objects exist and move within a space; we can unlock these imaginative sights and alter the way we view them.

*Potion Commotion*  
2D Digital; Stop-Motion Animation  
1920 x 1080 HD; 1:00 minute  
2020

# SERGIO RAYA



I am a 2D animator that is heavily influenced by music. Motion. Music. Speed. I utilize an animation style that triggers a feeling of adrenaline. Perfect synchronization of all parts. Motion matching the music, music matching the motion. My animations take the viewers on a thrill ride of visuals and sound.

Late  
2D Animation  
1920 x 1440 HD; 0:26 sec  
2019

# RYAN RICCI



Art means three important concepts to me: freedom, imagination, and creativity. Freedom is breaking from the ideological cages and programming others place on us, to truly think for one's self. Imagination is transcending our current environment and entering the realm of possibilities. Creativity means not being afraid to think outside the box or go along with the crowd to follow one's own unique vision. My series of animated illustrations incorporate these values because they resonate strongly with me. It is about searching for beauty in the world and sharing it with others. Elevating and Inspiring human consciousness to attempt to make the world a better place.

*Series of Animated Illustrations*  
2D Animated Illustrations  
1920 x 1080 HD; Approx. 1:00 min  
2020

# ELIZABETH RICHARDS



I am an illustrator and character animator who aims to express the flow of emotion and feeling through movement. Through dynamic motions, experimental color, and perspective, I work to move the audience into the narrative of the story, whether it be a large, encapsulating epic or a quiet, timid tale. From experiencing the world of these characters moving across the screen, the audience will be able to float with the birds and swim between the seams of their tails. Through a small snapshot, my animations hope to engage, captivate, and steer the viewer's animation.

*Filmic Visions*  
2D Animation  
1:00 min  
2020

ALY ROBB



Immersion is what matters to me. I seek to create experiences that suggest something is alive, living and breathing in front of its audience. Something that isn't just cool visually, but controllable down to the molecular level and customizable, with a backstory and believability. That's why I enjoy the little details and tiny things instead of the grander picture. Immersion doesn't exist without those intricacies that we don't catch on first glance. I want that detail even in stylized work because I want it to feel real, even if it's obviously not. With this piece, I wanted to depict a fictional biome like a museum experience, as if these creatures are being researched right now when obviously far removed from our reality.

*Creatures of YMIR-25*  
3D Animation; Polymer Clay Sculpture  
10in x 8in; 1:40 min  
2020

# CANDACE ROBBINS



Coping with deep depression and the meaning of human existence, I imagine and illustrate worlds where the limits of the mortal are pushed and the significance of self in the face of the overwhelming shines. I balance a duality of wild designs and dark themes, creating characters in which those who deal with the weight of life can see their struggle. My artworks detail the act of tearing oneself down to build something better in the world. I fill the world with the cosmos in my head. My work draws upon narratives where high fantasy meets dystopian civilization, where the advances of technology meet the modern failures of gods.

*Swords Dance*

Digital Illustration

5000 x 5000 pixels

2020

# ZABRINA RODRIGUEZ



Building something from nothing is what we do, and that 'we' encompasses everyone in this show. Our LEGO blocks are a culmination of all our different experiences, skills, and abilities patchworked in ways you probably haven't seen before. The ingredients to what I've created here, my building blocks, are the supernatural and fantastical, the cheeky character interactions in old Saturday cartoons that reflected my smile, the darker undertone in an otherwise bright story, the bits of memories and ocean from my childhood in the Dominican Republic, the people I've met, and every other thing rattling around in my skull. It is especially evident in the storyboard and series of artworks centering my modern siren, Maciel. Even her name is a stray piece of someone I once knew. From part to whole, I hope you can see all I've built.

*Untitled*  
2D Digital Art  
Varies by piece. 11in x 14in (A4 size)  
2020

# STEPHANIE RUIZ-GARCIA



It is very important for me to be able to present an engaging narrative, whether it is through the many frames of an animation or through the fewer drawings of concept art. I fear expressing my feelings and ideas through verbal communication but art allows me to do this with ease. Because of this, my piece tackles the struggle of having the confidence to verbally express oneself as well as the way this can damage one's mental state and perception of the outside world. Having a level of surrealism in my work is incredibly important to me because it helps me to express emotions in a clearer and more evocative way. I strive to demonstrate that animation can be used to tell a wide variety of stories. Not only can it be used to tell whimsical, joyful tales, but it can also be used to delve into darker topics.

*Shhh!*

2D Animation and Digital Illustration

1920 x 1080 HD; Approx. 2:00 min; 18in x 12in

2020

# CAMILA SALINAS



The title is based on my dog, who's my inspiration for these environments. As a kid, I loved fantasy films and games such as *Harry Potter* and *Banjo-Kazooie* that I would create scenarios and act them out with her. The concept of fantasy is something I always visualized and enjoyed because I'm able to escape reality. Being able to create a world and seeing others immerse themselves in them is a fascinating thing. I built these environments to make them a real thing where I'll be able to cherish these memories I have since her passing.

*Tiny's Fantasy*  
Digital Media  
1920x1080 HD; 4:00 min  
2020

# FABIAN SANCHEZ



I have spent most of my life never feeling like I belonged, that is until I found animation. It was home to countless different worlds where I could go on adventures and experience things I never could have done otherwise. Animation gave me solace and I hope my work can do the same for others. Growing up in southern California in the '90s skateboarding was everywhere and part of the culture I grew up in. I always knew my limitations trying to skateboard, but the beauty of animation is there are no limits. In skateboarding there is grit, dirt, constant action, and high paced movement that looks almost exaggerated. These are the things that influenced me to express myself in that way through my work.

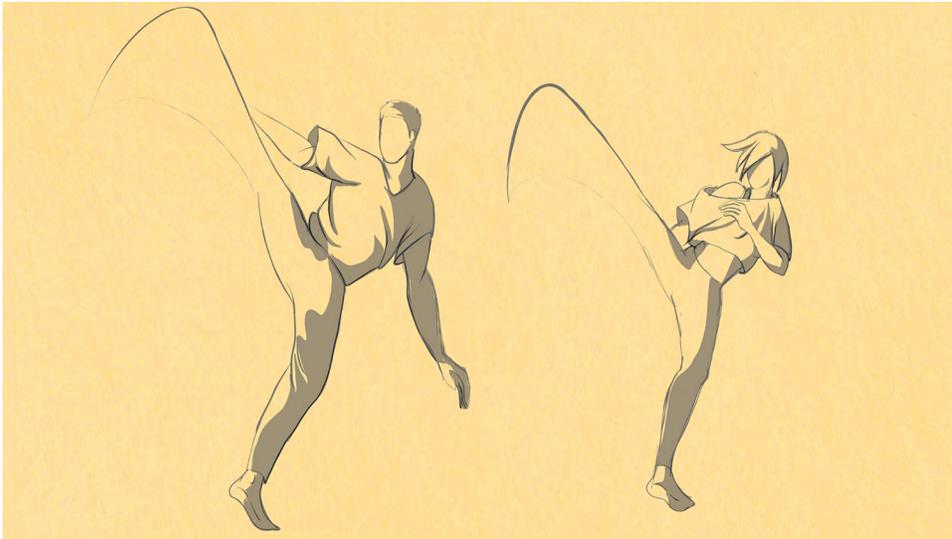
*Let's Skate!*

3D Animation

1920 x 1080 HD; 30 sec

2019

# AYLEEN SANTIAGO



Art is an escape for many people, myself included, more than that it grounds me. When I create, it allows me to process the events that have happened to me during my lifetime. My best work comes from a place of change, positive or negative. It reflects my most significant moments. How I've grown, what I've learned and how I have overcome the various obstacles I have encountered. As an artist, I work hard to develop drawings that speak to both and to others about the uniqueness that exists in one's personal experiences.

*Refuse to Surrender*  
2D Animation  
1920 x 1080 HD; Approx. 30 sec  
2020

JÜRGEN SMITH



 **GAIANITE**

I am an animator passionate about creating a narrative universe that is dynamic, fresh, and everlasting. I utilize my fluid style of animating assuring each and every line is intent on capturing elaborate detail all the way from quick flashy attacks to quiet bursts of wind. Rhythm plays a massive role in my storytelling. My animations are often accompanied by self-composed music to further drive the senses of timing and intensity of motion. I tap into elements of epic new-age sci-fi fantasy combined with classic magic system concepts to build a world that will captivate my audience in a myriad of artistic facets. My work ultimately exists to breathe new life into action-packed 2D animation in television and inspire the next generation of creatives to step forward and unfetter their imaginations!

*Gaianite - Official Trailer*

2D Animation

1920 x1080 HD; Approx. 2:00 min

2020

# JOSE SOTO



Themes of nostalgia and fantasy have played a major part of our collective childhoods, inspiring our first dreams and aspirations since before we could define those very terms. We as people long for understanding and structure and this is an attempt to ground these themes with visuals that explore and make sense of the evaporating memories of thoughts. These ideas are presented with the intent to dress these ideas in a digestible and easily read fashion. They personify and evaluate these ideas with the newfound confidence of maturity rather than the naïve trepidation of childhood.

*Space Ride*  
Digital Illustration  
5 Prints; 9in x 12in  
2020

# MADISON STEVENS



The goal of this piece was to create a motorized 3D zoetrope. This process involved creating a motorized base, display plate, and a housing unit to contain the finished piece. This zoetrope diverges from the traditional method of animated frames and instead uses a system of strobe lights and controlled rotation to create the illusion of movement within a three-dimensional space. Through this research, I have gained a firmer grasp on the mechanical aspects of production. This includes gaining an understanding of machining parts, 3D sculpting, 3D printing, animation, rigging, and assembly. This project melds a variety of disciplines and creates a unique blend of medium and technical skill.

## *2D/3D Zoetrope*

Physical Display; Wood, Reclaimed Motor, Plexi-Glass

25in x 34in x 34in

2020

# LARISA TOLEDO-DELGADO



I want to see myself in all the art that I create and want other people to see that as well. I would like people to connect to my work, we were all kids once and we all have these home videos of our birthdays and random events in our lives. I want to show people my childhood and a character I created so that the younger me can have a friend, a character that can also be everyone's friend. So, I created TV Kid a Kid that is just fun and nonchalant with everything that he does and says.

*Days Gone By*  
Digital Media, VHS  
1:35 min  
2020

# GABRIELLA URENA



Gabriella Urena is a 2D animator whose BFA project is about something that she has a big interest in and that's fighting games. She was inspired by last year's BFA exhibition seeing all the 2D animation and wondered how she could make her animation stand out. She then got the idea to literally make her work stand out by making a hologram or light projection to make her piece look like it's standing in 3D space. So she made an original character, Stella, and had her do unconventional fighting moves. The inspiration for Stella's moves were from her favorite videogame character, Bayonetta. She wants to achieve dance and fighting being one with a character full of charisma and being as fun as Bayonetta does.

## *Stella's Waltz*

2D Animation & Plexiglass Installation

1920 x 1080 HD; 25 sec; Approx. 2ft x 1ft x 2ft

2020

# KADEEM WHEATLE



I develop my digital art to adapt to a variety of narratives. The final works tend to revolve primarily around a strong use of visual elements to captivate viewers. Flashy visuals, bold colors, high contrast compositions, and striking detailed characters are all paramount to creating connections with my audience. In my mind, an amazing story is trivial without the attention of that audience. After a lifetime's worth of inspiration from similar themes, *Right Arm* is my venture into science fiction, themed around a collective of characters with prosthetic weapons. To realize the concept, I created and technically developed the characters to have a full range of movement and expression. This capability goes hand in hand with the balance of their organic and rigid forms to spark a narrative in audiences.

*Right Arm*  
Digital 3D Models  
16in x 24in; 2:00 min  
2020

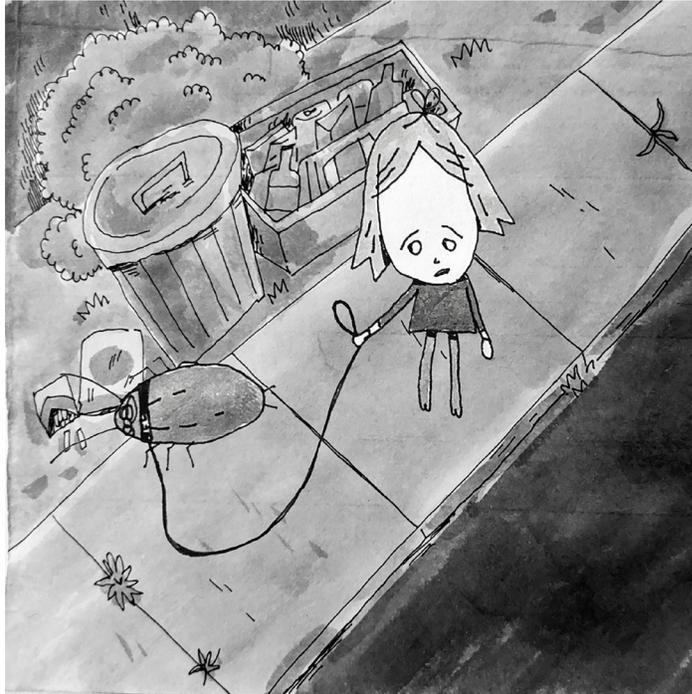
AUBRI WHITE



My project is based around the themes of relationships and connections. With *Spectator* I invite my audience to come and interact with a world, not of their own. When it comes to my personal work I heavily indulge in showcasing the interrelations of others. I want my audience to understand and empathize with the narrative I build for my characters in all mediums. My visual novels and other works are how I'm able to convey the emotions that sit in my heart that I am unable to properly verbalize. My feelings steer my creative process to the fullest extent. I want my audience to feel with me.

*Spectator*  
Digital Media  
1920 x 1080 HD; 5in x 8in Tablets  
2020

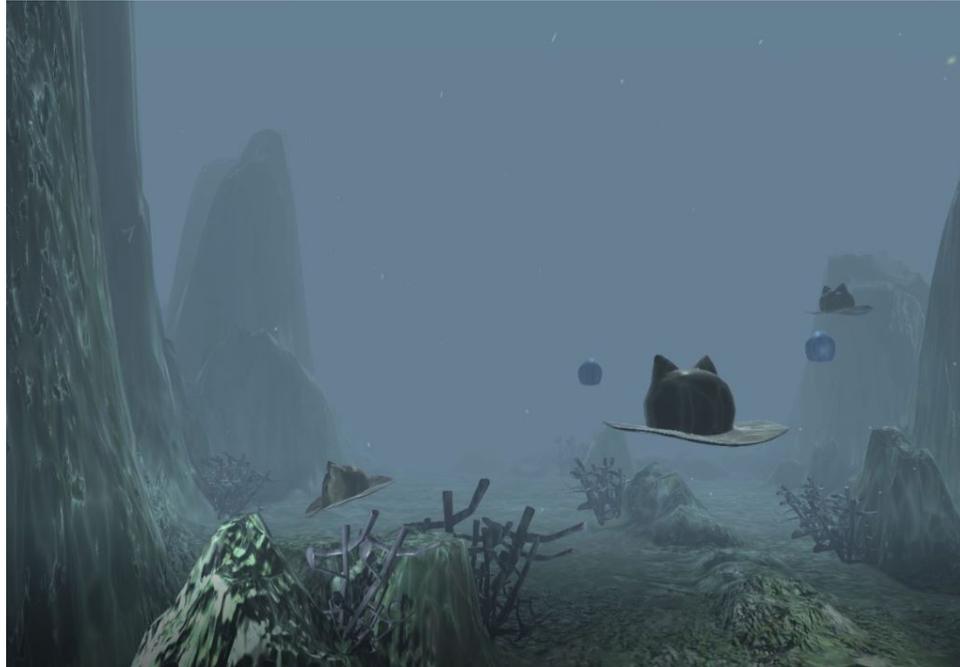
# MEL MURAKAWA-WHITE



*Cockroach Girl* is an animation I drew traditionally using pen and paper, shaded using ink washes, and composited digitally. My work was created as a visualization of the negativity inside someone manifesting and becoming destructive. Rather than a display of inner turmoil, the conflict between a girl and her pet cockroach shows a physical struggle, one that ultimately leads to demise. This is a reflection of how the psyche can be grotesque, a part of ourselves that we loathe but can also become normal as it cements itself inside our lives, dormant until it eventually consumes us.

*Cockroach Girl*  
2D Animation  
1920 x 1080 HD; 1:00 min  
2020

# SIERRA WILLIAMS



I enjoy the complexity and challenges that digital media and the technical arts present. I have always had an interest in game art, and the vast environments that players can explore. Through my work I aspire to push the boundaries of my creative capabilities by taking subject matters that interest me and mixing them with technical knowledge, to create original and immersive experiences. My past experiences on smaller, independent games have given me an understanding of how to bring a level to life. With this project, I put these skills to the test by creating a virtual reality deep-sea exploration experience.

*Deep Sea Adventure*  
VR Experience  
1080 x1920 HD  
2019

# WILLIAM J. V. WILLIAMS



I am exploring 3D cel-shaded animation. When I saw more and more cel-shaded games and animations I loved the aesthetic of it. My introduction to animation has got me interested in the technical side. Making rigs that control the character and special effects to enhance an animation. My animation is a transformation of characters. I have two bipedal characters and one quadruped to show that I can rig more than just a human character. The transformation will be done with a shadow or smoke special effect, giving a flow in movement from one character to another.

*Dark Transformation*  
3D Animation  
1920 x 1080 HD; Approx. 1:00 min  
2020

# JOEL ZOROWITZ



Expressive line work can be used to tell a story, and along with color theory, can be used to convey the mood and atmosphere of an art piece. I take advantage of this concept and tell a story, and use line work to denote the importance of a character and visually describe the personalities of the characters and the environment that they are exploring. Sequential art is a unique type of art that allows the reader to explore a story, or a sequence of events, at their own pace. Motion comics take sequential art and adds motion graphics animation and audio. It takes away the ability to explore the story at their own pace, but adds movement and voices, allowing a different type of immersion. I intend to create a happy medium, where the reader can explore at their own pace, but able to experience that movement, hear those voices, and become immersed in that art.

*Jessica Bennett vs. the Demon of Harlem*

Motion Comic

1920 x 1080 HD; Approx. 1:18 min

2020

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