

# EXPLORATION

Mariam Al Fahed

# INTENTION

## **The Goal:**

To explore and practice different aspects of skill to improve my style.

## **Where am I looking?**

- *Environments & scaling*
- *Dynamic posing and styling*

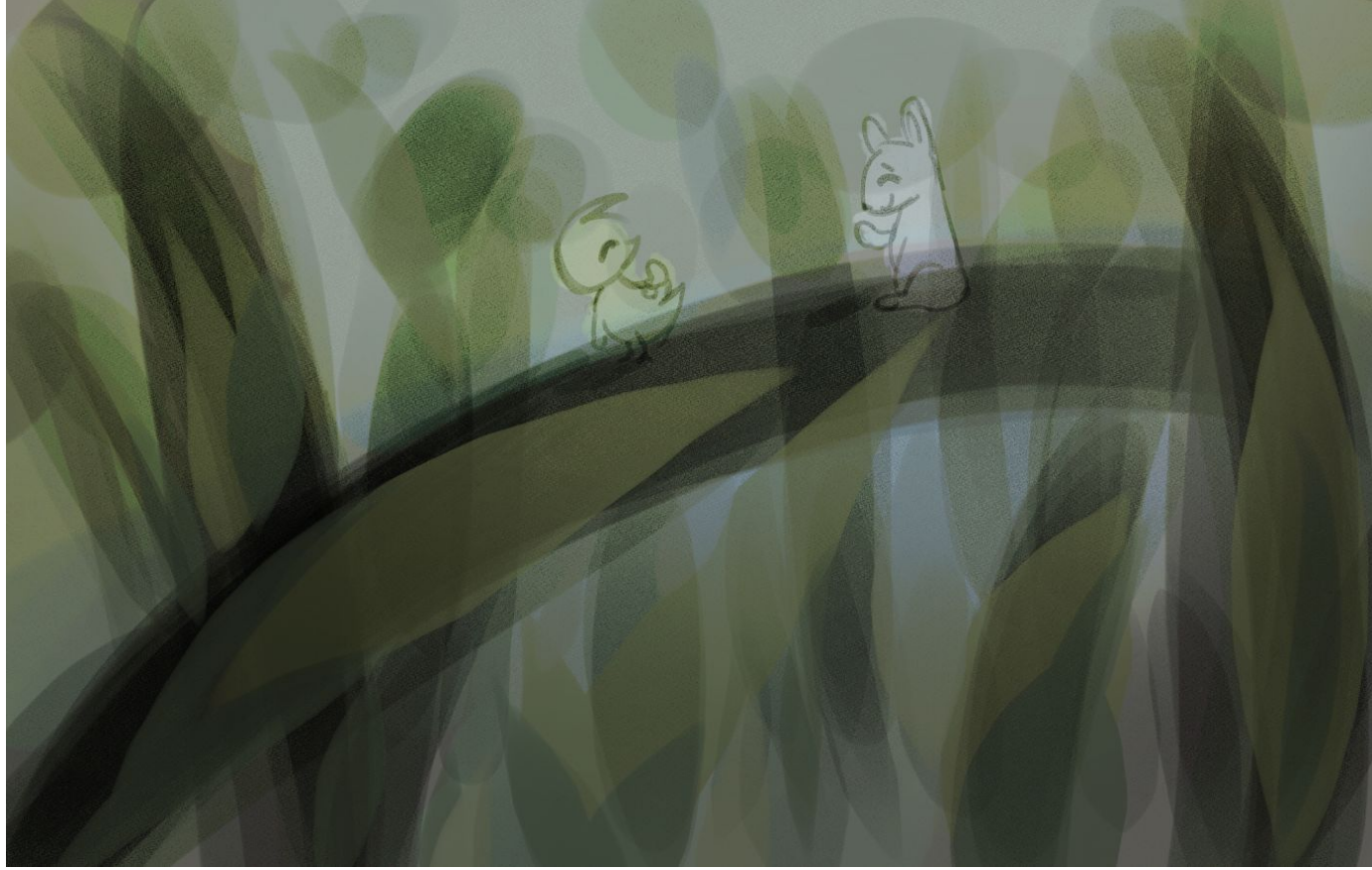
then using all of these aspects to compose a coherent piece.

# ENVIRONMENT

## **The Goal:**

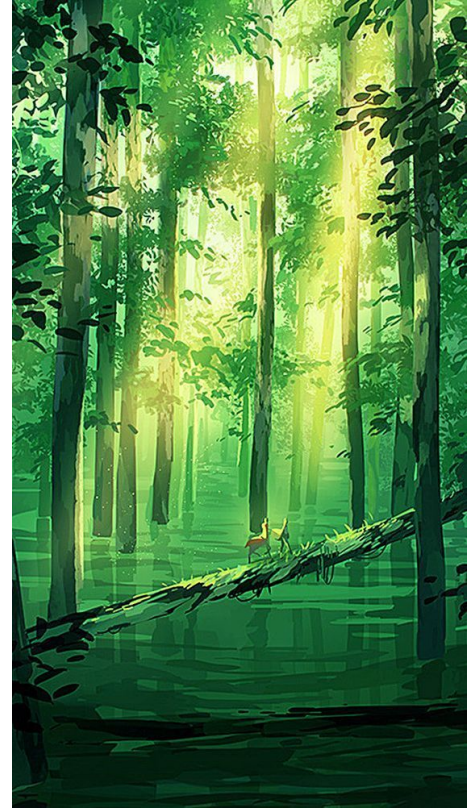
Understanding composition  
and atmospheric elements,  
and implementing them to  
exert that energy.

# ENVIRONMENT

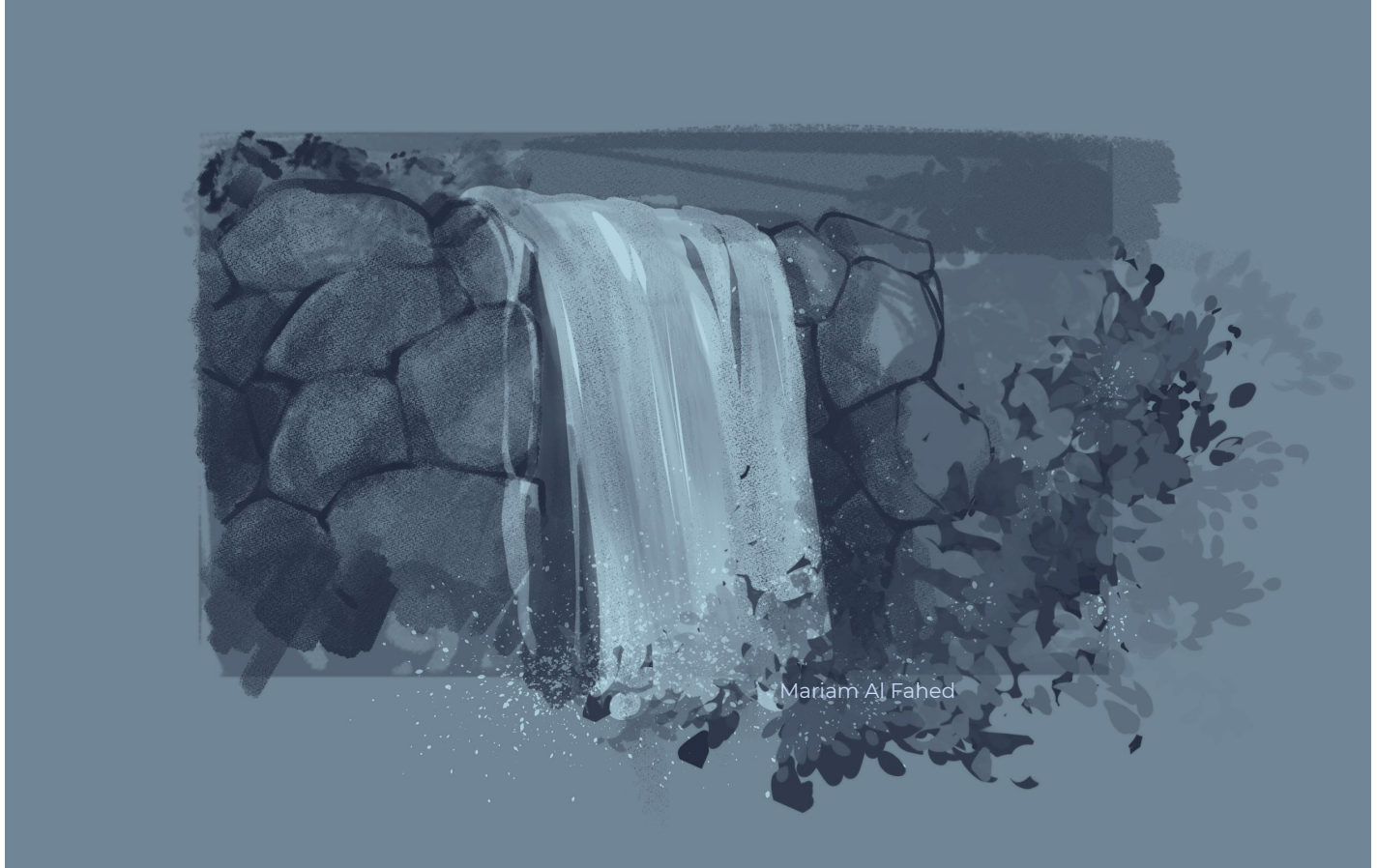


# ENVIRONMENT

I wanted to create the feeling of “small vs. big world” to bring the scaling aspect into the piece. However, I realized I would need to bring more detail to the table. Emphasis to the environmental elements such as the trees and leaves, texture was also needed. So I focused on improving that in the next slide.



# ENVIRONMENT



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# DYNAMIC

## **The Goal:**

Expressing fluidity in a piece  
and the impression of  
motion.

# DYNAMIC



Source: i could not find it, sadly





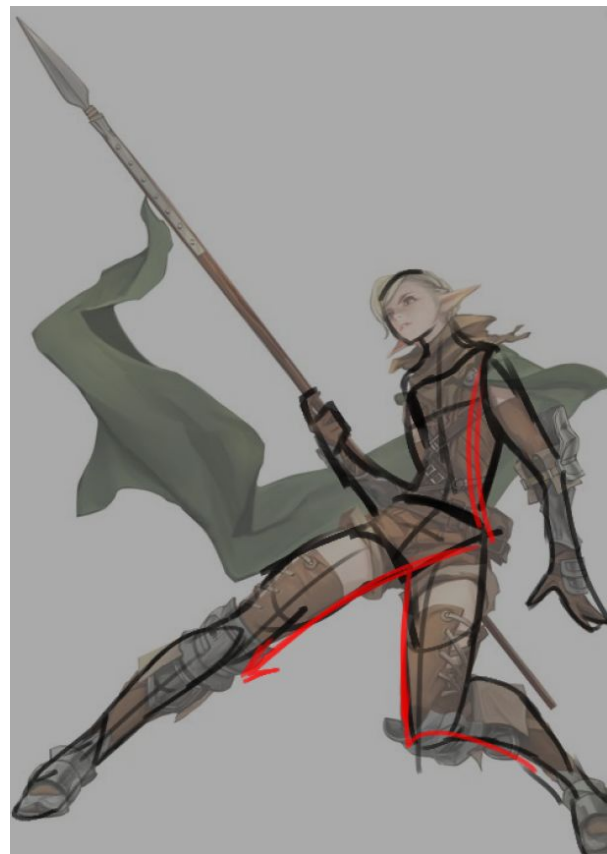
# DYNAMIC



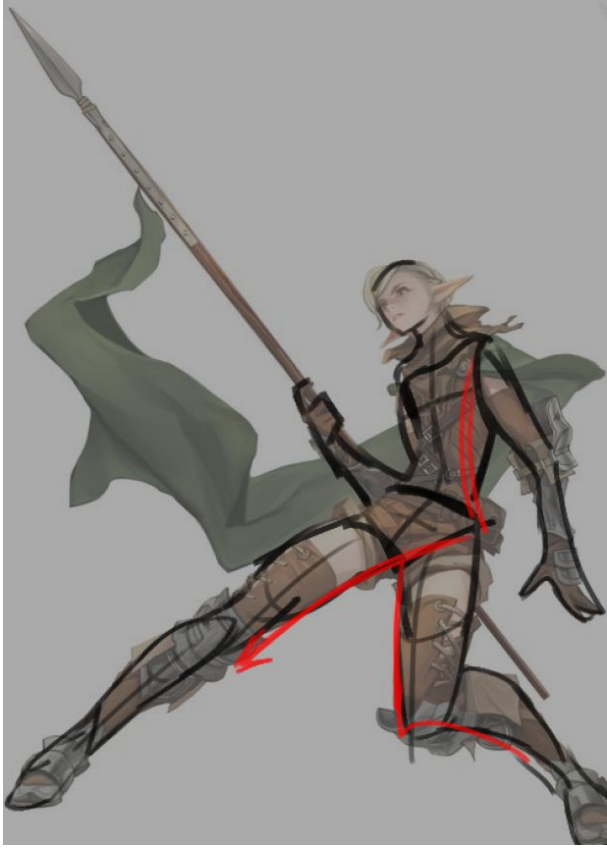
# DYNAMIC



Source: Wizardry ~戦乱の魔塔~ game



# DYNAMIC



# DYNAMIC

To master form and fluidity, I find the “*line of motion*,” allowing me to understand how the form of the body may morph and twist for a specific pose. Practicing anatomy is also important, and it brings for more understanding of what you are drawing.

My next steps are practicing anatomy more, and being able to exaggerate to bring a sense of energy and immersion in my pieces.

