

FINAL PORTFOLIO

Isabella Chehade

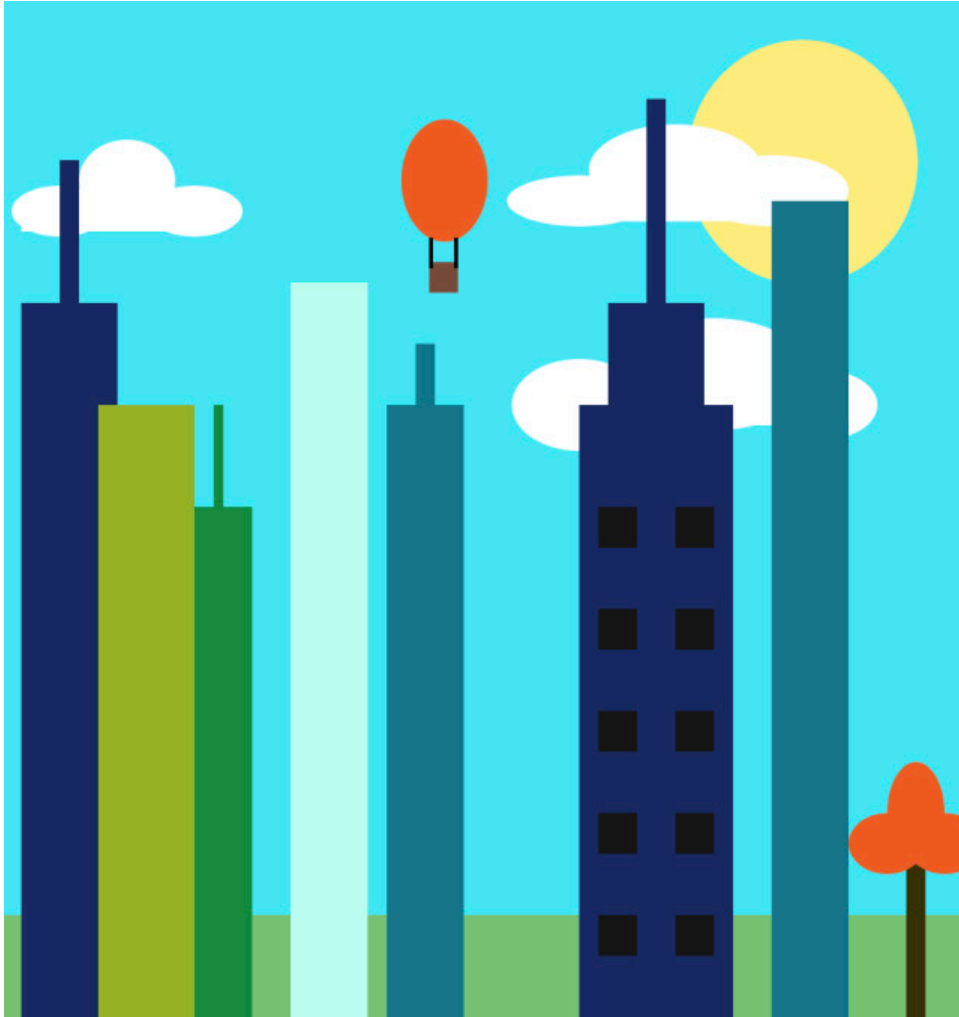
My name is Izzy and I am a rising Junior pursuing my Bachelors in Advertising + Public Relations. Prior to this class, I hadn't used any Adobe software and my experience with graphics and the arts was limited to high school, where I took many graphic art classes and others related to design. I love photography and graphic design so I enjoyed using Photoshop the most because of the amount of things you could create and use it for. I think digital media is a way of channeling creativity and self expression and using Adobe tools has created an outlet to do so. This was the first time I had used any of these programs or techniques so I think most of my work was on the "safe" side, although I definitely tried to expand my creativity in some projects where I felt more well-versed.



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Vector Image, Dimensions Variable
Light coding in JavaScript working in p5 Editor



Gradient Mesh, 5x4 in.
Working in Adobe Illustrator & focusing on natural gradient



Logo Business Card, 2x1 in.

Working in Adobe Illustrator to copy hand drawing



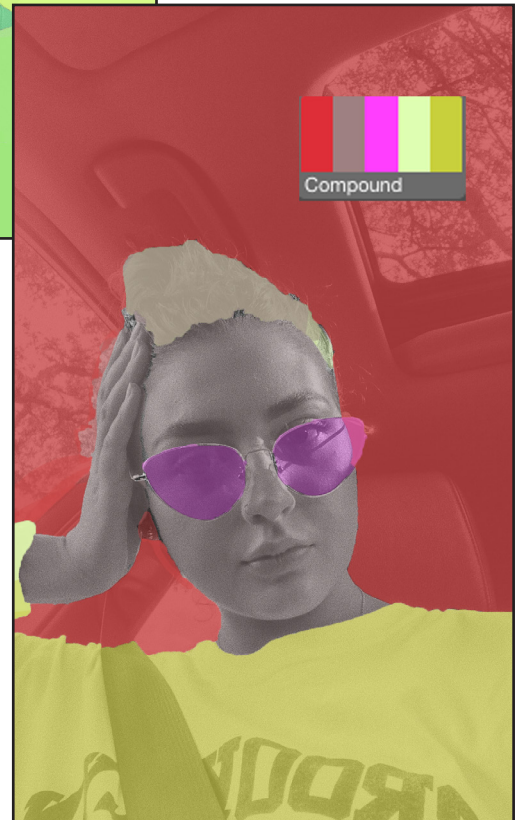
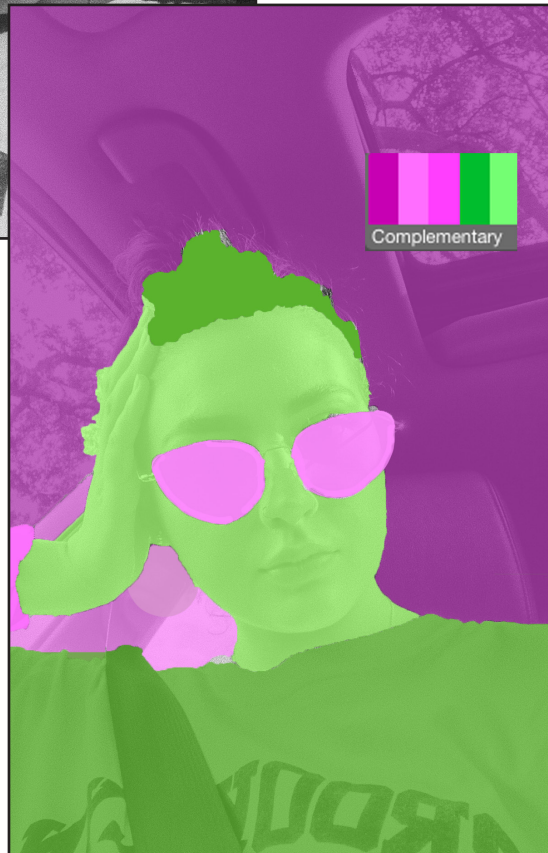
SPEAK

contact@speak.com

Donut Calligram, 9x6 in.

Working in Adobe Illustrator and using calligram wording overlaid an image



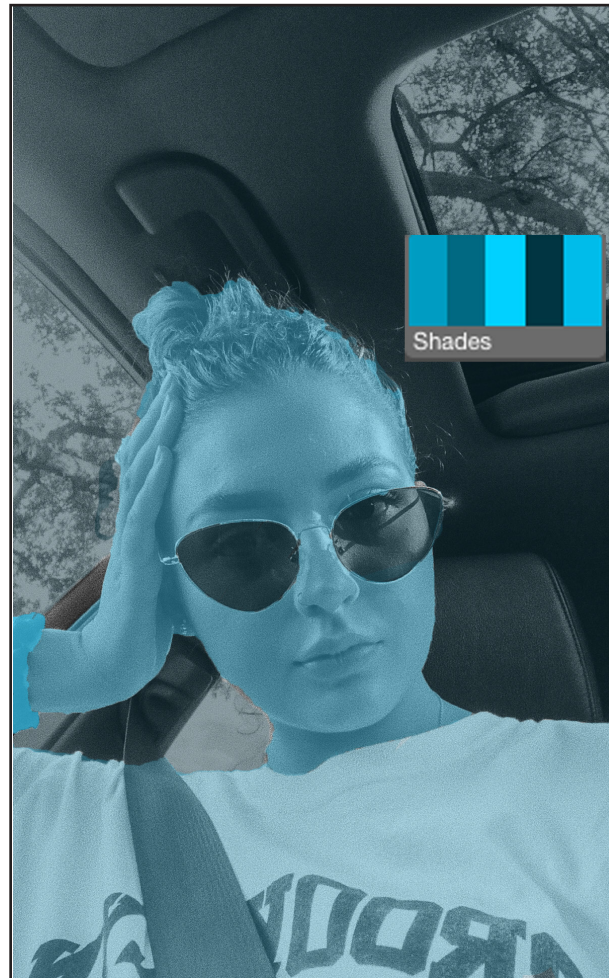


B + W and Color
Renderings
8x11 in.

Using Adobe Photoshop to
render image colorings
(labeled)



B + W and Color Renderings
8x11 in.
Using Adobe Photoshop to render
image colorings (labeled)





SOMEWHERE (IN ITALY)

8x11 in.

Created in Photoshop by removing background of one image and placing onto another, adjusting lighting and colors to create natural affect



AUTOSCOPY

-

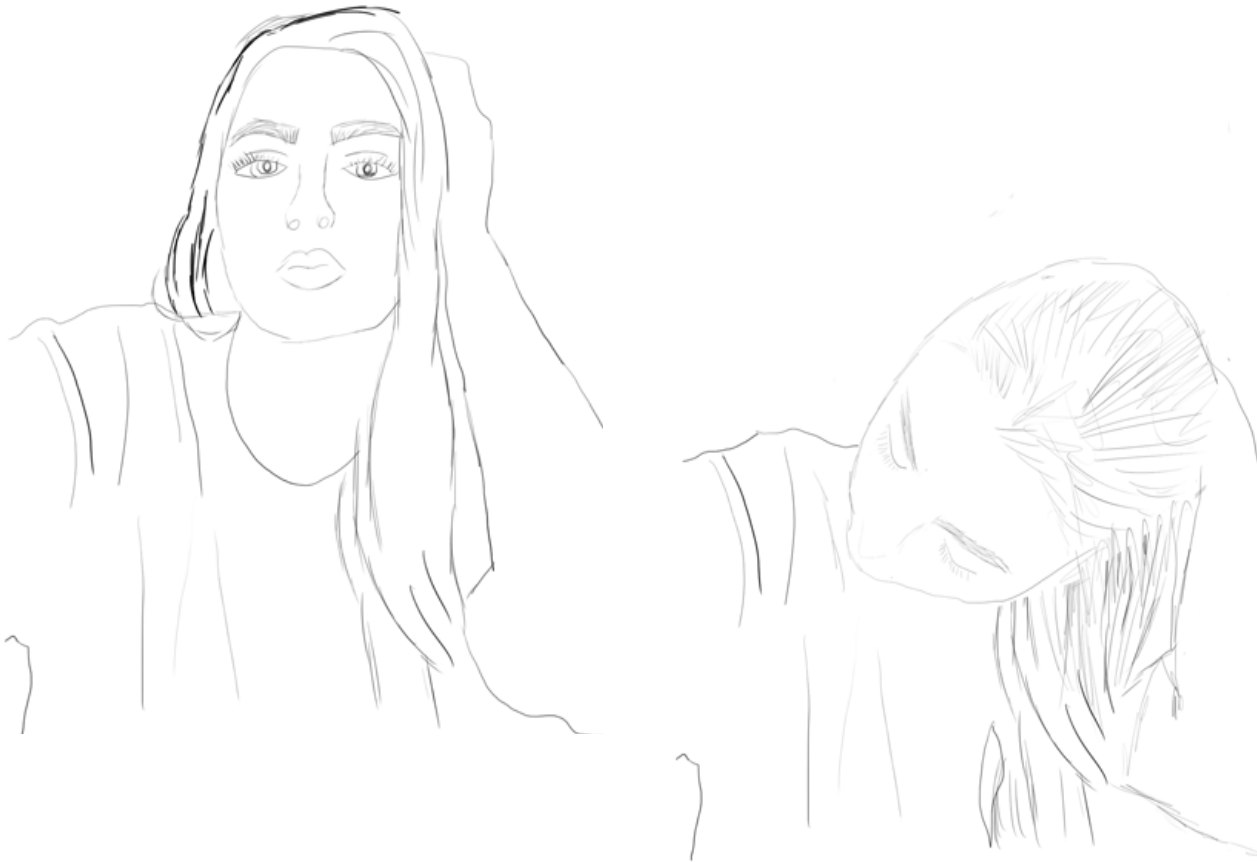
STRANGER THINGS INSPIRED

8x11 in.

Created in Photoshop by cutting out images and carefully placing into certain points of the original image, then adjusting color and opacity to create eery affect

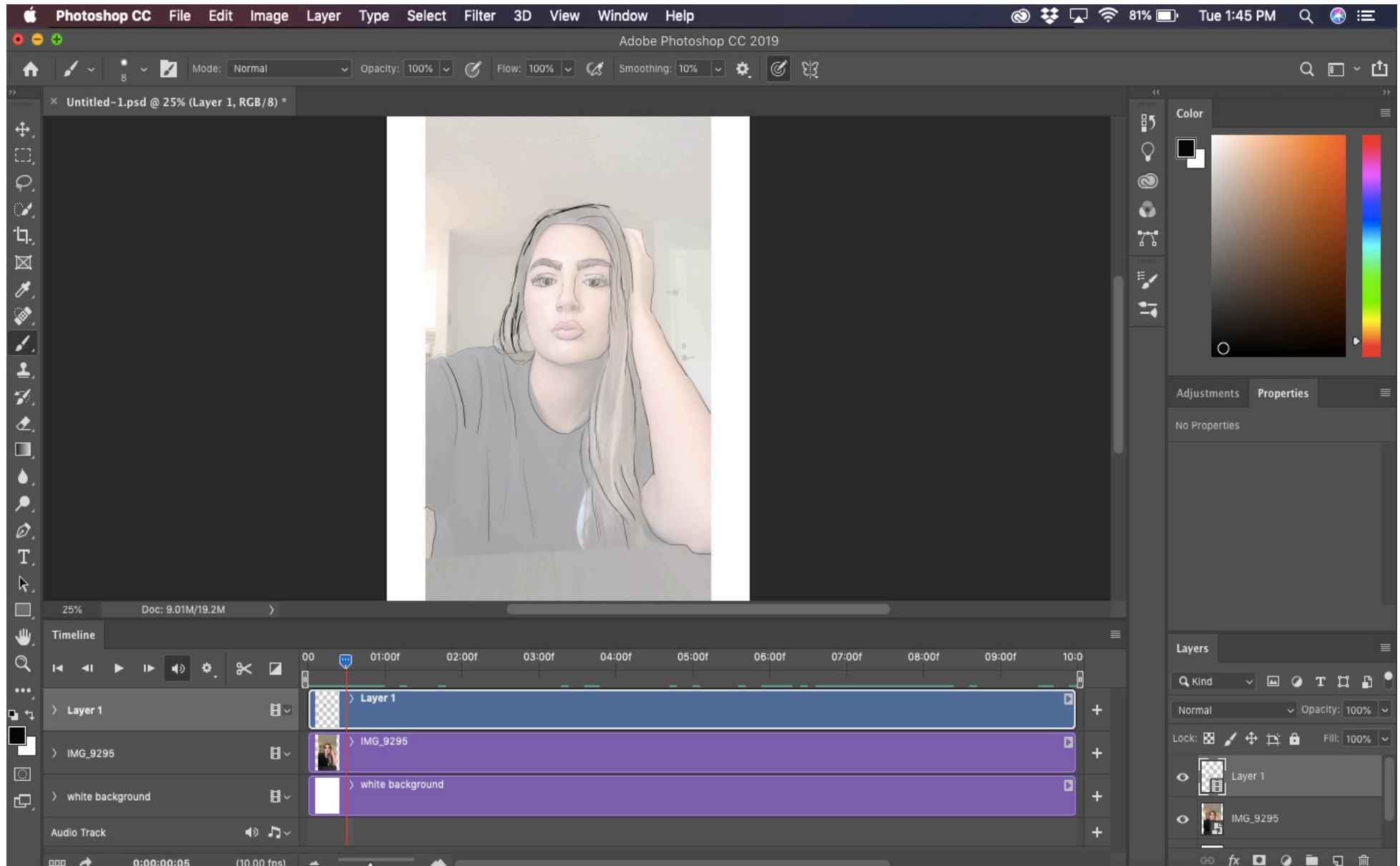
ANIMATION PROJECT

My animation was definitely the most tedious project I worked on and spent the longest amount of time on. It was interesting to see how you could break down a 10 second video into 100 frames and see that even when it looks like nothing is changing, there is actually the slightest bit of detail moving in each frame. This took lots of time to hand draw and while it was the most time consuming, it was also the most rewarding to see the final outcome.



ANIMATION PROJECT

Progress



AUDIO PROJECT

This project was created in Audacity, an open-source media and audio player/editor. I recorded clips throughout my morning and edited each individually before placing and combining them all together. From there, I edited even more by trimming audio, fading in and out, to create a coherent audio piece of a morning routine.

