

2020 SENIOR ART & DESIGN EXHIBITIONS

Graceland University

SENIOR EXHIBITIONS 2020



Alissa Clark



Tacy Cummings



Tressa Cummings



Angela Dunkin



Logan Fredell



Jessie Fuller



Trey Heckadon



Braden Hogan



Kaitlin Huskey



Clarissa James-Lewis



Emily McLaughlin



Austin Reiber



Sara Ricard



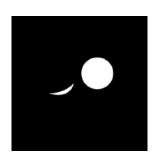
Zach Schwab



Linda Weldon



Ian Wilson



Chase Wood

FORWARD

The Art and Design program at Graceland University is pleased to present this exhibition catalog of Bachelor of Arts Senior Thesis Exhibitions. Four years ago, the seventeen artists in this incredible BA class – Alissa Clark, Tacy Cummings, Tressa Cummings, Angela Dunkin, Logan Fredell, Jessie Fuller, Trey Heckadon, Braden Hogan, Kaitlin Huskey, Clarissa James-Lewis, Emily McLaughlin, Austin Reiber, Sara Ricard, Zach Schwab, Linda Weldon, lan Wilson, and Chase Wood – began a challenging process, the result of which is presented here. These works are a representation of thousands of hours of experimentation, research, problem solving, exploration, risk taking, and dedication. These works engage us in meaningful conversations and challenge how we see the world. These artists are now part of a growing community of graduates that will shape the future. We thank them for sharing their journey with us and look forward to seeing how they will impact this ever-changing landscape of visual communication.

We are so proud of the class of 2020!

Sincerely,

Karen Gergely Associate Professor Art

Bilawal Khoso Assistant Professor of Art



Alissa Clark

Let's Go Adventure @acprints.co

Alissa Clark is a 21-year-old born and raised in Blue Springs, MO. Her love for art started at a very early age of 6 years old. As she grew up and practiced different techniques, she found a love for watercolor and acrylic painting. Throughout her early teens sports and fitness became a prominent factor in her everyday life as she joined her middle school cross country team. This sparked a love for physical activity that gave her a new appreciation for life. In high school, she joined the tennis team and continued to run and be active and now continues to play tennis and do other outdoor activities in her spare time, recreationally. When her mom was diagnosed with breast cancer 3 years ago, it was a very dark time for her family. After her surgeries, both of her parents decided that they needed to start living a healthier lifestyle. So, now they go on walks, go to the gym, or all go play sports together.

Her senior show is about all of the outdoor sports that she has or wishes to do sometime in her upcoming future, especially scuba diving and rock climbing. She wants her show to inspire other people to go outdoors and get active, finding that fresh, new perspective she found early on. She hopes that one day every person can experience the same feeling that she has when she is doing what she loves.

She wanted to use watercolor as her medium because it has always been one of her favorite mediums to work with. The use of watercolor is to give the paintings a fluidity and softness that allows for the color transitions in blending to happen smoothly that other mediums just can't duplicate. Without finding her love for art, graphic design, or physical activities, she doesn't know how her life would have played out to this day.













Tacy Cummings

@tacy_cummings

"But how would you use that?" This is the phrase that I have heard time and again. Every time I mention a new skill or process I have learned I hear either "how would you use that?" or "that doesn't seem very practical". As I was pushed to incorporate more of my lifestyle into my art I decided to embrace the juxtaposition between the creativity of making art and the practicality of farming.

With this show I wanted to introduce techniques and practices from the art world into the farming world. I explored the combination of a rural setting and modern art and in some cases was able to merge the two seamlessly, while in others I could explore the tension between the two.







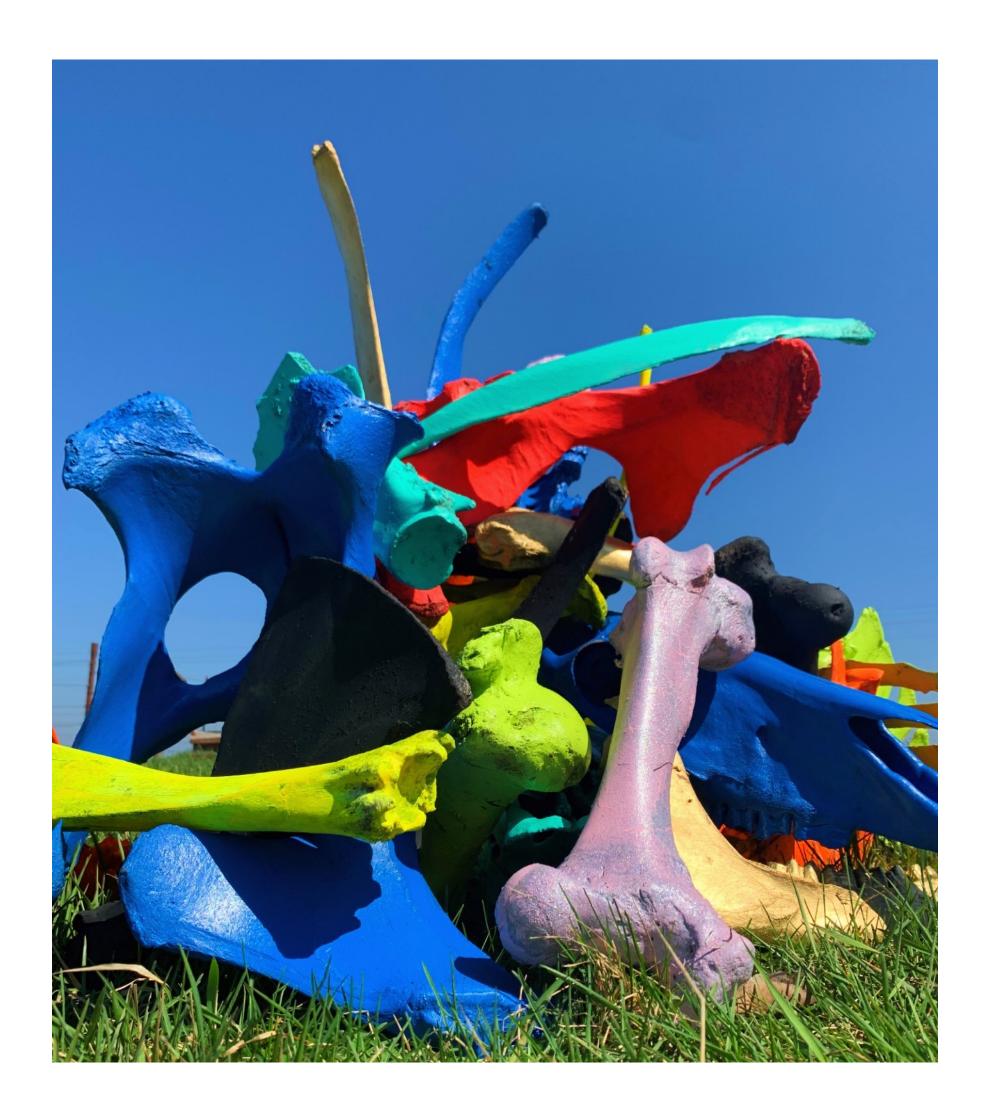














Tressa Cummings

@tressa.jpg
Memory & the Myths

In a time of social distancing and isolation, I find myself escaping into recollections of companionship and contentment that are gilded in a way only a memory can be. I am aware that time has filtered these recollections, creating a sort of mythologized account of events. Over time, memory can become highly subjective, blurring the lines between factual account and narrative lore. As someone whose art is often directly informed by remembered imagery, texture, and atmosphere, I find myself indulging in the escape of memory while struggling to parse out truth from myth.

This installation is a synthesis of that escapism and attempt to remember. Composed of pages from my journal, these images are both memories I cling to and the reimagination of those things in the future. Much like an afternoon retold by friends with varying accounts of events, the same basic set of imagery produces a series of related but varied works. Sifting through the visual information on paper, canvas, or satin is akin to remember something from long ago, attempting to separate objective truth from mythologized splendor.



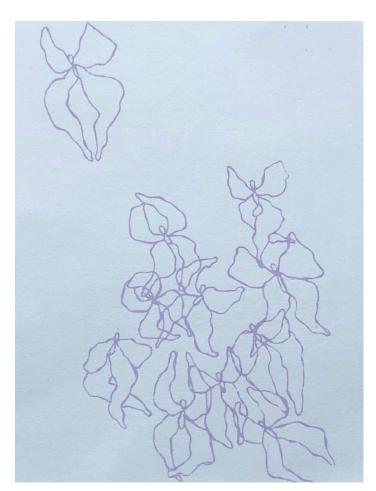












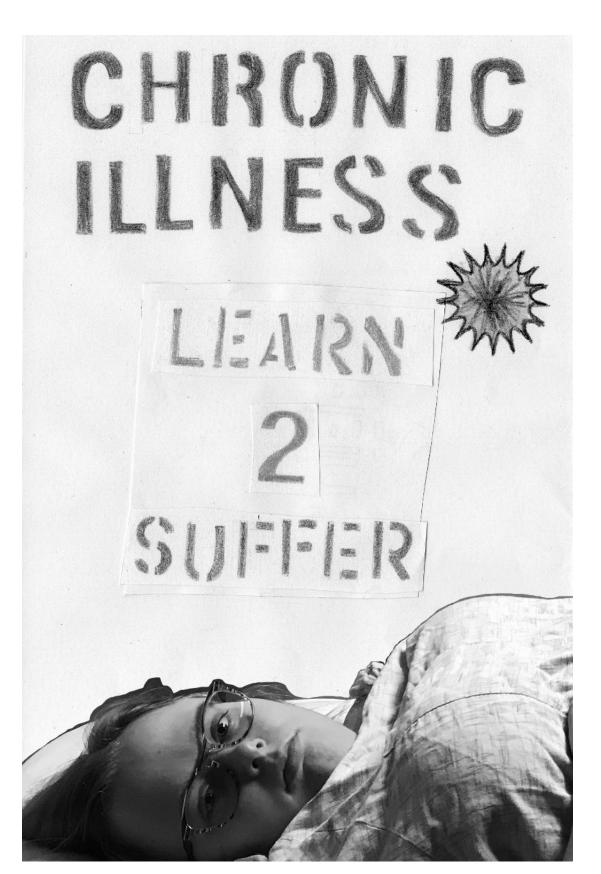






Angela Dunkin

Lean To Suffer @a_dunkin



Learn to Suffer is a reflection on my health struggles both mental and physical. Being ill with no end in sight is emotionally draining. This work shows how I truly feel unfiltered. Explaining my health conditions is hard to do but an important thing to attempt. I want others to experience a glimpse of what I deal with. Every doctor has a different idea on what could be wrong and a different idea of what medication to try. Its disorienting to try and figure out what is safe for me to do. I am scared to do something that makes my symptoms worse. Each treatment and medication have different side effects that help with one symptom but make other issues worse. I want to fight whatever is wrong but to do that I need to know the best way to fight.

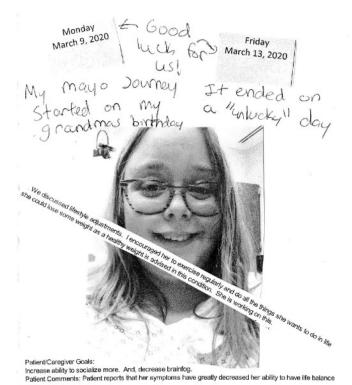
Every day is a fight and I always do my best. My best can change from hour to hour. Doctors act as if I am making up my symptoms or am being hysterical. This causes me to mistrust myself and doctors. Dealing with this trauma has been a healing experience. My work might not always make sense but neither do memories of trauma. Experiencing trauma has affected my memory of the event in question.

My emotions are all over the place. I feel anxiety, anger, doubt, uncertainty, happiness, and confusion daily. Even on days I have fun I can feel bad an hour later and then not be able to do things the rest of that day. I worry that people won't believe me if they see me having fun one day and then be unable to attend a meeting later that day. I can smile through the pain and enjoy life the best I can. I am not sure who I can trust and who is a true friend. I am vulnerable every day.





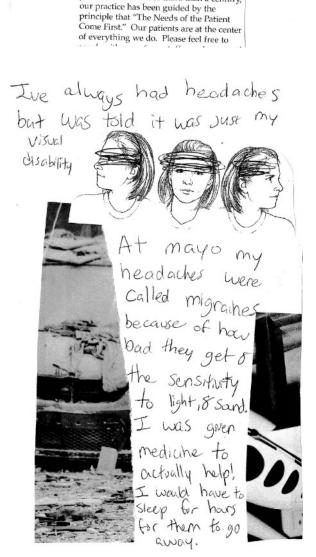




The doctors were nice 8 asked me

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Some Personal goals!





It can take years to get a diagnosis. First they have to chech for more major issues that are easier to find, like an actual heart attack. Things like finoromyalgia 8 POTS mimic other disorders but dont have a definitive test. It also takes worths to get into different doctors.



PATIENT'S GUIDE TO MAYO CLINIC Rochester, Minnesota

a patient

Patient Appointment Guide

The Could Change as you see

doctors but they will point you new ones

Follow All

Appointment Schedule and Preparation Instructions (1)

B. Additional Reference Information Instructions (1)

Appointment Schedule and Preparation Instructions of Your Schedule at a Glance (optional summary)

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Fast & locations

HA bonus is all

the cool art

like this Dale Childhay Sculpture! Its in the Gonda building!

Welcome to Mayo Clinic

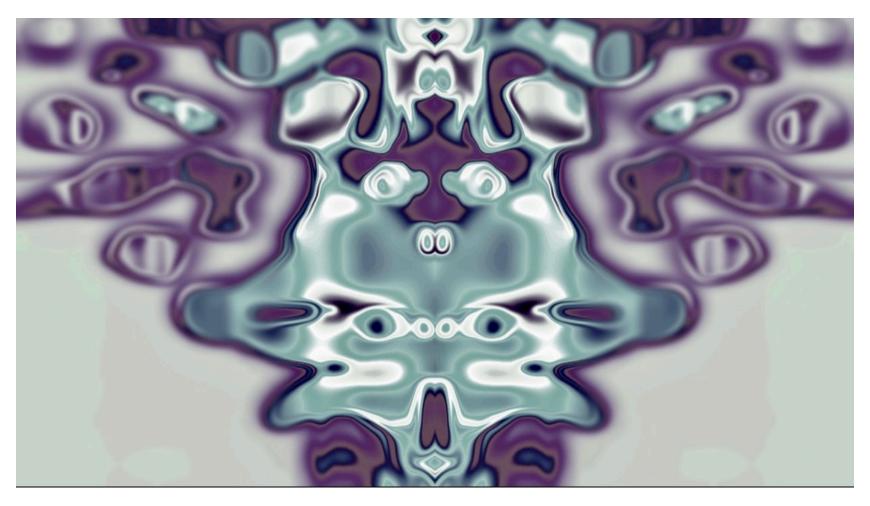




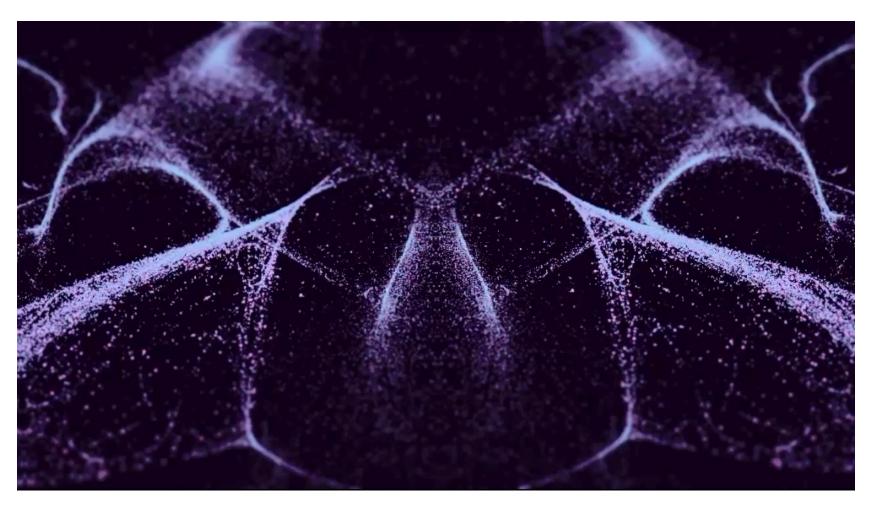
Logan Fredell

Perspective Projections @logan____j

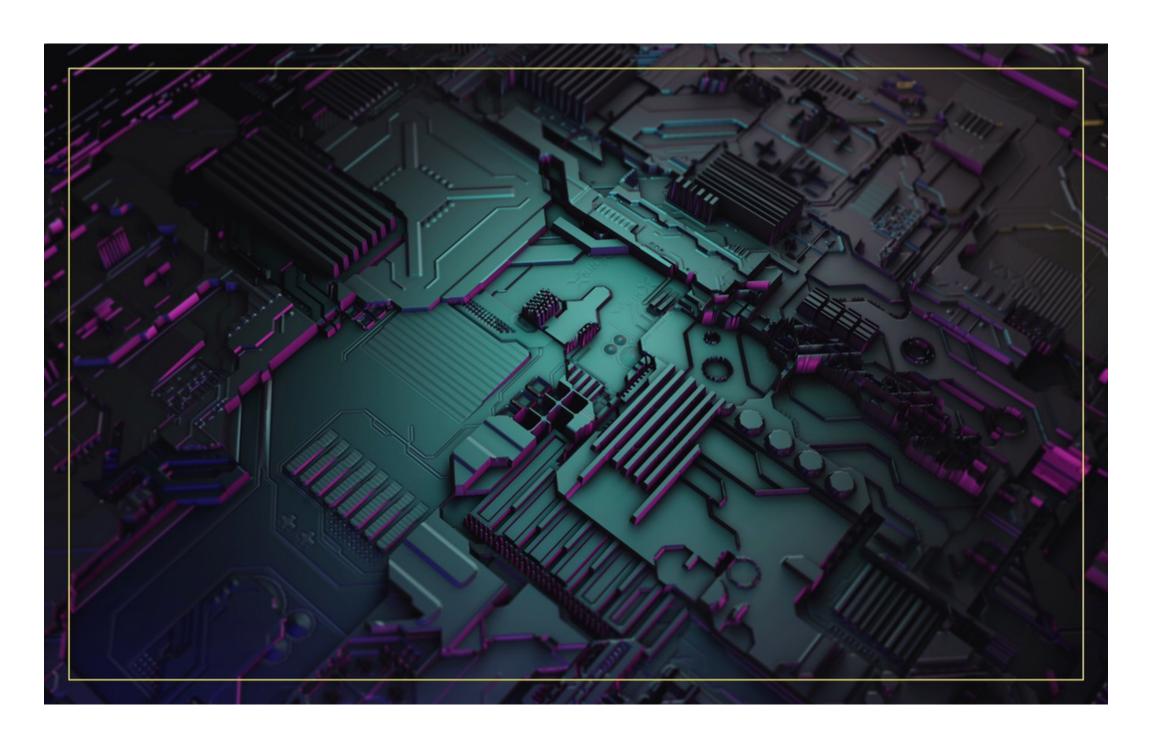
My name is Logan Fredell, and I am a senior student studying at Graceland University. I am an only child from Indianola Iowa, who has always been fascinated with how things work. All throughout my life I have been fascinated with how sound and light, not only work, but how they affect us as well. Vibrations are the foundation of the universe, whether they come in the form of sound waves or light waves. These vibrations make up everything we perceive and experience. For this showl wanted to highlight the ever-present vibrations that we often forget about. Through sound and light therapy, major healing and transformation can occur, which is why I decided to make this installation come to life. I am very inspired by transformative experiences, and wanted to bring that to life with the Perspective Projections show. My intention for this show was to have the viewer to become introspective while present at the show. To make this show happen I was required to use multiple mediums to create an immersive and interesting experience. To capture this experience I am using light, sound, and sculpture. Additionally, I will be using a projection mapping technique to display real-time generated visuals that I have developed inside TouchDesigner. I hope that after viewing my exhibition, one can emerge refreshed and inspired by the light and sound. To make this project work, I was required to create something bigger and better than I ever have before, all while inducing positive transformation on the viewer. I want to highlight and shine awareness on the vibrations that compose our existence, and do so in a visually pleasing way.

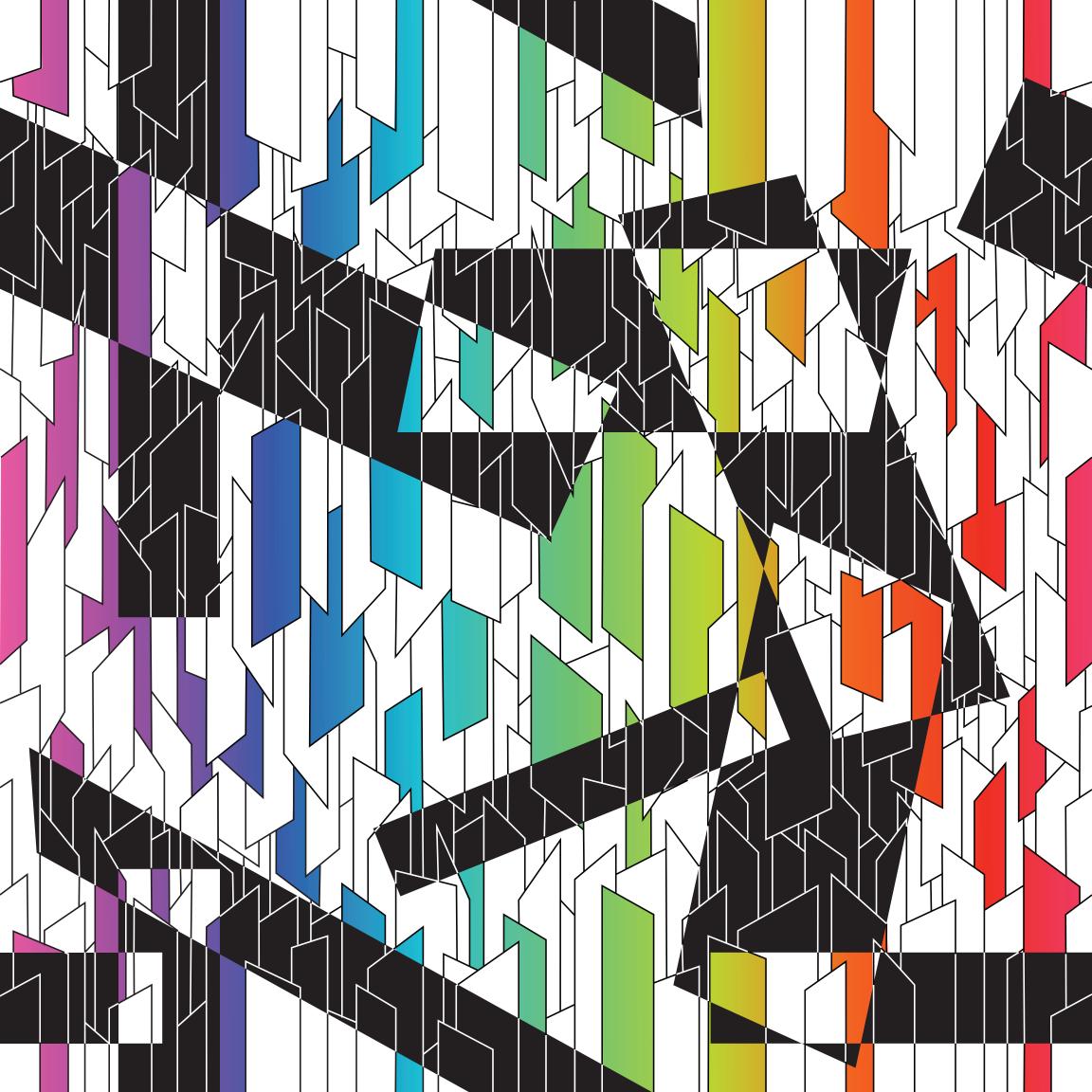












Jessie Fuller

@j.c.f.and.friends

As an artist I've always been intrigued by exploring new styles and developing new skills. Generally my style leans towards gothic and illustrative based inspirations. I started art through the discovery of anime and manga, so a good portion of my style draws inspiration from Japanese culture, fashion, and media. Other things that inspire me are various mythologies and religious symbology, the entire gothic community, and the media I consume and love- such as musicals, anime, and various alternative communities.

When I first developed the idea for this gallery, I wanted to focus on hands as a subject matter, and how they could convey tones and messages just through their positioning. I was playing with the idea of framing these hands in a negative space window, to add depth and uniformity to my pieceswhen I experimented with animal shapes instead of hands. The option of animals as a medium gave me more artistic freedom I felt, and the chance to develop and widen my skill set. As I played more with my idea of animals in a negative space frame- the frame being a vaguely rectangular shape- I discovered that I could remove the animals, and simply crisscross rectangular shapes across each other to create negative space windows where they overlapped. I wanted to utilize this pattern to frame the main animal based pieces I was developing, and to provide myself a format to easily experiment with what colors I wanted to use, and how I wanted to physically produce these pieces. I found a sense of relaxation and freedom in creating the works after I had settled on this style choiceand decided that I would dedicate these pieces to freeing myself from my conscious mind and all the anxiety and overwhelming thoughts and judgements that come with it. By losing myself in the very creation of these pieces, I found an artistic freedom I hadn't been able to grasp before. I no longer had to critically judge every line I made or second guess my instinctual choices. I wanted these pieces to become something one could stare at and free themselves in. For my audience to release their critical and conscious mind and be able to simply be and admire what is without the worry about social expectations and standards. My pieces are not meant to be critically analyzed, they are meant to be enjoyed in the purest sense of the word, to be viewed, and admired, and left at that, free of the judgments and critiques that plague us day to day.















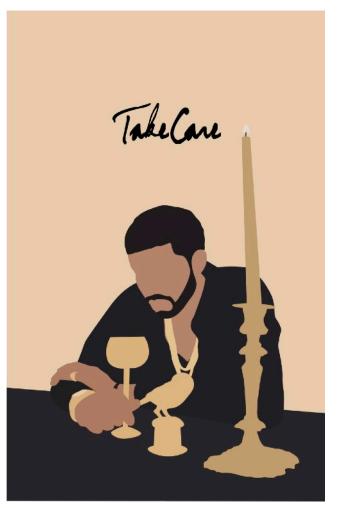


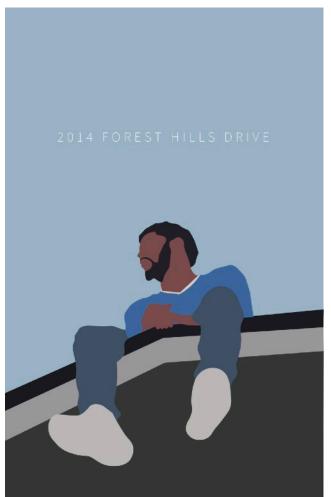


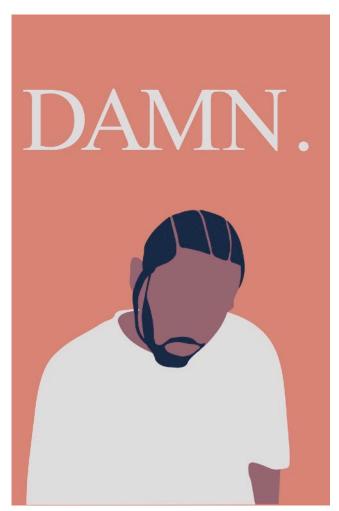
Trey Heckadon

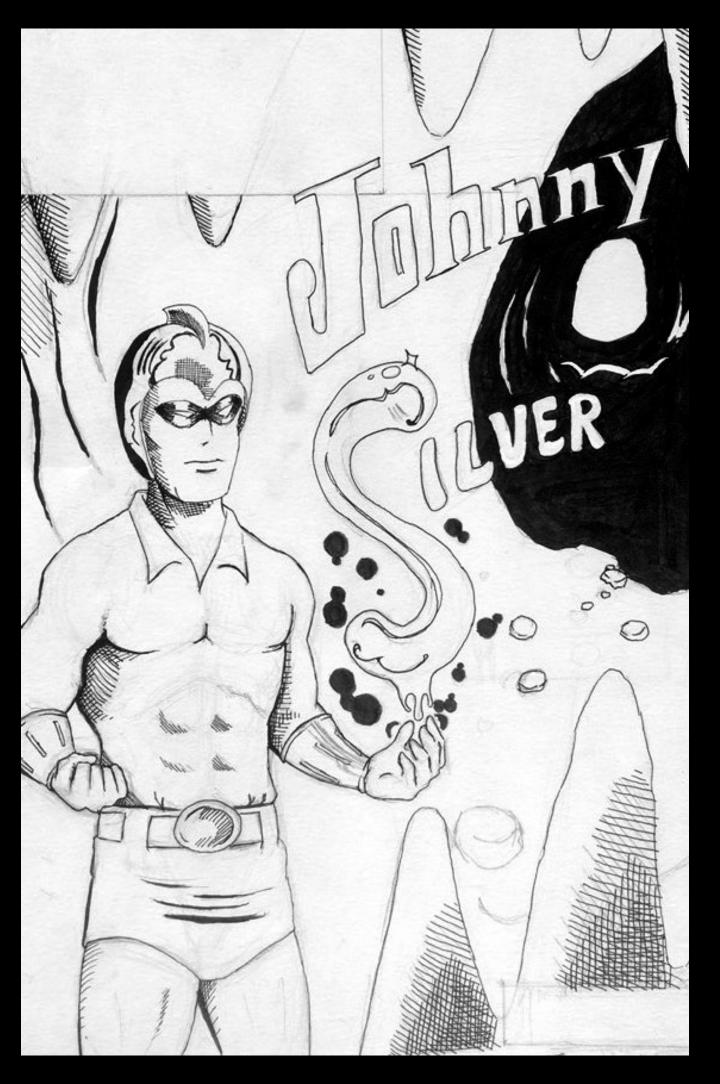
@thecks_21

For my work I wanted to create graphic design posters that evokes emotion and manipulated senses such as sense of color that would engage viewers to my art. To do this, a low powered sodium light bulb and three celebrities who have impacted my life that have tragically passed away were used. I used these three figures but they were musicians I grew up listening to or athletes that guided my on my own athletic journey. The yellow sodium light is being used to represent that process of loosing someone in your life. When tragedy happens it easy to have the light "color" sucked out of you, everything seems gray in a sense. But when you step back and look at the larger picture, the wonderful memories coming rushing back. You remember all the little things that you enjoyed and shared along the way. So in the creation of my posters, each are created with all the little things that made each person who they are.









Braden Hogan

@silversentinal

In my work I focus on escapist fantasy. I'm a fan of comic books and action heroes and my sensibilities largely come from those nerdy worlds. In this comic project, I wanted to reel back from the postmodern deconstructionist "real world" superhero comics ushered in by such figures as Alan Moore in the 1980s and delve back into the fantasy that was ever-present in the early superhero comics of the Golden Age.

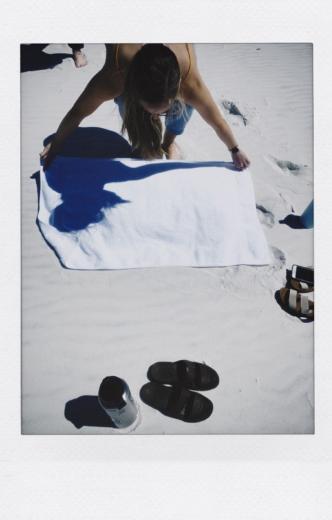
I labeled my story a superhero REconstruction. I often feel like the dark, gritty, anti-hero comics, while they still have their place in the industry and reason to exist, have over-saturated the genre and gotten kind of "been there, done that." A lot of what I'm wanting to do is thematically similar to the work of another of my favorite modern writers of superhero comics, Geoff Johns', and his work on such titles as Infinite Crisis, Green Lantern: Rebirth, Doomsday Clock, the list goes on. Johns, like myself, has a great respect and admiration for the earlier days of comics, old continuity, and has spent the last 20+ years of his career trying to similarly reel back some of the weirdness that came with the '90s Dark Age comics, sometimes more successfully than others. I pull further inspiration from classic artists like Siegel and Shuster, Jack Kirby, Will Eisner, Frank Miller, and Alan Moore, among many others.











Kaitlin Huskey

@khuskeyphoto

As a digital and analog photographer, I blur lines of fine art and commercial art photography. I like to help tell the story of the subject by utilizing body language and controlling what the audience sees and knows. My main thrust is to explore atmosphere and create space to invite the viewer to experience a moment. There is consistent use of brilliant color and some muted tones with lighting as well as overall atmospheric composition and contrast with an emphasis on a singular subject. I am interested in the space around the subject and how I can allow that space to transform into an ethereal, dream-like ambience that can give off an alternative reality feeling with using surreal elements, blurring the lines between reality and fiction.







































Clarissa James-Lewis

Young Ambition Co. @Clarissaj_25

Clarissa's creative works consists of drawing, printmaking, sewing, and graphic design. She believes that the definition of art is the way that an artist portrays his or her purpose and message from an artistic lens. Her works depict powerful messages that not only relate to herself, but other individuals as well. "Young Ambition" is a custom clothing brand that Clarissa created in 2016, targeting first generation college students, as well as individuals who have grown up in a low-income neighborhood or environment that are seeking a way out of poverty and everyday struggles, and become more successful.

"Young Ambition" represents a visual of various custom clothing designs in the theme of a mini-boutique store. The designs will consist of silk screening, heat transfers and partial hand sewn items. As one inspects the displayed clothing, different textures and designs will be visually revealed, along with various colors among the different clothing items.

Her works are inspired by upcoming artists, Charles Swavy and Wuz Smith. A love of fashion inspires the use of color, hand drawings, and hand sewn items within her custom designs. Multiple fabrics help create unique pieces that are perfect for commercial purposes.







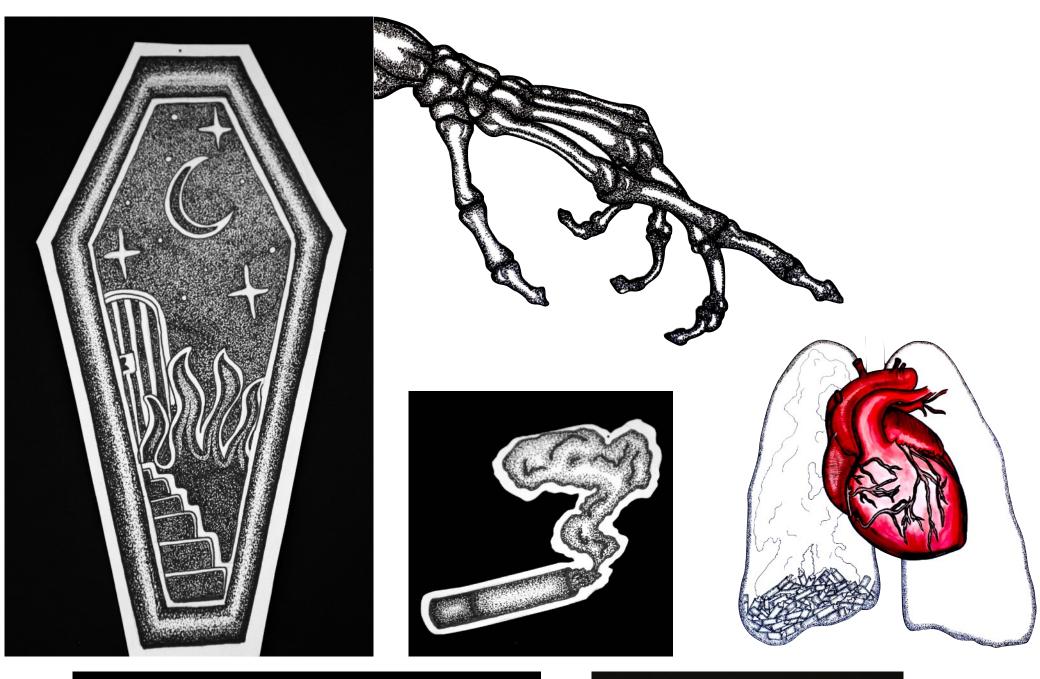


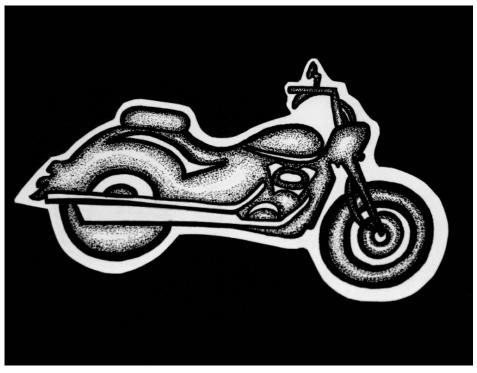
Emily McLaughin

Closure

@emilyrose910_artandphotography

As an artist also pursuing a degree in psychology, I like to focus my art around topics or ideas that are hard to talk about in normal conversations. I use labor intensive art forms to depict symbols and situations which provoke such conversations on ideas and problems that are seldom talked about in our society. While I tend to specialize in 2D mediums, I also like to explore the possibilities that are present through the use of 3D materials such as plaster and other molded forms. My art also tends to be focused around black and white colors with the occasional splash of color that is meaningful to the meaning and overall feel of the work. This specific show represents recent events in my life including the loss of multiple people in my life. This show is geared to not only grant some aspect of closure for myself but the viewers of the show for things they may feel they need closure for in their lives.









Austin Reiber

Pop-wp Skate Shop
@austinreiber

My name is Austin Reiber I am a graphic designer and skateboarder from Winter Garden Florida. Growing up I found the passion for art from cartoons and seeing very intriguing album art. I was known as the kid in school always doodling all over his notes and assignments. I found satisfaction in the simple creation of a cartoon character. As I grew older I came to also find the passion for skateboarding, going out every chance I could to go skate with the kids in my neighborhood. These two things have encompassed me as an individual because they are the two things that brought me the most joy and still do.

It almost felt very natural to combine the two art forms. Growing up with both of these passions I caught myself always fascinated with edgy-cartoony graphics from such brands as Santa Cruz Skateboards, Revive Skateboards, and Mystery Skateboards. Also growing up in the skateboard culture I found myself loving rock and roll. The reason I bring this up is because I also found inspiration in the amazing album art I saw from so many different bands. Ever since then it has been my dream to create my own graphics and start my own skateboard company.

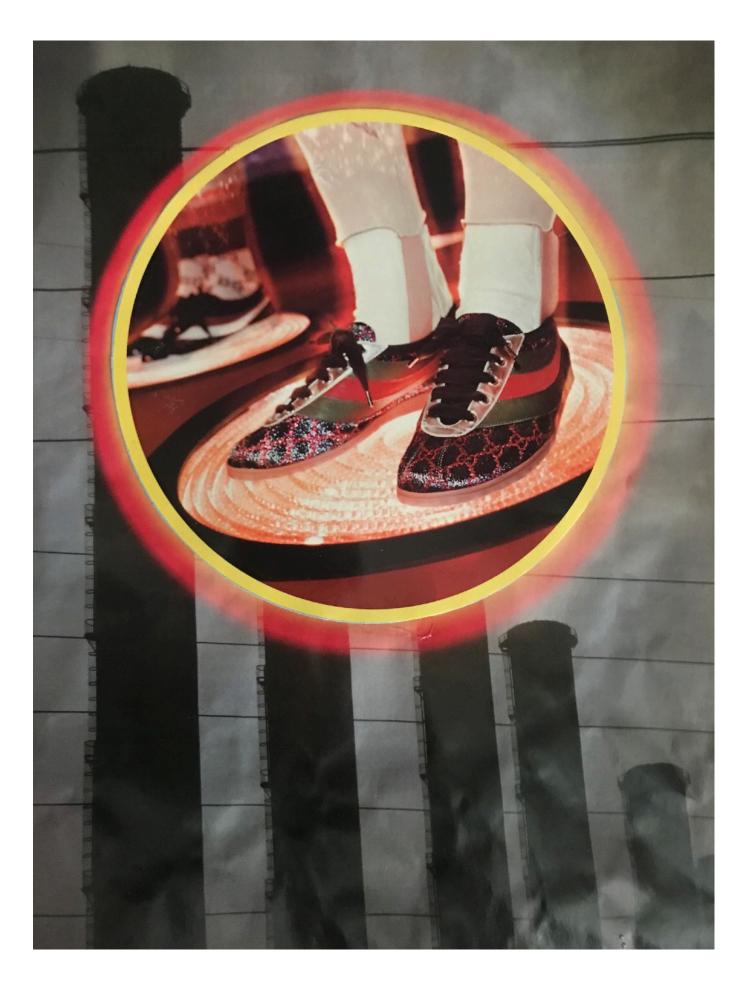
For my work I was going to create a pop up skate-shop. With there being two board series for a total of eight boards. Along with the boards is apparel correlating to the designs. With my graphics I want to grab people's eye and create a look any rider would be proud to represent.









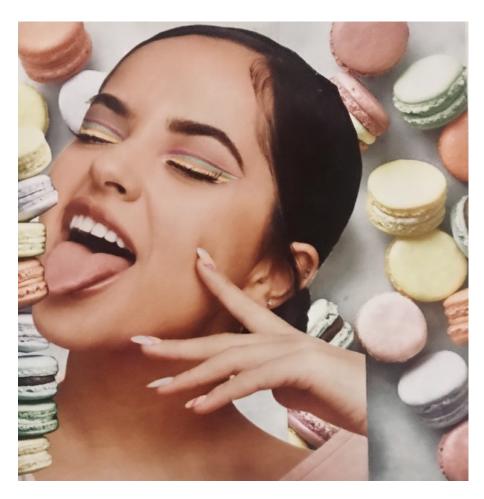


Sara Ricard

@saramariericard

I tear images from magazines and collage them together to force emotional responses. By pairing beautiful women with statements on depression or children with price tags, I create commentaries on society to prompt awareness and reflection.











Zach Schwab

@zachschwab_photography

My entire life I've always had a big imagination. I've spent more time with my head in the clouds than most pilots can probably say. Seeing the world how I imagine it is often more enjoyable than seeing it how it is. Another thing I've always been attracted to are bright and colorful lights. Any sort of bright lights such as rope lights or neon lights have always had a positive effect on my mood.

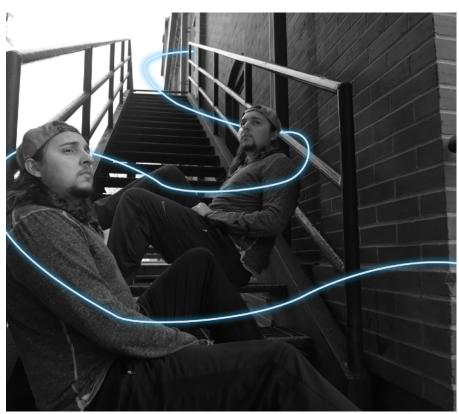
Using photography, I wanted to bring to life my imagination incorporated with my love for lights. Through photoshop manipulation and editing, I've warped and manipulated the reality within my photos. Some photos may contain various versions of me, others may have levitating objects, and some may be accented with neon shapes and lines. Using all these different ideas and techniques, I'm able to convey the images that I picture in my head.

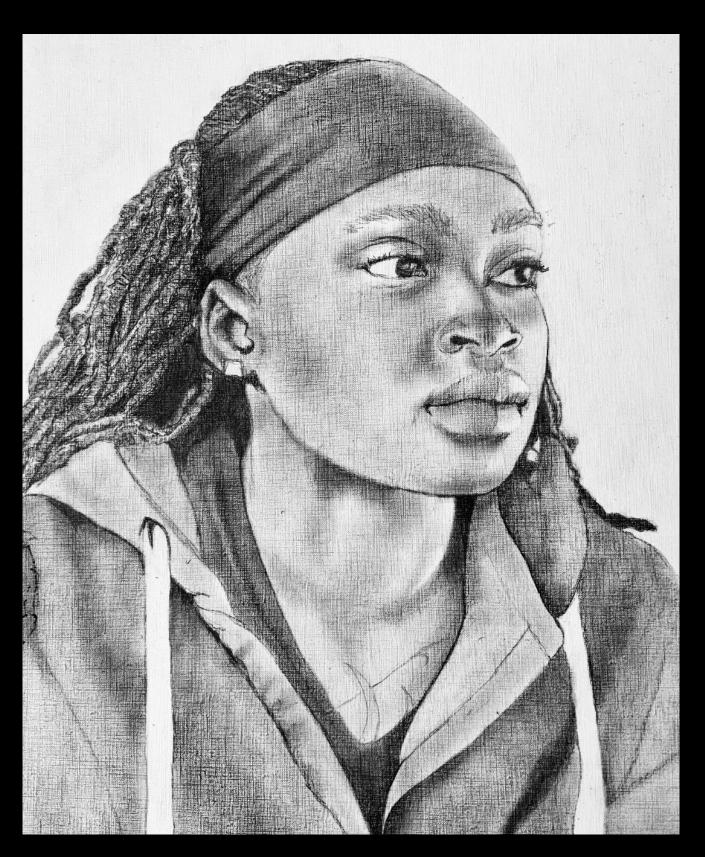
With all of my work posted and framed, I wanted to have some elements from my photographs displayed in real life. To accomplish this, I took green rope lights and strung them up around my photographs. By having the rope lights strung up, I'm sort manipulating the mood in the area in the same way I manipulate it in my work. All of this contributes to the main theme of my show, which is warping reality.











Linda Weldon

The Love of Line: Faces in and around Graceland

I am an artist. I have always been an artist. Ever since I can remember growing up all those many years ago, I was rarely without a pencil and a pad of paper. I drew stories. I would isolate myself inside my room and literally draw a story, drawing portraits, and figures. All of the figures dancing across my many canvases. Each face so unique, each pose and look with a purpose. I loved capturing the uniqueness of each face when I would draw them.

The faces would speak of happiness or

sadness, worry or excitement. I felt like I could read their stories all over their faces, even if it were not so. This passion has remained true to this day. My love, my passion. As a mental health nurse, I became more in tune with my observations and their stories became even stronger. My love of art continued to call to me. I decided to return art in my 50's and it was exciting. During my time there, I would find myself sitting alone in obscure corners on campus observing teachers and students going about their daily routines so unaware of my presence, pencil, paper, and camera. I would see a certain look on someone's face and reflect upon their uniqueness and beauty. My pencils begin to dance and glide across the canvas, losing myself while I made art. It is like being on another planet.



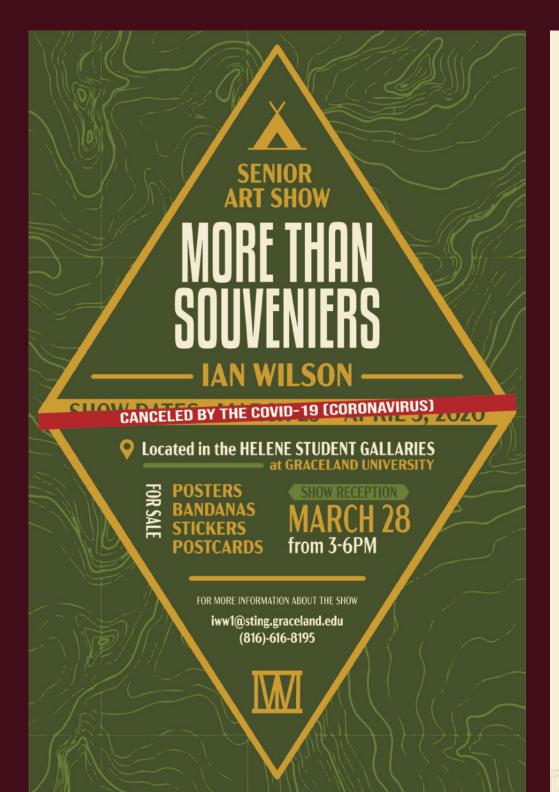












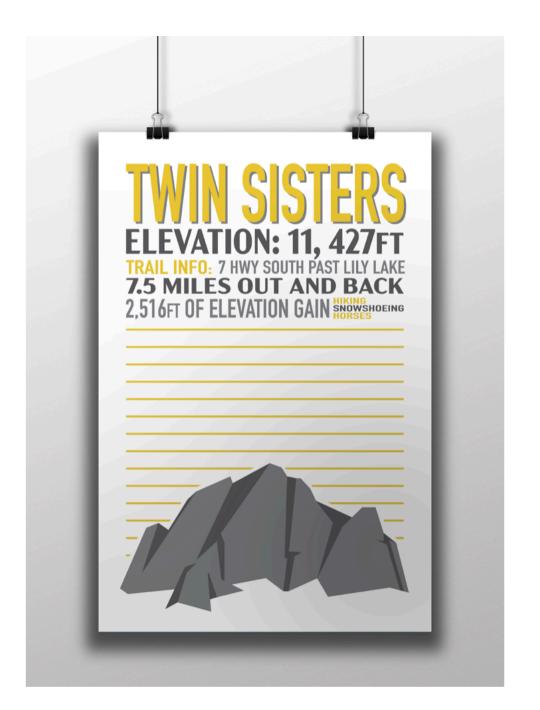
ARTIST STATEMENT

IAN WILSON

Throughout my life, I have always had a close connection to the outdoors through different activities and places I've been. It provides me with an escape from whatever may cause me worries and has never failed to uplift my happiness. Something I have noticed as I have grown up is how our relationships with nature have changed as we enter an age of digital media and commercialism. The artwork in my show takes a critical look at how many natural wonders of the world have come to be so commercialized that visitors are missing the true stories told by the land before their eyes.

With styles derived from vintage travel posters, tourist t-shirts, and memories from my childhood visiting national parks, I recreated a visitor's center gift shop. I have a variety of types of work displayed in my show including digital illustrations, screen printing and more. The main illustrations for the show are places which have special meanings to me through memories and experiences I have had. I purposefully do not display the name of the location on the posters to allow you to find your own way there. These scenes become so much more powerful when you have a deeper knowledge of them and their wonder. The titles on the illustrations are histories and facts which I had not previously known about the locations which supposedly were so important to me prior to my research for the show. I was amazed that I had been around some of these locations my whole life and I could barely tell you about their history, but I could tell you what the t-shirt in the gift shop looked like.

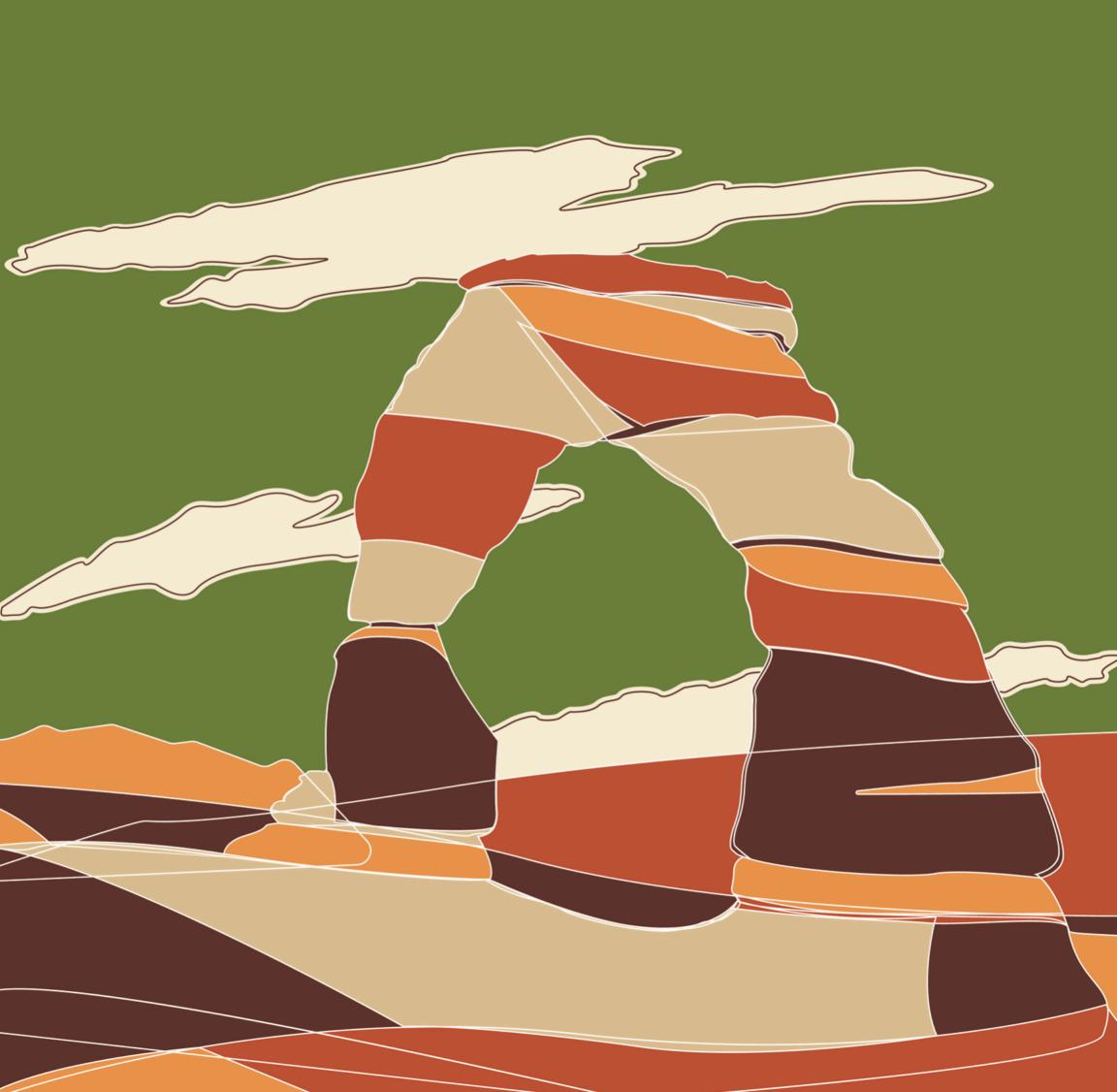
When experiencing my show, I encourage you to think about the places which you have visited and seen, and then to think about how much you may not know about them. If you find your mind struggling to find information, I hope you feel called to research and look deeper. With greater understanding, comes greater appreciation. I create my work as appreciation for what the outdoors has given to me and to serve as a reminder to all, to go out and enjoy it.











Chase Wood

Chase Wood
Graphic Design / Digital Illustration
From Lamoni, IA & Sarnia, ON, Canada
Little Lune, Alone: Illustrating Introversion
@forestry_ink

Character design and illustration has always been, for me, about translating the inner qualities of a thing into its external appearance to form a fully-realized being instead of just a two-dimensional drawing. The challenge I create for myself in trying to pull the inside out has been to do it in a very simplified manner – how to exude the most depth and personality with the least material. This approach to my work as always come from an interest in seeing and getting to know people. How much life and difference in living is in that single bearded guy sitting across the way in a restaurant? Can I read deeper into their life experiences just through their appearance? It's a beautiful mystery getting to see people and know there's so much more on the inside, and want to learn from their personal journeys. That is what my art's about.

Personification - we connect with things personified, because it makes them a little more like us. It's easier to understand something that's not quite like us in every way, but just in one or two that allow us to focus on those qualities. They become amplified and easy to comprehend – a trait common in children's books and myths.

"Little Lune, Alone" is a screen print-inspired book that takes the practice of personification quite literally with its interpretation of the moon through Lunes – large humped wanderers with glowing eyes. The flat colors of each page gives dimension to the story through linear perspective and negative space in a way that suggests there's more to the characters and illustrations beyond a quick glance. For this book, personification and dimensionality go beyond tangible things. Little Lune embodies a positive concept for being alone – how qualities of introversion give space for appreciation, reflection, and restoration in a way that doesn't leave a person sad or lonely. This is a story meant to welcome children to the idea that being alone isn't always a bad thing – it can be an equally wonderful and helpful thing compared to spending time with others. It otherwise shows the glowing qualities of time alone.

The style of this book and the literal space it's in was inspired by many things – screen printing practices, the character design work of Bailey Coleman (Graceland '19), and my previous illustrations made for Blackwater Coffee Co. influenced by the work of caricaturist Al Hirschfeld. These design influences combined with my interest in shining a light on darker or more taboo topics culminated into the book and art show you see before you. I hope you enjoy exploring the journey and destination of my book in a space where you feel free to return to over and over again in seeking time to be with others – or to be alone.

