



## Eilaan

Height: 1078x1244 px

Master & Current artist: Johannes Vermeer & Guild Wars

Ideas: This is just a portrait of one of the characters in my world

Materials: Tablet- This was made entirely on Aggie.io with the default brush and an airbrush I made

Processes: This was good practice for rendering diff textures and I think I learned a lot from it! This is where I want my pieces to start going style wise I believe... As for how it fits my inquiry- My characters all have little pieces of me in them by nature. They help me express my own thoughts/feelings and heal myself.

## Ram Study

Height: 1078x1244 px

Master & Current artist: These are things I drew from selfies from my partner

Ideas: This would be the opposite side of the coin, the real world, the nice part of it at least, I have a piece I'm planning that is very much the not so nice part

Materials: Graphite

Processes: I just wanted to draw someone I care about and also do anatomy studies



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## Rico's Mansion

Height: 1238x1048 px

Master & Current artist: Vincent Van Gogh & Jim Olsen

Ideas: Honestly, this is a perfect home for a lovely bunch of people and that's something that I've personally always craved. It's nice, clean, and the people in it cherish one another... This is an example of how my little world reflects my needs that have never really been met.

Materials: Tablet- This was made entirely on Aggie.io with the default brush and an airbrush I made

Processes: Start with the big blocks and basic shapes and slowly get more intricate details in as I went, then color

## Fleeing the Mansion

Height: 1238x1048 px

Master & Current artist: Gustave Caillebotte & a picture

Ideas: This is a piece of a comic where 2 ocs flee a royal party

Materials: Tablet- This was made entirely on Aggie.io with the default brush and an airbrush I made

Processes: same as above but building and then garden



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## Icnolaloni

Height: 1350x1048 px

Master & Current artist: Will Eisner & Pusshukaato

Ideas: I wanted to mix fantasy with history and specifically mythology! Icon is based off of a bunch of different Incan legends and also barn owls. Shes my Warlock in a DnD campaign. I feel that the world is filled with really incredible inspiration for fantasy that could make my own designs stronger.

Materials: Tablet- This was made entirely on Aggie.io with the default brush and an airbrush I made

Processes: I drew a girl and then did a bunch of research on incan traditional wear and barn owl feather patterns and merged it together

## MB

Height: 1350x1048 px

Master & Current artist: Will Eisner & Pusshukaato on instagram

Ideas: I revisited an oc I've had since 3rd grade because he was made when I needed a friend the most and I needed the comfort at the time. I definitely still use him from time to time for comfort and ignoring my problems

Materials: Tablet- This was made entirely on Aggie.io with the default brush and an airbrush I made

Processes: There's not much of a process for this- simple anatomy sketches, then clothes, then colors

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