

Final Portfolio - EVC Fall '25

Naya Antaki



POV Drawing

Charcoal

18" x 24"

2025



PROJECT A: Value (Emoter Selfie)

Charcoal

18" x 24"

2025

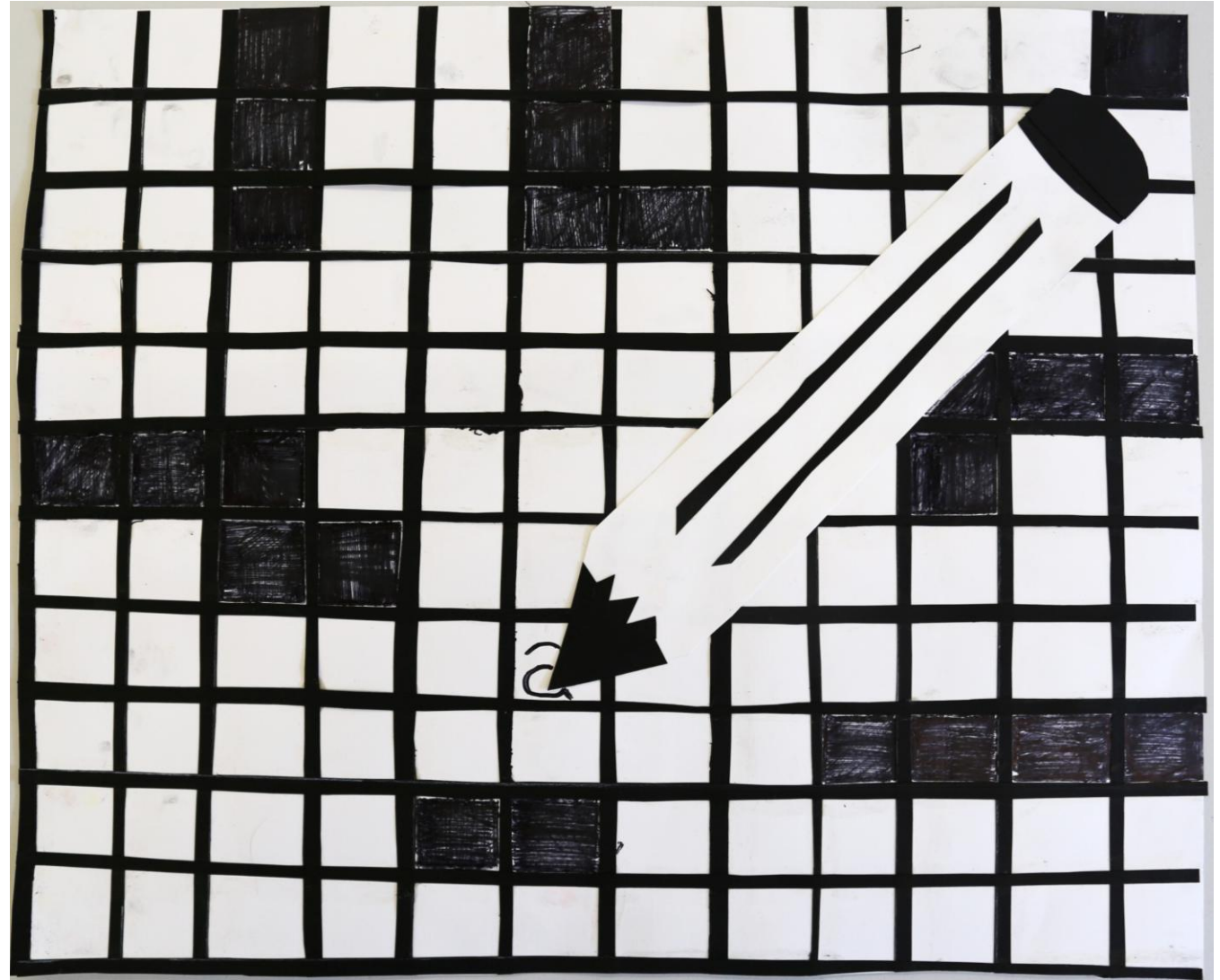


PROJECT B: Figure Ground Reversal

Black heavyweight paper, White heavyweight
paper, Permanent marker

18" x 24"

2025

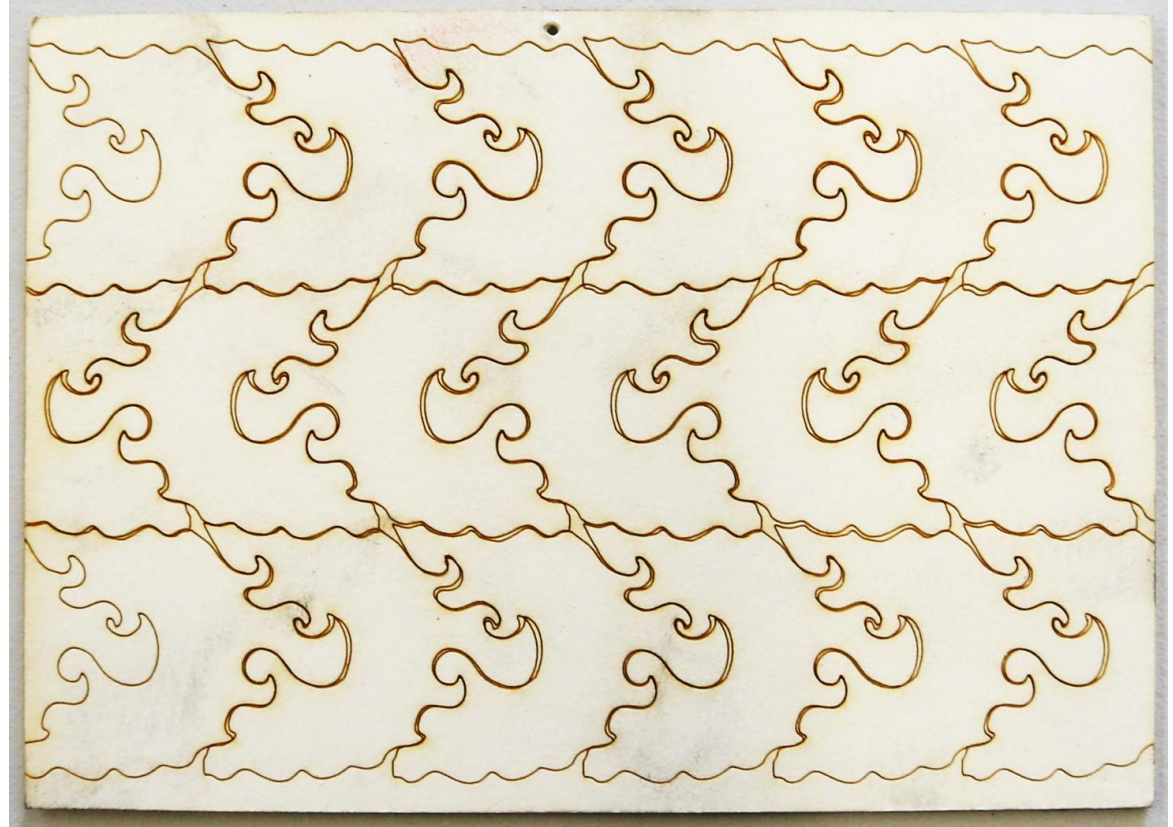


PROJECT C: Tessellation Drawing Pattern

Matboard, Laser cutting

5" x 2.5"

2025



PROJECT D: Color Theory Two Tessellations

Matboard, Plywood, Laser cutting, Gouache paint

12" x 18"

2025



PROJECT E: Prismatic Me Risograph Prints

Risograph Ink, Tabloid size paper

11" x 17"

2025



EX CR: Composite Dynamic Tessellation

Lasercut 3mm Birch Plywood, 2mm Clear Acrylic

12" x 18"

2025

The idea for this came from the tessellation board used for the color theory project from earlier. I really enjoyed the time spent creating the actual tessellation pattern for that project and decided to recreate it and experiment with different materials and dynamic layering. Of the 80(-ish) tessellation pieces on the main board, I decided that about 30% of them would be elevated. 30% of 80 came out to 24 and so I split that into two sections of 12, one for extra plywood and the other for acrylic. I cut these pieces separate from the board and installed them to the board in a way that I thought looked organic. Because the acrylic is a millimeter shorter than the plywood, it provides an interesting texture when you run your finger along the board and feel the varying levels.

This artwork is now hanging on the wall of my friend's dorm as décor!



Written Reflection *pt. 1*

Throughout the semester, I've gained valuable insights about myself and my creative process, particularly regarding how I approach artistic challenges and handle my own limitations. My favorite project was the Prismatic Me Risograph project because, as someone who lacks traditional artistic talent, I found it the most approachable. I wasn't hindered by my shoddy ability to draw, color, or shade a traditional art piece and could instead think creatively and focus more on the composition rather than worrying about whether I was even capable of making it "good" or "decent."

Conversely, my least favorite project was the Emoter Selfie Value project for the same reasons the risograph project was my favorite. With this assignment, I felt I wasn't able to fully articulate what I wanted to achieve due to its dependence on my traditional art skills. While I did struggle with this project on a technical level, it ultimately allowed me to embrace myself at my current skill level rather than becoming frustrated at my work being "bad." I turned my "bad" into my art style and accepted that I wasn't a realist or articulate artist by any definition.

Written Reflection *pt. 2*

The area where I improved most was in my ideation process. I started off at the beginning of the semester spending hours thinking about what I wanted my subject to be for each art piece. As we completed more projects, I slowly got comfortable with allowing ideas to come to me naturally and focusing more on the actual creation than overthinking what to create. My lack of traditional artistic skill remained a challenge throughout this class but became less prominent in the second half of the semester when the projects utilized machine processes like laser cutting with Illustrator and risograph with Photoshop as the main means of creating art.

What surprised me most about my work and creative process this semester was learning to check my ego at the door. I tend to be very hard on myself when it comes to projects, primarily in project building as a computer science major, and so accepting that I suck allowed me to experiment more and try new things in class. While I can't honestly say that I'll go on to continue making traditional art because I most likely won't, this class has taught me different ways of thinking when it comes to skill ceilings and the general learning curve. I hope I can continue on with this philosophy throughout my academic career and later on in my adult life.

Thank you!

