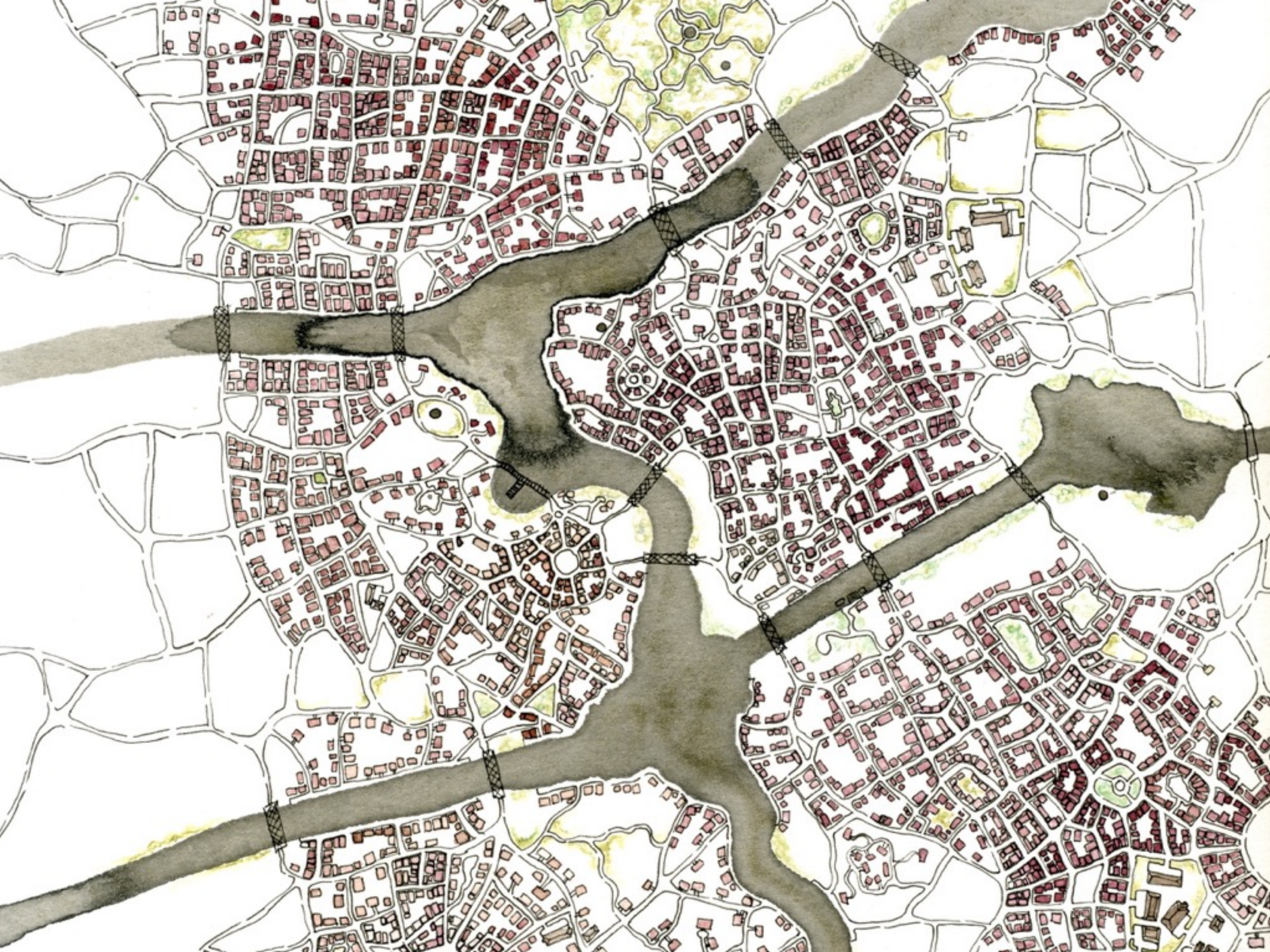
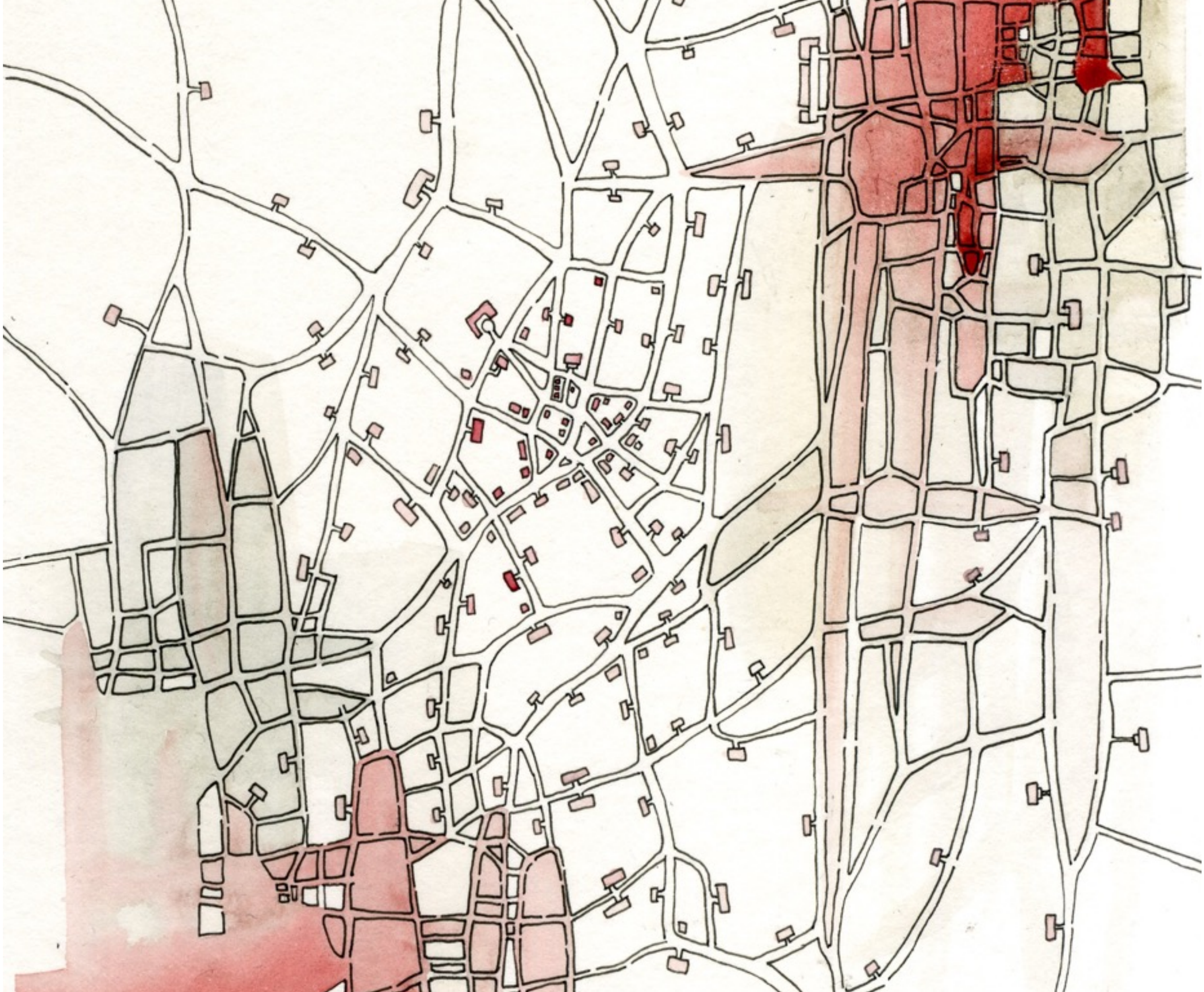
emily garfield

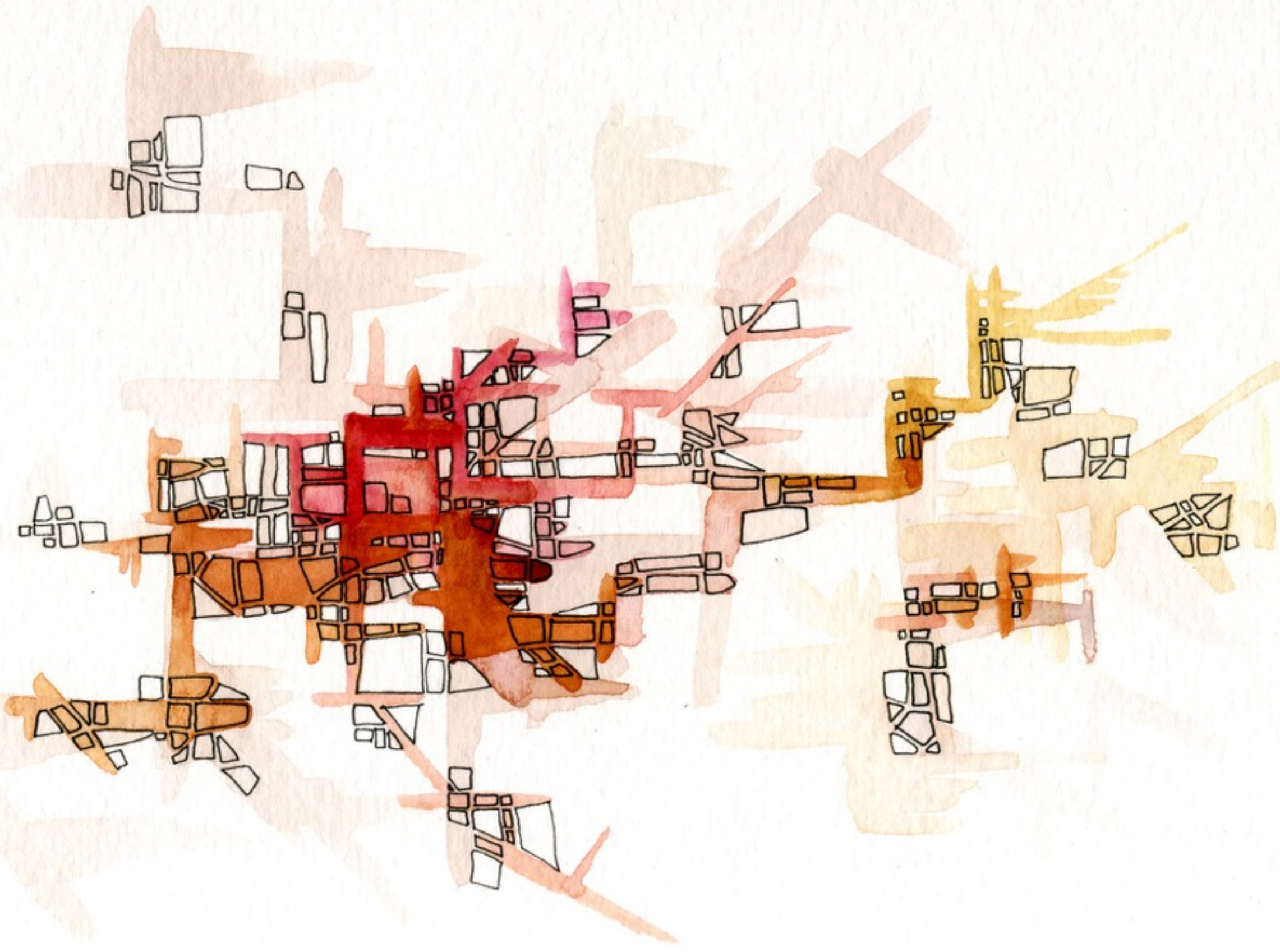
so, i’m an artist, and I make maps of places I make up as I draw.

i’ve made up a lot of places.

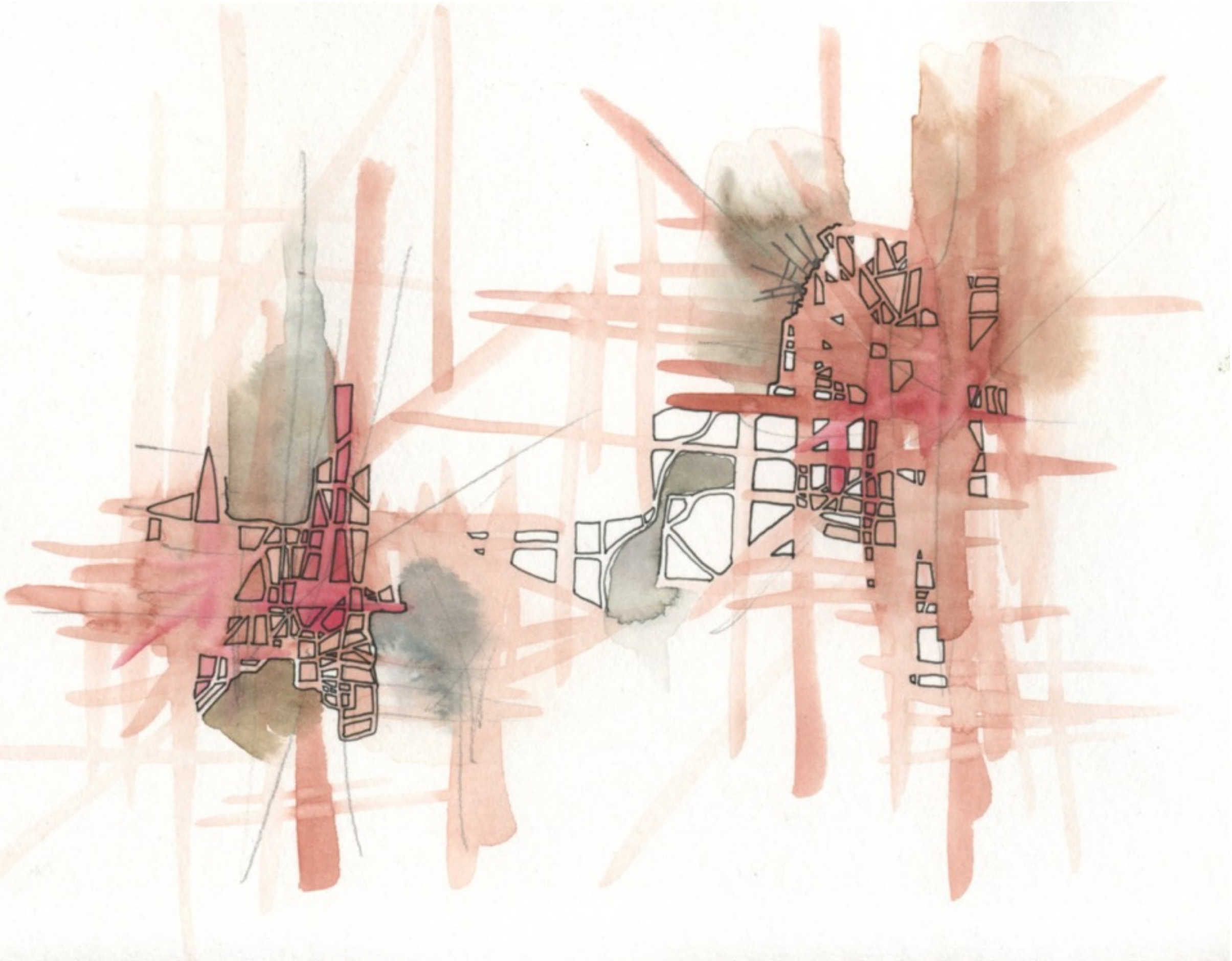


slowly but surely the places I made started to get more abstract





but at one point I found i was really thinking too quickly to make finished artwork

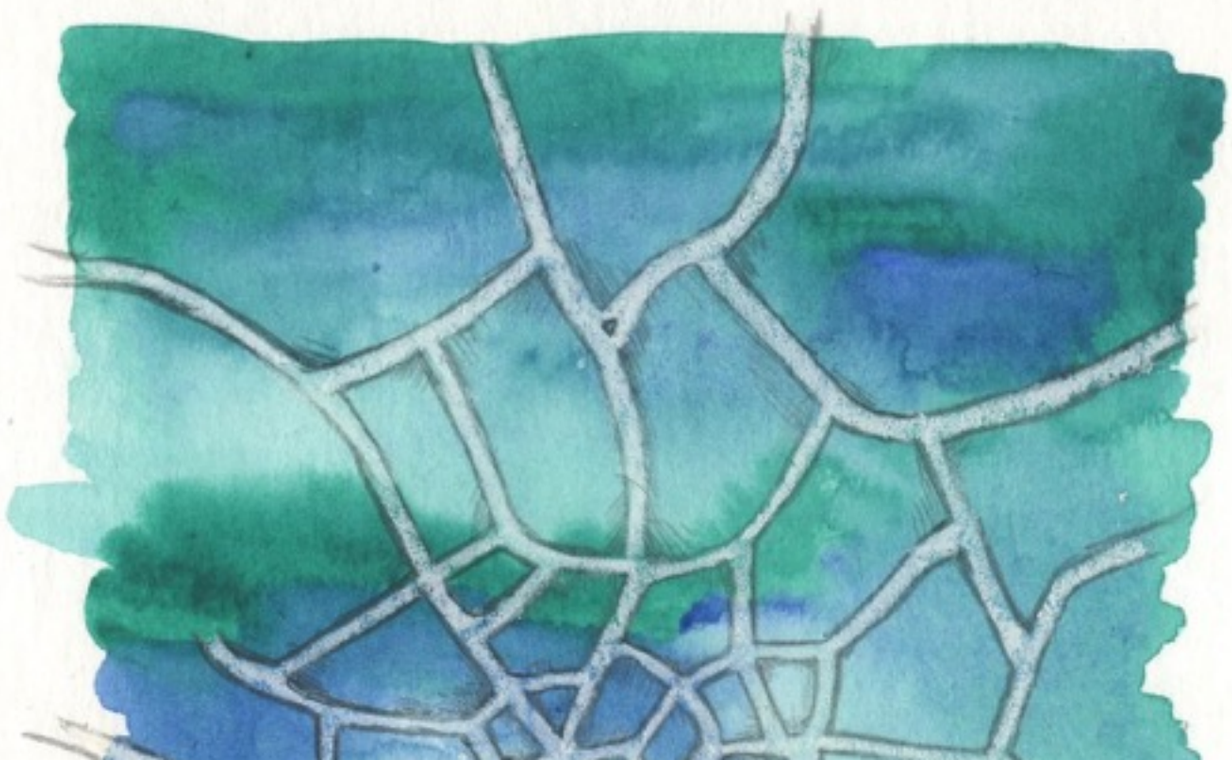


i would often jot notes on the “program” that resulted in each drawing type

watercolor blocks, drawn roads trim + fill in roads w/ white pencil

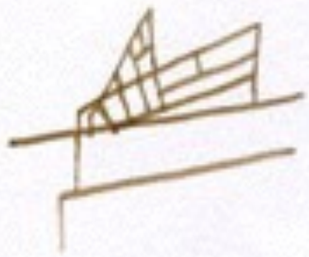
watercolor blocks, draw roads + nw + fill in roads w/ white pencil

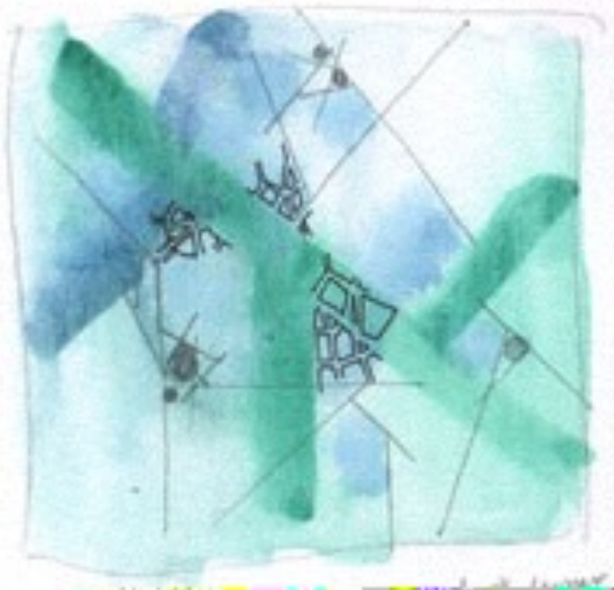
white map on velvety teal background with pencil hatching



and I found I was sketching or “prototyping” much more than I was creating final framed drawings

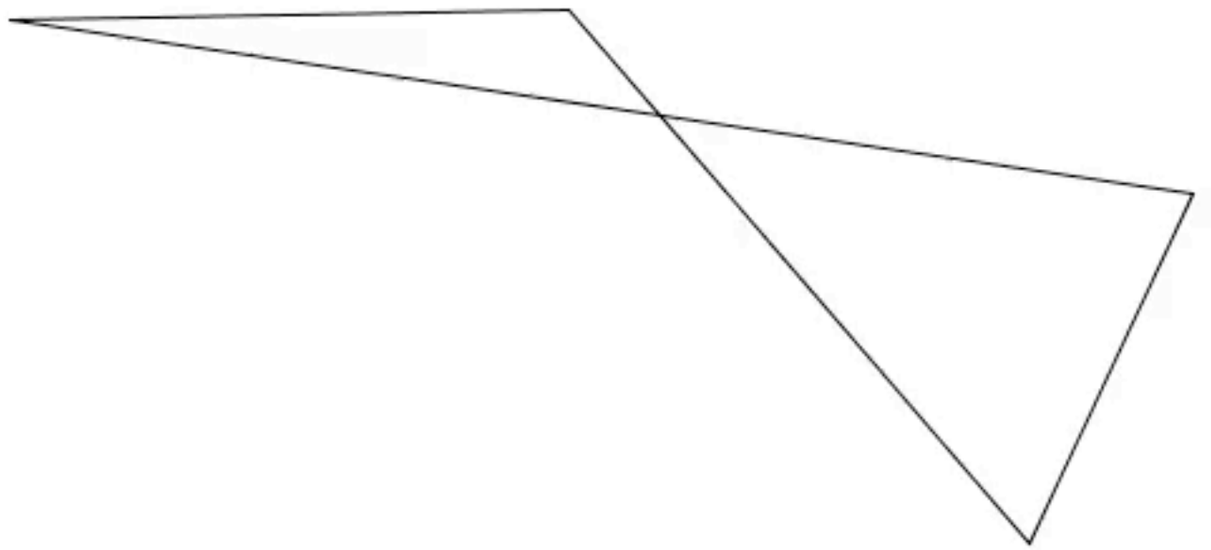
-





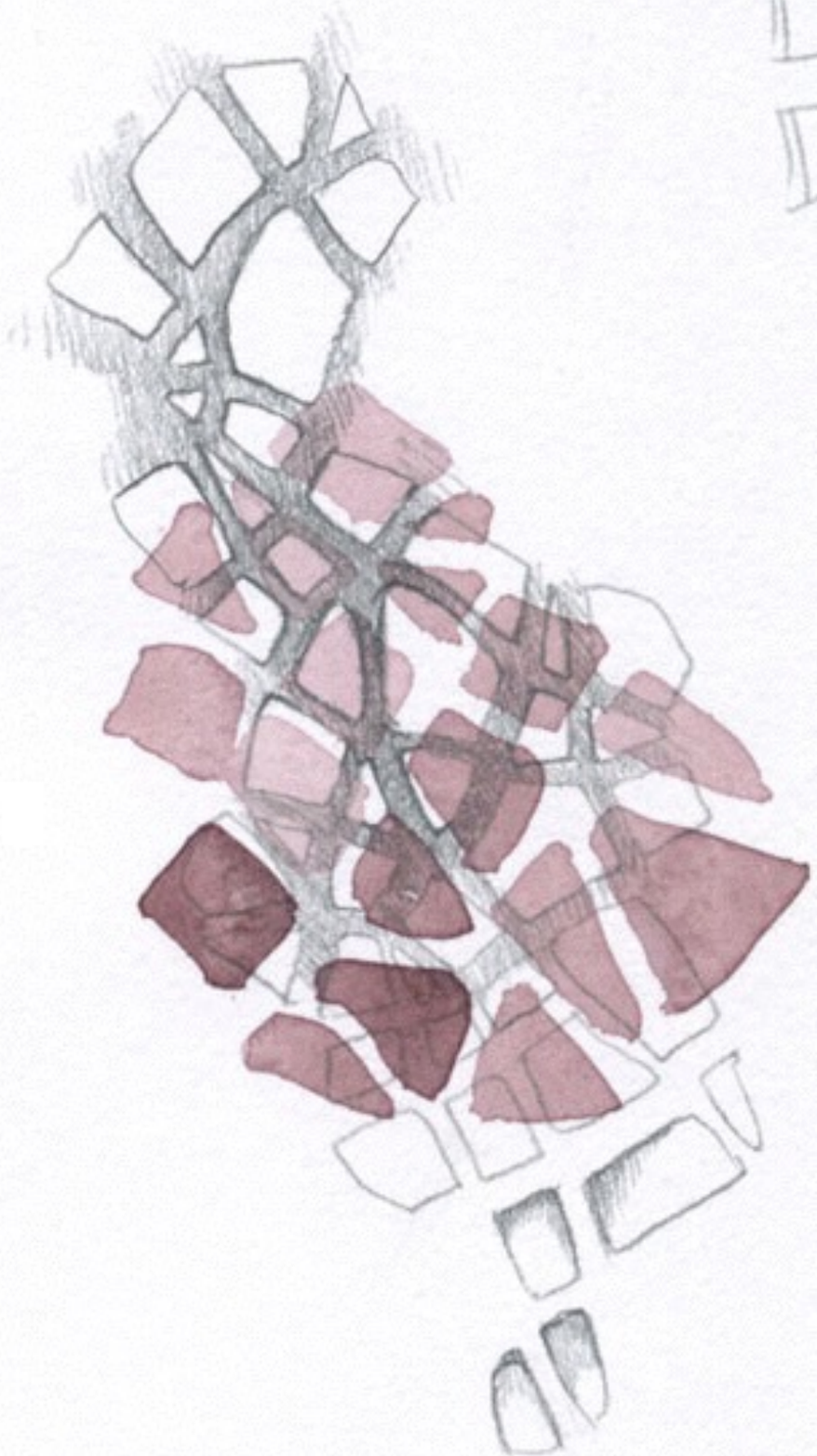
i really wanted to explore how i could replicate the algorithmic nature of my drawings in animation and specifically in procedural graphics

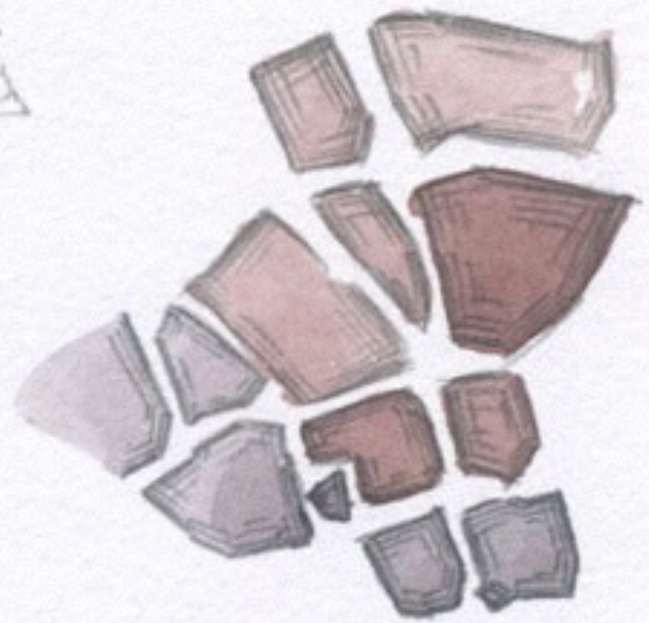
my very first processing projects were pretty simple
but took ages since I also had to learn to code



so at the same time i was seeing if my visions could be executed in other applications

i keep playing with dimensionality and layers
as I work more with animation

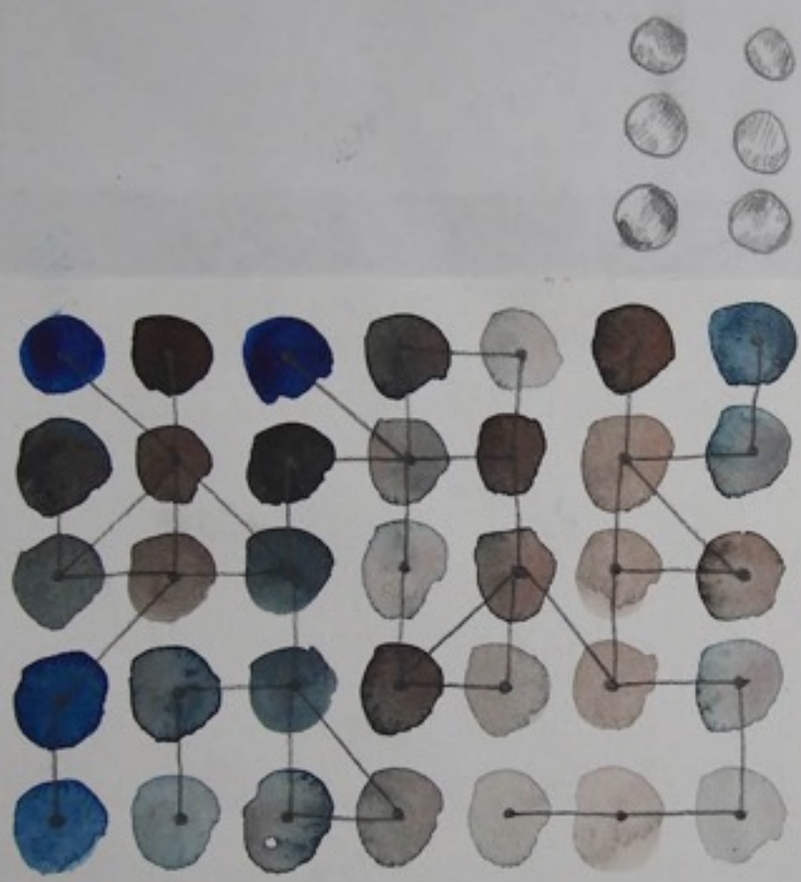


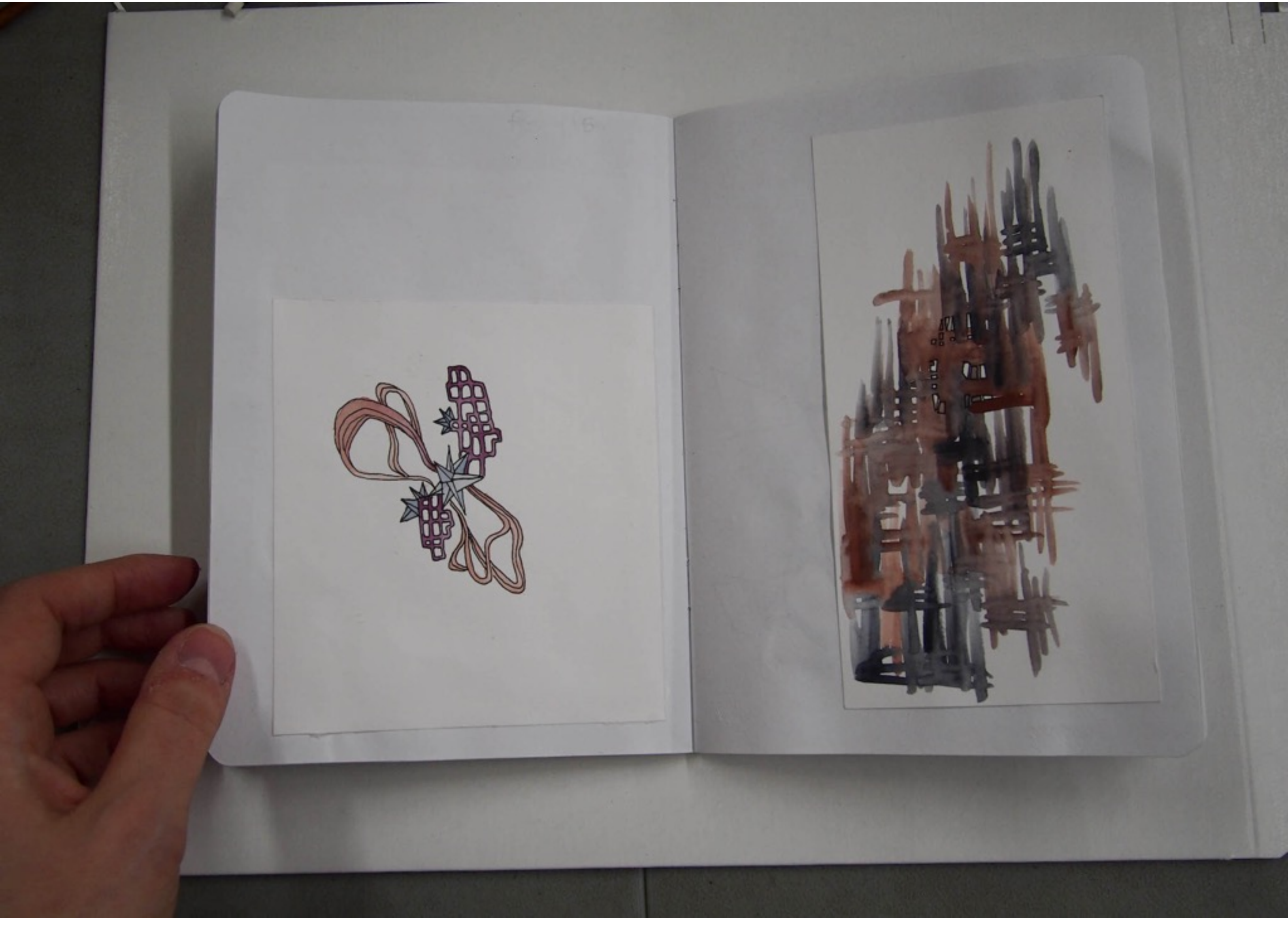


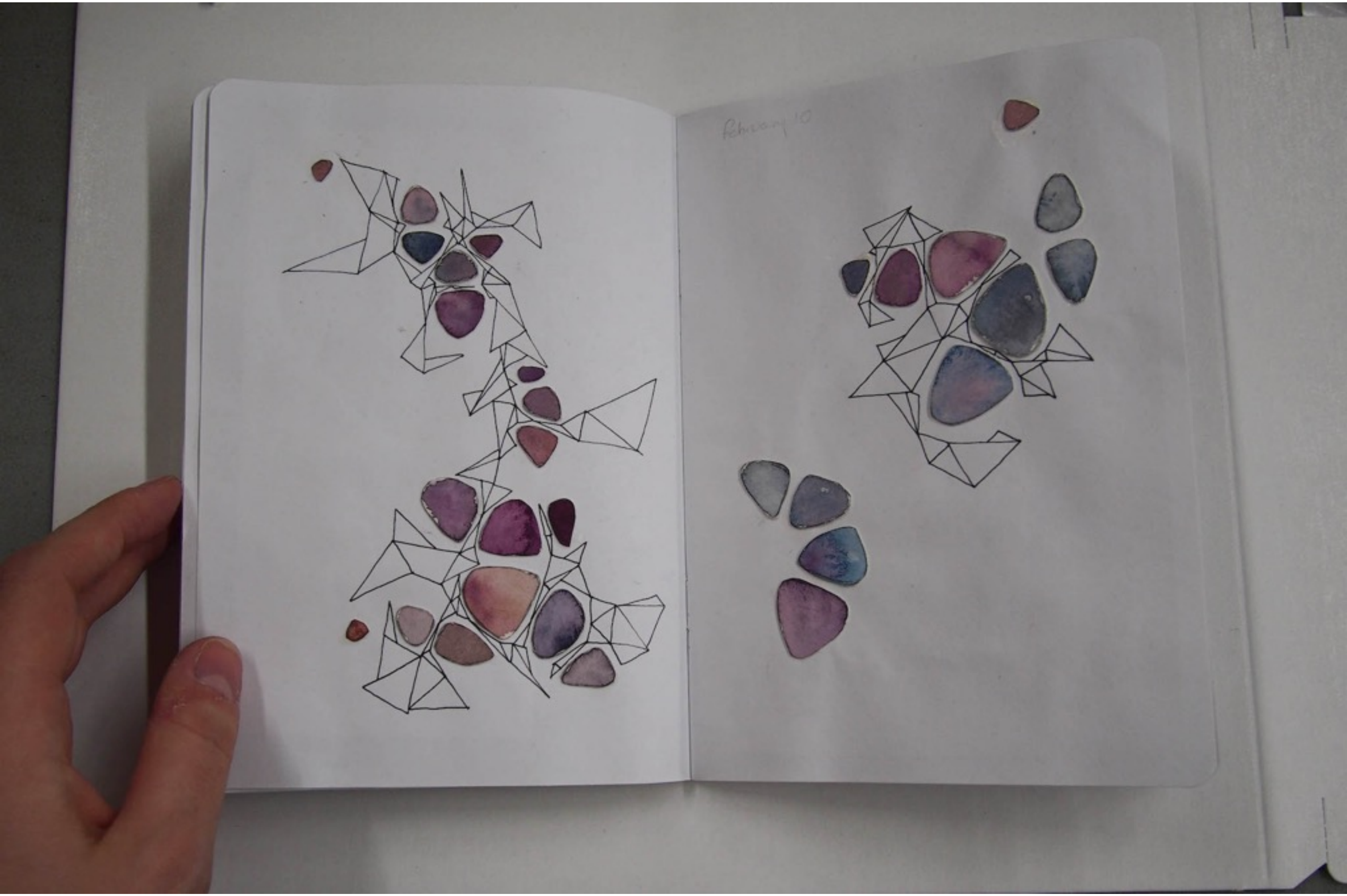
and i see this coming through in projects since

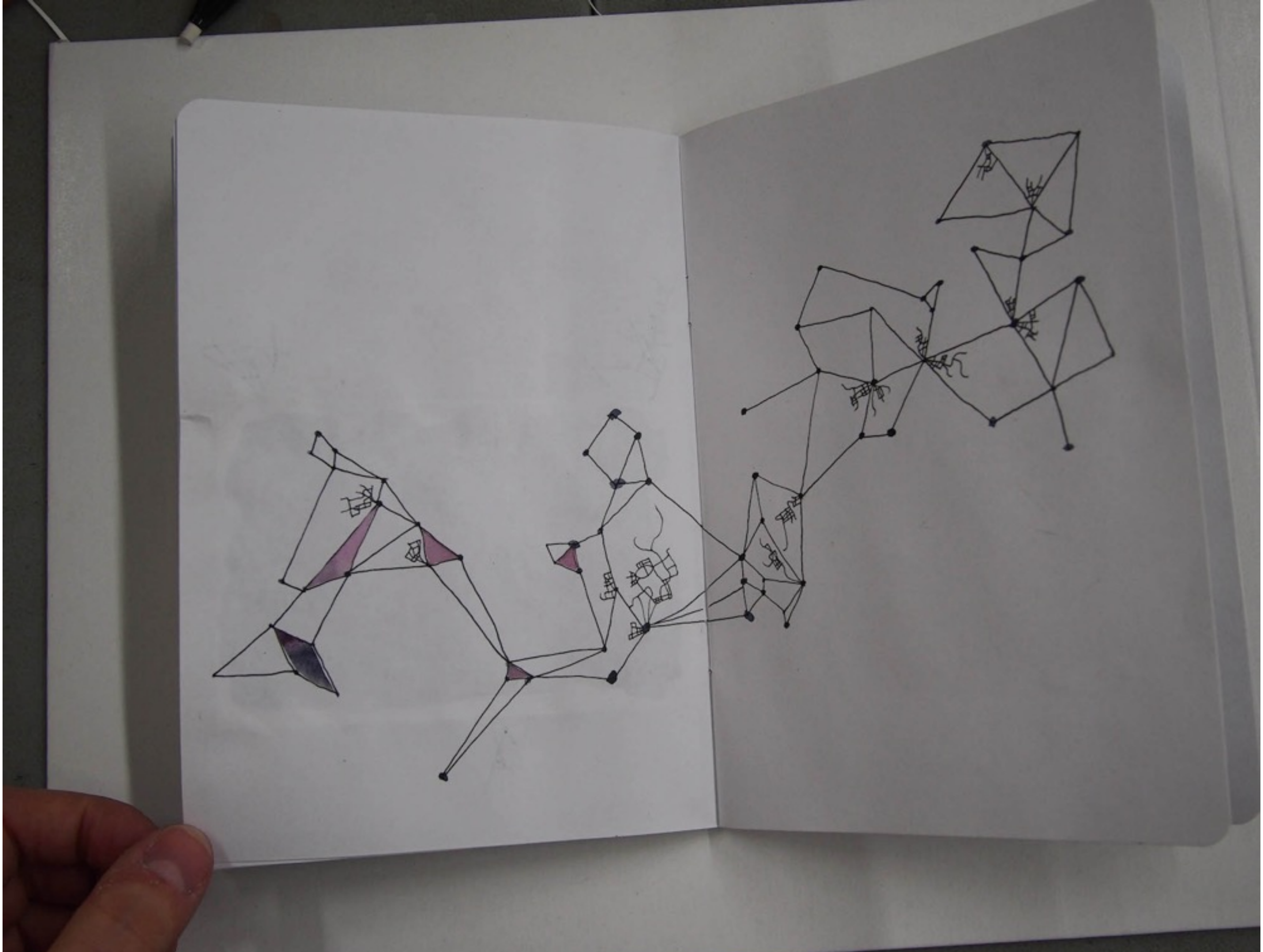
january.
[snow day]

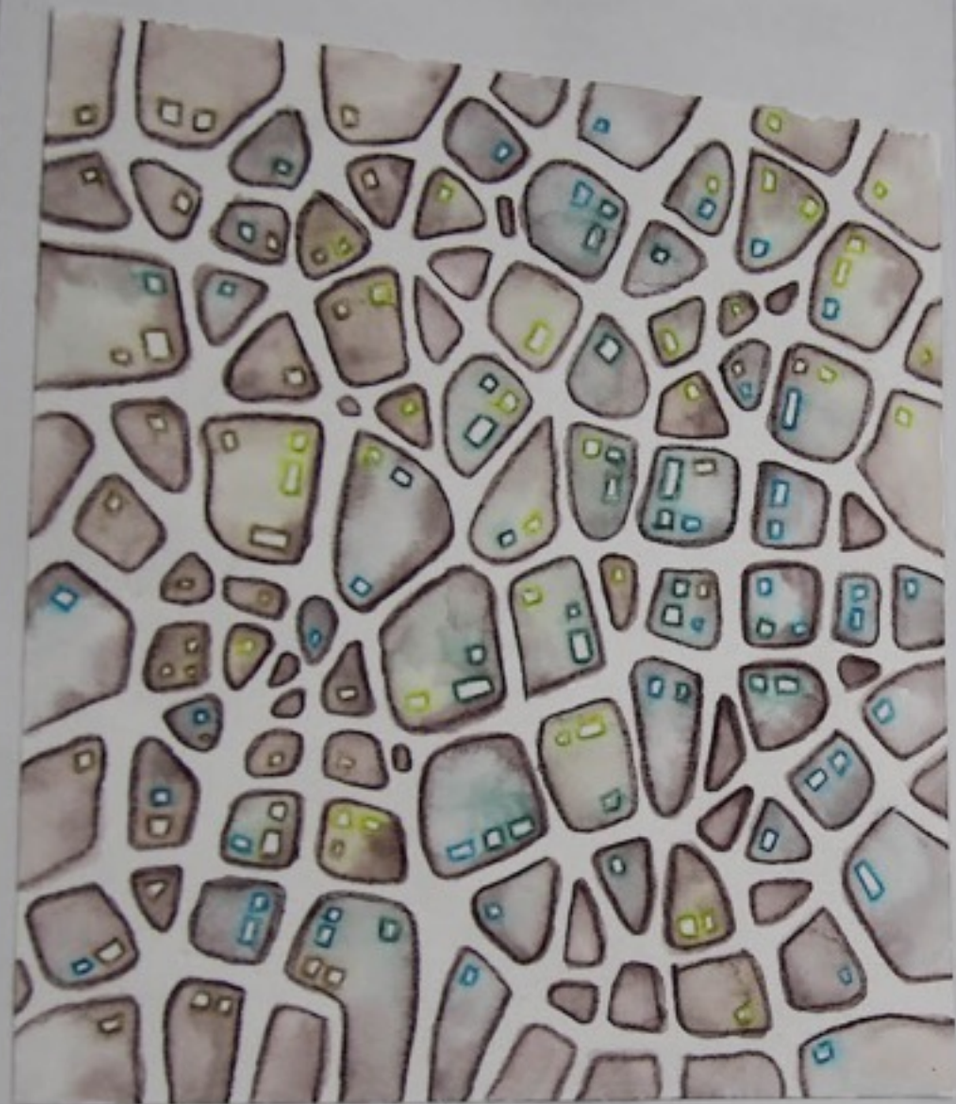
twenty-seven

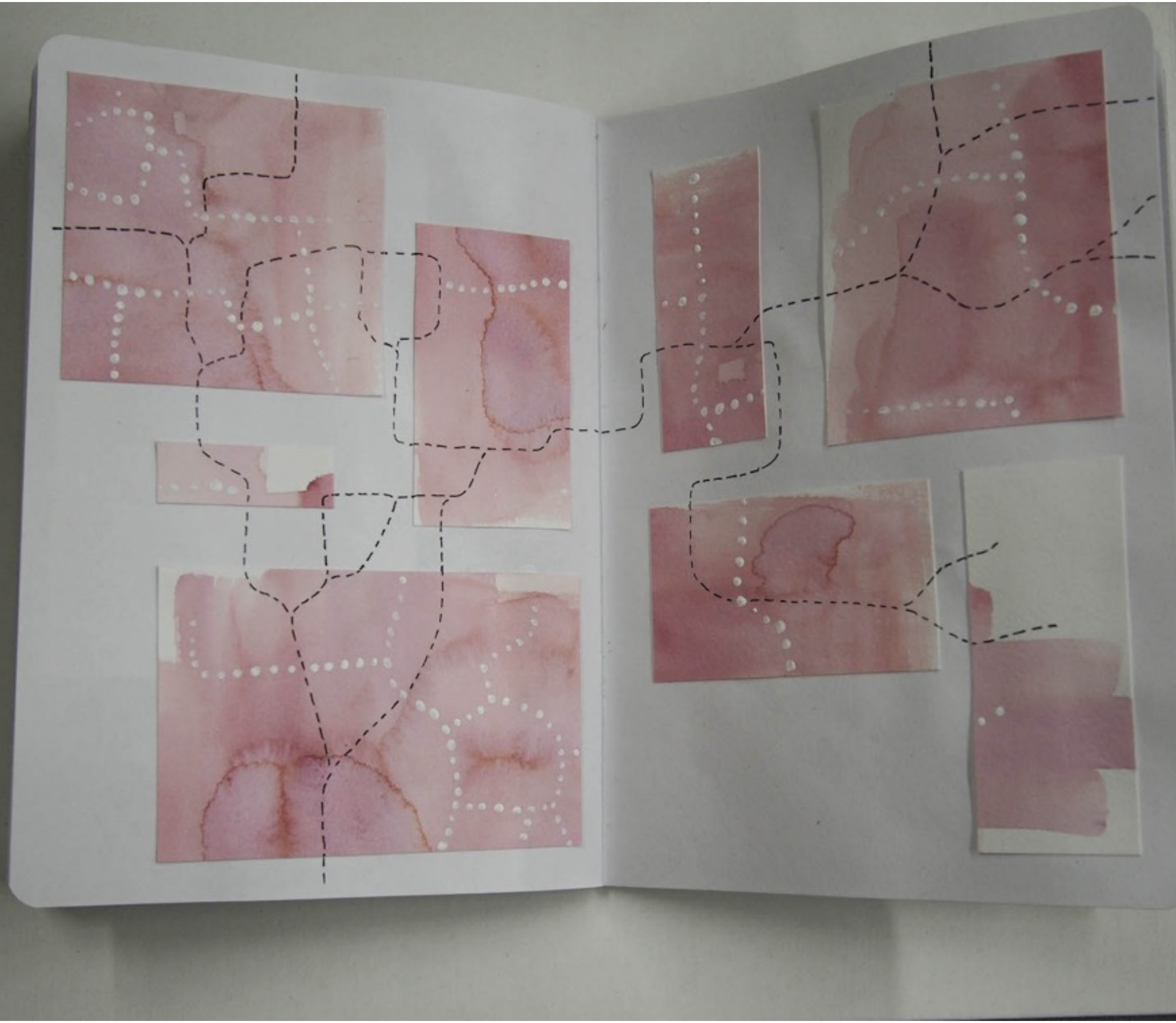






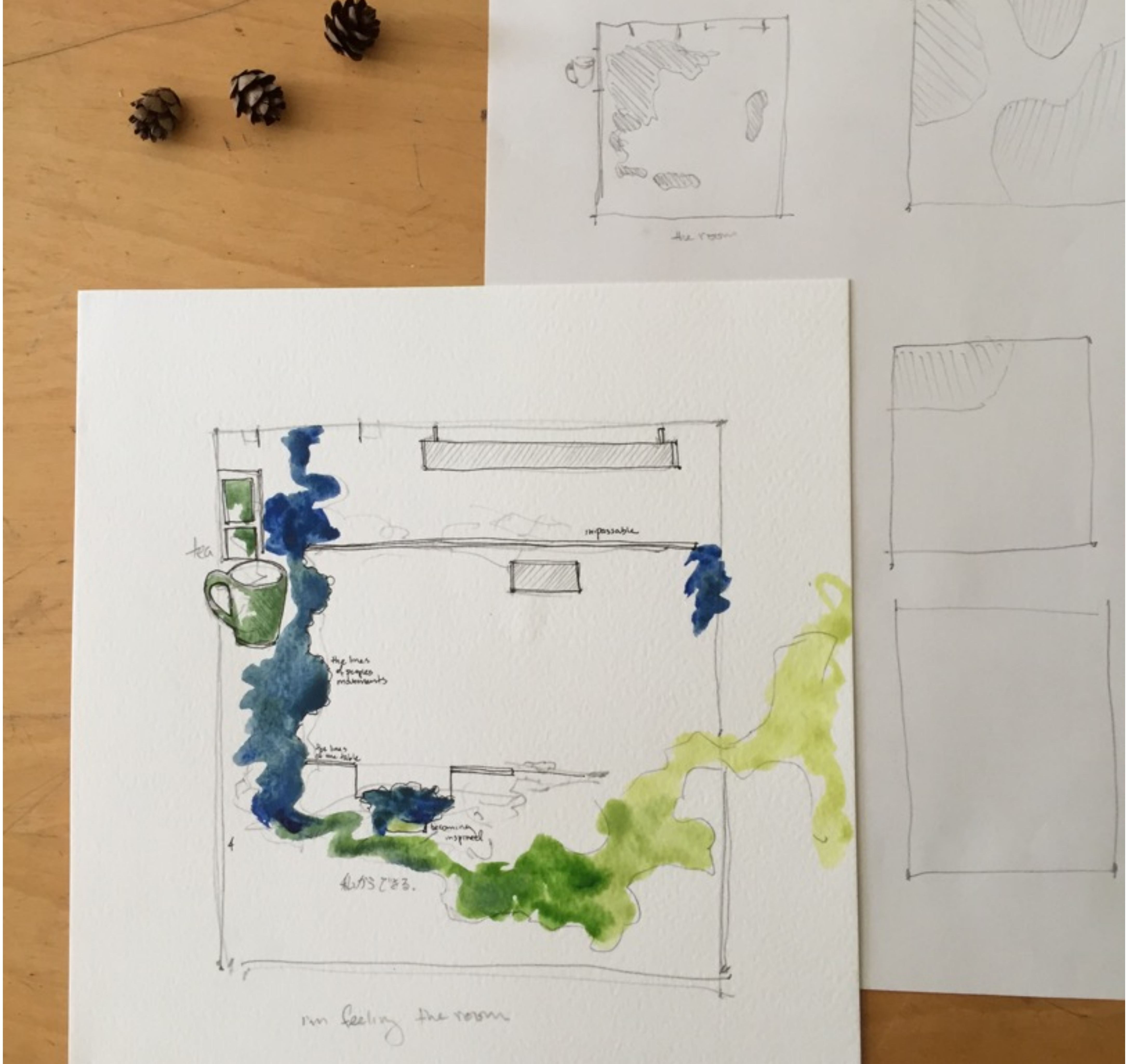


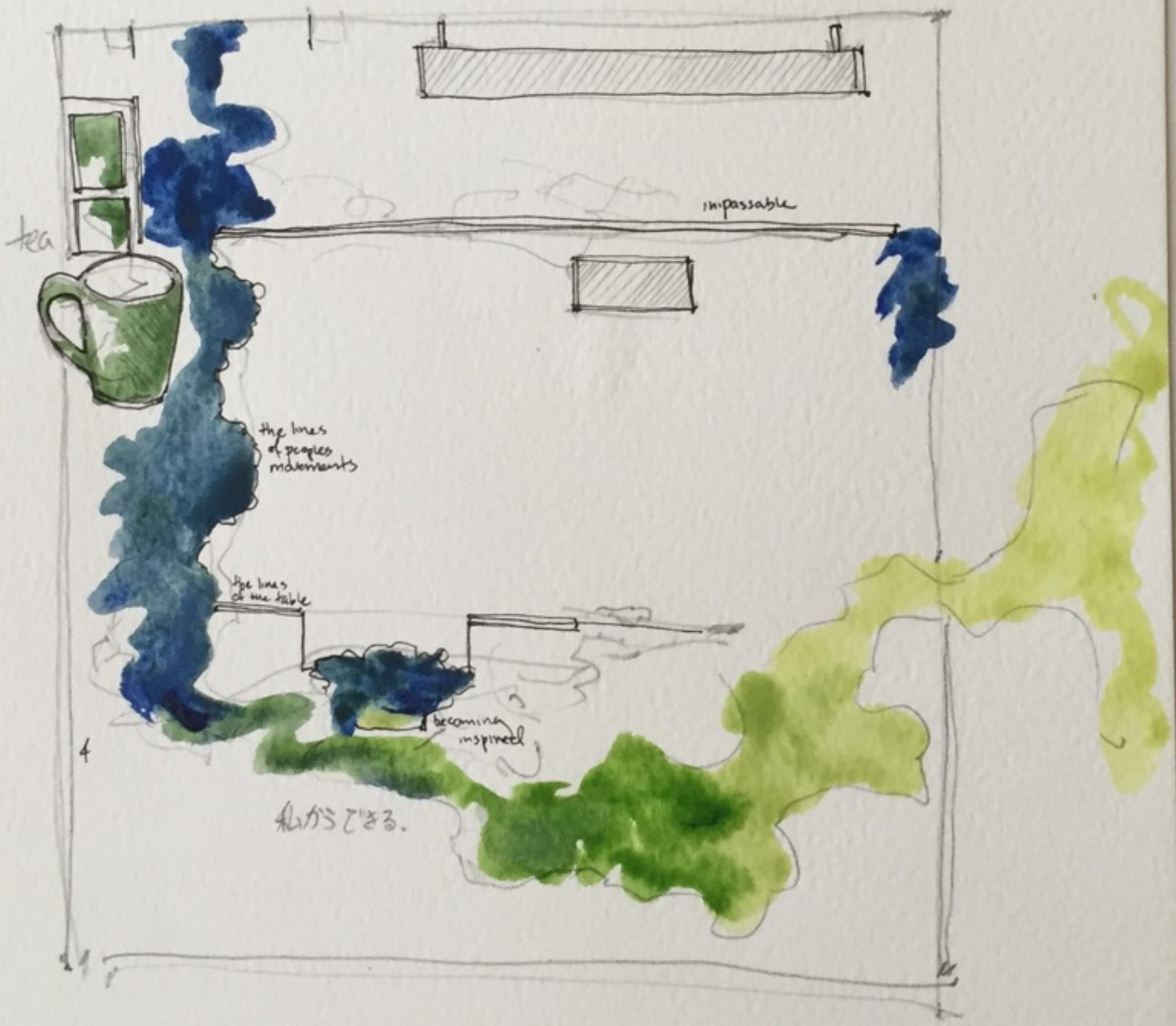




and

recently i've been finding myself finally able to create the kind of abstract mundane handmade visualizations i've been thinking about.


the room
impassable
tea
the lines of peoples movements
becoming inspired
I'm feeling the room


impassable
tea
the lines
of peoples
movements
the lines
of the table
becoming
inspired
4
私からできる.

keep in touch if you're inspired

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