

TABLE OF CONTENTS

EMOTIONAL FOCUS .1

EMPTY CARCASS
BLIND EYE
TRAPPED IN MY "HOME"
DREAMING

ENVIRONMENTAL/SOCIAL ISSUES .2

WASTE FREE
SUFFOCATING
"CHINESE VIRUS"
BIRCH CABIN
MARKLESS
FUTURE SECURITY

PERSONAL INTERESTS .3

LANDSCAPE PHOTOGRAPHY
CASTLE ADHARA
SET DESIGN

SKETCHBOOK EXCERPTS .4

PORTFOLIO PIECES
OTHER PAGES

CINDY PHAN

ART PORTFOLIO



TITLE:

EMPTY CARCASS

DATE OF COMPLETION:

MAY 4TH, 2021

MEDIA:

**ACRYLIC PAINT,
MARKERS,
PAPER COLLAGE**

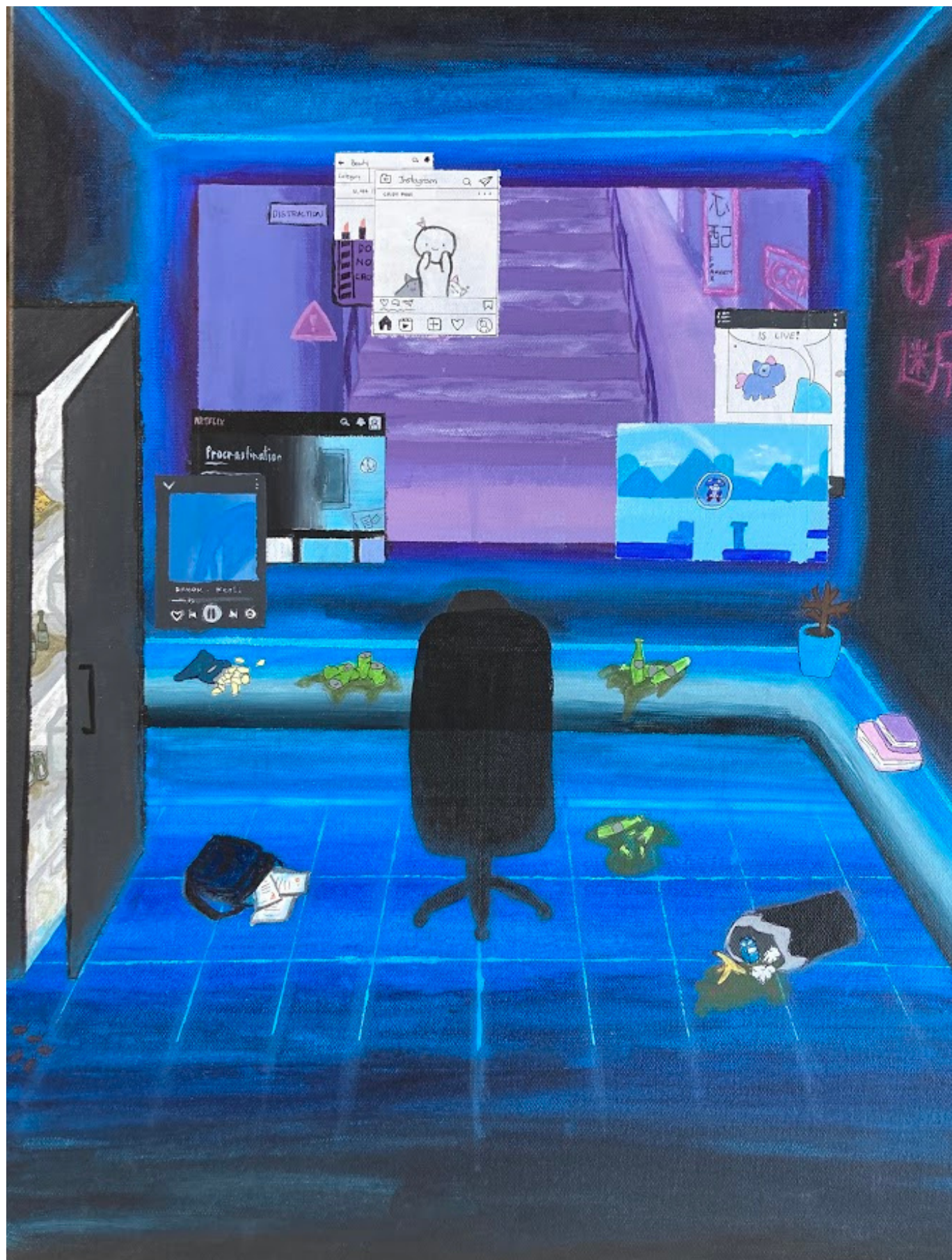
DIMENSIONS:

14 CM BY 12.5 CM

DESCRIPTION

EMPTY CARCASS IS A CD DESIGN THAT CAPTURES THE EMOTIONAL STATE OF THOSE SUFFERING. THE IMAGERY SHOWS LONELINESS, FADING HAPPINESS, AND HAUNTING, DEPRESSIVE THOUGHTS. IT IS AN OVERALL EXPRESSION OF THE DARK AND HOPELESS TIMES PEOPLE WISH TO ESCAPE.





TITLE:
BLIND EYE

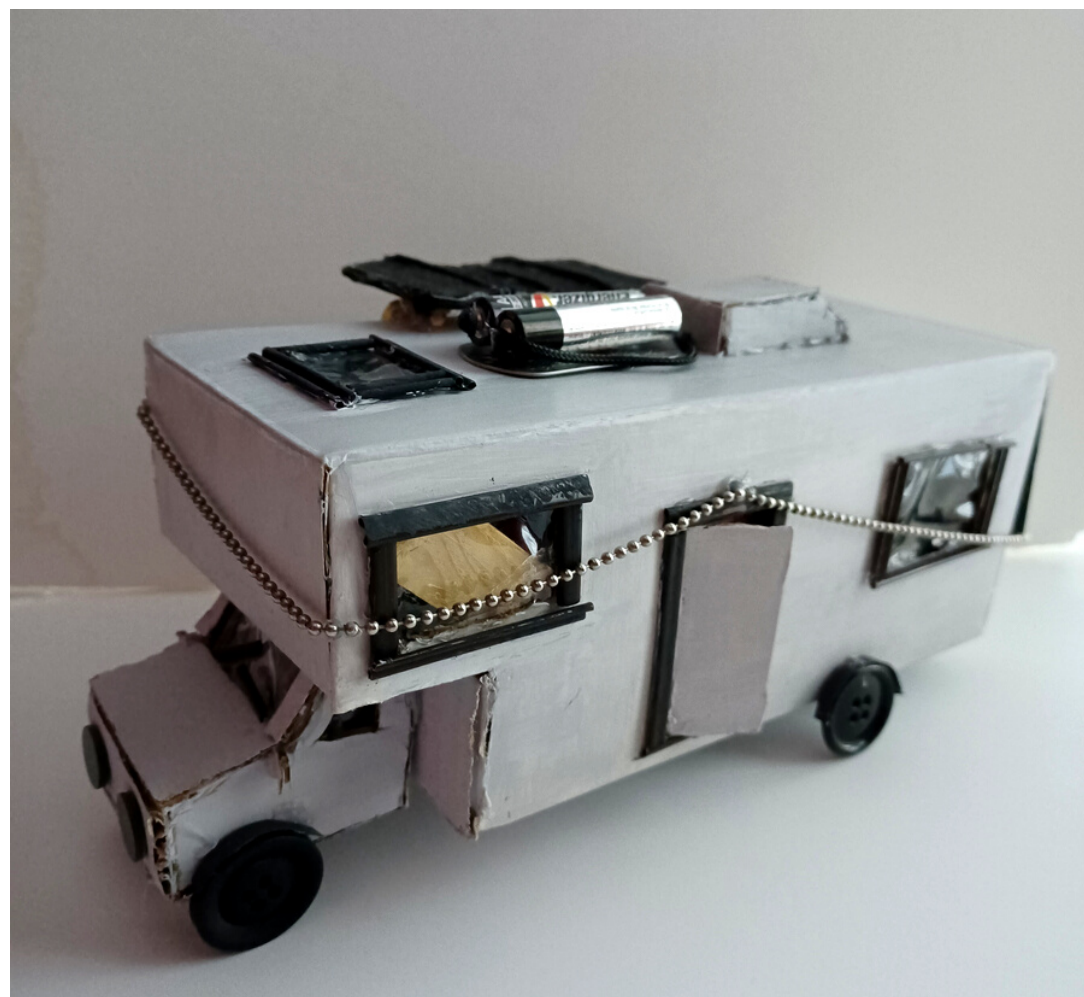
DATE OF COMPLETION:
DECEMBER 20TH, 2020

MEDIA:
ACRYLIC PAINT

DIMENSIONS:
45 CM BY 62 CM

DESCRIPTION

BLIND EYE IS AN ACRYLIC PAINTING THAT REPRESENTS THE LIGHT IN VIRTUAL REALITY. IT IS THE BRIDGE BETWEEN REALITY AND ONLINE PLATFORMS. MANY TURN TOWARD SOCIAL MEDIA, VIDEO GAMES, AND OTHER ONLINE PLATFORMS TO SEEK REFUGE. IT ENCOMPASSES THE FAMILIAR FEELING OF USING VIRTUAL REALITY AS AN ESCAPE FROM THE REAL WORLD.



TITLE:

TRAPPED IN MY "HOME"

DATE OF COMPLETION:

OCTOBER 30TH, 2020

MEDIA:

**CARDBOARD,
ACRYLIC PAINT,
FOUND OBJECTS**

DIMENSIONS:

23.5 CM BY 9.5 CM BY 11 CM



DESCRIPTION

TRAPPED IN MY "HOME" IS A 3D MODEL CREATED WITH A CARDBOARD BOX BASE. THE BOX WAS REIMAGINED INTO A CARAVAN THROUGH THE USE OF FOUND OBJECTS AND PAINT. IT REFLECTS VARIOUS NEGATIVE FEELINGS BASED ON THE VIEWER'S INTERPRETATION AND CAN BE SEEN AS A VISUAL REPRESENTATION OF UNHEALTHY FAMILIES AND THE SUFFOCATING FEELING OF BEING AT HOME. IT IS THE ARTISTIC FORM OF "HOME DOESN'T FEEL LIKE HOME."



TITLE:
DREAMING

DIMENSIONS:
61 CM BY 91 CM

DATE OF COMPLETION:
DECEMBER 18TH, 2021

MEDIA:
ACRYLIC PAINT

DESCRIPTION

DREAMING IS AN ACRYLIC PAINTING THAT TAKES A BRIGHTER APPROACH TO MENTAL HEALTH ISSUES AND THEIR VARIOUS FORMS OF HEALING. THIS PIECE FOCUSES ON THE FORM OF HEALING THROUGH DREAMS. IT DEMONSTRATES THE ART OF DREAMING AND HOW IT'S A SAFE ZONE FOR MANY. DREAMS PROVIDE AN ESCAPE FROM THE HARSH REALITY AND A PLACE FOR YOU TO RELIEVE STRESS, AND RELIVE MEMORIES.



TITLE:
WASTE FREE

DATE OF COMPLETION:
MAY 30TH, 2021

MEDIA:
**ACRYLIC PAINT,
MARKERS**

DIMENSIONS:
33 CM BY 29 CM

DESCRIPTION

WASTE FREE IS A TOTE BAG DESIGN THAT AIMS TO BRING AWARENESS TO THE EFFECTS POLLUTION HAS ON THE ENVIRONMENT. NOT ONLY IS THE BAG SUSTAINABLE, BUT THE DESIGN ALSO PROVIDES INFORMATION AND VISUALIZATION ON THIS GLOBAL ISSUE. OCEAN POLLUTION HAS WORSENERED AND WE NEED TO DO SOMETHING ABOUT IT BECAUSE NOT ONLY DOES IT AFFECT US, BUT ALL LIVING THINGS ON EARTH.





DESCRIPTION

SUFFOCATING IS A PIECE THAT IS A MIXTURE BETWEEN LIFE DRAWING AND COLLAGE. IT BRINGS ATTENTION TO THE TOXIC NORMALITY OF BEAUTY STANDARDS IN OUR SOCIETY. IT IS A CONCERN THAT AFFECTS BOTH EASTERN AND WESTERN CULTURES. COMPARING THE VARYING BEAUTY STANDARDS IN BOTH CULTURES, IT SHOWS THAT NOBODY CAN BE PERFECT, BRINGING EMPOWERMENT TO THOSE BEING SUFFOCATED BY THESE STANDARDS.

TITLE:

SUFFOCATING

DATE OF COMPLETION:

OCTOBER 1ST, 2020

DIMENSIONS:

71.5 CM BY 54 CM

MEDIA:

**CHARCOAL,
CONTE,
ACRYLIC PAINT,
PAPER COLLAGE**



TITLE:

"CHINESE VIRUS"

DATE OF COMPLETION:

OCTOBER 21ST, 2020

MEDIA:

**INK,
SCREEN PRINT**

DIMENSIONS:

25.5 CM BY 20.5 CM

DESCRIPTION

"CHINESE VIRUS" IS AN INK SCREENPRINT THAT WAS CREATED DURING THE PEAK OF THE PANDEMIC. AT THAT TIME, THERE WAS AN ABRUPT INCREASE IN XENOPHOBIC ACTIONS, SPECIFICALLY TOWARD THE CHINESE. THE TEXT IN THE PIECE READS, "MY RACE IS NOT A VIRUS" REFERRING TO COVID-19'S NICKNAME, THE "CHINESE VIRUS." THE ART PIECE WAS MADE WITH ONLY ONE INTEREST IN MIND, WHICH IS DENOUNCING THE NICKNAME AND BRINGING EMPOWERMENT.



TITLE:

BIRCH CABIN

DATE OF COMPLETION:

JUNE 15TH, 2021

MEDIA:

**ACRYLIC PAINT,
CARDBOARD,
STYROFOAM,
WOODEN STICKS,
BIRCH BARK**

DIMENSIONS:

**22.5 CM BY 18 CM
BY 20.5 CM**

DESCRIPTION

BIRCH CABIN IS A 3D MODEL THAT PROVIDES A BRIDGE BETWEEN NORTH AMERICAN CULTURE AND THE INDIGENOUS PEOPLE. BIRCH BARK IS A MATERIAL THAT THE ALGONQUIN PEOPLE USED TO BUILD VARIOUS THINGS SUCH AS WIGWAMS. BY USING IT TO CREATE A SETTLER'S CABIN, IT PROVOKES INTEREST BOTH POSITIVELY AND NEGATIVELY IN THE TWO CULTURES AND THEIR HISTORY.



BIRCH BARK



TITLE:

MARKLESS

DATE OF COMPLETION:

JUNE 21ST, 2021

MEDIA:

**GRAPHIC DESIGN
PAPER**

BAG DIMENSIONS:

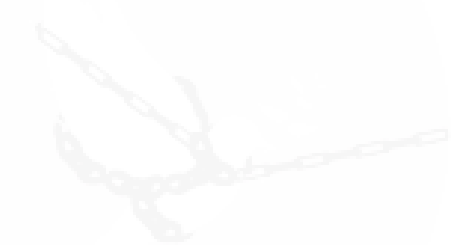
21 CM BY 27 CM

BUTTON DIMENSIONS:

23 CM BY 12.5 CM

DESCRIPTION

MARKLESS IS A GRAPHIC DESIGN FOR THE HYPOTHETICAL BRAND, "MARKLESS." THE BRAND FOCUSES ON LIFTING THE ACADEMIC PRESSURE PLACED ON STUDENTS WHICH ARE ILLUSTRATED THROUGH THE DESIGNS. THE LOGO AND SLOGAN EXPRESS THE AMOUNT OF STRESS STUDENTS BEAR, AND THE BUTTONS REPRESENT THE NEGATIVE EFFECTS OF IT SUCH AS ISOLATION, DEPRESSION, LACK OF FREEDOM AND MUCH MORE.





TITLE:

FUTURE SECURITY

DATE OF COMPLETION:

JANUARY 25TH, 2022

MEDIA:

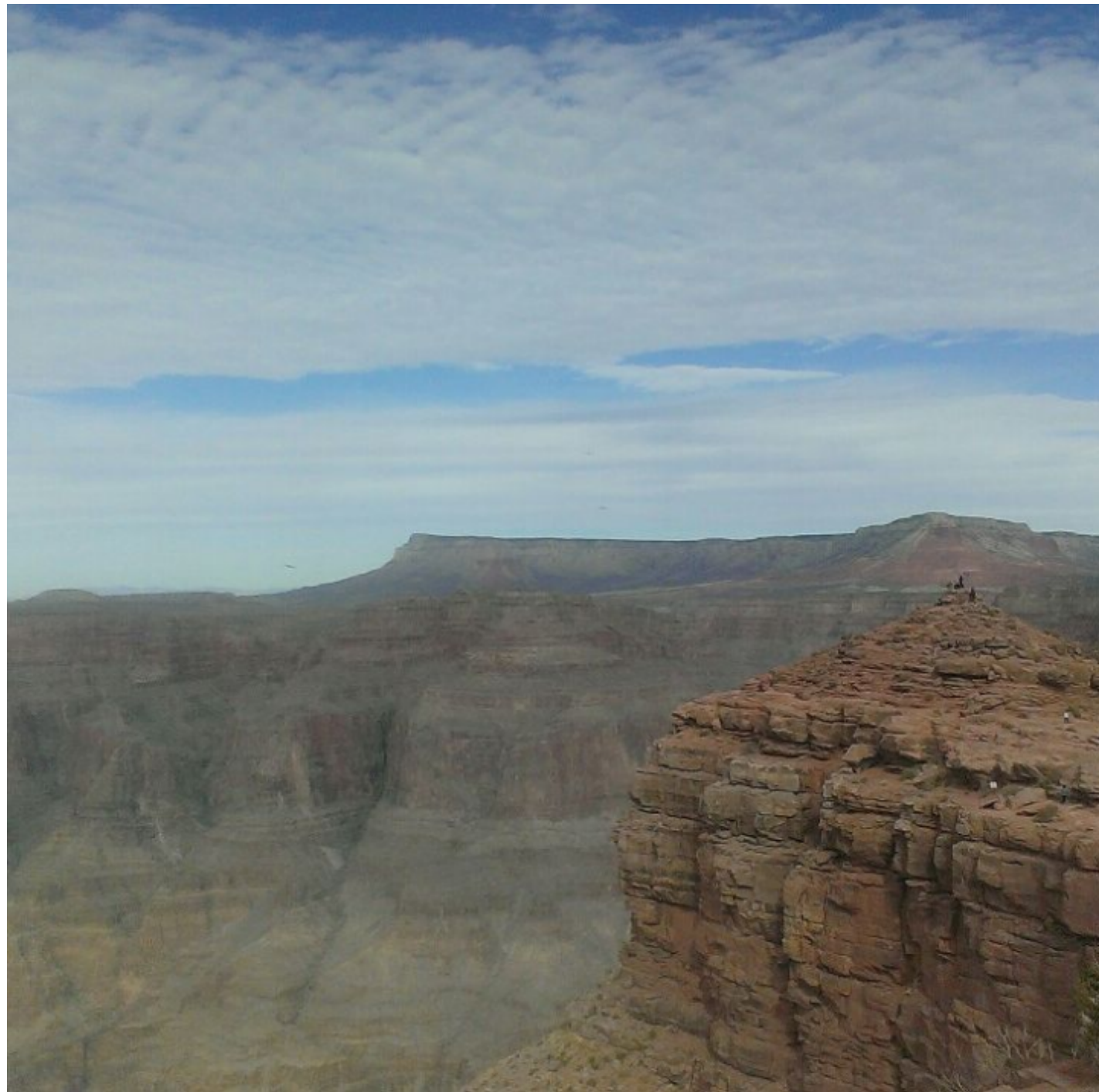
**CARDBOARD,
PLASTIC FILM,
WOODEN STICKS,
FOUND OBJECTS**

DIMENSIONS:

**50 CM BY 40 CM
BY 25 CM**

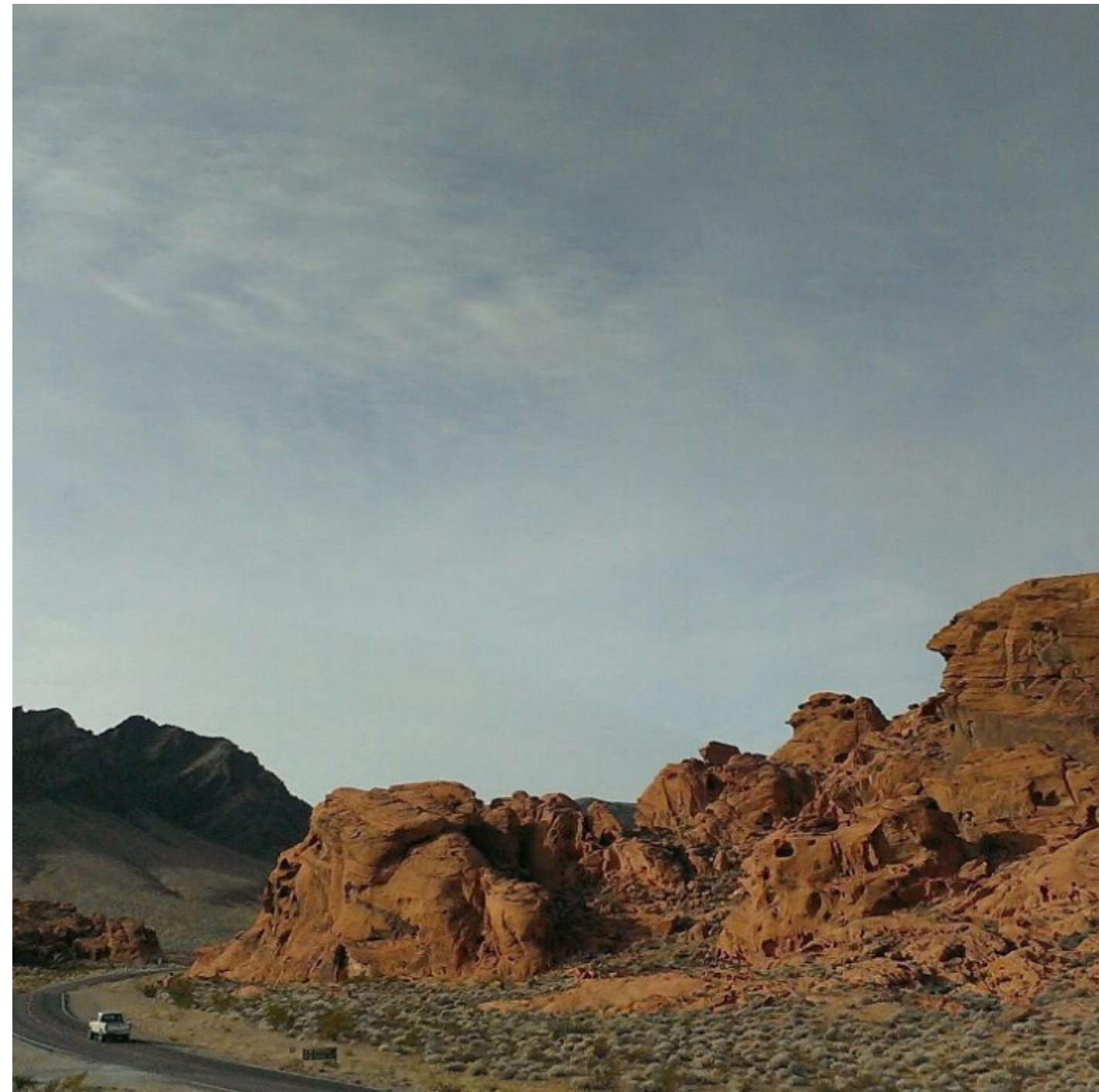
DESCRIPTION

FUTURE SECURITY IS A 3D MODEL THAT EXPRESSES THE CONCERN FOR THE CHANGING FOOD SECURITY OVER THE YEARS. IT VISUALLY EXPRESSES THE CHANGES IN FOOD COSTS AND STOCK FROM THE 1950S TO THE 2050S. FOOD COSTS HAVE BEEN GROWING DUE TO INFLATION AND THERE IS A SIGNIFICANT DIFFERENCE BETWEEN THE AMOUNT OF FOOD YOU COULD GET IN THE PAST COMPARED TO NOW. MANY HAVE BEGUN REALIZING THIS ISSUE AND FEAR THAT IT MAY ONLY CONTINUE TO GET WORSE.

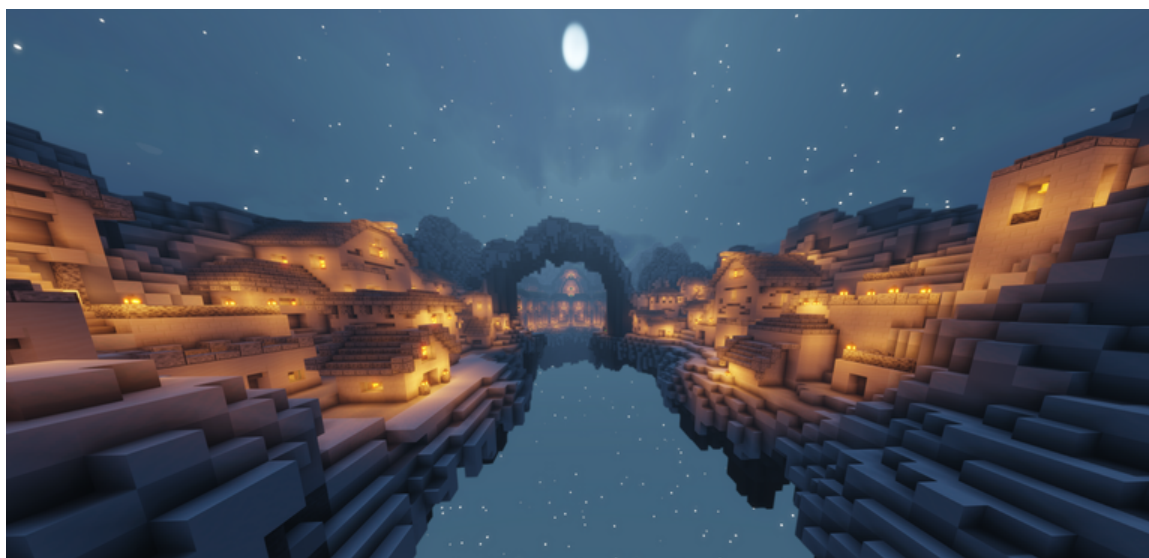


MEDIA:
LANDSCAPE PHOTOGRAPHY

LOCATION:
GRAND CANYON



YEAR OF COMPLETION:
2018



TITLE:

CASTLE ADHARA

DATE OF COMPLETION:

MARCH 21ST, 2021

MEDIA:

**DIGITAL MEDIA
(MINECRAFT)**

WORLD FILE:

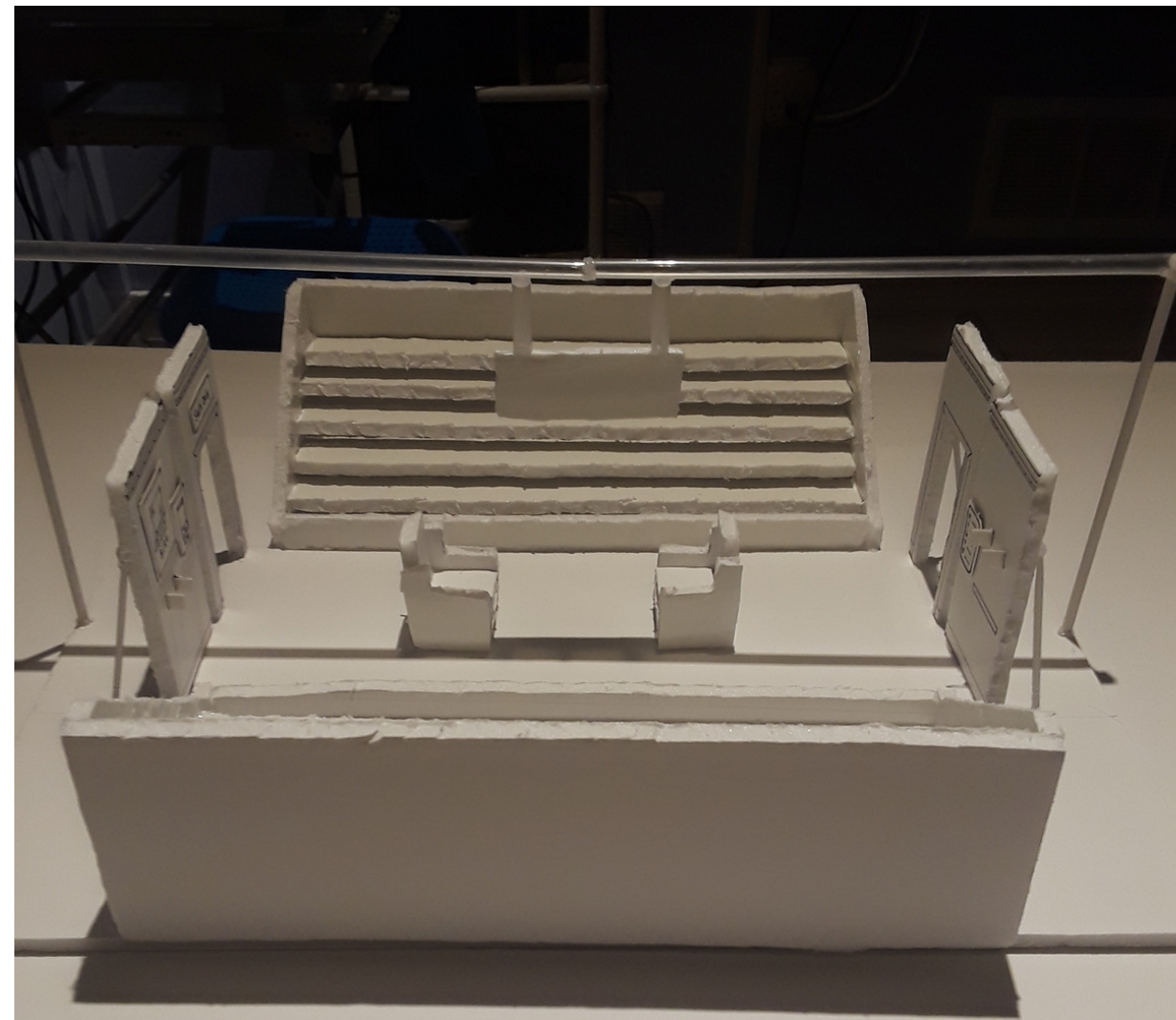
https://www.mediafire.com/file/ikxv8vuc7nmwqb4/Build_Session-20220327T044404Z-001.zip/file

1. DOWNLOAD, UNZIP AND MOVE BUILD SESSION TO .MINECRAFT SAVES FOLDER
2. PLAY ON VERSION 1.16.5.

*NOTE: REMOVE EXTRA SPACES IN LINK WHEN PASTING IN ORDER FOR IT TO WORK

DESCRIPTION

CASTLE ADHARA IS A MINECRAFT BUILD INSPIRED BY THE MOVIE, "CASTLE IN THE SKY." I WANTED TO CREATE A CIVILIZATION FOLLOWING THE IDEA OF A CITY IN THE SKY AND THE MYSTERY OF ITS EXISTENCE. IT IS ALSO A CREATION I MADE IN ORDER TO EXPRESS MY CREATIVITY IN A FORM THAT WAS COMFORTABLE AND ENJOYABLE. THE LINK BELOW LEADS TO THE WORLD FILE FOR THIS CREATION WHICH CAN ALLOW YOU TO EXPLORE IT.



TITLE:
SET DESIGN

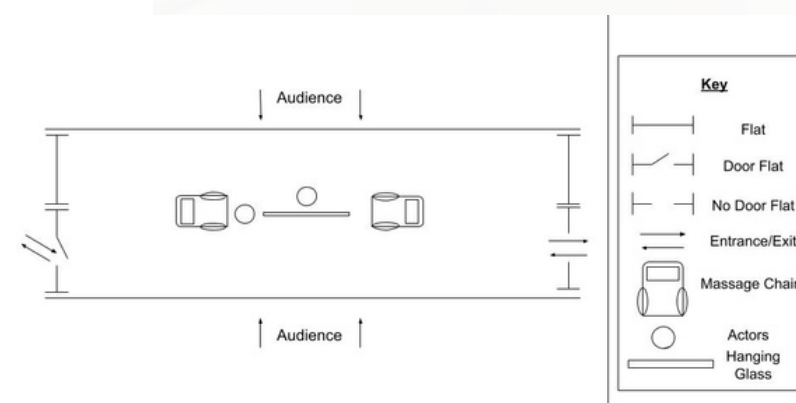
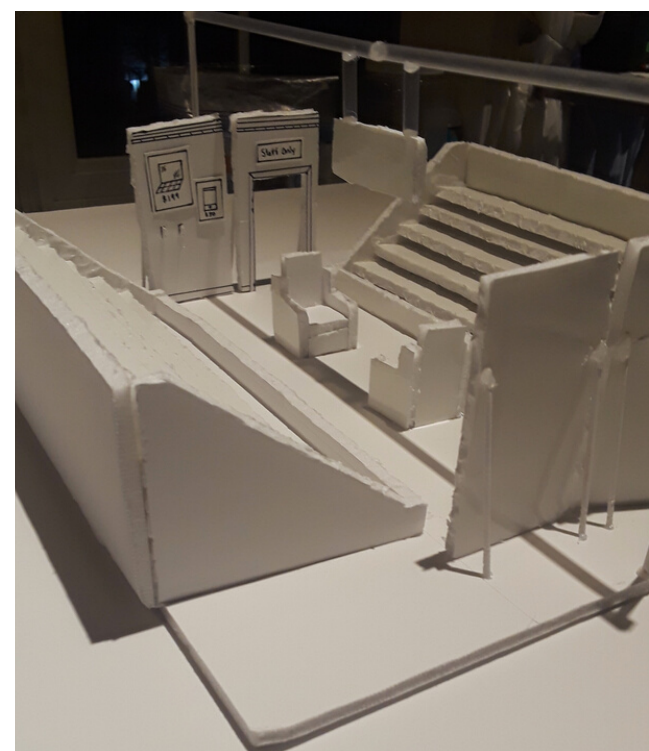
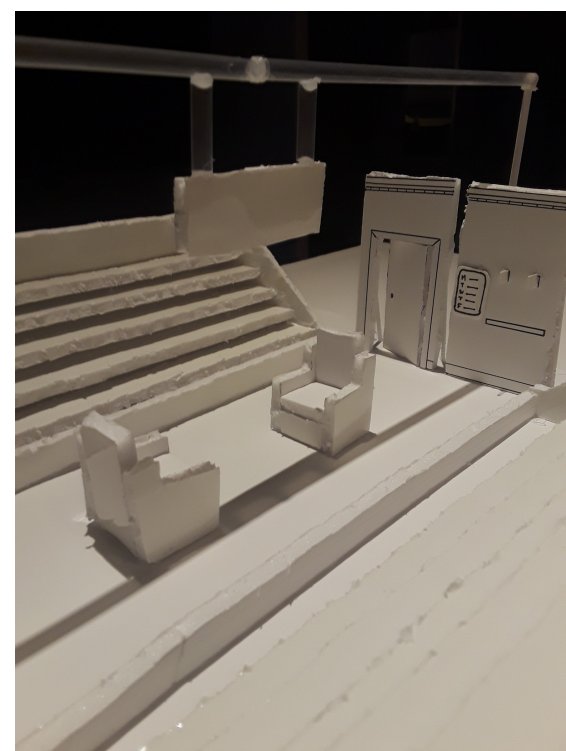
DATE OF COMPLETION:
JANUARY 20TH, 2021

MEDIA:
**FOAM BOARD,
MARKER**

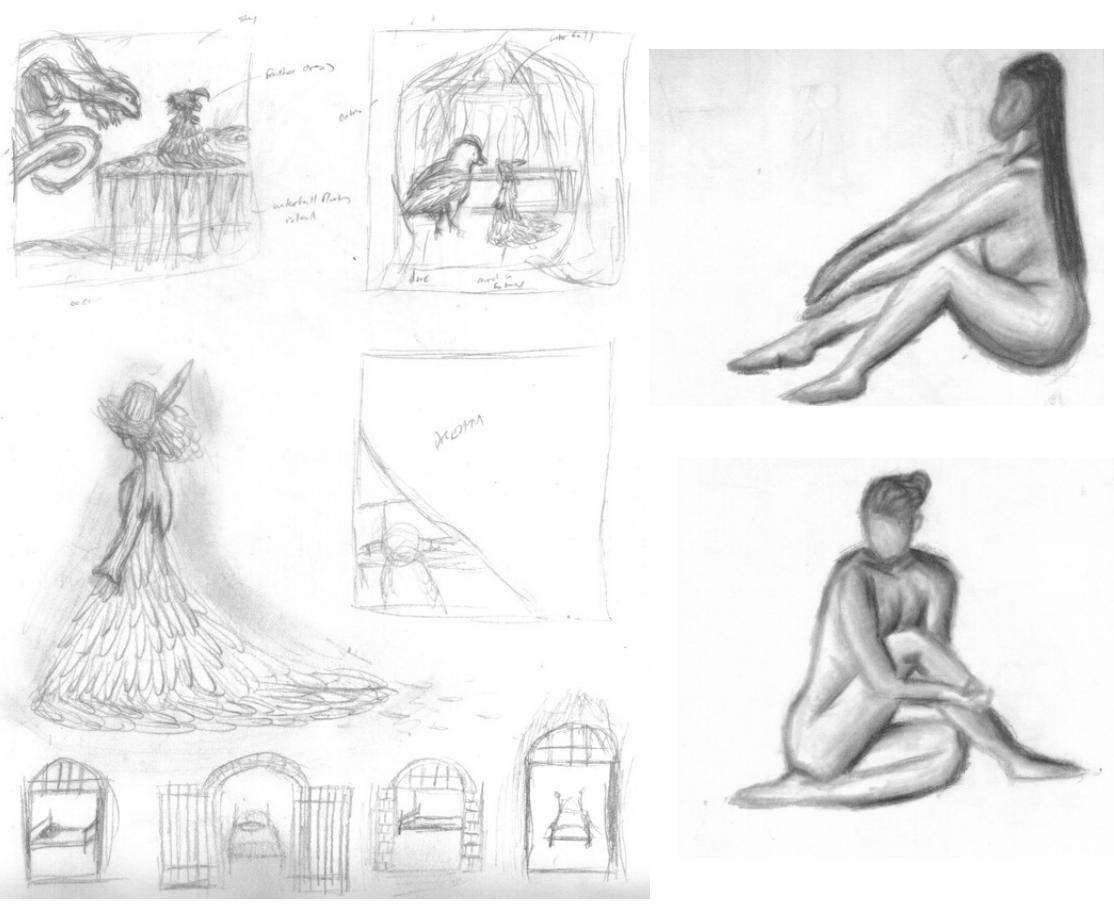
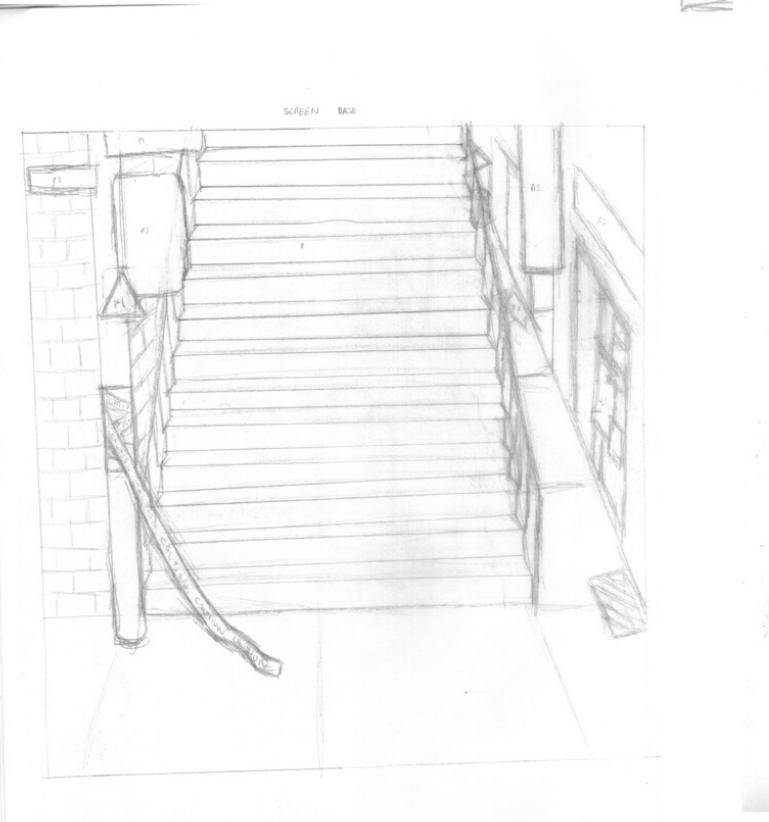
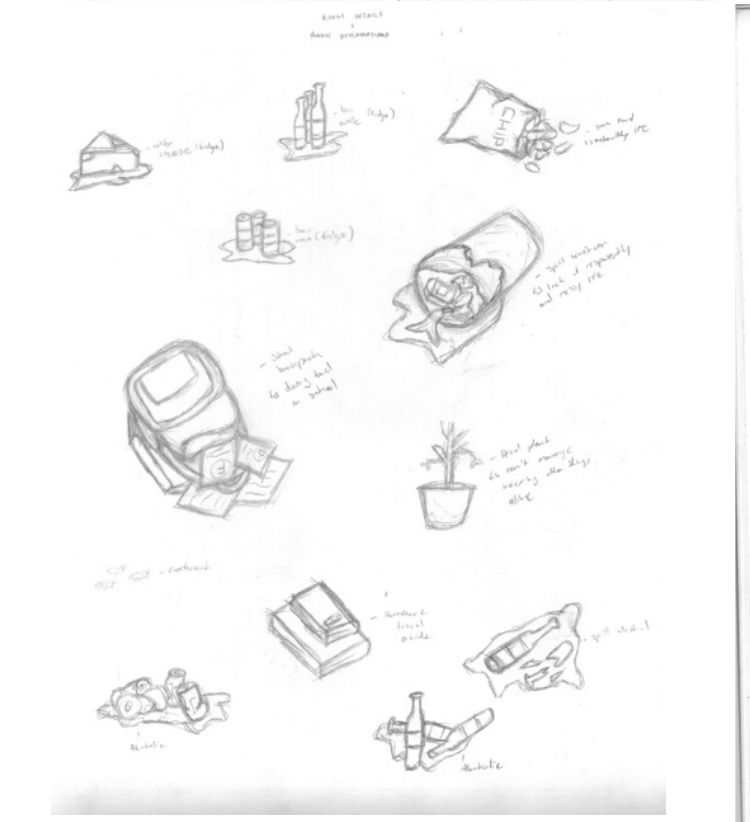
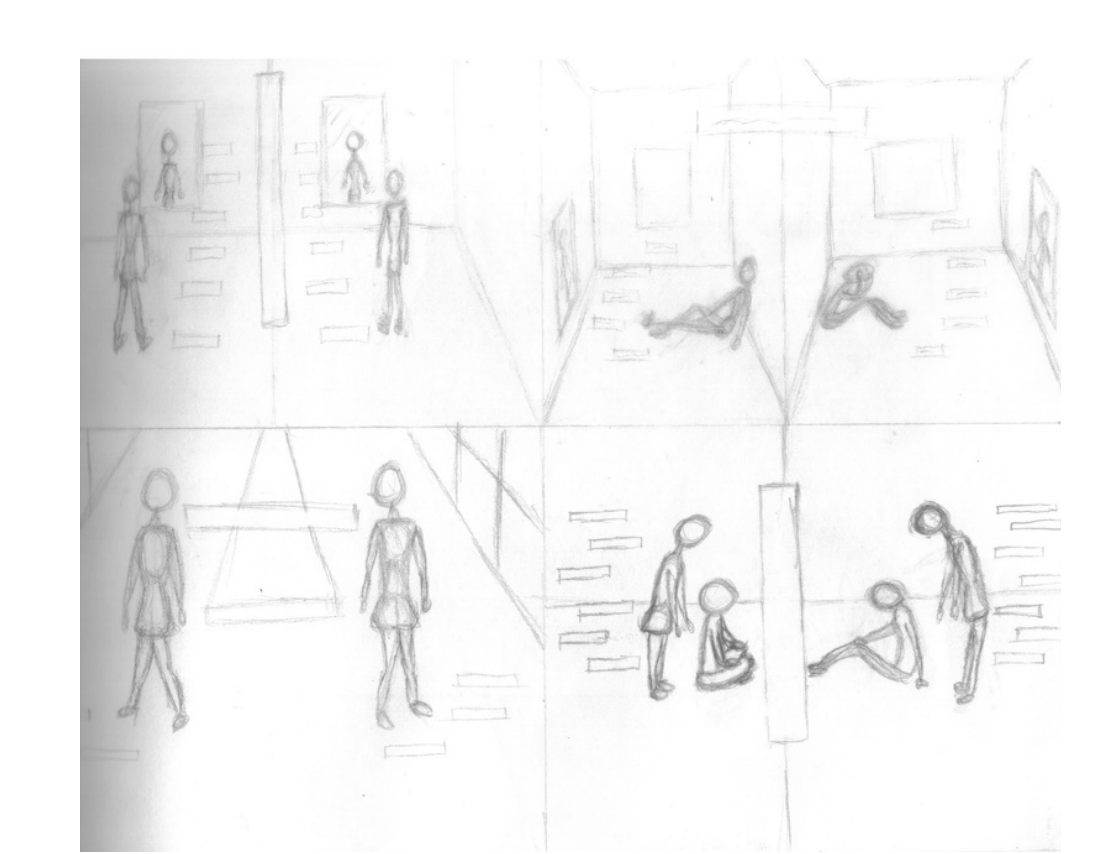
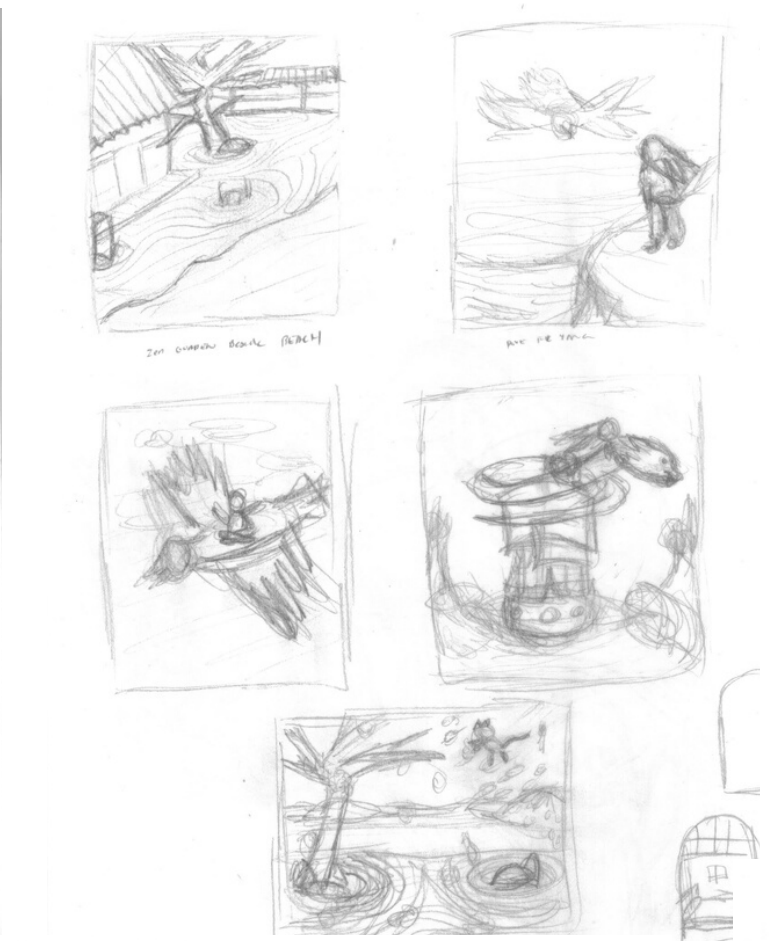
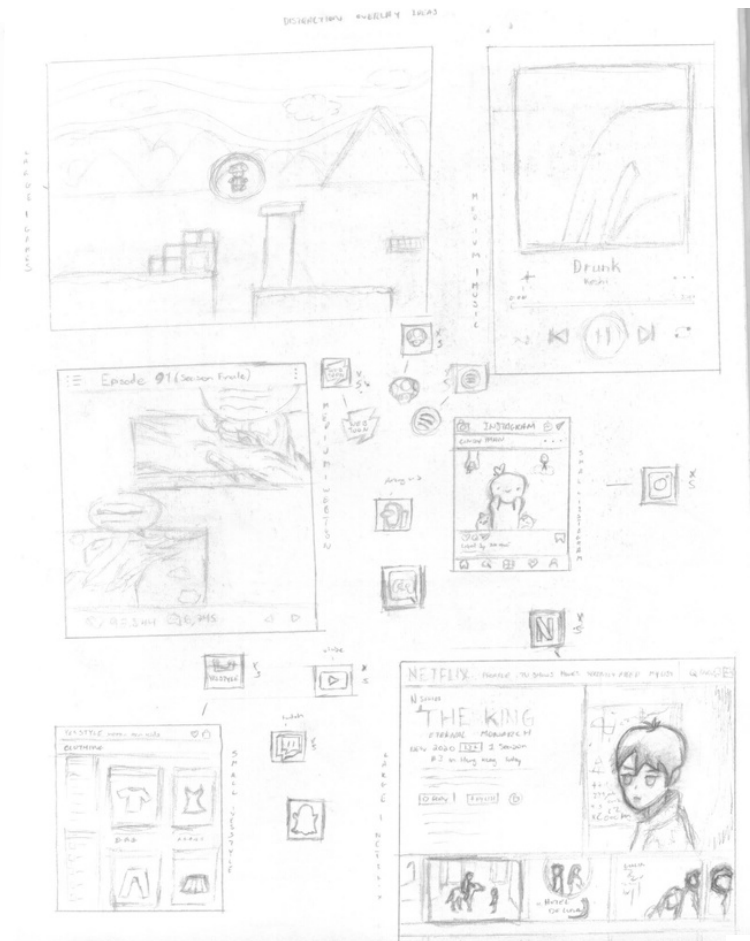
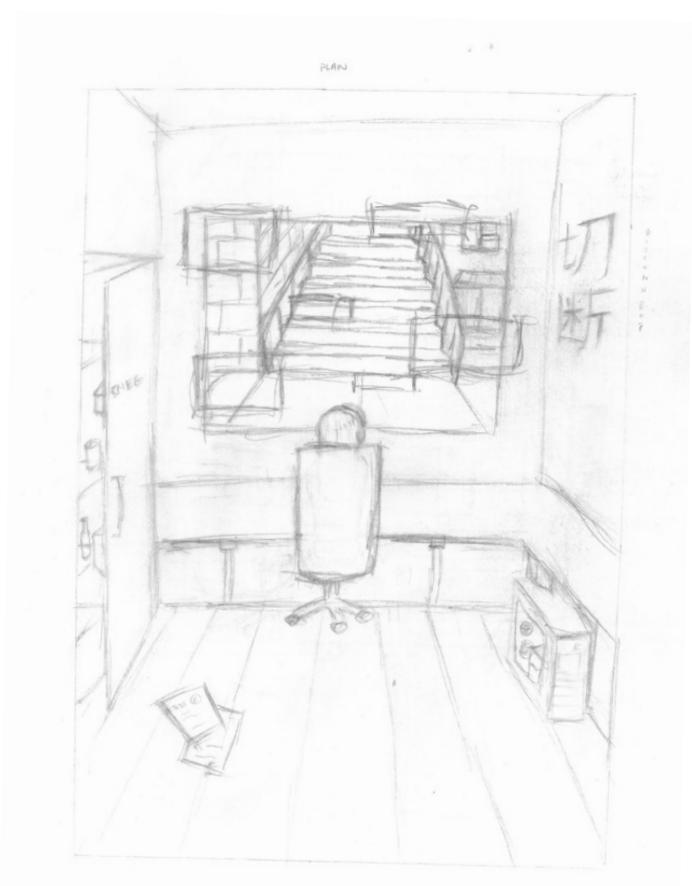
DIMENSIONS:
27.5 CM BY 35 CM BY 15 CM

DESCRIPTION

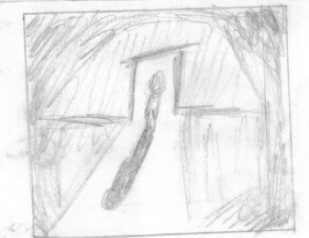
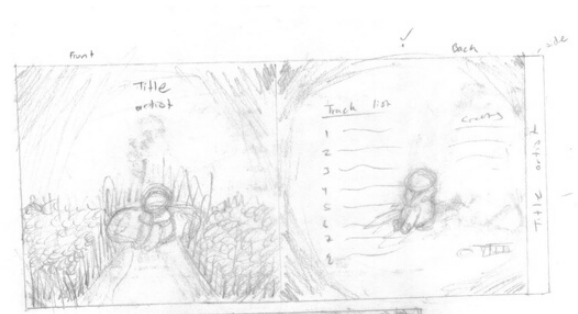
THIS SET DESIGN WAS CREATED FOR A PLAY CALLED, "THE HEART OF THE CITY." IT DEPICTS THE SETTING OF A HI-TECH STORE WITH MASSAGE CHAIRS. THE DESIGN FOCUSES ON HUMAN INTERACTION, AUDIENCE VIEWING FOR A TRANSVERSE STAGE AND SCRIPT ACCURACY. A BUDGETING SHEET WAS ALSO CREATED FOR PRODUCTS NEEDED TO CREATE A LIFE-SIZE VERSION OF THE SET. HOWEVER, THERE WASN'T AN ACTUAL PERFORMANCE, SO I DIDN'T HAVE A CHANCE TO BRING MY SET DESIGN TO LIFE.



SKETCHES FOR BLIND EYE, DREAMING AND SUFFOCATING



SKETCHES FOR
EMPTY CARCASS, MARKLESS, WASTE FREE, TRAPPED IN MY "HOME"



- CO 112: Empty Carcass
- Tracks:
- good times, old times 0:00:00
 - killed childhood 0:2:35
 - Reminiscing 0:5:55
 - Nostalgic Dream 0:7:59
 - not doing so okay 12:16
 - ill anymore 15:16
 - children 17:05
 - better days 22:32

