Project Requiem

The Minimalism Collection // By Jason Xu

Themes and Aesthetic

For this project, I decided to do a take on minimalistic art. I really like minimalism landscape art as it is simple and beautiful and is able to tell a story really effectively.

In order to create such artworks, I decided to try my best to recreate real world scenic spots but in the aesthetic of minimalism.

While doing so, I also experimented and attempted to create different vibes in each piece.



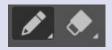


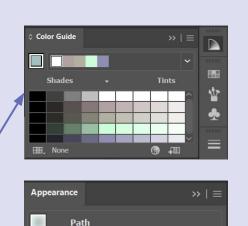
Process

To create, I first found a place of interest such as Cape Town. Although not all pieces were based on real locations, my favourite ones were.

By using the pencil and eraser tool, I was able to first sketch out the rough shapes of everything.

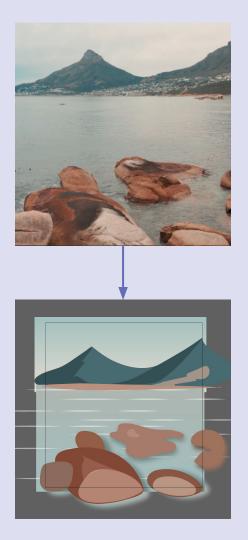
Then I drew in the shadows and highlights by playing around with colors. Finally, I added some blur to some of the shadows for the rocks.





Gaussian Blur

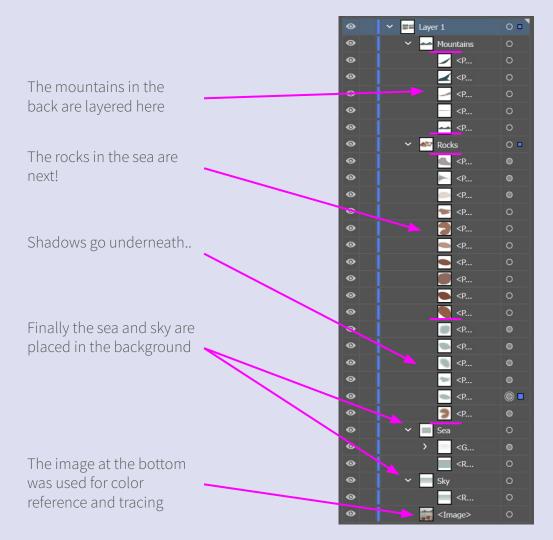
Opacity: 100% Multiply



Layers

After tinkering through many artworks, this is what most of my illustrations looked like.

As you can see, I isolated each different part of the illustration into separate groups.



First Drafts

These were the first illustrations I did. 7 in total. Some of the illustrations felt somewhat cut off so I made then better in the next step.















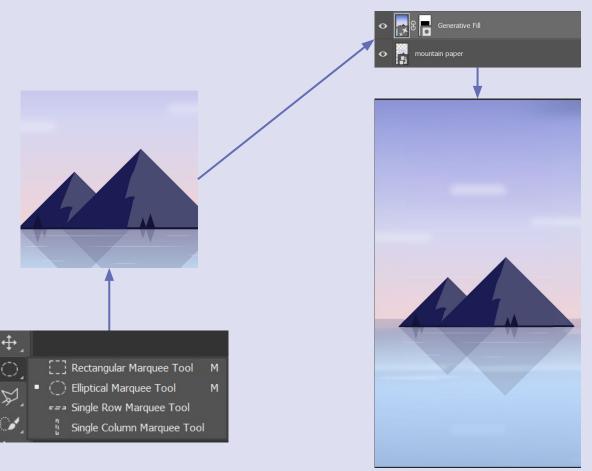


Presentation

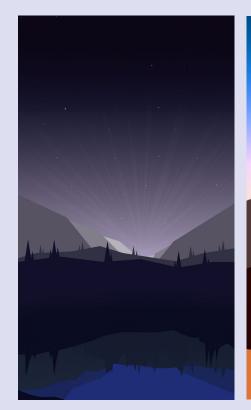
To present these, I figured that these make the best wallpapers. I didn't want to spend too much time manually expanding the images myself so I turned to Photoshop's generative AI for help

By narrowing my idea down to phone wallpapers specifically, I was able to select the 1:1 Ratio illustrations and turn them into 9:16 Ratio wallpapers.





Phone Finals

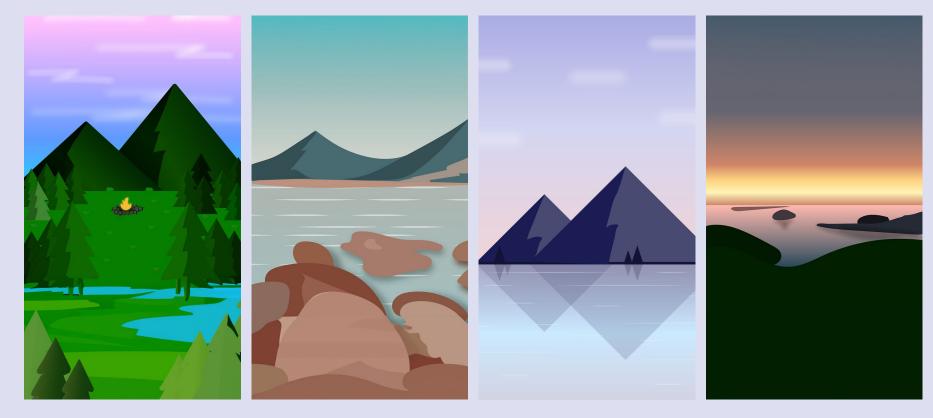








Phone Finals - 2



Extension

I added the wallpapers into phone mockups and designed a possible lock screen style.

I attempted to make these look as best as they can. In the end, I quite liked these designs.

















Reflection

What went well?

I really like how my final mockups looked. My favourite has to be either the purple mountains or the Cape Town piece. The original artworks were also amazing and the illustration process was really fun.

Although finding inspiration for each piece was hard, I enjoyed every moment of creating this collection,

What is something to improve on next time?

In this project, I believe my shadow and highlight theory was a bit off and it overall dragged the quality of my pieces down. I think if I improved on this aspect, the collection would turn out 100 times better.

I also think I could improve on my mockup skills as the wallpapers to me don't feel realistic enough.