

Tales from Amarna

Kayleigh Baird

Art 4160

Spring 2020

Proposal

1. Abstract/ Summary:

For my senior exhibition I will be illustrating the complete first chapter of my comic in a format of Traditional Japanese Manga. I will also be showing concept art of the chapter and physical copies of the chapter as well.

2. Statement of need:

As a kid my grandmother and I would always come up with characters and write little stories about them when I was young. This is where my love of character creation came from. In middle school I was introduced to comics, manga specifically, and I liked the different range of art styles that they had. Since I am not the best with words this gave me a more efficient way to illustrate my characters stories. Out of all the different comic styles I looked at I prefer the consistency that can be found in manga, unlike traditional American comics.

3. Project Methodology:

The process I will be undergoing for this project will be both traditional and digital. I will start by sketching rough story boards in my sketchbook along with floor plans and character designs. I then take photos of each thumbnailed page and import them into my Clip Studio Paint zine program file. After importing all the pages, I then go over them on a separate layer and draw in the panel boxes, sketch characters as well as place bubbles and dialogue. At this stage I will post the chapter in parts to a private Facebook page that I have setup for roughly 20 people where they can read and make corrections to the chapter. After this step I will be doing a color pass and send out the finished chapter again to the Facebook page for a final review. After corrections are made to the completed chapter the page will then be formatted for printing so several physical copies can be on display to read to purchase at the exhibition.

4. Research and influences:

I have a very long list of artists that have influenced me, and I am using as research. I typically look towards the longer series like *Ava's Demon*, *Avatar the last Airbender*, *Demon Slayer*, *Tokyo Ghoul*, and *Studio Ghibli* to name a few. I also look towards art styles similar to the *Soil that Binds Us* and *Ava's Demon* that have a sketchy and painterly quality that my style usually gravitates towards. What I mainly look for in my research is the longer Epic style stories, stories that drive the characters to develop and show the change in character relationships. I also look at what makes each character unique compared to others in similar circumstances and so I pay close attention to character design. These designs help strengthen a character making them more dynamic

5. Dissemination:

My goals for my exhibition are to have the complete chapter hung through the gallery in groupings of 5 or 6 so it is readable by everyone. I prefer the thought of everyone reading together instead of everyone taking a book. The exhibition would flow better that way and encourage discussion amongst readers who are in the same section of pages. I want to also have physical copies of the chapter as well for those who want more time to read and for others who would like to purchase it. At the end of the exhibition I will also put concept art for the chapter being shown and some for chapters in the works.

Thesis Statement / Author notes

While I was creating the layout for my website for my web comic site, I was pondering the how to best include an artist statement. After some thinking I decided to turn my thesis statement into more of an author's note section. In these sections it acts like the comic's own thesis statement. Sometimes it has background about the author, or it is where they share their thoughts and feelings about their work. I feel like this work better than my original idea of the two-page spread. If The final show was still in the gallery space, I would have opted to keeping the two-page spread.

Posted May 4, 2020

After a long semester I can finally say I did it. After years of working on my comic Tales from Amarna in my spare time, I was allowed to let it be my focus for my senior exhibition. The original plan was for the pages to be hung in a gallery setting so people could read together but... things happened. *glares at global pandemic 2020* I have no hard feeling... well maybe a few... But nonetheless this allowed me to as much time as possible into finishing pages and making this website, as well as a virtual gallery. In the end I wanted this to be the best thing I could make. With all the time I have put into the concept, designs and writing I wasn't going to let anything keep me from making this something I'm proud of.

This chapter was planned to be my proof of concept for a longer running comic. I will admit now that I did plan a lot for the short time for the two semesters I had, but in the end, I feel like I hit all the important things I wanted to. Yeah some of the detail I envisioned in my head isn't there or I didn't have enough pages for a conversation to go the way I wanted but, this is Act 0. Act 1 will be its predecessor and have all the extras I wanted in the beginning. This was a test for myself to figure out how I was going to do this, and I did it! The first chapter will always be the roughest to work through and that goes for all comics.

I will say I'm genuinely happy with how everything turned out despite its flaws. I started this project knowing it's not going to be perfect, but I wanted it to be good. Most people can't stand to look at their shows after their done, but I feel the opposite. I already have notes and plans set aside for its revision and the chapter to follow. So, I'm eager to start over and make the first Act even better! Se be on the lookout for the revision!

Before everyone starts reading I do want to say thank you to all my friends teachers who helped me with this story, if it wasn't for all of you putting up with my long winded rants about my story and having you go over my designs, I don't think this first Act would be as successful as it is.

Sorry for the long post

I hope you all enjoy the first Chapter

Process Documentation

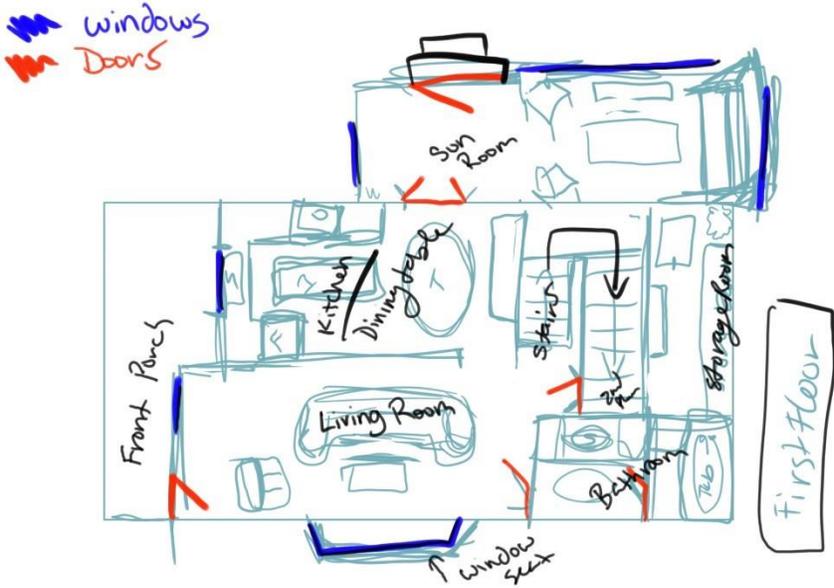
Since I have been working on this comic for so long, I have many character designs that I have cycled through for my main protagonists. It is always hard to decide what their final look should be, but the best thing to keep in mind is to keep it simple and realistic! It is also good to hold on to these designs because your character may fit that look better further along in the story as they grow and develop. Here is a screen shot off 3 different designs with the final one.



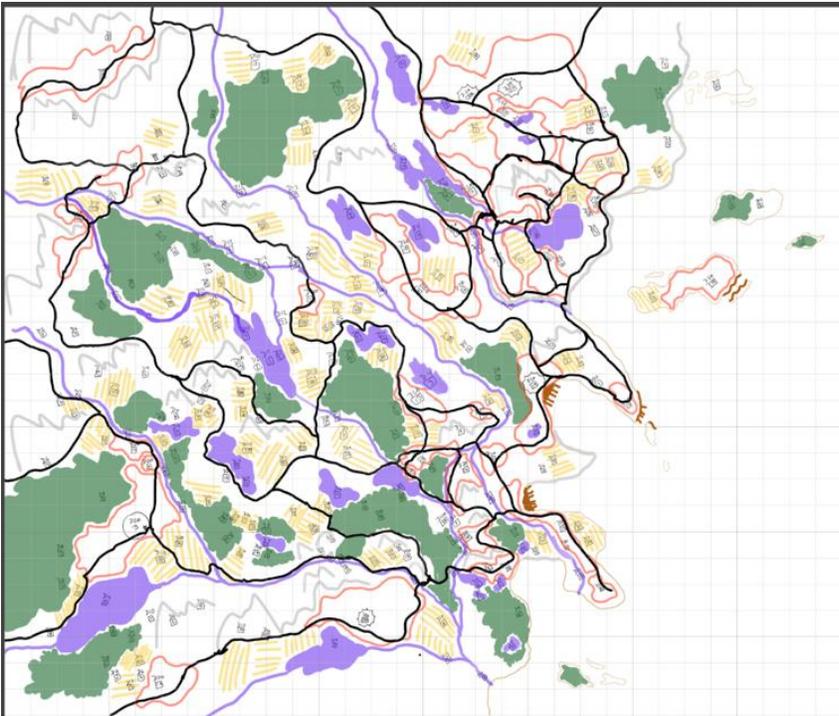
Setting and Layout

While working out the rest of my comic I can say that making lay outs and maps helped A LOT! I sadly couldn't move forward with the embroidered map Like I originally planned for, but I was able to use a simplified version of the map!

House floor plan



Region map

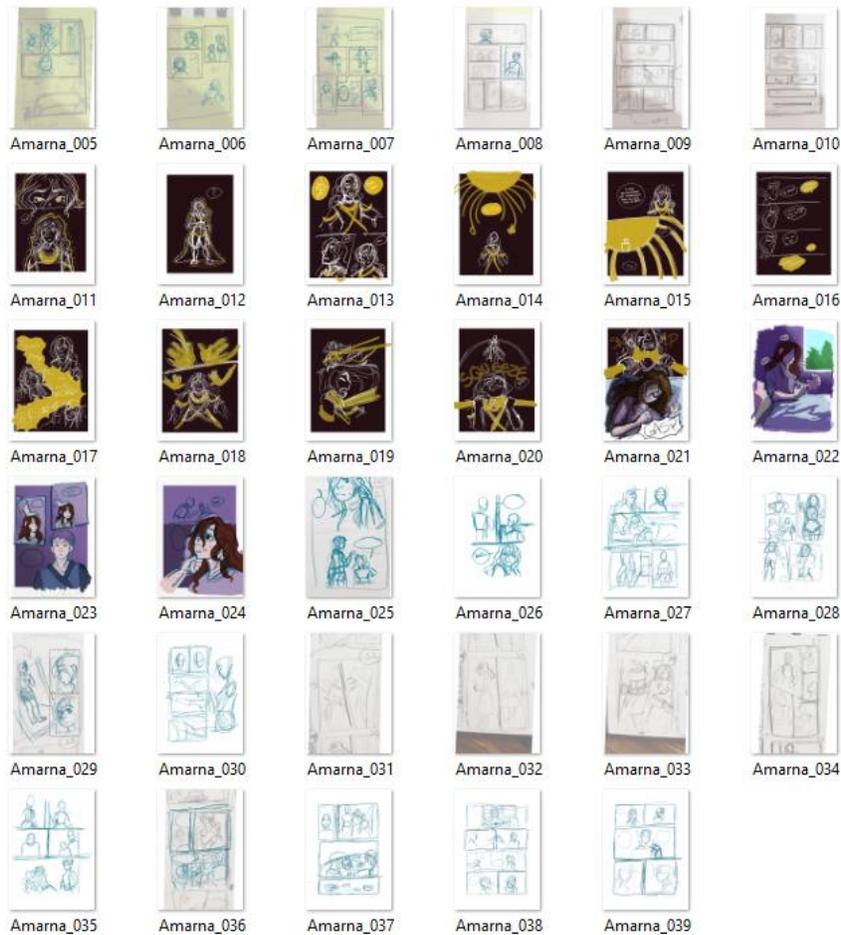


Final Focused Rout map.



Thumbnailing Process

Original Thumbnails



[Original]Amarna Thesis outline

Part 1

- Anais moves into Mother Crow and Sens home.
- Has small interaction with both Sen and Mother Crow
- Stays towards the living room part of the room
- Falls asleep on couch

---> transition to dream in current time

Part 2

- Anais is in another dream being confronted by the sun disk
- Sun is still unhappy with her decision and proceeds to attack Anais

---> end dream

Part 3

- Anais wakes from dream to Sen checking on her
- After Sen leaves Anais changes from her pajamas and reveals scars from past altercations with the sun disk.
- She then heads downstairs and is greeted by the smell of breakfast

Part 4

- Anais makes it down the stairs and Mother crow and Sen wish her happy birthday.
- Then they bring her to the table and Sen presents her the breakfast he made.

Part 5

- Over breakfast they discuss the days plans:
 - Since Anais is the next apostle for the sun god (This was discovered not long after she started living with Mother Crow and Sen) and at the age of eighteen the chosen apostle must travel to the nearest shrine to pass their first trial.
 - They also discuss travel time and route.

----> This is when a map is shown<---

Part 6

- After breakfast is over Anais and Sen pack their things to travel to the first Location of the trial
- Show small montage of traveling
- Sen has a small conversation with Anais as they are approaching the temple. (expressing his concerns and warning her of the dangers)
- Last page is of Anais finally approaching the temple door and it begins to open.

-----> To be continued ---->

Tales from Amarna Outline [revision]

Part 1

- Anais wakes from a nightmare and finds a scar on her neck
- Sen comes in to check on her .
- After Sen leaves Anais changes from her pajamas and reveals scars from past nightmares.
- She then heads downstairs and is greeted by the smell of breakfast

Part 2

- Anais makes it down the stairs and Mother crow and Sen with her happy birthday.
- Then they bring her to the table and Sen presents her the breakfast he made.

Part 3

- Over breakfast they discuss the days plans:
 - They also discuss travel time and route and the temple Annias is going to go to ask a divine a question.
[referring to the scars she gets from the unknown nightmares]

----> This is when a map is shown<---

Part 6

- After breakfast is over Anais and Sen pack their things to travel to the city of Lyrust
- Show small montage of traveling
- Sen has a small conversation with Anais as they are approaching the temple. Sen guides her through how to find the temple and what to do.
- Last page is of Anais finally approaching the temple door and it begins to open.

-----> To be continued ---->

I made a cut story wise to the original outline. I feel like it was giving too much information. I wanted this first chapter to be more showing not telling so it would be easier for readers to start following the story. This is also a good spring board for the next following chapters and revisions so I can slowly incorporate more information in the chapters moving forward!

Original Presentation

Senior Thesis Progress

WORKING TITLE "AMARNA"

Proposal

For my thesis, I would like to illustrate the first chapter of my comic in a format inspired by manga. It is written from right to left and the paneling will be similar to scenes in manga, too. The current working title for my comic is called "Amarna".

Artist Statement

- ▶ Changing Statement to resemble notes from the author normally found in Japanese manga.



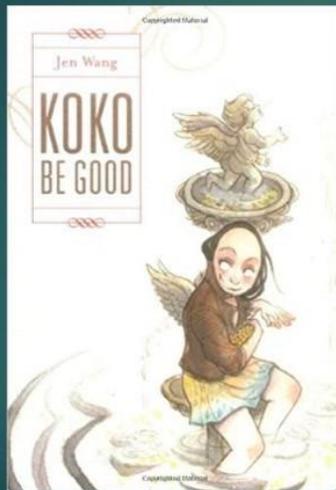
Current inspiration

- ▶ Soil that Binds us by Tess Thompson
- ▶ Ava's Demon by Michelle Czajkowski
- ▶ KoKo be good by Jen Wang

Soil that Binds Us



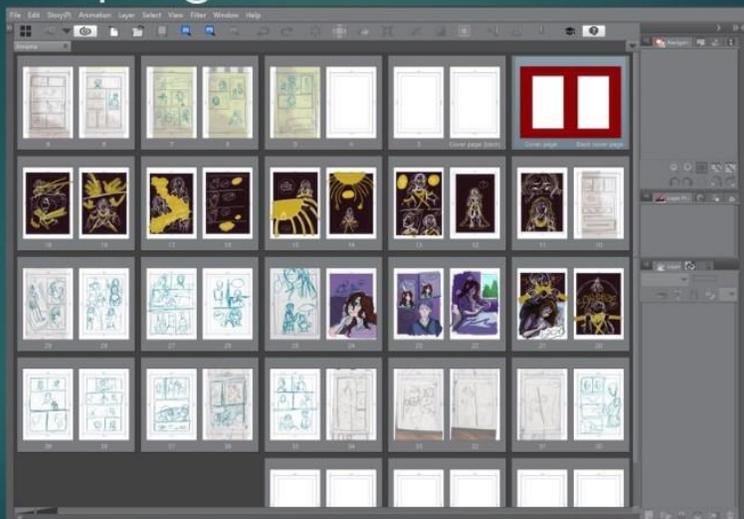
Koko be good



Avas Demon



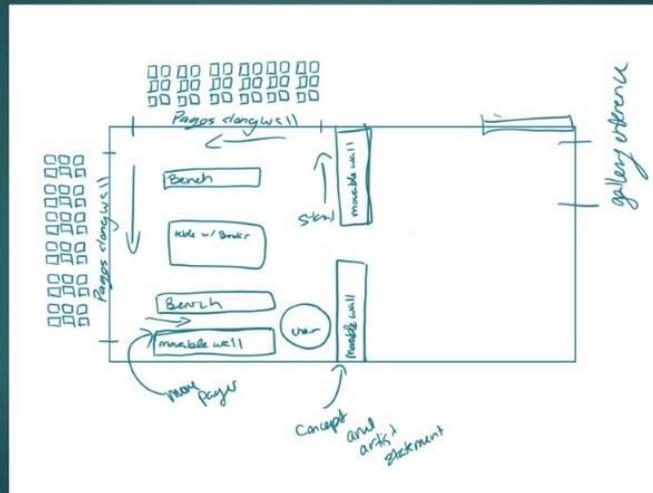
Chapter progress



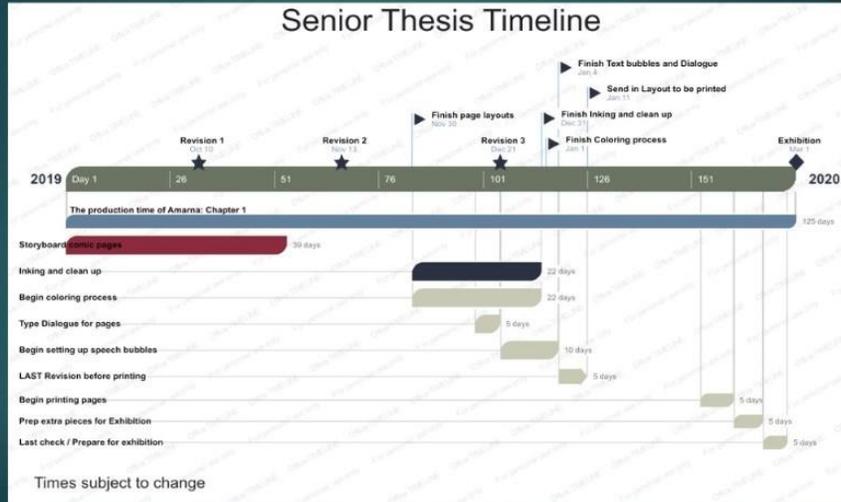
Map making method



Exhibition lay out



Gant Chart



Resume

Kayleigh Baird

Experienced Artist looking for character modeling or concept art position in an Animation Studio.

2411 Mockingbird Hill Rd
Palmyra, TN 37142
(615) 854-5176
Kayleigh.Baird524@zoho.com

EMPLOYMENT

Ravenwood Coffee LLC, Clarksville— *Manager*

APRIL 2019 – PRESENT

As a Store Manager, I am responsible for maintaining the store front, educating baristas and customers about drinks as well as specials.

Sally Beauty Holding, Clarksville— *Beauty Advisor*

MAY 2018 - APRIL 2019

The responsibilities of a Beauty Advisor involve being knowledgeable about current hair trends and experience in hair care and color methods.

Dairy Queen, Clarksville— *Crew Member*

MAY 2017 - MAY 2018

Held the position of crewmember with the responsibilities of cleaning lobby and food prep areas, along with making staple treats and food items.

EXPERIENCES IN THE ARTS

Ravenwood Coffee LLC — *Local Art Vendor*

APRIL 2019 - PRESENT

As a vendor I create unique stickers and prints available for customers.

ASIFA-Hollywood 24 Hour Animation Student Competition

2016 - 2019

In my years participating in the ASIFA-Hollywood's International 24 Hour Animation Student Competition I worked as a character designer, modeler and rough pass animator.

EDUCATION

Austin Peay State University, Clarksville — Bachelor of Fine Arts/ Minor in Asian Studies

AUGUST 2015 - MAY 2020

Studied Illustration, 2D and 3D Animation, Character Design and Concept art.

SKILLS

Proficient in 3D modeling characters in various softwares.

Experienced in the full Adobe software suite.

Has experience in world building and character design.

AWARDS

ACuff Award 2015 -
Montgomery County Artist of the Year.

Customs House Museum
"Tour d' Art High school
Division 2014- Won 3rd place in Sculpture."

LANGUAGES

English, Japanese.

Montgomery Central Highschool, Cunningham — GED

AUGUST 2011 - MAY 2015

EXHIBITIONS

The Tiny Gallery — Water media 2019

Displayed 6x6 inch water colors with a 1x0.9 inch recreation

. I was also the creator of the tiny Gallery sign.

Living Gallery First Thursday — 2019

Displayed progress work from gallery residences.

Belmont University “ Best of the Best” Art Exhibition — 2015

Submitted posable ~~maquette~~ with hand sewn skin and clothes and interchangeable faces.

Customs House Museum “Tour d’ Art High school Division” — 2014

Submitted 3D character sculpture on soapstone base with hand sewn clothes.

LECTURES

Origami Class — *for Asian Studies Club 2018*

Taught beginner and intermediate level origami during a one hour meeting.

Artist Alley Table — *for Anime Getaway Clarksville 2018*

Shared a table with other local artist to sell prints and stickers at a local convention.

RESIDENCIES

Living Gallery — Austin Peay State University 2019

Was accepted into the studio for the Spring and Fall of 2019

Living Gallery Student Co. Director — Austin Peay State University 2019

Helped organize Living Gallery events and Maintain safe work ~~environment~~.

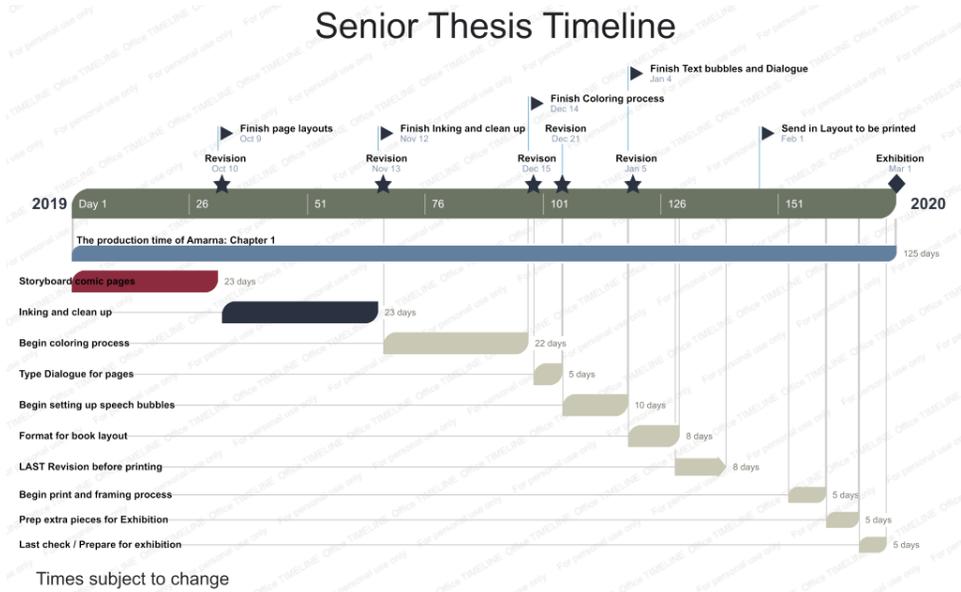
PERSONAL STUDIES

Study Abroad to Japan — *Summer 2019*

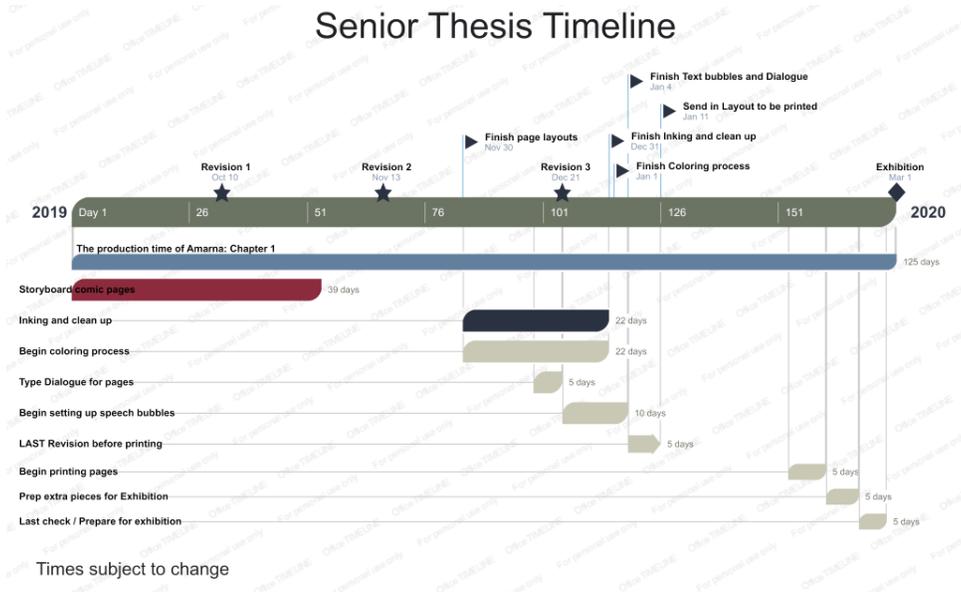
Was given the opportunity to travel through numerous cities in Japan and study their art as well as visit the International Manga Museum in Kyoto.

Timeline

Original Time line from 01-01-2019



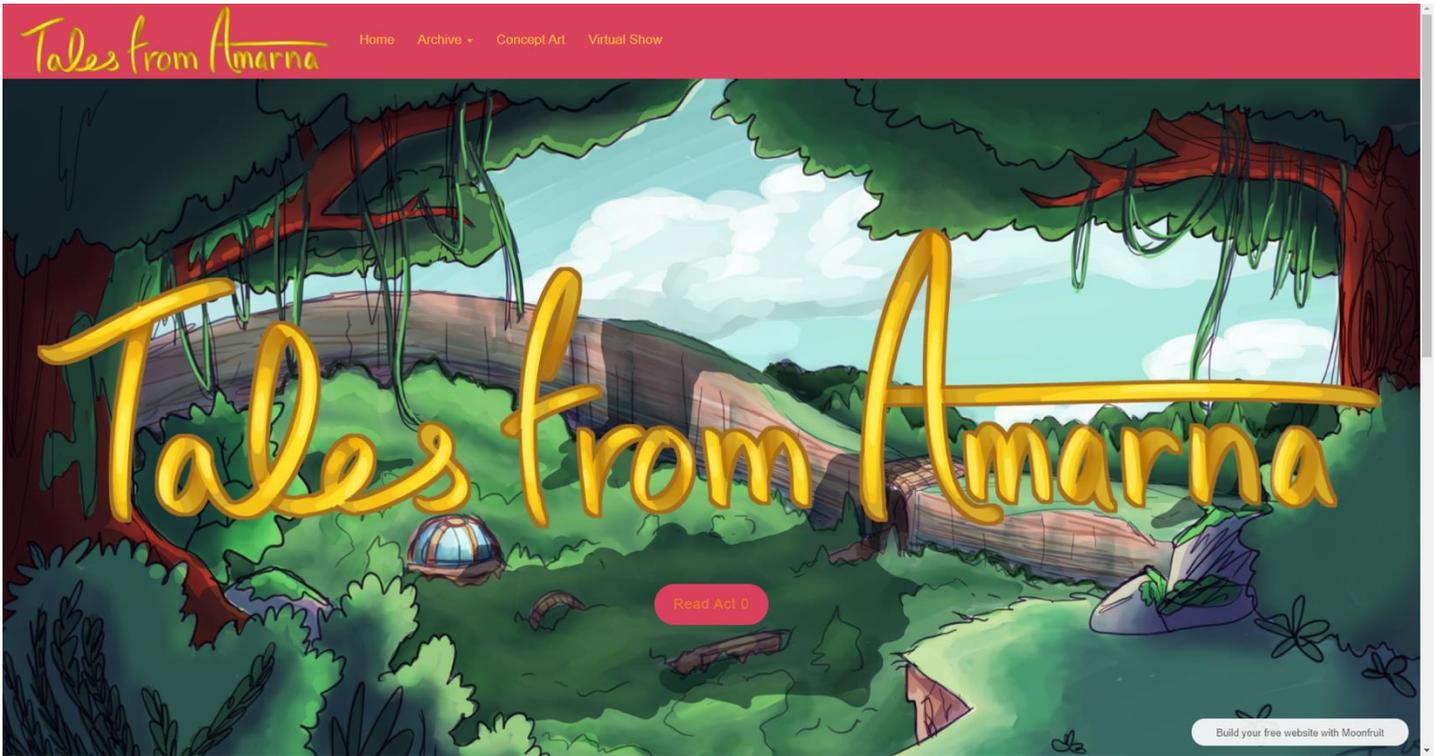
Current timeline as of 11-22-2019



These are the original timelines.... I don't have a current one thanks to the 2020 pandemic. But my timeline did not really change except for the physical book portion. With no physical show I didn't see the point in spending the money for books I would be able to sell within a year. So, I decided to change that out and work on a virtual gallery instead. I will say I am happier with the outcome of the gallery and I'm excited to make a revision so I can make a book in the future!

Final Website

Home page



Kei Tori
22 likes

Like Page Share

Be the first of your friends to like this

Kei Tori
about 3 weeks ago

streaming again today!
on track to finish my comic soon!
today i will be shading some pages!



TWITCH.TV
kei_tori - Twitch
Working on my comic~

Like Comment Share

Kei Tori
about 3 weeks ago

decided to stream while i finish inking the last few pages of my thesis and probably



Tweets by @KeiTori5

Kei_Tori
@KeiTori5

I've been currently working on my senior thesis and have been struggling to bring myself to work on it. So im participating in #MarchusAnnus so i can complete my comic before the end of March! This was my progress from yesterday and some of today. ill post again later tonight!



Mar 2, 2020

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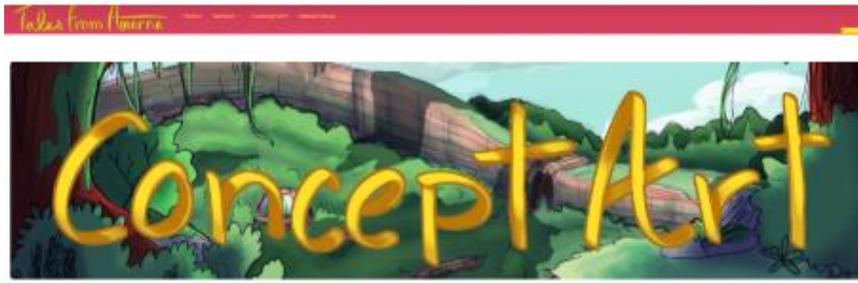
Thank you for Reading ♡



Special thanks to Painted Marble

♡ for helping with editing, ♡
♡ Flats and Backgrounds ♡
* I plan to complet act1 Revision sometime this year!
Follow me for updates!

Concept page



Virtual gallery page



2022 Visual Gallery

May 16, 2022

I am a Continuing Studies student at Austin Peay State University. I was not in school or prepared an exhibition to show off my work. Amarna (and then in the 2022 pandemic) the idea was conceived. While awaiting my response, I and some friends decided to build a virtual gallery in Minecraft.

The gallery was made by myself and friends. The intention goal, is to help by Minecraft, is to help people who visit from all over Minecraft creative people. We allowed an add on to allow us to import my artwork pages into the virtual. All the artwork pages are available in the server but due to Minecraft's limited tools, some pages will look different.

To Join the Gallery visit Right Click (Images Below)

Click "Multiplayer" -> Click "Direct Connect" -> Enter "mcpepoc.com" (use the address bar) -> Click "Join Server" -> Click "Yes" when you are prompted about a connection pack -> Press ESC (for mouse key) -> Click "Options" -> Click "Video Settings" -> Slide the slider "High Quality" until it goes from Medium to High.

If the images are too small have a window open on your screen and then at all, allow them and returned to the server.

Server Rules:

1. Have Fun!
2. While connected do not do anything
3. No Swear
4. DO NOT hit or right click anything. We may delete anything of the image!

Credits:

Thanks to Minecraft's 15th Anniversary (15 years of fun!)



Virtual Gallery

[via Minecraft]



Here is a link for the walk through!

<https://www.youtube.com/watch?v=ueQYz2zVwIc>

Server will be open Instructions to visit are also on the website!