Odyssey Through the Land of Cyclops

Kelsey Arneson

Thesis Statement

This series of paintings will be an exploration of translating an imaginary world I created into a viewable experience that follows the journey of a young women on an adventure.

Thesis Proposal

I will be creating a series of narrative paintings that celebrate the fantasy genre that I've been exposed to all my life and to bring reality to the world inside my head. I will be exploring how to add more depth and mood to a painting than I have in previous work through background and use of light and shadow. I will be working in watercolor on paper ranging in size from 9"x12" to 45"x45" and will make 9 works. The works that represent key narrative points will be on larger paper, while the works that act to tie those narrative points together will be on smaller paper.

Artist Biography

Kelsey Arneson is interested in fantasy content and exploring the way paintings can tell a story. She works mainly in analog in various media, favoring watercolor. She will receive her BFA from Austin Peay State University in 2020.

Artist Statement

The story that I create though my narrative panels is a classic one that I have never tired of: a young person, through luck or fate, embarks on an adventure and saves the day by taking out the bad guy. It's a formula that I have seen constantly in the media I consume, and I love how I never get tired of such a simple premise. What I am presenting is my own take on that premise, showing the moments that were most appealing to me in the narrative I created using my own characters.

This project was about taking something that was never fully expressed and existed largely only in my imagination and finding a way to express that in real life. To me, imagination is something that has a symbiotic relationship with reality, where one can affect the other and vice versa. Living life can give you ideas that can make your imagination richer while imagination can give you ideas that help you go through life. I believe that's why a narrative like what I'm presenting can be so appealing. The basic premise expresses an idea that most people have experienced or at least want to be true: that when something bad happens, either they or someone else can eventually save the day. The ways that journey differs in each story is due to the narrator's life experience. It affects how they imagine how it would go. What I've painted is reflecting what life experience I have and putting it forth for others to see.

Kelsey Arneson

Kelseyla.art | (931) 302-5101 | leipop101@yahoo.com

EDUCATION

2020   *Bachelor of Fine Arts*, Austin Peay State University, Clarksville, TN   Overall GPA: 3.9/4.0

VOLUNTEER WORK

2016-2020   APSU Center for Service-Learning and Community Engagement

EXHIBITIONS

2020   Group Exhibition, *The Living Gallery,* Clarksville, TN

2020   Solo Exhibition, APSU Barbara Beach Gallery, *Odyssey: Through the Land of Cyclops,* Clarksville, TN

SKILLS

Watercolor

Acrylic

Illustration

4150 First Presentation

Maria's Odyssey

Kelsey Arneson

Thesis Statement

Maria's Odyssey will be an exploration of translating an imaginary world I created in my mind into a viewable experience that follows the journey of a young women on an adventure.

Proposal Statement

I will be creating a series of paintings that suggest a narrative, heavily influenced by videogames I've played and the fantasy novels I read. This work will be a way of celebrating the fantasy genre that I've been exposed to all my life and to bring reality to the world inside my head. I will be exploring how to add more depth and mood to a painting than I have in previous work through background and use of light and shadow. I will be working in watercolor on paper ranging in size from 9"x12" to 18"x24" and aim to make 5-10 works.

Conceptual Research

- *Color and Light: A Guide for the Realist Painter*, James Gurney (2010)
- *Imaginative Realism: How to Paint What Doesn't Exist*, James Gurney (2009)
- *Making Comics : Storytelling Secrets of Comics, Manga and Graphic Novels*, Scott McCloud (2006)
- Rococo paintings
- Baroque paintings
  - Caravaggio
- Videogame concept art
  - Backgrounds
- Fantasy novels
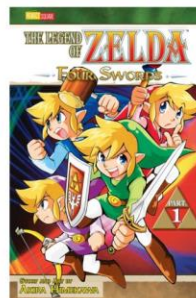 - Anne McCaffrey

Rembrandt van Rijn
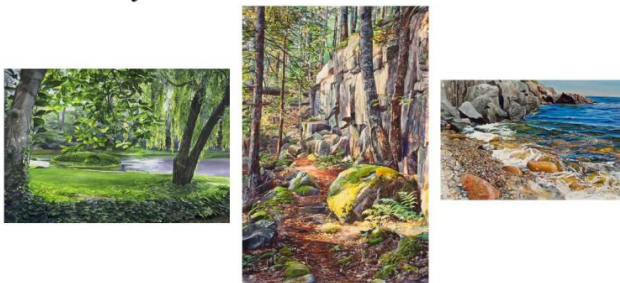
Amy Bennett

Inka Essenhigh

Akira Himekawa

Giotto

Marjorie Glick

Previous Work

Task List

- Create maquettes and set up lighting for each painting
- Work out color schemes
- Collect reference images

Timeline

*note: I will be working during summer break

Proof of Progress

Proof of Progress

Proof of Progress

Special Concerns

- Learn how to paint subjects never thoroughly explored before (rocks, detailed backgrounds)
- Finding room and time to paint during summer months

Thank you!

4150 Second Presentation

Maria's Odyssey
Kelsey Arneson

Thesis Statement
Maria's Odyssey will be an exploration of translating an imaginary world I created in my mind into a viewable experience that follows the journey of a young women on an adventure.

Proposal Statement
I will be creating a series of paintings that suggest a narrative, heavily influenced by videogames I've played and the fantasy novels I read. This work will be a way of celebrating the fantasy genre that I've been exposed to all my life and to bring reality to the world inside my head. I will be exploring how to add more depth and mood to a painting than I have in previous work through background and use of light and shadow. I will be working in watercolor on paper ranging in size from 9"x12" to 45"x45" and aim to make 9-15 works.

Artist Biography
Kelsey Arneson was born in Germany and spent her elementary school years in South Korea where she grew up reading manga and watching anime. She will receive her BFA from Austin Peay State University in 2020. She works mainly in analog in various mediums, favoring watercolor the most. She is interested in fantasy content and enjoys exploring the way paintings can tell a story.

Conceptual Research
- *Color and Light: A Guide for the Realist Painter*, James Gurney (2010)
- *Imaginative Realism: How to Paint What Doesn't Exist*, James Gurney (2009)
- *Making Comics : Storytelling Secrets of Comics, Manga and Graphic Novels*, Scott McCloud (2006)
- *Comic and Sequential Art*, Will Eisner (1985)
- *Graphic Storytelling and Visual Narrative*, Will Eisner (1996)
- Rococo paintings
- Baroque paintings
  - Caravaggio
- Videogame concept art
  - Backgrounds
- Fantasy novels
  - Anne McCaffrey
- RPG Maker Games

Rembrandt van Rijn

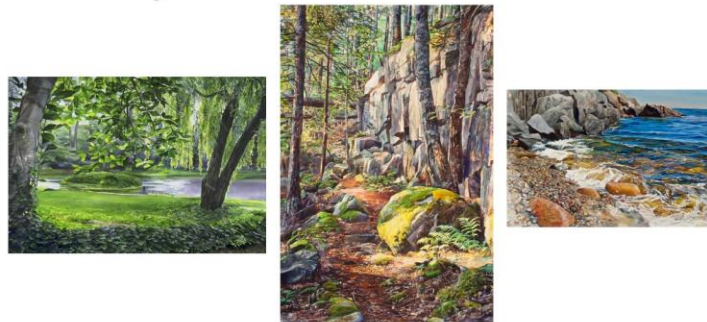Amy Bennett

Inka Essenhigh

Akira Himekawa

Giotto

Marjorie Glick

Task List

- Create maquettes and set up lighting for each painting
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Timeline

*note: I will be working during summer break

Progress

Progress
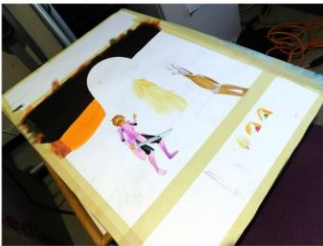
Progress

Progress

Progress

Progress

Proof of Progress

Progress

Special Concerns

- Learn how to paint subjects never thoroughly explored before (rocks, detailed backgrounds)
- Making sure that a narrative emerges from the series of paintings

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Kelsey Arneson
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EDUCATION
Austin Peay State University   Clarksville, TN   2020
General Associate Degree
Bachelor of Fine Arts   Overall GPA: 3.9/4.0

WORK EXPERIENCE
Babysitter   Clarksville, TN   2015-2020
☐ Monitored a special needs child
☐ Completed cooking and cleaning tasks around household

VOLUNTEER WORK
APSU Center for Service-Learning and Community Engagement   2016-2020
☐ Gained experience in working in an office environment
☐ Completed various tasks such as answering office phones, collecting mail, working in garden, and helping with events held in office

EXHIBITIONS
APSU The Living Gallery   2020

STRENGTHS
☐ Adaptable
☐ Dependable

SKILLS

☐ Watercolor
☐ Acrylic
☐ Illustration

Kelsey Arneson
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Relationship: Supervisor

Paul Collins
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collinsp@apsu.edu

Relationship: Teacher

Works

Exhibition

Artist Statement

The story that I create though my narrative panels is a classic one that I have never tired of: a young person, through luck or fate, embarks on an adventure and saves the day by taking out the bad guy. It's a formula that I have seen constantly in the media I consume, and I love how I never get tired of such a simple premise. What I am presenting is my own take on that premise, showing the moments that were most appealing to me in the narrative I created using my own characters.

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Website and Promotional Material
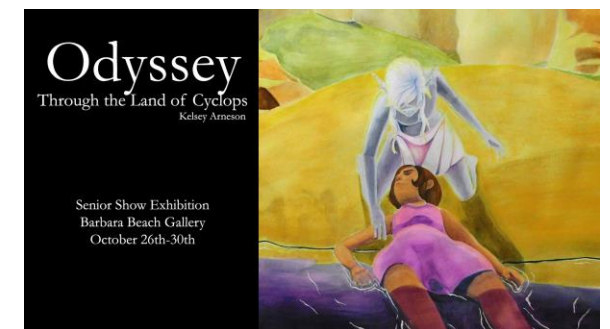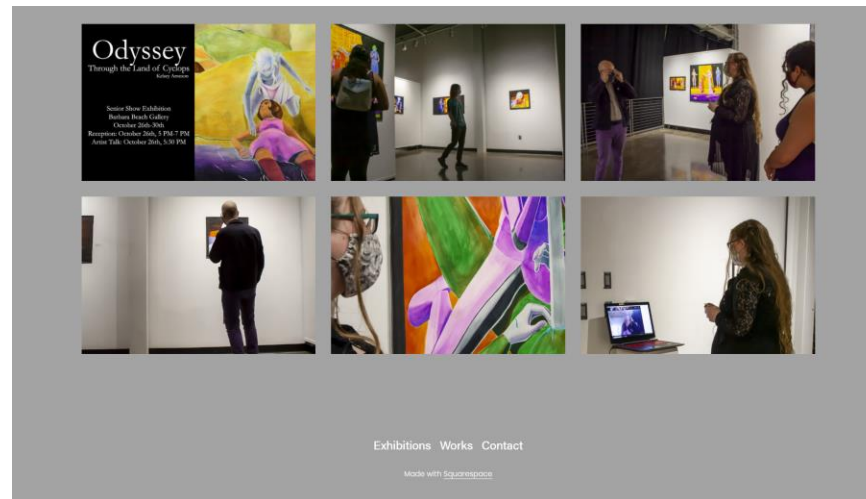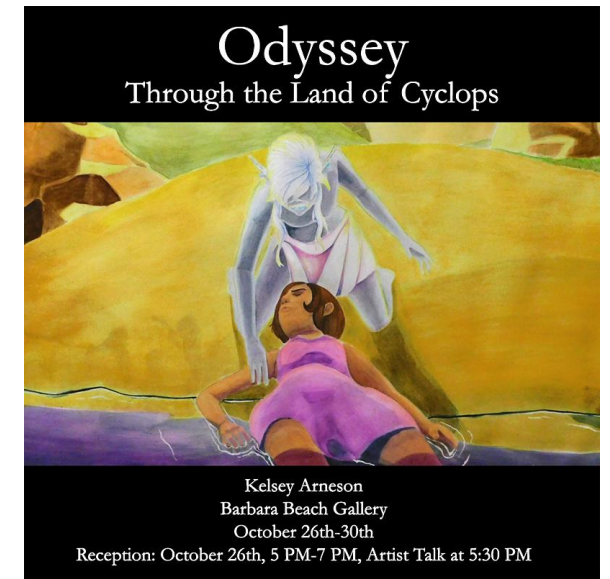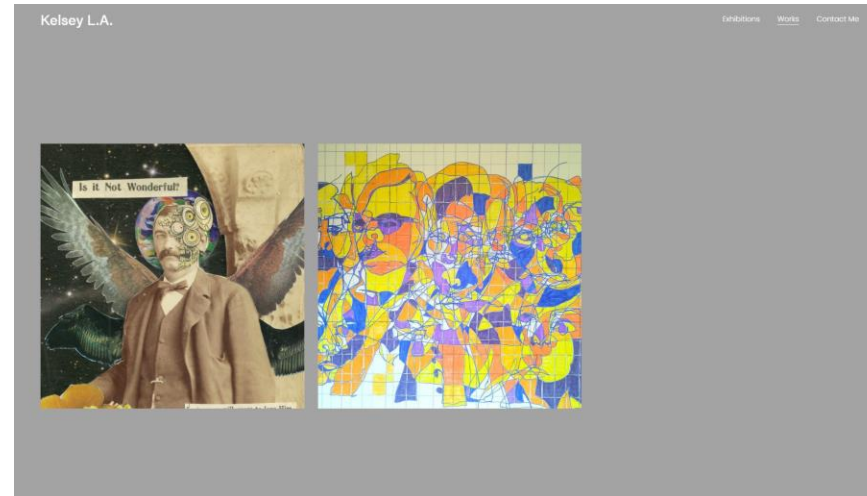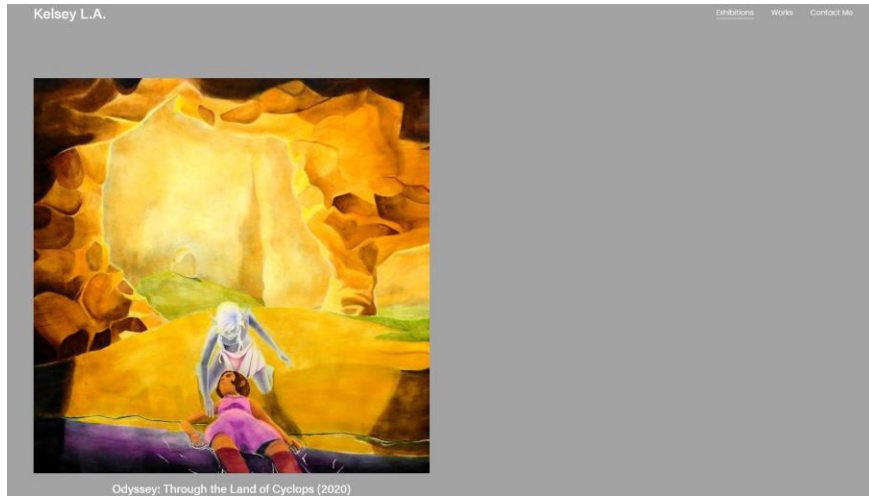
Kelseyla.art

Reflection

I've always loved to create characters and worlds for them to inhabit, but I never really shared them with other people. Being given the opportunity to share some of my creations with others made me think deeper about what I was creating. It made me question why I created these things. It was a sort of self-reflection that I would have never done without going through and creating this exhibition. I thought about how narrative panels worked and came to the conclusion that while I may present my pieces in a specific order, since I'm not creating artwork for a well-known text such as the Christian Bible, everyone would probably produce different conclusions about the storyline. I decided that was okay and embraced that, and it ended up being a key part in my artist talk. While in an ideal world, there would be no Covid-19 to plan around, I think that the resulting opening was beneficial to myself as an artist. There weren't many people in person, so I was easily able to talk to them one on one to see what they thought.

Before my exhibition I had only sparingly done large-scale works and they tended to be rather flat looking. Looking at the art pieces I created for my exhibition, I'm happy with how much I grew as an artist as I worked on each piece and how I was able to give each piece depth. It's incredible to me how much I've grown from when I started doing watercolor only a semster before 4150. However, now I wish that I had spent more time on the composition of each piece as looking at them now, I can imagine how I could have made some of them much more dynamic and interesting to look at.

Overall, I think that the things I can nitpick about my art pieces are overshadowed by the tools and skills I developed through this entire process. As I worked, I found myself increasingly relying on maquettes that I created, even using them exclusively to plan out my compositions rather than creating a sketch. I would have never even thought to have used maquettes until I did some research and read James Gurney's "Imaginative Realism: How to Paint What Doesn't Exist". Furthermore, I was able to experience how important feedback is when creating multiple works that are part of the same show. I definitely was helped along by my peers and my mentor as I was able to incorporate their suggestions for one piece into another. Thanks to the experience of putting together an exhibition and creating all the artworks for it, I feel much more confident about any future endeavors I might chose to follow.