

# *The Land of Nod*

Megan Hohman  
Thesis 4150  
Spring 2019



# *Thesis Statement*

A series of dream-based works that portray the vivid nature of my own dreams through the use of digital drawing and animation.



# *Thesis Proposal*

For my senior thesis project I plan to make a series of at least six works that are based on dreams that I have had.

I want to do this because it is fairly common for me to have exceedingly vivid and detailed dreams and I think it would be interesting to try to transfer some of the imagery and feelings from them into artworks.

For this project I plan on researching how dreams are viewed in different cultures, the science behind why we dream, and how dreams are usually depicted in media.

I also hope to expand my skills in digital art making as well as my ability to convey both specific and complex feelings and a sense of world building through my work.

I do not plan on making anything that resembles the style of surrealist art that most of us are used to seeing in art history; that has all already been done with.

Instead, my work will be more contemporary and informed by my own experiences and influences.

It is not necessarily about fabricating something that seems surreal or dreamlike as much as it is me using my dreams as a vehicle for coming up with artworks.

# Artist Bio

Megan Hohman was raised in Clarksville, Tennessee for most of their life and is currently anticipating earning their Bachelor degree in studio art from Austin Peay State University in the fall of 2019. They have worked in Clarksville as a studio assistant for Cindy Marsh, helping to collate and bind books but are now focusing mainly on expanding their own work.

Megan is an artist who creates work that varies from being fun, sweet, and fantastical, to exploring ideas about gender identity and sexuality. They are interested in both narratives and storytelling, and enjoy fiction as well as stories that focus mainly on queer identities. They are influenced largely by art in media such as comics, cartoons, and movies; believing that more accessible forms of art can be just as important as what is found in galleries. Their main method of art making is drawing as well as other 2D mediums like animation and printmaking. They also dabble in bookmaking because it is a way to bring 2D art into a more interactive form. Flat media is their main interest because it most resembles the art that they experienced growing up and that stylistic and narrative aspect is what got them so interested in art in the first place.

# Megan Hohman

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270-872-5640 | mhohman@my.apsu.edu

## Education:

BACHELOR OF FINE ARTS 2015-present  
Austin Peay State University - Clarksville, TN  
Studio Art

## Study Abroad:

STUDY ABROAD TO LONDON 2017-2018  
Austin Peay State University & CCSA  
Children's Literature Course in London

## Work History:

STUDIO ASSISTANT 2018  
Cindy Marsh - Clarksville, TN  
Collating, Book Binding, and Studio Upkeep

GOLDSMITH PRESS BOOTH 2017  
Rivers and Spires Festival - Clarksville, TN  
Printing and Material Management

TEMPORARY EMPLOYEE 2017  
Starbucks - Clarksville, TN  
Food and Drink Production and Space Upkeep

STUDENT AIDE 2015  
Northeast High School - Clarksville, TN  
Classroom Assistance, Upkeep, and Material Management

LIBRARY ASSISTANT	2015
Northeast High School - Clarksville, TN	
Checking Books In and Out, Organization, Managing Displays, and Discarding Unneeded Books	

Group Exhibitions:

SHELL SHOCKED	2018
Austin Peay State University - Clarksville, TN	
Painting Exhibition - Art and Design Building	

SPECTACULAR PAINTINGS	2018
Austin Peay State University - Clarksville, TN	
Painting Exhibition - Art and Design Building	

LANDSCAPE PAINTINGS	2018
Austin Peay State University - Clarksville, TN	
Painting Exhibition - Art and Design Building	

KEYS TO THE WORLD SHOWCASE	2018
Austin Peay State University - Clarksville, TN	

50th ANNUAL STUDENT JURIED EXHIBITION	2018
Austin Peay State University - Clarksville, TN	
Art and Design Building	

Honors and Awards:

DEAN'S LIST	2015-present
Austin Peay State University - Clarksville, TN	

EXCELLENCE IN ACADEMIC ACHIEVEMENT	2017-2018
College of Arts & Letters - Clarksville, TN	

HERITAGE BANK SCHOLARSHIP	2015
Clarksville, TN	

ACADEMIC AWARD	2013-2015
CMC Education Foundation - Clarksville, TN	

### Publications:

ART FEATURED IN	2013-2015
In a Different Font - Hawk Advertising - Clarksville, TN	

### Organizations:

Art Club President	2014-2015
Northeast High School - Clarksville, TN	
Managed Activites	
Design and creation of sets for Theatre Club	

Beta Club	2014-2015
Northeast High School - Clarksville, TN	
Community Service	

### Collaborative Projects:

24 HOUR ANIMATION CONTEST	2017
Austin Peay State University - Clarksville, TN	
Collaborated with 4 other artists to make an animated video project	

# *Original Proposal*

For my senior thesis project I plan to make a series of at least six works that are based on dreams that I have had. I want to do this because it is fairly common for me to have exceedingly vivid and detailed dreams and I think it would be interesting to try to transfer some of the imagery and feelings from them into artworks. I have also always been interested in artwork that is grounded in fantasy and would like to explore the boundary between dreams and fantasies.

For this project I plan on researching how dreams are viewed in different cultures, the science behind why we dream, and the history of surrealist art. I also hope to expand my skills in digital art making as well as my ability to convey both specific and complex feelings and a sense of world building through my work. I do not plan on making anything that resembles the style of surrealist art that most of us are used to seeing in art history; that has all already been done with. Instead, my work will be more contemporary and informed by my own experiences and influences. It is not necessarily about dreams themselves or fabricating something that seems surreal or dreamlike as much as it is me using my dreams as a vehicle for coming up with artworks.

# *First Presentation*

## *The Land of Nod*

Senior Thesis  
by  
Megan Hohman



[Title](#) [Statement](#) [Proposal](#) [Research](#) [Task List](#) [Schedule](#) [Progress](#) [Special Concerns](#)

## Thesis Statement

- A series of dream-based works that portray the vivid nature of my own dreams through the use of digital drawing and animation.

Title Statement Proposal Research Task List Schedule Progress Special Concerns

## Proposal

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Title Statement Proposal Research Task List Schedule Progress Special Concerns



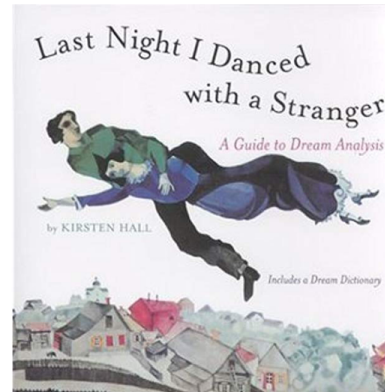
## Research

"Why do we dream?"  
by Amy Adkins



<https://ed.ted.com/lessons/why-do-we-dream-amy-adkins>

*Last Night I Danced with a Stranger*  
by Kristen Hall



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## Research



### How it has been used in Studio Ghibli

Since the software "Toonz", which is the original version of OpenToonz, was first used for some cuts of Princess Mononoke, it has been used in the ink and paint, color design and digital composition process(\*) of almost all of works of Studio Ghibli. After "Arrietty/The Secret World of Arrietty", it was customized inside the company, and evolved to become more usable according to its production style.

(\*) The ink and paint, color design and digital composition: Processes from the scanning of hand-drawn pictures to the production of final footages

### Open source, which can be used by anyone free of charge

The source code of OpenToonz can be modified freely, based on the license(\*). It can be used by anyone free of charge, no matter whether the purpose of use is commercial or not. It can be used in all kinds of scenes, such as professional production, amateur production, and school education.

(\*) For further information on the license of the software (installer), see the rules of use of OpenToonz. Its source code is available under the terms of the New BSD License.

Title Statement Proposal Research Task List Schedule Progress Special Concerns

## Research

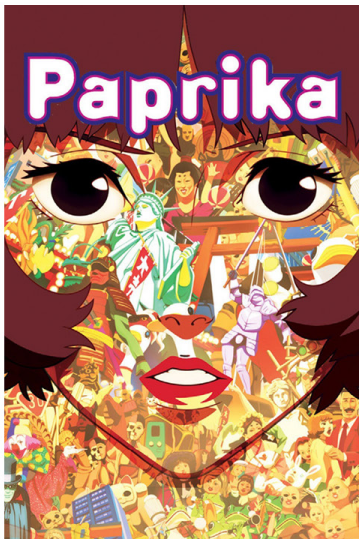
*Alice in Wonderland* by Lewis Carroll  
Illustrated by John Tenniel



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## Research

*Paprika*  
dir. Satoshi Kon



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## Aesthetic and Style Inspiration



Britney Liu  
@Peachymints



Honoka  
@apononori



Vivian Ng  
@VViiNNG

Title Statement Proposal Research Task List Schedule Progress Special Concerns

## Aesthetic and Style Inspiration



Top: Flood Bottom: Part 2  
Choo  
@chootalks



Geov Chouteau  
@Pixlotl

Title Statement Proposal Research Task List Schedule Progress Special Concerns

## Aesthetic and Style Inspiration



Kaneoya Sachiko  
@sac\_macaroni



Liya  
@mochiipanko

Title Statement Proposal Research Task List Schedule Progress Special Concerns

## Task List

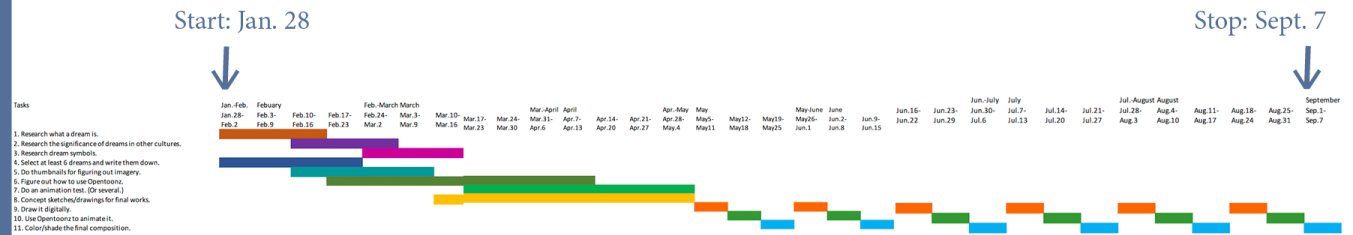
1. Research why we dream.
2. Research the significance of dreams in other cultures.
3. Research the history of dreams and how dreams have been depicted in media.
4. Select as least 6 dreams that I've had and write them down.
5. Do thumbnails for figuring out imagery and compositions.
6. Teach myself how to use Opentoonz to animate.
7. Do several animation tests.
8. Concept sketches for final works.
9. Draw it digitally.
10. Use Opentoonz to animate it.
11. Color and shade the final composition.

} Repeat steps 9-11 for each work.

Title Statement Proposal Research Task List Schedule Progress Special Concerns



# Schedule



Title Statement Proposal Research Task List Schedule Progress Special Concerns

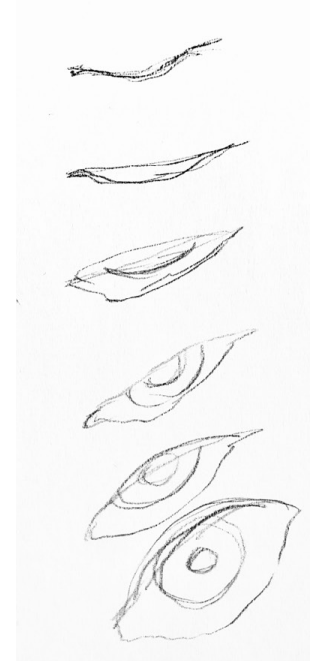
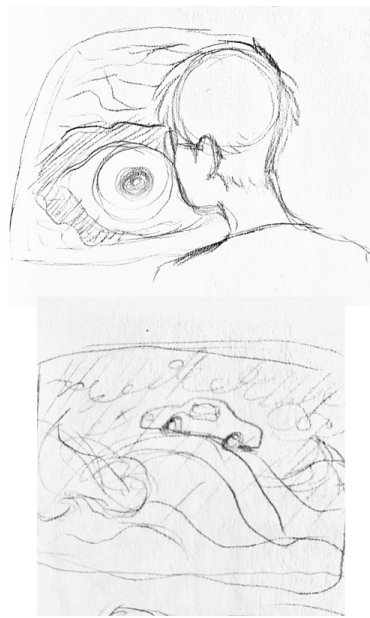
# Progress

- Research is nearly done.
- Opentoonz is downloaded and I'm beginning to search for tutorials.
- Three dreams selected for certain.
- Starting on thumbnails.



Title Statement Proposal Research Task List Schedule Progress Special Concerns

## Progress



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## Special Concerns

**Q: So you can't use the software you're planning on using yet? Won't that cause issues?**

**A:** It is true that I don't know how to use Opentoonz yet but there are a lot of resources online and I've taught myself other softwares before so I should be able to figure it out.

**Q: What if Opentoonz doesn't work the way you wanted it to or you can't figure it out?**

**A:** I will switch to using another program that I'm more familiar with, like Toonboom, Photoshop, or AfterEffects.

**Q: What if you realize that you will run out of time before having all six works animated?**

**A:** Then I will try to animate as many as I can, at least two, and do the rest as still images.

**Q: What if bad goes to worse and you can't get any of the works animated?**

**A:** If this happens then I will change my project to doing all still illustrations and try to do more than six with how ever much time I have left.

**Q: What if there aren't enough projectors to display all six works?**

**A:** I'm actually kind of expecting this. Six projectors is hopeful but if I can only get one or two then I'll figure out a way to cycle through the animated works at given intervals of time while also having still versions of them to hang on the walls.

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# *Second Presentation*

## *The Land of Nod*

Senior Thesis  
by  
Megan Hohman



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Title Statement Proposal Research Progress Schedule Task List



## Research

Observing the compositions of comics.



This One Summer  
Writ. Mariko Tamaki  
Illus. Jillian Tamaki



Broxo  
Zack Giallongo

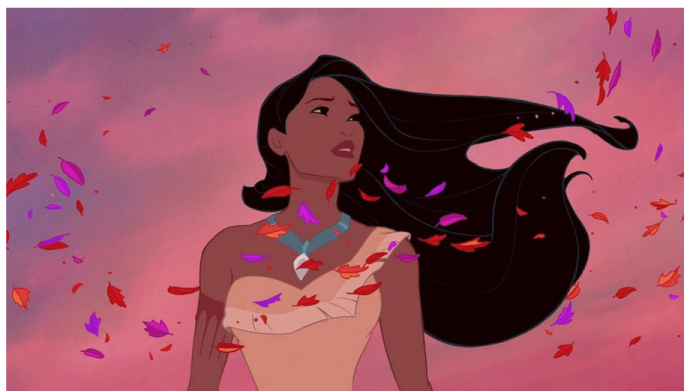


Seconds  
Bryan Lee O'Malley

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## Research

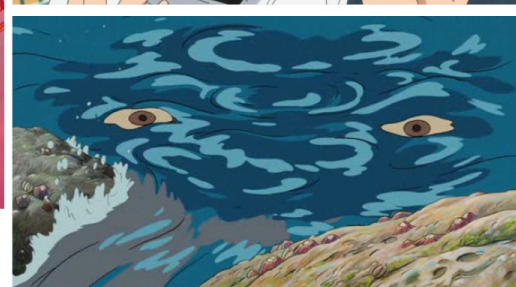
Observing animation.



Pocahontas  
Disney



Big Windup  
Funimation



Ponyo  
Studio Ghibli

Title Statement Proposal Research Progress Schedule Task List

# Research

## Robert Wilson's Voom Portraits



Title Statement Proposal Research Progress Schedule Task List

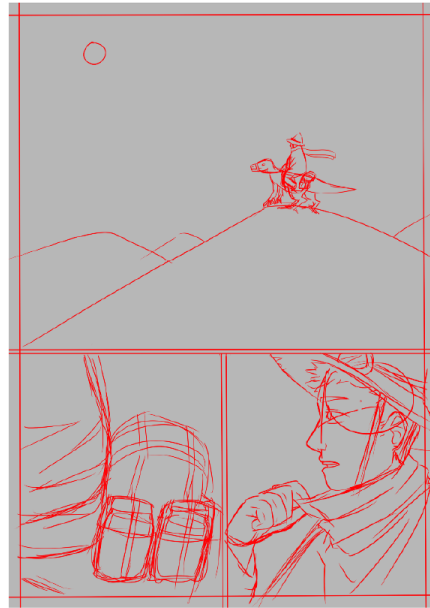
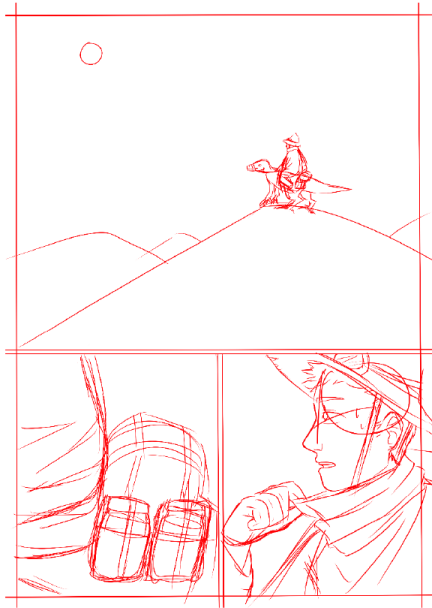
# Research

## Looking into equipment for installation

- Media players
- Projectors
- External hard drives
- Etc.

Title Statement Proposal Research Progress Schedule Task List

## Progress



Title Statement Proposal Research Progress Schedule Task List

## Progress



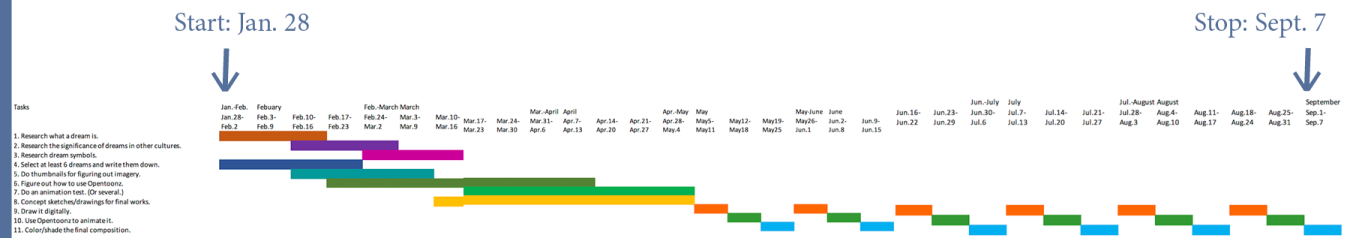
Title Statement Proposal Research Progress Schedule Task List

# Progress



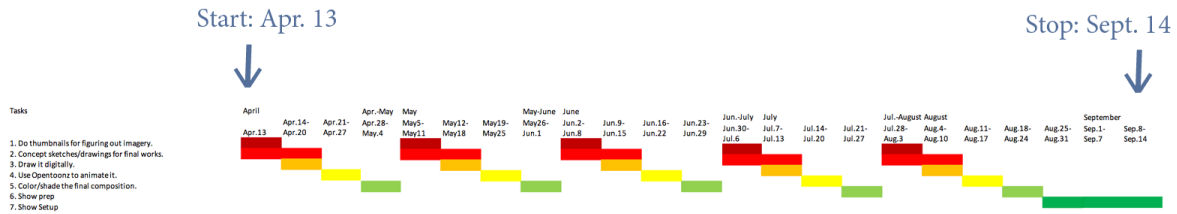
[Title](#) [Statement](#) [Proposal](#) [Research](#) [Progress](#) [Schedule](#) [Task List](#)

# Schedule (old)



[Title](#) [Statement](#) [Proposal](#) [Research](#) [Progress](#) [Schedule](#) [Task List](#)

## Schedule (new)



Title Statement Proposal Research Progress Schedule Task List

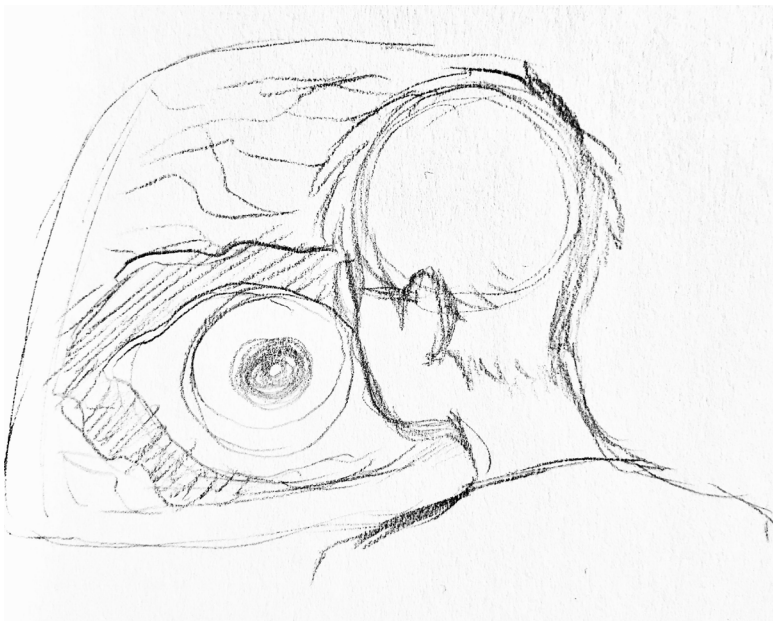
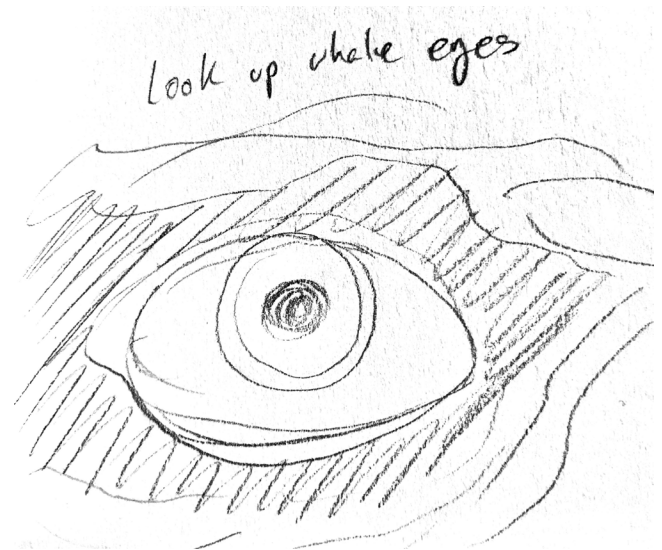
## Task List (What's Left)

1. Concept sketches for final works.
  2. Draw it digitally.
  3. Use Opentoonz to animate it.
  4. Color and shade the final composition.
  5. Secure access to media players and projectors for show.
  6. Edit together looping video files to be used in show. (Number and length depends on how many projectors I will have access to.)
  7. Print and frame still versions of each work for show.
- } Repeat steps 1-4 for each work.

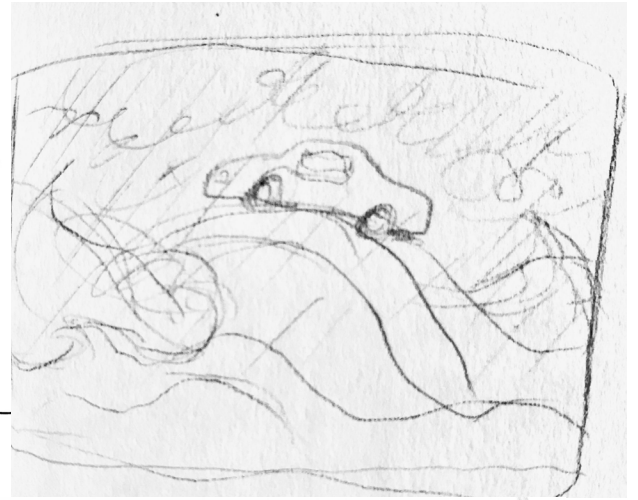
Title Statement Proposal Research Progress Schedule Task List



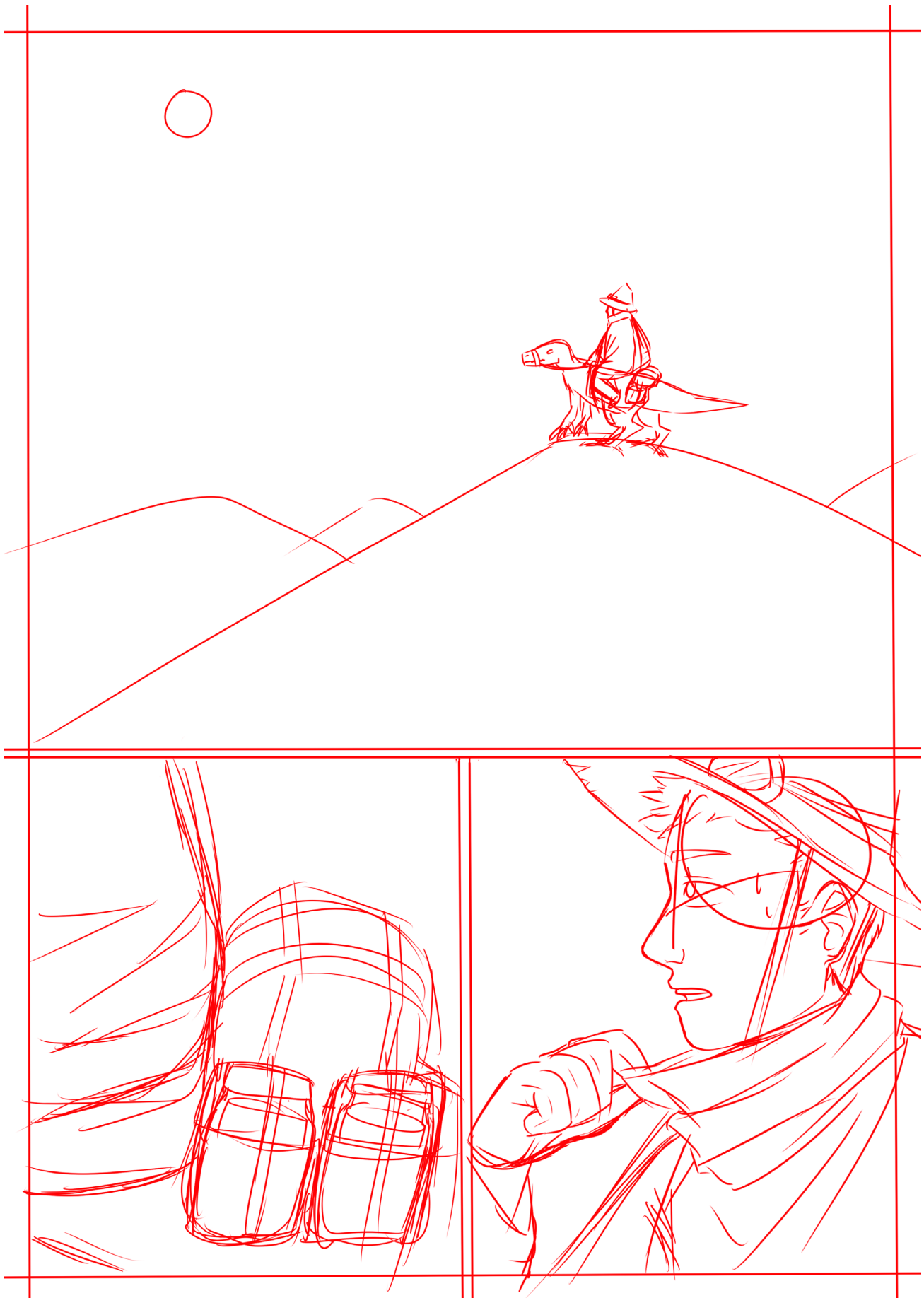
# Progress Stills



Concept Sketches



Concept Sketches



Layout Sketch





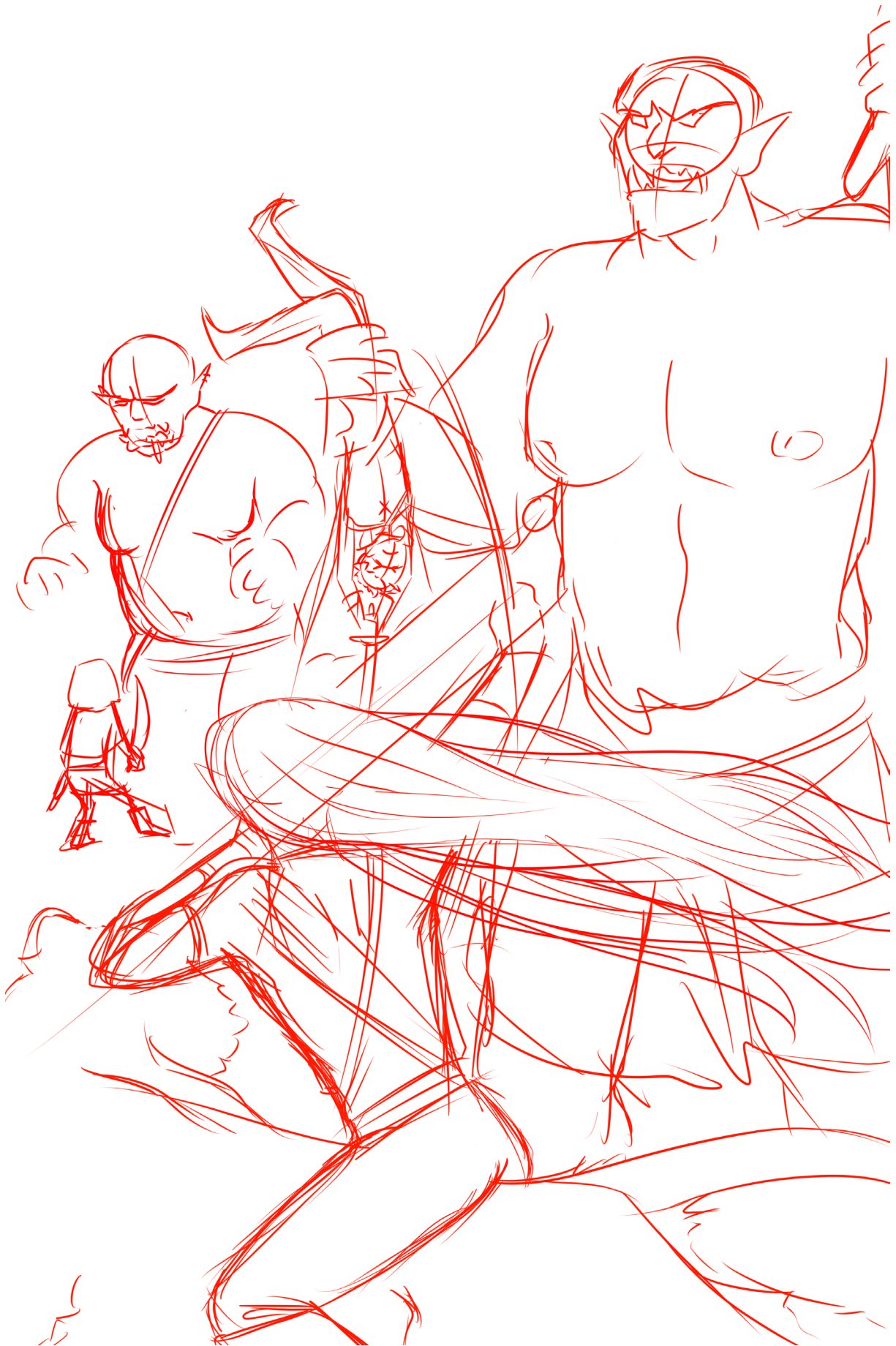
Color plate



Final animation still

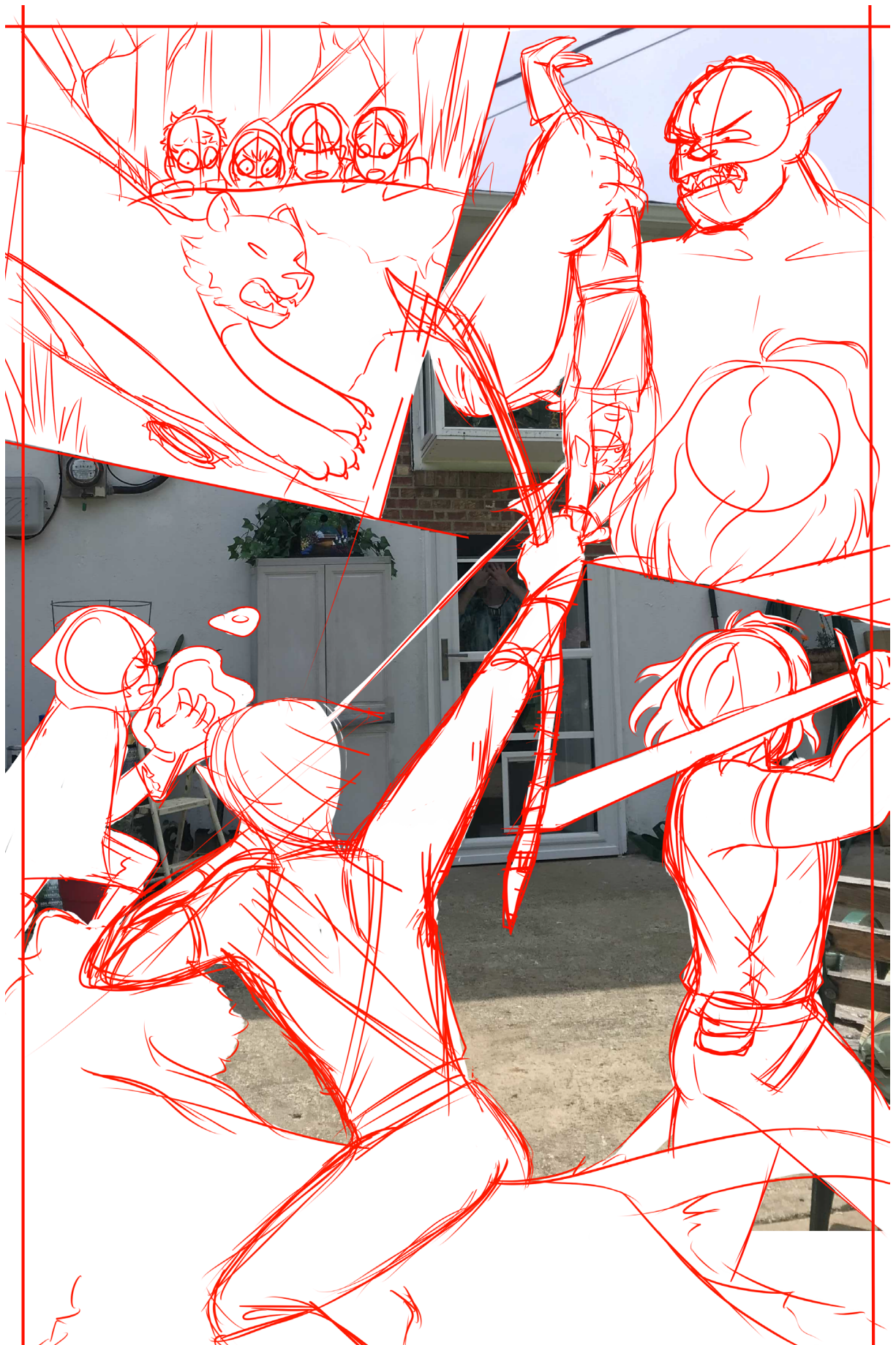


Final animation still with color shift



Layout Sketch





Second layout sketch with background reference

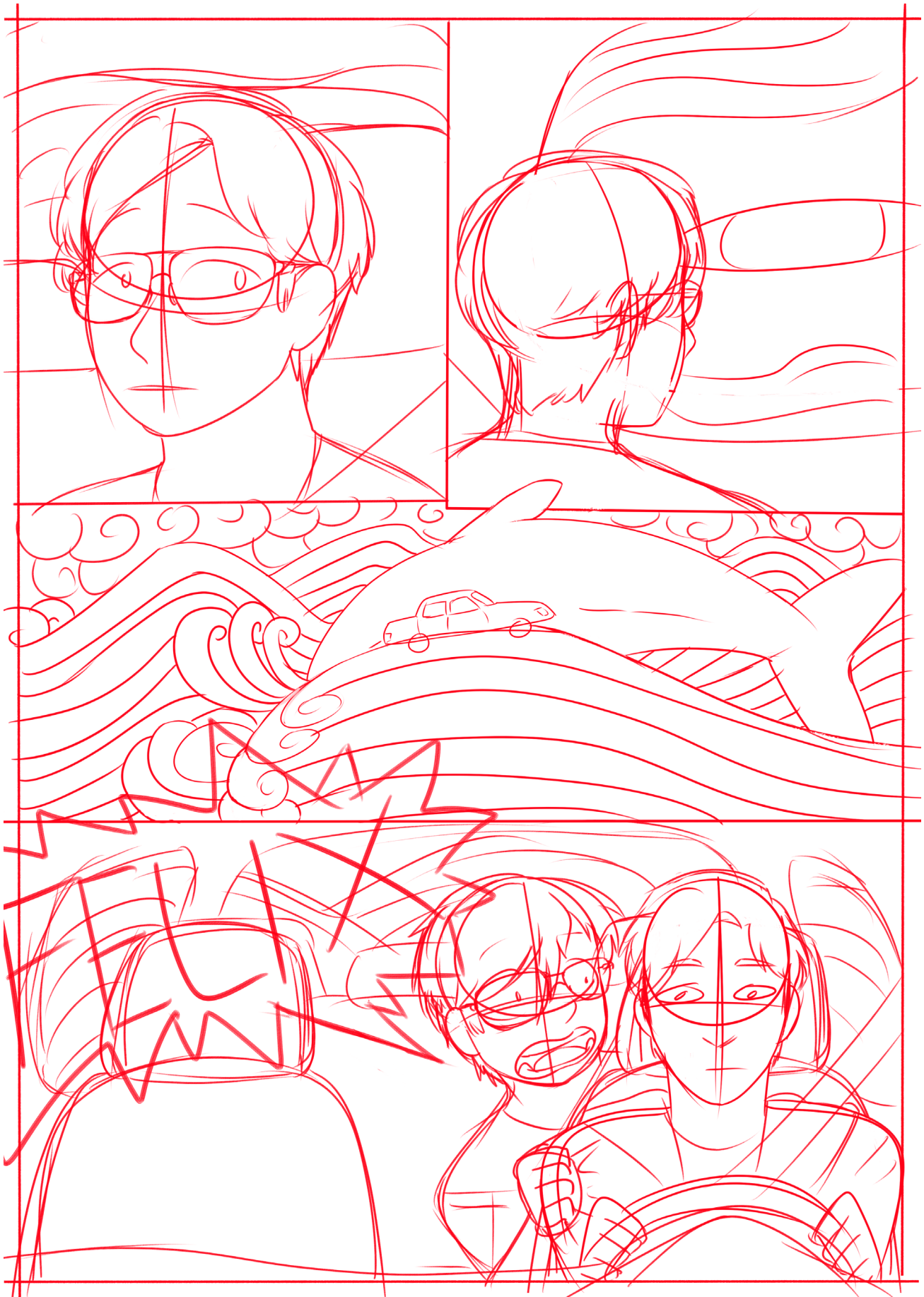


Color plate





Final animation still



Layout Sketch

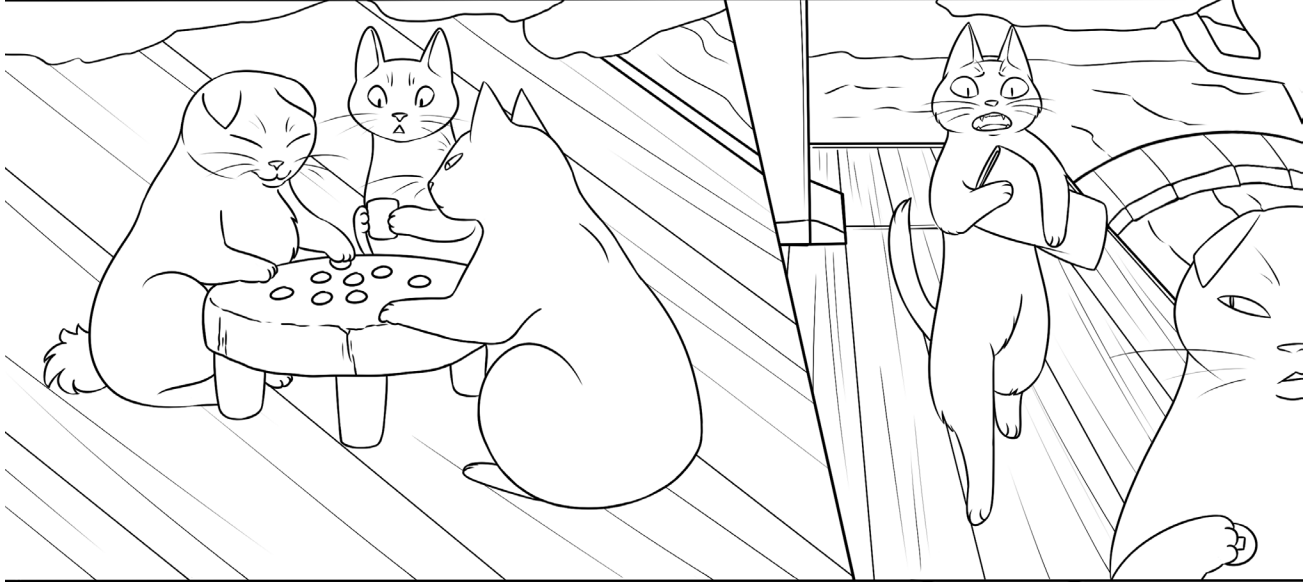
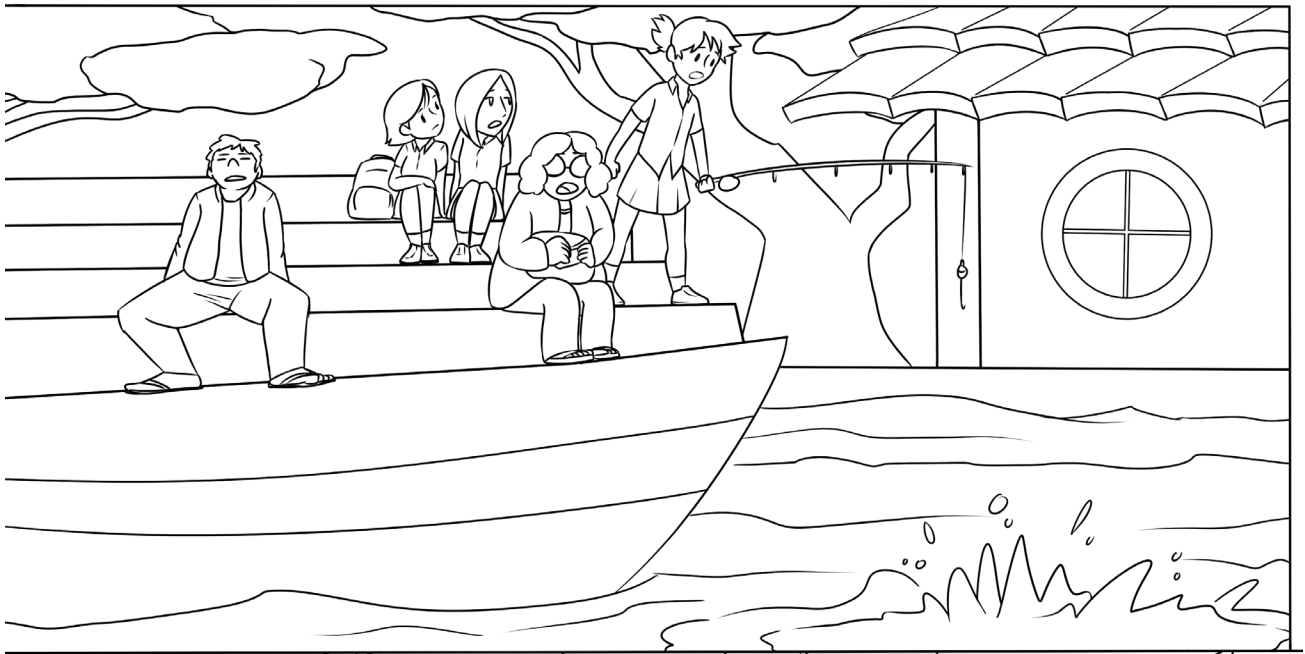




Color plate



Final animation still





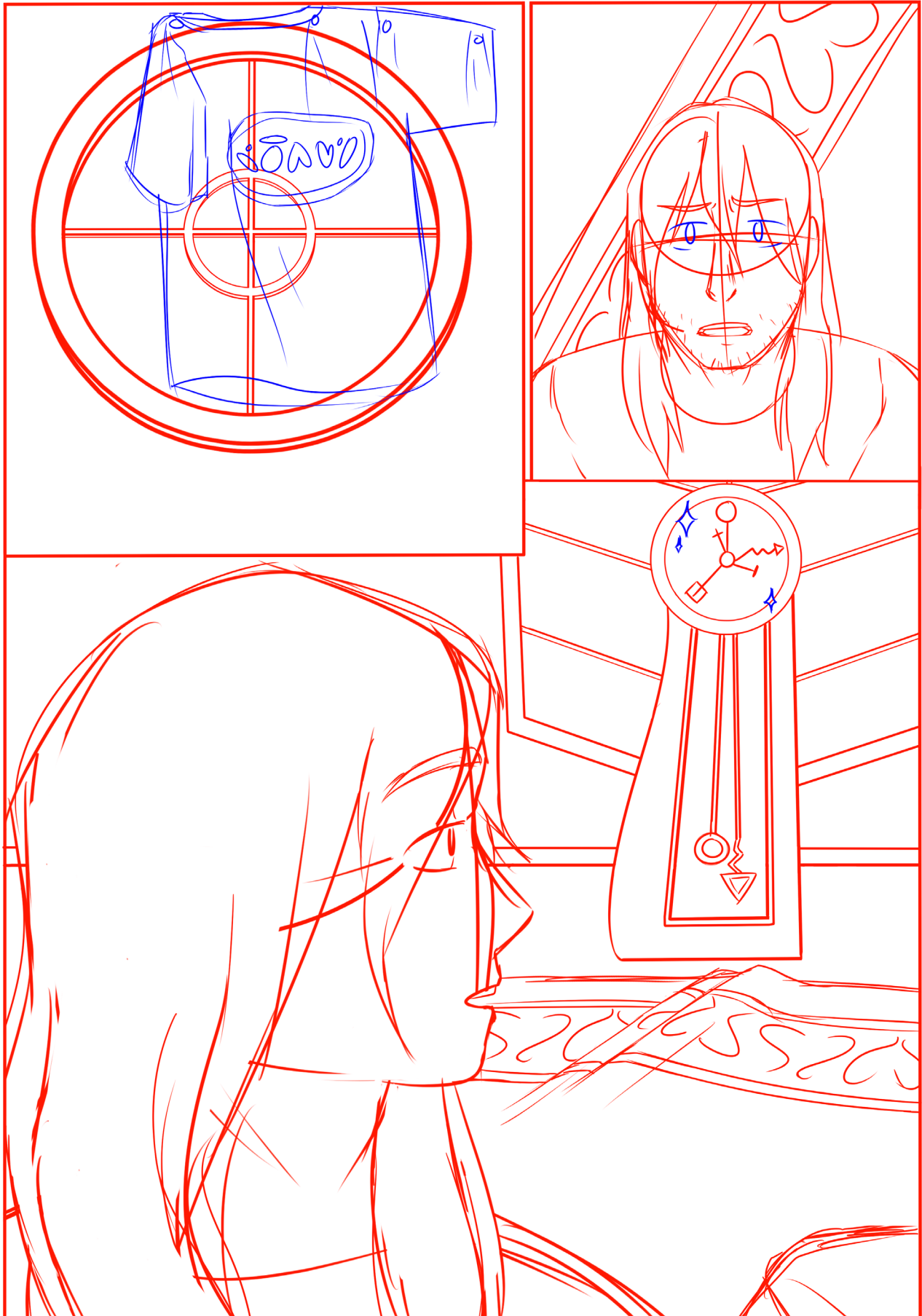


Color plate



Final animation still





Layout Sketch

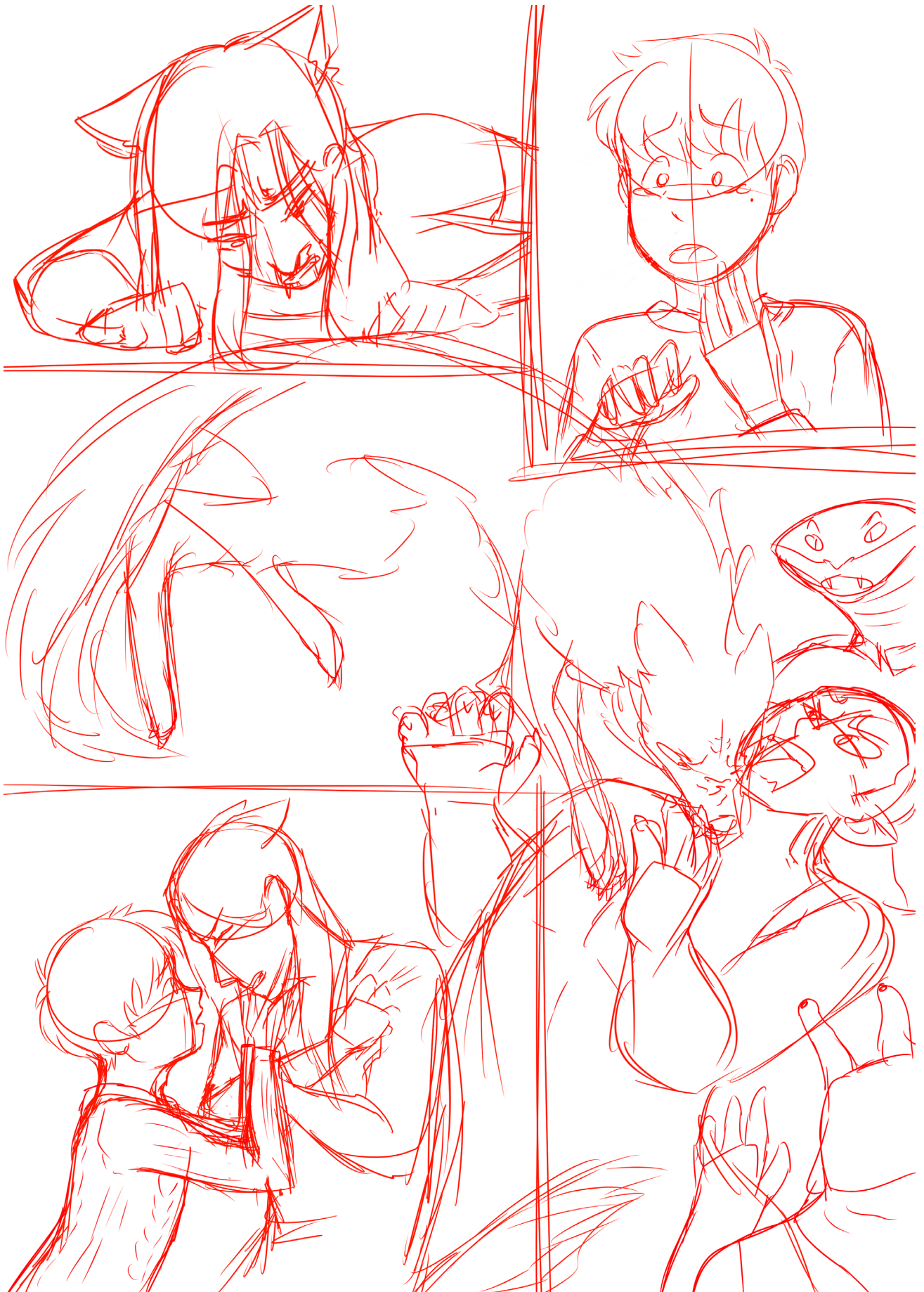


Color plate



Final animation still





Layout Sketch



Color plate





Final animation still

# *Final Show*













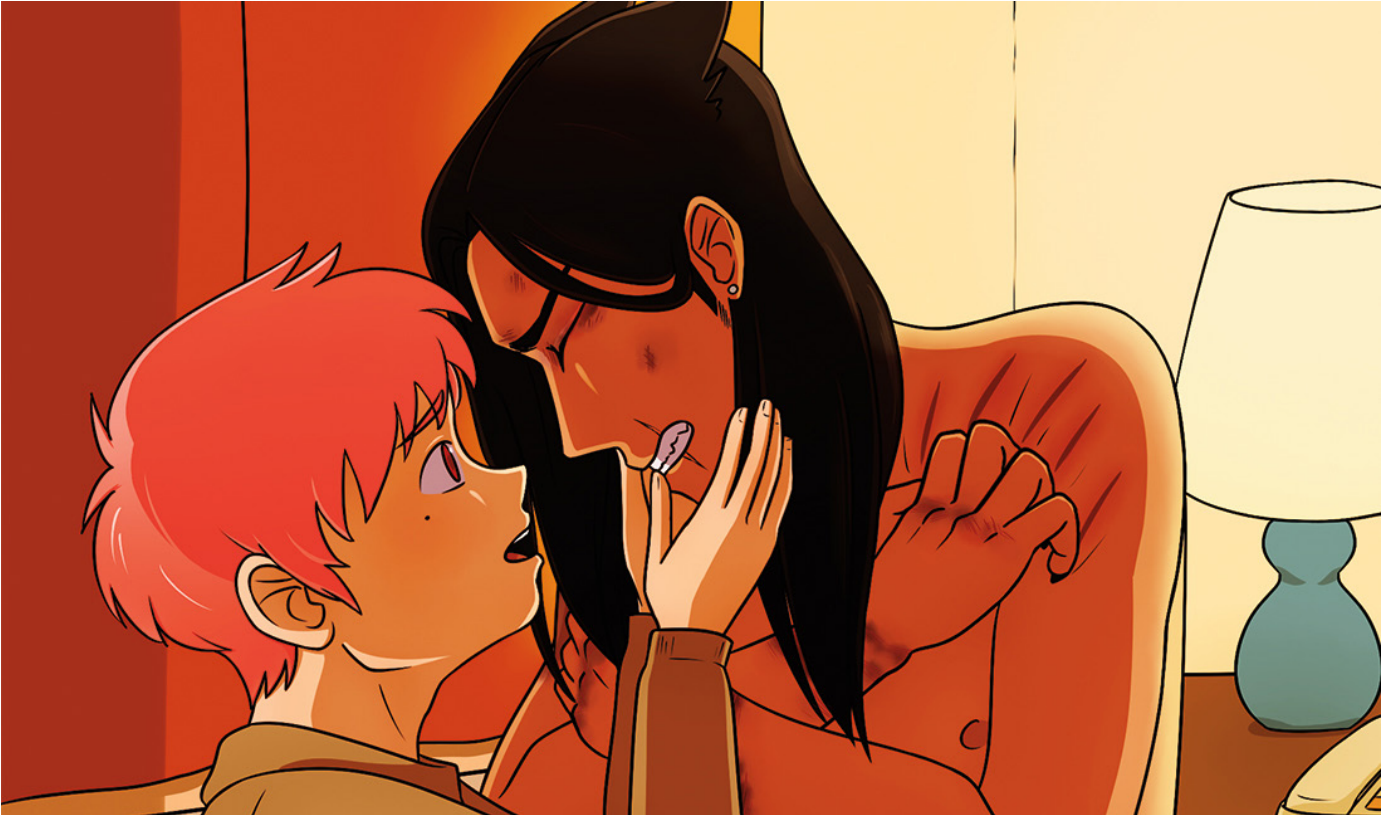


# Promotional Materials



Promotional image for show





# Megan Hohman

Illustrator/Animator

[megan\\_hohman@yahoo.com](mailto:megan_hohman@yahoo.com)

Website: [behance.net/mhohman](http://behance.net/mhohman)

Twitter: [@hohman\\_megan](https://twitter.com/hohman_megan)

Business card

# *Self Reflection*

The premise of my show was to make a series of animated illustrations based on dreams that I've had. I did a lot of research that was mostly for the visual aspects of the project rather than conceptual. I looked into different ways dreams have been depicted in art and animation that follows the style and aesthetic that I work in. I also studied different types of animation in order to learn how to animate certain subjects that I've never animated before, such as liquid or hair. I especially had to look into how to create an interesting composition using panels in a narrative form. I am already constantly looking at art and watching animations so researching things like this was enjoyable and I feel like I had several A-ha moments.

Concept-wise, this was a very personal project for me. It was like taking a piece of myself and carefully crafting something that would reflect it to put on display and share with others. It was a little jarring in that putting my dreams out in the open might have revealed some things about myself that I may not realize. However, I also found a lot of joy in being able to share some pieces of the complex narratives that just come to me in my sleep. The way I approached putting these ideas into a visual form was to use a narrative format and animate certain aspects that stood out to me the most in each dream. I also chose to limit just how much I was depicting of each dream so that the viewer



would have some room for interpretation instead of getting too caught up with what the dream was really about. I feel like I successfully navigated the presentation of my concept because several people at my show opening seemed to understand when they spoke with me.

For each work I carefully considered the composition of each panel as well as how the panels worked together. I wanted them to overlap and flow in and out of each other in both conceptual and visual content. I also took a lot of consideration into the color palletes I chose, I wanted the colors to seem harmonious within each dream. I also chose to work in a style that I prefer, which takes influences from things like comics and animation. Overall, I am satisfied with how each animated illustration turned out considering my current level of skill, resources available to me, and time limit I had.

In regards to my process of creating each of these works, there were quite a few hiccups. I am fairly confident in my abilities to create digital illustrations, however, my experience with animation is limited. Creating the color plate for each work was simple, not easy per se but not unlike work that I have done before, but learning how to use a new animation software as well as animating things that I've never animated before was a challenge. My process of animating each work by drawing each frame individually in different layers in Paint Tool SAI and then importing them into OpenToonz to composite together was extremely time consuming and clunky. If I could go back in time, I would try to find an easier way. Although, in the end I do like how the animated parts of the works match the illustrated parts in both the quality of color and

line weight perfectly, which I'm not sure would have happened if I had done it differently.

To present my work in my show, I had an idea early on that I wanted to use projections. I feel like this was the best way to show these animated illustrations so that they would be monumental and absorbing to the viewer rather than trapped in a screen. Now that the show is over, I plan on finding a way to show them in my online portfolio which is still in the works. I have also designed a business card and set up a professional Twitter to help me connect and network with other artists. I want to be able to continue to share my work with others and do so on an even larger scale in the future. I believe that using the internet is a good way to get my art out there and accumulate a bigger audience as well as find opportunities in-line with the type of work that I make.