

2D Orphism or Coronavirus inspired Designs

Student work
Remote Spring 2020; Professor D. Colebeck

USE TWO CONTENT SLIDE FORMAT:

INCLUDE YOUR FINAL IMAGE-

IDENTIFY WHICH INSPIRATION

PROVIDE TITLE

INCLUDE YOUR NAME AND ARTIST STATEMENT

Slide Template:

Student name

Inspired by:

Title:

Artist Statement: (Below)

(Artwork goes here large)

(Artist statement goes here)

Alaina Chapple

Major: Interactive Design

Inspired by: Orphism google images

Title: Floral Orphism

Artist Statement:

The piece that I created makes use of circles and colors in the style of Orphism. I decided to go with this as my final design because I really liked how the overlapping of circles in the center created a flower-like image as it was surrounded by small semi-circles of varying shades, each aspect trying to pull the dominant focus with each contrasting color pattern. I decided to use a plethora of different colors in order to optimize the hypnotic effect and really have the audience study the various aspects of the piece, almost changing the focal points all across the piece. I went with a muted dark blue color for the background because it makes the bright colors really pop and is a few shades lighter than the darkest blue on the outer layer of the dark blue, purple, and blue semi-circles surrounding the centerpiece to compliment it.

Overall, this piece makes use of Orphism due to its combined and immense use of circles and semi-circles with contrasting and complementary colors combating one another as they surround the focal intertwining circles. By making use of Adobe Illustrator, I created this piece which contains elements of design working together in order to produce a depiction of Orphism.



Marconi Douetts

Major: Interactive Design, User Experience

Inspired by:

Title:

Artist statement:

The structural composition of the “Corona Virus” can be observed in the relationship and alignment of the circles of two sizes. The idea of something viral but natural comes from the choice of colors, expressing the aspect of disease or pathologically unhealthy.

The concentration of the smaller circles in the center and the asymmetry with which they split in different colors help suggest the stages of the spread of the disease and the mutation that is inherent to this type of virus.

The unexpected presence of the two blue-green circles is an attempt to convey the idea of a possible cure, an immune cell (or cells) that perhaps live inside of the organism and is just waiting to be discovered.



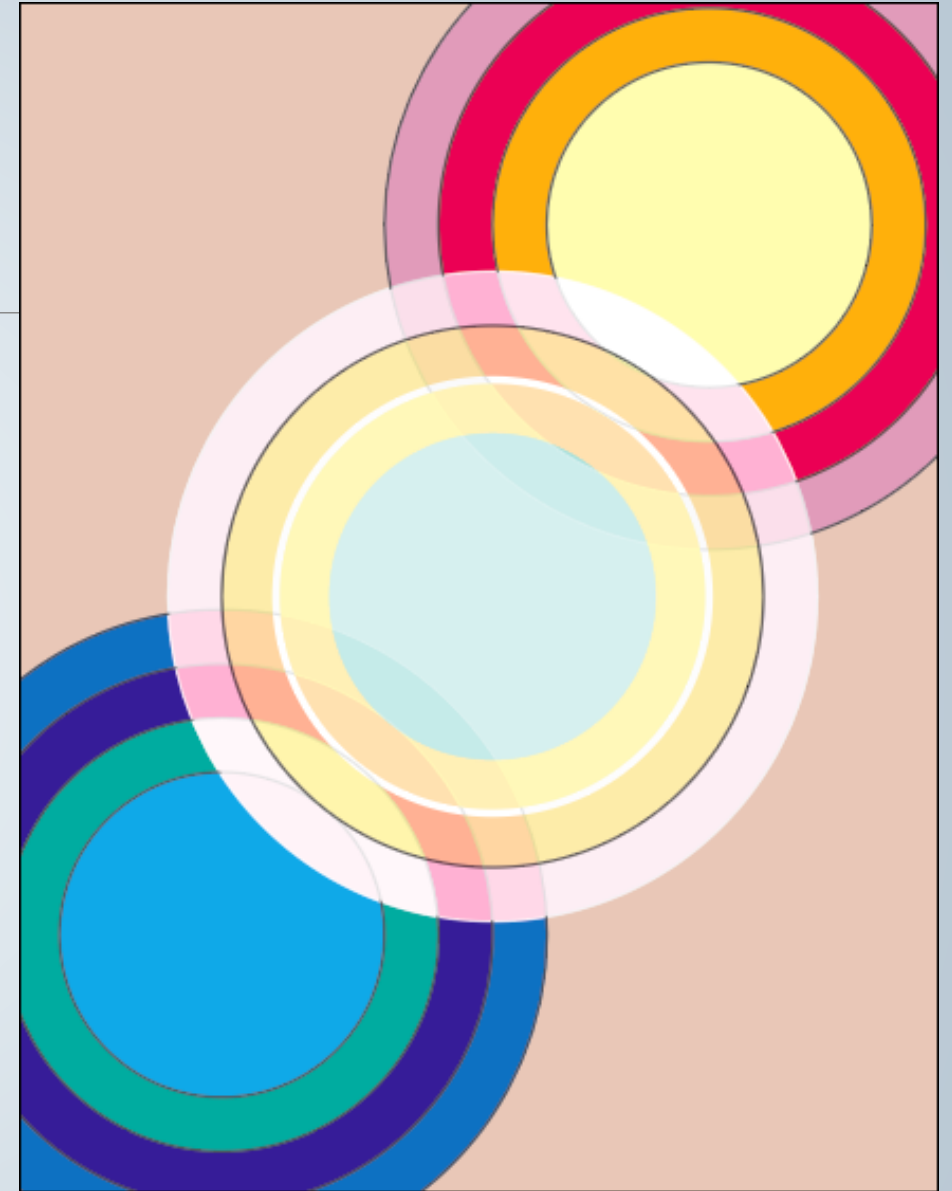
Kiley Neiman

Major: Interactive Design, User Experience

INSPIRED BY: works on d2l PowerPoint

Title: orphism project

I made my design based off of the concept of orphism. Orphism in the PowerPoint on D2L used a lot of circles and the concept of overlapping colors creating other colors which is what I did in this piece. I used the overlay of the middle circles to create an illusion of depth. The way the circles are placed, and the colors I used, brings the middle circles forward and the outside circles move towards the back of the piece. The middle circles are the focal point of the piece because they are in the center of the piece, and because of the contrast with bright colors against a middle or dark shade of colors. I wanted to create contrast between the circles, so I used cool colors in the bottom left corner and warm colors in the top right corner.



Gianna M.

Major: Interactive Design, User Experience

Inspired by: 70s patterns

Title: Orphism Project

I chose to incorporate the Corona Virus into the project, therefore I drew the virus based on the pictures I found on google. I still kept everything circular to stick with the idea behind Orphism. I made the virus the main point then created different sections of arches to give the illusions of squared shapes. I also added to the illusion by making the connecting circles different colors.

The design was meant to give a 70s color pattern vibe. I wanted to keep it bright because of Summer and all the flowers blooming. The Virus was kept the same color in order for it to stand out and not blend in with the background.

We've been using a lot of color during this course which is something new for me and out of my comfort zone. I wanted to use as much color as possible in this project. Not only because of the 70s patterns but because I wanted to experiment with different color combinations.



Savannah Ent

Major: Art Interest Graphic Communication

Inspired by: various examples of Orphism

Title: Orphism Project

This design was a result of combining several different ideas into one unified piece. Experimenting with color and different applications of a few chosen designs led to an interesting and vibrant result. I chose very bright colors to offset the black and whites within the piece and chose duller colors for one of the designs to create balance.

The use of repetition of the red, blue, and green design creates a sense of movement within the piece. Incorporating this design in another direction and behind the middle design adds depth and direction to the piece as well.



Paige Chechele

Major: Interactive Design

INSPIRED BY: COVID19 & Orphism

TITLE: World on Pause

This project was inspired by Orphism and the current state of the world during the COVID19 pandemic. This design originated from an idea I had a few months ago of the world splitting in two with a man hunched over floating inside. After researching orphism, I realized that the use of circles made this project a great opportunity to execute a similar idea, but instead of a man on the inside I illustrated a microscopic view of the virus. The way this pandemic has consumed our regular routines and society is reflected in the dark colored world splitting in two with chaos swirling around it. The virus is central and significant, suggested with bright colors and dramatic shading. The two dark circles were originally used more for aesthetic effect (and to further the use of Orphism), but they came to appear as Earth's sun and moon; a larger mass and a smaller one. I like to entertain this idea even if it is not what I initially intended—the dark blue color is unusual for a sun or moon, contributing to a surreal feeling in the overall composition, especially when combined with the splitting globe containing a glowing virus.



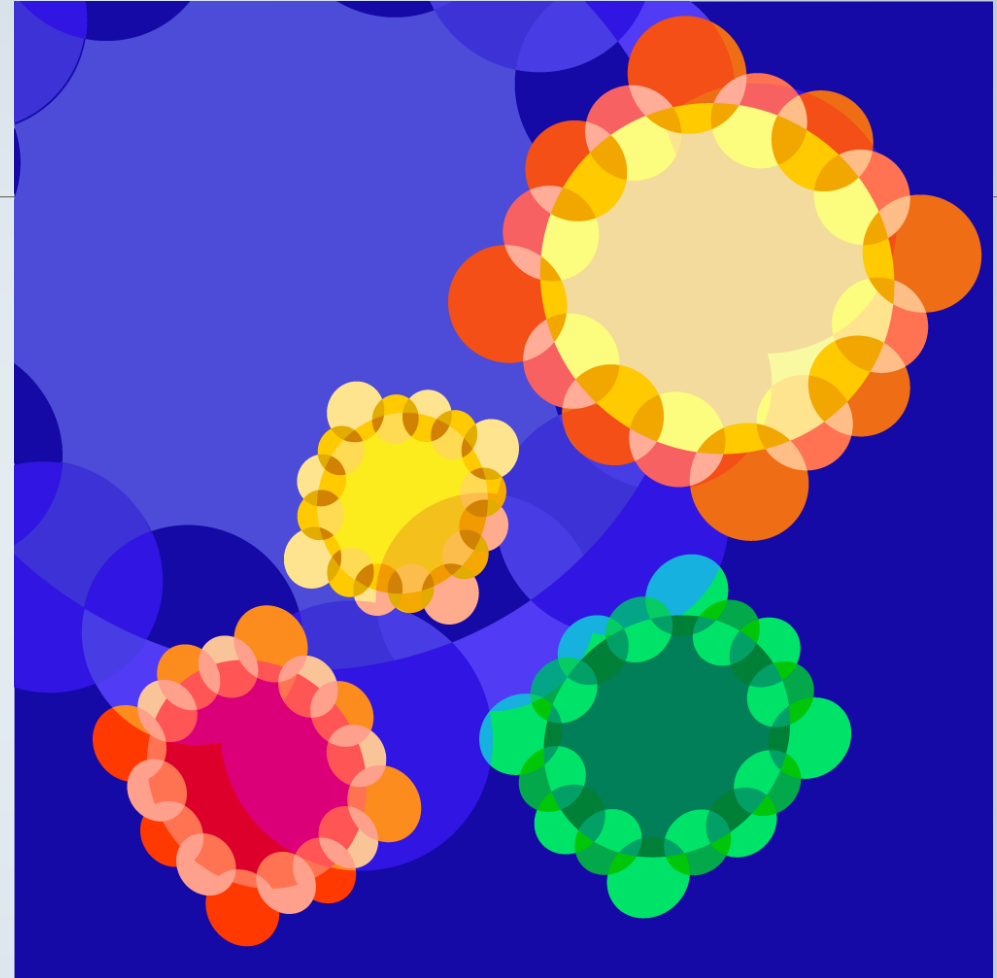
Francisco Hoyos

Major: Interactive Design

Inspired by: Coronavirus & Orphism

Title: Orphism project

My design was based on the Coronavirus' circular shape (with blobs on the edges). I placed the shape multiple times in order to give the impression of the virus being in a nebulous environment as in its microscopic images, and added in size variation to give it a sense of scale and make it a bit more dynamic. I chose the colors from a color palette creator purposefully seeking bright strong colors that take advantage of our brains tendency to perceive brightly colored objects as potentially dangerous and/or poisonous. I also decided to make the color palette tetradic as a means to communicate the scale of the virus' presence, and that anyone in the world is potentially at risk.



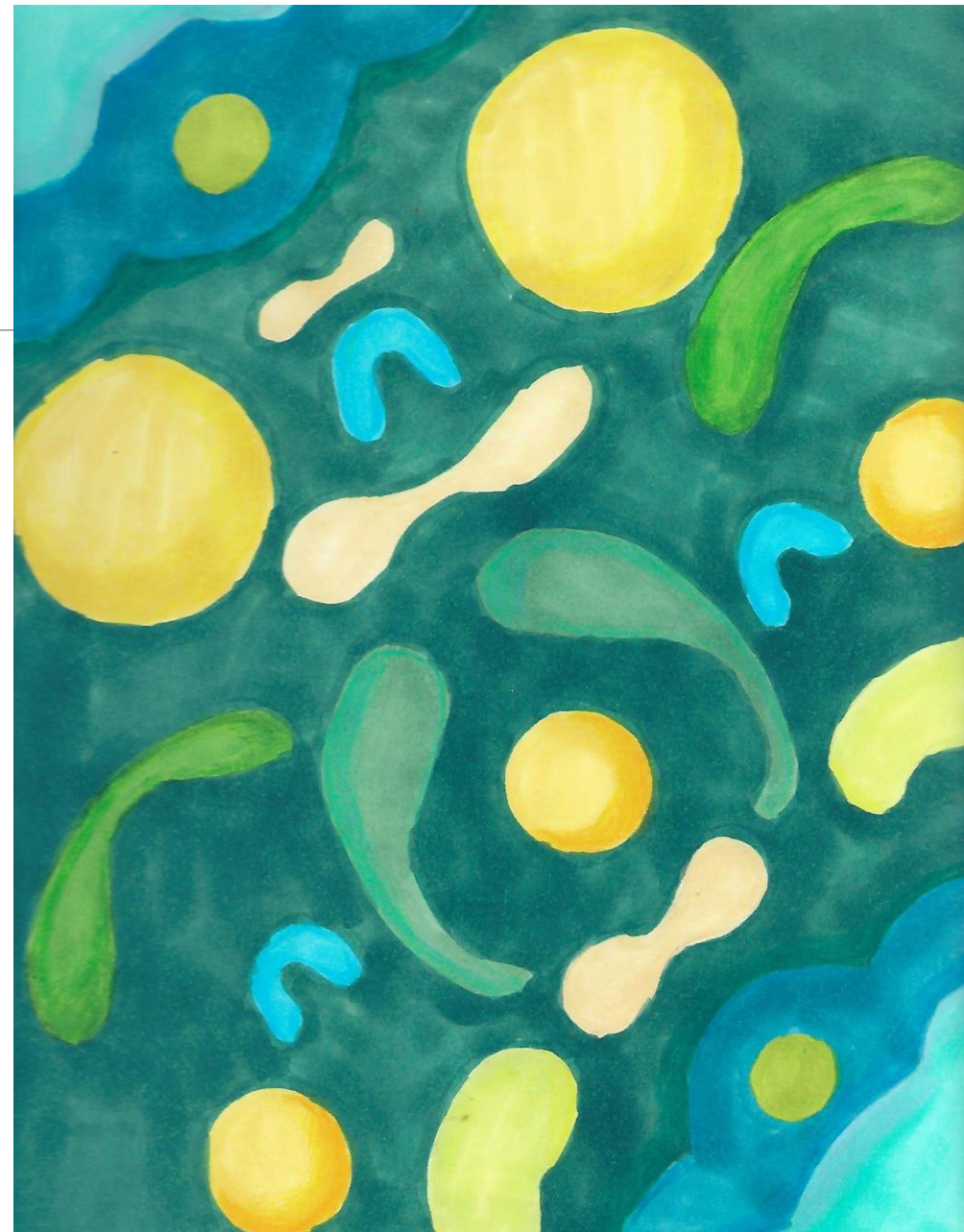
Janise Ison

Major: Digital Animation Interest

Inspired by: Orphism

Title: Ocean Eggs

For this project I decided to make a design that was symmetrical and balanced. The symmetry is a little off, but the picture still came out looking good. For the color pallet I went with an analogous color pallet. The colors make the composition look cool with a splash of warm colors.



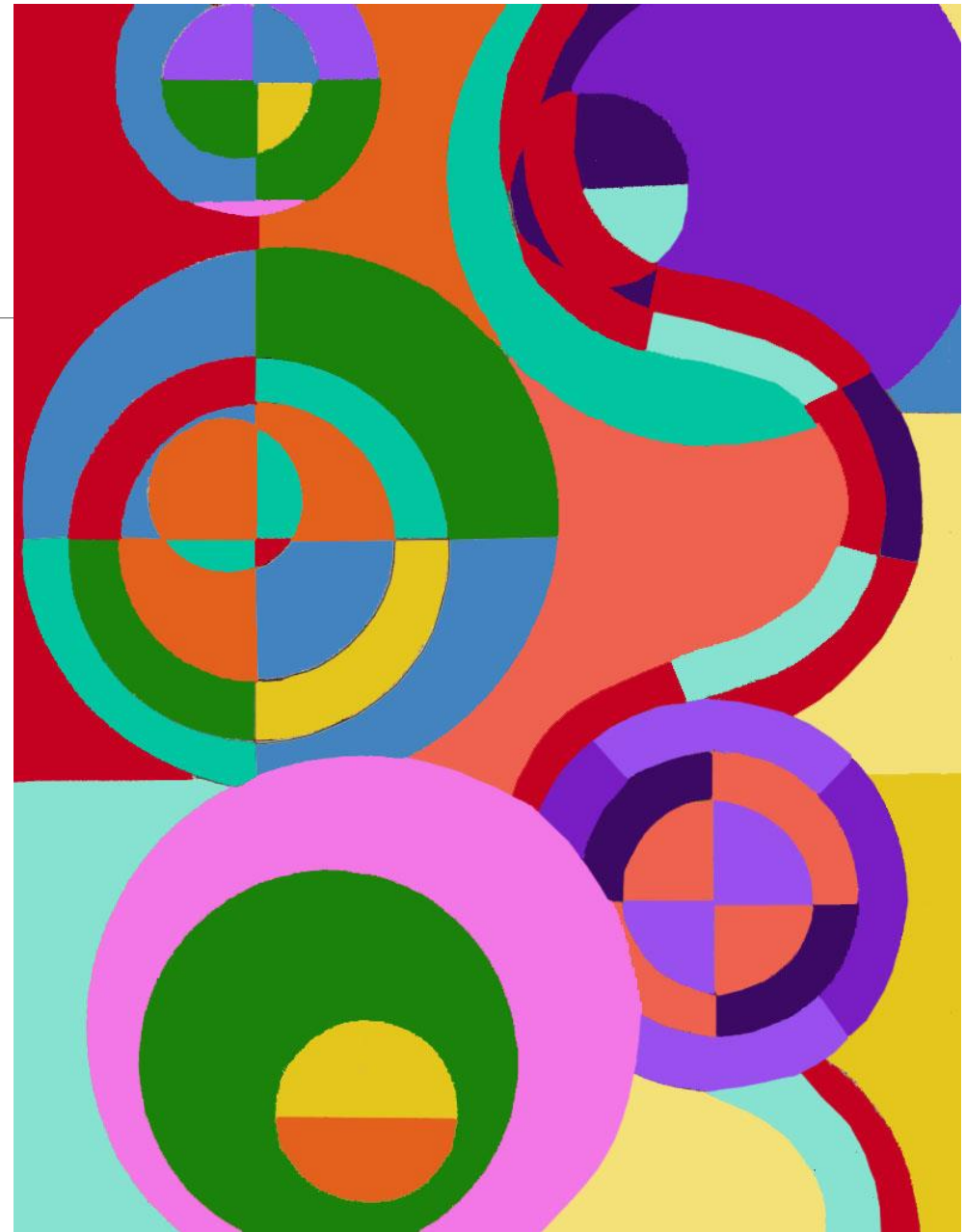
Maggie Nolan

Major: Art Interest, Graphic Communication

Inspired by:

Title:

This piece is inspired by the orphism movement. I used complementary colors, monochromatic colors, and both warm and cool colors. The circular movement is an abstract vision of the ripple pattern from when a rock is skipped. I used bright colors and contrasting colors to make the circles pop and to give the eye many places to get lost in. The variations of circles and shapes are also interesting design aspects.



Lindsey Smith

Major: Interactive Design

Inspired by:

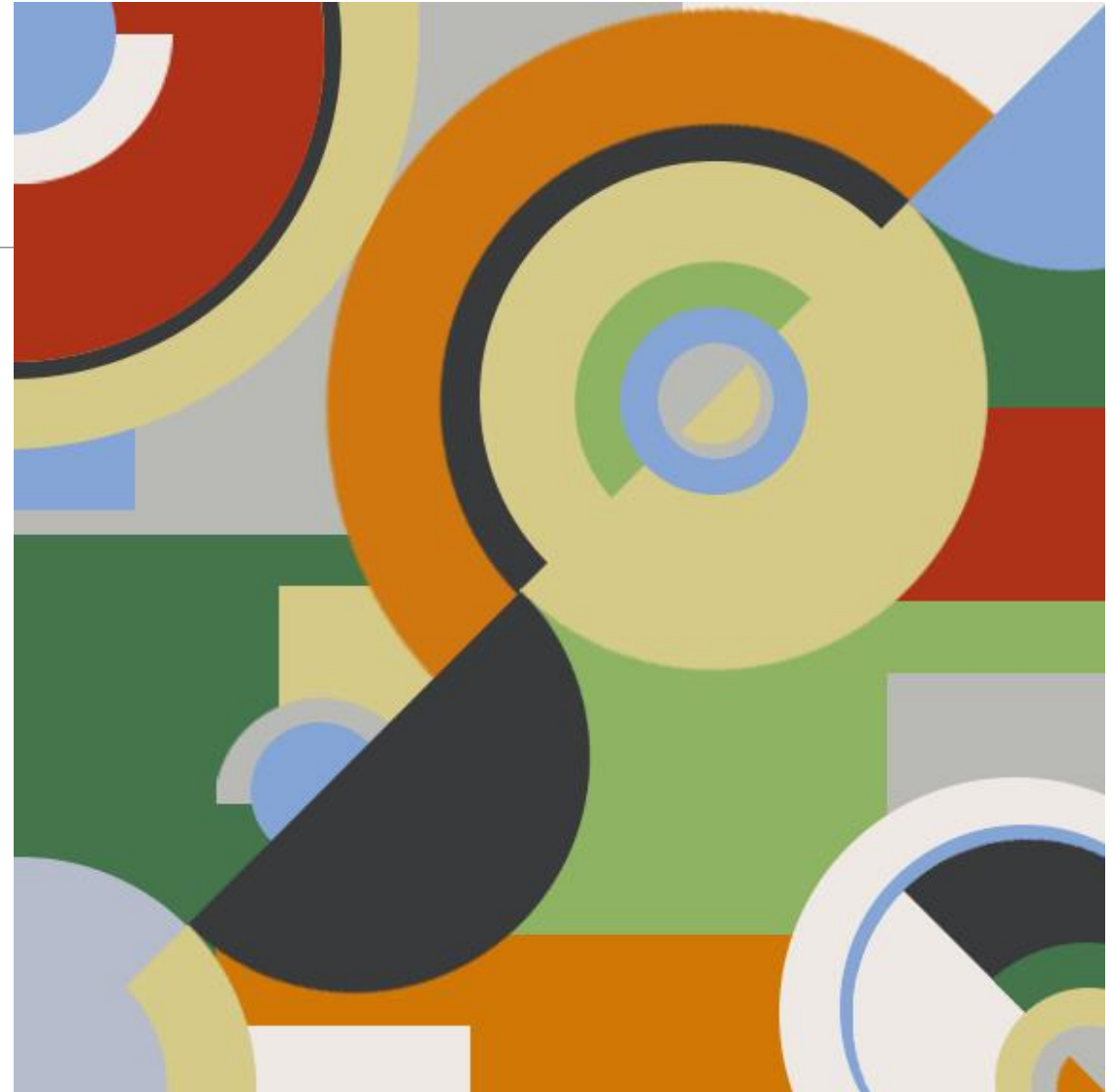
Title:

For this project, my inspiration was from the artist, Robert Delaunay. His choice of color was what caught my attention. What made his color scheme unique was the use of neutral and soft colors. Unlike most of the Orphism artists who used more exaggerated colors.

The medium in this project was digital through Photoshop. The digital medium was flexible to come up with the final look of this project.

The placement of my circles are solely focused in a diagonal direction. To give the sense of depth, I added the squares throughout the background of the circles.

Overall, the execution of this project was a success. It truly represents the style of Orphism by the use of overlapping, a variety of colors, rhythm, and movement.



Micah Franco

Major: Digital Animation

Inspired by: Examples of Orphism and Models of the Coronavirus

Title: Orphism Project

These projects were supposed to be inspired by the coronavirus. When searching for pictures of the virus under an electron microscope or a model, the majority were red, yellow or variations of purple. I choose red because, I felt as if that would have the most range as the shades are more exciting than the other two. It can also display My only difficulties in completing this project were time and being a novice when it comes to digital art. The final work came out well in my opinion. I especially liked how shapes overlapped when I changed the opacity, creating new shapes within it.

