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Sohail Alansari's Digital Media Portfolio

Sohail Alansari
Lynn University

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Alansari, Sohail, "Sohail Alansari's Digital Media Portfolio" (2019). *Student Theses, Dissertations, Portfolios and Projects*. 332.
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Final Portfolio

Sohail Alansari

Digital Media

Artist Statement

- First and foremost, being able to learn how to draw, animate and create visual arts is astonishingly thrilling for me as a person because it took me to a whole different sphere where I express my feelings as a viewer and reflect my enthusiasm with arts.
- Omar Momani is a Jordanian cartoonist and animator best known for his editorial football cartoons for football website Goal.com. Previously, Omar started as a cartoonist in football forums where he started his journey of telling stories using arts, which made him extraordinarily talented cartoonist. Momani started his career as an animator with Jordan most famous cartoonist Emad Hajjaj in 2005. Later, he worked as an animator for the Emirati animated series Shaabia al Cartoon where he created 13 episodes along with team of animators. Momani begins his career as a cartoonist with Goal.com in 2010, and he also publishes cartoons for Al-Araby and Al-Jadeed website and newspaper. Momani work as a freelance animator with different NGOs and companies in the middle east and around the world.
- Most soccer fans around the world wait after the game to see his way of describing events using visual cartoons that deliver his, starting from the press conference of coaches until the match finishes. He doesn't only characterize players by drawing them, he also creates animated videos.
- I chose Omar Momani because he inspires me as a grad student to pursue my career in my field and combine my free time to watch soccer and my studies where I can create art. Even though there are many cartoonist in the Middle East whom they portray political and social event mainly, he stands out as one of the artist who started as simple as a journal in Jordan, but his art gave him the chance to be recognized at the global level where some great players know his arts. Finally, I would like to pursue my path in art in sport where I spend most of my leisure time watching soccer, and it is a great opportunity to me to watch and create art at the same time.

GVC 570 A - DIGITAL STORYTELLING

Course benefits



- Telling a story by using different techniques in which Professor Khalil saw what fit my persona after a discussion with him where I tell a story of a middle eastern cook.
- Using iMovie and Adobe Premiere to cut, edit and add sound effects to the final video.
- The course helped me later on with my final presentation in the course Professional Media Presentation (COM 575 B) where I used iMovie and Premiere to produce my project.

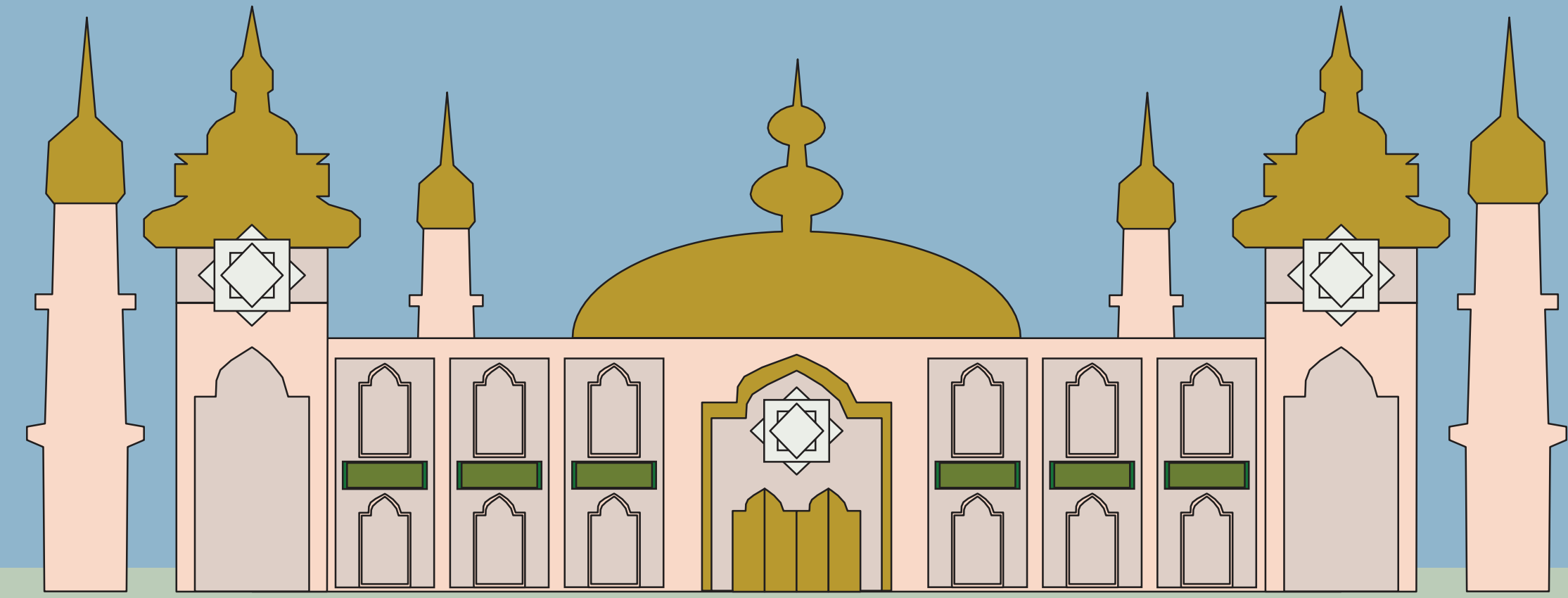


GVC 575 B - IMAGEMAKING AS EXPRESSION

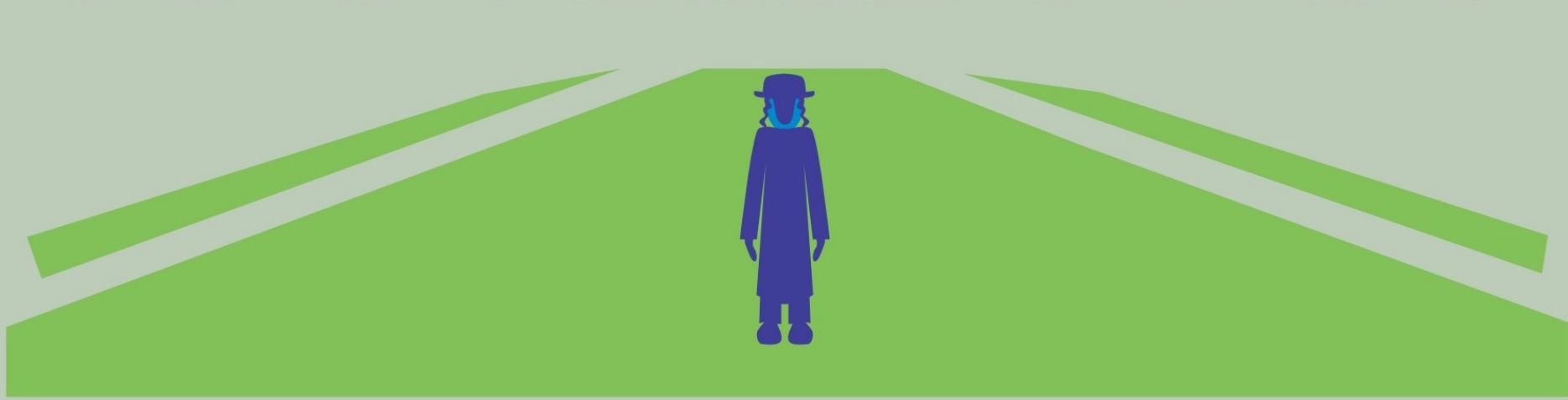
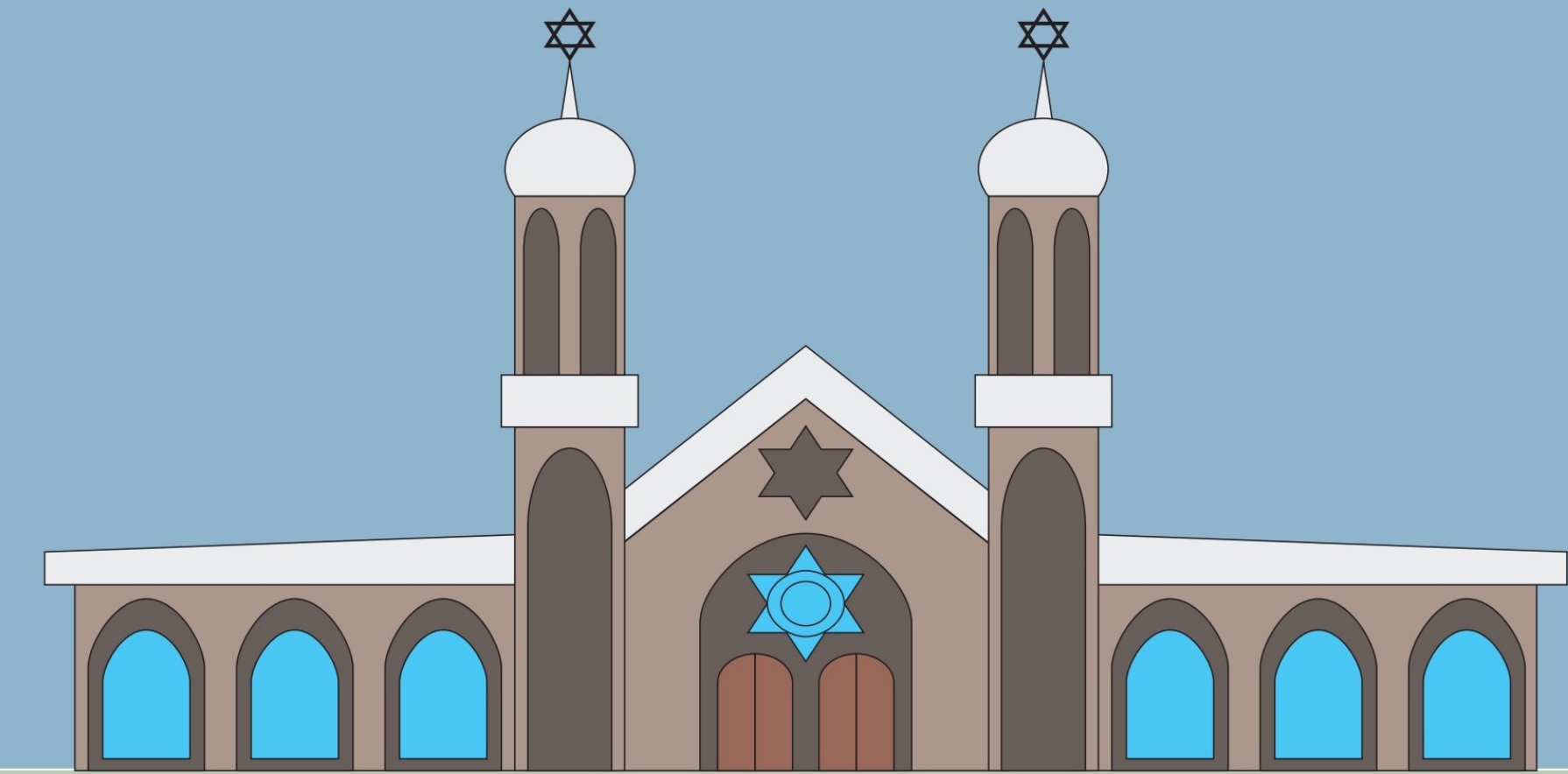
Course benefits

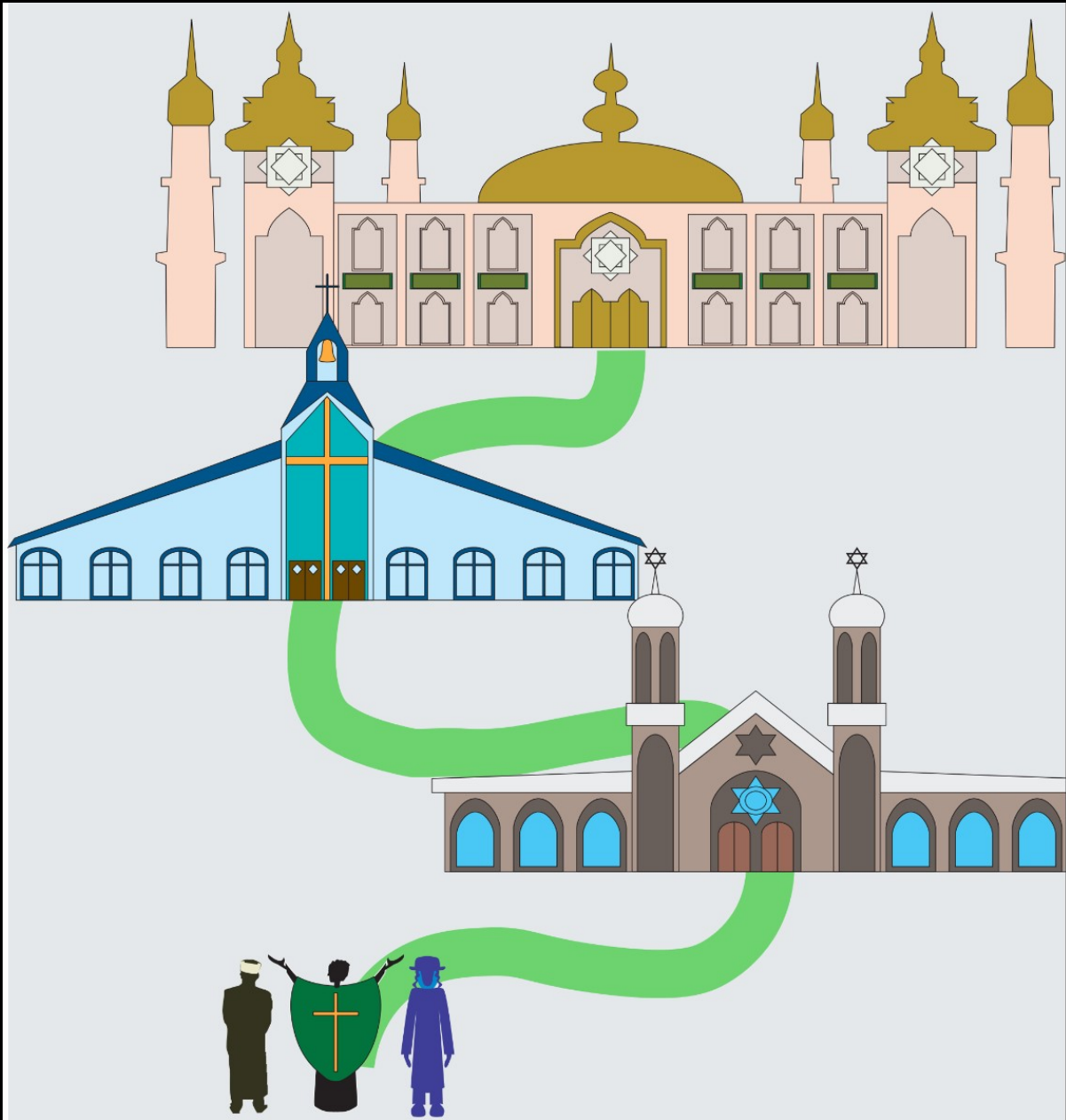


- Creating visual arts to tell a story with them.
- Using Adobe Illustrator and understand the tools in which I was required to come up with a three visual arts that are connected to each other.
- I was able to learn the effects by using Photoshop to edit photos that I took.









AESTHETICS/PRACTICE OF 3D ANIMATION

GVC 585 A



Course benefits

- Learn in depth how to model many objects where I was able to create 3d art starting from a cube or a cylinder.
- Understand the difference of rendering, and be able to render three types.
- Texturing an object where it has to match with the environment.
- Animate objects during the assignments and final project.

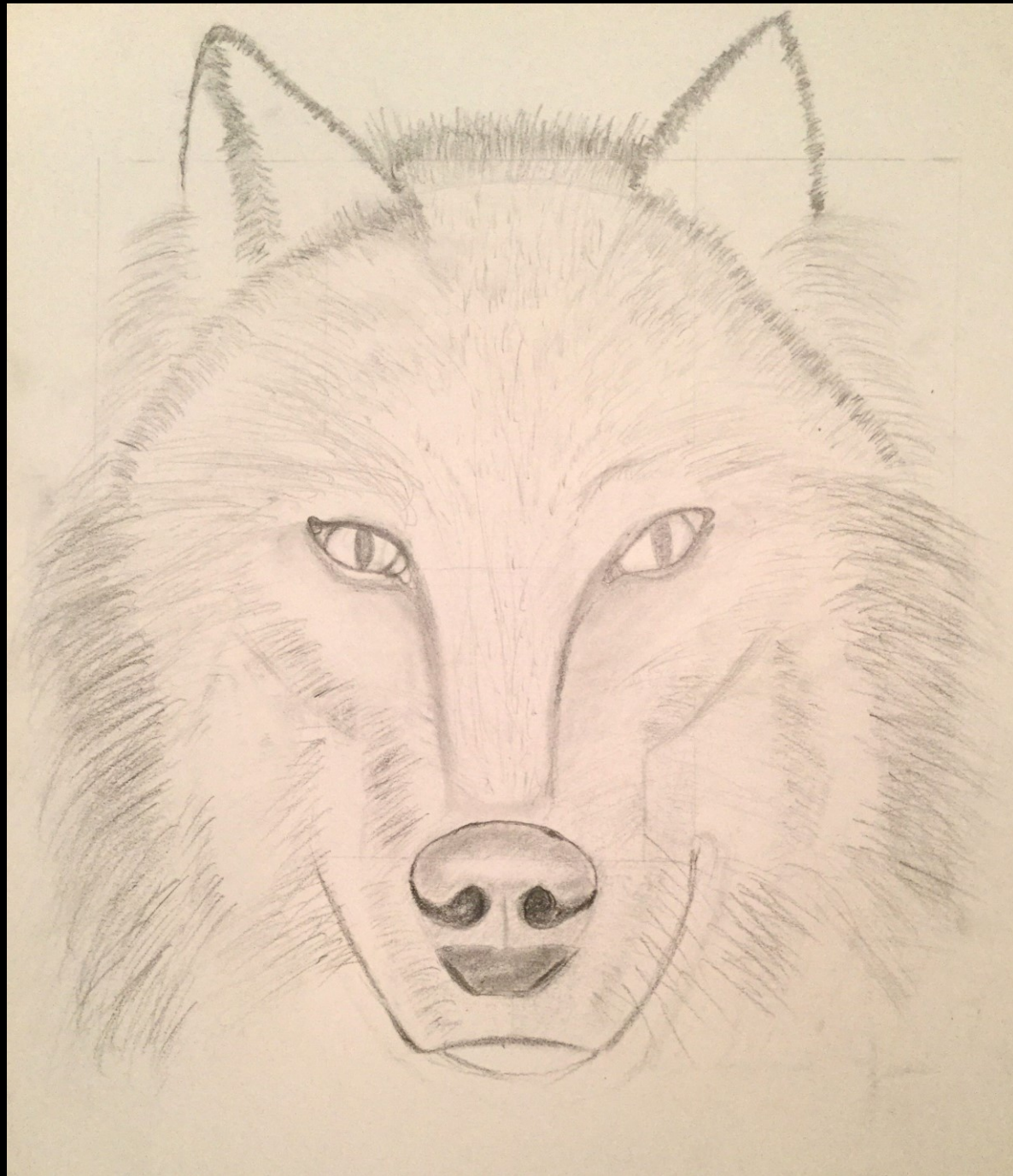


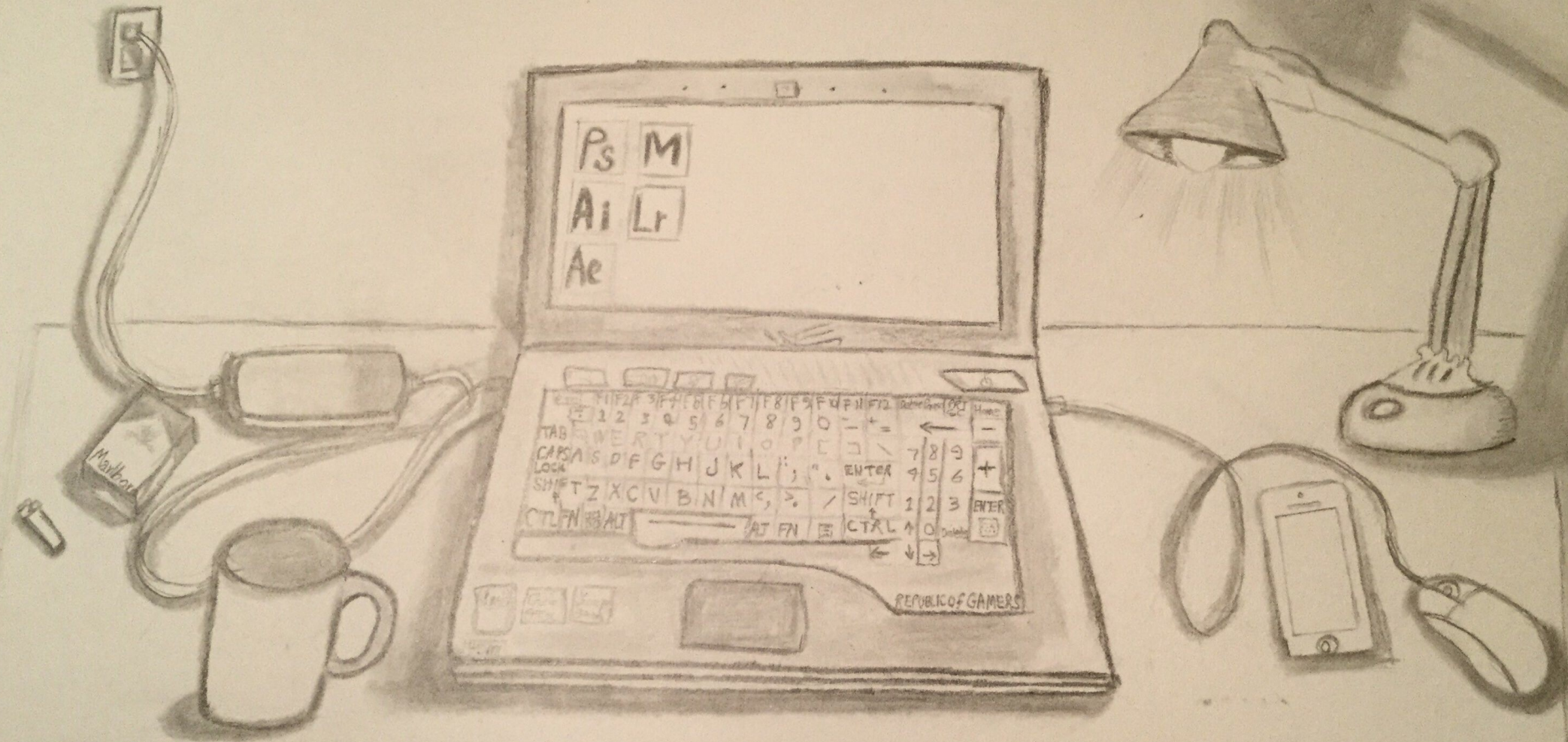
GVC 535 A - DRAWING & DESIGN THEORY &
PRACTICE

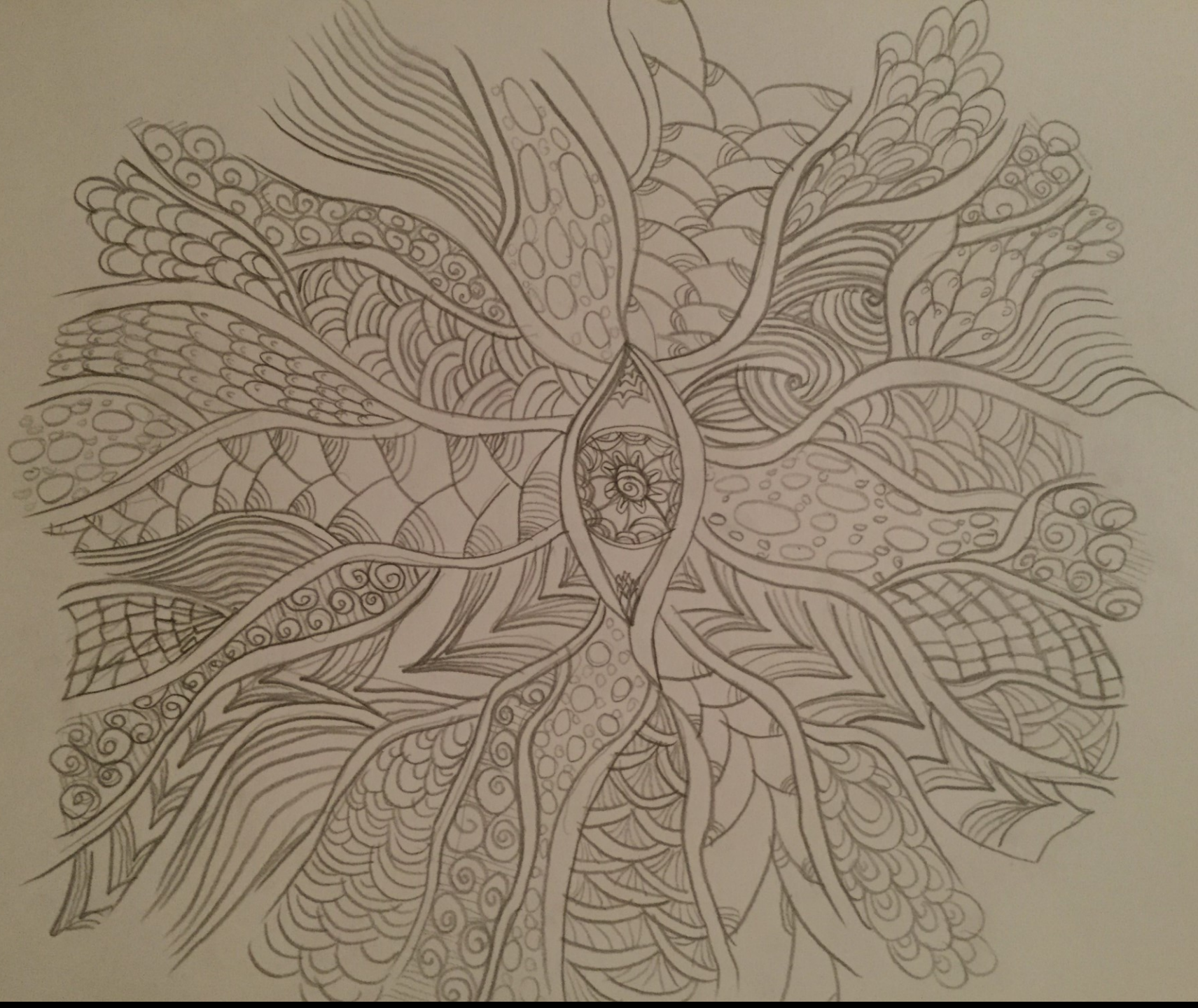
Course benefits



- Draw still life by creating the environment and setting up lights
- Apply traditional drawings in digital drawing using apps, such as Adobe Draw, Adobe Sketch and Procreate to color, edit and enhance the drawing.
- Line and composition
- Shading and value
- Concept sketching











SOHAIL





GVC 530 A - AESTHETICS OF DIGITAL
PHOTOGRAPHY



Course benefits

- Use photoshop to enhance the photo by adjust them to the right color, brightness in order to have a final shot.
- Use Adobe Bridge as a digital light table to import photos.
- Learn editing techniques in Camera Raw as well as Lightroom.
- Understand the settings to shot portrait, product and landscape.
- Shot 100 photos in each assignment and discuss them with the professor and classmates.

















