

Full Extended Description

Undermining expectations of a “lonely” world being entirely grey and/or depressing, my illustration, *Lonely Girl's Dreaming*, presents a new perspective of a world unlike our own, recognising both peaceful and complex - rather than negative - emotions of a girl who feels she does not belong as she sorts them out in her dream world.

The piece itself has a young girl standing on the beach of her world with two sides, separated by a string. Each side represents opposing emotions, of peace contrasted to life's stresses.

The main feature is an accumulation of symbolism. The string symbolic of fate; wrapped around my character to promote self reflection on one's fate. Further the string acts to separate the contrasting sides of this world, suggesting that fate is unstable, that it may be filled with happiness or difficulties, in both that string is fragile and that the line between hope and despair is delicate. Not only this, the string creates salience, having the viewer's eye scan from the moody-red colours towards the calming blues to replicate these anxieties transforming into hopefulness for the future.

To portray the two sides, I focused on using contrasting colours to reflect the complexity and paradoxical nature of emotions. The left side combines more saturated and contrasting colours, yet maintains ambiguity to where the ocean ends and the sky starts, recognising how negative emotions are often tangled and confusing. This side's water also appears deeper, to recognise a “drowning” feeling, representative of overwhelming emotions. However, my right side has softer colours, picturing a beach early morning, with mornings representing the hopefulness of a new start. Yet, as oranges can still be seen on the right side, I suggest that difficulties can never be entirely resolved, but rather may be alleviated by hope. In addition, the border itself and the palm trees were intentionally added to separate her world from ours, to mirror her feelings of disconnection.

Further symbolism; ducks, cats and a whale, recognise the girl's transformation, independence and imagination respectively. These recognise the girl's capabilities to achieve her happy future despite her loneliness. The girl's design also was made hoping to encapsulate the feelings of a young girl, with the contrast of blues and yellow presenting her youthful energy and creativity, with cloud-like hair accessories to represent her imagination.

My inspiration stemmed mainly from wanting to attempt to portray deep emotions, having studied Keats' poetry this year. I found myself interested in drawing the natural world from a negative capability-like sense, in accepting life's uncertainties. Yet, in addition, ironically, a rhythm game with a visual novel aspect inspired this other-world idea. In these visual novels, characters have their own world that represents their hidden feelings. As they come to better understand themselves, the game's songs are magically created with these feelings in mind. I found each story to represent many of the feelings I held myself, and as such, I focused on conveying these by making my characters' emotions the major part of the piece.

Thus, my piece attempts to capture the complexity and paradoxical nature of emotion from the perspective of an isolated, yet hopeful young girl.