ELIA'S Music Illustration
rad cover art for bands and the music nerds who love them
Throughout my art career, I have always been fascinated by the possibilities of music and how it can appeal to so many niche audiences of people, it keeps internet culture very interesting! While listening to music, I often feel a project's style and attitude on a much deeper and more personal level, which is why album covers, music packaging art and music videos have become a crucial part of completing this immersive feeling. It can be truly beautiful to see how these often obscure and experimental aesthetics are matched with specific visual art choices, as that can engage the audience even further. Finally, with the amount of competition seen in the music industry today, engaging and attention-grabbing visual art are highly needed to immediately gain the viewer's attention and sell an album.

Embodying a sound through characters, posing, and visual style has been a passion of mine since I was in middle school. I used to stuff my hands in my pockets while listening to Three Days Grace and Skillet, imagining myself as a long-haired, skinny frontman singing the song lyrics in an overly-dramatic way. Other than listening to Death Grips and Car Seat Headrest instead, not much has changed! Since then, I have also started collecting CDs and vinyls based on their unique visual designs, exploring how colors, art mediums, subject matter and storytelling can create a highly sought-after collectible (artists such as Frank Ocean, Swans and Throbbing Gristle have explored merch design in extremely wacky ways).

My BFA presents six posters from artists of diverse moods; some bands are aggressive, some are slick and smooth, some are depressing and some are completely silly and humorous. I challenged myself with visually communicating artists of very different brands, as I would absolutely love to be a freelancer for any local, well-known or even famous music group in need of visual material! I am passionate in listening to new artists and broadening my knowledge on music, along with how illustration can interact with, and even improve it.
Past Work - Space Gondola

EP album cover

LP album cover
“KICK OVER THE CHAIN”

- Hand gripping brain really hard
- Tired looking Frankincense-like man
- Hand of God coming from above?
- Not my intention

“Hands off my brain! Kick over the chain!”

- Gross close-up, eye coming out of a hallway and chain coming out of eye
- Eye is pinned to the hallway, not my intention

“DISPOSABLE”

- Too similar to Oozumi
- Low life
- Woman in underwear and high heels
- Stripper?
- Hacker
- Doing laundry
- Outliers on her balance
- Gets sucked up by a toad pool
- Unknown vacuum in the air
- Ripped laundry
- Woman in high heeled tank top whose legs
- Running on their feet
- Blood dripping down her leg and onto torch
- Things are wearing heavy duty boots
- “KFC murder chicks” is cutting off

CHARACTERISTICS OF KFC MURDER CHICKS:
- Repetitive
- Single shot per song
- Offky
- Catchy
- Fast beat
- Bud “bitch” girl

A INSPIRATION:
Katsuo Otsu, Bob the Builder (Animation)

KFC MURDER CHICKS

- Cool blood splat
- Looks like NGE font?
- Interesting

KFC MURDER CHICKS

- Better - “DISPOSABLE” is fit snug into bottom

KFC MURDER CHICKS

- Cinema Borders?
- Explosive
- Child
- Young
- Woman shielding herself from an先后 explosion
- Placed off
- Small eats on her fuck
- Dead hands

NIN

- Little jagged edges
- The same font

KFC MURDER CHICKS

- Combination of these two

KFC MURDER CHICKS

- May use this as an alternative logo or

KFC MURDER CHICKS

- Don’t do this

KFC MURDER CHICKS
Disposible

Industrial, repetitive, catchy and aggressive glitchy loops of female vocal samples and electronic noise.

- Illustration is inspired by action graphic novels
- Visualizing the word “Disposable”
Deep, solemn lead vocals, introspective and negative lyrics about modern life hardships, references to blood vessels, 80’s synth beats and dance-able melodies.
- Use of robot to symbolize a cold, hollow man
Drunk-sounding improvised vocals full of cheesy character voices: grandma dying, buying milk, and a ghost invading Joel’s butt.

- Aimed to make an over-the-top, silly image
- Drew Joel as ugly because he finds it funny
- No concept thumbnails to avoid over-thinking
Psych-rock and Psych-pop influence. Dreamy, dramatic string sections, lyrical references to time and one’s loneliness, lack of love. Dramatic sound with soothing acoustic ballads.
- Painted scene inspired by Dali and Ernst
- Image heavily based on AI-generated images
Surf Spotify and govern the button to hear Pilot Red Sun’s “Achievement”

Chiptune beats with a nostalgic, oddly-familiar and surreal quality, almost stock-audio-sounding. Pilotredsun’s animations are often purposefully crude, nonsensical, and portrayed as normal.
- European socket on the ceiling
- Exported as JPEG 2000 for artifacting
Instrumental album with acoustic arpeggios, electronic buzzing sounds, trumpets, and strings. Natural-sounding, minimalist, atmospheric.
- Eggs with mitosis to allude to time and age
- 1800s miners to match the album cover
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SIDE QUEST
BY ELIAS HATZANDONIS
VISUAL DEVELOPMENT ILLUSTRATION
CLASS OF 2021
Our story takes place in Tokyo, Japan from the perspective of Skippy the Chimp, a teenage chimpanzee that lives a comfortable and safe life under the protection of his stay-at-home business-worker father, Yawny. One evening, Yawny decided to call for an order of banana and peanut pizza with a side of breadsticks, only to realize that the delivery man forgot to include them with their order! Devastated, Yawny sends out Skippy to visit their local pizza shop in an effort to obtain breadsticks, however this task wouldn’t be so easy...

Skippy struggles with self-confidence and is easily distracted by everything and anything possible, so before he’s able to get their missing breadsticks, a number of bizarre and questionable strangers begin asking Skippy for favors and help in various mundane tasks. Before he knows it, our chimp protagonist is set down bottomless pit of distractions, temptations and peer pressure as he finds himself unable to say “no” to any given circumstance, which leads him down a dark path. It is the player’s duty to continue searching for breadsticks as they tour through weird, funny, and sometimes disturbing landscapes with peculiar creatures to meet.

At the end of every location is a boss that is beaten through a 3D platforming session over floating text messages, before Skippy is taken to the next location of god-knows-where.

**THEMES:** Gaining confidence, Social anxiety. Becoming independent, Trusting yourself

**AUDIENCE:** Teen to Young adult. contains suggestions of violence and drug use
* let's hang out again sometime.

* Here we go...
  * you'll lie down as long as you don't move.

* (Begin the date?)
  - Yes
  - No
Dad wants to get beer.
Son (19) leaves the house to go get dad's been.
On the way to the block, boy finds a guy talking in plain.
Is the character too good? Is a fault?
Rough outline / bullet point list of things that happen between dad and beer.
Is this characterala list like these?
Good to think about substexts that are not the point of the game.

The first time, unlike all other NPCs.
Eventually you find character paths need your help to live.
Eventual character paths need your own goals:
- Mall character needs your help to live.
- You aren't alone in your goal.

YES
YES

You can choose but not for different motivations.

3 character designs
3 villager environments
6 concepts

Are you writing a story about your goal?

Get Gatorade for Dad.

He's about making interesting worlds where interesting things can happen.

I will need to visualize my concept list.

20-year-old must instead of child protagonist?
Then why is he playing a giant abandoned mall?
Far-off future where families take vacations in uncertain worlds.
People use the mall to exploreii, survive, and thrive through stories.

Are you writing a story about your goal?
CHARACTERS
SKippy
The Chimp
CALC
The Skeleton

Today, at 11:00 AM
I'm here.

Today, at 11:02 AM
$10.09, please.
PLAID MAN

it's not wearing plaid clothes.

Better design.

The clothes would have had to look at him, pretty close.

Not bad?

Still pretty charming?

In the end, play
MR YAWNY
(SKIPPY'S
DAD)

Dad

No

Dad.

Best
No

Too
creepy?

Credit
Ethan
Bauman

Please
marry
me.
Stage name: FORECLOSED
- NPCs have shirts and pants pulled over their faces because they're stressed out from making pizza.
- Goldfish little kid is lost here and is very hungry.
- Wall is a giant sliding glass door with spooky face.

Inspired by Youtube Jumpsca and being afraid of the dark.
Weird clothing men wear chef hats.
Floor is covered with food ingredients.
Environment walls are of an old house.

Lake, arriving at a shoreline with broken-down sections of buildings.
- Not "broken down", more like "partially deleted".
- Big scary face in the sky.
- Platforming over giant pills.

- Based on Japanese mountain landscape scrolls (and the white desert).
- Final level of the game.
Scene drawn from a photo with elements added in
- Mouth creature navigates around town, but you are not hiding from it in a stealth-like mission
- Clamming people all sit up against walls, when they drop over they wriggle across the floor

Iya Valley of Shikoku village, Japan

C: player standing here

Far-away shot?
Looking down on town from the mountain
i ... i can't do it...

you're so brave... you'll always be brave...

Listen to yourself...

I should have listened to you...

You can make your own decision...
FINAL BOSS
- He can push text towards you or push platforms down
- Idle animations where the creature cracks his knuckles

FINAL BOSS - Player "speaking"
- The monkey child is either 2D or 2D animated; I'm not sure yet
- Completely black background or interior of brain? something else?
THANK YOU!!