

Portfolio of Writing 2019

Student Name: Samuel Lewis Mathias

Student Number: 1801505

BA Course Title: Design Crafts

Module: ADAD4018

Tutor Name: Julia Lockheart

Task 1 - Julia Lockheart- *Manifesto Writing*. Word Count - 500

Task 2 - Jon Pugh- *Reflective Writing*. Word Count - 540

Task 3 - Ryan Moule- *Observational Writing*. Word Count - 503

Task 1 - Julia Lockheart- Manifesto Writing. Word Count - 500

1. I believe that creativity is something that everyone possesses, and it is present in every aspect of the world.
2. I believe that no matter who you are, everyone should be treated equally in their fields.
3. I believe that art should evoke something in everyone no matter if it is positive or negative.
4. With my practice, I aspire that all my work will spark some element of emotion. Whether it is joy through narrative, sadness through heartbreak or fear through horror.
5. Through my work, I hope to bring awareness to matters such as Anxiety, Mental Disorder and most importantly, Autism.
6. I believe that all creative practises should be encouraged so that people, who want to pursue a career in the arts, are in the practice that they excel and feel at home in.
7. I believe that you should be able to only do the things that make you happy and better as a person rather than tasks that diminish you as a person and allow you to feel negative.
8. I believe that everyone should do what makes them happy as that will make the world a happier place.

2. I believe that no matter who you are, everyone should be treated equally in their fields.

July 5, 2:42 AM

Autism is a spectrum disorder. Each person with autism is different and has a different level of functioning. I'm very high functioning and am more than capable of making the items in my shops.

You're all the same level of retard. Cancel the damn order.

Fig. 1: Text conversation

When discussing the elements of equality, people within the art community should be judged purely on the work they produce and nothing about them should affect the opinion others should have about them. Being an artist with autism, discrimination is something I face both personally and professionally, so much so that I do not openly talk about it when I do not need to as I prefer to have my work judged by its quality and not have that diminished by people's opinion on autism. An example of discrimination that I found was from earlier this year where a customer rejected an art submission from an artist after they found out they were autistic. (Indy100, 2019) I know this will be a thing that I will grow and adapt to withstand throughout my career

and I hope that with time and enough awareness, discrimination to disabilities will lessen and life will become happier and easier for everyone.

5. Through my work, I hope to bring awareness to matters such as Anxiety, Mental Disorder and most importantly, Autism.

With my work, I tend to create and base ideas and concepts around the use of narrative because I want my art to be more than just a sculpture or a picture. I create so that the things I make have an impact on the people that view them. Whether it is through narrative or just simply through the pieces I make, I hope everything comes with an impact either emotionally or an impact towards matters that I believe need more awareness. Hopefully through bringing more awareness to causes such as Anxiety, Mental disorders and specifically Autism, as the CDC (Centres for Disease Control) approximated in 2018 that "1 in 59 children is diagnosed with an autism spectrum disorder (ASD)." (Autism Speaks, 2019), more acceptance and knowledge can be spread across the globe through the mediums of Art, Film & Theatre. This way awareness can be more easily reached and help the world become a better place more efficiently.

4. With my practice, I aspire that all my work will spark some element of emotion. Whether it is joy through narrative, sadness through heartbreak or fear through horror.

I aspire to be somebody. Not sure how and what yet but I know that I do not want to live an unimaginative life. Through creativity and making, I hope to create a lot of work and aspiring pieces but what I want to achieve most are capturing and engaging the feelings I create with my work. As Neil Gaiman (2012) states within his own manifesto "Make your own art, meaning the art that reflects your individuality and personal vision" which is what I strive to do by exploring emotion through narrative. Emotion is what brings people together and that is what I hope to do with my work. To bring people together, whether it is through joy in seeing something comedic, sadness at the fall of an attachment or even fear through a narrative that sends chills down your spine. No matter what I do in life, whether it is writing, illustrating or making, I want to invoke these emotions to their fullest potential so that the creations I make are more impactful and have the ability to connect and bring people together.

Bibliography

Autism Speaks. (2019) *Autism Fact and Figures / Autism Speaks*. Available at: <https://www.autismspeaks.org/autism-facts-and-figures> (Accessed: 26th December 2019).

Breton, A. (1924) *Manifesto of Surrealism*. Available at: <http://www2.hawaii.edu/~freeman/courses/phil330/MANIFESTO%20OF%20SURREALISM.pdf> (Accessed: 27th December 2019).

Indy100. (2019) *Abelist woman demands refund on a mug after discovering the artist has autism*. Available at: <https://www.indy100.com/article/abelism-autistic-artist-refund-reddit-8999291> (Accessed: 27th December 2019).

Open Culture. (2019) *Neil Gaiman reads His Manifesto on Making Art: Features the 10 Things He Knew as A Young Artist*. Available at: <http://www.openculture.com/2019/02/neil-gaiman-reads-his-manifesto-on-making-art.html> (Accessed: 27th December 2019).

List of Illustrations

Figure 1: Indy100. (2019) *Abelist woman demands refund on a mug after discovering the artist has autism*. Available at: <https://www.indy100.com/article/abelism-autistic-artist-refund-reddit-8999291> (Accessed: 27th December 2019).

Task 2 - Jon Pugh- Reflective Writing. Word Count - 540

Throughout my education, I have been guided through a lot of different career paths based on grades and "What was best for me". I drifted through engineering, computing and mathematics, as through all of my teenage years I thought that I was destined to pursue a career in logic and numbers because that is what I have been best at throughout my life. However, when it came to higher education that's when my brain turned from analytics and logic to colour and imagination. I knew that being confined to a job at a desk doing something I'm good at would eat away at me and become something I would not enjoy. So that is when my journey began. Where the creative side of my brain started to meld with the logic and take me through art step by step to inevitably reach where I want to be in life.

When talking about my process and how I interpret my art it is unique. I'm not the type of person who just sits and paints what they feel, mainly because I do not like paint...at all. No, when I reflect on previous work and plan for future projects, it all becomes a spiral of both logical and creative tendencies. Whereas possibly a usual art student would have a sketchbook crammed with drawings and paintings, my sketchbooks are what I like to call "Assorted Chaos". Tiny books filled with ideas and creations, piled on top of various tables, charts and mental mapping techniques that could easily confuse and bewilder someone who would happen upon them. However, no matter how strange or bizarre my process looks to others, it is unique to me and helps me contextualise how I perceive and analyse projects that are given to me. It also allows for the logical and creative sides of my brain to collaborate with each other rather than fight for control. "While autistic artists are not ashamed of the condition, we do not wish for our work to be entirely defined by it either" (Weaver, 2018). This statement allowed me to break free from being stereotyped and forced into a career due to my strengths in the subject, given to me by Autism, and explore passions that were more creative and expressive.

In regards to how this process affects my projects, it allows me to go deeper than just a picture or a sculpture. It allows me to apply layers of narrative and ideas and depth to my work so that it stands up on its own and allows people to delve deeper into its meaning and create their interpretations of what it means and what I make is truly about. Whether it is through the mystery of collections, and how whenever I

create one thing it slowly grows and adapts over time. That my work has the ability to fill a desk or even a room, or through the use of colour and material I can have within my work can reveal what the true meanings are behind them. Hopefully, as time progresses and my processes develop and evolve, the objects and ideas that I create will stand out amongst others and impact the world in their unique way. Only time will tell.



Fig. 1: Picture: Various.

Bibliography

Fenn, V. (2018) *These 10 artists prove autism is no barrier for creativity*. Available at: <https://metro.co.uk/2018/04/21/these-10-artists-prove-autism-is-no-barrier-to-creativity-7446895/> (Accessed: 29th December 2019).

Neuendorf, H. (2018) *The World's Earliest Artists May Have Been Autistic, Scientists Say in a New Study*. Available at: <https://news.artnet.com/art-world/autism-ice-age-artists-1286348> (Accessed: 29th December 2019).

Pring, L. Ryder, N. Crane, L. (2012) 'Creativity in savant artists with autism', *Autism*, 16(1), pp. 45-57. DOI: 10.1177/1362361311403783

Mathias, S. (2019) Sam Mathias Art Blog [Blog] 7th January - Present. Available at: <https://sammathias593530808.wordpress.com> (Accessed: 29th December 2019).

List of Illustrations

Figure 1: Fenn, V. (2018) *These 10 artists prove autism is no barrier for creativity*. Available at: <https://metro.co.uk/2018/04/21/these-10-artists-prove-autism-is-no-barrier-to-creativity-7446895/> (Accessed: 29th December 2019).

Task 3 - Ryan Moule- Semiotic Analysis. Word Count - 503

As a society, we have grown increasingly fond of technology and what it can achieve. The main thing that we as humans love about technology is its ability to take us away from the real world and allow us to escape into alternate realities. Whether it is through television or film, where we are whisked away to watch the plots of others for our entertainment, or through gaming where we are put into the virtual world to live out these adventures and experiences for as long as we can fathom. However, with all these advancements in technology in such a small space in time, it has led to the speculation of us ourselves being within a false reality and that the world that we live in and call home is a simulation. These speculations such as The Mandela Effect, where the premise is that there is “supposedly proof that whoever is in charge of our

simulation is changing the past.” (Stieb, 2019) have allowed theorems like this to seem less fictitious and more certain.

According to Bostrom's Simulation Hypothesis (2003), We could be living within a simulated world and we would not even know it. Theorems and Conspiracies, much like Bostrom's, are all over the internet and have grown due to pop culture hits such as *The Matrix* (1999), *Total Recall* (1990 & 2012) and *Ready Player One* (2018). These stories all have been incorporated with Simulation Theory but in different ways to each other. *The Matrix* (1999) themes itself around that the real world we live in is simulated and that actual reality is war-torn and uninhabitable. *Ready Player One* (2018) is the same yet different due to actual reality still currently being lived in but grips to virtual reality to the point where it is the preferred realm to live. However, the premise behind *Total Recall* (1990 & 2012) is that the protagonist is fighting between what is reality and what is simulation throughout the plot.

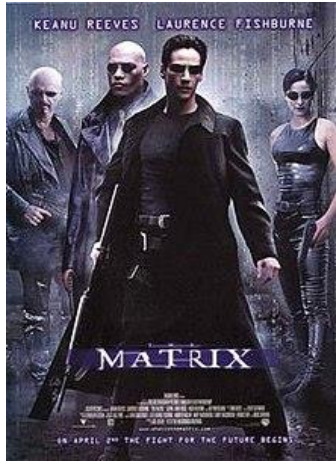


Fig.1: *The Matrix* (1999).

These movies and others like it are all just narrative and in their dystopian fantasy realities, they all have implanted different ways of thinking into our subconscious. It is because of these stories that we feel it is necessary to not become too attached to technology since we do not know who is listening or if we will become so attached that reality itself becomes less and less interesting. There is also the concept that the more technologically advanced the world gets, the less human it begins to feel which in turn allows simulation theory to become more and more believable as we would not be able to tell what is real or fake after a certain point. Much like Plato's Cave Allegory (360 B.C), we all could be living in a false reality and not even know it due to reality itself being so comfortable that even the thought of change or disruption leading to the realisation of being a false reality will cause society to collapse. What is real?

Bibliography

Bostrom, N. (2003) 'Are you living in a computer simulation?' *Philosophical Quarterly* Vol.53, No 211, pp.243-255 Available at: <https://www.simulation-argument.com/simulation.pdf> (Accessed: 4th January 2020).

Chandler, D. (2017) *Semiotics: the basics*. Abingdon, Oxon; New York: Routledge

Cohen, S. Marc. (2015) *The Allegory of the Cave*. Available at: <https://faculty.washington.edu/smcohen/320/cave.htm> (Accessed: 4th January 2020).

Falk, D. (2019) *Are we living in a simulated universe? Here's what scientists say*. Available at: <https://www.nbcnews.com/mach/science/are-we-living-simulated-universe-here-s-what-scientists-say-ncna1026916> (Accessed: 4th January 2020).

Ready Player One. (2018) Directed by Steven Spielberg [DVD] UK: Warner Bros.

Strieb, M. (2019) *15 Irrefutable Reasons Why We Might Be Living in a Simulation*. Available at: <https://www.vulture.com/2019/02/15-irrefutable-reasons-we-might-be-living-in-a-simulation.html> (Accessed: 4th January 2020).

The Matrix. (1999) Directed by The Wachowski Brothers [DVD] UK: Warner Bros.

Total Recall. (1990) Directed by Paul Verhoeven [DVD]. USA: TriStar Pictures.

List of Illustrations

Figure 1: *The Matrix*. (1999) Directed by The Wachowski Brothers [DVD] UK: Warner Bros.

Formatted: Indent: Before: 0"