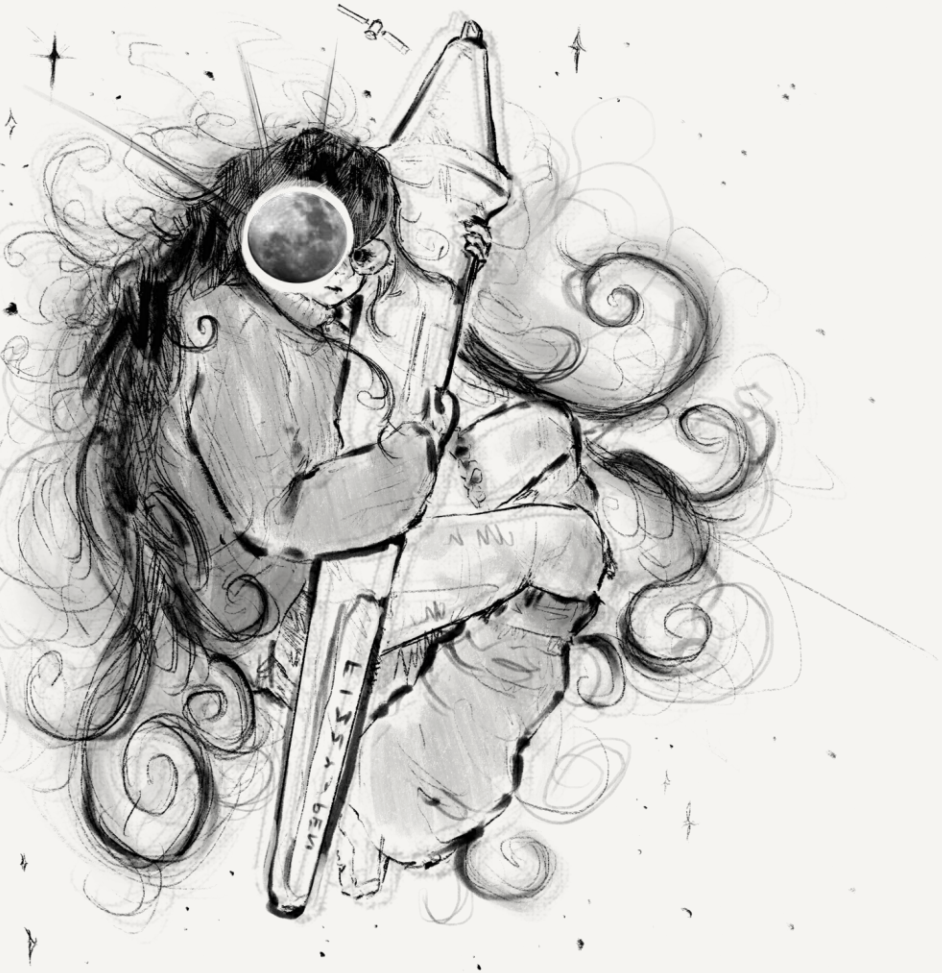


Changemakers: Building your Personal Brand for Sustainable Employment (ADVA500x1)

Assessment 2 – Personal Branding

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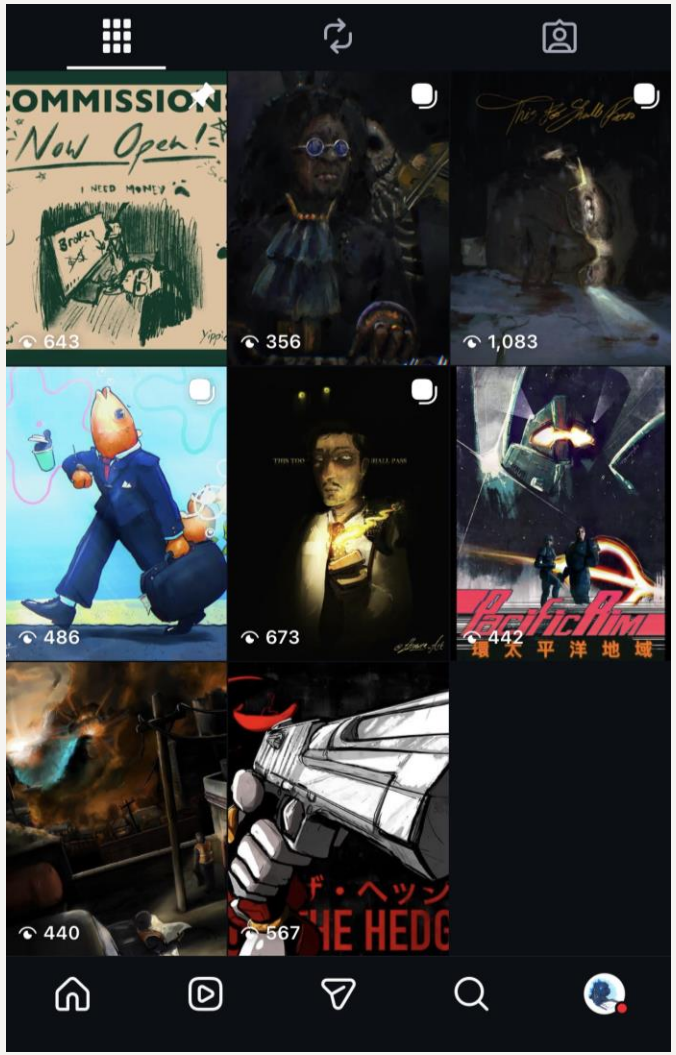
PAGE	CONTENTS
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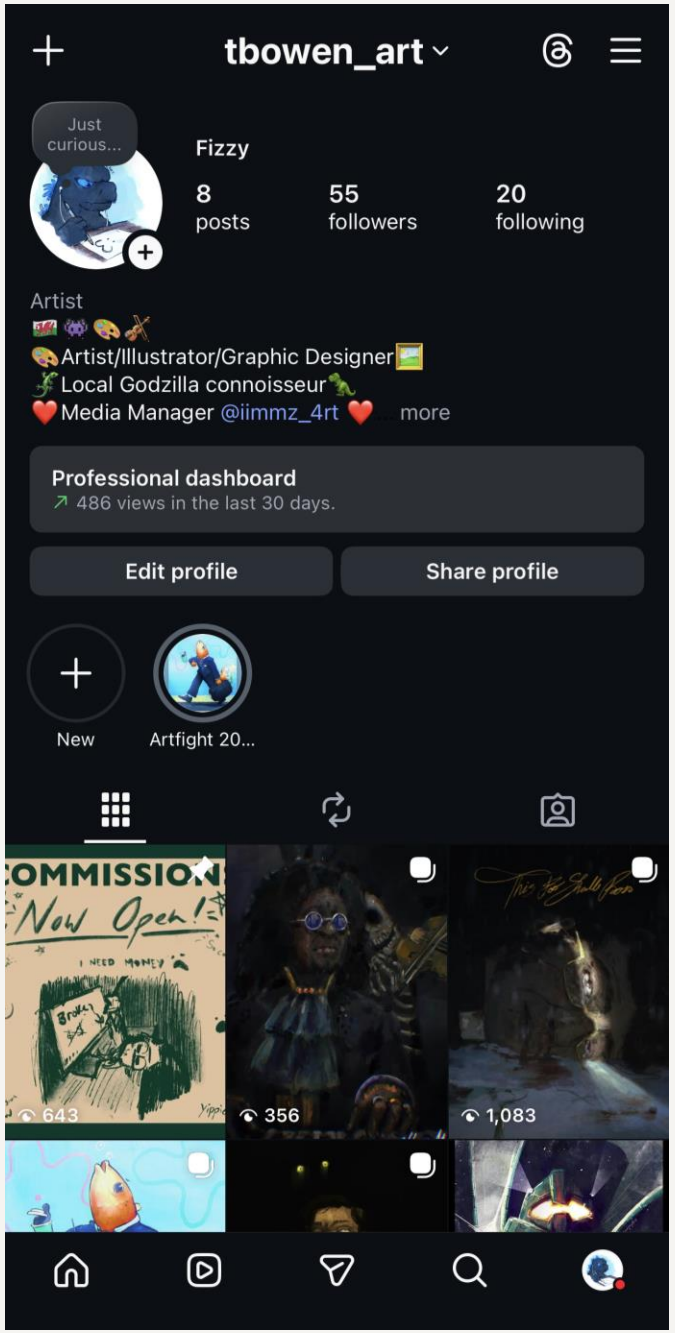
WHO DO I WANT TO BE?

I WANT TO BE A REFINE MY WORK AND BECOME A CONCEPT ARTIST. OTHER THAN THIS CAREER PATH, I WANT TO PUT MYSELF OUT THERE MORE AND SELL MY WORK AND GROW AS NOT ONLY AN ARTIST BUT AS A BUSINESS, THIS COULD BE THROUGH COMMISSIONS, BUT I WOULD REALLY LIKE TO EXPLORE SELLING MY WORK AT STALLS AND SIMILAR VENDORS LIKE THIS (ESPECIALLY AS MORE OF A SHORT TERM GOAL). I ENJOY MY MORE HORROR-BASED STYLE, BUT I ALSO ENJOY FLEXIBILITY AND WANT TO BROADEN MY HORIZONS.

CURRENT BRANDING

- Although it is not much, I have an Instagram that I use to share my art and receive commissions from, even though it was a recent development. I have done several jobs for clients; from singular digital drawings of characters, to portraits on handmade paper, to full children's books. My Instagram is to the right, and the entirety of my post history. Clearly, I have neglected my posting as of late.
- During this module I aim to truly understand my worth as an artists and to build a business strategy that doesn't undersell my practice.





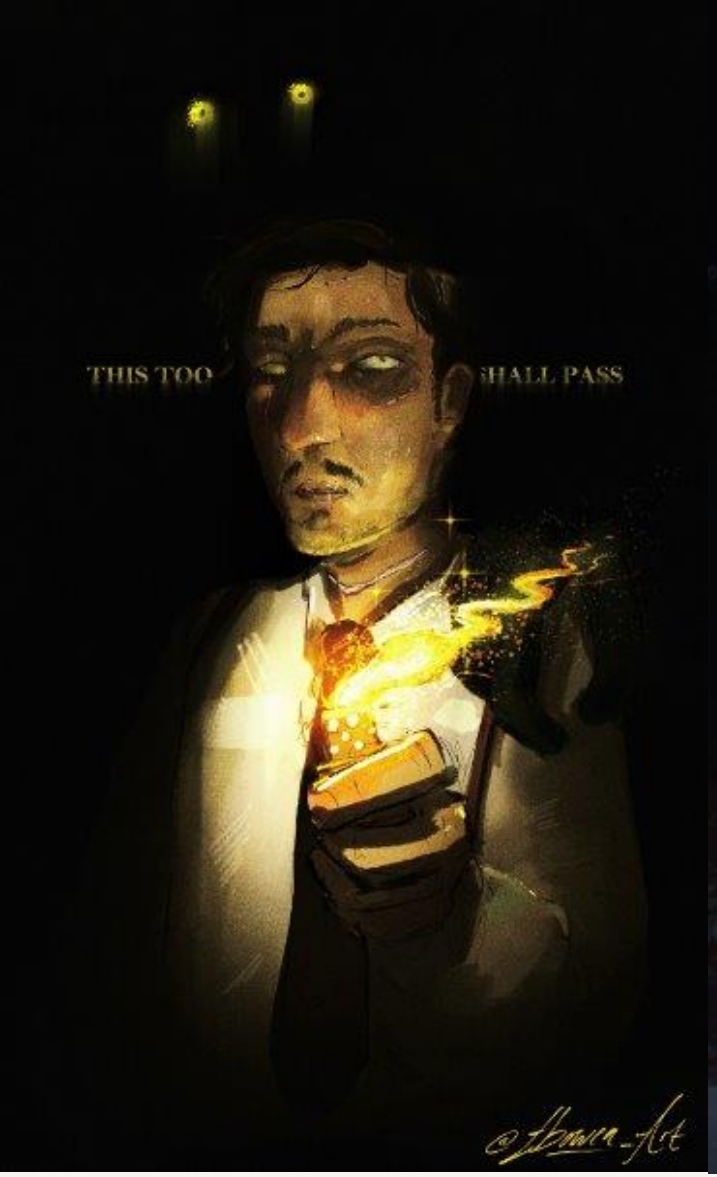
Commissioned Work







The next three slides contain some of my commissions as of my current branding strategy. I am happy with the types of singular commissions I get, although I don't always feel like they reflect who I am as an artists.

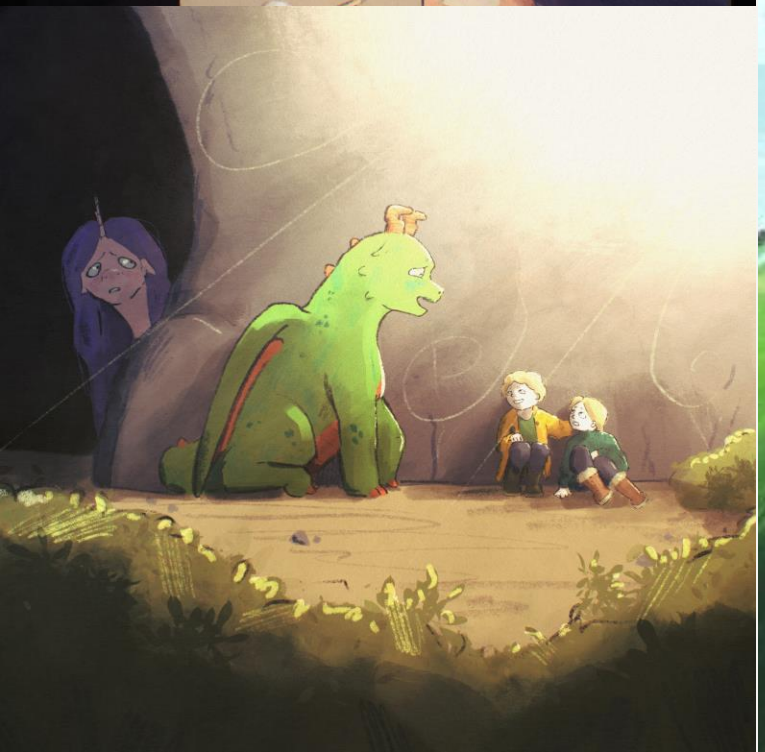


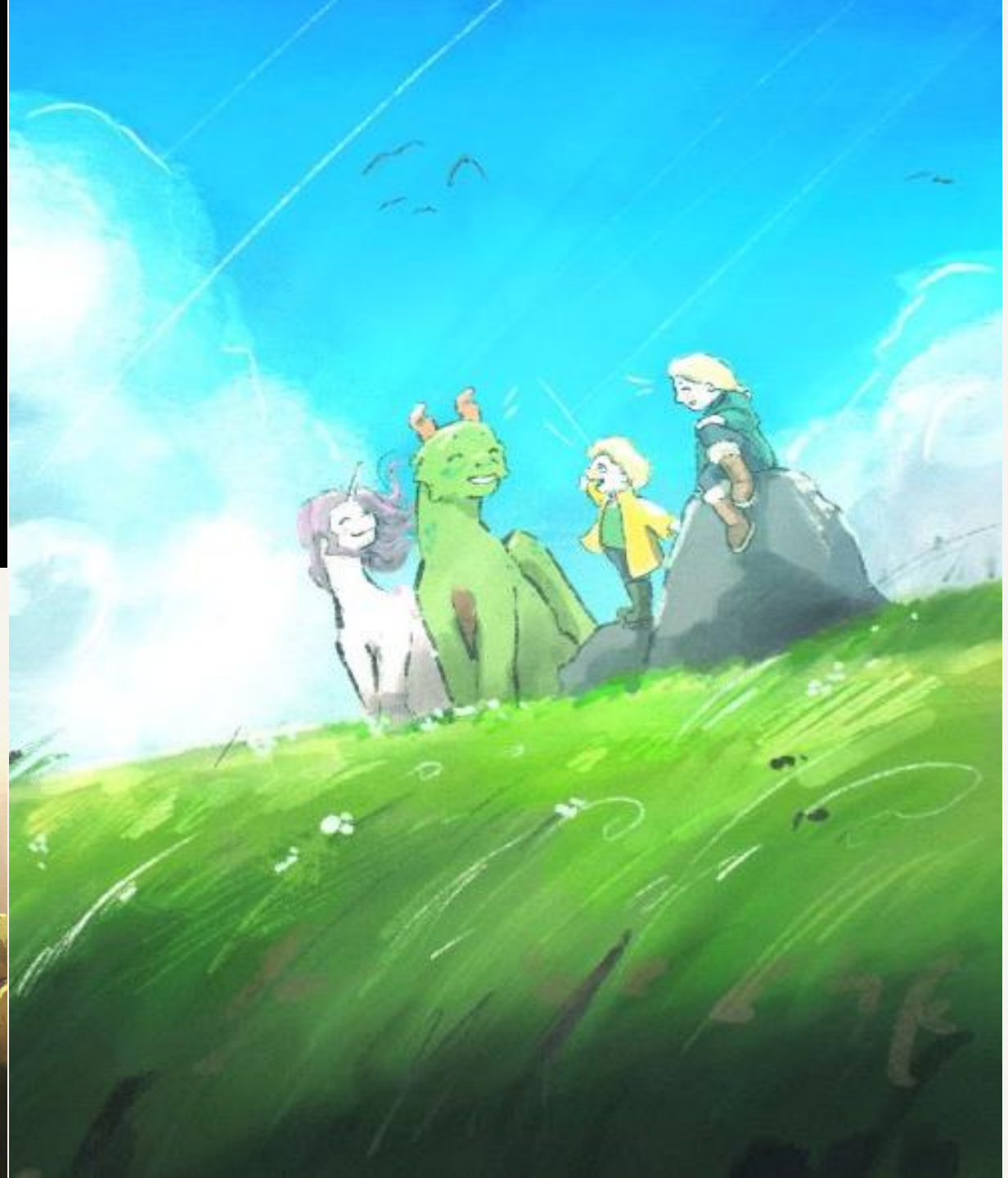




Some of my favorite commissions. Stylistically, they could use some work but I absolutely love the darker tone.







This is the largest commission I have received, 2 full length children's books. This is not the style of art I am used to doing, and isn't the style I want to be known for. However, I have really enjoyed the opportunity and have enjoyed the idea of going into larger industries, even if this isn't the right one for me.

I can also say that my art style is more refined and takes time, although I do pride myself on my speed.

SKILLS

What do you do well, or have good qualifications for? I am creative and am an excellent problem solver. I can do physical & digital midia. I am very social and am good at setting myself a firm goal.

What do others see as your best skills?

Social Networking, Determination., confidence, leadership, initiative, time management I work very fast.

Which of your achievements are you proudest of?

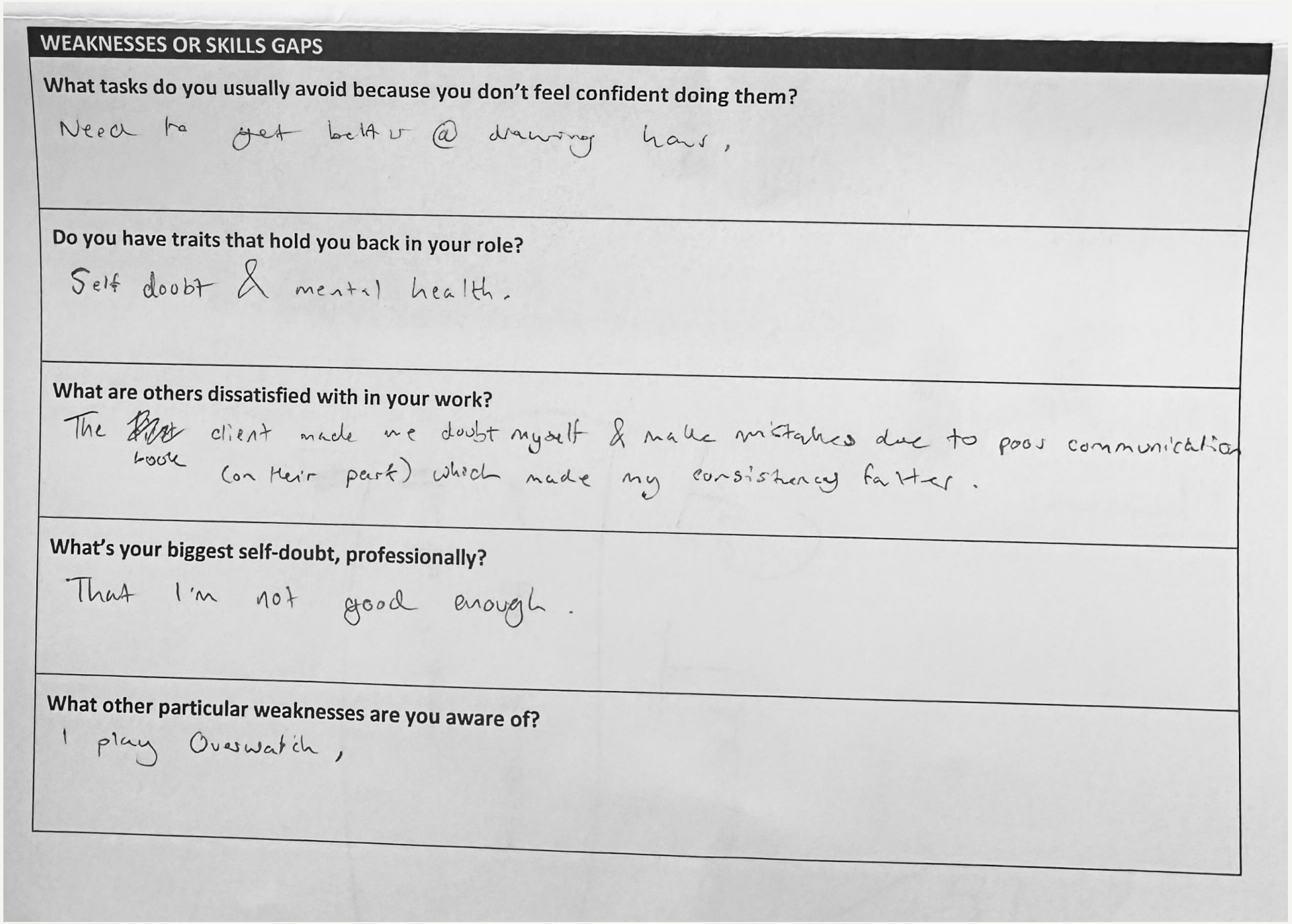
Client based work - Childrens books, Advertising for high-end venture company that's a subsidiary of Shell. (Dragon LNG)

What networks, formal or informal, are you part of?

A number of artists.

What other particular skills (hard or soft) do you have?

We began by answering some introduction questionnaires on our skillset and weaknesses in our chosen industry.



WEAKNESSES OR SKILLS GAPS

What tasks do you usually avoid because you don't feel confident doing them?

Need to get better @ drawing hair,

Do you have traits that hold you back in your role?

Self doubt & mental health.

What are others dissatisfied with in your work?

The ~~Brief~~ Look client made me doubt myself & make mistakes due to poor communication (on their part) which made my consistency falter.

What's your biggest self-doubt, professionally?

That I'm not good enough.

What other particular weaknesses are you aware of?

I play Overwatch,

List of weakness from the same task sheet as the last slide. The last question I rushed and quite clearly did not take seriously, so my answer would be that **I struggle with self-motivation, and should work on pacing myself with my drawing, instead of diving headfirst into it unprepared.**

Hard Skills

- Good with multiple mediums. (Paint, inks, sketching)
- Proficient at digital drawing platforms. (Clip Studio, Pro Create)
- Knowledgeable on Adobe software's. (Illustrator, Photoshop, Animate)
- Fluent in Welsh and English.
- Art Fundamentals (Color Theory and Perspective).
- In depth Design through research (Character Design, Environment Design).

Soft Skills

- Excellent Problem Solving and adaptability.
- Emotional Intelligence.
- Leadership Skills, good at working in a team.
- Approachable, Friendly, and easy to communicate with.
- Attention to Detail and Creativity.

Skill Gaps

- A few holes in anatomical knowledge.
- Adobe software (some).
- 3D software and sculpting.
- Total ability in watercolor
- Patience

SWOT Analysis

STRENGTHS • Creative • Anatomy • Self-Discipline and Drive • Speed and Accuracy • Color Theory • Efficient at Procreate, Photoshop and Clip Studio • Digital Painting	WEAKNESSES • Perfectionism • Works too Hard • Some Adobe Software • Criticize myself too much • One Set mindset
OPPORTUNTIES • The growth of the media and entertainment industry • Ease of networking with the internet • Growth of Art industry vendors at Conventions	THREATS • Artificial Intelligence • Market Desaturation • Competitive Industry standards

About Concept Art

- Concept Art is functionally problem solving, from written description to paper. By definition (according to ArtStation) is:

Concept art is artwork that is created to represent ideas for characters, environments, or props in films, video games, or other media. It helps guide the development process by exploring the look and feel of a project before it's fully realized.

With my skillset I've always been interested in the idustry; the fast paced environment, the creative design and problem solving, everything.

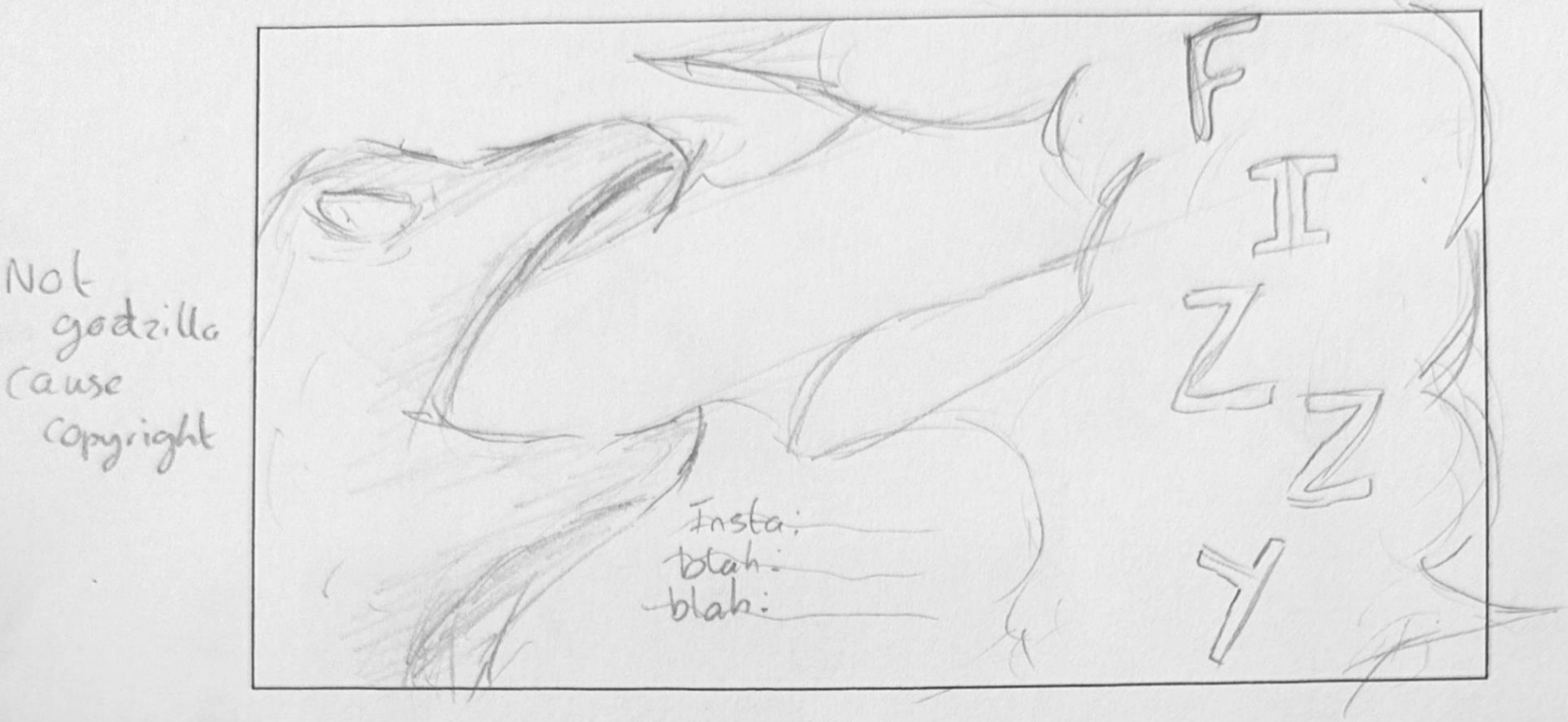
PERSONAL BRANDING

CREATING A UNIQUE, PERSONAL FLAIR TO ME AS A BRAND.

Changemakers: Building your Personal Brand for Sustainable Employment
Personal Branding

Visual Exercise

Design a business card (in the box below) for the person next to you and then give it to them.

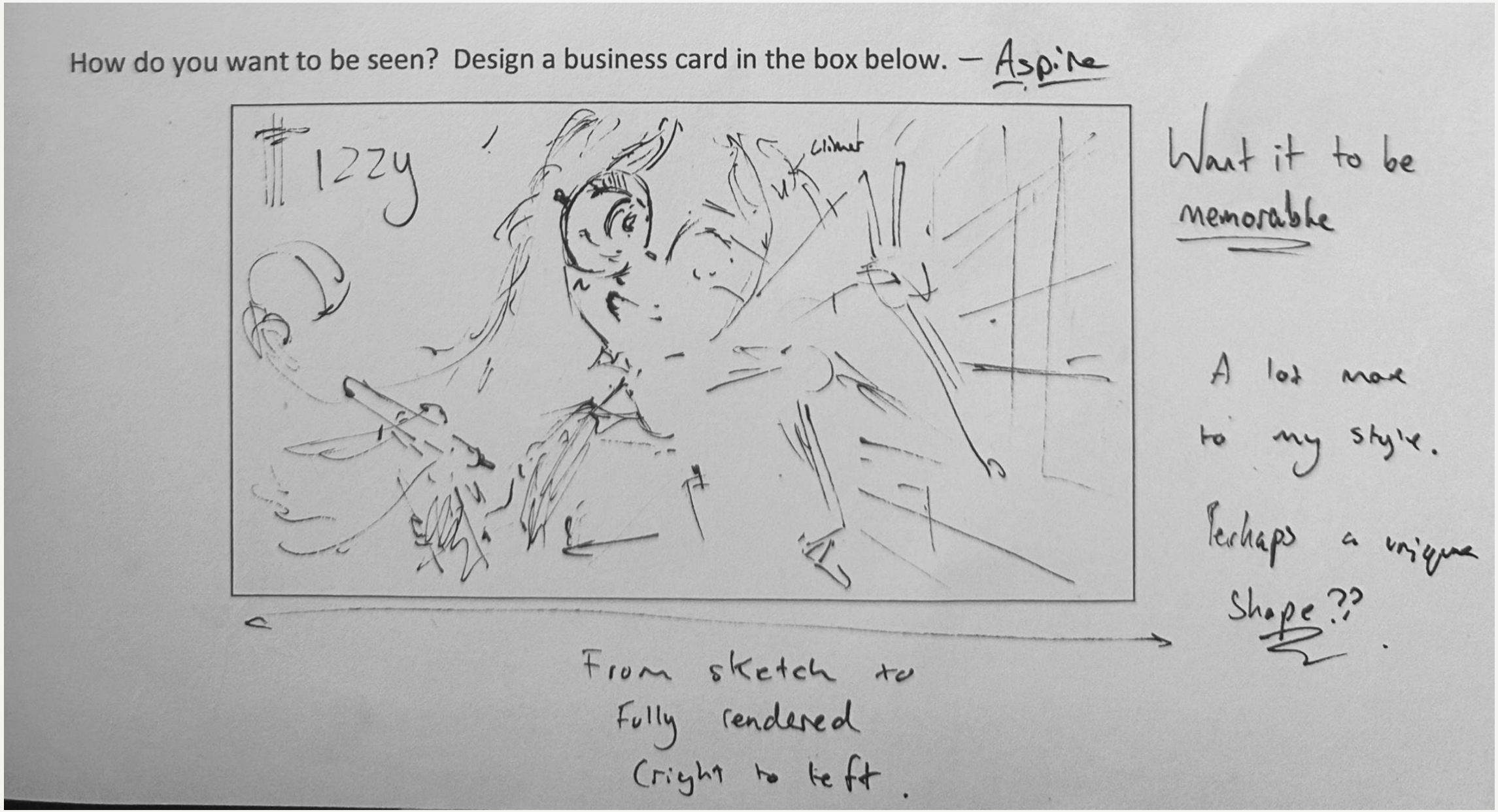


This task was to create business cards for classmates, and then some iterations for yourself. This was a classmates for me .

How do you see yourself and your skills right now? Design a business card in the box below.



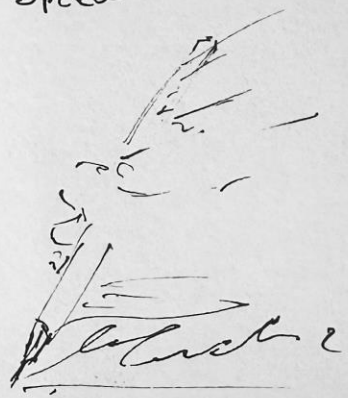
This is what I would make as my business card at the minute, however this is subject to change, especially looking more into personal branding later on.



Idea for a future card design for myself. I really liked the idea of the drawing progressing as the card goes, from right to left or vice versa. I really like the idea of using a persona to differentiate myself, which I may explore more even if it isn't the standard for the profession I want to go into. I will look into making a polished card further down the line.

4 Pillars of Branding

Brand Name Fizzy

Narrative	Differentiation	Communication	Consistency
• Passion • Spirit ◦ Competitive ◦ Paint ◦ Quick.	• Advertise myself in a more vintage way, playing with nostalgia. • Old movie posters ◦ Old game covers. These sort of styles. ◦ Speed  ◦ Grungy horror, more adult catered times	• Artstation ◦ Conventions ◦ Face-to-face ◦ Online. ◦ Museum.	◦ Tone ◦ Grungy style? ◦ Painterly look.

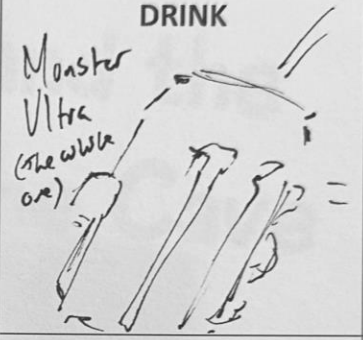
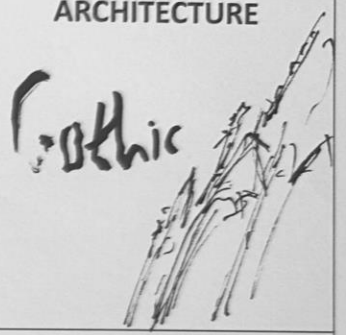
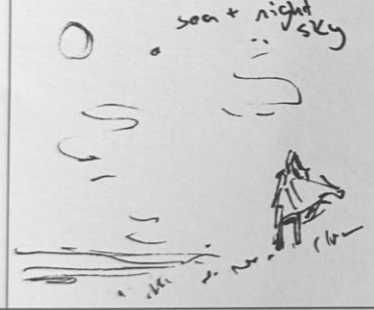
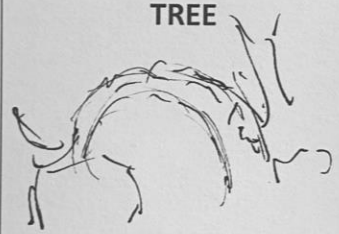
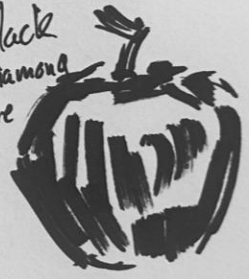
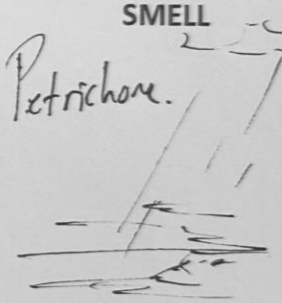
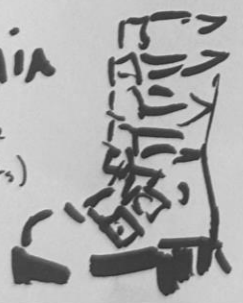
Fill the boxes with notes, doodles, collage, anything you like.

4 pillars of branding worksheet. This was to try and gauge what kind of brand I want to push myself as. The main taking point I gathered was communication. For the industry of concept art it's nearly an essential to have an Artststion account, which I should definitely look into getting.

Fizzy

Metaphor Gestalt

If my brand was a ..... it would be .....

COLOUR ~~Cosmic Latte #fff8e7~~ Outer Space #212c30 Alice Blue #f2f6ff	**ANIMAL** Black dragon monitor 	**TYPEFACE** Adver-case or something similar	**DRINK** Monster Ultra (The white one) 	**ARCHITECTURE** Gothic 
HAIRSTYLE Whatever this is =Messy=  Misato Evangelion looking ish.	**LANDSCAPE** soon + night sky 	**TREE**  Whatever is happening in Pontfaen Woods	**FRUIT** Black Diamond apple 	**SMELL** Petrichore. 
TRANSPORT Car. 	**SHOE** Demonia (or space walk boots) 	**JACKET** LEATHER 	**SINGER** HAYLEY WILLIAMS 	**ARTIST** - Eduardo Pena - John J Park - KoraArt3 - Sebiyy.

Continuing my look into branding, some metaphorical looks for how I imagine my brand.

Some notes.

Ian Marketing 29/01/26

Gig Economy → Pick n' choose.
↓ Freedom

Ya like Jaz? Ö
Chasing the Monsoon.

Tattooing - Concept Art? Freelance?

This module - All about investigating the industry.

Designing own Website.

Keep personal + professional seperate.

Assessment 1 - Web presence + Social media (professional) + Zander Letter.
Assessment 2 - Plan for employment
• Skills • Shortfalls.

What Skills?
• Creativity • Social • Technical Skills • Determined
• Time keeping • Reliable • Friendly • Passionate
• Flexible. • Proffessionalism • Problem Solving

Shortfalls?
• Confidence • Self doubt • Underestimating my Abilities.
• Anxiety • Some Softwares and techniques • Experience
• Motivation

the obvious one :

What like to learn?
• Emails + Letters to people?
Finances
Start freelancing NOW

• 3D rendering • Tattooing
• Bettering Photoshop / Adobe
• Oil Painting • Certain printing techniques
• Anatomy?

Web design

Building a web portfolio. (with Adam)

Web presence
• Digital footprint
• Website types
• Domain Names

, Fiz.ie

!Nothing.com! Ohno.

As long as you are involved and pushing you will grow.
Really curate your online presence.



AWWWARDS.com.

Wheatons Law
↓
Don't be a DICK

= Research =
• Weebly • Squarespace
• Joomla • Cargo
• Drupal • Go Daddy
• Hostinger
• IONOS

No personal identification.
ESPECIALLY NOT PHONE
Portfolio options:

If something is free, you are the product.
• Pixelfed
• Diaspora
• Bluesky
• Mastodon

Hosted: Behance
Portfolio (Adobe)
~~Carbonmade~~
500px

Page Builders: • Wix
• Canva
• Carrd
• Tilda
• Webflow
• Wordpress.com.

Should get Artstation Account.
MAKE FROM SCRATCH??? HAVE REVIEWS.

Marketing 05/02/26

Principles of Branding & Self promotion.

Got to get recognised

- Communication – Create relationships with other artists. OUTSIDE CONTACTS.

Need a website of course.

Draw clients and stuff.
Bookmark websites for opportunities.
– If you ain't looking, bloody start innit.

BRAND IDENTITY – Think of yourself as a BRAND.

OF course Style – An extension

Socials + website linked,

Activity 1 – How to create a brand for yourself.

Activity 2 – Business Cards. (For classmates)

4 pillars
- Narrative – Story about the brand
- Communicate – Reaching audience.
- Differentiate – Stand out
- Consistency.

Role as a creative – Communicator + problem solver.

Divergent + Convergent – DONT JUDGE YOURSELF

Get all ideas out. – Quantity

Web & Social Media – 12/02/26

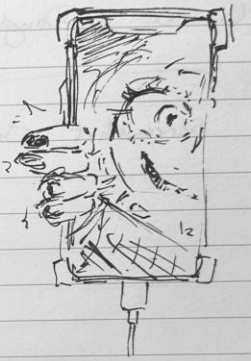
Task doing work next week.

Need to keep updating online

IG → 8AM – 9AM, 2AM – 5PM. Keep up with algorithmic days.

Research industry you want to go into

- Creative magazine → Tagged Suggested.
- The AO1
- The Creative Review.co.uk
- Creative Blog
- It's Nice that
- Creative Bloom
- Colossal
- ImagineFX
- Artists & Illustrators
- Design Job Board
- Design Week



– Always, you should maintain consistency on your art page.
– Anyone can have a global presence.
– Never mix business with pleasure. Separate from personal accounts
– The People like Personality
– Send out emails

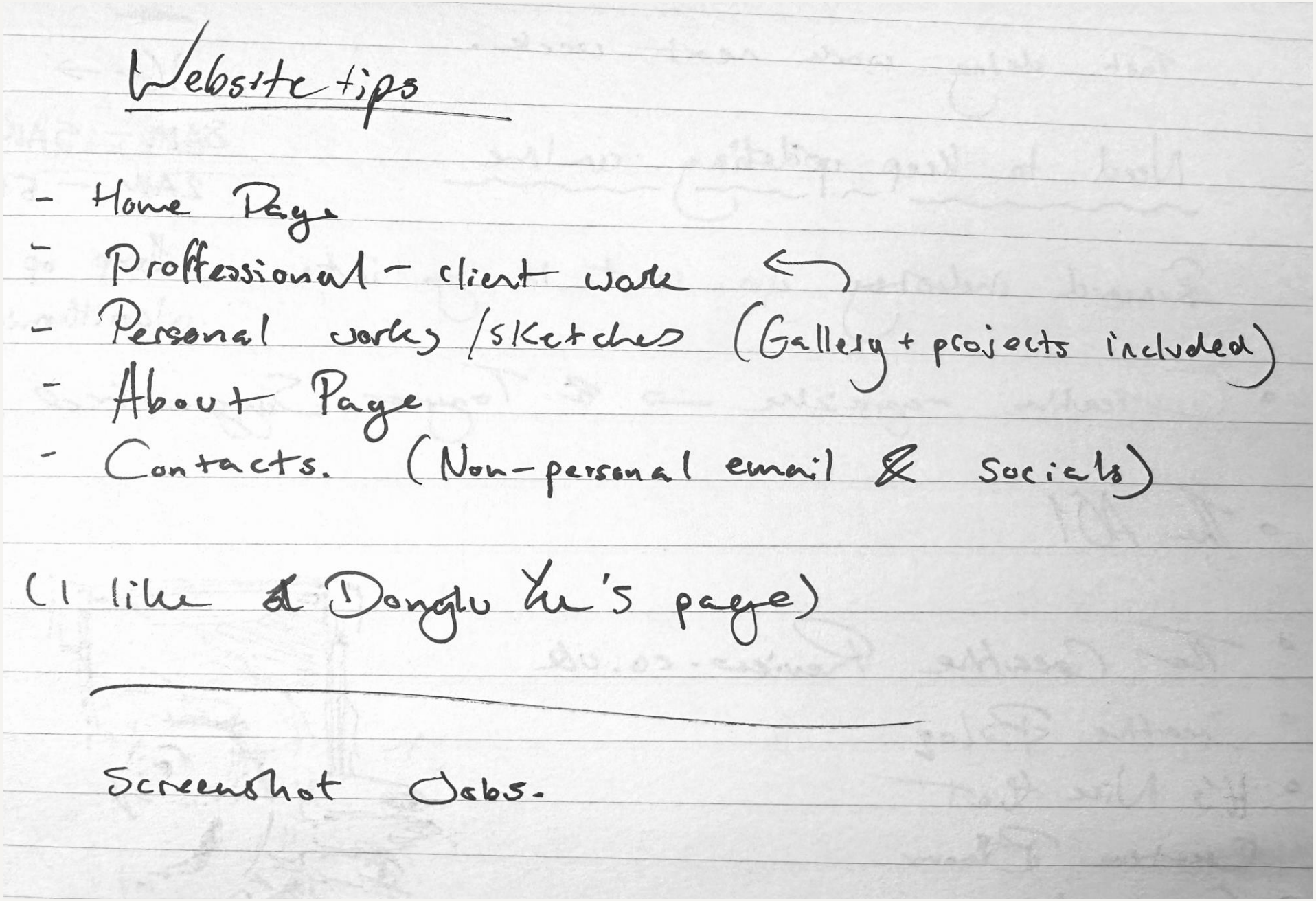
---ARTSTATION---

(Look at Wordpress) (And LinkedIn) → The Dots (For creatives)

YouTube. Content 3–4 times a week.

Continuation of notes.

Final written notes.



Changemakers: Building your Personal Brand for Sustainable Employment
Personal Branding Exercise

What do you want to be called? Names suggestions???

. Bowen · Fizzy (honestly could be both)

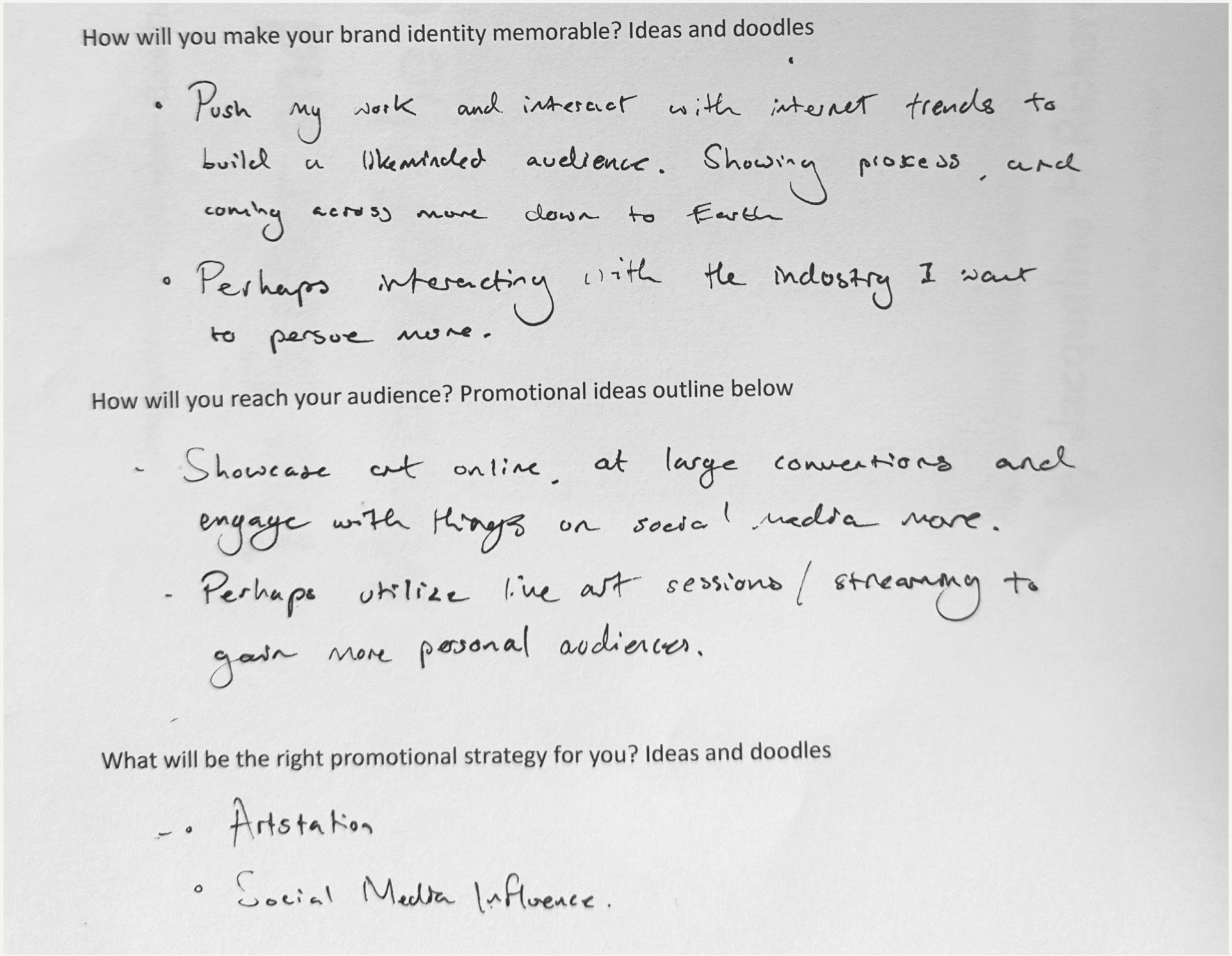
1. Bowen_Art Fizzy

How will you visually get across you USP in your branding? Ideas and doodles

Unique selling proposition?

My flexibility, speed and painterly style is something I'd like to get across. Software skills.

- Concept Art · Character design · Environment Design.
- Flexible freelance · Can draw more complex themes (machinery)



How will you make your brand identity memorable? Ideas and doodles

- Push my work and interact with internet trends to build a likeminded audience. Showing process, and coming across more down to Earth
- Perhaps interacting with the industry I want to persue more.

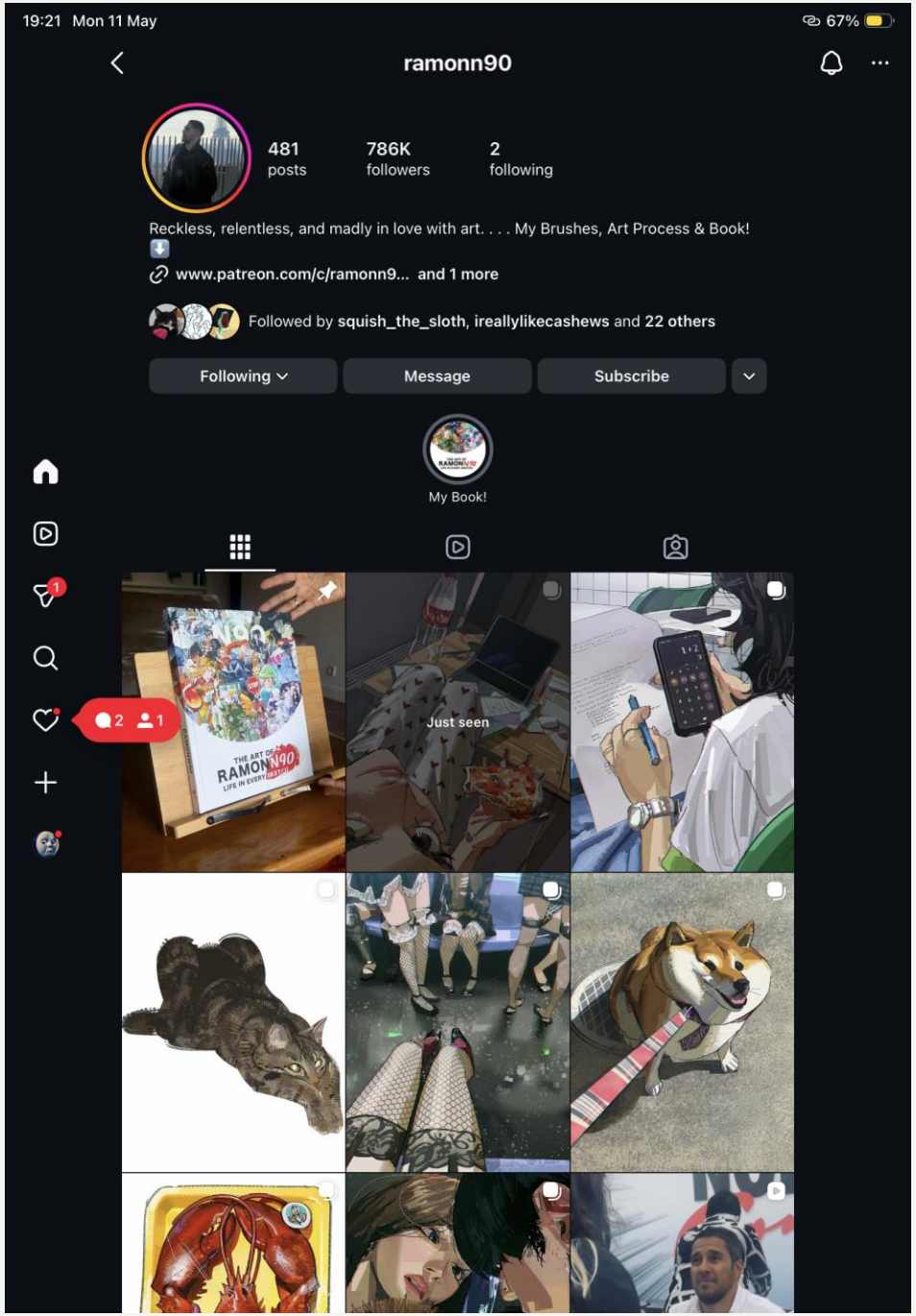
How will you reach your audience? Promotional ideas outline below

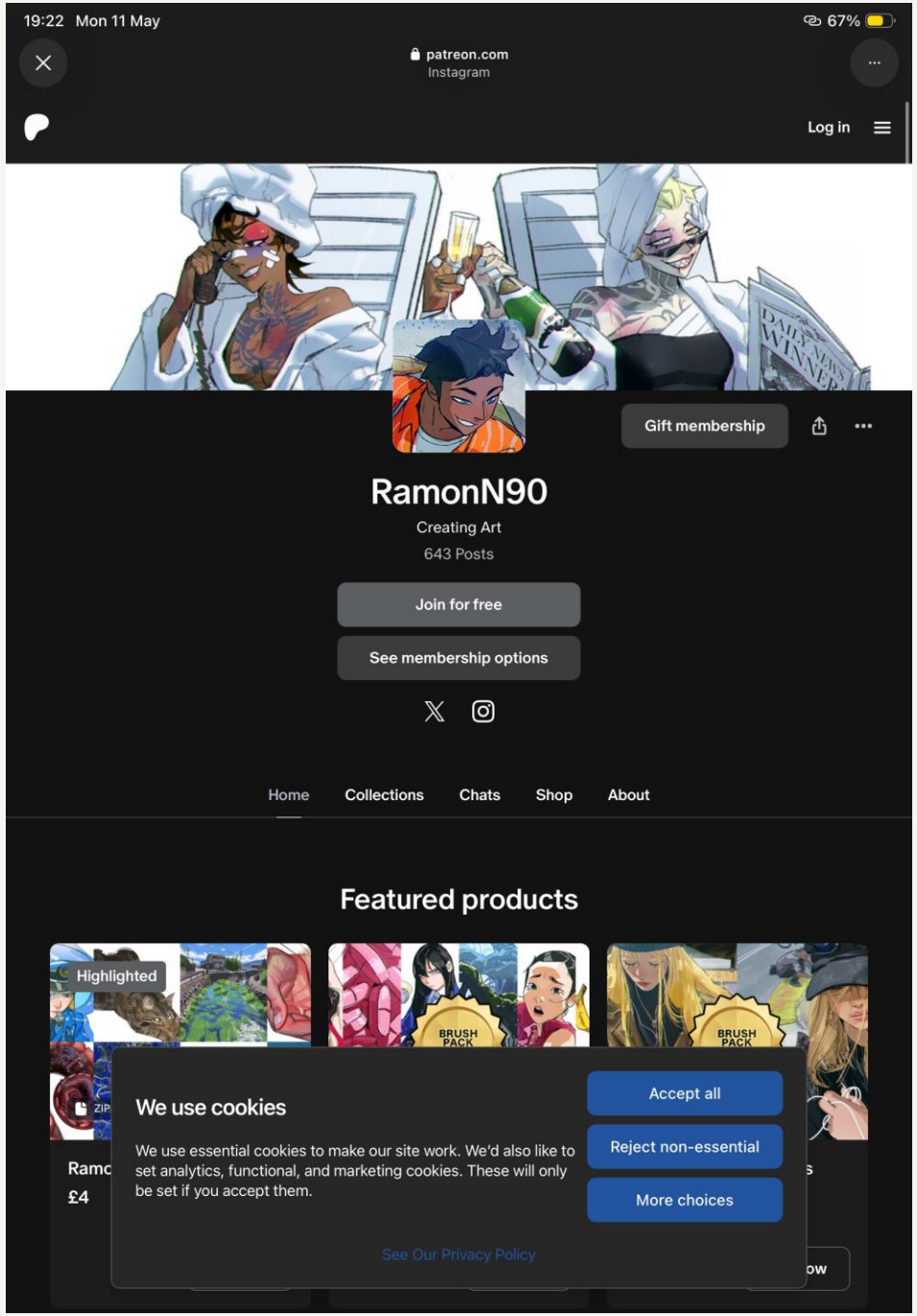
- Showcase art online, at large conventions and engage with things on social media more.
- Perhaps utilize live art sessions / streaming to gain more personal audiences.

What will be the right promotional strategy for you? Ideas and doodles

- Artstation
- Social Media Influence.

Another look into what I want to be as an artists. I dabbled with what I want to call myself, and I either wanted to go with my surname, **Bowen**, or a nickname I was given online from my online gaming days, **Fizzy**, derived from the word FizzAssist. Even though I wouldn't use the full name, Fizzy has always stuck to me and I really enjoy it.





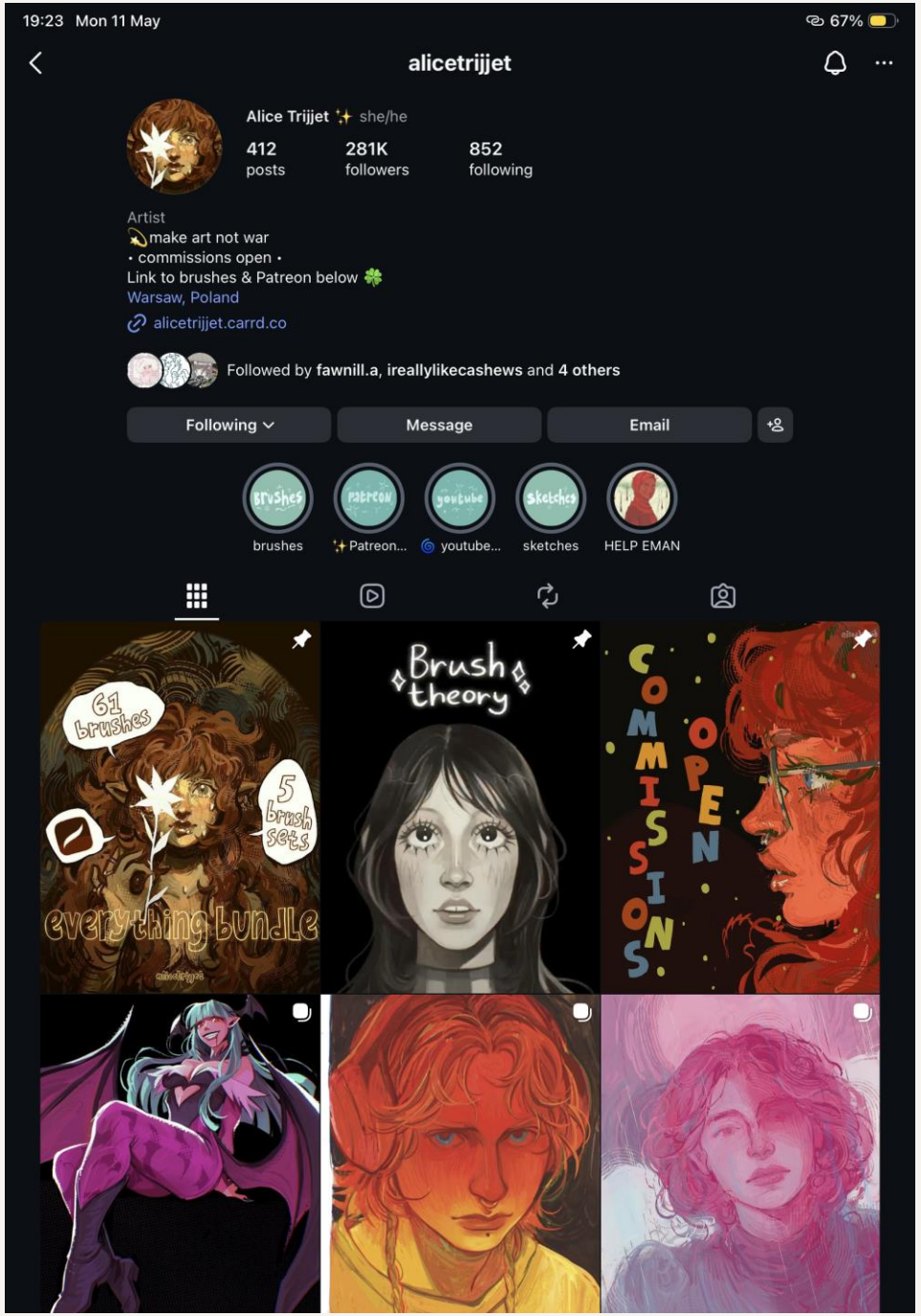
ANALYSING ARTIST BRANDING

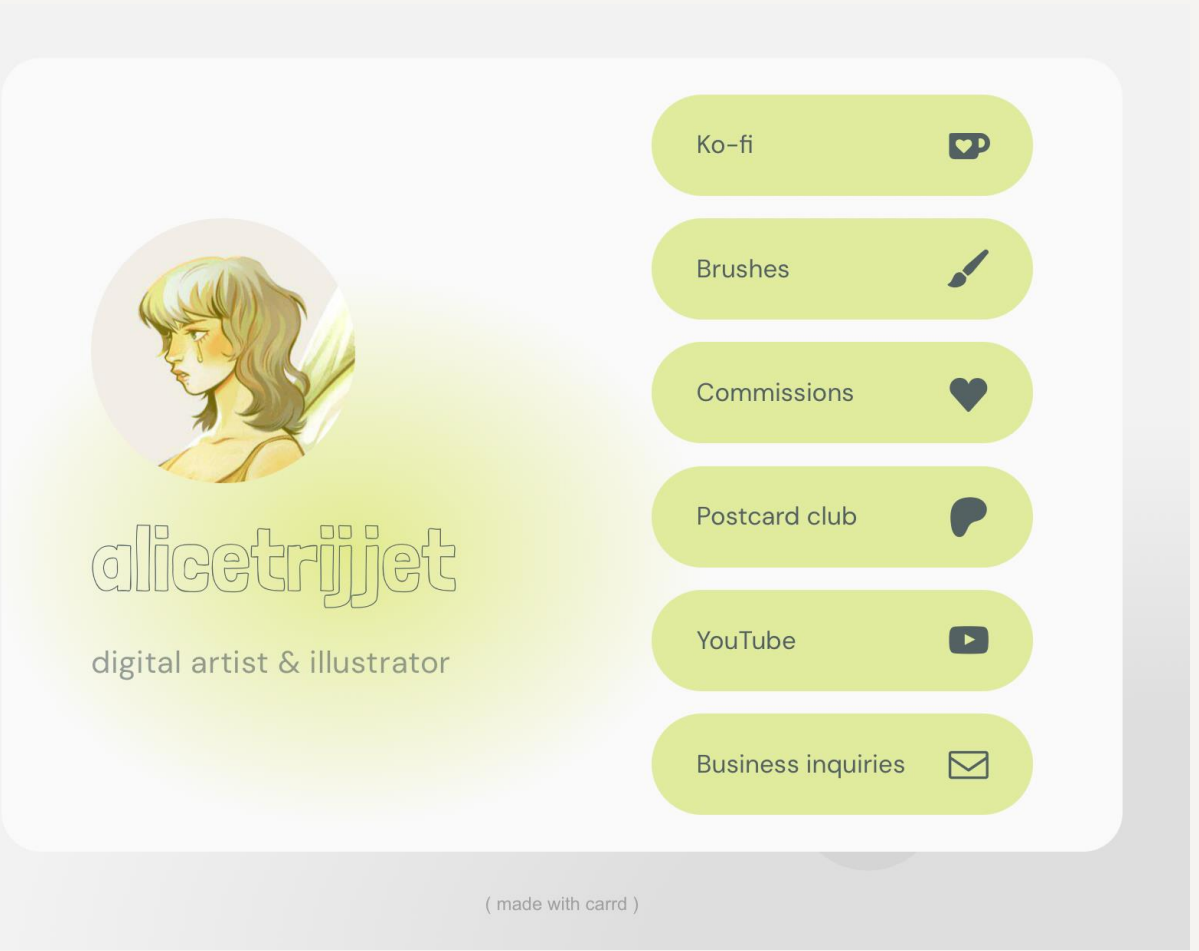
RamonN90

[RamonN90 | Creating Art | Patreon]

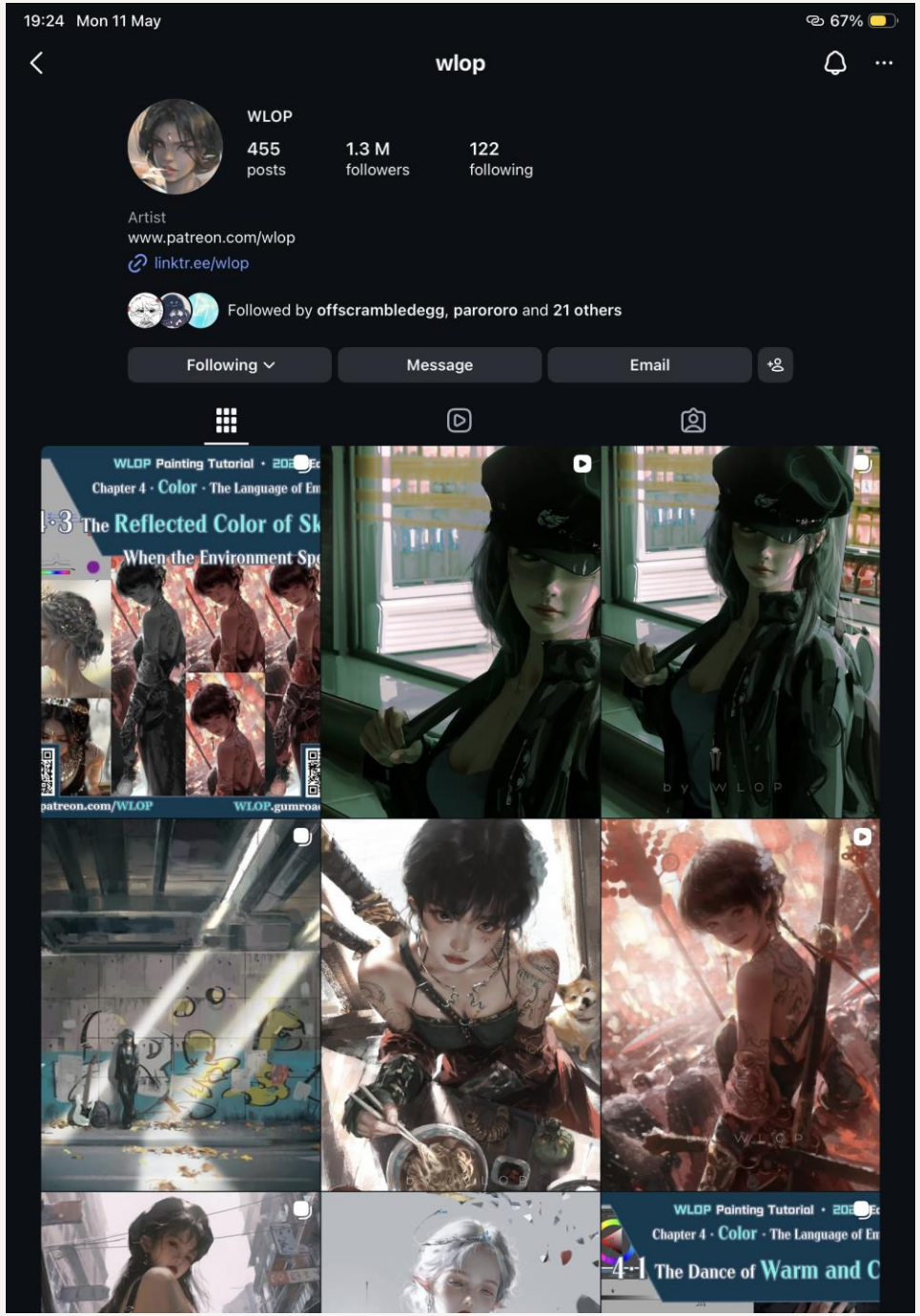
Ramon is a particularly favorite artist I follow, who offers a course on a separate website. His socials and style are very consistent in design, although his course website is quite dull compared to his extremely vibrant art style.

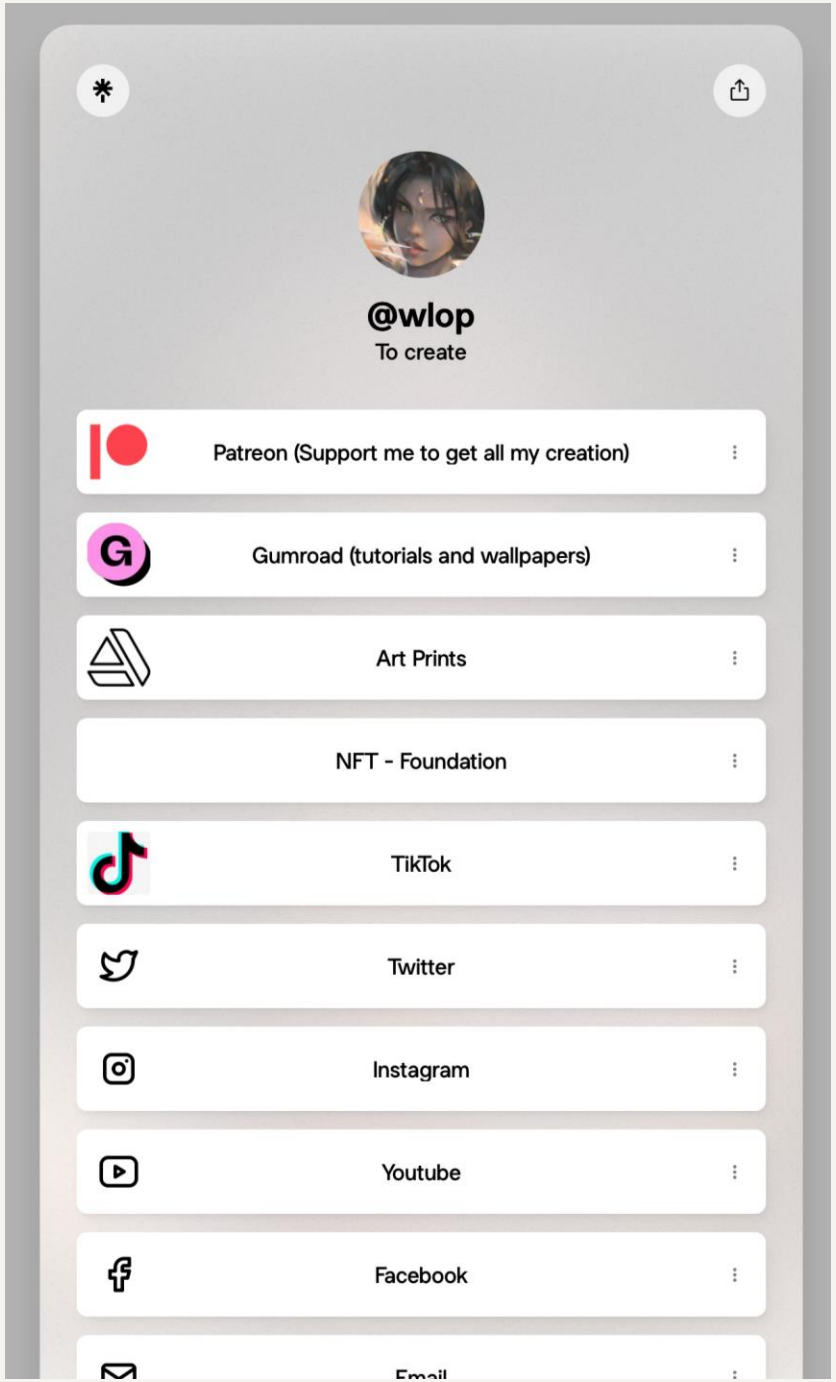
Other than this though, his consistency is very, very strong.





Alicetrijjet
alicetrijjet
A very talented artist, however their link page has a rather different to their social media page. Their art is usually as soft, but it's has a darker undertone and shade.

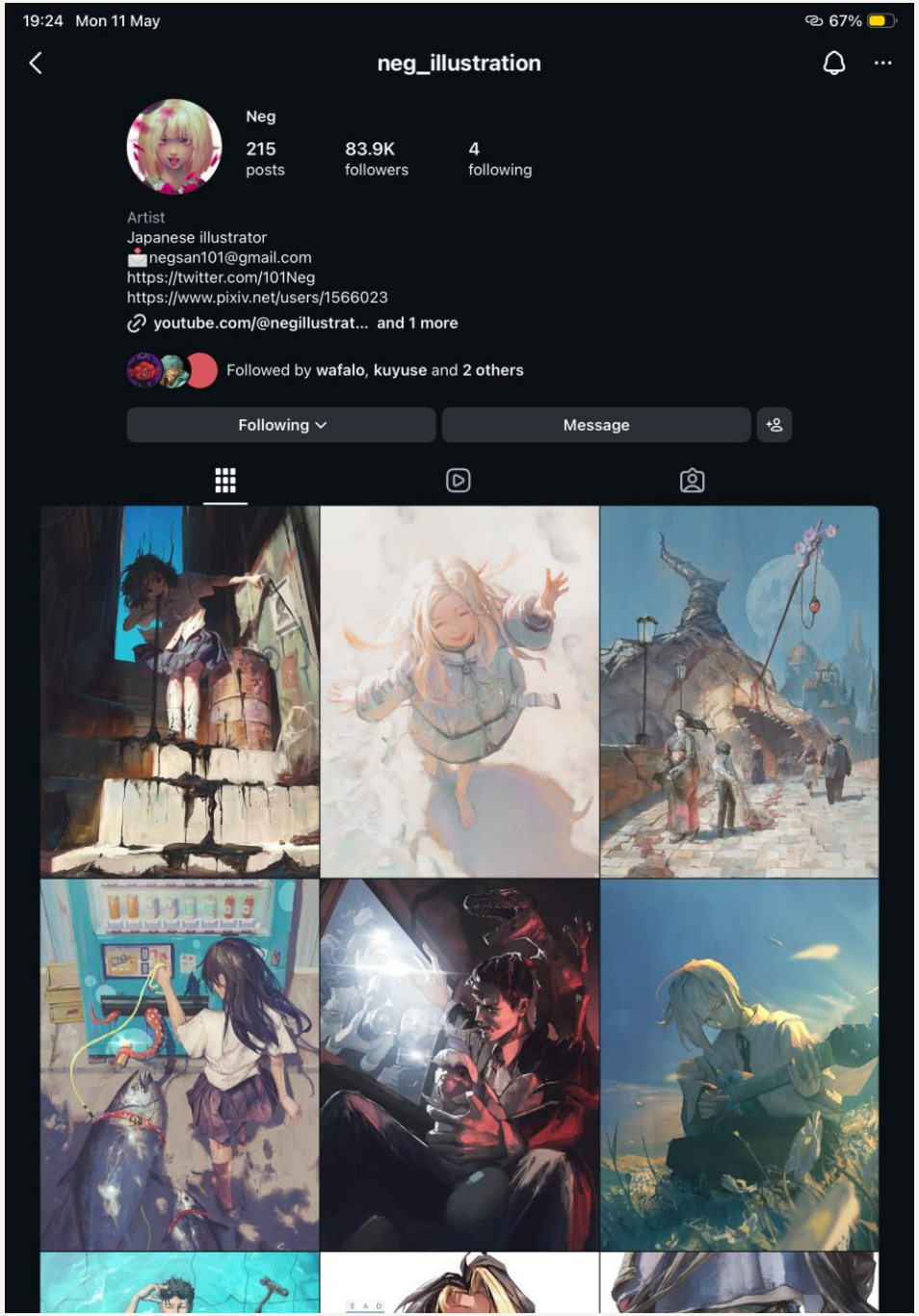


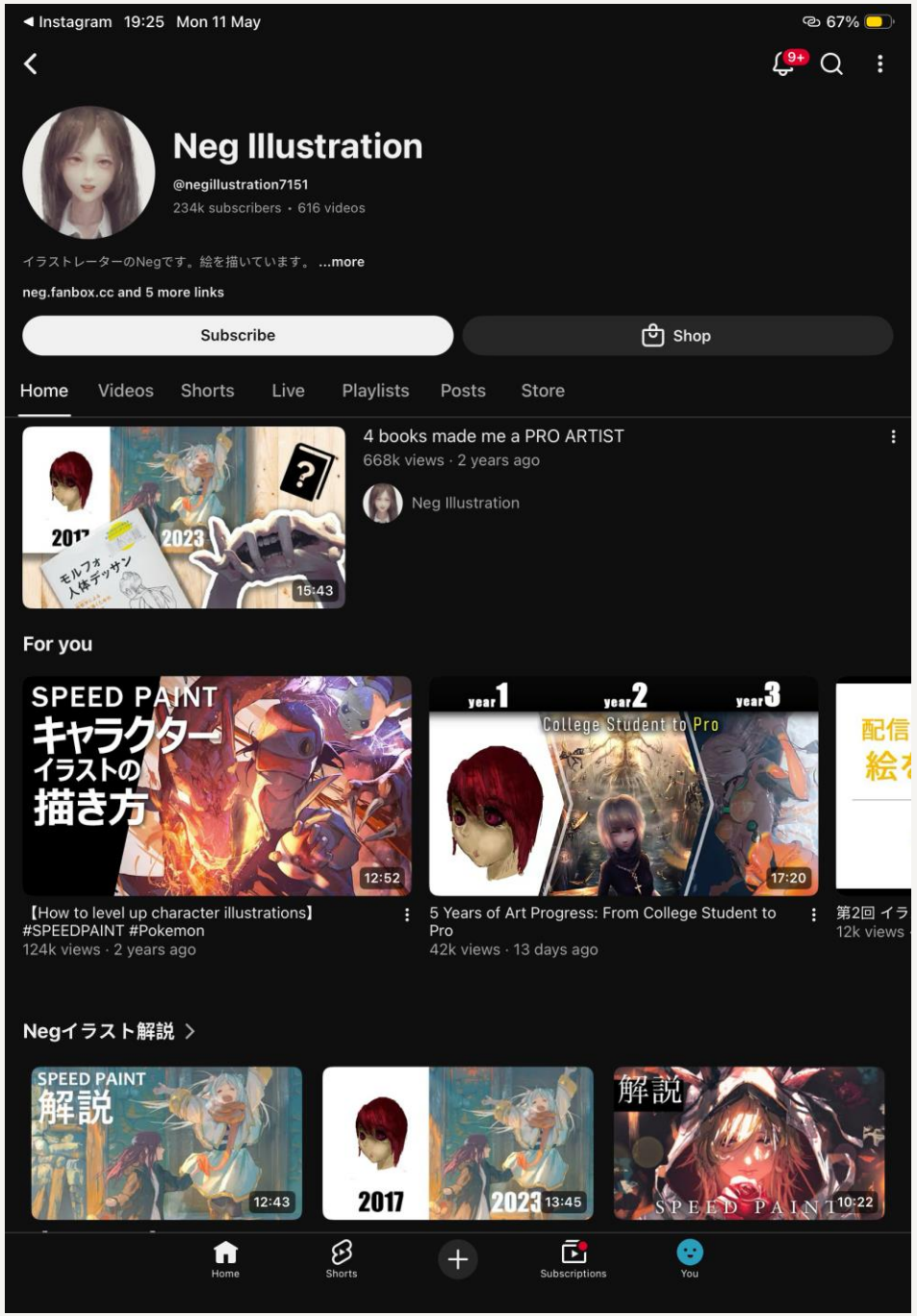


WLOP

[wlop Official: TikTok, Instagram, Facebook, Twitter | Linktree]

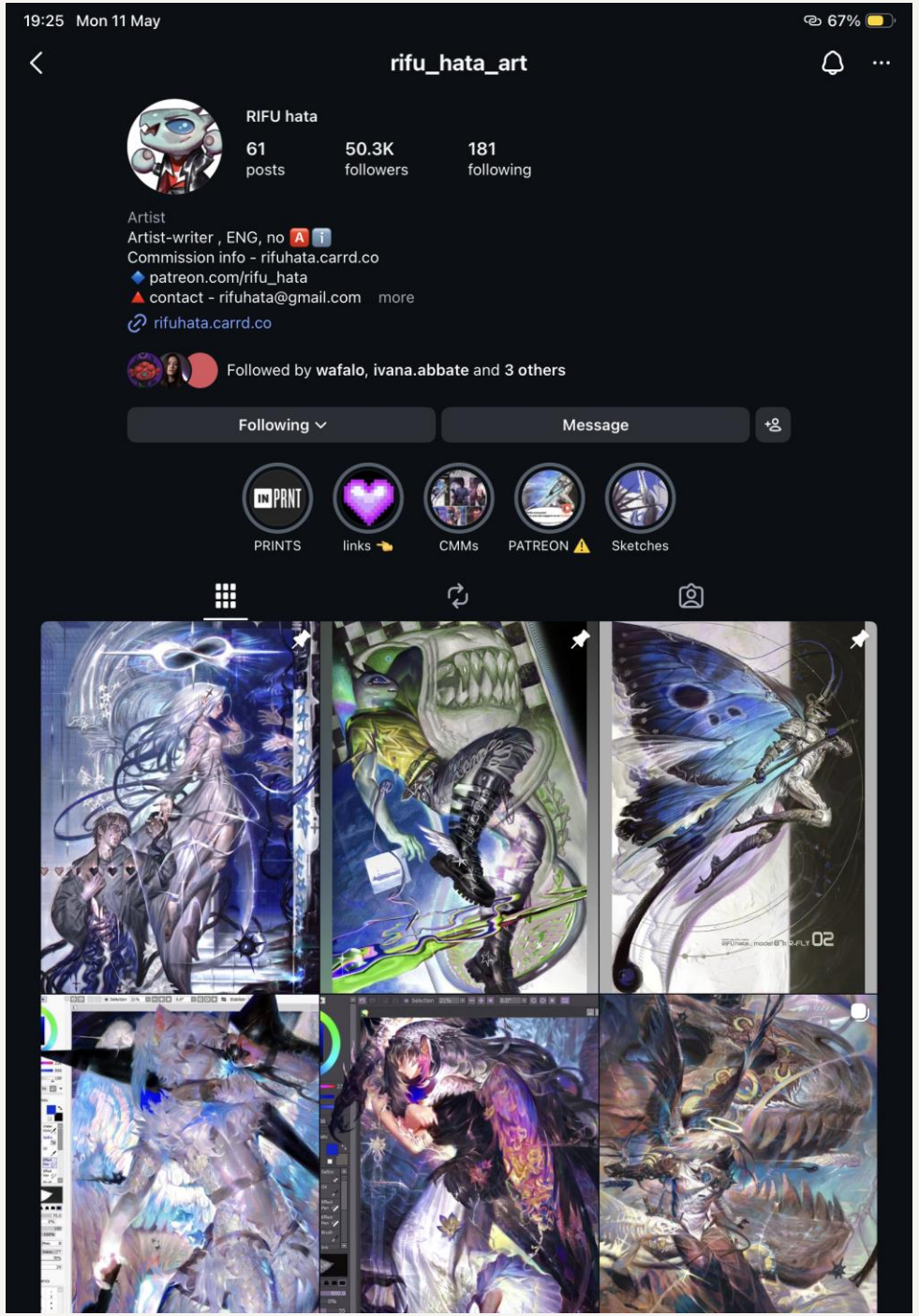
I absolutely adore their art and style, but their links page is bare. It's rather sad compared to their vibrant, beautiful art pieces.

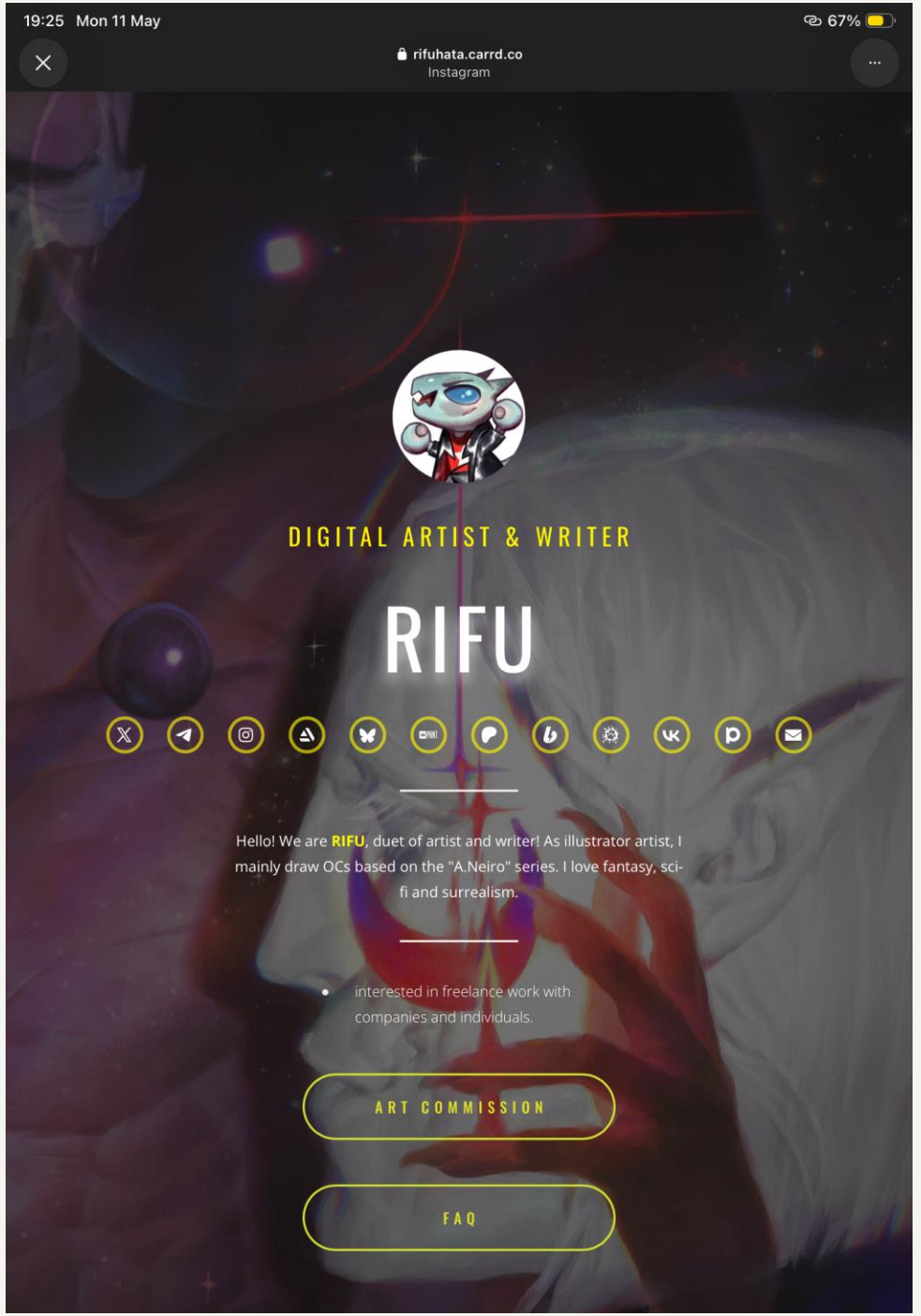




Neg Illustration
[Neg Illustration - YouTube]

This artist has an excellent grasp on consistency, displaying their work on both of their social pages unanimously. This is either to hype up and get interest between both, or showing half of the story on one and demonstrating the art on the other, such as speedpaints on YouTube and the full illustration on instagram.

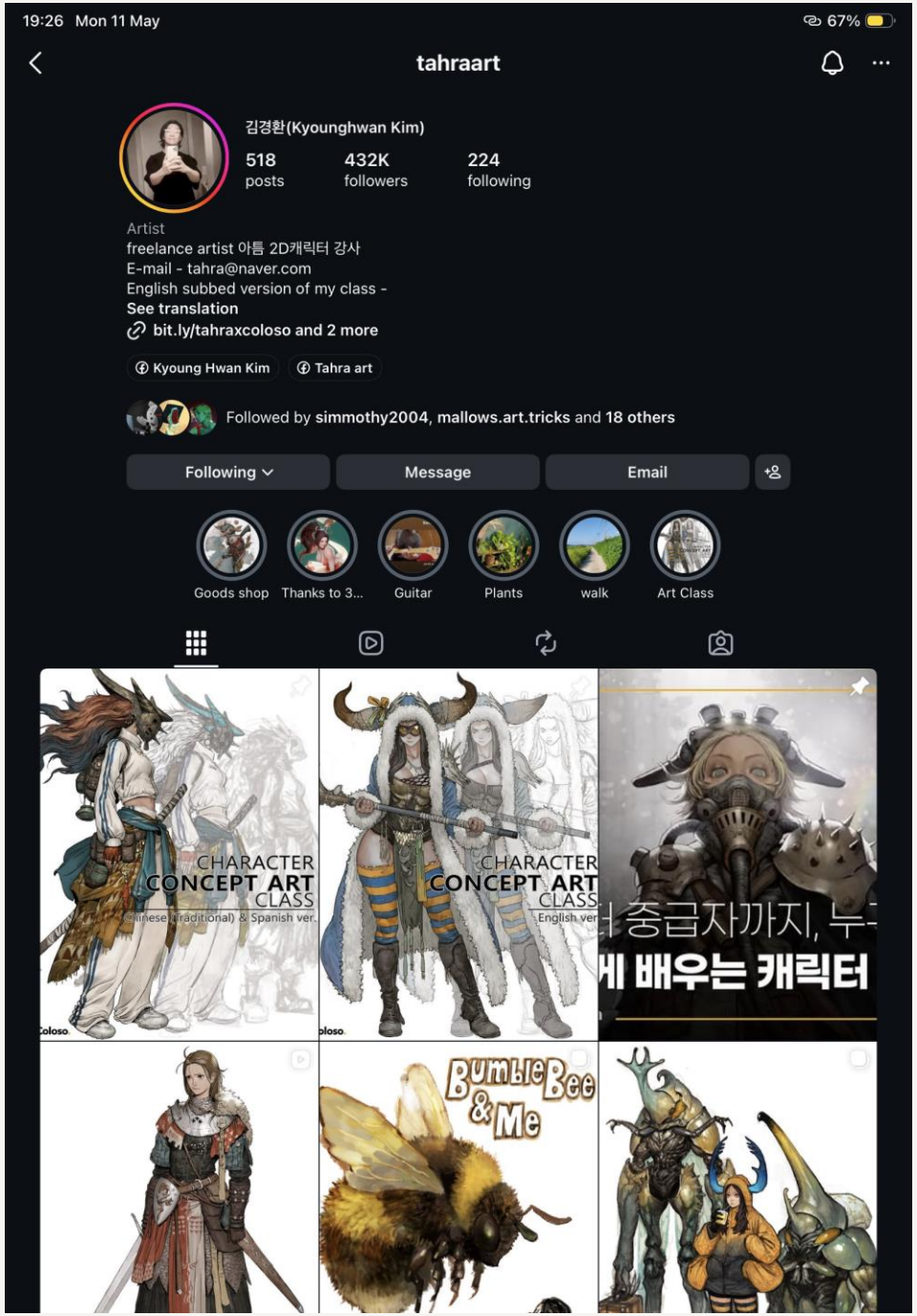


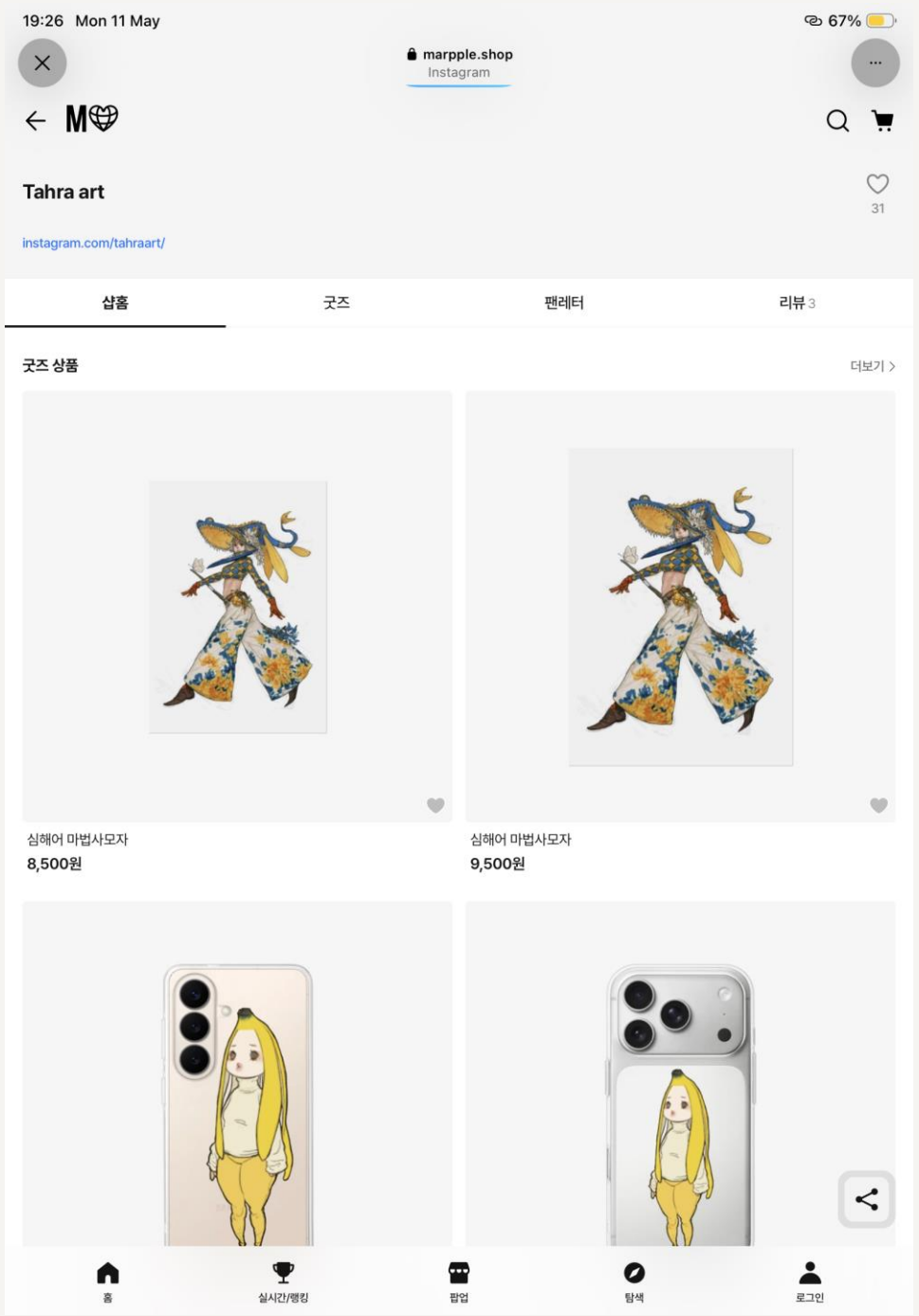


RIFU

RIFU

This is the best example of consistency within art branding. Their link page and social media page has an impressive unification, and demonstrates their style spectacularly on both.

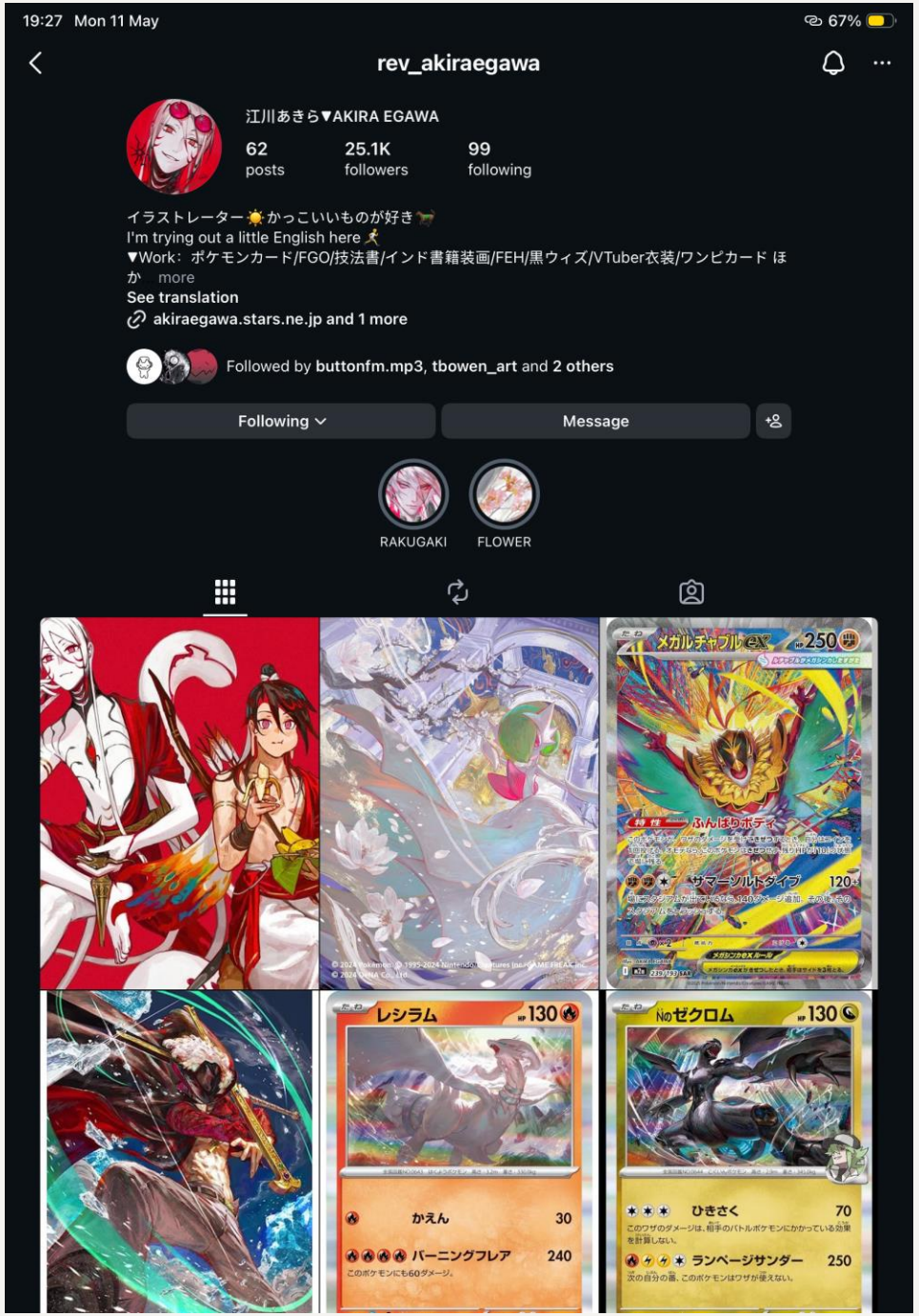


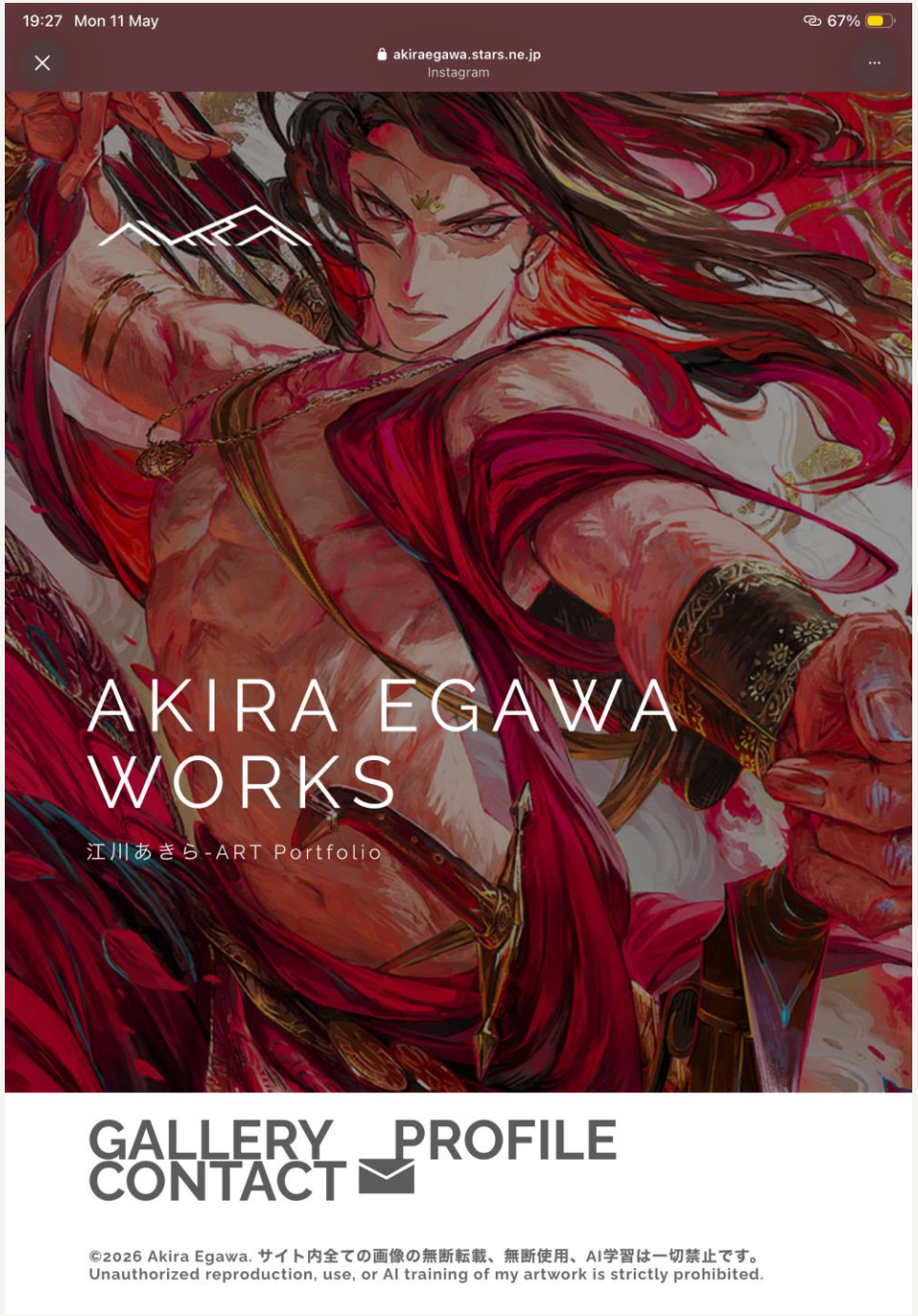


Tahraart

[Tahra art 공식 굿즈샵 | 마플샵]

Not my favorite social to art website overlay. The art is consistent however the website is painfully lacking compared to the social media page.

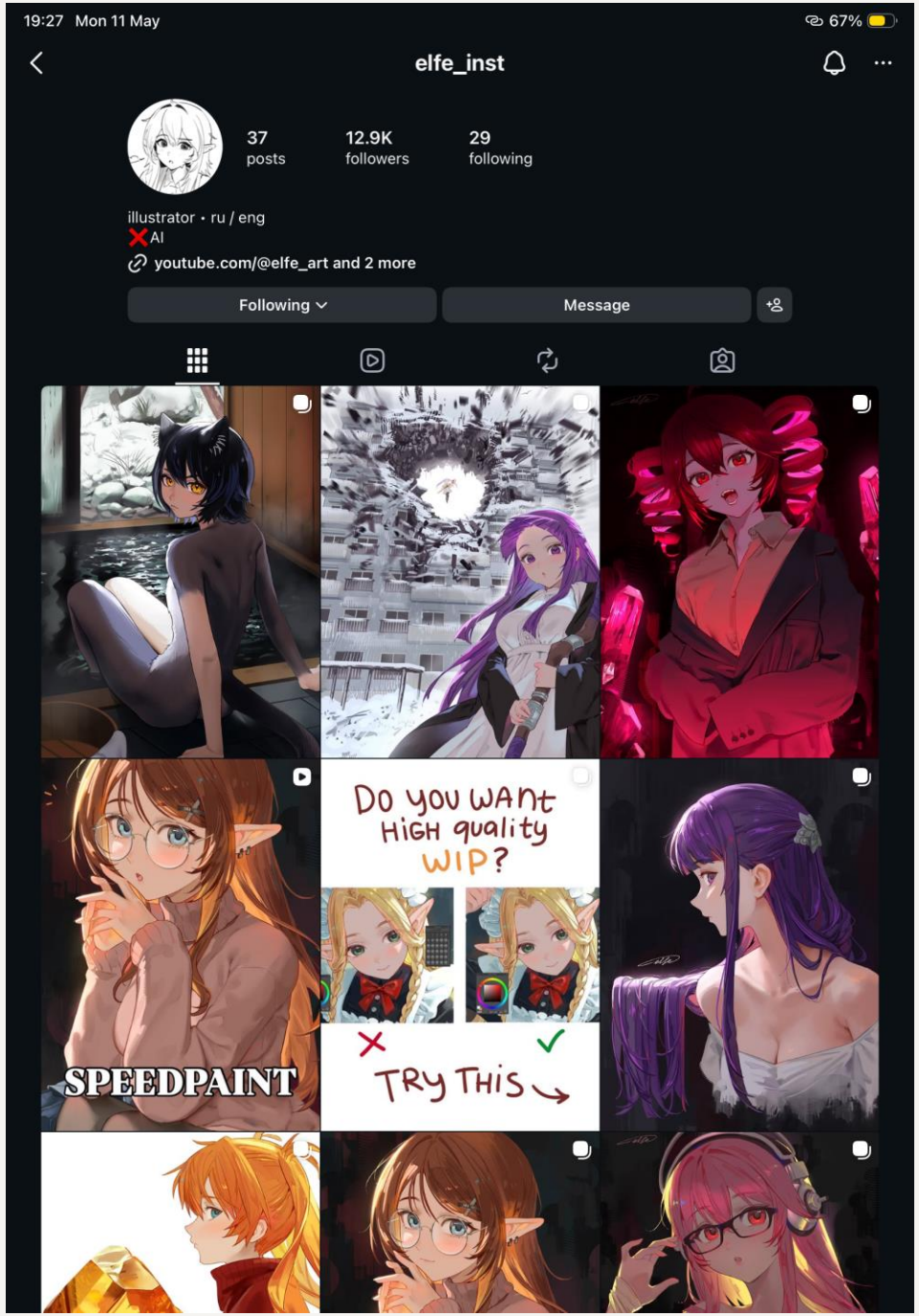




Akira Egawa

[AKIRA EGAWA-江川あきら | Illustrator]

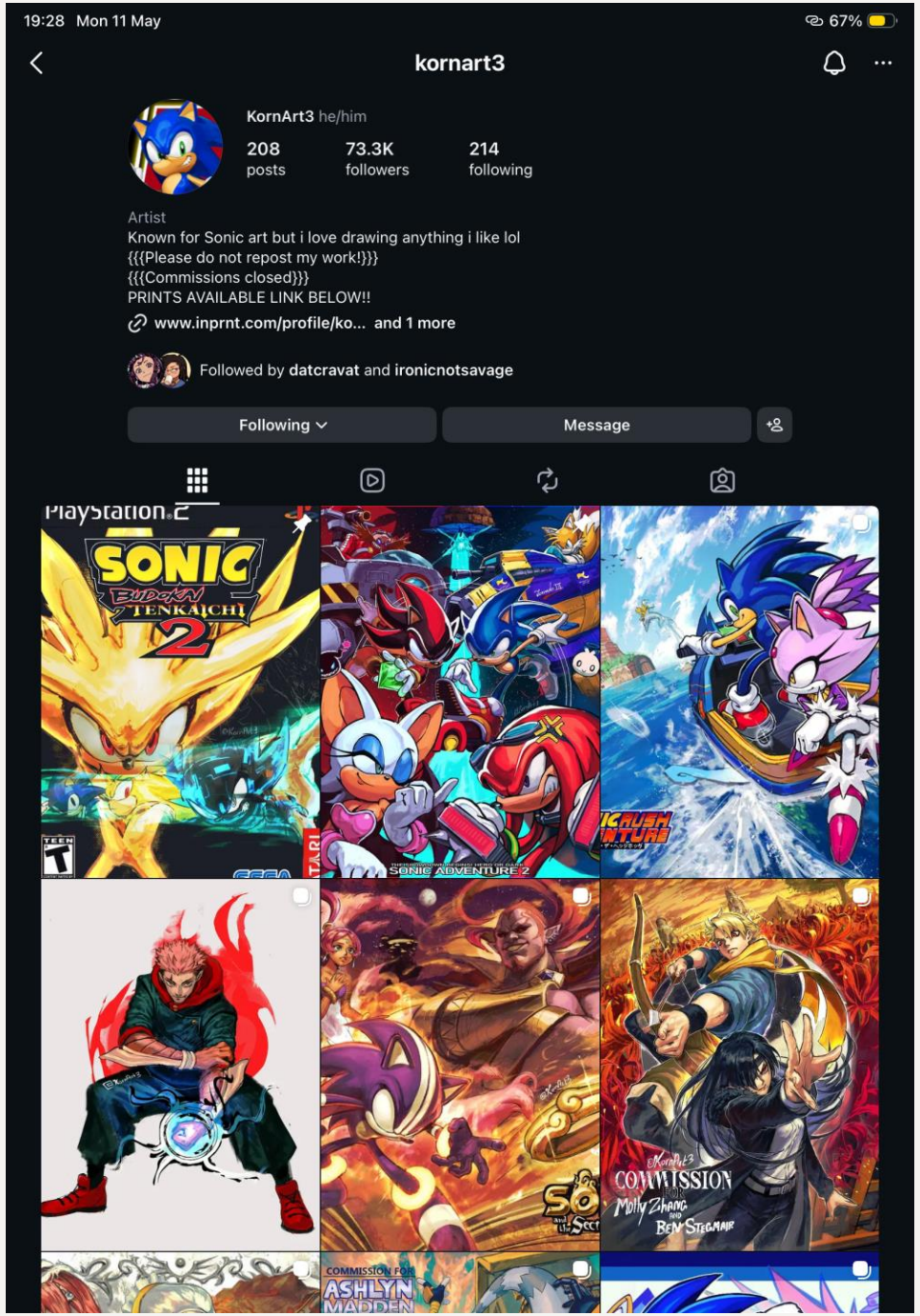
Another personal favourite artist of mine, and the consistency is phenomenal. Artistic style and both platforms are very well blended, and both collectively show all of the artists works on both pages, not split up over one and not the other.

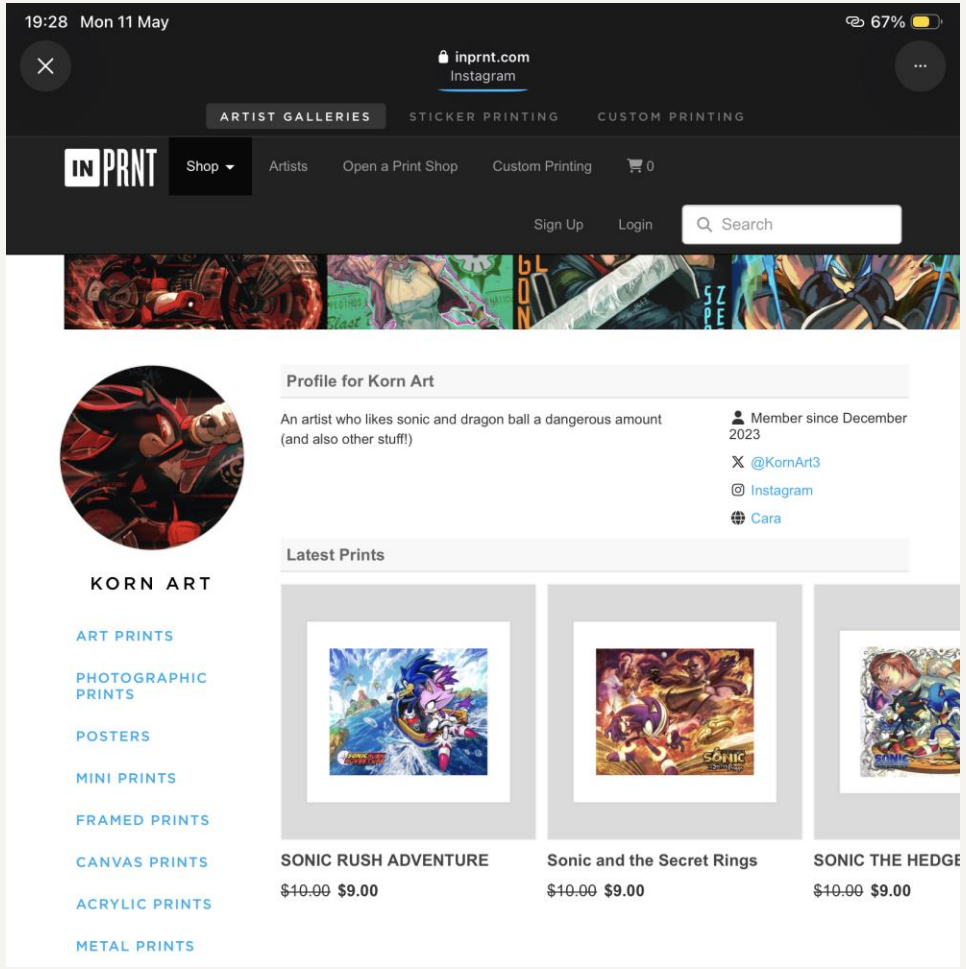




Elfe
elfe

Another great artist, however their artwork compared to their links page isn't exactly very similar, which is a shame considering their amazing painterly style in digital.

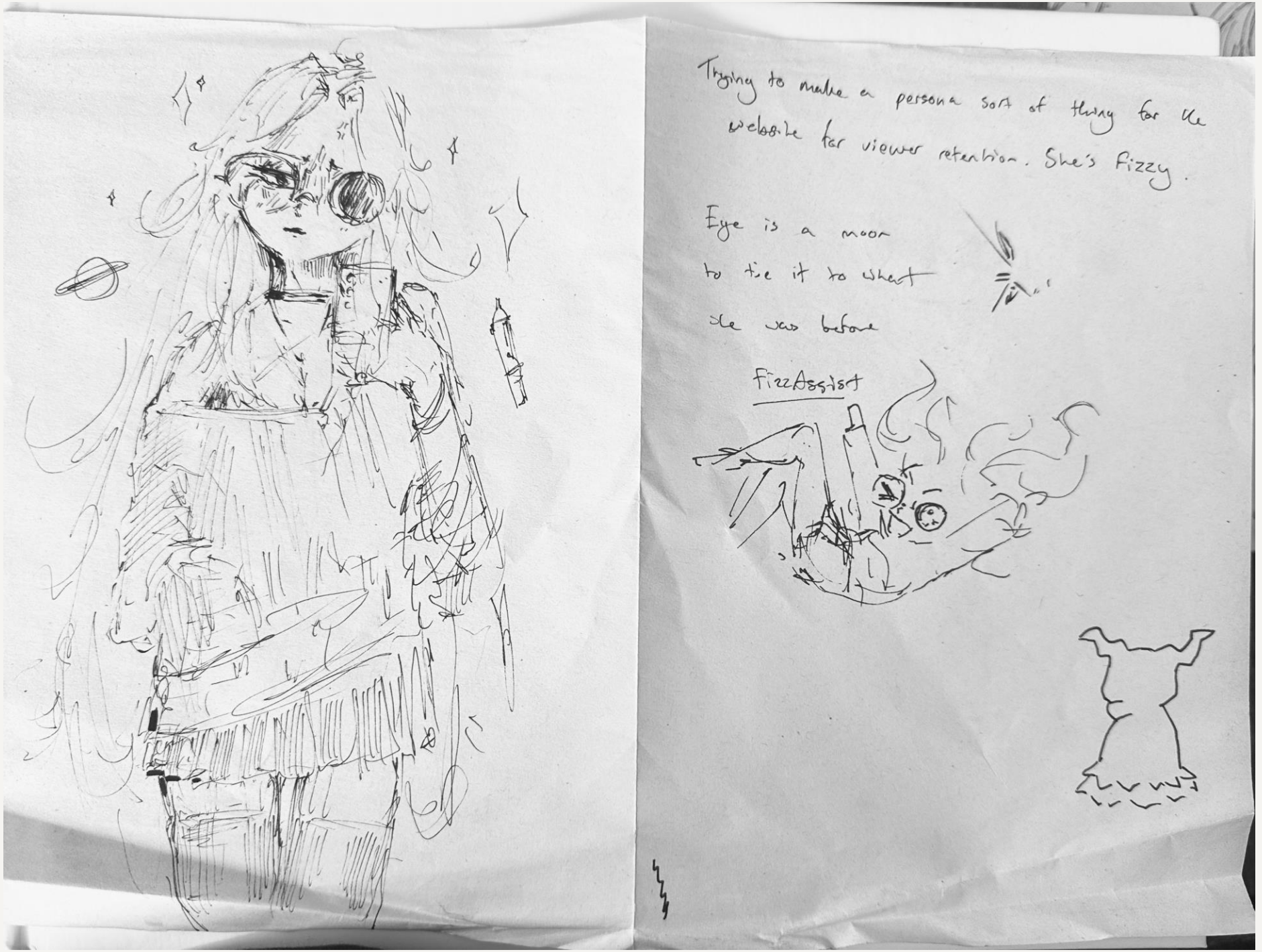




KornArt

Art Prints by Korn Art - INPRNT

My final example of artist branding consistency. His art is always very similar in style and theme, and carries over to his print shop. If I had to take anything from looking at these artist, it's that the pairing of Website and Socials are crucial for an artists success.



Another thing that I have looked into was creating a persona for me as a brand, as I have noticed a higher viewer retention and greater interest in certain artists simply because of recognition.

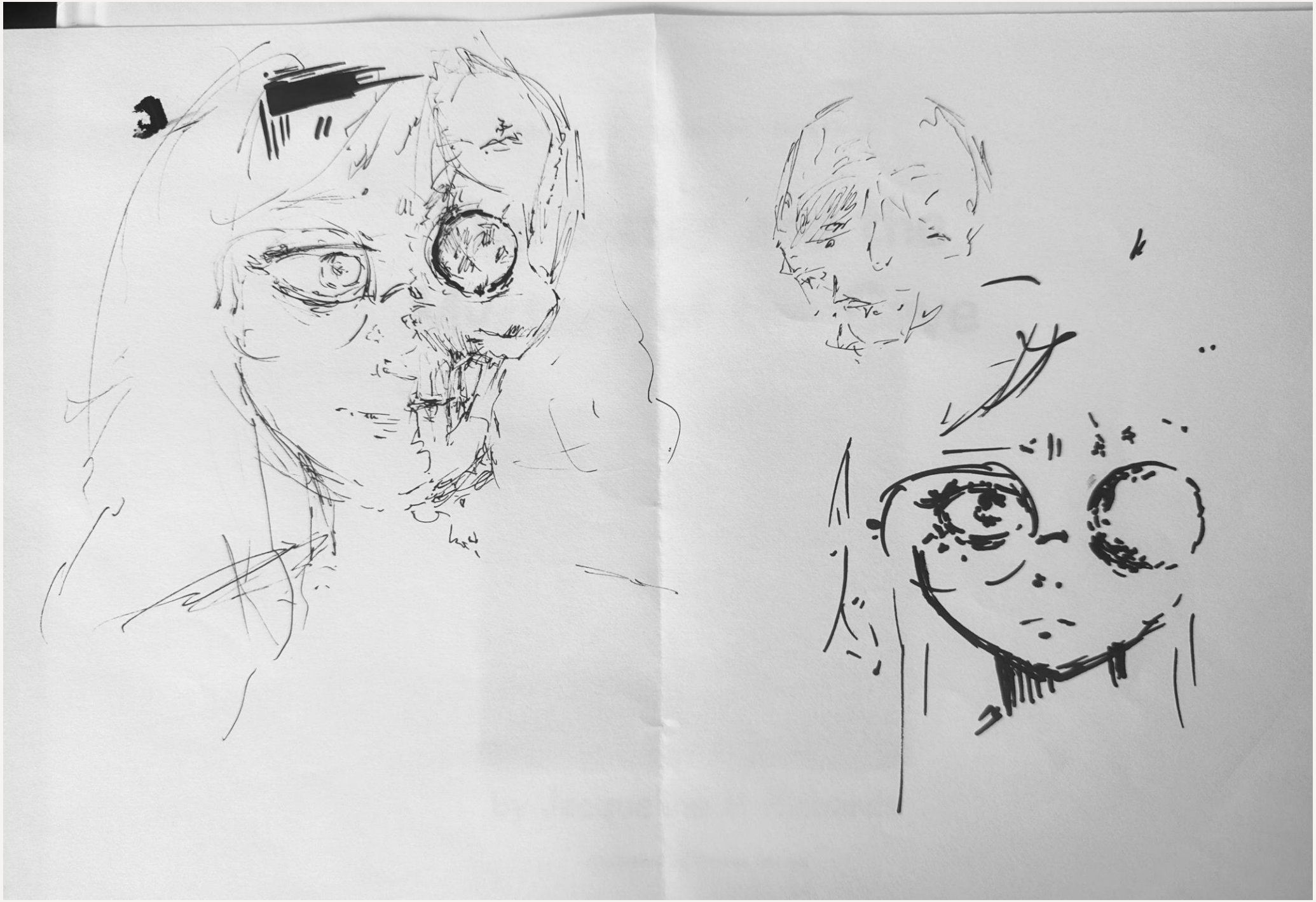
I started by creating this sketch here of a character I call Fizzy, which I would keep in black and white and would be a way of showcasing my style quickly to an audience. Stylistically, I would like to revisit her as in her current state she doesn't fully show my more horror based style.



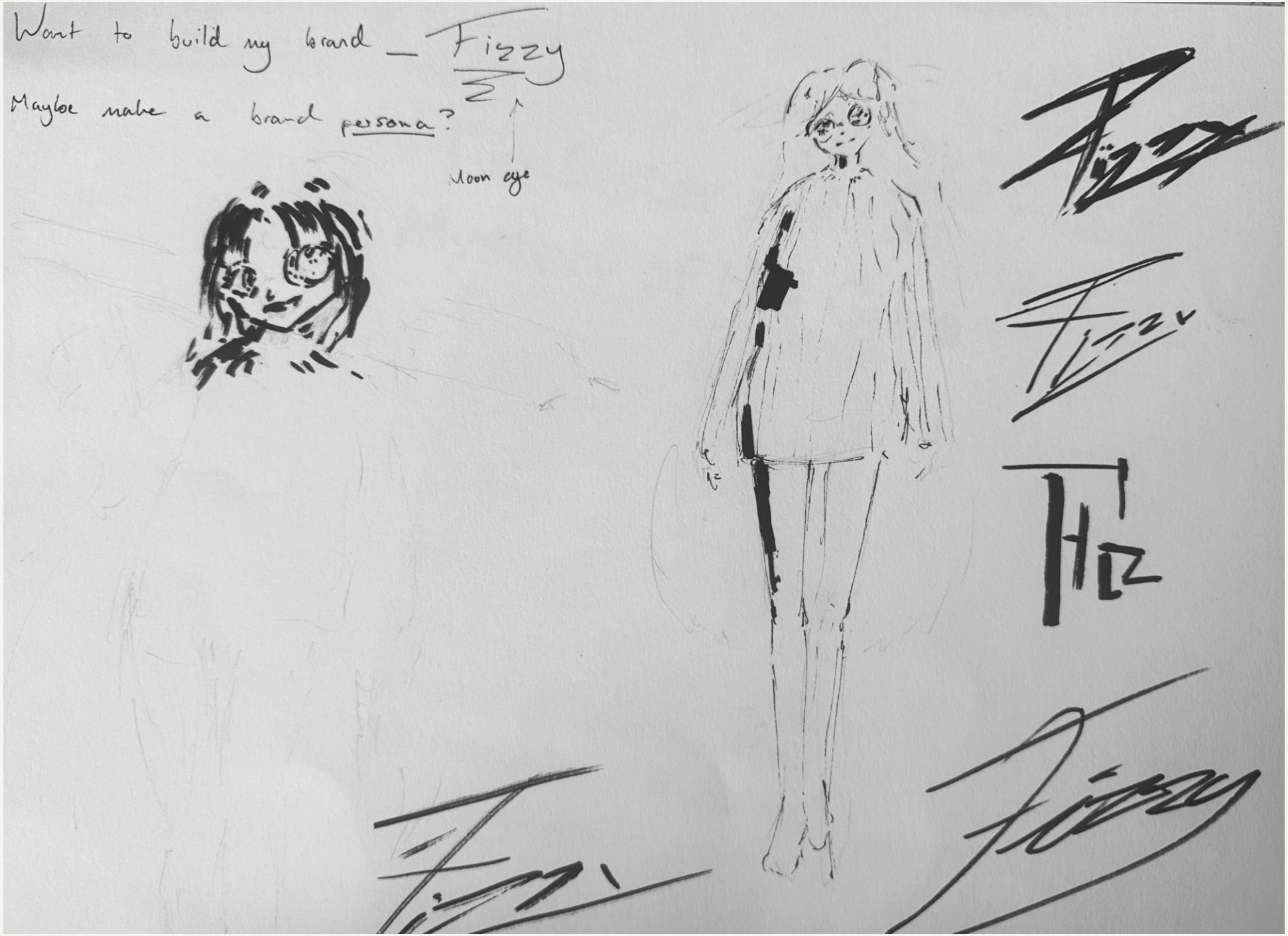
A drawing I did on the same piece of paper. This is a further look into her design.

I made one of her eyes the Moon, as it ties to the FizzAssist name (a play on the word Physicist, which is a subject that is important to me due to family ties.

I chose to make her feminine as I have also noticed a higher retention in personas that have more feminine and non conforming traits compared to masculine ones.



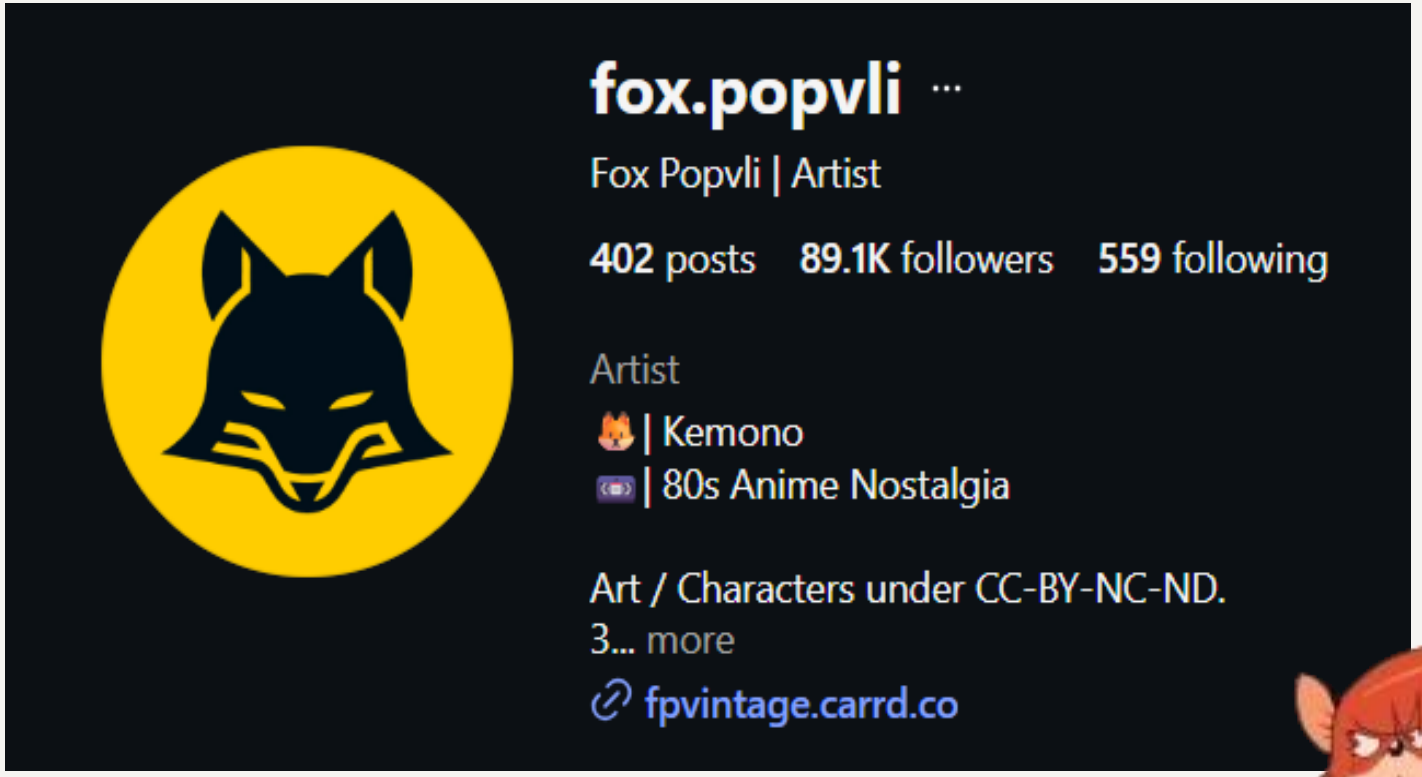
Few small sketches trying to make the persona more horror-esque through the design, however I really dislike these sketches.
Although horror is something I'd like to push, horror in itself is subjetive, if not as subjective as art itself.
Although I do like drawing horror as a preference, I feel that I can create the persona as more of a reflection of myself instead of pushing my topics and style alone.

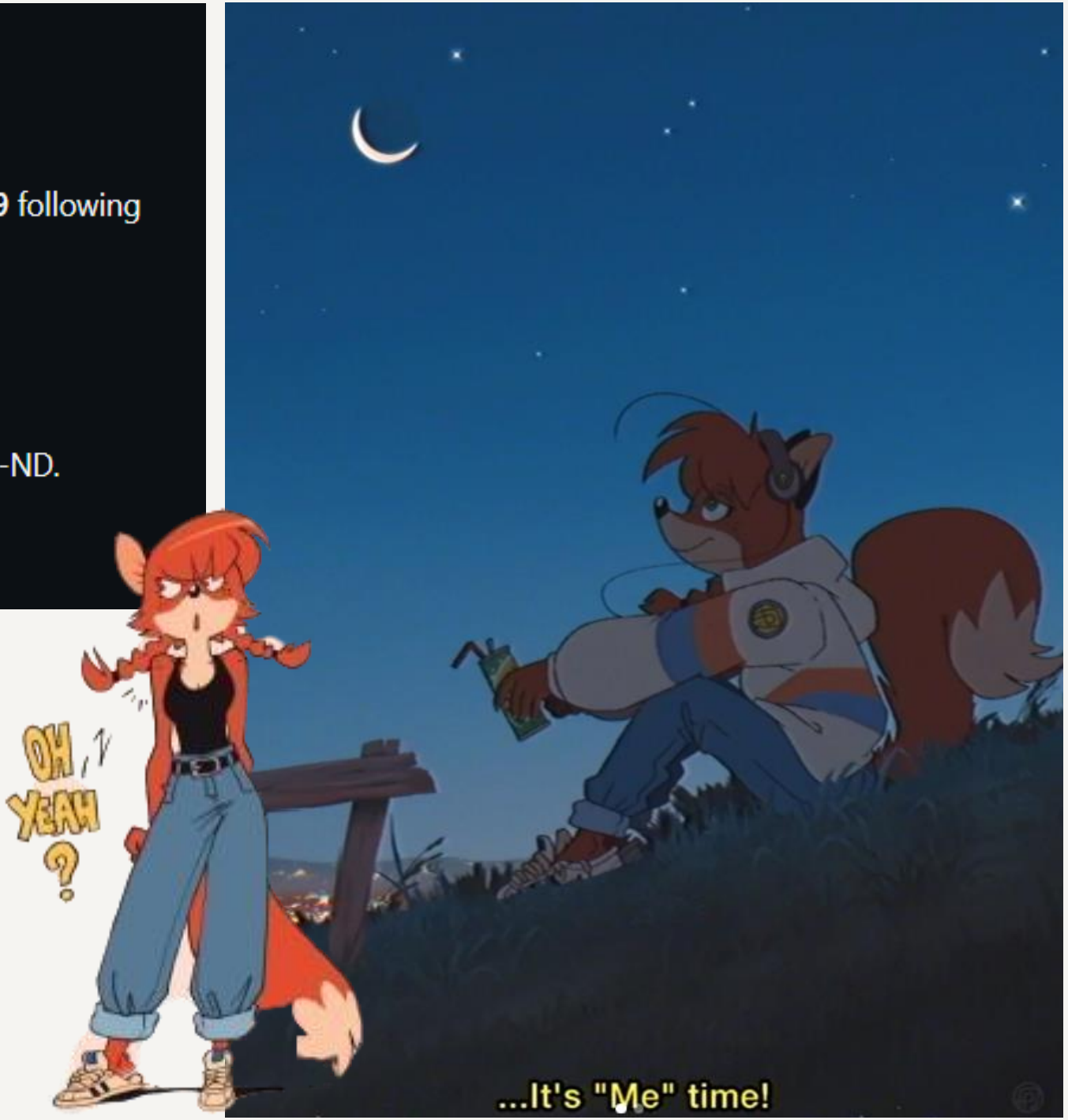


Another quick page. This was again some of the earlier ideas put on paper, which really goes over a signature like brand logo or header made from the Fizzy name with some random sketches.

Some things I would like to look into further are:

- Furthering the personas design
- Research other artists, using personas or not.





Fox.Popvli is a well-known artists, stylized as a more 80s and 90s art style. The character here is named Patriza, and among several other recognizable anthropomorphic characters, she is regularly posted in different skit like comedy comics, to a very large audience of fans. 89 thousand followers. Other than adoring their style, I love how central their characters are, even if I don't want to go as far with the characters being the only thing I draw.

(1) Instagram

6/4/2026



Fox's social page, highlighting where you can reach out and contact them.
FPV

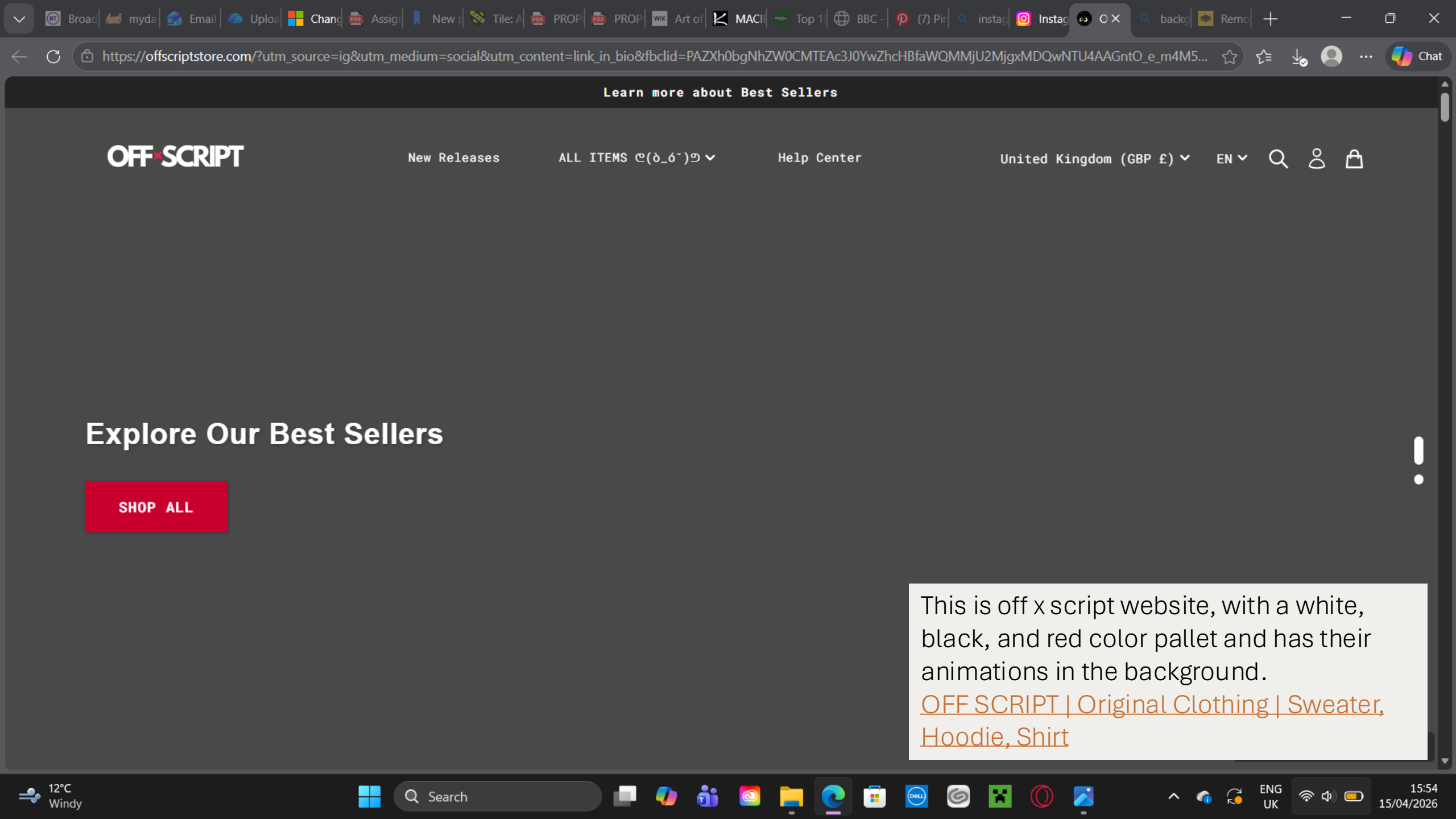


Off x Script is arguably one of the most popular branded characters that is made as the whole brand. They do very good animations and have become a large-scale company, selling merchandise of the character.

(1) Instagram







This is off x script website, with a white, black, and red color pallet and has their animations in the background.
OFF SCRIPT | Original Clothing | Sweater, Hoodie, Shirt

GORILLAZ



Again one of the more well know Persona brands. Gorillaz is a highly popular band and musician group, which uses a number of characters in place of their real faces in music videos and album covers.

[Gorillaz | The Journal of Music in Ireland | News, Reviews and Opinion]

6/4/2026



Looking at designing my persona more in-depth. I chose a more sketched style with a black and white color scheme. However, I decided to make the usual black sketch lines and white backgrounds inverted to create more of a unique design.



Looking at outfits. I chose a mix of clothes that I own alongside asking my very fashion-oriented girlfriend what would look good.

Mood board for outfits (also mostly curated with the help of my fashion orientated girlfriend). This style is somewhat what I was going for; extremely popular online, creative flares and limited colors, especially given the limited pallet I chose. https://pin.it/3U5JzL5Pq







ID: 6141602418



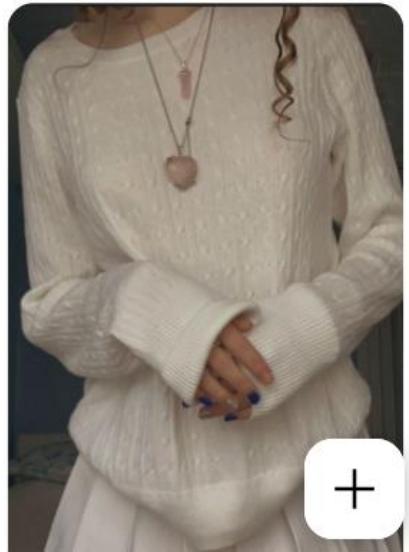
cute teacher outfit

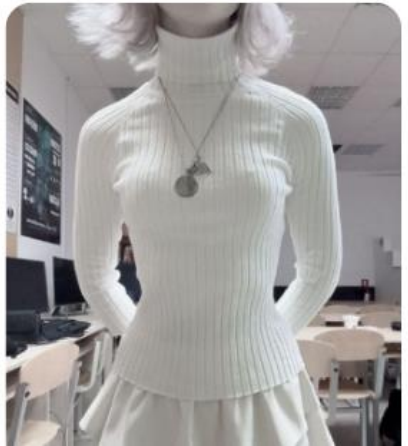


t.meomim on Instagram!!

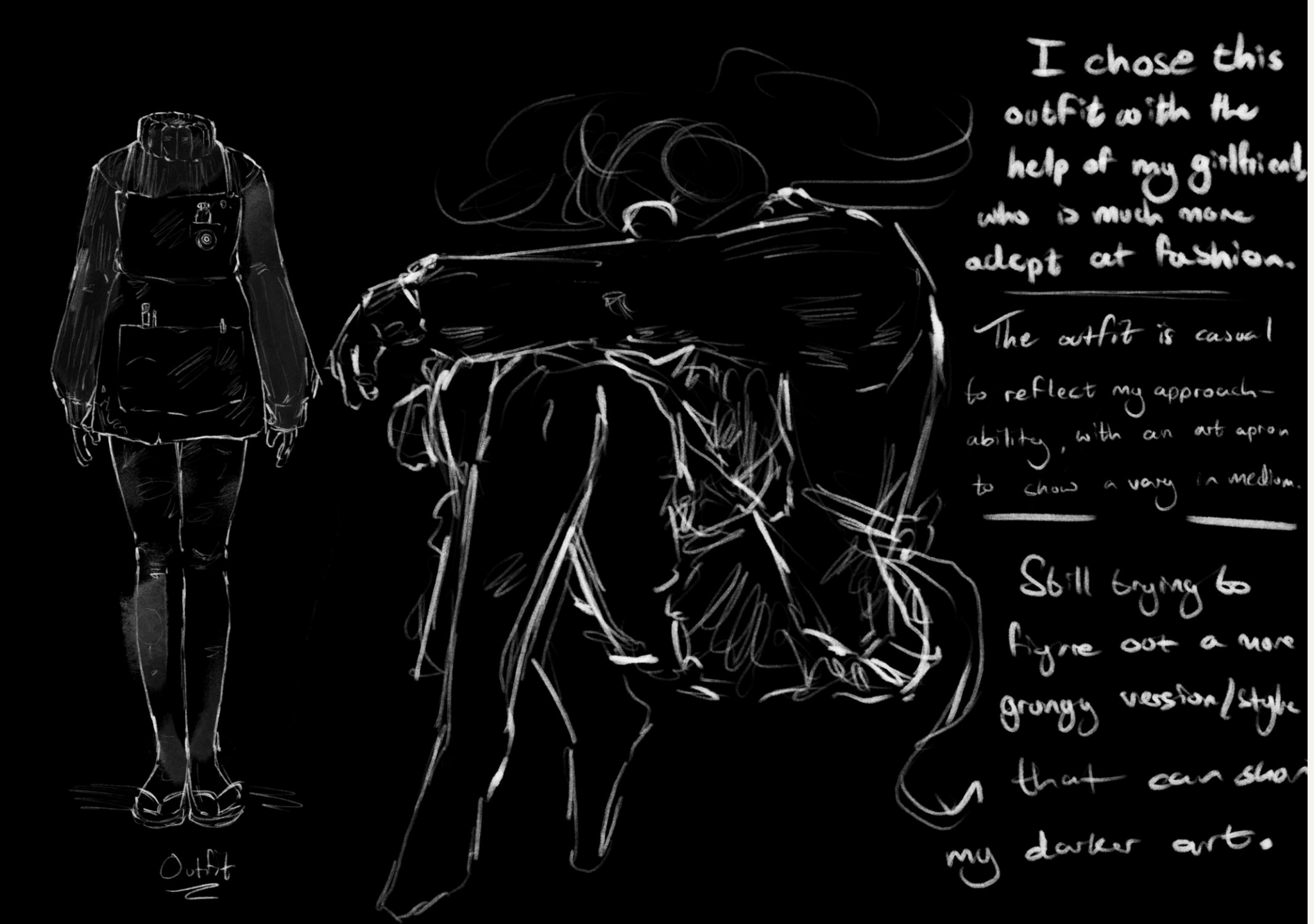










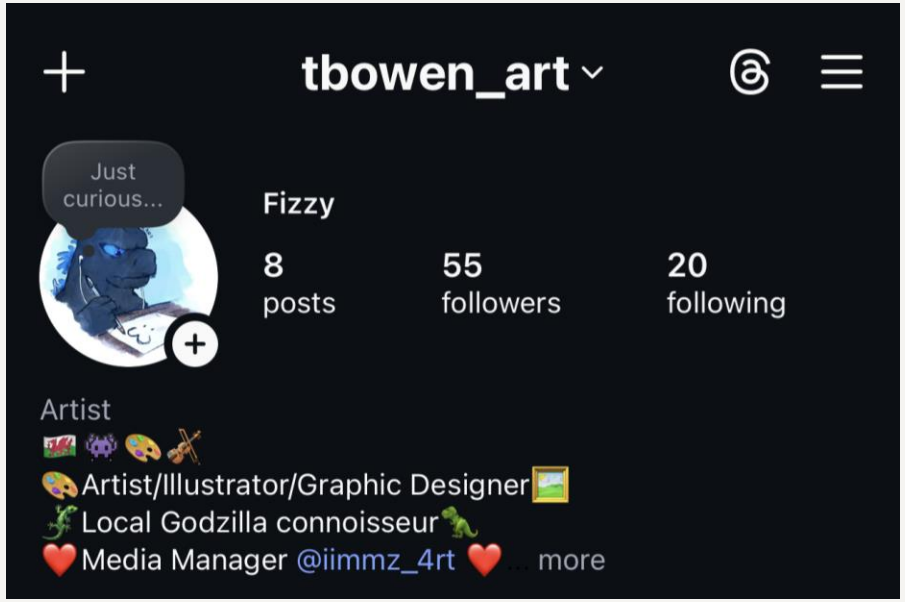


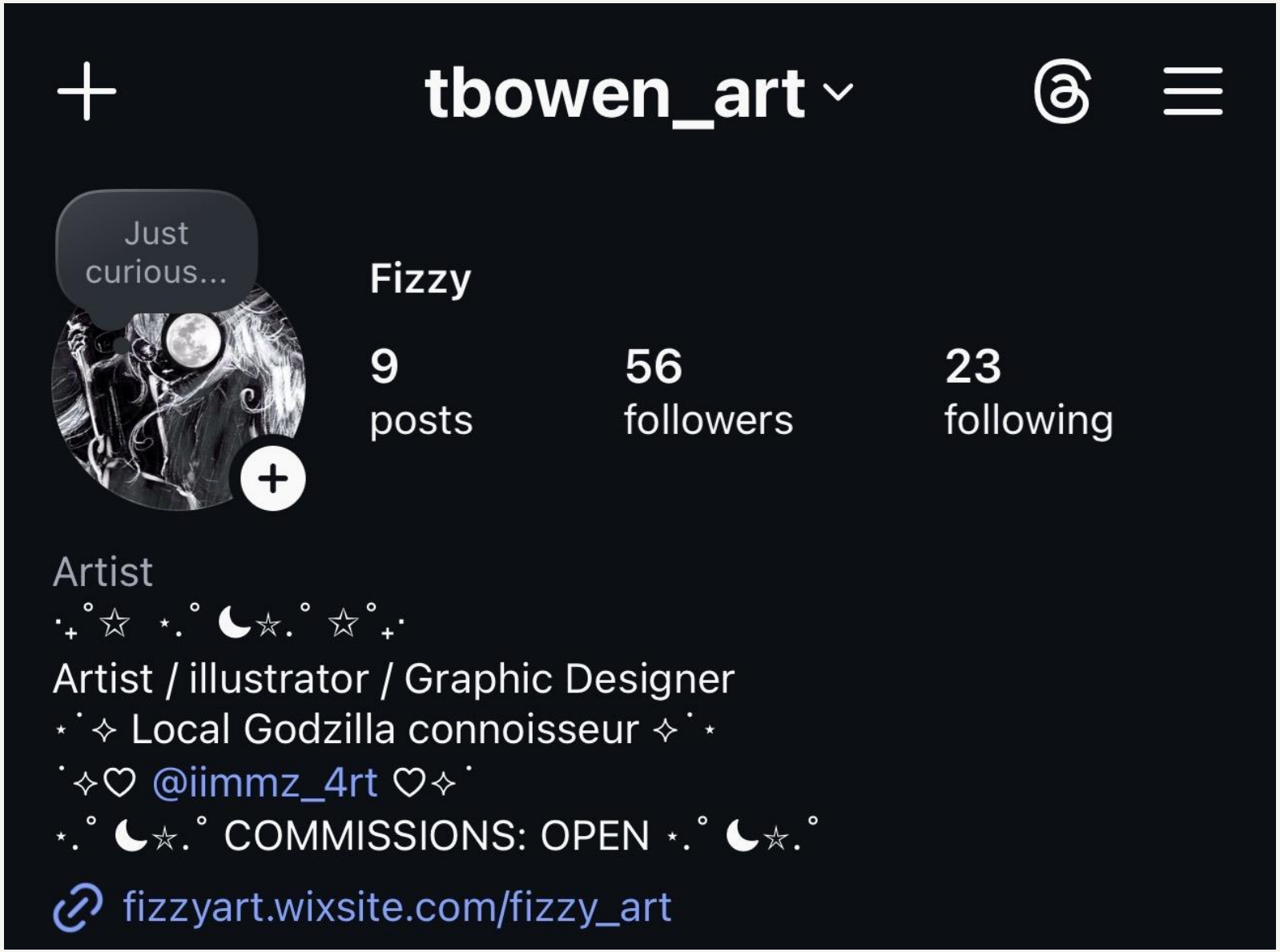
Final outfit design.
I chose a combination of a large turtleneck, poofy skirt, somewhat shiny tights, and an artists apron.

I haven't put much thought into footwear as I wanted to go for an almost ethereal look, however I'm going to have a look at giving her some, possibly similar to the outfits with leg warmers or larger footwear in the moodboard.



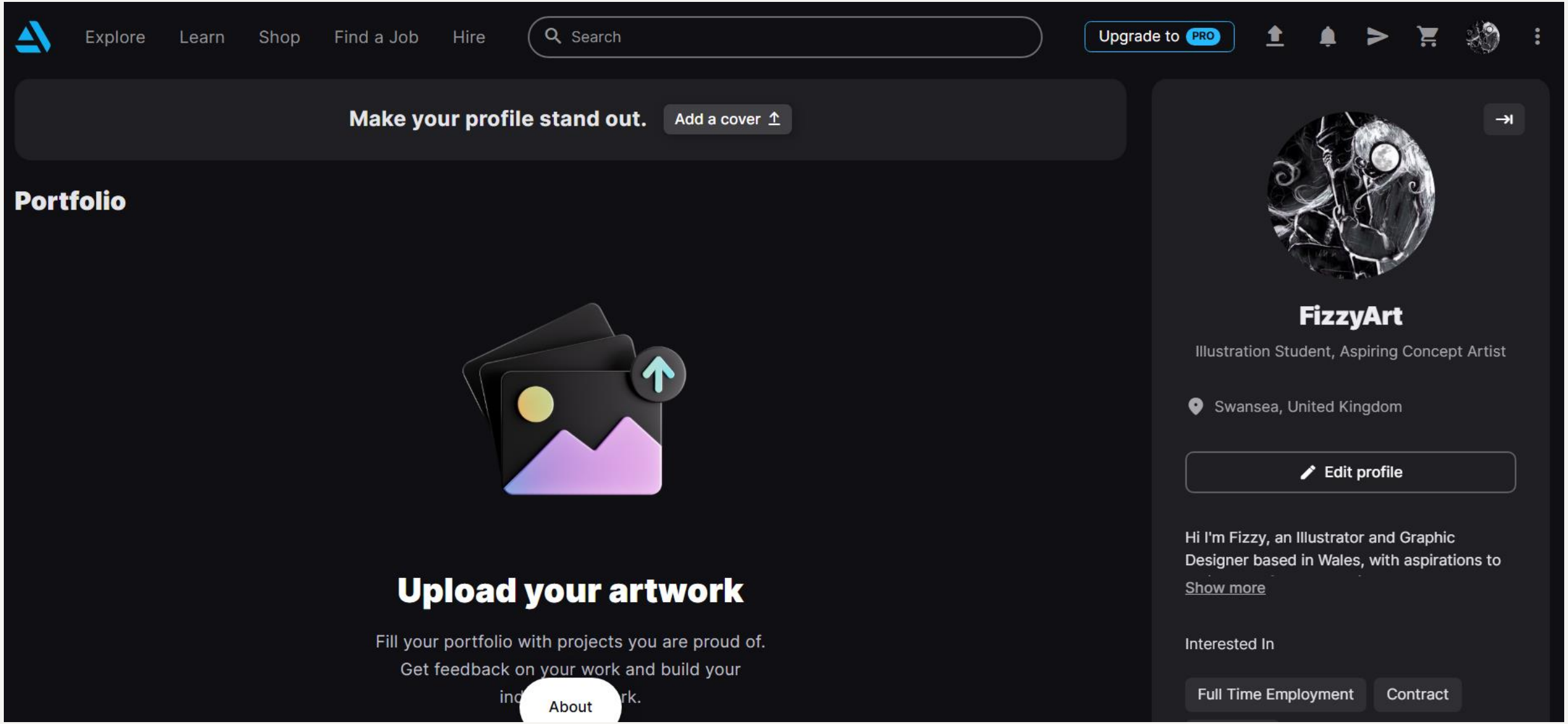
Final head design, which I may use more in my branding such as a profile picture. I really love the style I chose for this drawing, as it shows my more sketched and painterly style whilst still showcasing a more grunge style, and a cute aspect on the side.



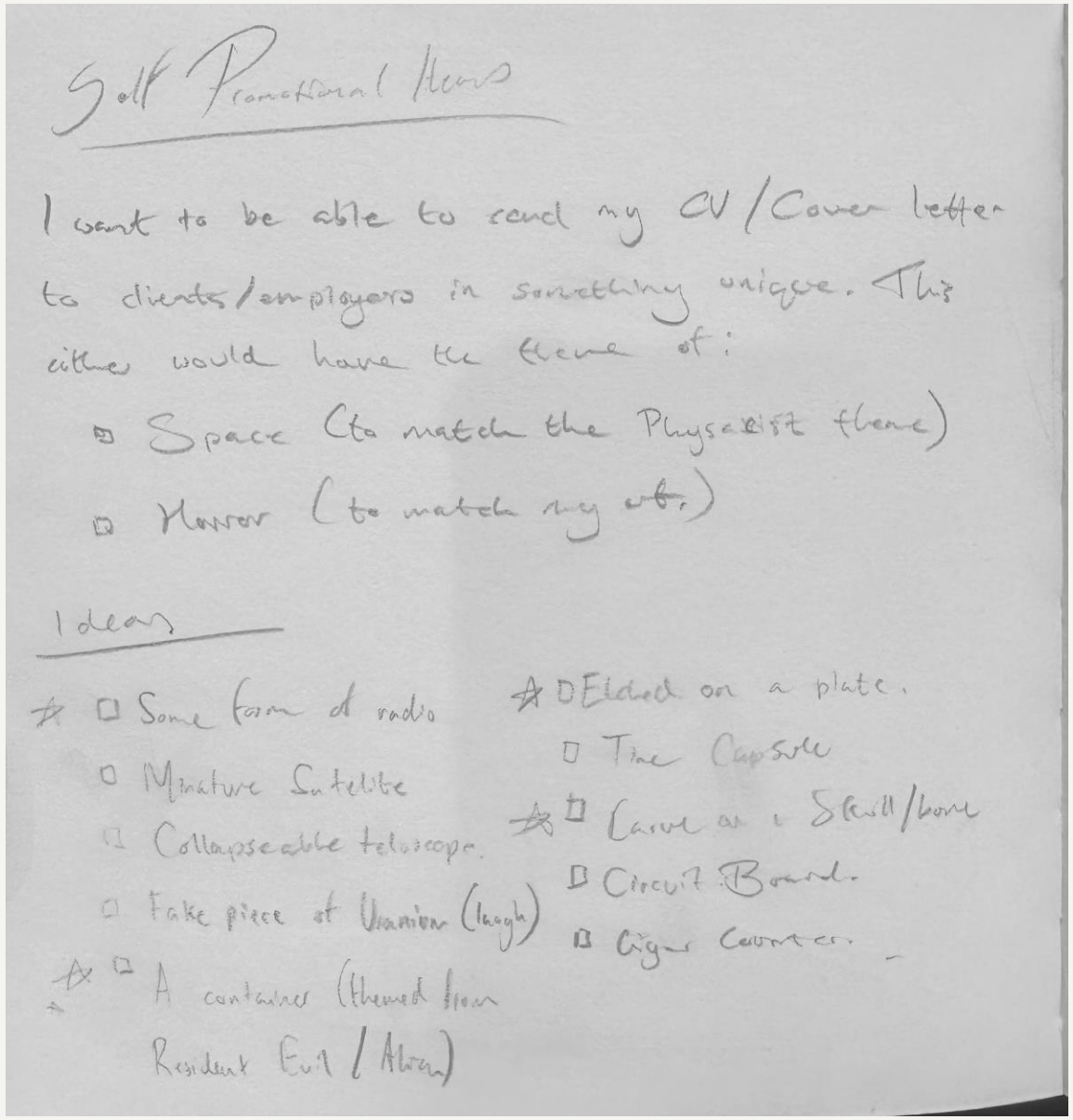


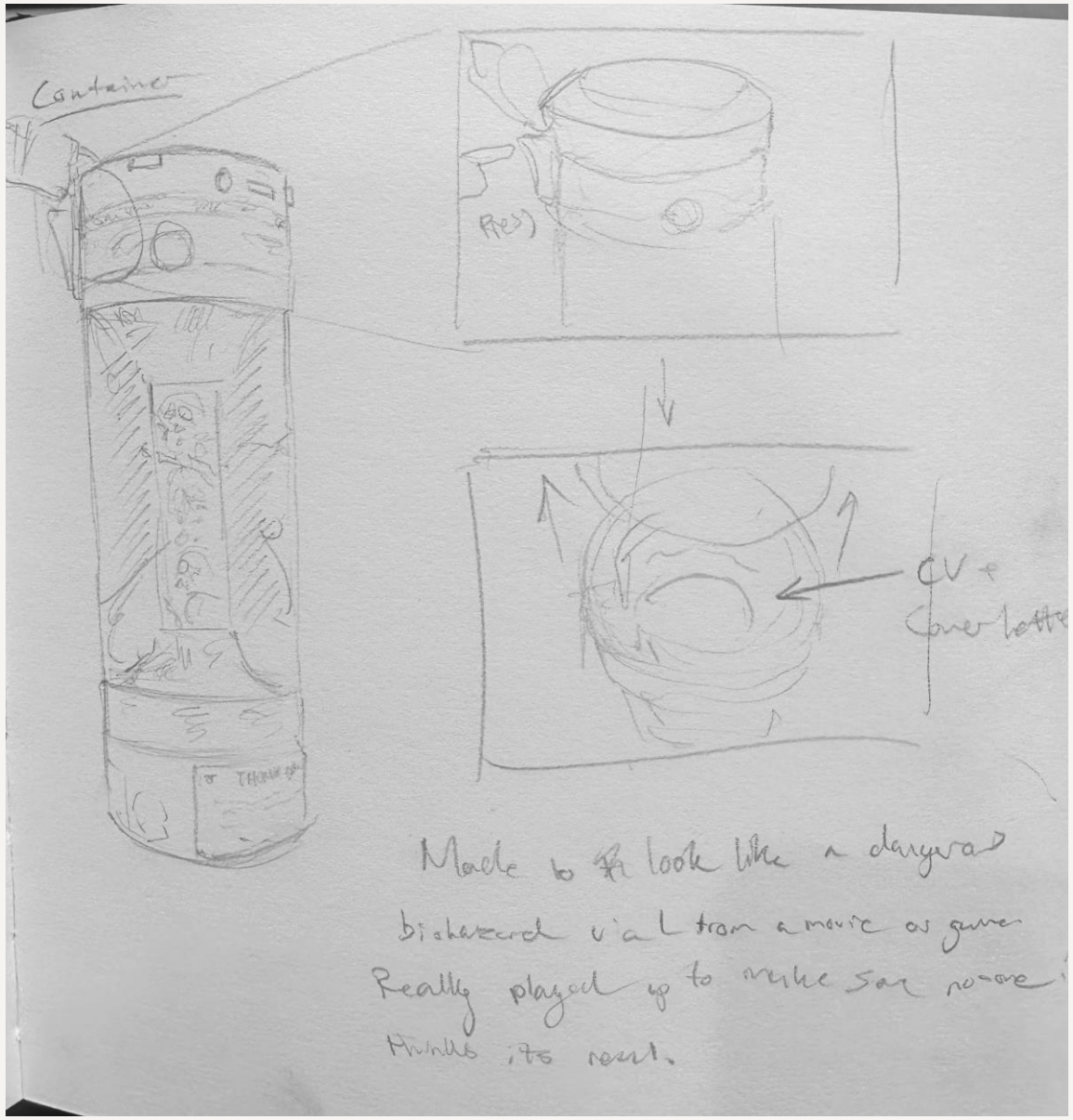
Instagram rebranding to make my personal branding more consistent with website and other platforms.

I used Cute typographical icons instead of emojis, called a Koremoji, which is very similar to ascii art. They fit better with my black and white color pallet and are much more aesthetic.

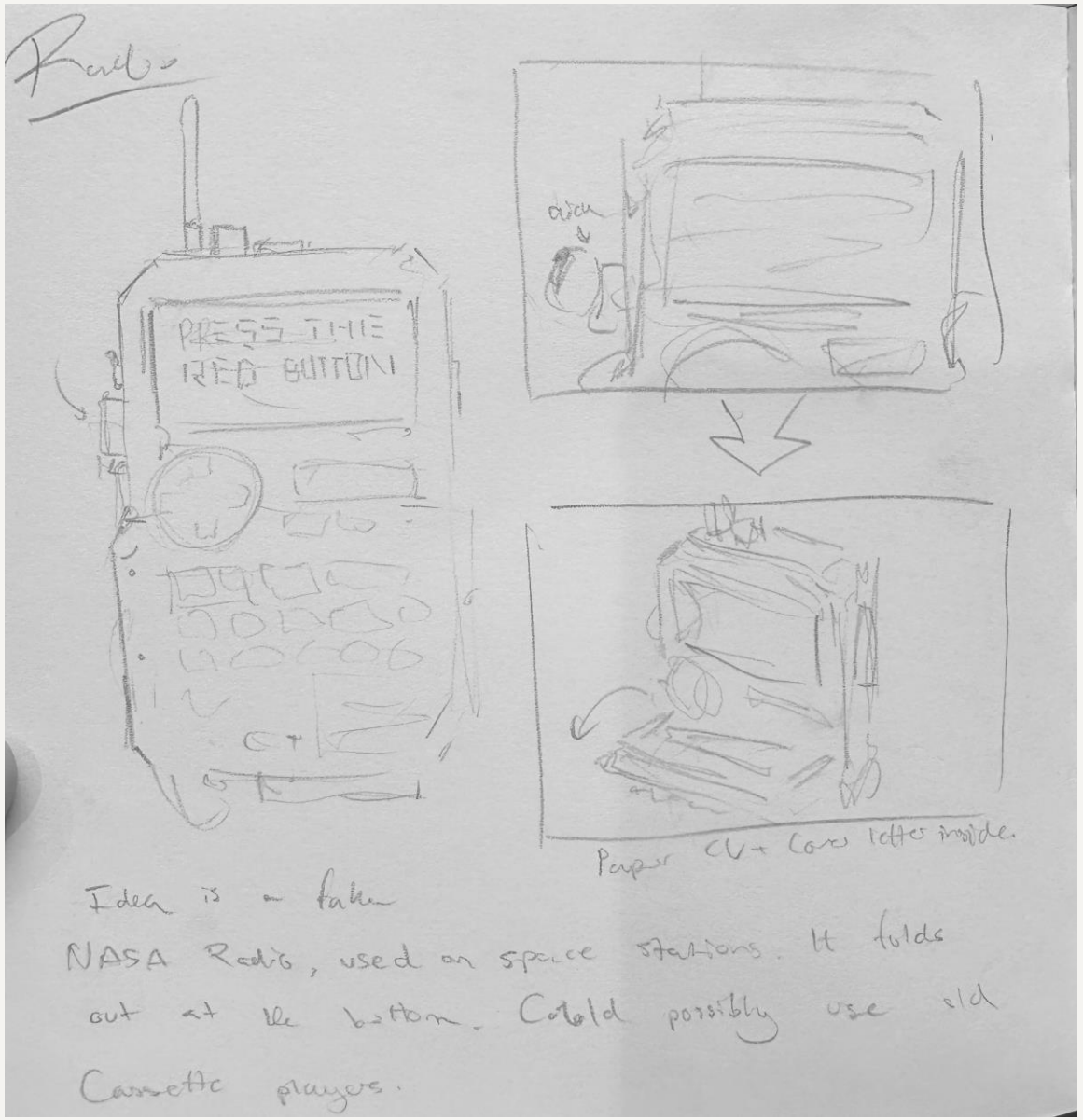


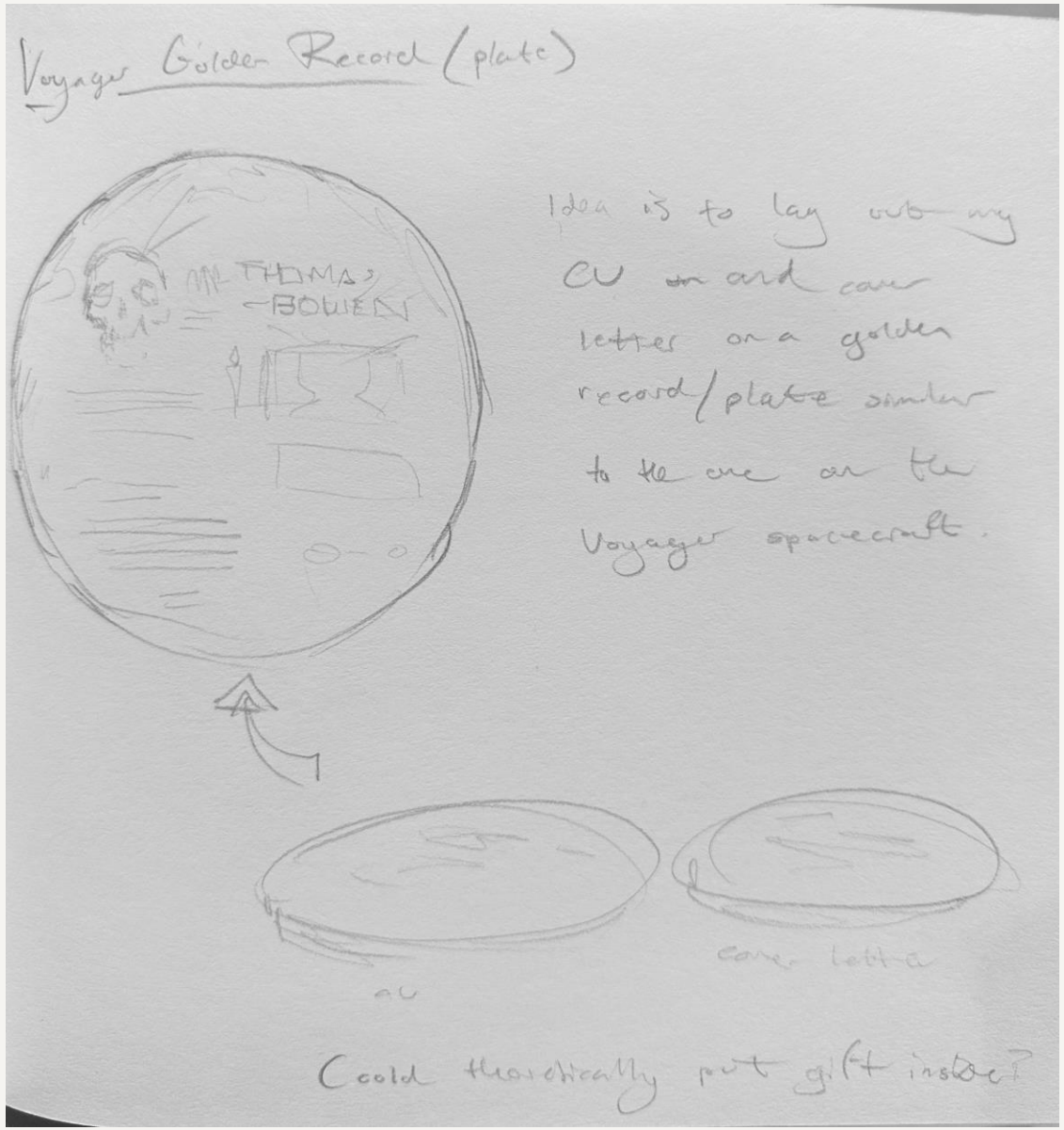
I have created an Artstation account, as concept artists are more prone to use this platform to gain clients and share work. I used the style of branding that I have used in my Instagram and on my website to create consistency and to keep my public image similar across the board. ArtStation - FizzyArt





This was my idea for some promotional items. I wanted to see if I could send my CV and Cover letter in an object that summarises me as a person and me as an artists.





My 3 favourite ideas where to have my information in a fake biochemical capsule, a fake nasa radio, or a recreation of the golden record on the Voyager Probe. I am really fond of the disk idea.

CONTACTING CREATIVES

REACHING OUT TO INDUSTRY PROFESSIONALS

The best email services for 2026 are **Gmail for its superior integration and usability, Microsoft Outlook for professional business suites, and Proton Mail for top-tier security and privacy**. Other top choices include **Zoho Mail** for budget-friendly business options, and **iCloud Mail** for Apple users. Reddit +3

- **Best Overall for Users & Features: Gmail**
  - **Pros:** Seamless integration with Google Workspace, superior spam filtering, high speed, and large storage (15GB shared).
  - **Cons:** Privacy concerns due to data scanning, lack of full end-to-end encryption.
- **Best for Privacy & Security: Proton Mail**
  - **Pros:** PGP end-to-end encryption, based in Switzerland, does not track users, and offers a strong free plan.
  - **Cons:** Limited storage, requires proprietary apps or special bridging.
- **Best for Professionals & Business:** Microsoft Outlook
  - **Pros:** Deep Microsoft 365 integration, strong security (S/MIME), and excellent for scheduling.
  - **Cons:** Free version contains ads.
- **Best for Privacy (Alternative): Tuta Mail**
  - **Pros:** Strong AES 256 encryption, quantum-safe encryption, and budget-friendly.
- **Best for Small Business/Budget: Zoho Mail**
  - **Pros:** Ad-free, high security, and very affordable for custom domain hosting. Reddit +10



Using some recommendations, I created a business email. This will benefit in the creation of my website, and will absolutely help with contacting artists. I went with Outlook as for me it was the easiest to navigate as I'm very familiar with it and if I'm being honest the most reliable, as I do not trust the other larger email providers such as Gmail due to numerous large scale data leaks.
whats the best email provider for someone looking to degoogle? : r/degoogle

Hi ----------
My name is Thomas – I'm an illustration student based in South Wales, and wanted to reach out to you as I absolutely love you style and work!
I am aspiring to go into concept art as a career, or something similar, and wanted to ask some questions about how you got into the industry?

How did you get into the concept art industry initially and do you have any tips that you would recommend? Are there any things that beginners (such as myself) should avoid in general with clients or any similar things? Again, I absolutely love your work and style, and hope that we could possibly work together some point in the future!
Thank you for your time!
Thomas Bowen
https://www.instagram.com/tbowen_art/

This is the email/message format I will be following to reach out to artists. I will adjust according to what kind of artist I'm messaging.

Dear Thomas,

Thank you very much for appreciating my work.

I am not able to reply to every message I receive, but I read your question and wanted to send you a reply this time.
I am not able to continue with ongoing personal advice or correspondence, so this will be my only reply, but I hope some part of it will be helpful to you.

I think it is wonderful that you want to pursue art.
Every time a new artist appears and new work is created, I feel that it enriches human culture and the world itself.

■How I entered the art industry■

I entered the art world because it had always been a big dream of mine.
Since I was very young, I loved drawing. I first entered the game industry and worked as a 3D modeler and character designer.
While working on many different projects in an office environment, I began to think more deeply about the power and beauty of visual expression.
Eventually, I could no longer ignore that passion, and I stepped into the art world.

The beginning was not easy, and there were many struggles.
But for now, I have been able to continue working as an artist, and I feel very fortunate to spend my days doing the kind of work I once admired.

■Things to be careful about in your relationship with clients■

Of course, the quality of your work is important.
But I think it is just as important not to make your client feel anxious.

I also sometimes hire artists myself, so I understand this from both sides.
In many cases, a client is asking someone for work without really knowing them yet.
Because of that, they are often anxious about things like not knowing how the project is progressing, losing contact during the process, or having misunderstandings about expectations.

6/4/2026



This is the first of the artists to get back to me. **Akira Egawa** is a long time favorite artists of mine, and I was so touched by her email.
She highlighted that in the beginning, it is a struggle, but growing and getting to a point where you are happy is really beautiful.
She also really went in depth with how to communicate with clients properly.



If you stay aware that someone is trusting you in that situation, I think it changes the way you approach your work.

1. Make the client's vision as clear as possible.
If the client simply says, "I leave everything to you," the final result can sometimes drift away from what they actually imagined.
Even small keywords can help, so I think it is important to draw out as much of their vision as possible.

2. Share your schedule clearly.
I think it is best to define the final deadline as clearly as possible.
On top of that, if you can explain in advance when you will deliver the sketch, rough draft, cleaned-up version, and final adjustments, the client will feel much more at ease.
If you later realize that you need more time than expected, telling them as early as possible also makes it easier for them to adjust their own schedule.

3. Create an atmosphere where revisions and feedback can be discussed comfortably.
It is important to make the other person feel comfortable sharing their thoughts.
In many cases, a piece becomes better through feedback and revision.
At the same time, if the revisions become too large or the request becomes unreasonable, it is also necessary to clearly communicate things like additional fees, alternative proposals, or when something is simply difficult to do.

4. Be thoughtful and steady in your email communication.
Replying as promptly as you can helps people feel reassured.
If you are busy, even a short message can help the other person understand your situation.
At the same time, if replying to emails starts to interfere too much with your actual creative work, that becomes a problem as well.
Because of that, I think it is helpful to decide your own pace and rules for communication.

I believe work is something that a client and an artist build together, through mutual respect and trust.
When both sides contribute their strengths, it becomes possible to create something deeper and more powerful than either could make alone.
That is one of the most enjoyable and rewarding parts of creative work.

And because of that, I think it is important to avoid relationships that become one-sided or unbalanced, where only one person is carrying too much.

There are many other things I could say, but these are the main points I wanted to share with you for now.
That said, this is only one opinion, based on my own personal experience.
Just as every artist has a different style, each person also has their own way of working and living.
I hope you will gradually find the path that suits you best.

Please enjoy the ocean of art.
I look forward to seeing your own new star begin to shine.

She messaged a lot of helpful tips. I am absolutely honored. I understand she isn't a concept artists however the career she is in with large scale illustration creation is absolutely something I would be interested in. Also, she is one of my favorite artists so I am very happy.

fimbulghost ···

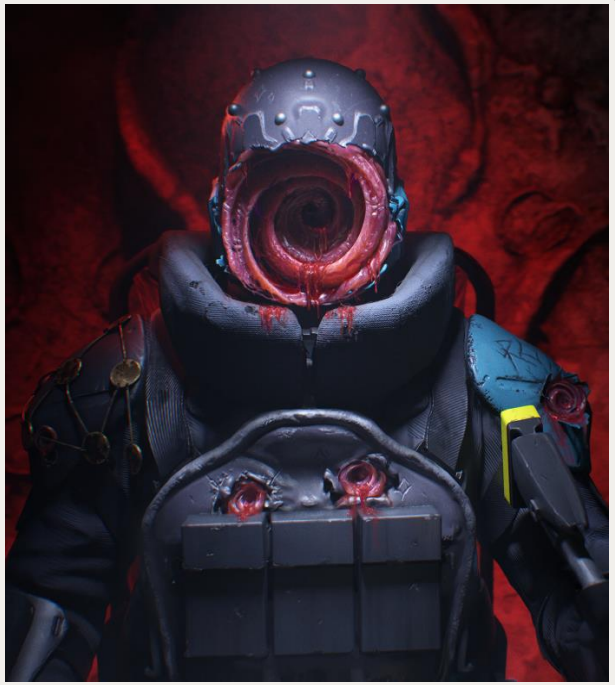
The art of Sam Lamont he/him

55 posts **435** followers **98** following

empty cave. mostly horror. concept artist. game designer.

bsky.app/profile/moonskinned.bsky.social and 2 more

NO RESPONSE :(



@hotmail.co.uk

Fri 4/17/2026 5:46 PM

Hi Sam

My name is Thomas – I'm an illustration student based in South Wales, and wanted to reach out to you as I absolutely love you style and work!
I am aspiring to go into concept art as a career, or something similar, and wanted to ask some questions about how you got into the industry?

How did you get into the concept art industry initially and do you have any tips that you would recommend? Are there any things that beginners (such as myself) should avoid in general with clients or any similar things? Again, I absolutely love your work and style, and hope that we could possibly work together some point in the future!

Thank you for your time!
Thomas Bowen
https://www.instagram.com/tbowen_art/

Reply Forward



Ignacio Bazan-Lazcano

Principal illustrator -concept artist One Man Studio

London, United Kingdom

i.bazanlazcano@gmail.com

NO RESPONSE :(



Fizzy Arts

To: i.bazanlazcano@gmail.com

Fri 4/17/2026 5:51 PM

Hi Ignacio

My name is Thomas – I'm an illustration student based in South Wales, and wanted to reach out to you as I absolutely love you style and work!
I am aspiring to go into concept art as a career, or something similar, and wanted to ask some questions about how you got into the industry?

How did you get into the concept art industry initially and do you have any tips that you would recommend? Are there any things that beginners (such as myself) should avoid in general with clients or any similar things? Again, I absolutely love your work and style, and hope that we could possibly work together some point in the future!

Thank you for your time!
Thomas Bowen
https://www.instagram.com/tbowen_art/

Reply Forward



John Wallin Liberto

Artist

Seattle, United States



NO RESPONSE :(

Fizzy Arts

To: captflushgarden@gmail.com

Fri 4/17/2026 5:59 PM

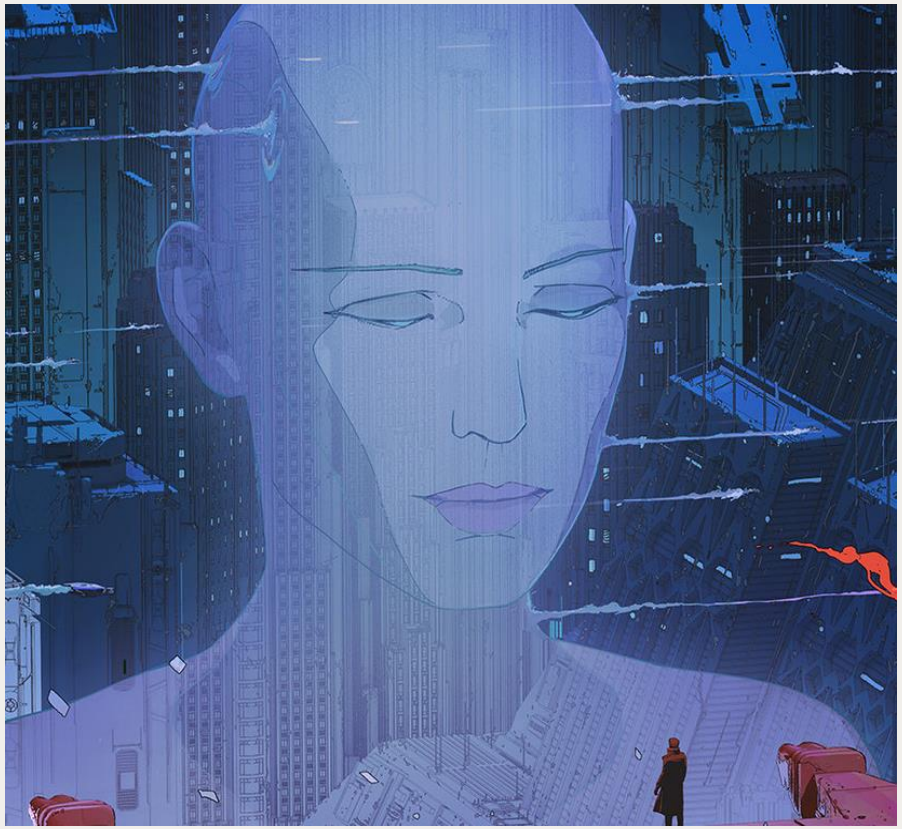
Hi John,
My name is Thomas – I'm an illustration student based in South Wales, and wanted to reach out to you as I absolutely love you style and work!
I am aspiring to go into concept art as a career, or something similar, and wanted to ask some questions about how you got into the industry?

How did you get into the concept art industry initially and do you have any tips that you would recommend? Are there any things that beginners (such as myself) should avoid in general with clients or any similar things? Again, I absolutely love your work and style, and hope that we could possibly work together some point in the future!
Thank you for your time!
Thomas Bowen
https://www.instagram.com/tbowen_art/

Reply Forward

NO RESPONSE :(





ara.com

Fri 4/17/2026 6:04 PM

My name is Thomas – I'm an illustration student based in South Wales, and wanted to reach out to you as I absolutely love you style and work!
I am aspiring to go into concept art as a career, or something similar, and wanted to ask some questions about how you got into the industry?

How did you get into the art industry initially and do you have any tips that you would recommend? Are there any things that beginners (such as myself) should avoid in general with clients or any similar things? Again, I absolutely love your work and style, and hope that we could possibly work together some point in the future!

Thank you for your time!
Thomas Bowen
https://www.instagram.com/tbowen_art/

Reply Forward



Donglu Yu

Art Director (QQ群:763393864)

Montreal, Canada

artofdonglu@gmail.com



To: artofdonglu@gmail.com

Fri 4/17/2026 6:12 PM

Hi Donglu

My name is Thomas – I'm an illustration student based in South Wales, and wanted to reach out to you as I absolutely love you style and work!
I am aspiring to go into concept art as a career, or something similar, and wanted to ask some questions about how you got into the industry?
How did you get into the concept art industry initially and do you have any tips that you would recommend? Are there any things that beginners (such as myself) should avoid in general with clients or any similar things? Again, I absolutely love your work and style, and hope that we could possibly work together some point in the future!
Thank you for your time!
Thomas Bowen
https://www.instagram.com/tbowen_art/

NO RESPONSE :(

6/4/2026



NO RESPONSE :(



单击此处进行编辑

STOR

名称 *

First

Last

电子邮件 *

评论 *

提交

COPYRIGHT@ 2015 YUN LING. ALL RIGHTS RESERVED.



clyne_design ···

James Clyne

210 posts **31.1K** followers **897** following

Artist

Production Designer for film. Geek.

www.jamesclyne.com



Followed by **andywalshart**, **conorburkeart** + 2 more

NO RESPONSE :(

Fri 4/17/2026 6:27 PM



My name is Thomas – I'm an illustration student based in South Wales, and wanted to reach out to you as I absolutely love you style and work!
I am aspiring to go into concept art as a career, or something similar, and wanted to ask some questions about how you got into the industry?
How did you get into the concept art industry initially and do you have any tips that you would recommend? Are there any things that beginners (such as myself) should avoid in general with clients or any similar things? Again, I absolutely love your work and style, and hope that we could possibly work together some point in the future!

Thank you for your time!
Thomas Bowen
https://www.instagram.com/tbowen_art/

Reply Forward



ashmackenzieillustration ···

Ashley Mackenzie she/they

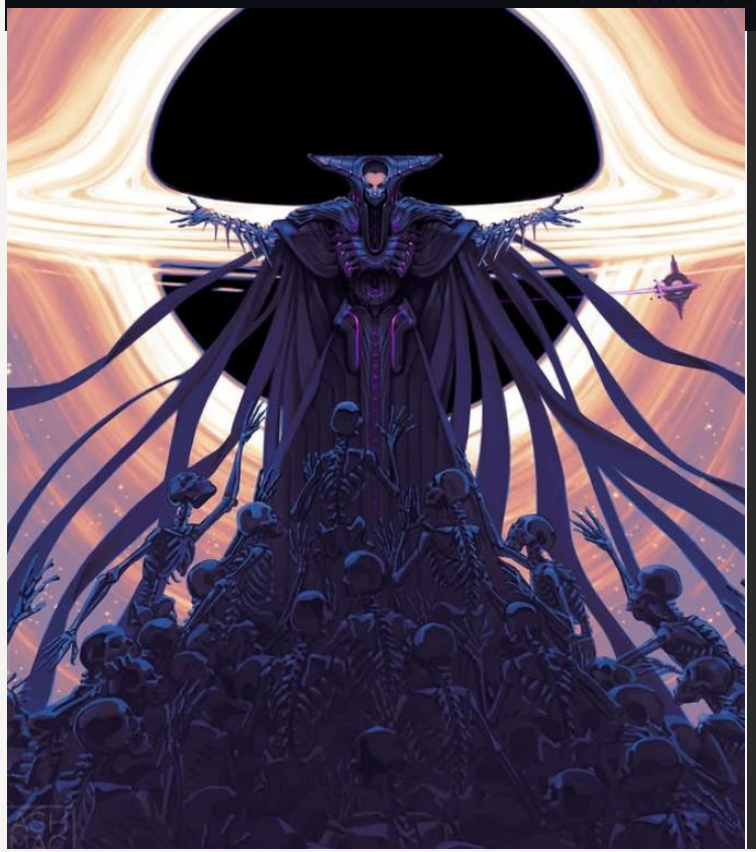
130 posts **18K** followers **551** following

Artist

Freelance illustrator

ashmackenzie.carrd.co

NO RESPONSE :(

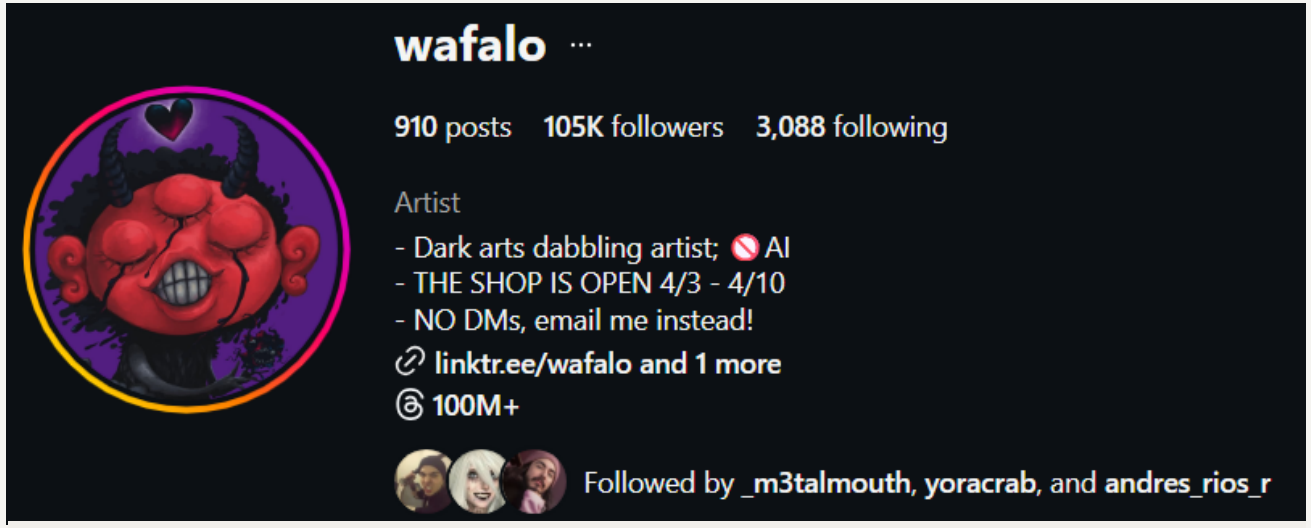


Fri 4/17/2026 6:26 PM

Hi Ash,

My name is Thomas – I'm an illustration student based in South Wales, and wanted to reach out to you as I absolutely love you style and work!
I am aspiring to go into Art as a career, or something similar, and wanted to ask some questions about how you got into the industry?
How did you get into the Art industry initially and do you have any tips that you would recommend? Are there any things that beginners (such as myself) should avoid in general with clients or any similar things? Again, I absolutely love your work and style, and hope that we could possibly work together some point in the future!
Thank you for your time!
Thomas Bowen
https://www.instagram.com/tbowen_art/

Reply Forward



NO RESPONSE :(



If you have any questions, comments, and/or concerns, please feel free to fill out this form and I'll get back to you as soon as I can.

(Please check the commission info, FAQ, and other pages, just in case there's other information you might've missed!)

Name

First Name (required)

Last Name (required)

Email Address (required)

Subject (required)

Message (required)

SUBMIT



NO RESPONSE :(



Fri 4/17/2026 6:51 PM

My name is Thomas – I'm an illustration student based in South Wales, and wanted to reach out to you as I absolutely love you style and work!
I am aspiring to go into concept art as a career, or something similar, and wanted to ask some questions about how you got into the industry?
How did you get into the concept art industry initially, or freelance, and do you have any tips that you would recommend? Are there any things that beginners (such as myself) should avoid in general with clients or any similar things? Again, I absolutely love your work and style, and hope that we could possibly work together some point in the future!

Thank you for your time!
Thomas Bowen
https://www.instagram.com/tbowen_art/

Reply Forward

Contact List

- **Antony Gormley** – a family member works very closely under him, who organises all his galleries. if I were to contact Adam Humphries, I could contact by proxy him.

- **Akira Egawa** – although it's not a person I can really communicate with at a repetitive level, it is still someone I have spoken with. — akira_ray-re@yahoo.co.jp — akiraegawa.stars.ne.jp

- **Uni Classmates** – Through building bonds with classmates they become friends I can reach out too in the future. Im not listing all of their socials, I do have them though

- **Emailed Artists** – All the artists I Emailed for this project I still have a chance of hearing back from are people I could consider contacts

This is my current active contact list that I could come up with from the top of my head. There are likely a lot more, but these are the people that I feel that I can definitively say are reachable.

I didn't want to add contacts and phone numbers of my peers and family members, but I can say with confidence I can count on them.

FUTURE CAREER RESEARCH

AVENUES I CAN GO DOWN AFTER UNIVERSITY.

FUTURE OF EMPLOYMENT TASK

- Think of a job that doesn't exist yet; what is it? What will you be doing? How will you be doing it? Where will you be doing it? What skills will you need?
- Databank Fuel Analyst
- The Job: To assess and supervise large scale AI data centers to ensure that fuel and coolant is being fad properly to the singularity.
- Skills needed: Simple coding and data analyzing, medical ability and embalming, and great physical and mental health.
- Now Hiring: Across the American west coast.

- 3D Space Sculptor
- The Job: Modeling and coding new spaces for the 2nd Earth digital isolation world, for travelling astronauts in deep space
- Skills: Proficiency in blender, artistic talent and flair, high understanding and knowledge of pop and media culture, entry level coding if needed.
- Now Hiring: The Celtic Constituency (Either Wales or Scotland, message about Ireland), or some minor Branches in England.

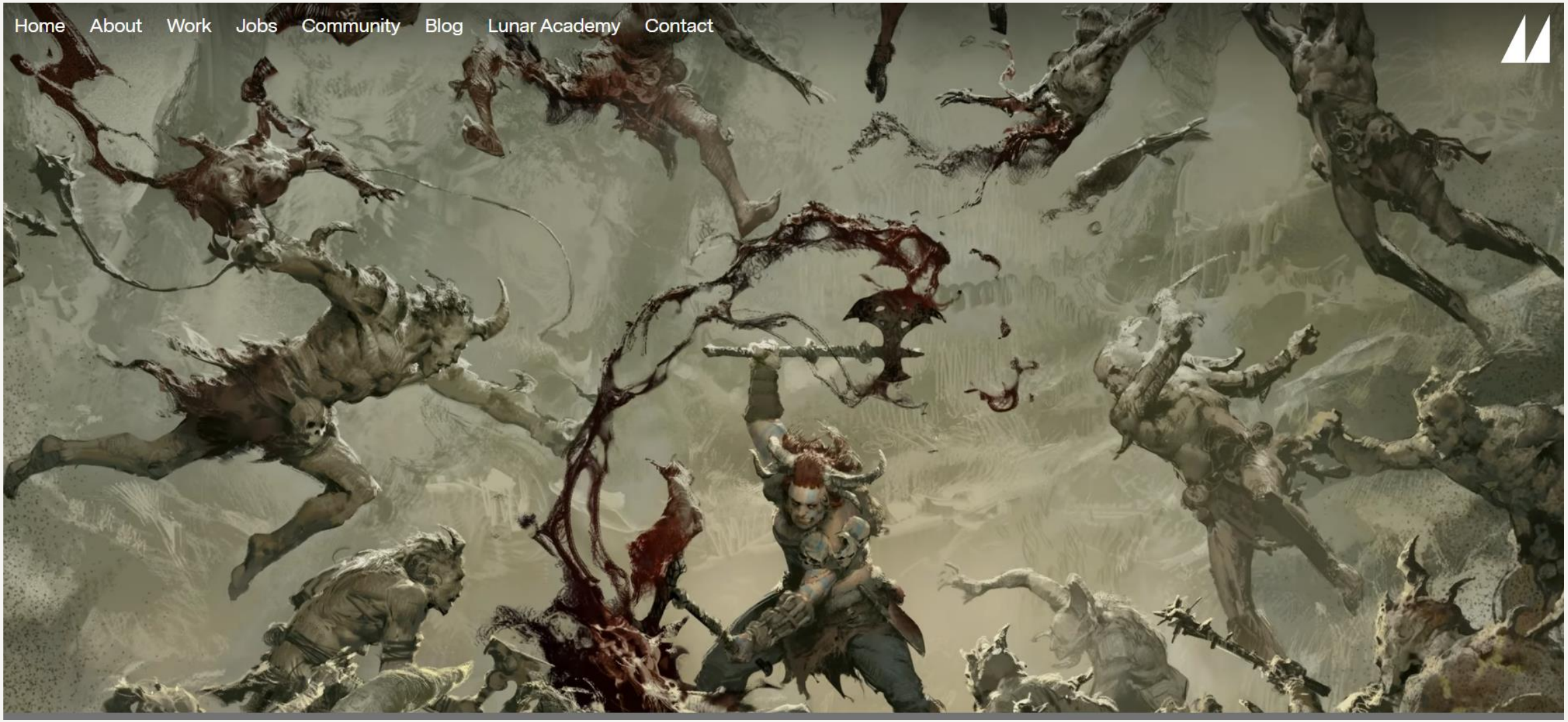
The future of career prospects to me is a bleak but intriguing thought. It's an almost philosophical thought when it comes to the creative industry; to be or not to be.

The two I came up with reflect my mentality. One where we are forced to feed and fuel an artificial intelligence databank until death, fueling with conventional and unconventional methods.

The second is much brighter, being a creative world builder that creates a digital space for space explorers to escape their rather bleak surroundings.

Mooncolony · Concept Art and Illustration Studio

This is one option I've been looking into, being Agencies. There are quite a few for Concept artists. Mooncolony is one of the more high end and large client based one.



WHO WE ARE

Mooncolony is a concept art and illustration outsourcing studio with an Earth-hub located in Cambridge, UK. In addition to successfully colonising the moon, we pride ourselves on providing premium 2D art and illustration services to video game developers across the globe - from free-to-play (F2P) mobile games to AAA blockbusters.

Our tight-knit team is the driving force behind our success, sharing a united passion, enthusiasm, and high standard for digital art. Decades of combined experience meet with a diverse range of talent and skills, allowing us to effectively adapt to any project.

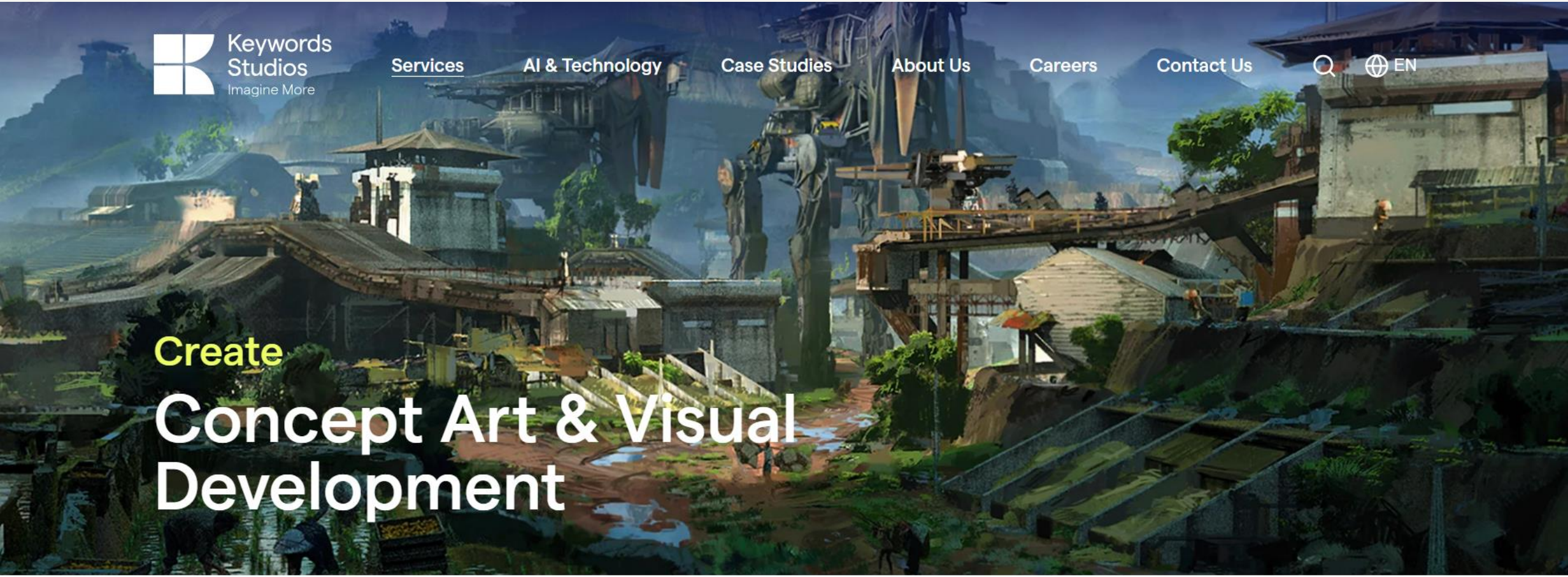
WHAT WE OFFER

Our studio specialises in concept art, illustration, character design, art direction and marketing art. Looking for a visual development service that hasn't been listed? Get in touch with our team to have a discussion about how we can meet your needs. We tailor our services to sync with your production pipeline as seamlessly as possible. From sketch to release, our clients trust us to deliver cutting-edge creative solutions with a superior finish.



This is what they offer and some of their clients. This is a path I am tempted to go down considering their illustration AND concept art links.
I won't reach out at this minute since there is usually a large fee to put your name out there, and I don't want to pay for something yet since I am very much not out of university.

[Concept Art & Visual Development | Keywords Studios Limited]



Our Concept Art & Visual Development services create stunning imagery that bring your game to life.

2D Concept Artist

Ottawa, Ontario, Canada

Explore

2D Concept Artist - Volta Studios

Montreal, Quebec, Canada

Explore

Lakshya | Asia Pacific | India | Art Services | Create

Character Concept Artist (Contract)

Gurugram, Haryana, India

Explore

Choose a service

We provide art development services across every kind of game. Whether you're looking for a high-end concept art piece, 800 in-engine weapons tailored to your game, or ground-up support from ideation development and art direction to full environment design and construction, Keywords is the answer.



Concept Art & Visual Development



Marketing Art & Illustration



3D Characters & Creatures



3D Weapons & Vehicles



3D Props & Environments



2D & 3D Animation



VFX & Lighting



Technical Art

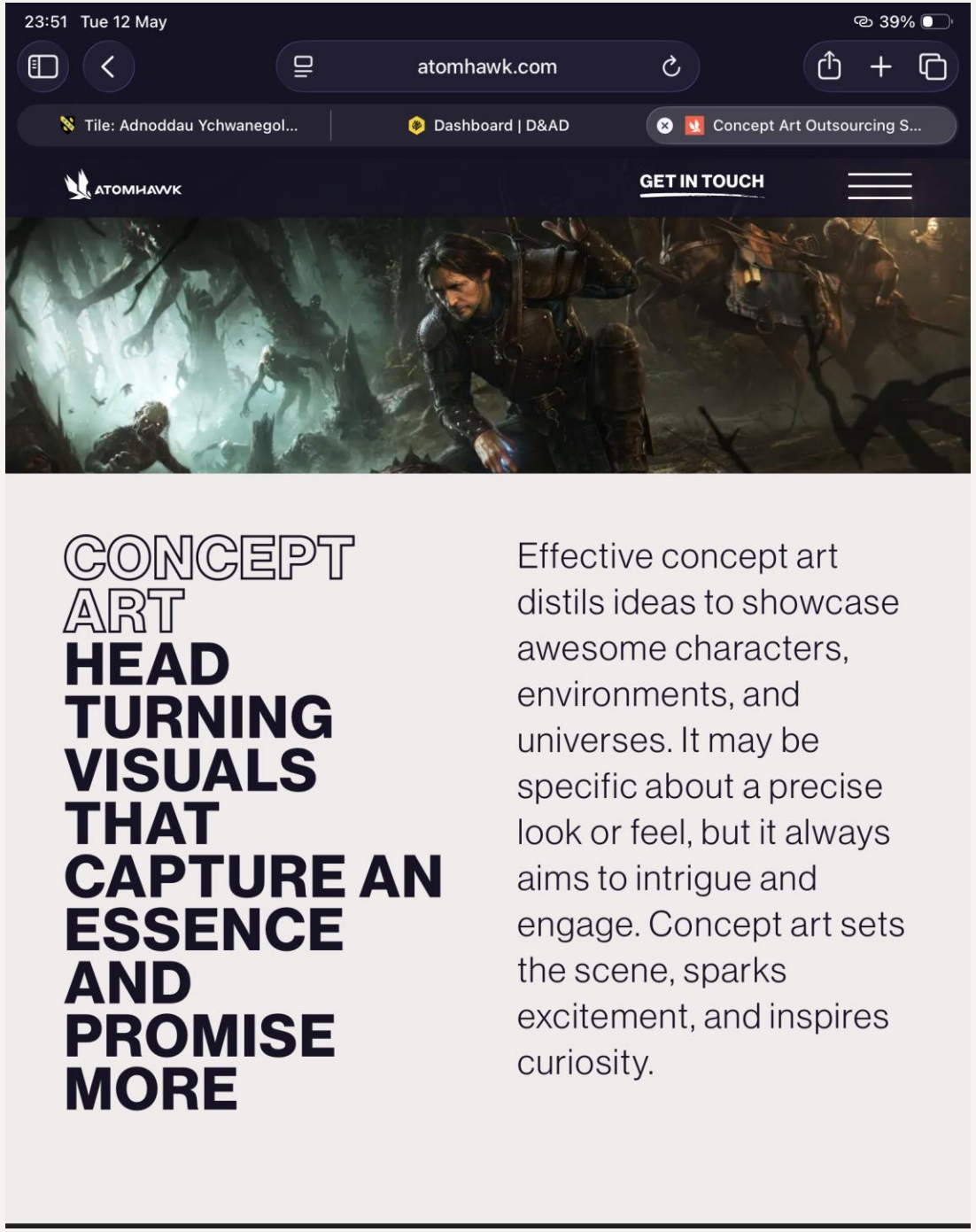


World Building



UX/UI

Some concept art jobs they are offering at the minute, and some of the services and industry careers they offer an entrance into.



ATOMHAWK

About.

Our partners stay with us for years, sometimes decades. A video game outsourcing agency that cares about the work that's being produced. Production and Art Leadership is part of our multi-discipline service offering, working with you to accommodate your time, budget and project needs.
We span the journey from drawing board to release, and beyond; work that is the very best in commercial creative, technical innovation and excellence.

Founded in 2009, Atomhawk has 15 years of outsourcing experience in answering the creative and technical needs of teams at leading video game development studios, including the likes of Activision, Microsoft, NetherRealm, 2K, EA, Sony and WB Games.

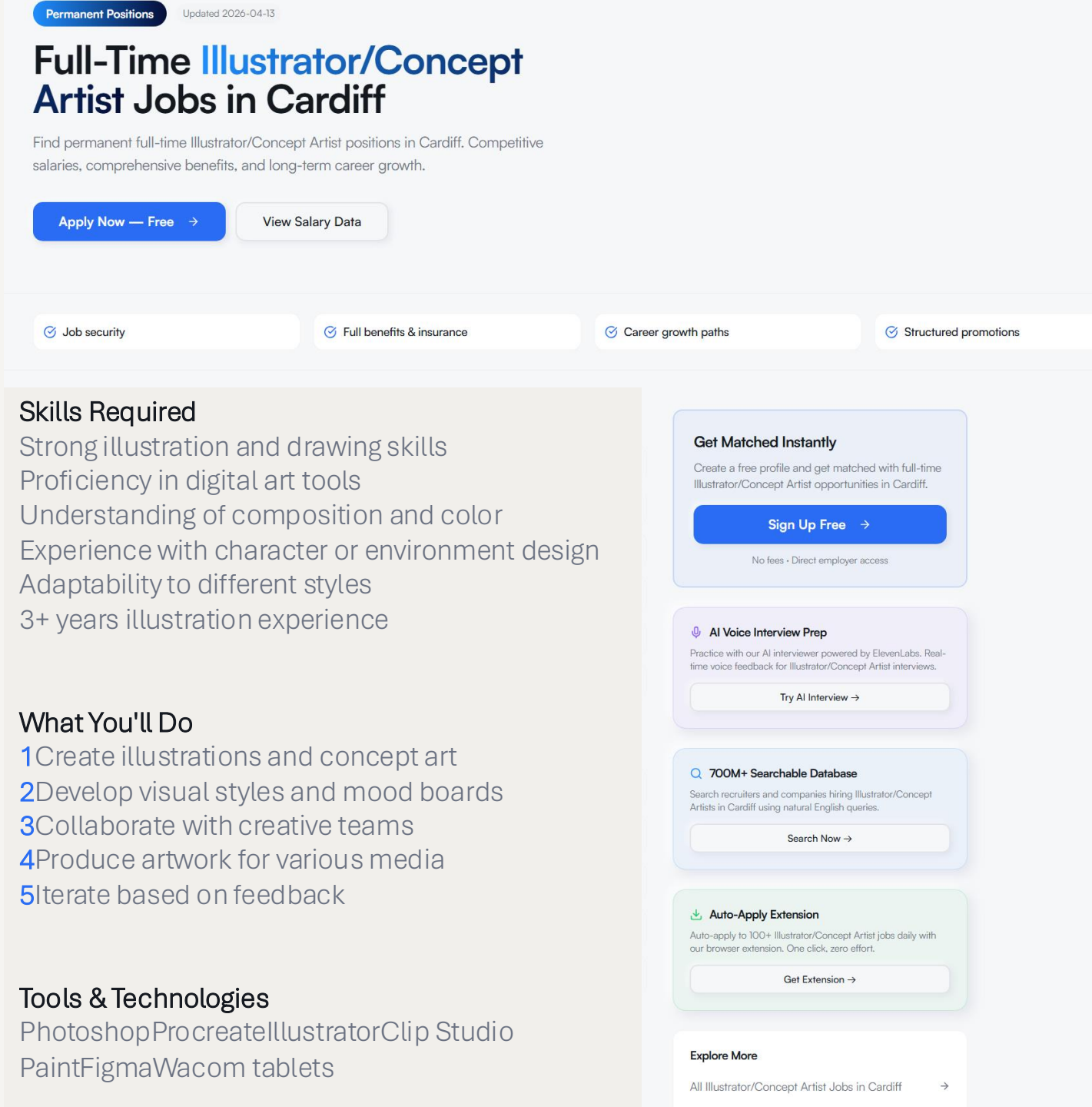
https://atomhawk.com

[Full-Time Illustrator/Concept Artist Jobs in Cardiff | Co...]

This one I was tempted to apply for even though University is still going strong. The job description is very strong and the pay is excellent even for beginner concept artists.

My only concern with the role was the need for heavy style adaptability, but this seems like it would be a standard for most jobs.

6/4/2026



[Character Artist in Cardiff at Kinetic Games | Apply now! – StudySmarter – Talents]

Kinetic Games is a new video game development studio based in Southampton. We are a passionate team of developers using Unity to continuously improve and expand the horror experience of Phasmophobia, currently available on Steam, PS5 and Xbox Series X/S. At Kinetic Games, we're an independent games studio best known for creating Phasmophobia, enjoyed by millions of players worldwide. Our team is passionate, creative, and collaborative and we're looking for someone equally enthusiastic about games to join our growing team. We're a growing, friendly team that values creativity, openness, and personal growth. Whether you're helping others or talking about your favourite horror game, you'll be part of a supportive environment where passion and curiosity are celebrated.

The Role:

We are looking for a Character Artist to create, texture, and implement a variety of high-quality 3D characters and creatures. The ideal candidate has a strong understanding of anatomy, form, and silhouette, and can bring a unique, unsettling style to the world of Phasmophobia. You will be working directly with the Art Director and Game Director to conceptualize and build models that enhance the horror experience for our players.

(There are also many benefits.)

This goes very well with the style of art I am into doing.

6/4/2026

Responsibilities:

- Create high-quality, realistic 3D character models, clothing and creatures from concept art and design briefs.
- Develop highly detailed, PBR-ready textures and materials.
- Rig and skin characters for animation in Unity.
- Implement and optimize character assets directly into the Unity engine.
- Collaborate with the design team to ensure characters are visually compelling and functionally sound within the game\'s mechanics.
- Work within technical constraints and optimize models for performance in a real-time environment.

Requirements:

- A strong portfolio demonstrating high-quality character art.
- Proficiency in industry-standard 3D software of your preference, and zBrush / Substance Painter.
- Solid understanding of the PBR workflow.
- Experience with character rigging and skinning.
- Ability to work independently and manage your own tasks in a remote environment.
- Excellent communication skills and a collaborative spirit.
- A passion for horror games.

PassionProject

Another UK/Wales based one, however I don't believe I am qualified for the role, as of the lack of experience.

Once out of University I will be relentlessly persuing the concept art career, but as of right now I wont be able to apply. I aim to do a PHD in illustration first.

6/4/2026

Skills & Requirements:

RESPONSIBILITIES:

- Produce AAA standard concept art in line with art direction
- Work closely with the Art Director and development teams to produce highly creative, visual ideas to help the development of our game.
- Work on a wide variety of concepts, including humans, creatures, architecture and weapons.

eSSENTIAL rEQUIREMENTS:

- An excellent concept art portfolio demonstrating hands on creativity and expertise in creating inspiring concept art images at AAA standards.
- Excellent traditional artistic skills with a good grasp of anatomy, architecture, technical, lighting and colour theory.
- Ability to work with the development teams on the visual development of gameplay ideas, characters, locations, props, vehicles and game atmosphere.
- Ability to quickly develop and iterate on design ideas across all aspects of the brief, accommodating feedback from Directors and development teams.
- Ability to clearly communicate design ideas both verbally and visually.
- Self-motivation and willingness to participate in many areas of game development.
- Excellent knowledge of 2D painting programs, such as Photoshop.
- Ability to work in a fast environment and concept ideas rapidly.

BENEFICIAL SKILLS:

- Experience with 3D packages (Maya, Zbrush, etc).
- Previous experience focused on environment concepts.
- A keen gamer with industry knowledge.

Ho

You must be eligible to work in the UK.

The role is office based in Cambridge - however, due to the current pandemic, you will be required to work from home until further notice.

Send your covering letter, CV and portfolio to [contact hidden]

About Just Won't Die

Just Won't Die is a team of passionate game developers located in Cambridge, UK.

It's an exciting time to join Just Won't Die as we embark on our journey of creating an exciting and original fps with broader ambitions in multiple entertainment spaces.

We're a diverse group of veterans with decades of experience working at multiple award-winning studios on a vast range of titles on PC, console and mobile.

We decided to start Just Won't Die early in 2019 so we could create games we want to play while building a team of developers we love working with.

Senior Concept Artist

Confidential Employer Log in to view employer

Posted 2 April 2025

LOCATION	TYPE	LEVEL	CATEGORY
Cambridge	Full-time	Mid-Senior level	Art/Design

This employer holds a UK Home Office sponsor license — sponsorship for this specific role is at the employer's discretion

FULL DESCRIPTION

Summary

Senior Concept Artist needed to work on an exciting new and original IP for console and PC. The ideal candidate would have good industry knowledge, game development experience and a passion for games. The position is in-house based in Cambridge, UK, but for the moment (at least) the whole team is working remotely.

Key Responsibilities:

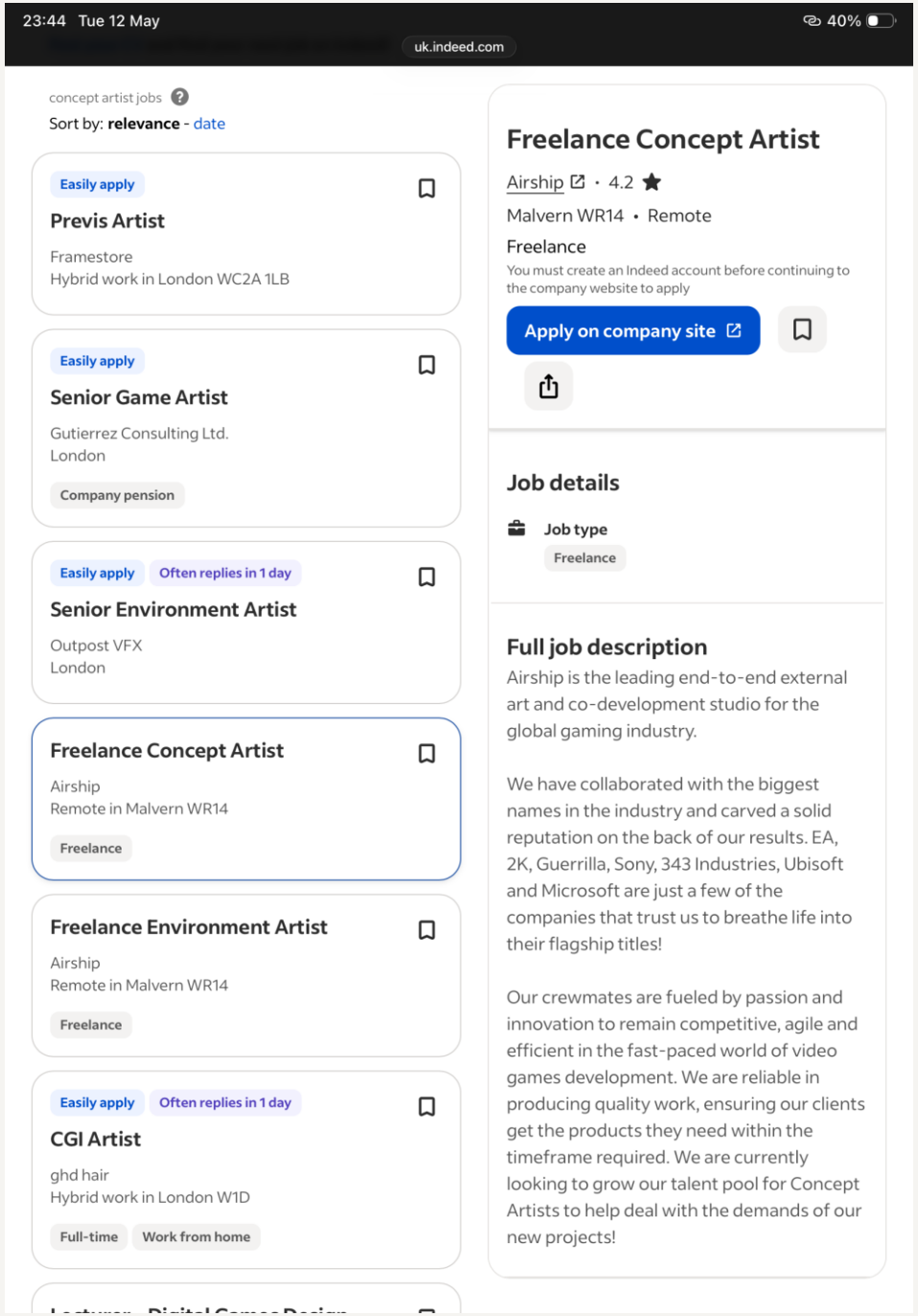
- Produce AAA standard concept art in line with art direction
- Work closely with the Art Director and development teams to produce highly creative, visual ideas to help the development of our game.
- Work on a wide variety of concepts, including humans, creatures, architecture and weapons.

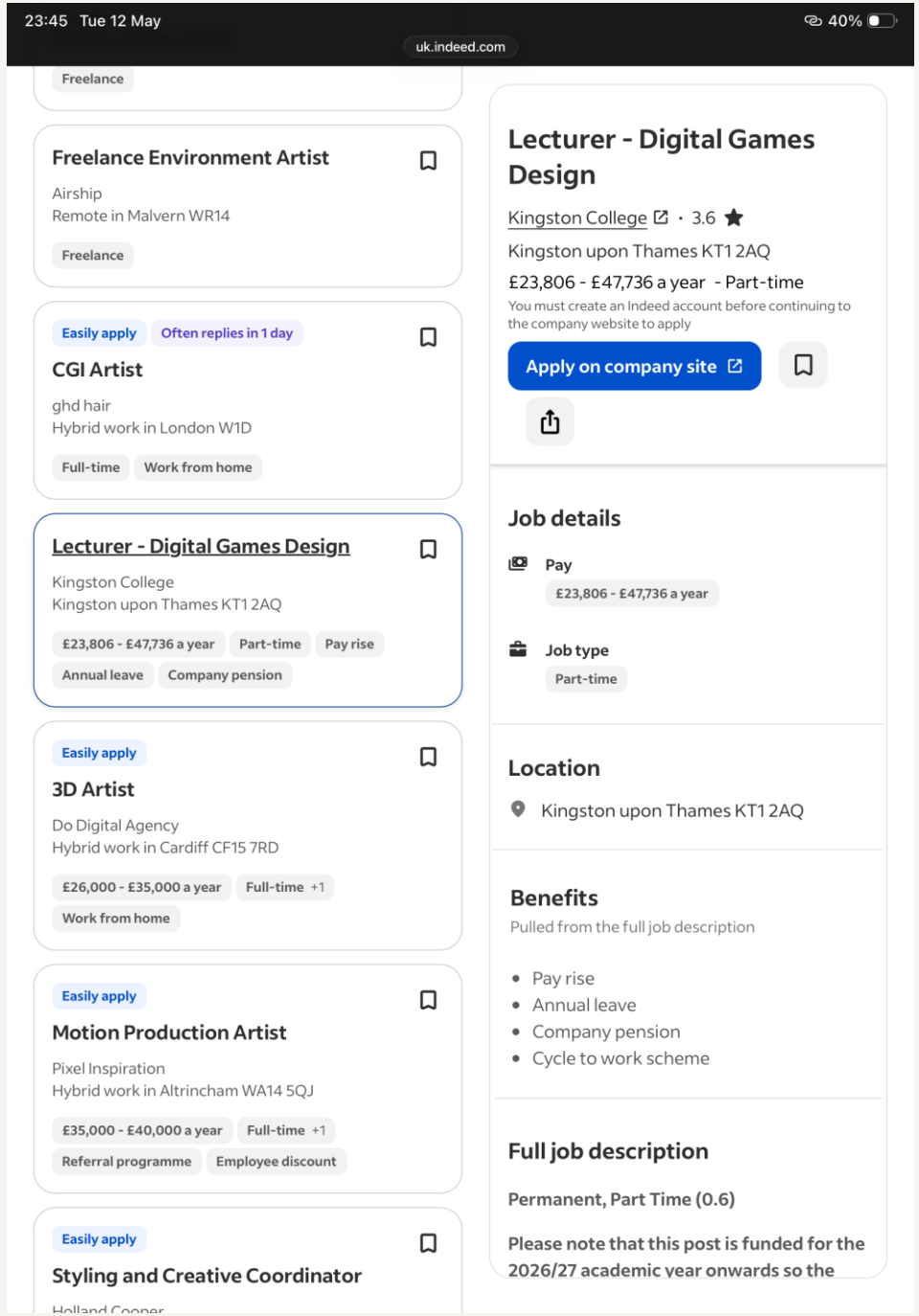
Core Requirements:

Ho

inspiring concept art images at AAA standards.

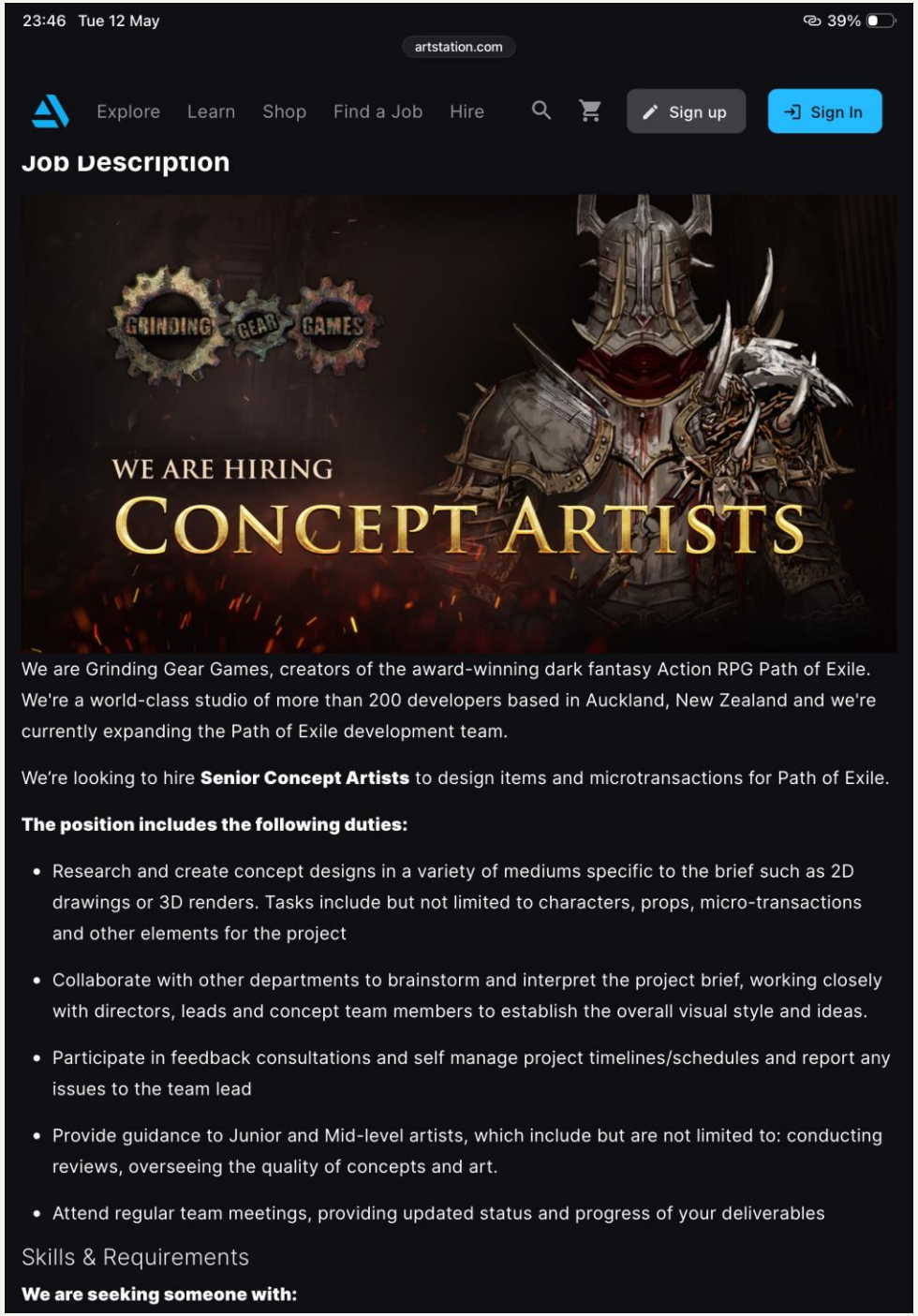
- Excellent traditional artistic skills with a good grasp of anatomy, architecture, technical, lighting and colour theory.
- Ability to work with the development teams on the visual development of gameplay ideas, characters, locations, props, vehicles and game atmosphere.
- Ability to quickly develop and iterate on design ideas across all aspects of the brief, accommodating feedback from Directors and development teams.
- Ability to clearly communicate design ideas both verbally and visually.
- Self-motivation and willingness to participate in many areas of game development.
- Excellent knowledge of 2D painting programs, such as Photoshop.
- Ability to work in a fast environment and concept ideas rapidly.





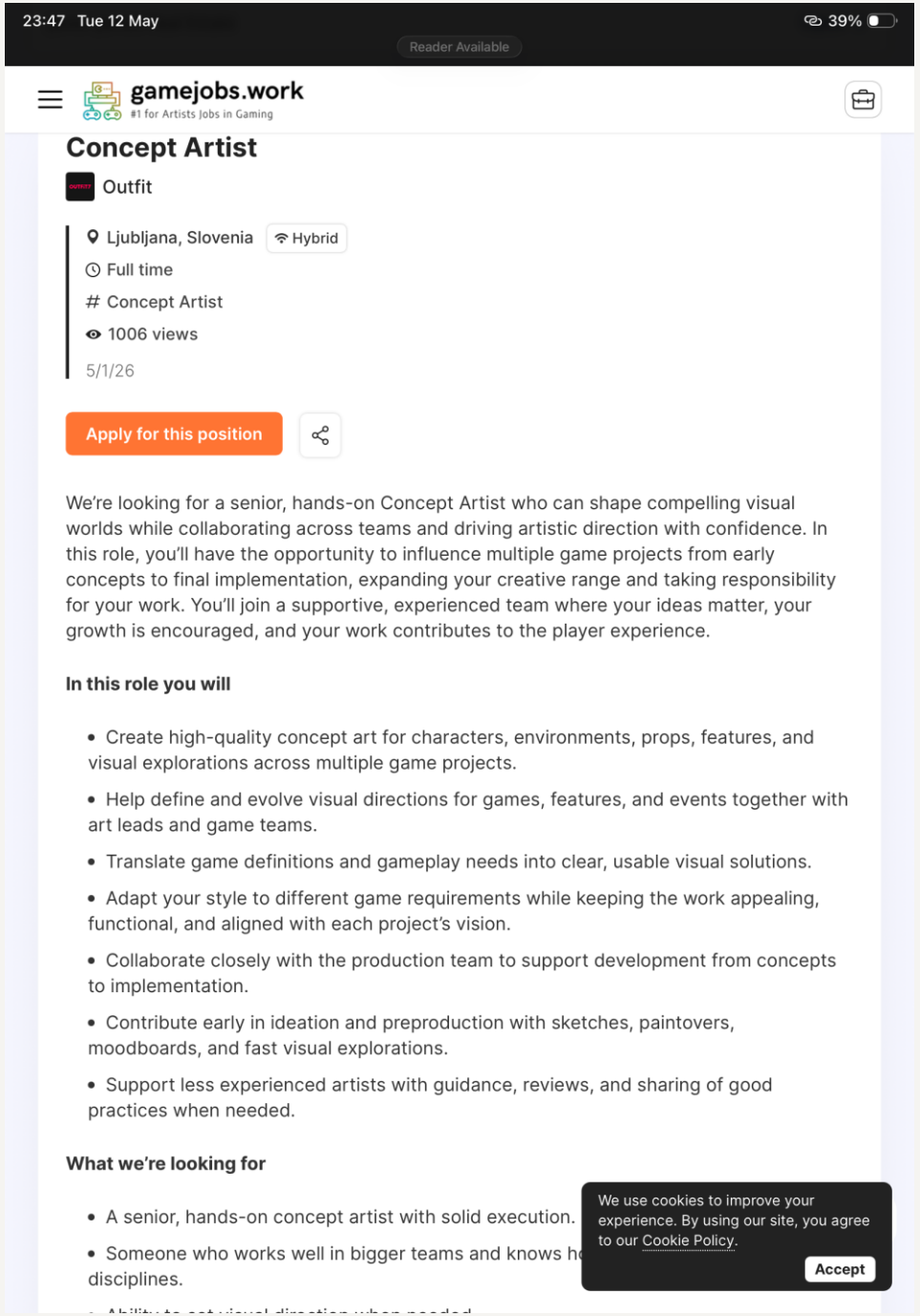
[Concept Artist Work, jobs (with Salaries) | Indeed United Kingdom]

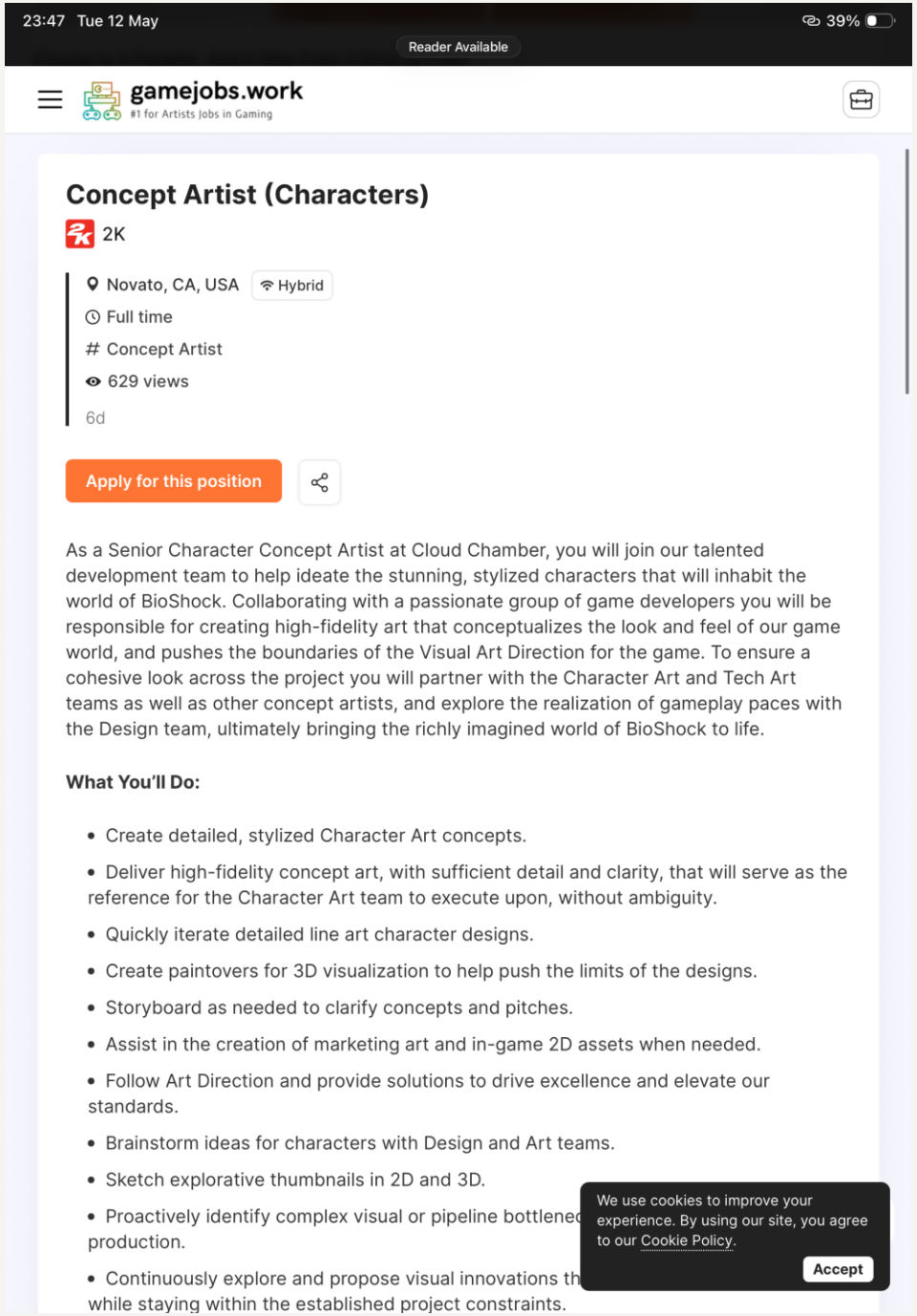
All the jobs on indeed for concept artists at the minute. There weren't many options, and most were VFX artists or CGI.



ArtStation - Senior 3D Character Modeller

There were a number of concept art jobs on Artstation, many of which were senior however. That is a point and career I would one day like to get to, but right now I don't think I have the necessary experience.

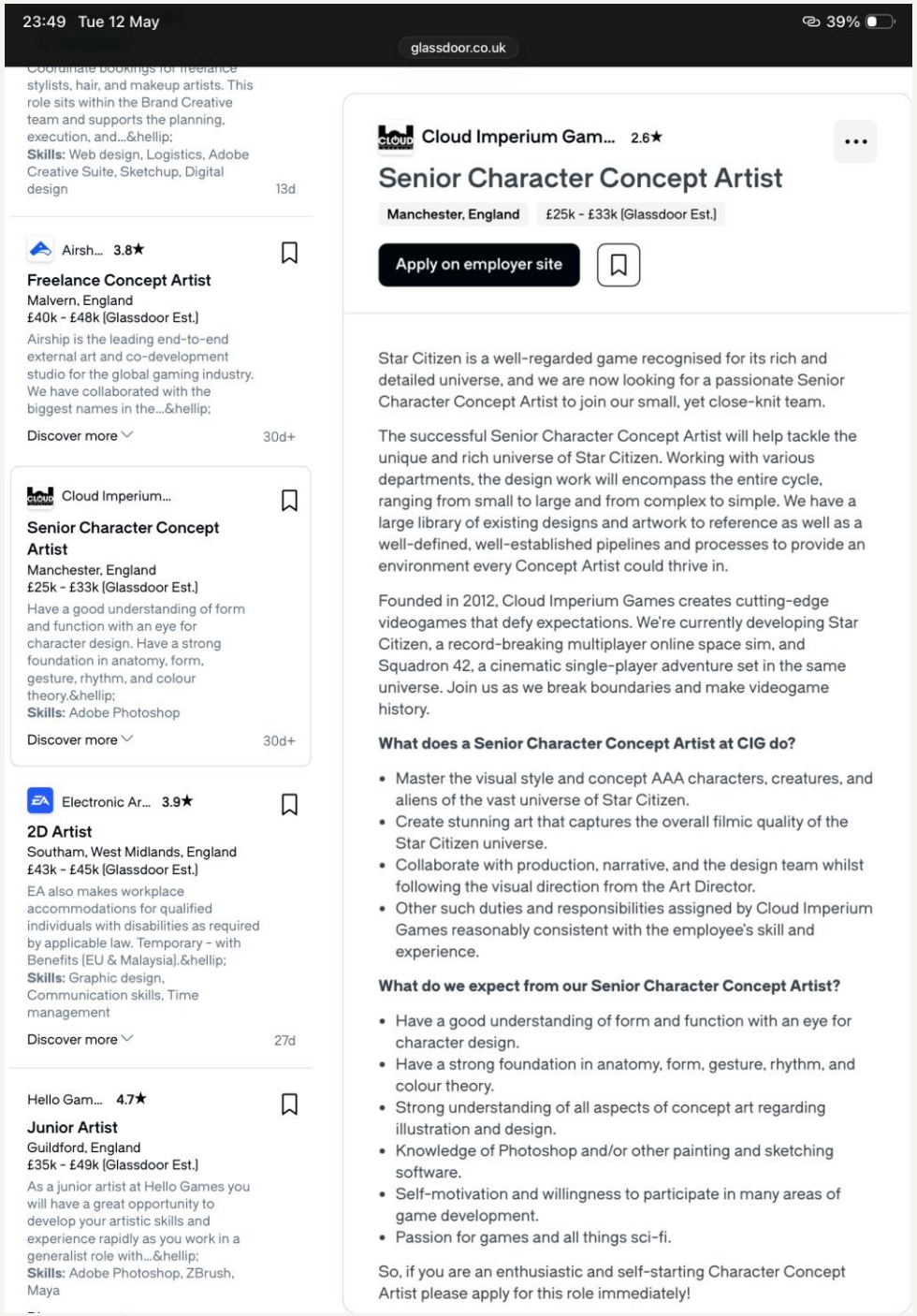


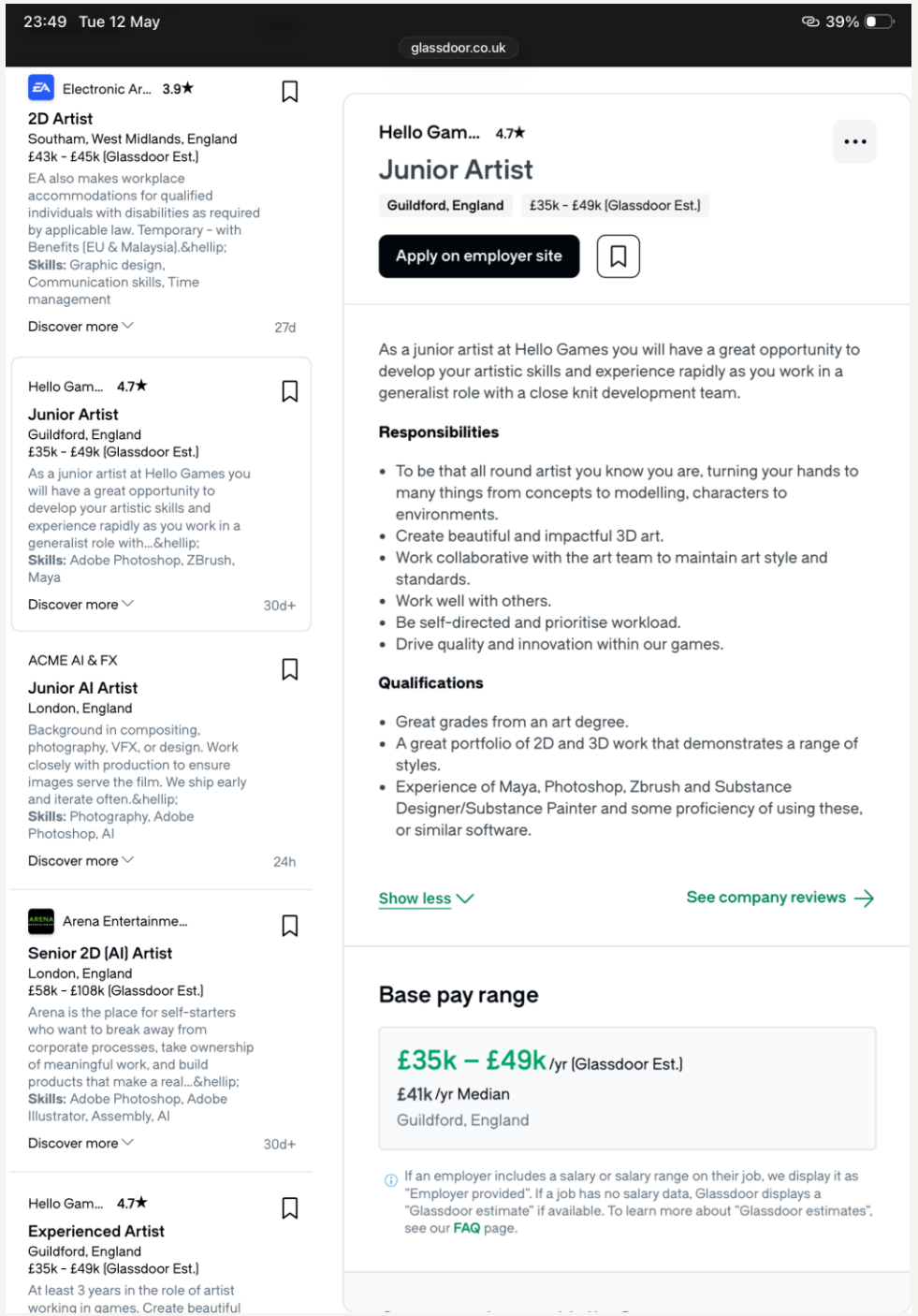


[Concept Artist jobs - gamejobs.work]

This website had more 2D concept artist roles, and had a number of larger companies operating out of it such as 2K. Experience is still a problem, but there will be a good chance to garner some during the final year of university.

A lot of the requirements and skills I do meet, however the one thing that I have found that is a problem or that I simply cannot do is 3D modeling. This could be 3D painting which I can, but I'm not 100%.

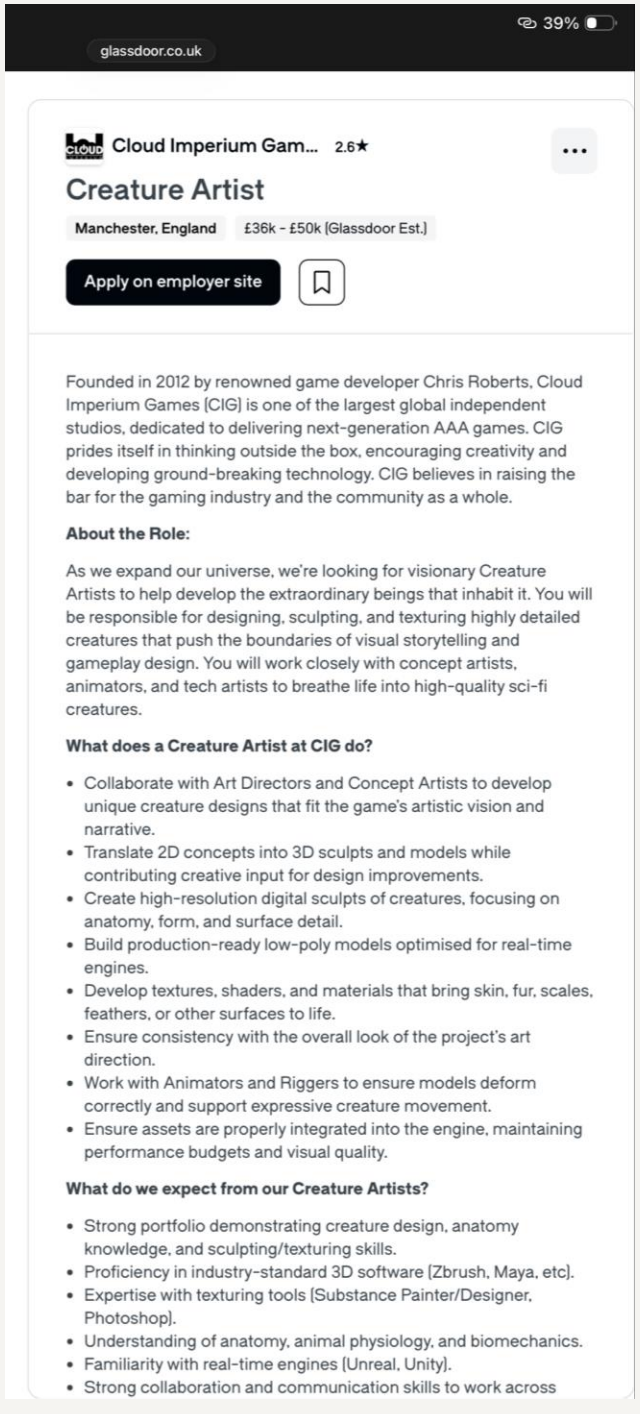


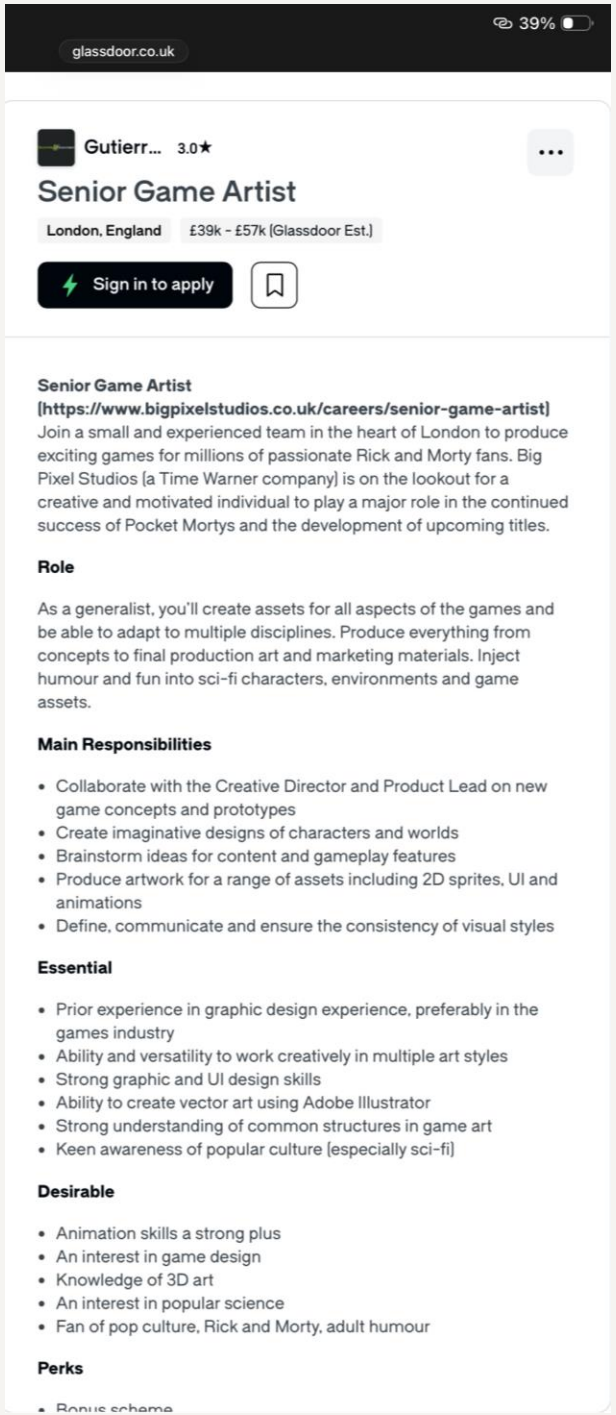


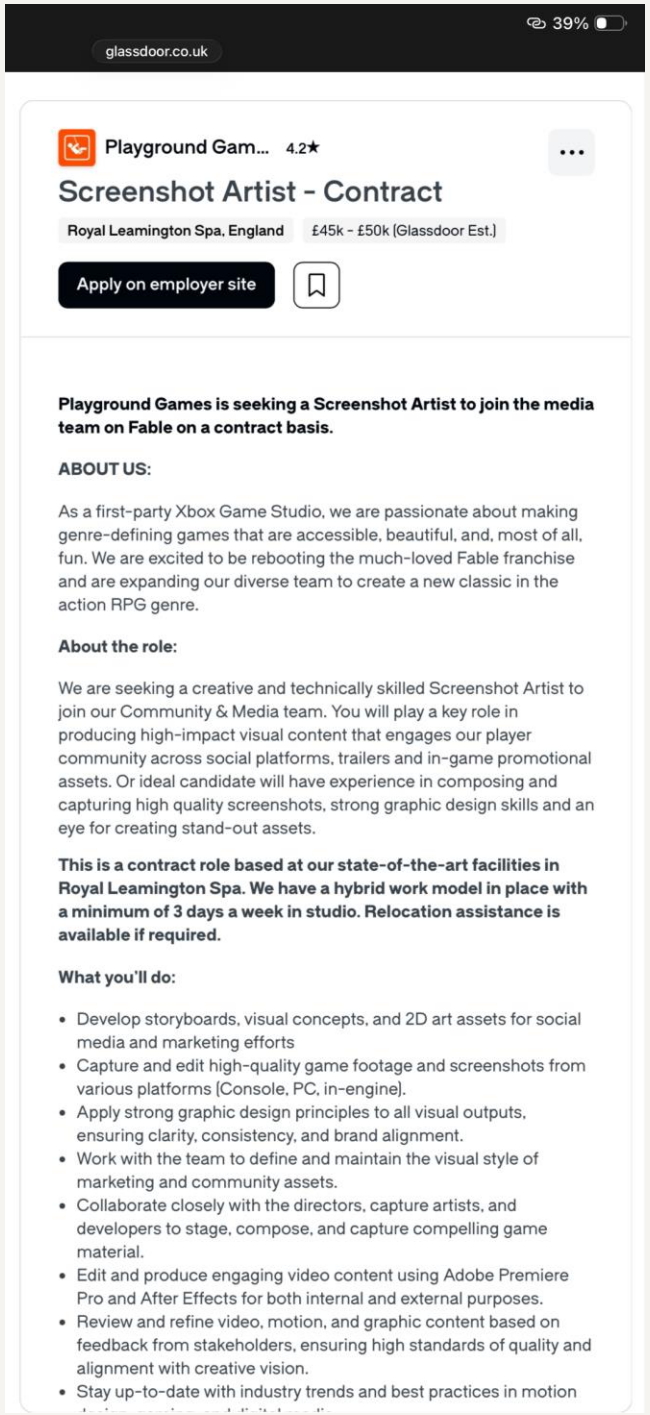
[63 Concept artist jobs in United Kingdom | Glassdoor]

Glassdoor had the most concept artist jobs that align with what kind of artist I am. There were around 55 2D concept artists roles of varying experience levels, including entry, beginner levels. I hope there are this many once I leave university.

In terms of qualifications, I feel again I meet them, other than some of the editing software such as Z brush and Maya.

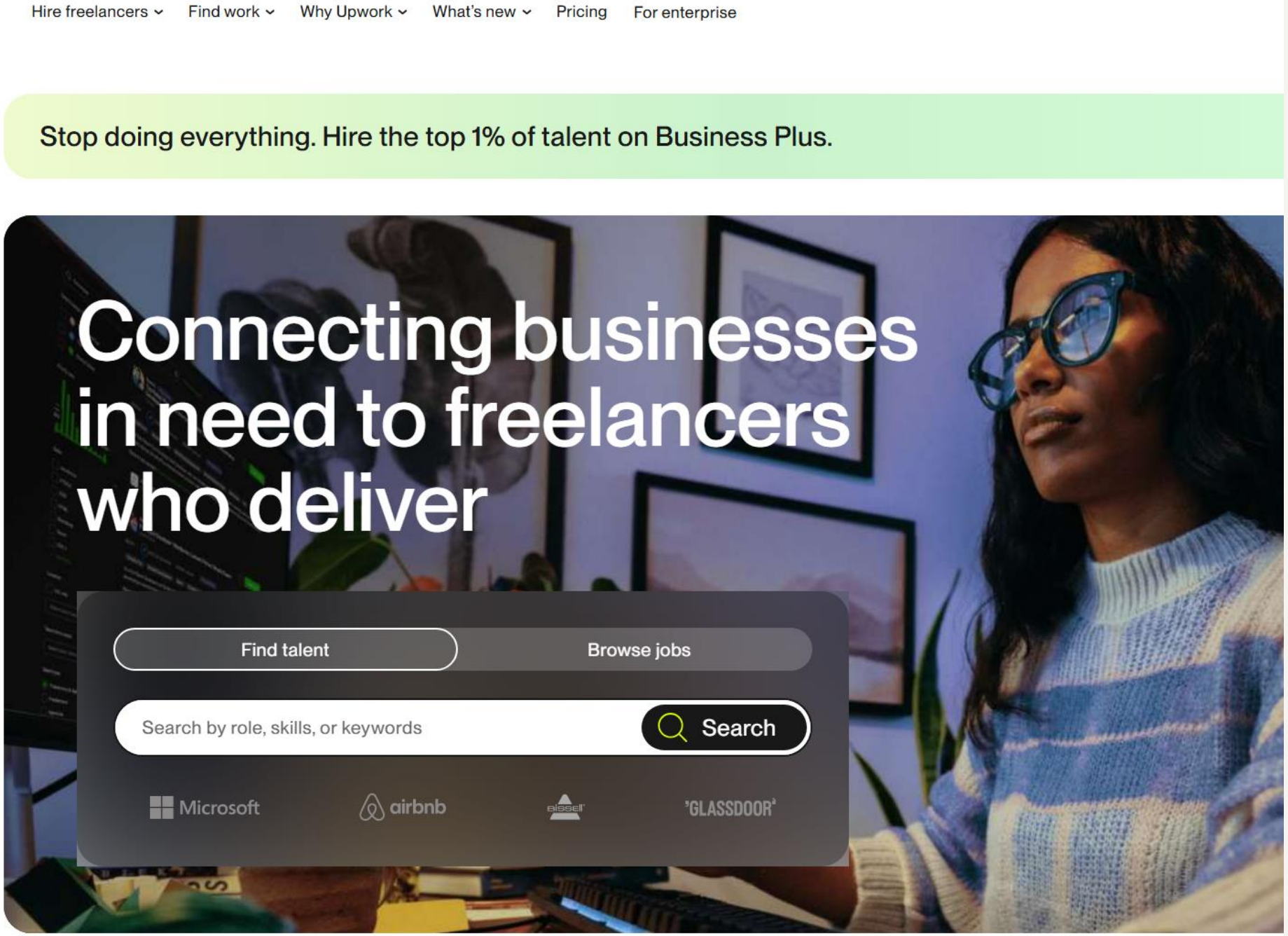






Some more Glassdoor options.

Senior roles I cannot do yet as most of them need a significant portfolio working for another company, or at the very least a substantial bit of evidence showing you have worked in the field for a number of years.



[Upwork | Hire Top Freelance Talent with Confidence]

I found this Website finally whilst looking for the other more well known job outlets. This website allows artists and other careers to find odd jobs and small commissions.

Concept Artist

Posted 2 days ago Worldwide

Summary

I need a comic concept artist to help me develop a new comic character. Must be able to draw mechanical characters like Iron Man. I will require a blacl and white front, side, and back sketch of the character. I will pay $75.00 per version, and I will also want action shots to show weapons development one we figure out a final version.

$75.00
Fixed-price

Expert
Experience Level

Remote Job

One-time project
Project Type

Skills and Expertise

Mandatory skills

Character Design | Concept Artistry | + 5 more

Activity on this job

Proposals: 20 to 50 Last viewed by client: 2 days ago Interviewing: 4 Invites sent: 4 Unanswered invites: 0

About the client

Member since Apr 27, 2017

United States
Sumter3:37 PM

$31K total spent
62 hires, 7 active

82 hours

This is an example of what they do. A person has put up an add listing that they need a number of concepts for a character in a comic, and will pay a certain amount for the service. I may look into doing some of these over Summer, as it's a good opportunity to get my name out there.

Dream Clients



These are some of my dream clients or companies that I would like to work for.

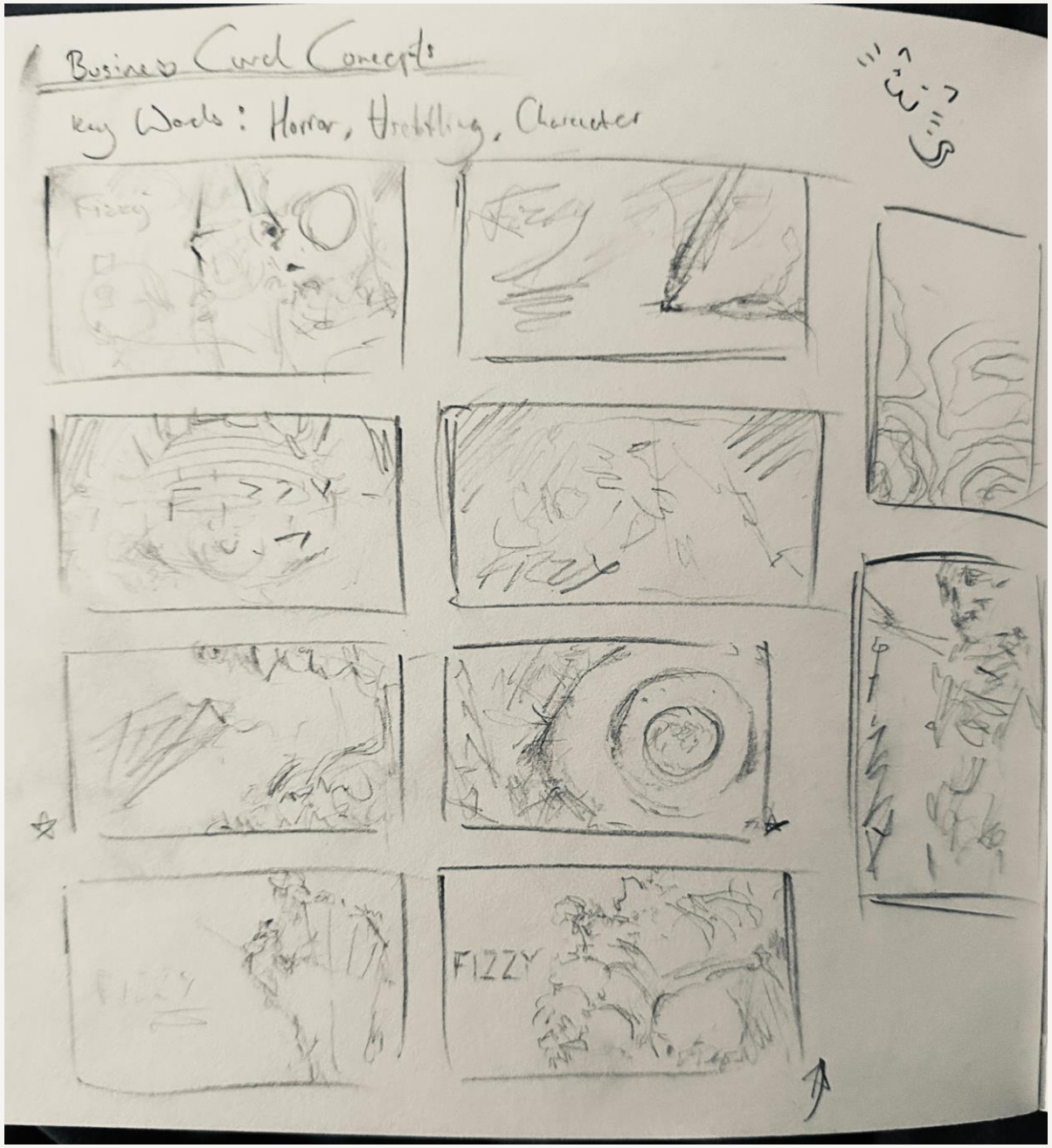
BUSINESS CARD

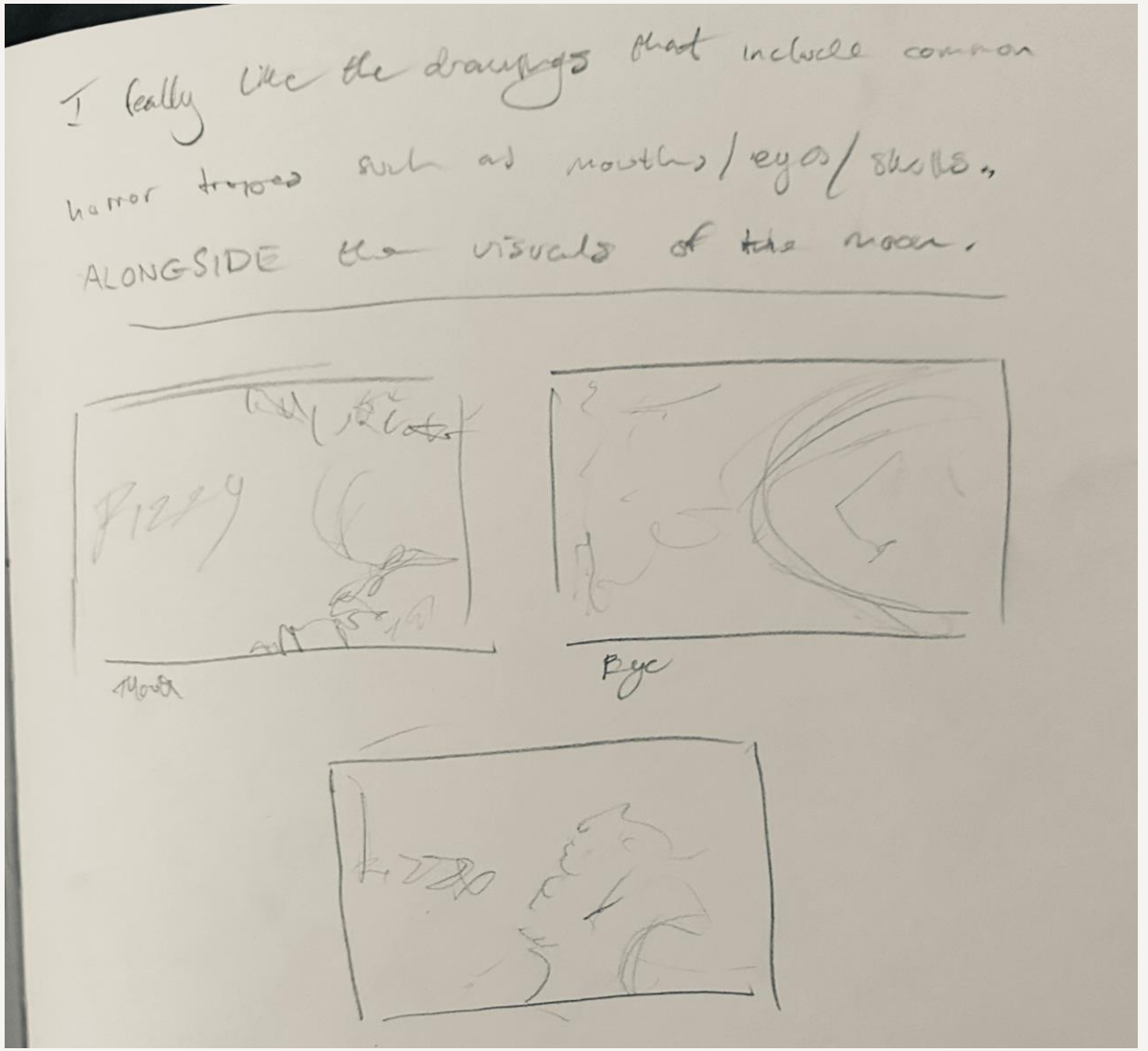
CONTINUATION OF RESEARCH AND DESIGN



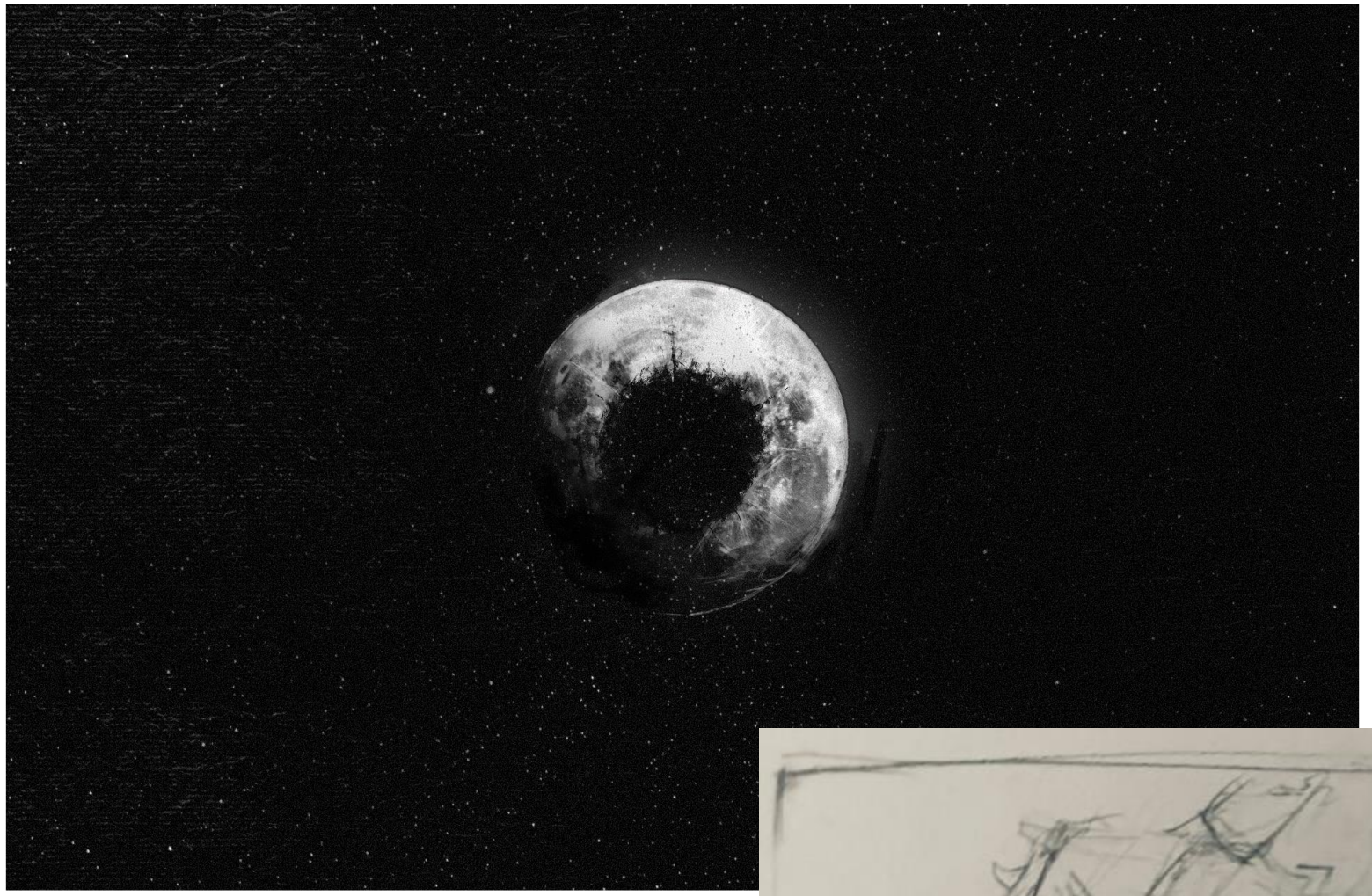
These are the two business card designs I did in lecture. I don't feel particularly strongly towards the designs after completing more research, personal branding, and website design I feel that I can do a lot better.

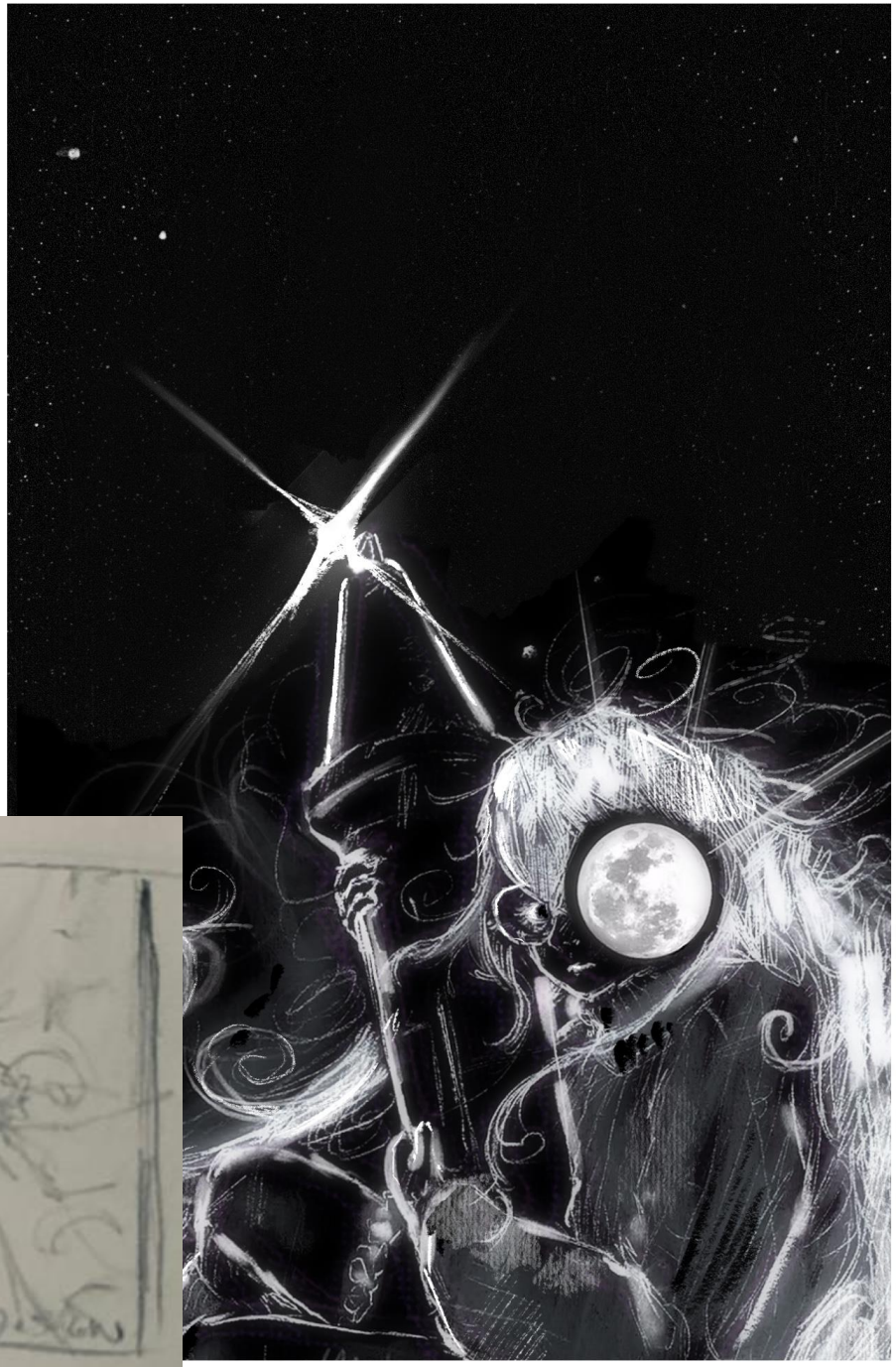






Thumbnail for business card, which I wanted to look into further after completing my website.







These are some continuations from some of the sketches, and one based off my website. They didn't really appeal to me though, so I tried going for a different sort of concept.

6/4/2026



This is the front of the business card I aim get printed. I wanted to experiment with the traditional horror/goth style I mentioned in my website concept designs, which now looking at this I would definitely like to look into further.



This is the back of the card which contains all of my contact information. Again, this style is really unique and has its own flair. Although the design doesn't really match with my current branding, one day I would like my branding to look more like this, albeit much further down the line. Still though, this is what I will be using for my business card, as I adore the visuals.

Physical versions of the card. I am very happy with how these printed, although the company I went through did unfortunately make one or two errors. However, they are bounds better than what I hoped.

I will be using these in a stall that I will be running in tandem with a few other artists to spread my name and to hopefully garner more of a following.







CV AND COVER LETTER

FIZZY



THOMAS BOWEN

EMAIL – Fizzy_Art@outlook.com **WEBSITE** – https://fizzyart.wixsite.com/fizzy_art **PHONE** – 07935 615055

Objective

Hello, my name is Thomas Bowen. I am an illustrator, concept artist and graphic designer located in South Wales that goes under the alias "Fizzy" online. I am an avid lover of digital and traditional mediums, such as acrylics and inking. I have worked freelance for a number of years, taking clients and selling my art on self-run stalls. All my projects I have done from home.

Skills

- Procreate
- Creativity
- Idea Generation & Brainstorming
- Clip Studio Paint
- Illustration
- Character Design
- Environment Design
- Prop Design
- Sketching
- Fast Worker &Learner
- Good Time Management
- Self-Motivation & Drive
- Attention to Detail
- Painting
- Digital Painting
- World Building
- Realism

Experience

CHILDRENS PICTURE BOOKS 2025 - TBD

I have illustrated numerous picture books under heavy deadlines whilst still in university and attending lectures. This taught me to work very well under pressure, to deliver drawings quickly and precisely, customer to client communication skills including boundaries with my abilities, and to be able to take heavy criticism, including full rejection of artwork and projects.

INFOGRAPHICS 2023 - 2024

I did several advertisement infographics for oil company *Dragon LNG*, based off their company departments and prospects. This taught me to organize my time efficiently and work collaboratively in a team with other artists and non-creative teams.

FREELANCE 2023 - TBD

I've done a lot of work for various clients and people, ranging from family pet portraits to large scale character designs, including clothing, props, and environments. This does also include graphic design work such as logos and posters. I always work in tandem with the client to create the closest thing they envision.

This is my current rendition of my CV, updated for creative industry practices. I have saved a space at the bottom of the page for qualifications, such as education and so forth.

THOMAS BOWEN
FIZZY

Adress line 1
Adress line 2
Fizzy_Art@outlook.com

Dear *COMPANY*

11 MAY 2026

OTHER PERSONS/COMPANIES ADRESS

My name is Thomas, and I am writing to express my interest in [JOB ROLE]. I am a final year student in illustration BA (Hons) and am based in Swansea currently as a freelance artist, but specialize in concept art and design.

I am writing to express how much I adore your work at [COMPANY], and was wondering if you would take the time to look at my own work? I feel that my style and work would work well with the creative direction you work in.

I appreciate any feedback you can offer. If you consider me for the roll; or have any advice, let me know.

I look forward to hearing from you,

Kind regards,

FIZZY (Thomas Bowen)

This is my cover letter. I feel that it needs some tweaking, but I am pleased from the most part how it's come out. I think it absolutely need some changes depending on client to client, and just some wording changes for when I leave university or get more experience.



Conclusion

This assignment has really opened my horizons and allowed my to explore how I wish to brand myself and step into the creative industry.

I am very happy with how the project has gone, although at some point in the future I will be possibly leaning more towards the style my business card went towards, for my website and my socials. Other than this minor change, I am very happy and will be continuing my art career through the research I did here.

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