

An abstract painting featuring bold, expressive brushstrokes in a variety of colors. The left side is dominated by warm tones of orange, red, and yellow, while the right side is dominated by cool tones of blue and white. The overall composition is dynamic and textured, with visible brushwork and overlapping colors.

**GRADUATE
EXHIBITION
2 0 2 1**



Thornbury High School

238 Collins Street
Thornbury, VIC 3071
Australia
www.thornburyhs.vic.edu.au

2021 Thornbury High School Studio Arts and VCD Graduate Exhibition

Cover artwork by Ellis Nguyen

Foreward

Thornbury High School is honoured to celebrate the 2021 Senior Art & Design Graduate Exhibition, showcasing the incredible work of VCE Studio Arts and Visual Communication Design students. The 2021 graduate exhibition boasts an expanded practice of Drawing, Painting, Photography, Sculpture, Digital Art, Textiles, Illustration and Graphic Design.

Throughout the year, Studio Arts students worked through a studio process to produce a collection of ideas, inspiration, exploration and development, which culminated in their final artworks. Design students worked through an intensive design process to produce a conceptual development folio and final design presentations that fulfil the communication needs of a client as detailed in their unique design brief.

At Thornbury High School, we aim to foster and inspire respectful, resilient young people who are ready to face a rapidly-changing world. After an incredibly challenging two years, they persevered, adapted and continually supported one another. The work you see in these pages is a testament to the immense success they have achieved under unprecedented circumstances.

Whether the graduating students continue to grow as artists and designers, or explore other fields of interest, we are certain that their skills in creativity and critical thinking will allow them to thrive.

On behalf of Thornbury High School, we wish them every success. Congratulations and best wishes for your future.

Laura Fowler & Sheraz Salama

Studio Arts

Sarah Arquiza	6-7
Majd Alsanian	8
Sarah Bell	9
Oliver Delaney	10
Oscar Fitzpatrick	11
Miu Fujii	12-13
Noah Maxwell-Leuschner	14
Corban Ellis	15
Theora Michalopoulos	16
Samantha Palmer	17
Oliver Grant	18-19
Alex Scanlon	20-21
Eilis Nguyen	22
Sofia Thaniotis	23
Rikki-Maree Tsitsivos	24
Larisa Vasileska	25
Elisa Tran	26-27
Stephanie Stefanis	28
Emma Glare	29

Visual Communication Design

Sarah Bell	32-33
Laura Azevedo Furtado De Mendonca	34-35
Sofia Thaniotis	36
Alec Weston	37
Miu Fujii	38-39
Andy Dao	40
Oscar Fitzpatrick	41
Theora Michalopoulos	42-43
Kaspar Meyers	44
Taylor Orfanidis	45
Amal Abdulrahman	46
Natalie Lau	47
Rayaan Kaarshe	48
Larisa Vasileska	49

Studio Arts



Sarah
Arquiza

11B

Throughout her studio process, Sarah Arquiza delved into the realm of fantasy. She explored origins, narratives and representations of good and evil through the subject matter of angels and demons. *Evangeline* is a luminous painting of an angel with one eye, void of other facial features: it communicates that creatures such as angels are all-seeing and will not dismiss one's actions, emphasised by her singular, large eye. Informed by her research, Sarah developed her own depictions of angels and demons. *The Suits* presents a collection of playing cards of which there are 12 characters falling under the suits of king, queen and jack. Within each suit are two characters, presented as archetypal representations of good and evil.

Evangeline
2021

Gouache on paper

The Suits
2021

Digital drawing





Majd
Alsanía

12A

Majd Alsanía has created a symbolic representation of her experiences as a Saudi Arabian woman now living in the western world. Her textile work, *Firdaus* (سودرف), translates to "paradise" in Arabic. For Majd, the Arabic language and culture is in itself, paradise. Majd communicates her experiences through the subject matter of a corset, a piece of clothing she deems elegant and beautiful, but not something that would be worn in the Arab world. The neutral tones employed in *Firdaus* (سودرف) reflect the earth and sand in the Middle East. Majd has created an expertly crafted artwork that communicates her lived experience, as a person traversing two cultures.

Firdaus (سودرف)
2021

Embroidery and
ink on textile



Crow
2021

Digital drawing

Sarah Bell engages with the obsessive belief of fanaticism in her digital artwork, *Crow*. The dark and gritty illustration depicts a large hybrid creature as a symbol of belief. Developed through her research of the religious motifs present in a range of ideologies, Sarah found a common reference to crows as ill omens in religious and literary texts. The crow is often represented as responsible for death, involved in the decomposition of bodies, or offered as a symbolic representation of tragedy. Crow also borrows from Christian symbolism of the goat, which can represent the discernment of sinners from the righteous. Sarah has masterfully translated traditional painting techniques of chiaroscuro into her digital artwork, *Crow*.

Sarah
Bell

12G



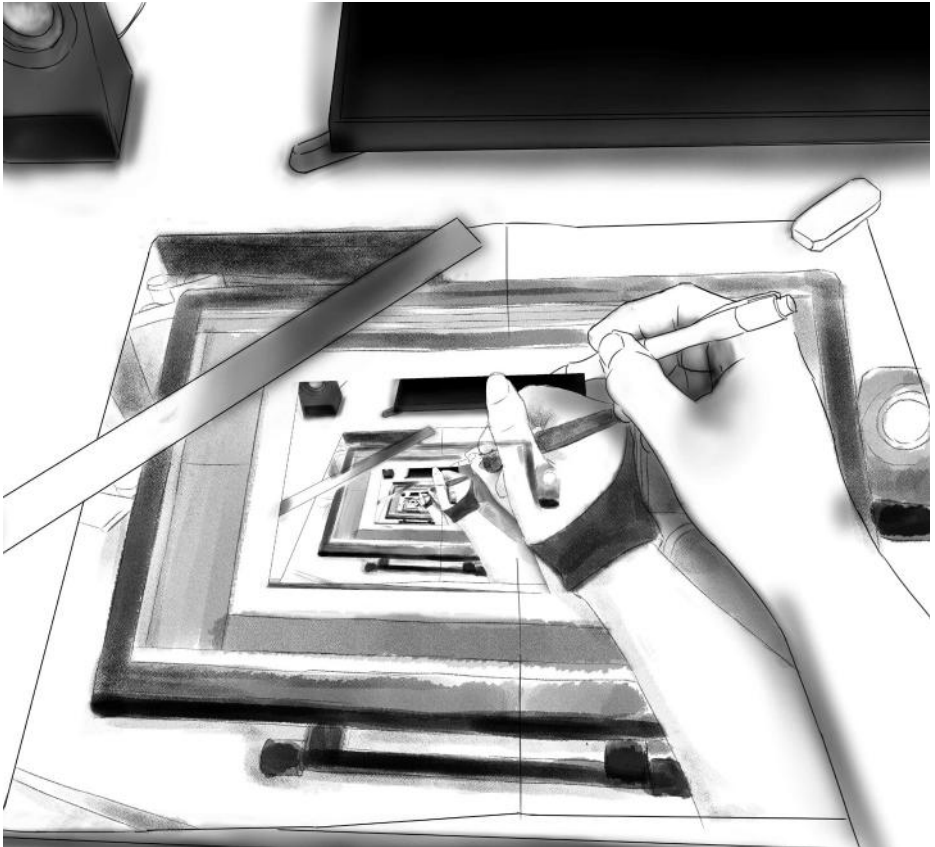
Oliver
Delaney

11G

The question of “what makes something human?” lies at the heart of Oliver Delaney’s sculpture, *0377*. Oliver presents a steampunk robot with human-like appearance, personality, and an ability to express emotion. He has achieved this through the ability to change the posture of the robot, which ultimately allows the expression of mood to vary. Oliver’s artwork conveys ideas about humanity, representing the ideas of human nature, consciousness and the ability to create and share.

0377
2021

Wire, lawnmower
engine, solar lights,
lamp legs, spanners
and plumbing tools



Layered
2021

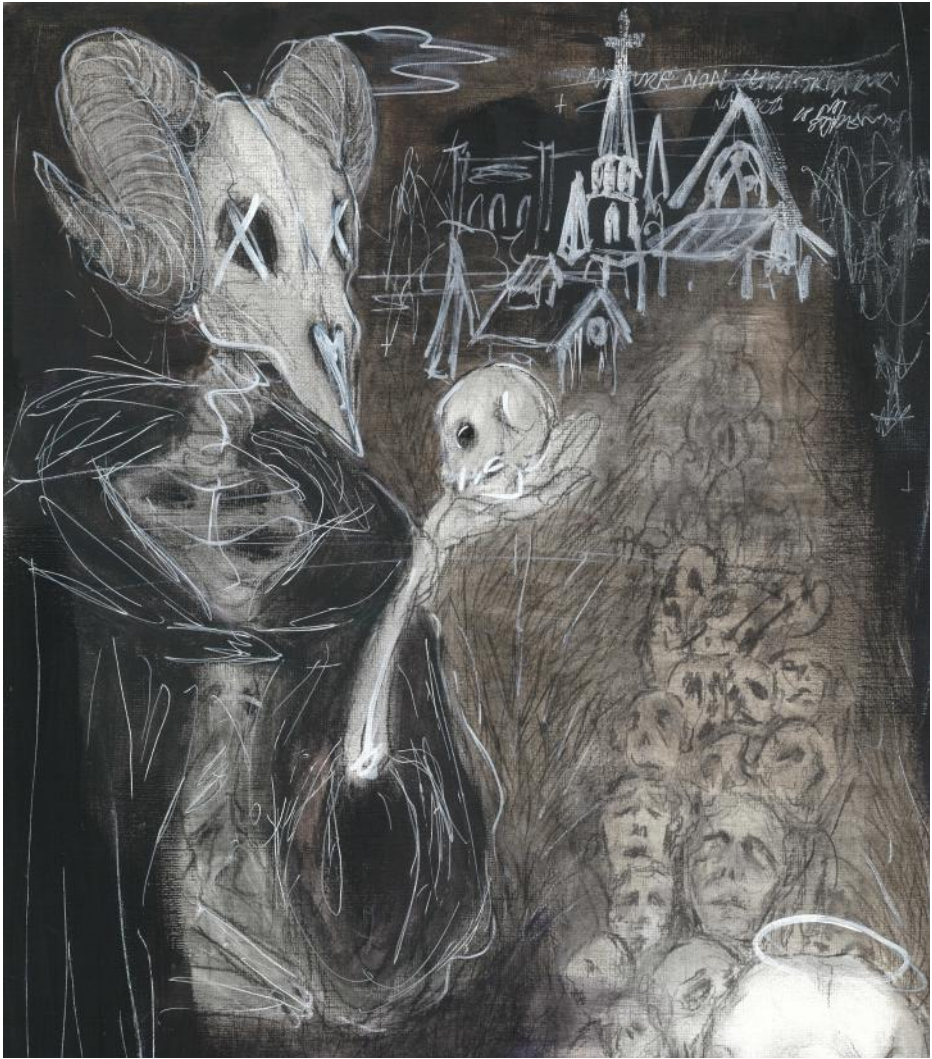
Digital drawing

Oscar Fitzpatrick explored the concept of perspective throughout his studio process. In his digital drawing, *Layered*, Oscar has created a literal perspective, with a meta-surrealist twist. Highly inspired by the labyrinths and meticulous drawings of M.C Escher, Oscar has created an image intended to be experienced as the viewer's own point of view.

Oscar
Fitzpatrick

12D





Time Is Running Out
2021

Paper, tracing paper,
inkjet print, paint,
marker and gel ink on
canvas

Your Time Is Up
2021

Charcoal, paint,
marker and pen on
canvas

The experience of life and death is addressed centrally in Miu Fujii's works, *Time is Running Out* and *Your Time is Up*. Throughout their studio process, Miu aimed to examine the complexities of life, intimacy, disaster and grief. Drawing inspiration from the connectedness of Hans Memling's *Earthly Vanity and Divine Salvation*, Miu depicted life and death in varying artistic styles. *Time is Running Out* depicts the human experience of emotional grief and loss through intimate and distorted photographs. In *Your Time Is Up*, Miu presents the obscurity and uncertainty of 'purgatory' through the depiction of a fictional, baphomet-like demon looming over a dark afterlife.

Miu
Fujii

12B



Noah
Maxwell-Leuschner

12B

Noah Maxwell-Leuschner communicates ideas of origin in his work, *Veil of Abstraction*. He depicts societies alienation from nature through the distorted, flesh coloured clay sculptures. To further communicate one's removal from origin, Noah employed the use of a laptop screen polarizer to distort the photographs of his sculptures, creating motion and the uncanny recognition of the human body.

Veil of Abstraction
2021

Polymer clay and
digital photography



Machined
2021

Photography and
digital drawing

Corban Ellis explored the concept of artificial nature by creating a digital representation of a natural form. Throughout his studio process, Corban examined the suffering of land and animals due to the destruction of their habitats. Corban researched the way machines convert raw, natural materials into products created for human benefit, a process that is detrimental to the origin material. In his artwork, *Machined*, Corban communicates this cycle through the use of digital techniques and the subject matter of a flower.

Corban
Ellis

11F



Theora
Michalopoulos

12D

Theora Michalopoulos' exploration of moon phases introduced her to the idea of femininity expressed in her artwork *As She Stargazes*. Theora has depicted Hera, the Goddess of woman and female presence. The statuesque depiction of Hera is juxtaposed with the portrait of a contemporary Greek woman, highlighting Theora's own heritage and the origins of astrology derived from Greek mythology.

As She Stargazes
2021

Acrylic paint and
fineliner pen
on canvas



Trust Me
2021

Acrylic paint and
collage on canvas

Samantha Palmer explored concepts of abuse throughout her studio process. Heavily inspired by Louise Bourgeois, Sam employs the symbolism of bugs to communicate a lived experience. *Trust Me* focuses on the concept of mental abuse through the coercive tactics of humanity and familiarity. The depiction of a human face on a centipede creates an element of trust within the viewer as it offers a recognition of self. This creation of trust is often broken and can be used in dangerous and abusive ways by perpetrators. While the face offers recognition and safety, the centerpiece communicates impending danger.

Samantha
Palmer

12G



Oliver
Grant

12E

Throughout his studio process, Oliver Grant explored the theme of power, examining the way it manifests in politics, art, money and the divine. In *Clutches*, the overarching theme of power is present through its depiction of divine power conveying meaning and providing commentary on the abuse of power created by material wealth in service of corporate greed. In *King*, the piece comments on the difference in power between artists and how that power is distributed unequally and arbitrarily within the art world. The colours of yellow and purple represent the Nietzschean concepts of the Apollonian and the Dionysian, providing additional context to the idea of artists' influence over one another, creating a melting pot of inspiration in any artist's work.

Clutches
2021

Digital drawing

King
2021

Spray paint
on MDF board





Alex
Scanlon

12C

In Alex Scanlon's work *Covering*, the idea of deterioration is conveyed through various layers of a head spread across the canvas. Each layer is contrasting, with light red skin, translucent blue skull and dark red organs. Through this contrast, each element is given an individual identity, while still being bound together by their proximity to each other. The viewer's eye travels in the intended direction to view the regression and deterioration of the subject. In *Two Two Two*, the idea of reflection is conveyed through the portrait of a face done in an intuitive manner. This artwork represents Alex's state at the time of creation, involving the viewer in their process. Repetition of words and numbers convey connecting ideas, rumination and hesitation.

Covering
2021

Pencil, fine liner,
watercolour pencils
and paint on paper

Two Two Two
2021

Paint, marker, pencil
and oil pastels
on paper





Eilis
Nguyen

12E

In her work *A Minimal Being*, Eilis Nguyen reflects on her experience as an overseas student who traveled from Vietnam to Australia with only a single suitcase. This experience led Eilis to explore philosophies of minimalism, physically and spiritually. Eilis' artwork serves as a time portal of her experience, leaving her material belongings behind, as well as her loved ones.

A Minimal Being
2021

Acrylic paint
on canvas



Spider Dance
2021

Copic marker
on paper

Sofia Thaniotis explored the theme of madness throughout her studio process. The dark and eerie depiction of a contorted figure communicates the breaking point of human sanity. Sofia has depicted a human enacting animalistic behaviour, reminiscent of a scorpion. The figure's feet are hooked over their shoulders, with the joints appearing spider-like.

Sofia
Thaniotis

12G



Rikki-Maree
Tsitsivos

12B

Rikki-Maree Tsitsivos communicates ideas of dreams and memories in her artwork *Ethereal*. The tree represented in her work explores the way dreams and memories grow and create ideas in your mind. Rikki experimented with watercolour techniques extensively throughout her studio process, exploring the way materials such as salt, water and cling wrap to respond to the medium.

Ethereal
2021

Watercolour and
fineliner on paper



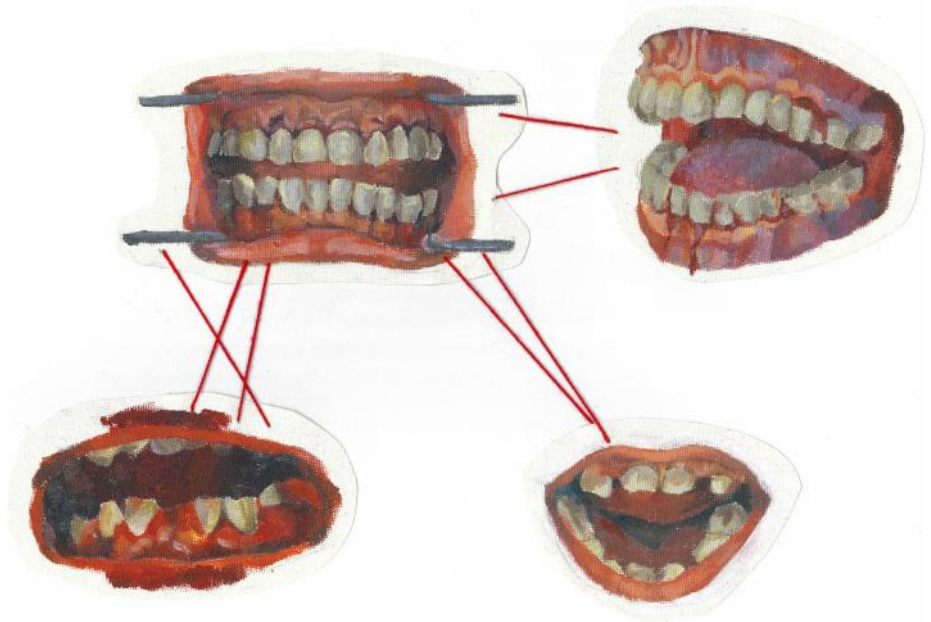
Hiraeth
2021

Watercolour
on paper

Larisa Vasileska had depicted a foreign but familiar place in her work, *Hiraeth*. Larisa explored the theme of roots throughout her studio process, with a focus on its meaning and interpretations such as the physical, psychological and the personal. In *Hiraeth*, Larisa has captured plants to communicate the concept of origins, symbolically represented through the roots of plants depicted.

Larisa
Vasileska

12D



Elisa
Tran

11F

Observations of tension in everyday life lie at the heart of Elisa Tran's practice. Working in mediums ranging from painting, to textiles, to sculpture, Elisa presents depictions of dysfunction, mental strain, vulnerability and loneliness. Her work, *Insecure Little Teeth* depicts four contorted mouths sewn together with a red string, communicating notions of physical and mental tension. While *Haunted House* examines a dysfunctional family in their home environment, exposing familial tension through imagery of her subjects in claustrophobic, domestic frames.

Insecure Little Teeth
2021

Acrylic paint and
embroidery thread on
canvas

Haunted House
2021

Acrylic paint
on plywood





Stephanie
Stefanis

12F

Stephanie Stefanis depicts the experience of loneliness in her work *Hands*. Her subject is stuck within this emotion, as seen through the constriction placed around her through the floating hands. Despair is communicated through her subject's eyes, and the grip the hands have on her. Stephanie communicates the emotions she experienced during Melbourne's many lockdowns in her portrait work, *Hands*.

Hands
2021

Gouache and gold
leaves on paper



Hanging Leaves
2021

Natural dyes and ink,
linen and wood

Sustainable practices have been at the centre of Emma Glare's artistic process. Her artwork, *Hanging Leaves*, employs the use of natural dyes from chilli, nutmeg, turmeric, avocado and onion skins to create the earthy hues present in her work. Emma included ink printed leaves and twigs sewn onto the fabric, to emphasise her artwork's connection to natural elements.

Emma
Glare

12E

Visual Communication Design



Sarah Bell

12G

The client, Funko-puffs Cereal, required branding in the form of a logo and an animated animal mascot for children aged five to ten years, along with a cereal box packaging design that included a fun game or puzzle on the back of the box. The designs needed to reflect a retro vintage aesthetic that was achieved through the warm three colour palette and puffy organic typography.

Client
Funko-puffs Cereal

Logo design
Cereal mascot
Cereal box packaging



CHARACTER DESIGN



MIA CRAWFORD

ROLE: KILLER
HEIGHT: 1.74
WEIGHT: 122 lbs
GENRE: FEMALE
PERSONALITY: Cheerful, almost mischievous, reckless
COMBAT RANGE: close combat
STRENGTHS: charisma, strength, individualist
WEAKNESSES: Misfit, long distance combat, perception, insight

Mia Crawford is a serial killer who has murdered Keith Jackson. She is hiding from the detective Frank Alvarez who is the lead detective on the case.

She is a very cheerful person and lacks the ability to tell right from wrong. This leads to her making bad decisions, such as trying to fight the detective too.

The game revolves around Keith trying to find out his case. Frank must be careful to avoid Mia killing him too. The player needs to collect them Mia leaves behind, as well as combat her along the way.

















KEITH JACKSON

ROLE: VICTIM
HEIGHT: 5'8
WEIGHT: 160 lbs
GENRE: MALE
PERSONALITY: Serious, sarcastic, protective, skeptical
COMBAT RANGE: Medium distance
STRENGTHS: Misfit, medicine, strategy, deception, climbing
WEAKNESSES: Strength, survival, charisma, jitters

Keith Jackson is the main victim of Mia. After his death he became a ghost. He haunts Frank. The lead detective of the case is older to get his insight on Mia.

He is a very serious person, with somewhat tenderness. Though he is afraid to get very noisy of others and can be quite sarcastic. Mia Jackson is her the only one who can see him.

The game revolves around Keith trying to find out his case. Frank must be careful to avoid Mia killing him too. The player needs to collect them Mia leaves behind, as well as combat her along the way.























Laura Azevedo Furtado De Mendonca

12A

Icterine Inc. is a gaming studio and organisation dedicated to independent games for teens. The client, through Icterine Inc., has directed several games and promoted many independent programmers and creators. Icterine Inc.'s latest project is a new game design adaptation of a popular teen book series *Lemon View*. The book in which the game is inspired by is about a supernatural world in which the main character works for an underground organisation. The client required three character concept boards along with a game cover design and a promotional poster to celebrate and promote the release of the new game.

Client
Kenny Iero,
Icterine Inc.

Character concepts
 Game cover
 Promotional poster





ALBUM COVER



MERCHANDISE



Sofia
Thaniotis

12G

Spiral, is a metal band from Los Angeles, California, consisting of five members with Dexter Rights as the frontman and founder of the band. Spiral play mostly under the genre of metal, their style merges harsh and vigorous vocals, along with distorted guitar riffs and heavy bass-and-drums. They predominantly use electric guitars and include unusual sound bytes to produce their distinctive music.

The client was looking for a new bold and edgy logo that could be used for all promotional material and gig merchandise. They also requested a promotional poster for their European tour to introduce their latest album *Collide* along with a limited edition t-shirt and album cover design.

Client
Spiral

Logo
Promotional poster
Album cover
T-shirt
Guitar picks

POSTER



Client
Elena Lanza,

Poster design

Elena Lanza is a local curator for Melbourne’s State Library and is in charge of organising this year’s annual event titled *The History of Modern Day*, which captures the various issues and problems of the modern world. The curator of the exhibition was looking for an experienced designer to design a free promotional poster that will be distributed to guests on the opening night of the exhibition.

Alec
Weston

12A

LOGO

KEYRING



BUSINESS CARD



COLOUR PALETTE



Miu
Fujii
12B

Urban Alliance Community Hub, a non-profit organisation is in the process of opening a Melbourne branch, in the inner-city suburb of Collingwood. UA is a community health center created with a mission to provide free social services, medical and mental health services to urban communities, with a particular focus on providing to trans and gender diverse people, women at risk and the homeless population in a safe and inclusive environment. Hughes requested a brand new logo and a promotional campaign for the new blood donation services, along with a keyring and business cards.

Client
*Urban Alliance
Community Hub*

Brand identity
Marketing material
Campaign posters

POSTERS

**donate blood,
donate love.**

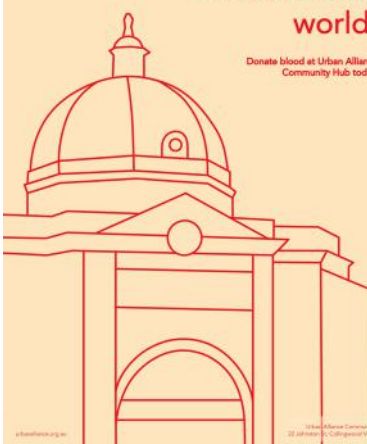
Donate blood at Urban Alliance Community Hub today.



Urban Alliance Community Hub
22 Johnson St., Colgateville, VT, 05441
urbanalliance.org/vt

**every drop
counts in this
covid normal
world.**

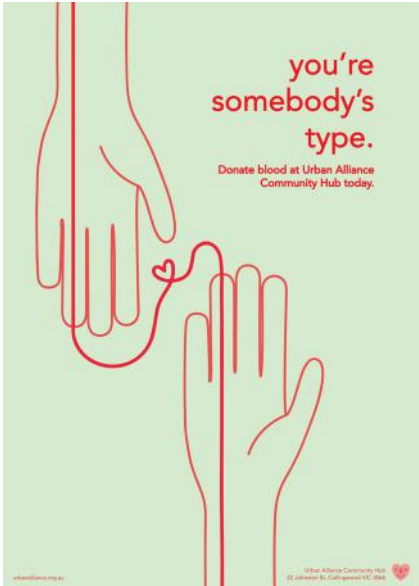
Donate blood at Urban Alliance
Community Hub today.



Urban Alliance Community Hub
22 Johnson St., Colgateville, VT, 05441
urbanalliance.org/vt

**you're
somebody's
type.**

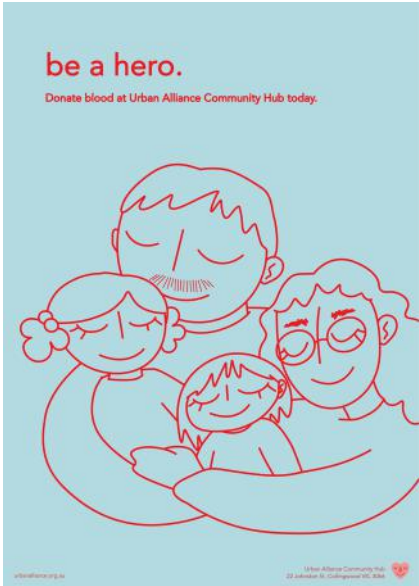
Donate blood at Urban Alliance
Community Hub today.



Urban Alliance Community Hub
22 Johnson St., Colgateville, VT, 05441
urbanalliance.org/vt

be a hero.

Donate blood at Urban Alliance Community Hub today.



Urban Alliance Community Hub
22 Johnson St., Colgateville, VT, 05441
urbanalliance.org/vt



Andy
Dao

12D

RAVEL is a popular international gaming company based in Australia with years of experience in the entertainment industry. The company is undertaking a new worldwide project, to launch an online card game titled *Enlightened Age*. Jameson requested a promotional poster and a set of card designs.

Client
Shane Jameson,
RAVEL gaming

Promotional poster
Card deck design

CHARACTER CONCEPTS AND POSTER



Client
 Valerie Jane,
 Tectonic Studios

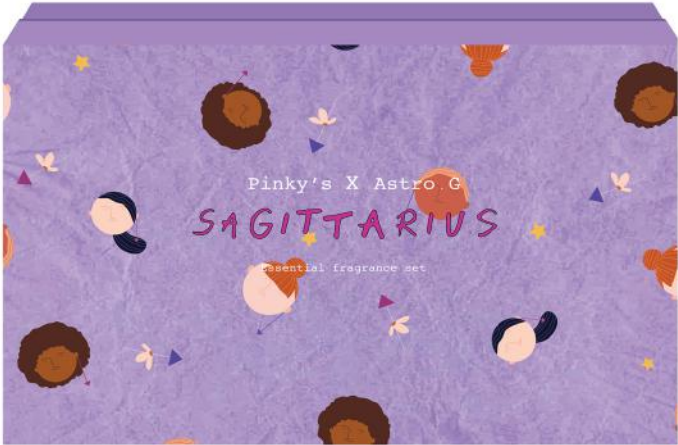
Character boards
 Promotional poster

Valerie Jane is the lead producer for Tectonic Studios, known for their extensive presence in the RPG genre, and is in charge of their new game project *Cronosphere*. The game is currently in development and is set to be released mid 2023. The client requested characters to be designed for their new game and a promotional poster to promote the game's eventual release.

Oscar
 Fitzpatrick

12D

PACKAGING DESIGN



Theora
Michalopoulos

12D

Pinky's Store and Studios owned by designer Emily Green and stylist Beckie Littler is located in Melbourne's northern suburbs. Pinky's sells a broad array of products bringing together the work of their favourite Australian makers and designers in one colourful and friendly space. The client was looking to broaden its range of locally designed gift cards and homewares, by commissioning local designers to create a range based on their personal style, while focused on a specific theme. The clients requested an astrology themed greeting card collection and matching gift box for a scent range.

Client
*Emily Green and
Beckie Littler, Pinky's*

Greeting cards
Packaging design

GREETING CARDS DESIGN





Kaspar Meyers

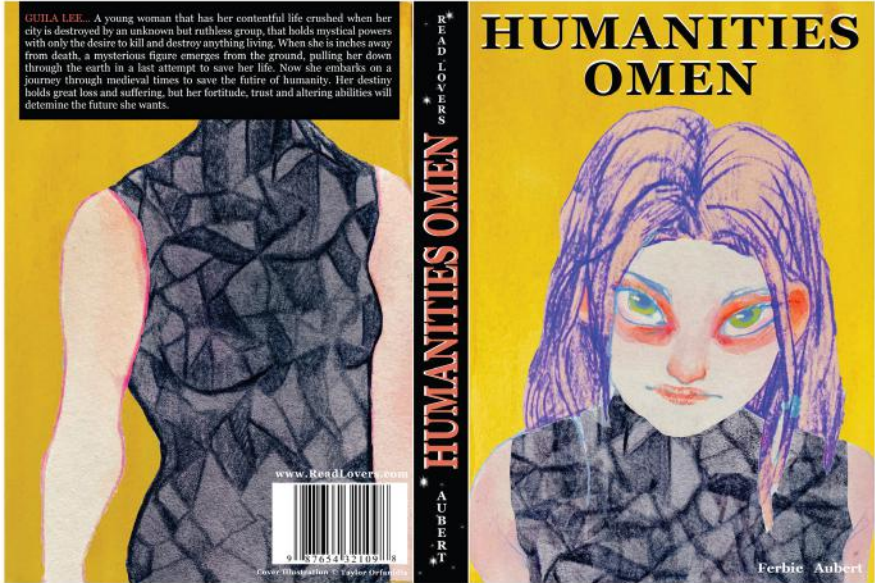
12C

FBC Gaming is best known for making games that use complex, fast, and mostly aerial combat first-person shooters. Their games feature stories that travel through dimensions with likeable characters. The client requested four new character designs (the protagonist, the deuteragonist, the heavy hitter, and the antagonist) for the new upcoming game called *The Righteous and The Sin* along with a promotional poster design.

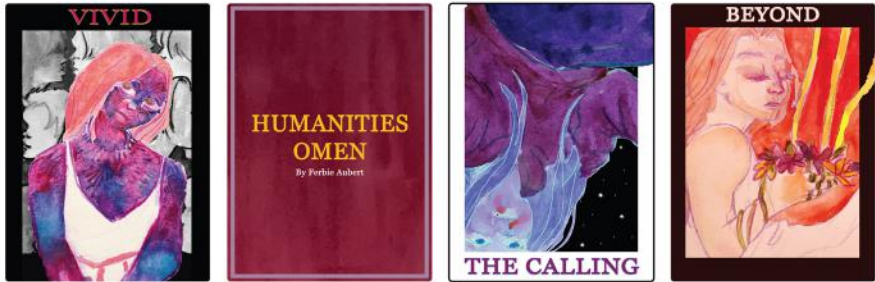
Client
FBC Gaming

Promotional poster

BOOK JACKET



POSTCARDS



Client
Fergie Aubert

Book jacket
Set of collectable
cards

Fergie Aubert is a young emerging writer publishing her first fantasy genre novel called *Humanities Omen* with the ReadLovers Book Company. *Humanities Omen* is the story of Giulia Lee, a woman who embarks on a time-travelling journey through the medieval times in order to save the future of humanity, which has been destroyed by mystical figures.

Aubert engaged with an illustrative designer to create an eye-catching and unique book jacket to celebrate the release of the book together with a limited edition set of collectible cards.

Taylor
Orfanidis

12C

LOGO



BUSINESS CARD



COLOUR PALETTE



Amal
Abdulrahman

11B

The client, Baxter Williams, required a brand identity and business cards for their new distribution company DASH PORT, the company distributes goods globally using multiple forms of transportation. The designer chose to utilise a contrasting colour palette and incorporated symbols of a ship, plane and truck to represent the diverse modes of transportation DASH PORT utilises to distribute their goods.

Client
DASH PORT

Logo design
Business card

LOGO



MOCKUP



SURFACE PATTERN



COLOUR PALETTE



#7ED3FC



#FFC4DA



#FFEC82



#AADD99

Client
Kreati Kids

Logo
Surface pattern
Instruction booklet
Animal template

Catherine Lester, owner and designer of Craft Designs, is a business that sells DIY craft kits for adults through collaboration with designers and artists. Catherine was interested in expanding her business and wanted to collaborate with an up and coming designer to create a new recognisable logo for her kids range. She also worked with the designer to create a prototype for her first exclusive kids DIY craft kit. The kit was an animal themed embroidery kit which included design templates, an embroidery hoop, a punch needle, yarn and an instruction booklet.

Natalie
Lau

11F

GREETING CARDS DESIGN



Rayaan
Kaarshe

12B

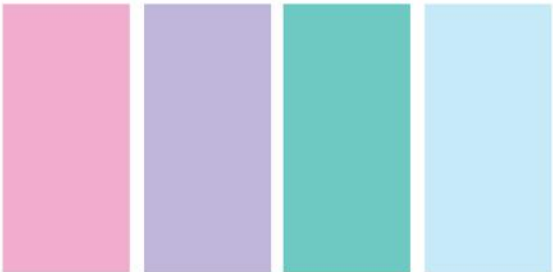
To celebrate its 175th birthday milestone, the Royal Botanical Gardens has commissioned a local designer to create a limited edition set of greeting cards to sell in its gift shop. The gift cards highlight the beautiful flora found throughout the gardens.

Client
*Royal Botanical
Gardens*

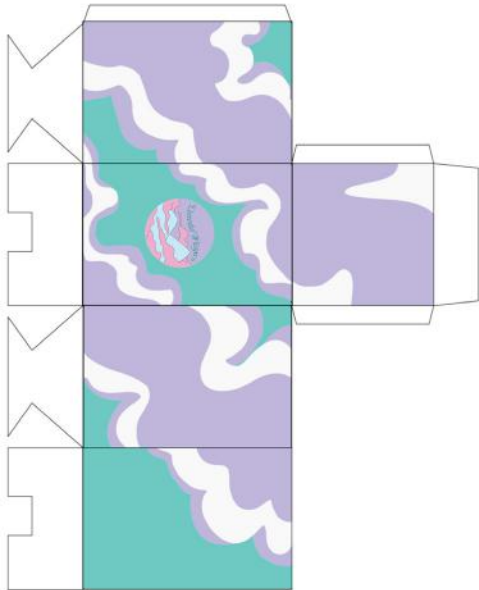
Greeting cards set

LOGO

COLOUR PALETTE



PACKAGING



Client
 Alexandra Malliaras
 & Vanesa Vasileska,
 Elemental Whispers

Logo
 Packaging design

Alexandra Malliaras and Vanesa Vasileska are the founders of Elemental Whispers, a handmade candle and homewares business. The clients requested a new logo design which will be seen on their social media platforms, promotional posters and packaging. The clients also requested a packaging design for their custom candle products that will complement the new logo design.

Larisa Vasileska

12D

Acknowledgement Thornbury High School acknowledges that we meet and work on what always was and always will be the land of the Wurundjeri people of the Kulin nation.
We pay our respects to Elders past and present, as well as to all Aboriginal and Torres Strait Islander people in the wider Melbourne community and beyond.
Indigenous sovereignty has never been ceded.

Published by Thornbury High School

Copyright in individual texts and artwork remains vested with the individual authors and artists.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means electronic, photocopying, recording or otherwise, without the prior written permission of the publisher.

