

Vanessa Nguyen Artist Statement

Since entertainment is always around me, it became my main inspiration when creating artwork. With that comes motivation, getting ideas to create characters based on the video game based on the video games and their fictional world that I've grown so attached to.. There have been many times where I've lost motivation to work, but returning to nostalgic games, or even trying something new, is enough to get me to continue. What comes out of these inspirations are illustrations that convey strong emotions using gestures, expressions, and colors. I want the audience to feel the same intense emotions. I want the audience to feel the same feelings as the subject in my artwork. Rather than watching it from an outside perspective, I want them to feel as if they were the character. I'm working towards this goal because I'm a very straightforward person, but I also have a hard time expressing myself. I'm commonly known as an expressive person around my friends, however strangers seem to view me as a colder person. Art allows me to let out my emotions so that the audience who seek out my artwork will notice the messages and the personality I've carefully produced. This was possible by having highly saturated colors and iconography to show the mood of the piece. Since I work a lot with figures, the subject matter is always the same.