

Artist Statement:

Brittany Kiehl

In my work I am mostly drawn to the use of darker colors, simple logo designs and heavy uses of typography and illustration. Typography is essential to have in graphic design because it is the most efficient way to communicate and convey messages. Typography is a field that has been heavily emphasized in my classes by phenomenal teachers and is a skill I feel very confident in. throughout my design courses I have had the opportunity to work on examples of real life projects such as logo design, corporate branding, packaging, poster design and some more creative projects like game board design and album covers. These projects have taught me to think outside the box, ask questions, research and have afforded me with rich experiences as well as practice of my graphic design skills. After graduation I hope to continue working with typography because I believe that it is one of if not the most important key areas of Graphic Design.

I wish to continue working in graphic design because I am very passionate and drawn to it. I have been involved within graphic design programs for several years now and want to continue down this path as I go out into the working world. While I have years of formal training I am eager to learn new concepts within graphic design in a non classroom setting. One thing about design is it is a chance to continue learning important methods of versatile creativity. I believe that these qualities in addition to my design experience and skills will allow me to succeed in the working world of graphic design.

Title**Original Format**

Figure 1: A Clockwork Orange

Illustrator, 11 in x 17 in

Figure 2: Escape The Fate

Illustrator, 11 in x 17 in

Figure 3: Foreverfall Volitale

Illustrator, 11 in x 17 in

Figure 4: Raymond Loewy

Illustrator, 11 in x 17 in

Figure 5: Olympic Wall Mural

Illustrator, 11 in x 17 in

Figure 6: Mental Construction

Illustrator, 11 in x 17 in

Figure 7: Prohibition Point Logo

Illustrator, 11 in x 17 in

Figure 8: Prohibition Point Special Drink Menu

Illustrator, 11 in x 17 in

Figure 9: Prohibition Poster series

Illustrator, 11 in x 17 in

Figure 10: Streetcar Named desire

Illustrator, 11 in x 17 in

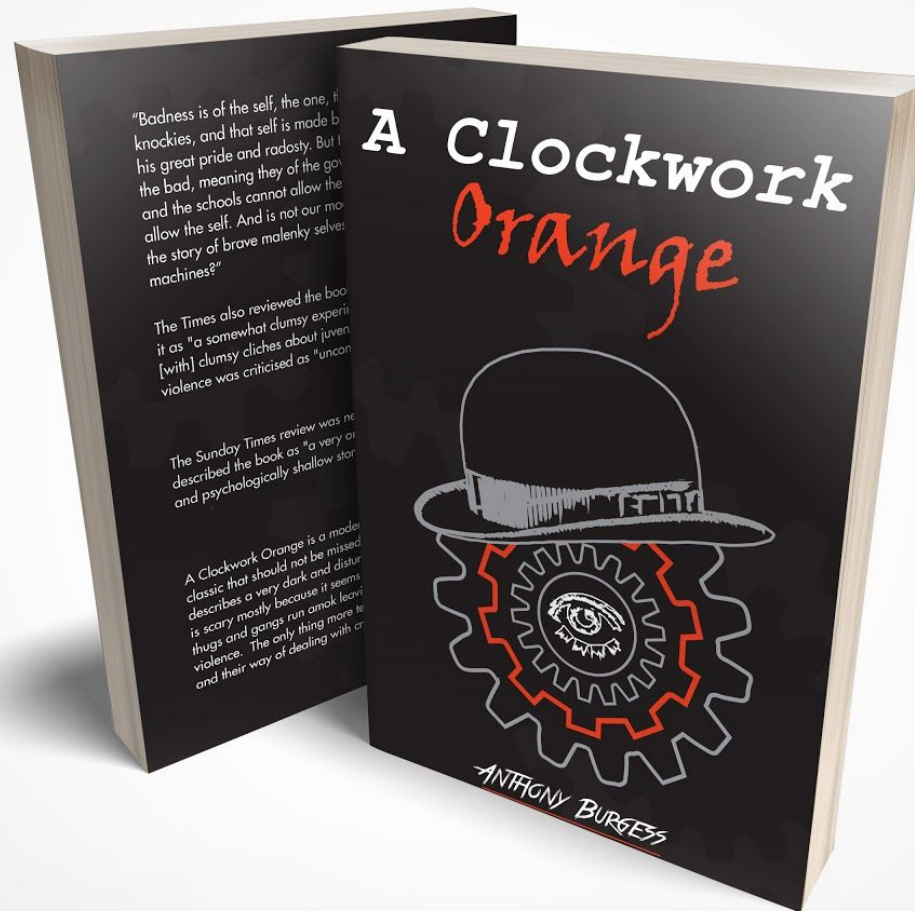


Figure 1: Clockwork Orange



Figure 2: Brian Fallon Record Album Cover

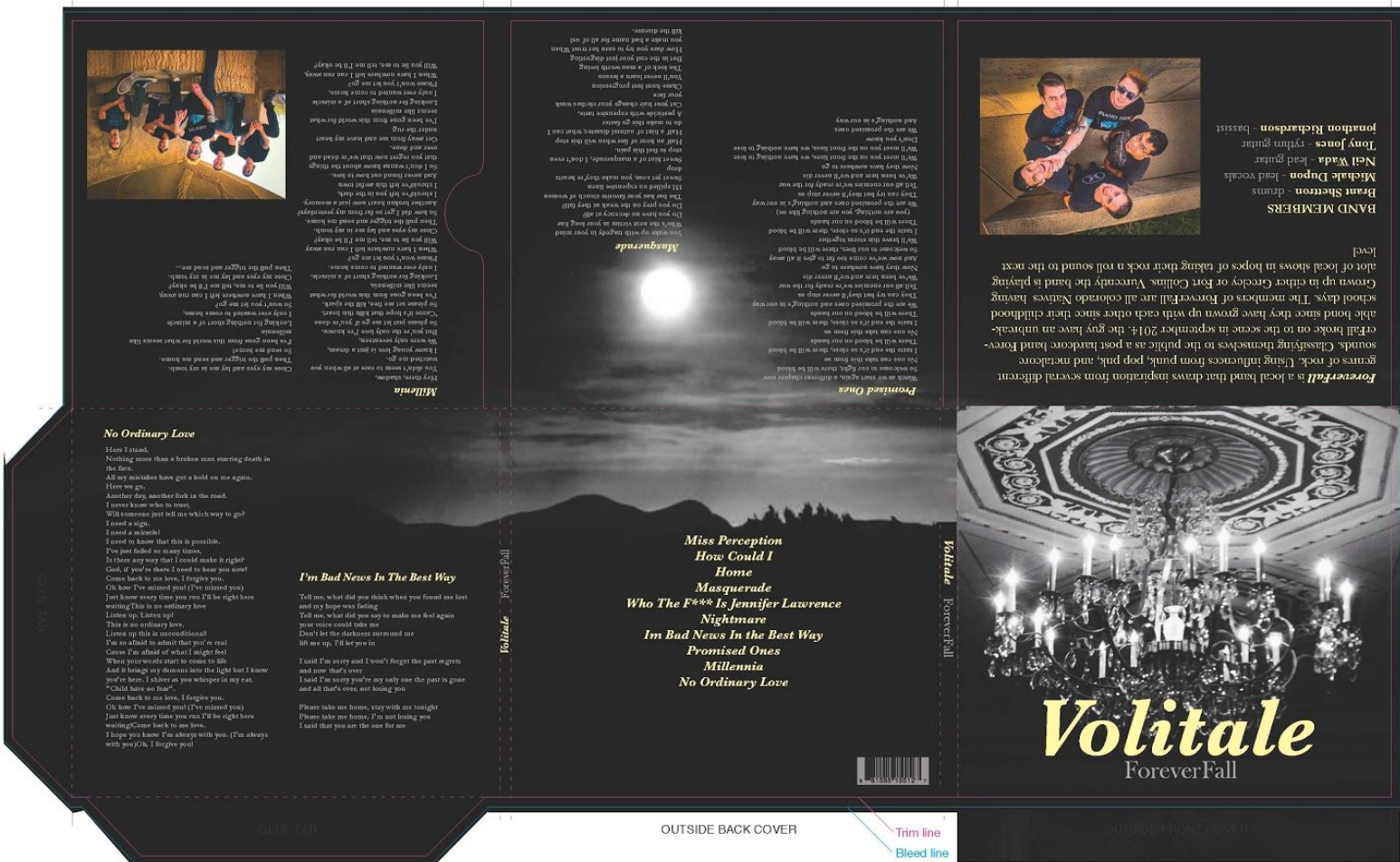


Figure 3: Foreverfall Volitale

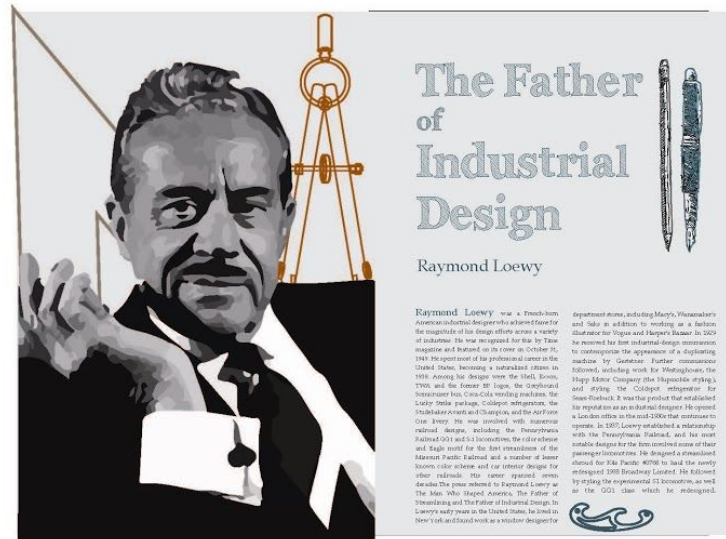
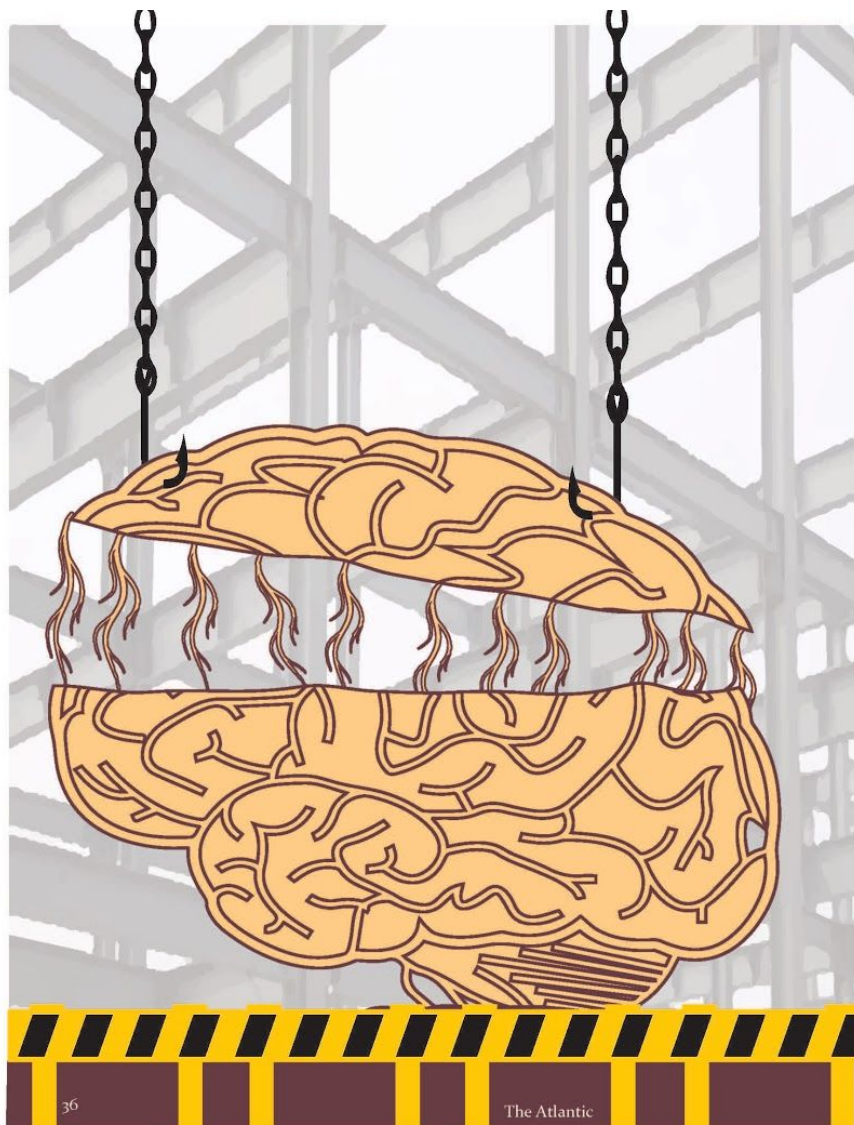


Figure 4: Raymond Loewy



Figure 5: Olympic Wall Mural



MENTAL CONSTRUCTION

Telepathy, echolocation, and the future of perception

BY: MATTHEW HUTSON

Illustration: Brittany Kiehl

The world we experience is not the real world. It's a mental construction, filtered through our physical senses. Which raises the question: How would our world change if we had new and different senses? Could they expand our universe? Technology has long been used to help people who have lost, or were born without, one of the five primary senses. More recently, researchers in the emerging field of "sensory enhancement" have begun developing tools to give people additional senses—ones that imitate those of other animals, or that add capabilities nature never imagined.

Here's how such devices could work, and how they might change what it means to be humans. For decades, some deaf people have worn cochlear implants, which use electrode arrays to stimulate the auditory nerve inside the ear. Researchers are working on other technologies that could restore sight or touch to those who lack it. For the blind, cameras could trigger electrodes on the retina, on the optic nerve, or in the brain. For the paralyzed or people with prosthetic limbs, pressure pads on real or robotic hands could send touch feedback to the brain or to nerves.

Autistic people might even gain a stronger social sense. Last year, MIT researchers revealed the EQ-Radio, a device that bounces signals off people to detect their heart rate and breathing patterns. A yet-to-be-invented device might infer a target's mood from those data and convey it to an autistic user or anyone who wants to improve their emotional intuition. We can also substitute one sense for another. The brain is surprisingly adept at taking advantage of any pertinent information it receives, and can be trained to, for instance, "hear" images or "feel" sound.

"You can do whatever you want," says Neil Harbisson, a "cyborg artist" who's originally from Spain. "You can design a unique sense that is related to your interests or to your curiosity."

Research by Rao shows that people can send yes/no messages telepathically: An EEG senses brain activity in the sender and

another device applies magnetic pulses to the brain of the receiver. Eventually, we might have brain implants connected wirelessly. "This kind of communication might get over some of the limitations of language," Rao says. It could help people share sensations or express thoughts that are hard to put into words, and enhance collaboration. "I think that will completely change how we are as humans," Warwick says. "Telepathy is the future." Indeed, Elon Musk recently started a company called Neuralink focused on connecting brains to computers; he says it could someday enable computer-mediated telepathy.

Figure 6: Mental Construction



Figure 7: Prohibition Point Logo

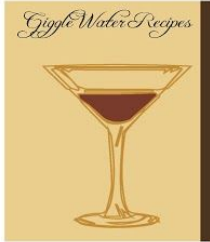
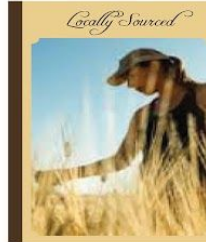
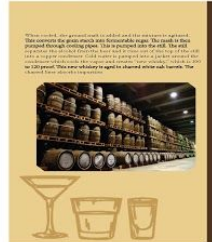
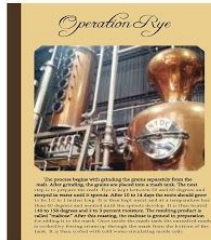
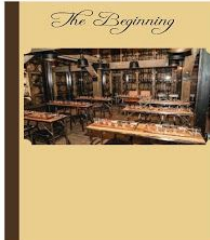
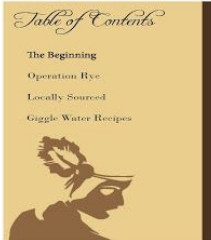
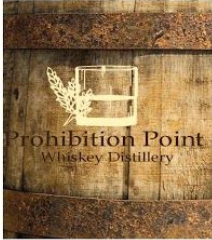




Figure 8: Prohibition Point Special Drink Menu

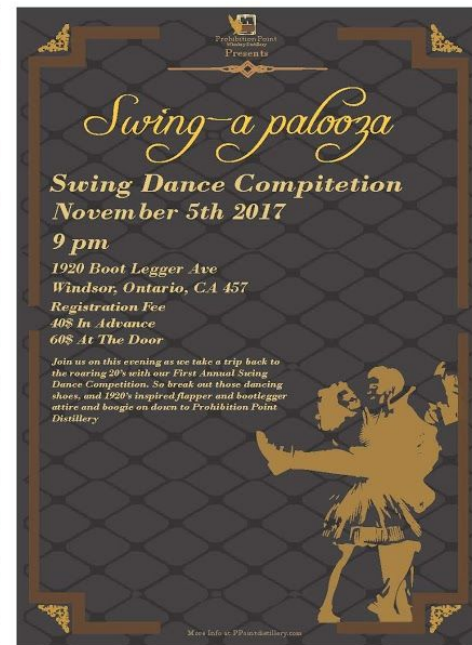


Figure 9: Prohibition Poster series

April 22 *through* June 5

Thursday through Sunday Evenings at 7:30pm

Saturday and Sunday Matinees at 2:00pm

By Tennessee Williams

Directed by Paul Rand

A Streetcar Named *Desire*



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Figure 10: Streetcar named desire