



# Emily Somer

## Graphic Design

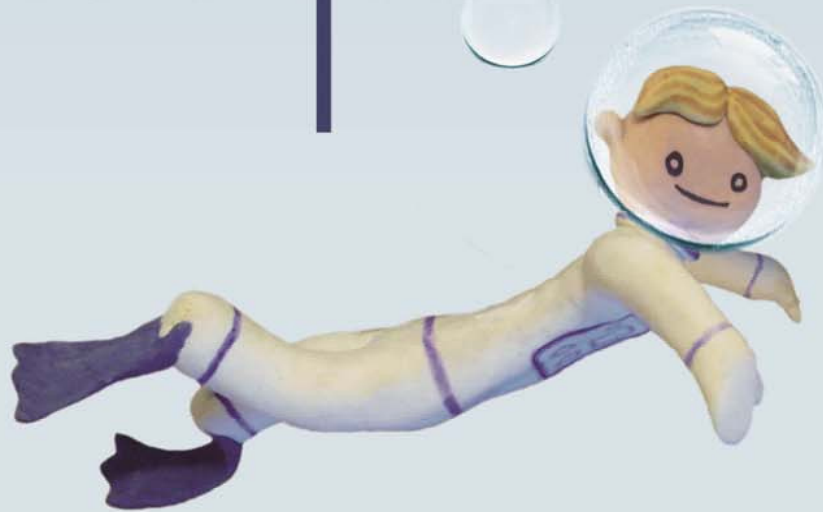
***Note: Artist Statement & Index Not Provided***

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Figure 1: Dance Party Invite.

# The Long, Ongoing Dream of Undersea Colonies



By  
Ben Hellwarth

**If there is any place on earth you might expect to find them the true believers in the imminent coming of manned undersea outposts or spectacular domed colonies on the ocean floor it would be here, in Key Largo.**

This first major stop along the 100-mile Overseas Highway to Key West is home to the worlds only underwater hotel, the only continuously operating underwater lab and classroom, and the only undersea research base. And it is in Key Largo that you find divers like Ian Koblick, whose even tan hints at his lifetime of outdoor ventures. His hair and trademark goatee are graying, although for a septuagenarian he looks as if he takes regular dips in the Fountain of Youth. Like so many others along this steamy island chain, he's wearing shorts and a billowing Hawaiian shirt. No matter that he is seated behind a large desk in the kind of high-backed executive chair more often associated with Brooks Brothers.

The wood-paneled walls around Koblick's office are filled with memorabilia that attest to his years as an undersea pioneer and a genuine player in a decades-long quest to turn ordinary divers into aquanauts, the name applied to those equipped to live on the seabed, much as crews launched into space get to be called astronauts. Koblick was among the early converts to the concept of undersea living when it came of age in the 1960s, in the shadow of the momentous

nascent quest to equip aquanauts to live in inner space, as some called the vast undersea realm, never got anything close to the billions of dollars pumped into launching the Apollo astronauts into outer space, birthing an industry and defining the global zeitgeist.

Koblick's early brush with official indifference convinced him that the government would never support an undersea corollary to the space program. So he went looking for entrepreneurial solutions to creating underwater habitats: school bus size seafloor shelters that give aquanauts a pressurized, climate-controlled base, just as the International Space Station gives astronauts

**"The park has a home-grown feel and a touch of that easygoing kitsch that seems to permeate the Florida Keys"**

a hospitable home in orbit.

A prominent example of such a habitat, called Jules Undersea Lodge, lies a stones throw from his office, submerged in a lagoon that juts like a cul-de-sac into Key Largo Undersea Park. Part tourist destination and part science center, the park has a homegrown feel and a touch of that easygoing kitsch that seems to permeate the

Figure 2: Under the Sea Magazine Layout.



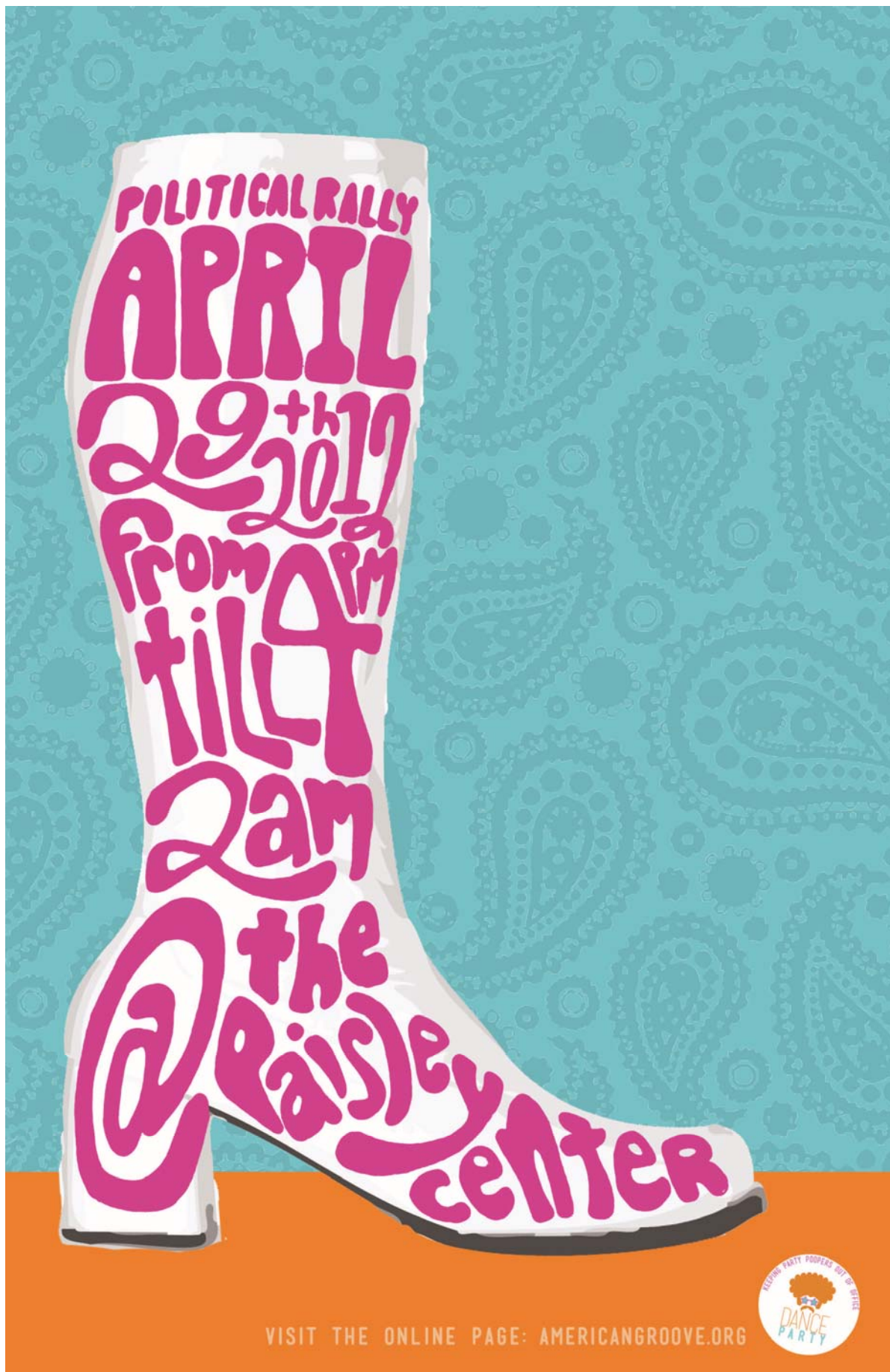


Figure 3: Political Rally Poster.

# CARDIOVASCULAR RESEARCH

APRIL 4-5 2013

Molecules  
models &  
mankind

HILTON FORT COLLINS  
425 W PROSPECT RD

RESEARCH COLLOQUIUM

CO-CHAIRS:

Dr. Frank Dinunno: Human Cardiovascular Physiology  
Dr. Scott Earley: Department of Biomedical Sciences

Colorado State University

Figure 4: Cardiovascular Research Poster.





Figure 5: Dance Party Website: Enter, Welcome, Contact.



Figure 6: Dance Party Website: Floor, Hot Moves, Support.





Figure 7: Dance Party Dance Off Game: Cover.

1 TO 4  
PLAYERS



1 TO 2  
HOURS



10+  
YEARS




This spot marks the location of where players are suppose to start. Who ever has the worst rhythm gets the first move.



This is an ordinary spot. If one is to land on this spot there is nothing for them to do and the game continues to the next.



This spot looks like a fast forward or rewind button! If a player lands here they follow the arrows to the next space.



Misfortune has fallen upon any gamer who lands on this spot. The turn is lost and every other player gets a turn.

# INSTRUCTIONS

Each player chooses four pawns of one color and one player is selected to play first.

Each player in turn draws one card from the stack and follows its instructions. To begin the game, all of a player's four pawns are restricted to Start; only a 1 or 2 card can release them to the rest of the board. Playing a 1 or a 2 places a pawn on the space directly outside of start; playing a 2 does not entitle the pawn to a second space.

The Relaxation Start; When a young player is playing especially when learning the game of Sorry! A relaxation is offered in allowing one of their pawns to be placed on their Track-Start-Space this means they don't get bored before they even start, in that they feel a part of things rather than the tedium of waiting for a 1 or a 2, which can be a bit wearisome even for experienced players.

A player can jump over any other pawn, landing on the square indicated by the card. However, two pawns cannot occupy the same square. A pawn that lands on a square occupied

by another "bumps" that pawn back to its own Start. Players can not bump their own pawns back to Start. If the only way to complete a move would result in a player bumping himself, the pawns remain in place and the player loses his or her turn.

If a pawn lands at the start of a slide (except those of its own color) by direct movement or as the result of a switch with the 11 card or a Sorry card, it immediately moves to the last square of the slide. All pawns anywhere on the slide are sent back to their respective Starts. [4] The last five squares before home are the "safety zone." Access is limited to those pawns of the same color. Pawns inside the zone are immune to being replaced by an opponent's pawn with an 11 or a Sorry! card. However, a pawn is vulnerable to being forcibly moved backward out of the safety zone. Forced backward moves can cause a pawn to exit the zone.

The modern game has now 55 cards. A 1996 board from Waddingtons has 5 of each card.

Figure 8: Dance Party Dance Off Game: Instructions.



**Figure 9: Dance Party: Logo.**



# SEMI-ANNUAL POTTERY GUILD ART SALE

10AM - 5PM

Friday, April 17th

(one day only)

Stop by Room A 102

(east-most side of the visual arts building)

Featuring functional-ware and sculpture  
created by students in the CSU Pottery Program  
Shoppers & browsers are welcome!  
(Refreshments provided)

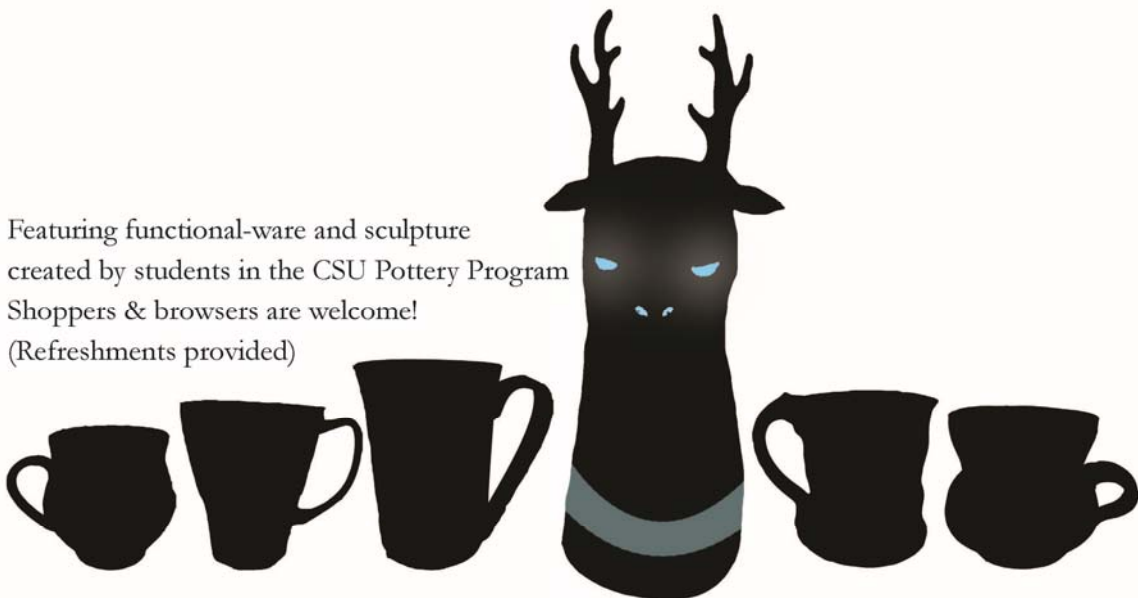


Figure 10: Pottery Guild Art Sale Poster.