



Zackary Lamphere

2026 Spring

Capstone - Graphic Design

Department of Art and Art History

Artist Statement:

All my life I have been intrigued by the beauty of dynamic movement. I think that natural movement has held my attention the most. Motions like a hawk gliding through the air or the flow of a powerful waterfall would send me into a sense of stillness. As I got older, I noticed how much life requires motion. It's all around us and yet we rarely take the time to notice the intricate beauty it beholds. So, it won't be a surprise that I chose animation to be my main skill to attempt to master in my career as an artist. I believe that animation is a celebration of movement in a deliberate amount of time. The timing of keyframes is just as important as the motion or character being rendered or illustrated. Animation and Graphic Design are like dance. You need to know how, what, and where to move things at all times. Personally, I aim to represent the world's motion accurately in a familiar, yet new and exciting way! Where you put elements in your design and how you portray them in your art is vital to its ability to convey a message. Ultimately my main goal as an artist is to work on designs that promote positive change. Every project should be meaningful and serve a purpose for opening new perspectives on existing ideas.

Title**Original Format**

Figure 1: Rendered Process	Illustrator, 18 in x 24 in
Figure 2: My 3D Computer	Illustrator, 18 in x 24 in
Figure 3: Big Gigantic Album Cover Concept Art	Photoshop, 12 in x 12 in
Figure 4: Teammates Stick Together	Illustrator, 100 cm x 70 cm
Figure 5: Visual Arts 50 th Anniversary Poster #1	Illustrator, 18 in x 24 in
Figure 6: Visual Arts 50 th Anniversary Poster #2	Illustrator, 18 in x 24 in
Figure 7: ACT Human Rights Film Festival Poster	Photoshop, 18 in x 24 in
Figure 8: Fishing on the Fly Magazine (Cover)	InDesign, 8.5 in x 11 in



Figure 1: Rendered Process



Figure 2: My 3D Computer



Figure 3: Big Gigantic Album Cover Concept Art



Figure 4: Teammates Stick Together



Exhibition

Hatton Gallery
Visual Arts Building



OCT 19th 2025

SATELITTE LOCATION

Morgan Grind Gallery, Morgan Library

OPENING

OCT 19th - 11:30 am to 3:30 pm

Food, drinks, live music, a silent auction to raise funds for future community engagement initiatives, and a community oral history circle

JAN 30th 2026

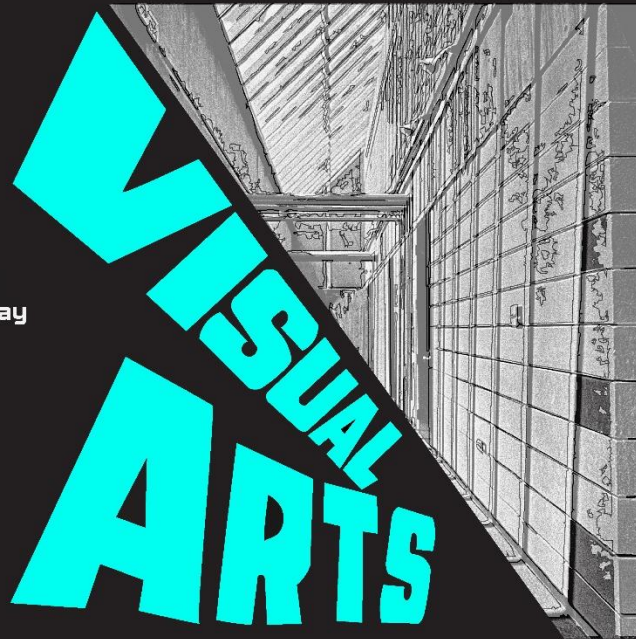
Figure 5: Visual Arts 50th Anniversary Poster #1



Alumni Panel

Public Programs: October 2025 - January 2026

Curator-Led
Walkthroughs:
Every first Friday
of the month



Curated Alumni
Panels : open to the
public. Visual Arts
Building F101

PANEL THEMES

1) Art and Community – featuring alumni who have continued their artistic practice in socially engaged ways

2) Art, Design, World-Building & Change-Making – featuring alumni who work in design and its many intersections, including interior design, which was originally part of the department before moving to Design and Merchandising in 1988

3) The Art Ecosystem – featuring alumni who can share insights on the art world as artists, gallerists, arts administrators, and entrepreneurs, both from a global and regional perspective

Figure 6: Visual Arts 50th Anniversary Poster #2



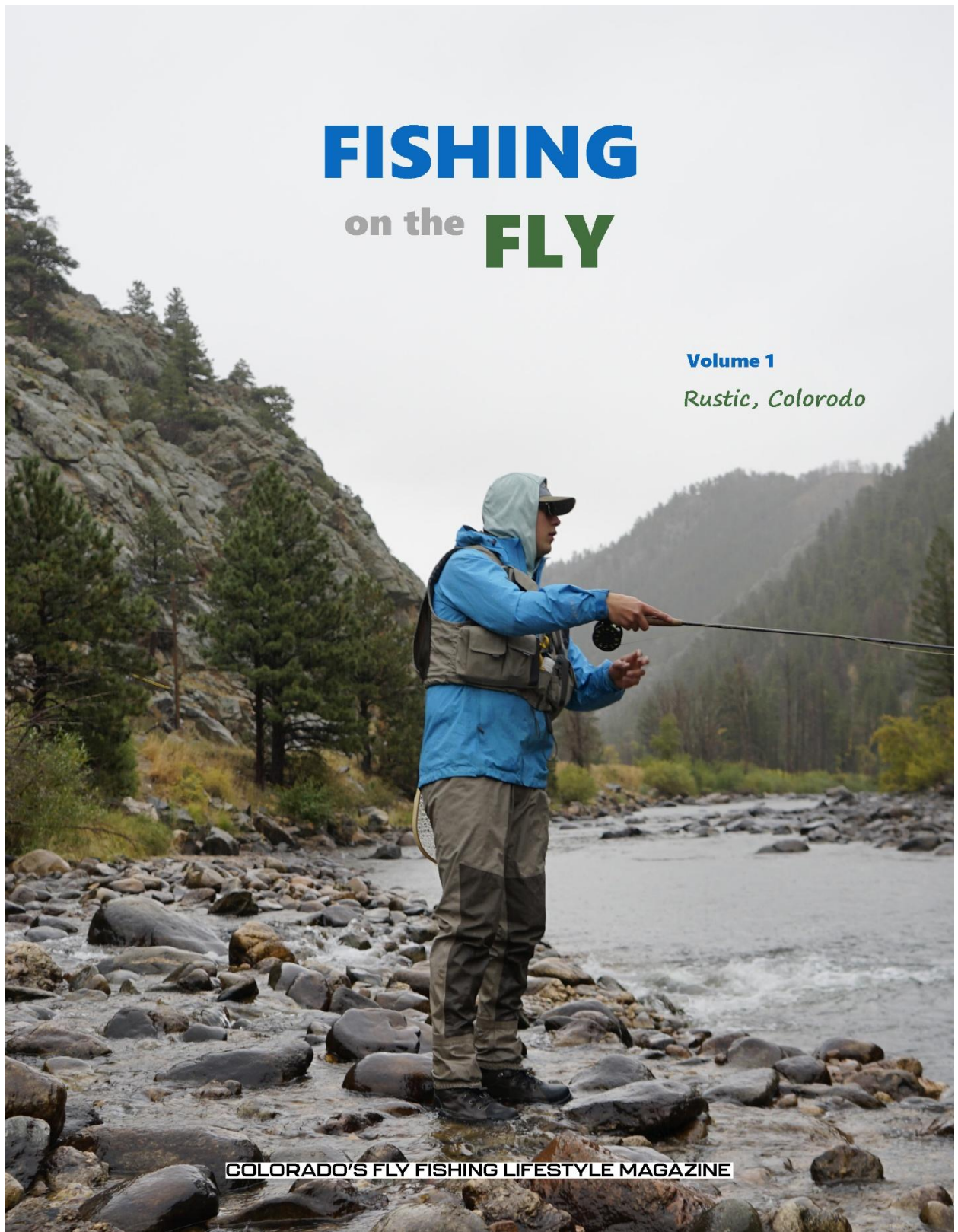
Figure 7: ACT Human Rights Film Festival Poster

FISHING

on the **FLY**

Volume 1

Rustic, Colorado



COLORADO'S FLY FISHING LIFESTYLE MAGAZINE

Figure 8: Fishing on the Fly Magazine (Cover)