

As a double major in Studio Art and Psychology, my interests lie in the human condition and its nuances. I delve into the ways people behave, emote, and self-identify, and how these are demonstrated in the people we observe daily. Using casual observations and interactions in my personal life, I try to capture the essence of those around me in visual form. I focus on the figure and individual aspects of anatomy, and a lot of my work involves combining what we see in reality and what we interpret in our heads. In many works, I take the human form and manipulate it in order to demonstrate emotional concepts that people struggle with regularly – like death, dependency, and despair. My personal observations and experiences with sentiments like these drive me to create visual representations of otherwise intangible conceptions. My traditional anatomical pieces are inspired by Leonardo da Vinci's work and his studies on the human form. Oftentimes, it is hard to distinguish reality from social constructionism, and I hope to give a little more insight into the different ways we all experience life and humanity.

Recently, I've developed a major interest in comics and the art of narrative illustration. My love for the Marvel universe has been a driving force in my recent work, which is inspired heavily by current artists at Marvel Studios such as Kevin Wada, Phil Noto, Kris Anka, and Chris Samnee. Each of these artists has a style that is clean, dynamic, and unique – something that I am currently improving on in my own comic art. Wada and Noto both have distinct styles that are looser and softer than traditional comic art. Both are able to strike a lovely balance between realism and stylized beauty, despite working in completely different mediums. Anka and Samnee both lay heavier focus on the line quality of their illustrations, and I admire the diversity of their subject matter. My goal is to someday join their ranks as a comic artist who can create such visually stunning works.

I work primarily with pencils and digital media, specifically Photoshop. I transfer my traditional drawing techniques to my digital art, going between the two in order to create interesting combinations of photorealistic and digitally enhanced styles. I work to achieve a balance between our perceived reality and my personal view on different subject matters, and I try to help the viewer experience reality in an alternative way from their own.

*Sana Mirza*