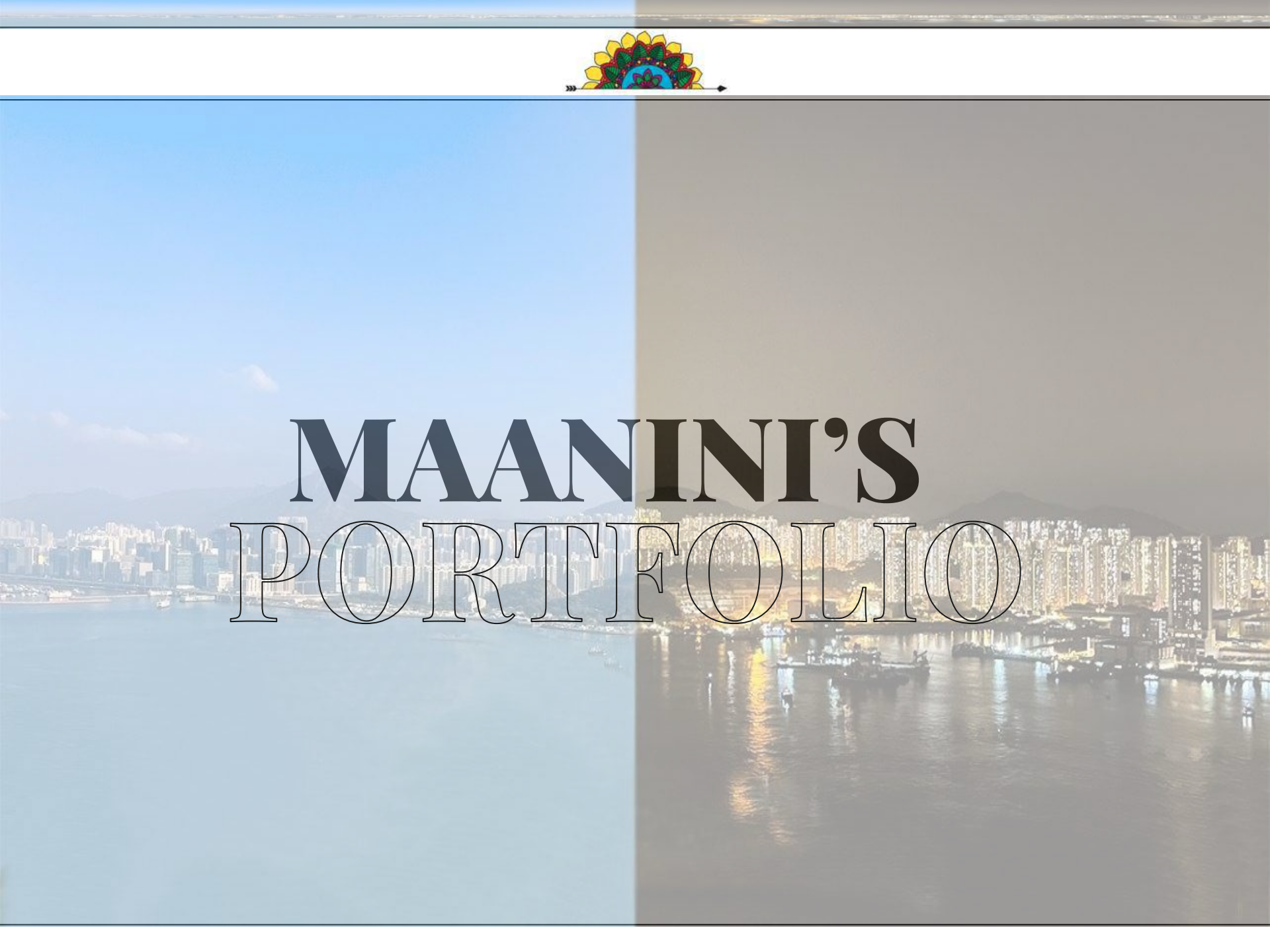
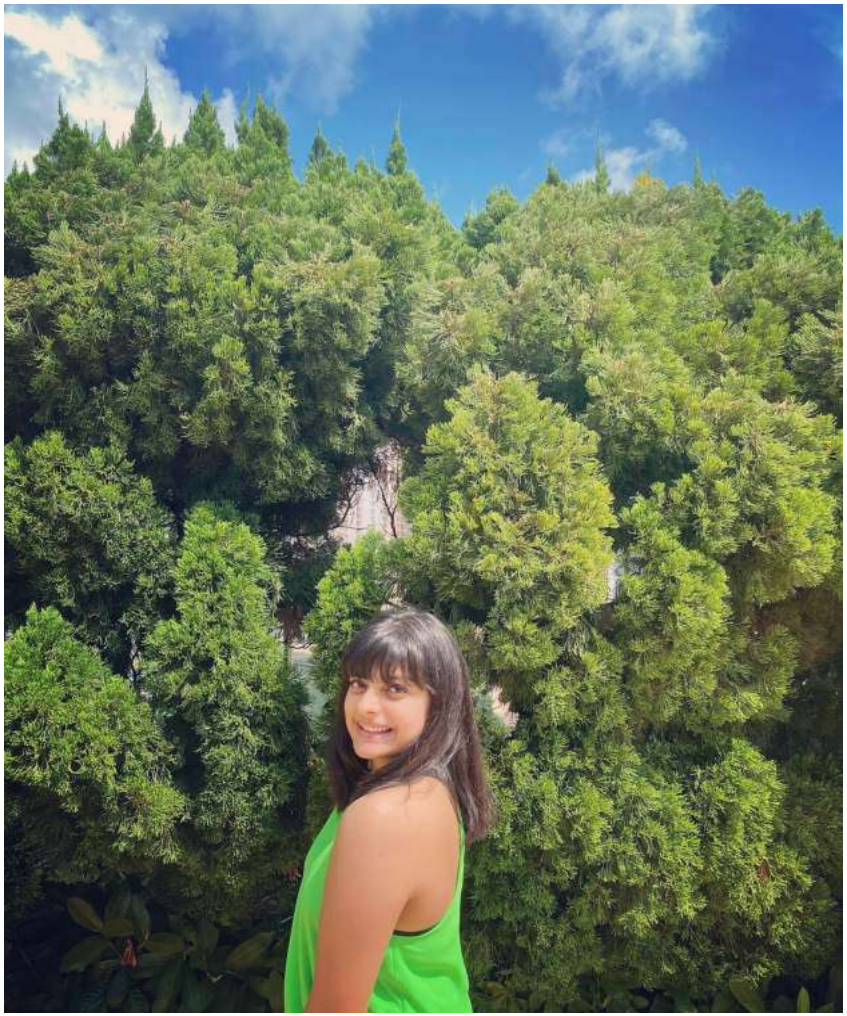


MAANINI'S PORTFOLIO

ABOUT ME



My digital art portfolio represents my rendition of the communications technology industry. Heavily influenced by artists worldwide, I enjoy indulging in variations of art, including photography, painting, and sculpting.

Highly passionate about technology, art and design, I express my innermost feelings and emotions creatively through my works. My knowledge of the communications technology world is continually growing from small to large-scale projects. I can demonstrate my ingenuity using multifarious software, including Adobe Illustrator, Photoshop, Animate, Blender, InDesign, iMovie and WeVideo.

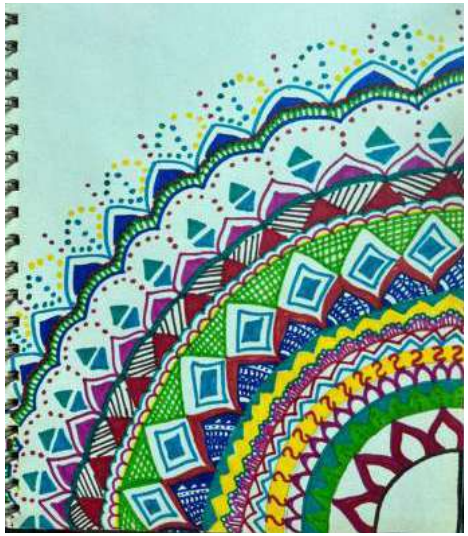
MY WORKS

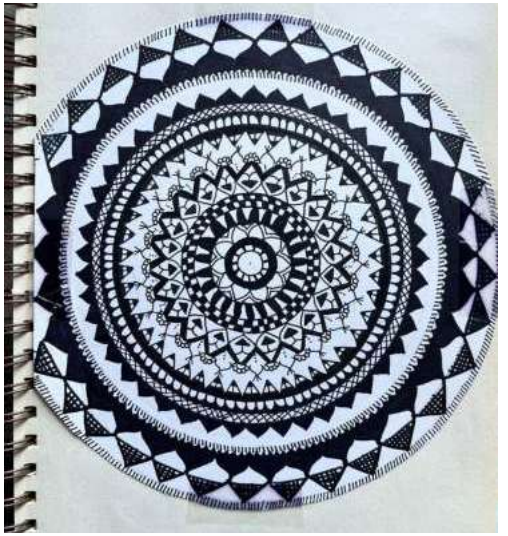
MY LOGO

I created a personal logo for my website/portfolio in Adobe Illustrator. Using a mandala template as a basis, I added different elements to make it unique.
Mandalas are a prominent aspect of my personality as their diverse shapes and patterns illustrate my enduring personal and emotional growth and eclectic branches of my nature. I experience immense satisfaction in meticulously drawing and keenly observing the assorted colours, patterns and designs in different pieces.

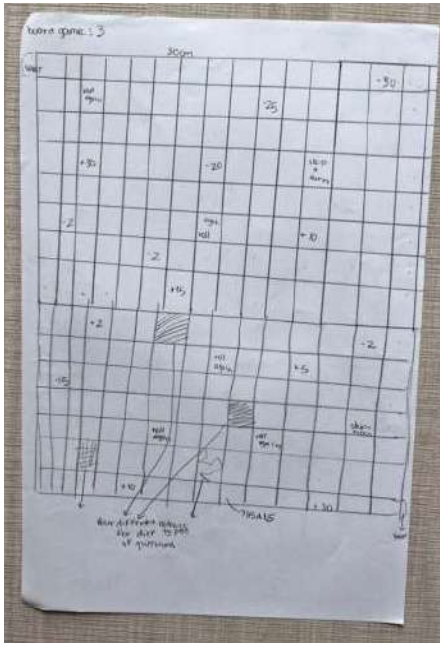
Title: Mandalas & Me
Date: January 11, 2023
Medium: Digital Art (Adobe Illustrator)

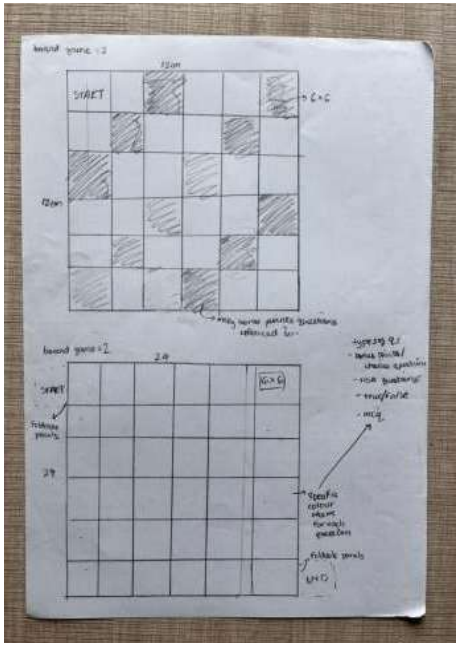
Pre-logo sketches:



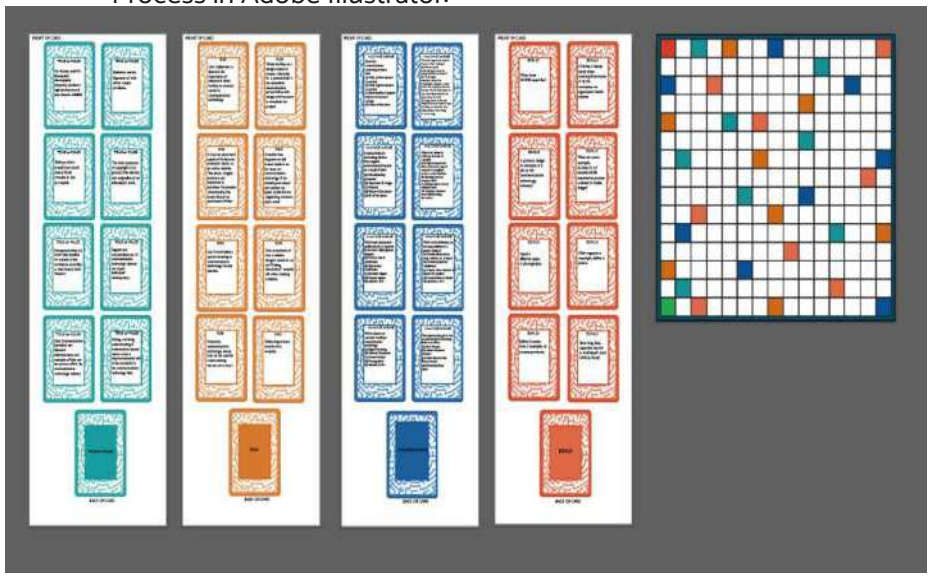


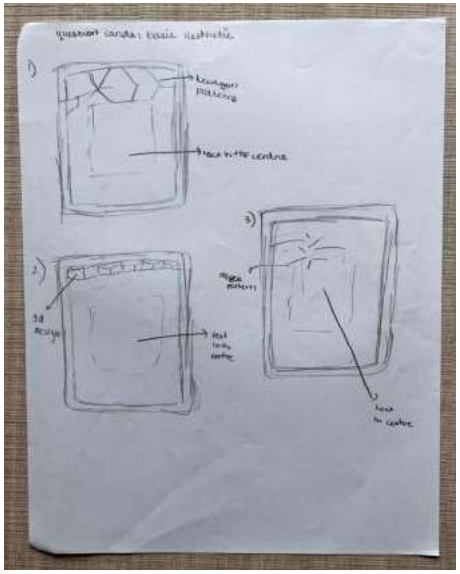
BOARD GAME DESIGN
Inspiration & Process





Process in Adobe Illustrator:

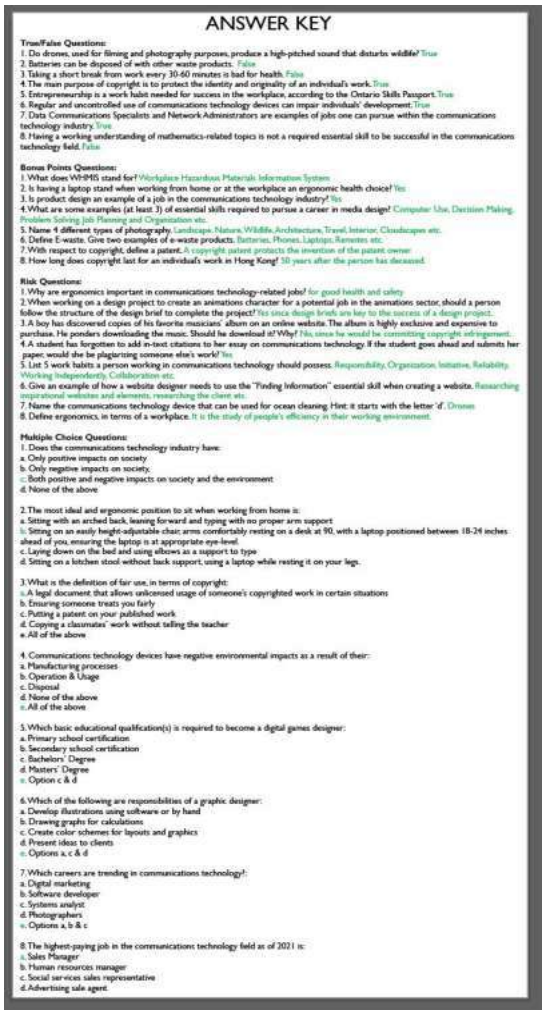




BOARD GAME DESIGN
Final Product & Commentary

Title: Comm Tech Made Fun!
Date: February 27, 2022
Medium: Digital Art (Adobe Illustrator)

Created to educate students about the communications technology industry. A quick summary of the game: players must pick a coloured pawn, roll a die to begin, and move through the board by answering different types of questions (true/false, MCQ, risk or bonus) while simultaneously tracking their points. Each question answered correctly signifies points collected, and each question answered incorrectly indicates a deduction in points. Lined paper is provided to track points easily. To make the game further enjoyable, I added a few skip-a-turn, roll-again, minus points and additional points squares onto the board. Per the instruction manual, the player with the maximum number of points at The End wins the game.



ANSWER KEY

True/False Questions:
1. Do drones, used for filming and photography purposes, produce a high-pitched sound that disturbs wildlife? True
2. Batteries can be disposed of with other waste products. False
3. Taking a short break from work every 30-60 minutes is bad for health. False
4. The main purpose of copyright is to protect the identity and originality of an individual's work. True
5. Entrepreneurship is a work habit needed for success in the workplace, according to the Ontario Skills Passport. True
6. Regular and uncontrolled use of communications technology devices can impair individuals' development. True
7. Data Communications Specialists and Network Administrators are examples of jobs one can pursue within the communications technology industry. True
8. Having a working understanding of mathematics-related topics is not a required essential skill to be successful in the communications technology field. False

Bonus Points Questions:
1. What does WHMIS stand for? Workplace Hazardous Materials Information System
2. Is having a laptop stand when working from home or at the workplace an ergonomic health choice? Yes
3. Is product design an example of a job in the communications technology industry? Yes
4. What are some examples (at least 3) of essential skills required to pursue a career in media design? Computer Use, Decision Making, Problem Solving, Job Planning and Organization etc.
5. Name 4 different types of photography. Landscape, Nature, Wildlife, Architecture, Travel, Interior, Cloudscapes etc.
6. Define E-waste. Give two examples of e-waste products. Batteries, Phones, Laptops, Remotes etc.
7. With respect to copyright, define a patent. A copyright patent protects the invention of the patent owner
8. How long does copyright last for an individual's work in Hong Kong? 50 years after the person has deceased.

Risk Questions:
1. Why are ergonomics important in communications technology-related jobs? for good health and safety
2. When working on a design project to create an animations character for a potential job in the animations sector, should a person follow the structure of the design brief to complete the project? Yes since design briefs are key to the success of a design project.
3. A boy has discovered copies of his favorite musicians' album on an online website. The album is highly exclusive and expensive to purchase. He ponders downloading the music. Should he download it? Why? No, since he would be committing copyright infringement.
4. A student has forgotten to add in-text citations to her essay on communications technology. If the student goes ahead and submits her paper, would she be plagiarizing someone else's work? Yes
5. List 5 work habits a person working in communications technology should possess. Responsibility, Organization, Initiative, Reliability, Working Independently, Collaboration etc.
6. Give an example of how a website designer needs to use the "Finding Information" essential skill when creating a website. Researching inspirational websites and elements, researching the client etc.
7. Name the communications technology device that can be used for ocean cleaning. Hint: it starts with the letter 'd'. Drones
8. Define ergonomics, in terms of a workplace. It is the study of people's efficiency in their working environment.

Multiple Choice Questions:
1. Does the communications technology industry have:
a. Only positive impacts on society
b. Only negative impacts on society;
c. Both positive and negative impacts on society and the environment
d. None of the above

2. The most ideal and ergonomic position to sit when working from home is:
a. Sitting with an arched back, leaning forward and typing with no proper arm support
b. Sitting on an easily height-adjustable chair, arms comfortably resting on a desk at 90, with a laptop positioned between 18-24 inches ahead of you, ensuring the laptop is at appropriate eye-level.
c. Laying down on the bed and using elbows as a support to type
d. Sitting on a kitchen stool without back support, using a laptop while resting it on your legs.

3. What is the definition of fair use, in terms of copyright:
a. A legal document that allows unlicensed usage of someone's copyrighted work in certain situations
b. Ensuring someone treats you fairly
c. Putting a patent on your published work
d. Copying a classmates' work without telling the teacher
e. All of the above

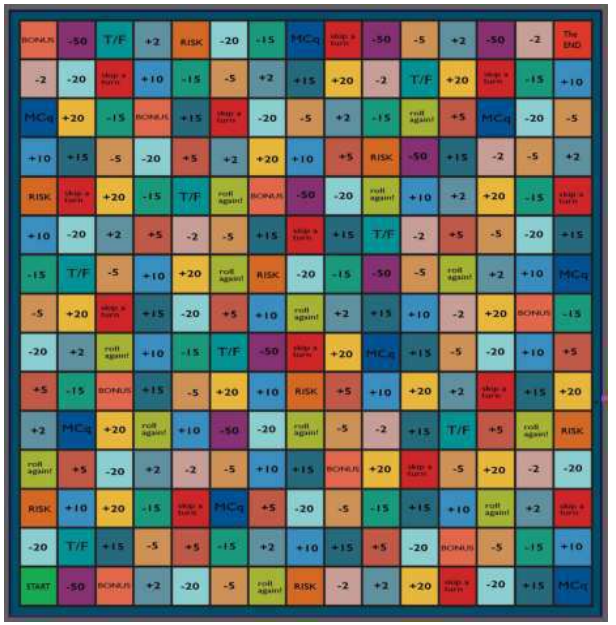
4. Communications technology devices have negative environmental impacts as a result of their:
a. Manufacturing processes
b. Operation & Usage
c. Disposal
d. None of the above
e. All of the above

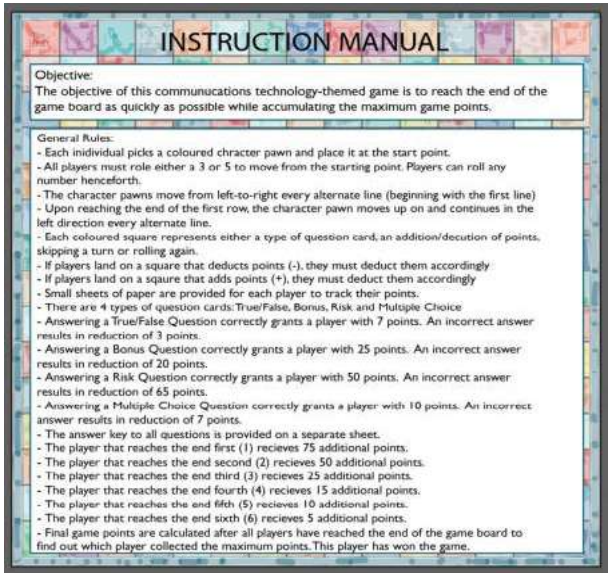
5. Which basic educational qualification(s) is required to become a digital games designer:
a. Primary school certification
b. Secondary school certification
c. Bachelors' Degree
d. Masters' Degree
e. Option c & d

6. Which of the following are responsibilities of a graphic designer:
a. Develop illustrations using software or by hand
b. Drawing graphs for calculations
c. Create color schemes for layouts and graphics
d. Present ideas to clients
e. Options a, c & d

7. Which careers are trending in communications technology?:
a. Digital marketing
b. Software developer
c. Systems analyst
d. Photographers
e. Options a, b & c

8. The highest-paying job in the communications technology field as of 2021 is:
a. Sales Manager
b. Human resources manager
c. Social services sales representative
d. Advertising sale agent



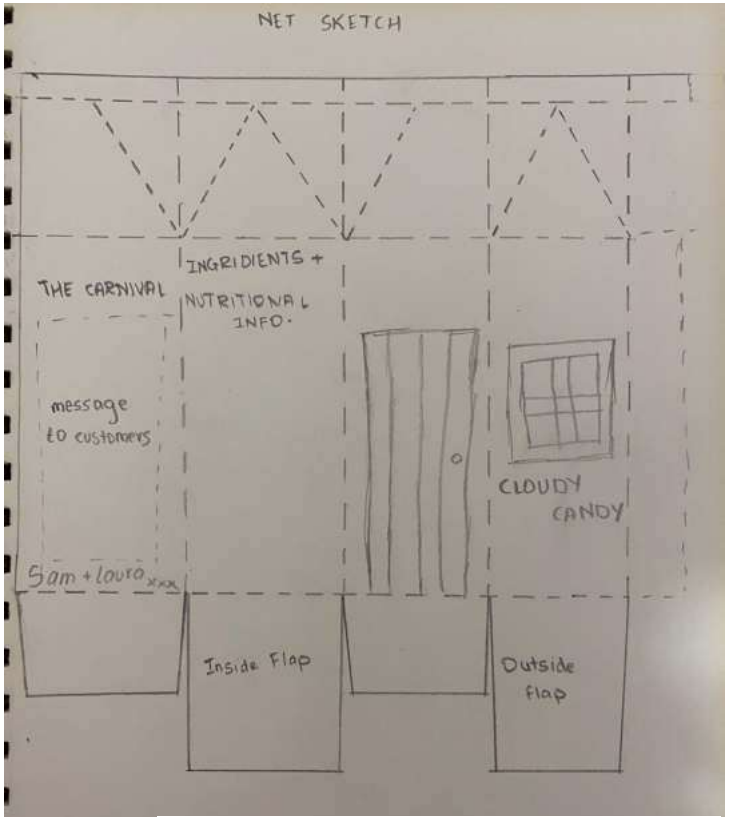


INSTRUCTION MANUAL

Objective:
The objective of this communucations technology-themed game is to reach the end of the game board as quickly as possible while accumulating the maximum game points.

General Rules:
- Each individual picks a coloured character pawn and place it at the start point.
- All players must role either a 3 or 5 to move from the starting point. Players can roll any number henceforth.
- The character pawns move from left-to-right every alternate line (beginning with the first line)
- Upon reaching the end of the first row, the character pawn moves up on and continues in the left direction every alternate line.
- Each coloured square represents either a type of question card, an addition/decution of points, skipping a turn or rolling again.
- If players land on a square that deducts points (-), they must deduct them accordingly
- If players land on a sqaure that adds points (+), they must deduct them accordingly
- Small sheets of paper are provided for each player to track their points.
- There are 4 types of question cards: True/False, Bonus, Risk and Multiple Choice
- Answering a True/False Question correctly grants a player with 7 points. An incorrect answer results in reduction of 3 points.
- Answering a Bonus Question correctly grants a player with 25 points. An incorrect answer results in reduction of 20 points.
- Answering a Risk Question correctly grants a player with 50 points. An incorrect answer results in reduction of 65 points.
- Answering a Multiple Choice Question correctly grants a player with 10 points. An incorrect answer results in reduction of 7 points.
- The answer key to all questions is provided on a separate sheet.
- The player that reaches the end first (1) recieves 75 additional points.
- The player that reaches the end second (2) recieves 50 additional points.
- The player that reaches the end third (3) recieves 25 additional points.
- The player that reaches the end fourth (4) recieves 15 additional points.
- The player that reaches the end fifth (5) recieves 10 additional points.
- The player that reaches the end sixth (6) recieves 5 additional points.
- Final game points are calculated after all players have reached the end of the game board to find out which player collected the maximum points. This player has won the game.

PACKAGING DESIGN
Inspiration & Process



To briefly explore the realm of packaging design, I decided to design a new package alongside a new popcorn flavor for the Popcorn Shed Company.
Additionally, I purchased a box of the popcorn to analyze the elements on the packing in greater detail.

POPCORN SHED
SECRET FAMILY RECIPE

PACKAGING DESIGN

Final Product

Title: Cloudy Candy
Date: 27 October, 2021
Medium: Digital Art (Inkscape)

Assembled prototype.

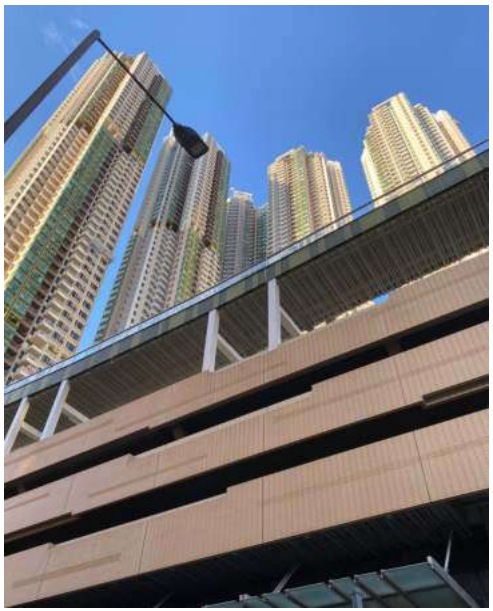
The package design of this popcorn flavor is based on a modern adaptation of a fair/carnival. Hence, I crafted an authentic package design with the relevant typography and graphics.

Moreover, package is designed to be cohesive with the brand's existing popcorn flavours. In essence, the inspiration of the box inspired the way the box looks - the colours are minimalistic, simple and neutral.

For more information, click me!

PHOTO GALLERY

Architecture and structural design have been my passion for several years. In this gallery series, I've captured mesmerising structures utilising compositional techniques to convey how architecture is often overlooked as an art and profession, although it plays an enormous role in our daily lives.



MINI-PHOTO INDEX
Raw Photographs

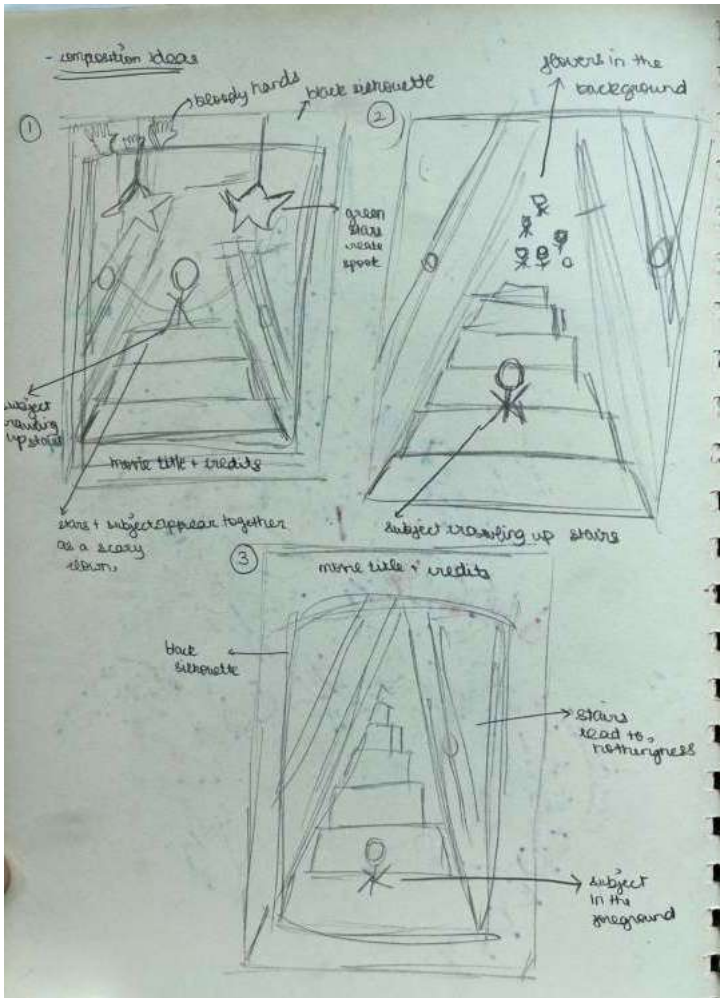
An attempt to broaden my observation and photography skills. Themes Explored: Night, Black & White, Silhouettes, Macro, Nature, and Food.

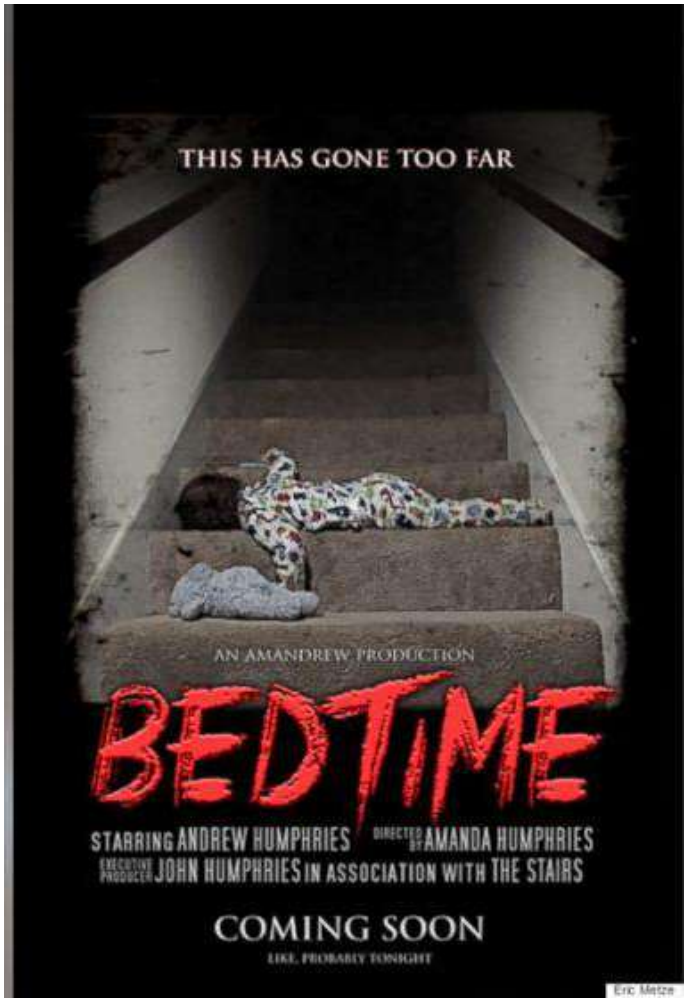
MINI-PHOTO INDEX
Edited Photographs

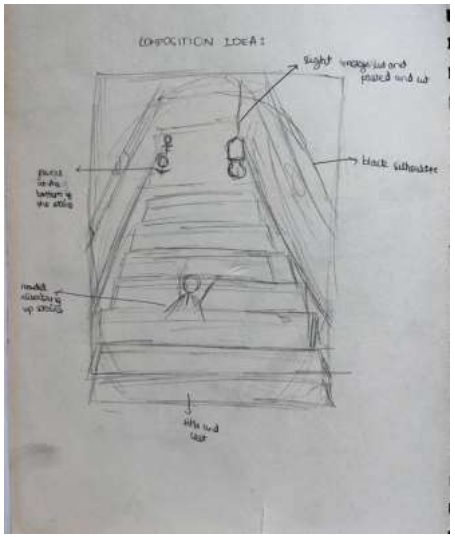
Post capturing multiple raw photos to address the photography topics, I selected one raw photograph from each category and employed my photo-editing and Adobe Photoshop skills to refine the images.

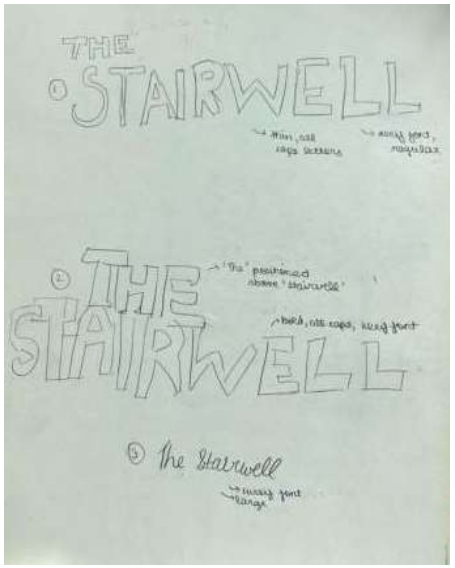
MOVIE POSTER DESIGN

Inspiration & Process









MOVIE POSTER DESIGN
Final Product

Title: The Stairwell
Date: November 27, 2021
Medium: Digital Art & Photography (Adobe Photoshop)

After cultivating an interest in watching horror films, I developed a movie poster in Adobe Photoshop to demonstrate my understanding of the movie genre.
Post brainstorming and researching, I incorporated a spirit climbing up the stairs to justify the fictitious movie's name. It appears as though the spirit is approaching the viewer of the poster, adding suspense and mystery to the story. I proceeded to add smaller details to further alleviate the eeriness of the ghost and the story as a whole. Finally, the stairwell, ghost, railings (the mouth) and the two lights on the top (the eyes) together materialise as an eerie ghost smiling.

PHOTO MOSAICS

For my father and grandmother's birthdays, I collated over a hundred images to create photo mosaics for them to cherish their intangible memories.

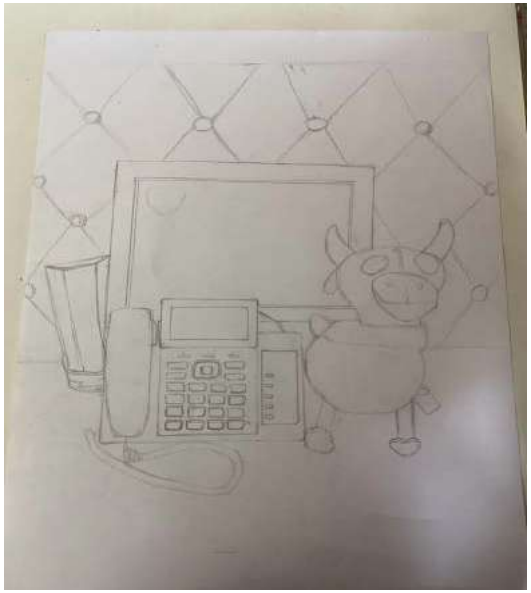
Title: GM - A Walk Down Memory Lane
Date: July 30, 2022
Medium: Photography (Adobe Photoshop)

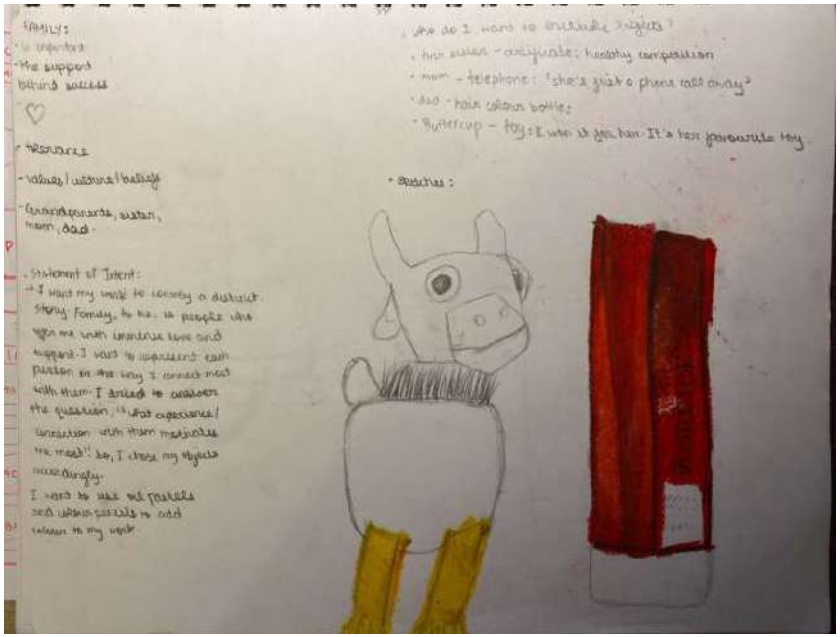
Title: How Far We've Come
Date: July 29, 2022
Medium: Photography (Adobe Photoshop)

FANATIC FOLK
Inspiration & Process

As part of an art assessment, I needed to create a still-life piece to represent my family. To begin, I researched still-life artists, portraits, and examples of works by various artists to take notes regarding the materials they used to complete their works. I found that many pieces were abstract, whimsical and entirely personal in terms of the items the artists used to represent their families.

Photographed Reference Image





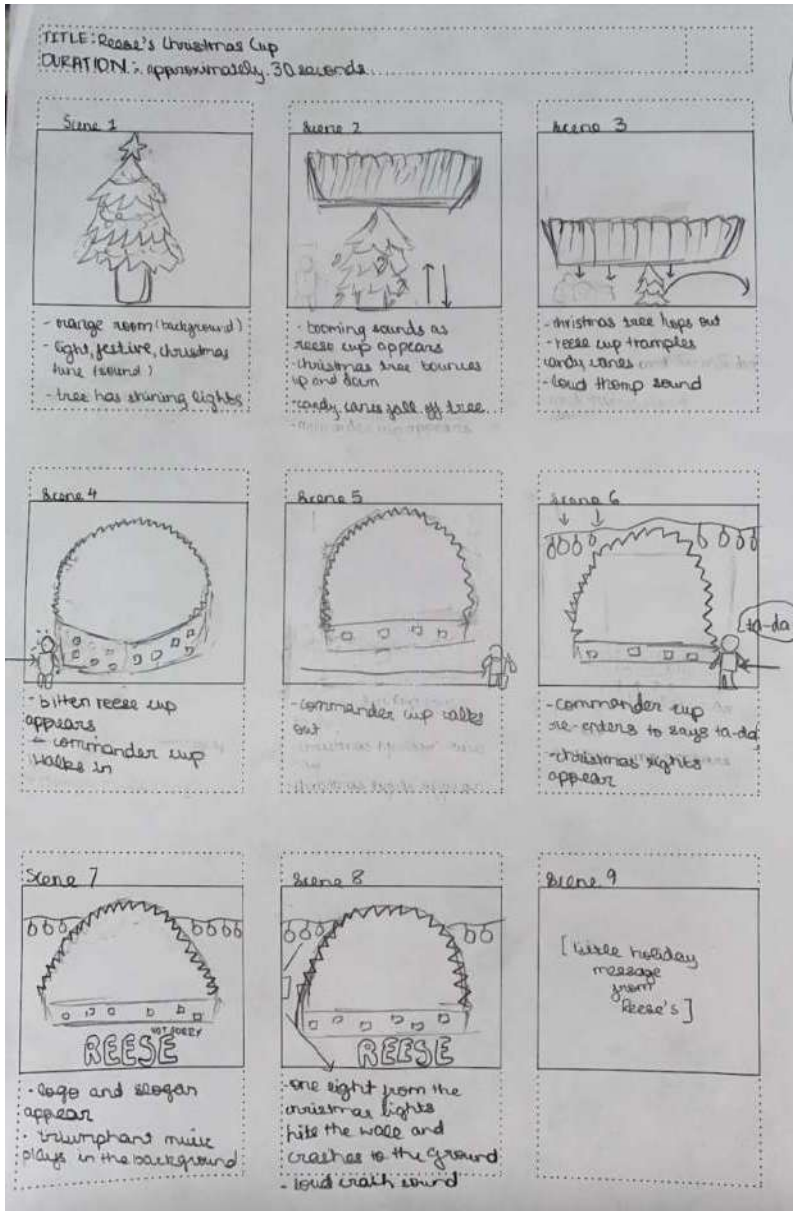
FANATIC FOLK
Final Product

Title: Fanatic Folk
Date: October 6, 2021
Medium: Oil Pastel

This extraordinary and personal artwork revolves around the uncommon theme of a family portrait. I have used thoughtful, unique, and distinctive objects to symbolise the various members of my family. I used an Oxtrich soft toy to signify my specialised connection with my dog, a home telephone to represent the strength of the bond I share with my mother, a red hair colour bottle to illustrate one of the most memorable moments I have with my father and a certificate to portray my competitive, love-hate relationship with my twin sister. Defying conventional family portrait ideologies, this work stands out among others. The oil pastels and touches of markers added texture and immense depth to the piece, making it look lifelike. The connection and closeness I share with my family are excellently brought forth by this artwork.

REESE'S COMMERCIAL
Inspiration & Process

Reese's chocolate company innovatively advertises its product. Each year, the company designs a new commercial for festivals including Halloween and Easter since chocolate sales skyrocket at these times of the year. Their current advertisement ideas and commercials extensively interacts with the targeted market. As part of a school assignment, I was challenged to create a video commercial to advertise a new product for the chocolate company.



REESE'S COMMERCIAL
Final Product

Title: Jingle Bell Things
Date: February 27, 2022
Medium: Animation (Adobe Animate)

I designed a commercial for a new Christmas and New Years' peanut butter cup product by adding some of my ideas alongside keeping the company's typical branding and advertising methods authentic.
In addition, I tweaked their existing peanut butter cups slightly since I want to customise the chocolate product specifically for festivals near the end of the year, i.e. Christmas and New Years'.

MINI-DOCUMENTARY
Inspiration & Process

Scene description: *Briefly describe some possible scenes you would include*	Scene #1: Stock footage (videos and images) to support my opinion with simultaneous factual narration on school and stress. Scene #2: Using a mixture of angles and filming techniques learnt in class, I will be interviewing friends and fellow classmates about their experiences with stress and asking them questions relating to stress–management. Scene #3: Video footage of a student stressing out over school work to reenact some scenes I've envisioned I want to include in my documentary. Scene #4: Quotes providing advice on coping with stress.

Narration style:

- Interviews:
  - I will not be including the interviewer's (my) voice in the interviews.
  - It avoids audio overlap and keeps the interview more formal.
- Voiceover:
  - I will be narrating facts, my opinion and other information revolving around my topic throughout the documentary.

Transition type:

Cross Hatch: I will use this transition to switch between two sets of information narration or to switch between clips and quotes. It gives the viewer a moment to process the information just conveyed to them

3D cube horizontal: This transition will be used to switch between interviews or to switch between narrating information and an interviewee answering questions.

I will use other simple transitions like the cross dissolve or fade in different parts of my documentary when making simple transitions between topics.

Video effects:

I will be including stock video footage available on video-making platforms like WeVideo to help further effectively communicate my message.

Other styles or effects:

I will add monochrome filters in some parts of my documentary to deepen the mood and emphasise the information presented in that specific scene.

MINI-DOCUMENTARY
Final Product

Title: Mastering Stress Management
Date: April 29, 2022
Medium: Audio-Visual (WeVideo)

Stress is an ever-staying aspect of an individual's life. Specifically, high school students in the process of graduating experience an immense amount of stress due to multiple reasons like the uncertainty of the future, studying for exams, college applications, parental pressure etc. However, research suggests very few individuals make time to find mechanisms to cope with their stress.

Hence, the purpose of this mini-documentary is to urge teenagers to develop stress management skills or indulge in activities that help them alleviate stress.