

TANNER ELLIS

MetalHeartDesign.co



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DIGITAL SELF PORTRAIT

This concept work is an expression of my interest in the digital world. As someone who grew up on computers, finding a way to express myself online is something that's incredibly important to me. Usually this means using images found online to express an idea of my emotions or personality, but here I created my own digital self portrait. This geometric portrait was intended to give an expression to my emotions and sense of self at the time of its creation, not hiding from my real life and instead expressing it in a digital medium, which I would usually keep as far from my real life as possible. Created using Adobe Illustrator, I made a self portrait stylized to have a geometric look based on a selfi I had taken. As someone who often shies away from even taken photographs of myself, I was proud with the result, and it inspired me to be more comfortable incorporating myself into my artwork.





ANIMATED HAND LETTERING

Pixel animations have been something I've been enamored with for much of my life. For this personal project, I decided to take work I had done in the past for creating my own illustrated alphabet, and turn it into a pixel art animation. Using my handlettering, I used photoshop to assemble each illustrated letter into a word to represent the font name, then I imported that image into the pixel art program Aseprite, and traced the original artwork with pixel art, before creating the animation. As someone who's only dabbled in animation, I think it's fun using any chance I can as a learning opportunity, especially if that involves taking previous work and adapting it into something new and exciting. I'm extremely happy with the result, and looking forward now to seeing where else I can go with pixel animations.

Follow this link to view the animation - <https://youtu.be/mxTkIivFXeQ>

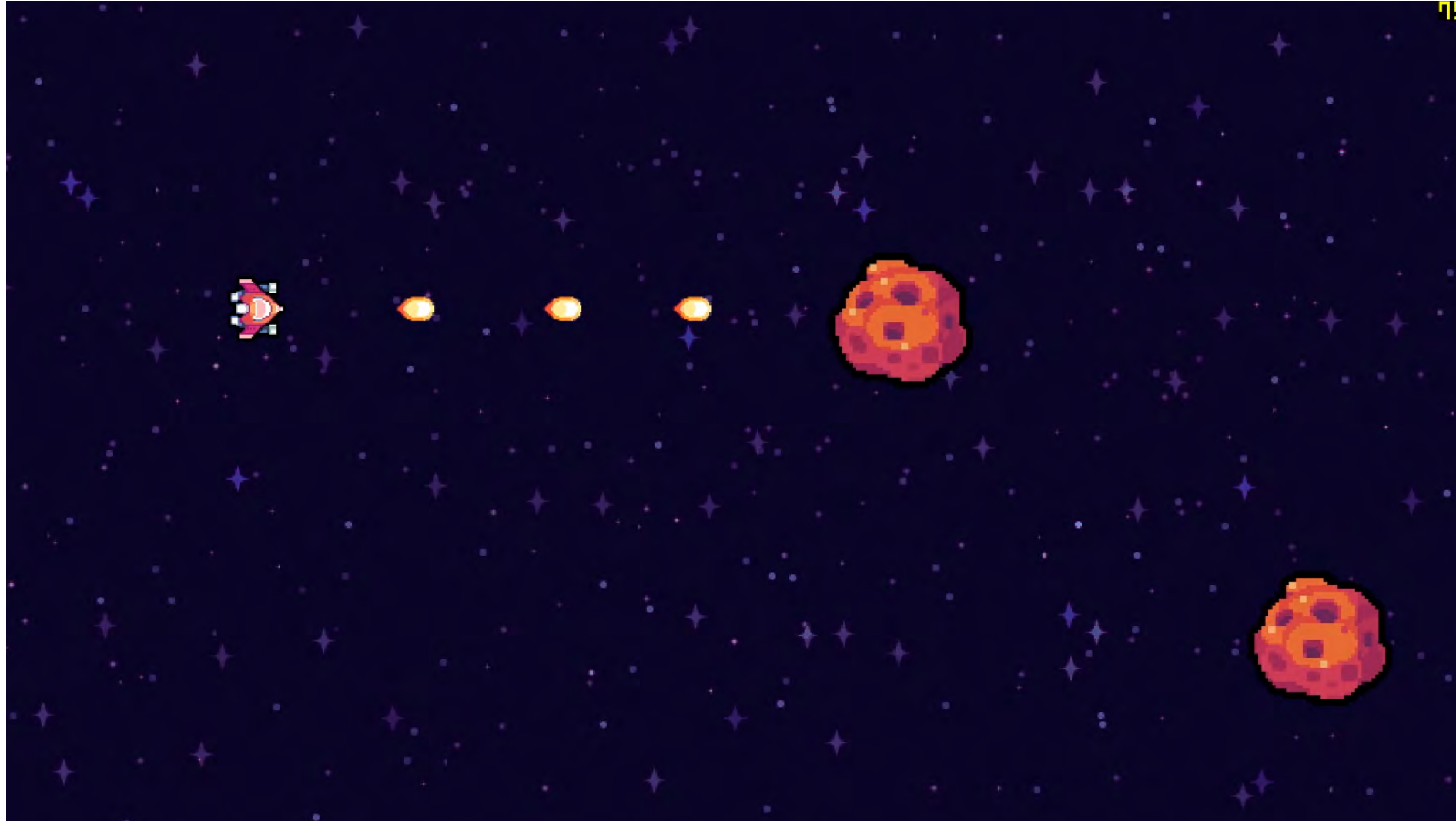
GLUCK



SIDE SCROLLING GAME PROGRAMMED PROTOTYPE

Arcade games have fascinated me from a young age. Video games have always been a personal love of mine, but I will always cherish my memories of seeing an arcade for the first time. People gathered around machines excited, playing every type of game on the machines from fighting to FPS games. For this project, I wanted to try to recreate some of my love for arcades by making my own version of a side scrolling shoot-em-up game, the type that one might expect to have seen in an older arcade. The main goal with this project was programming a functioning prototype of the game using the game engine unity. Importing assets I had, I created a basic shooting game where a player can control a small space ship, navigating around asteroids in a space environment. As someone who's new to coding in Unity, I'm very happy with the functional result, and excited to continue working on it to turn it into a game I can release online.

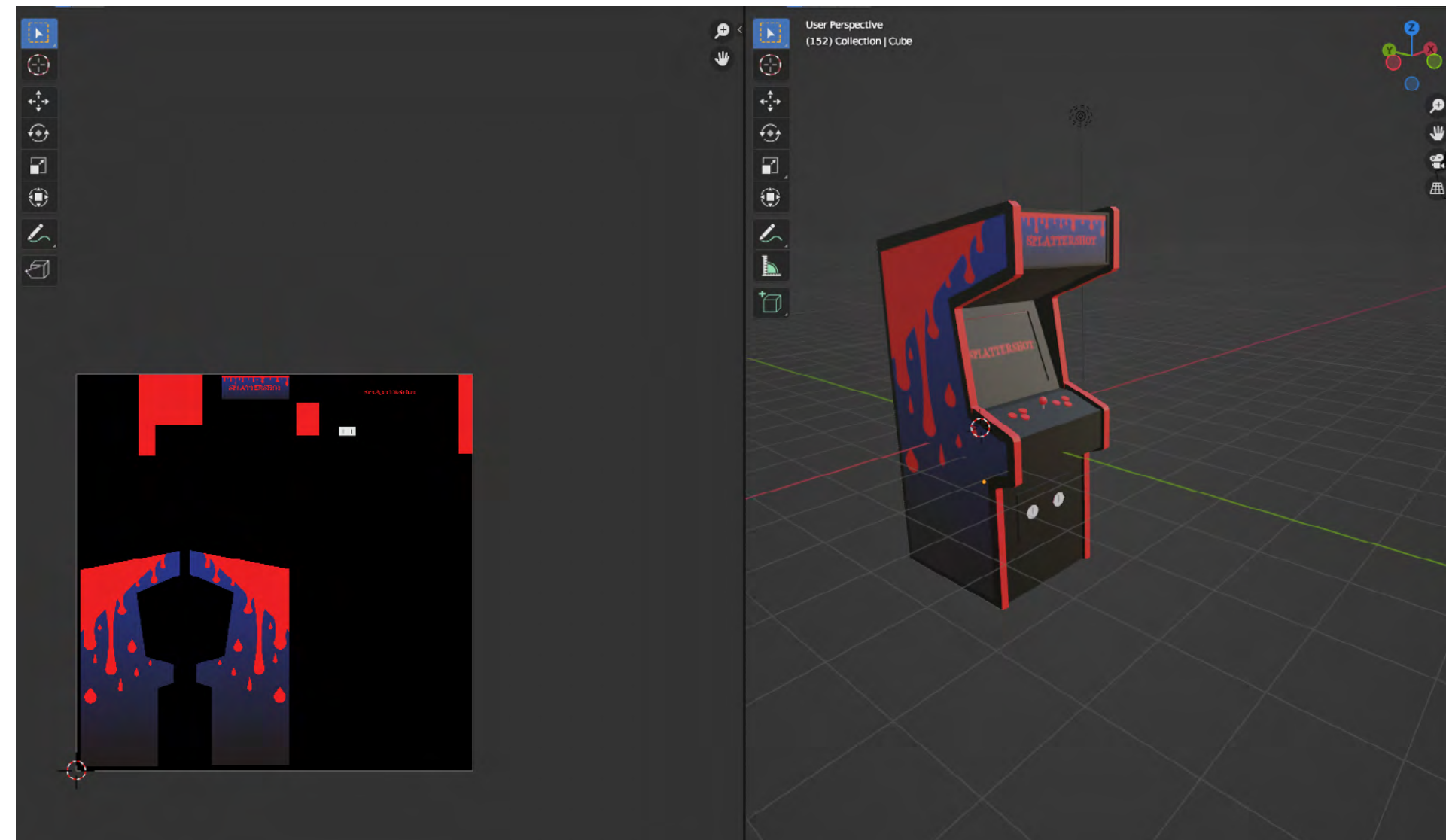
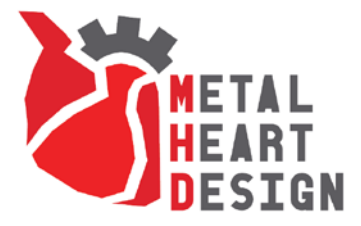
Follow this link for a gameplay demo - <https://www.youtube.com/watch?v=RASiOLG5sxY>

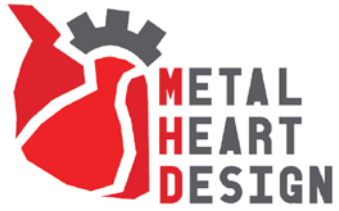




3D ARCADE MODEL

3D art is a personal passion that I was glad to be able to explore for this 3D arcade machine project. As a video game enthusiast, 3D art is something I've dabbled in but have yet to create professionally. For this project, I created a low polygon arcade machine that would serve as a functional game asset if imported into a game engine. It's made simply enough that to use it in a game would not cause the game to slow down due to an extreme amount of detail. To create it, I researched the arcade machines of some of my favorite arcade games like Splatterhouse and House of the Dead, and use them as a basis to design the model. Then, the model had to be unwrapped, which means cut it in a way that all sides of it could be laid out as a flat image, illustrated the artwork for it, and then brought it all back together in Blender to create the final piece. I'm extremely happy with how this turned out, working in 3D is something I plan on dedicating a lot of time to as soon as I graduate.





CODED MASTER BOOT RECORD WEBSITE

Web design is something that, as a life-long internet user, I've always been fascinated in but shied away from. Working with the intense amounts of code required to truly create a website is a process that seemed daunting. However, as I've learned and grown, I've found myself more eager to tackle the process, learning HTML and CSS, I created a simple web page based on one of my favorite bands to listen to, Master Boot Record. The web page includes elements like embedding a youtube video, and including links in the page to other web pages which would allow the user to sign up for things like a fan newsletter, check out the band's facebook page, or check their most recent tour schedule to see where the band will be. It's the first time I've created a complete set of web pages which actually function in a website format, front end web development takes a lot of time to master, but just looking at this work fills me with excitement to explore it and see where it takes me.

Follow this link for a video walkthrough - <https://youtu.be/mtp55js4lrA>

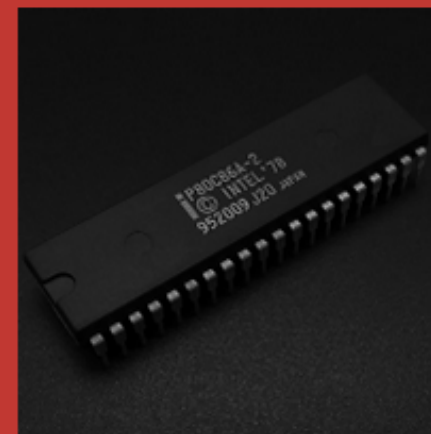
MASTER BOOT RECORD



The insidious eighth album from the reigning master of synthmetal. MASTER BOOT RECORD's surprise "Virus.DOS" released on October 2nd, 2018.

The best in synth-metal! Master Boot Record combines the ever present drone of mechanic and synth that we experience in our every day lives into a hyperactive orchestral soundscape. Listen to it to relax, to drive, to work. Experience waves of nostalgia as the sound of analog electronics beeping out a computerized symphony spirit you away to a realm of technological wonders.

Click on the images below to find more information about the band/movie.



About Us

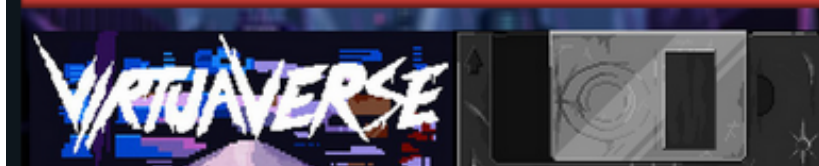


Tour Dates



Join the

Fandub!





NEA BAPTIST HOSPITAL INTERNSHIP WORK

Work done on behalf of NEA Baptist during my internship. Working with the marketing team, I completed several projects, such as creating signage for a clinic within the company, redesigning a set of ads to be used as online advertisement on the company's social media pages, creating illustrated designs to be used on shirts during a Cancer Survivor's Day event, and creating vector artwork to be used by NEA on various items given as gifts during a staff event. In this time my work was used by the company both for official ads and for their company events. I assisted Nicole Frakes, the in house graphic designer for NEA Baptist during this time and her input was extremely important for the finishing of each of these projects.



*Your Work
Saves Lives*



NEA BAPTIST 

FOWLER FAMILY
CENTER FOR CANCER CARE

A woman in blue scrubs with a stethoscope around her neck, smiling. Behind her is a chalkboard with a drawing of a graduation cap and the text "Nursing Grads LOVE Us!".

Nursing Grads
**LOVE
Us!**

NEA BAPTIST 

A woman in blue scrubs with a stethoscope around her neck, smiling. The background is pink.

**Nursing
Careers
Worth
Celebrating!**

NEA BAPTIST 

A man in blue scrubs with a stethoscope around his neck, smiling and pointing upwards. The background is light blue.

Nursing benefits
you
expect
from the
leader in
health
care.

NEA BAPTIST 

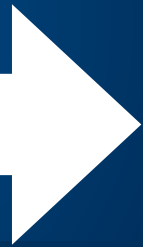
A woman in blue scrubs with a stethoscope around her neck, smiling and pointing towards the camera. The background is yellow.

**Picture
yourself
in a
Better Career!**

NEA BAPTIST 



**Dr. Haydar
Exit**



NEA BAPTIST 

Check Out



NEA BAPTIST 

**Drug
Screens
Only**

NEA BAPTIST 



Check Out window

Closed

Please proceed to next window

NEA BAPTIST 

**Keep door
closed at all
times**

Employees Only

NEA BAPTIST 



DATA PORTRAITS PROJECT

In this project, I created a survey based on common horror tropes. Each answer to the questions of this survey corresponded to a certain illustrated element that I included on a pin that I later passed out to survey participants. These pins are personalized works of art representative of the people that took them, allowing me to use a single project to provide an entire set of personalized artworks. After the project was finished, I created a poster displaying the finished designs of each of the participants pins. The amount of variation in finished works this project allows for has made me excited to try this project again, with a greater pool of users to design for, and inspired me to put more work into designing physical goods like pins.

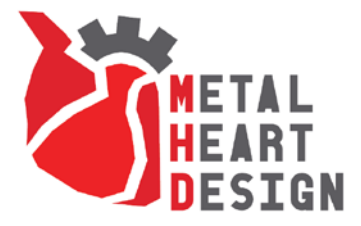


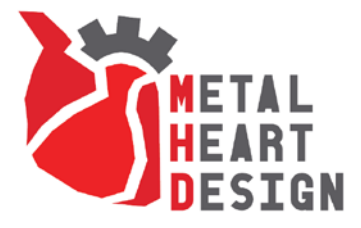


URBAN EXPLORATION PHOTOGRAPHY SERIES

As a personal hobby, I enjoy taking photography during urban exploration. Taking pictures of old industrial buildings, and abandoned homes is a particular interest of mine. Living in rural Arkansas, I had an interest in exploring old buildings from a young age. Old factories and farm buildings are often just left for years in the countryside, and they give me an outlet to express my interest in fine art photography as well. This particular set of images was sent as a campaign to the student Addies in 2022, winning a bronze Student Chapter Addy. Photography is a personal passion that I intend to always continue working with as a way of de-stressing from work.







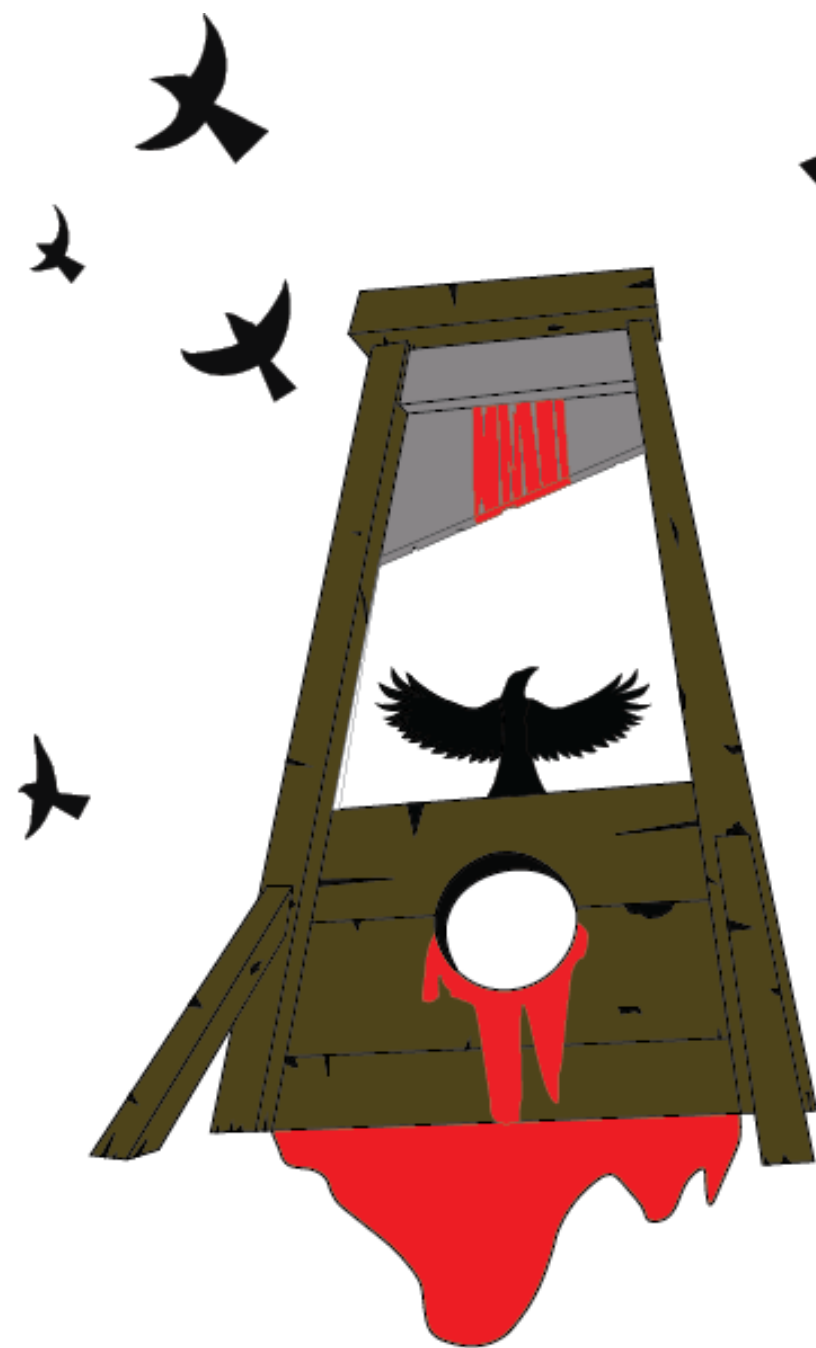






TATTOO ILLUSTRATION

Here, I worked with a fellow artist to design personalized tattoos for each other. The goal was to create an illustration personalized for the other person based only on a list of things they were interested in such as video games, movies, and favorite artists. My tattoo design was based on a work of art from one of their favorite artists, who featured dark subjects like guillotines and executions in their work. After initially sketching the art, and having it approved by the artist I was working with, I created colored and monochrome vector art of the illustration. This vector art was then made into a set of temporary tattoos, one for me and one for the artist I worked alongside. It was a fun experience creating artwork suited to someone else's interests, and having it made into physical media.







PERSONAL GEOGRAPHY

The idea of Personal Geography is to map out something important to you. It can take the form of a simple map of a home town, a fictional map of a mental space, or a completely abstract interpretation of a map that has a deeper personal meaning. For me, I immediately had an idea for how I would represent myself geographically. For the years that I've attended Arkansas State University, I took a specific route from my hometown to Jonesboro, and drove that route back home to my parents every night. Highway 18, which snakes through several rural Arkansas towns, is full of old buildings, factories, and miniature towns. As a fan of post apocalypse fiction, I spent hours every single commute staring at the same scenery, and it became a game for me to come up with fantastical fiction concerning them as I drove by. Imagining myself as a lone survivor roaming the desolate earth alone. This map was meant to represent the culmination of my thoughts and fantasies concerning this stretch of road, represented as a hand drawn map scrawled by the hand of a weary traveler. This project turned out perfectly as I'd imagine, and is something I feel fond of every time I look back at it. It's become something I want to expand on when I find the time.

