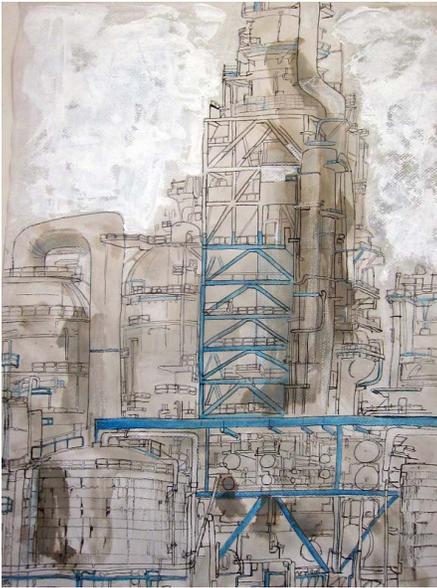


2012/13 Worldstudio AIGA Scholarships Kraus Family Foundation Award



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I often kept to myself, drawing what was on my mind. I came to realize that I could interpret who I am, my thoughts, and manipulate life through the use of this activity. I began expanding on my interest in comic books by creating my own characters and worlds, leading to the creation of my graphic novels. Afterwards I learned to better express myself by using symbols and imagery that held emotional value within me.

My graphic novels are being constantly influenced. My comics occupy my thoughts, as I jot story notes and riddle my notebooks with character designs. Classes such as history and English have had a major influence on my work, helping me create sophisticated story lines concerning governments and business. I implement the themes of psychological struggle and tragedy in my graphic novels, relying heavily on imagery and landscape. My annual travels to Japan provide me with a broader knowledge of societies and I'm exposed to structures that give off hypnotic vibes.

Dreams help me to identify images with my emotions better, enhancing the symbolic impact in my work. I create refineries that symbolize tranquility, divinity and the



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afterlife, making even the most unnatural structures hypnotic, like Japan's effect. Once my dreams revolved around apocalyptic themes but contained mystical and romantic elements. They revealed the existence of love in solitude and dilapidation. I incorporate beauty in desolate factories. I will continue to expand on this idea by studying the triggers of specific emotions.

I cannot actually make someone live the exact life of another, but I can make one come close to living in the shoes of another in order to obtain a broader understanding of people. Hopefully, my graphic novels could do just that. I will make viewers love a character for his appearance, thought and individuality, and make them go through experiences that will challenge their character, making the viewer hate those that disrespect the character or fail to understand them. With this, the viewer will begin to understand what some people go through and why misunderstanding can lead to frustration.

I take subjects such as dilapidation and use factories, representing them as romantic and tranquil, allowing for the appreciation of decay and expansion. Viewers will be more considerate for the disregarded—ergo, people will think reasonably before making judgments and love the forgotten. Society is shrouded by a natural denial, causing distaste for what is considered "ugly".

