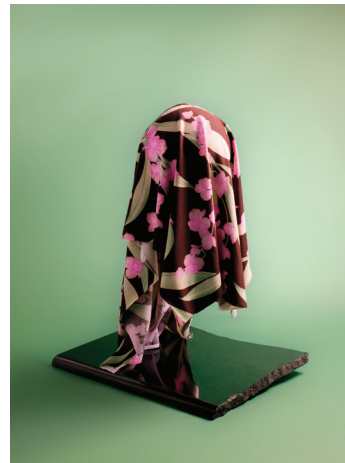


NOT QUITE



As a third year Graphic Communications major and photography minor, I strive to make work that turns the commonplace on its head. Taking inspiration from digital rendering and modeling artists, I worked to recreate not necessarily a specific style but rather a similar feeling to this almost contradictory realism being created digitally today. Starting out as a series, it became an exploration of a sense of limbo I found myself working in as I aimed to create a challenge in the viewers' eyes as to what is real and what is not.



marc hill