



Ideal Body Proportions

6.25 x 6.25 x 1 in.

Woodburning and oil paint

\$512



Jesse Daniel

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Bio

Jesse Daniel is a painter and illustrator based in northwest Arkansas. He studied video production at university and has worked for twelve years as a visual effects generalist creating 2D and 3D effects for film and TV.

Jesse is a self-taught artist, learning mostly from videos and blogs, books, a few workshops, and experimentation. As a child, he learned the fundamentals of drawing from Mark Kistler's books, and later worked for him as a videographer creating drawing tutorials. A few years into his career in visual effects, Jesse began to focus more on drawing and painting. After completing a 30 day drawing challenge and discovering how much he enjoyed it, he continued learning and practicing art, using the traditional art mediums as a creative and tactile break from the digital client work of his day job.

Jesse continues to work in visual effects, though in recent years he has begun to create more illustrations, commissions, and sell originals and prints.

Artist Statement

The process of making art is a form of meditation for me; sometimes it's a way to relax or decompress, to manage my anxiety, or to explore a topic I'm processing that I have not yet found a way to put into words.

I enjoy depicting spaces, both fictional and real, natural and human made, modern and ancient. When I'm creating, I drift off to my own world, sometimes motivated by exploring "what ifs" and sometimes by a need to escape.

As a self taught artist, a lot of what I've learned comes from James Gurney's books and videos, and I have focused much of my practice on imaginative realism and illustration.

I'm unfocused in my subject matter and mediums, in part due to the experimental nature of being self-taught, and partly due to my habit of learning a little bit of everything as a visual effects generalist. I utilize 2D and 3D software to mock up digital compositions and work with graphite, ink, watercolor, gouache, and oil.