



James Dunlap Bloomsburg



Artist Statement

These illustrations are part of a series titled "The Art of Imitation". The series explores aquatic insect lifecycles in the northeastern United States and the fly patterns used by fly fishers to imitate them. Specimens of the insects were gathered from streams in central Pennsylvania and photographed and studied under a magnifying glass. The images were illustrated in Adobe Fresco using an iPad pro and pencil. The life cycle phase known as a nymph (larvae) is illustrated in the middle of the composition and labeled below with a scale size comparison. This life cycle phase lives underwater for a year and then transforms in a couple of minutes to the adolescent phase, known as a Dun (subimago), where it emerges to the water's surface and is often eaten by fish or birds. If it survives the transformation at the water surface, it flies to a nearby tree, or any other structure, where it begins its transformation to the adult phase known as a spinner (imago). This transformation process from dun to spinner lasts about 48 hours. As an adult, the spinner will congregate over a body of water at dusk or dawn to mate, where the males die and fall to the water's surface and the females lay the fertilized eggs in the water, which begins the life cycle again.

My compositional style is inspired by Albertus Seba's illustrations in "Cabinet of Natural Curiosities" (1734) and Harriet and Helena Scott's illustrations from the late 1800s. The distressed paper color, use of Baskerville typeface, and layout refer to early scientific illustrations and have the effect that they have endured throughout time, which creates a certain level of credibility in the content. Since scientific illustrations claim that "this is what this looks like", credibility in the design components was a critical criterion in the design concept.

Animations

The animations shown here were created between 2019 and 2022 for Telluride Film Festival in Telluride, Colorado. Each year, a different artist, designer, or illustrator is selected to design the poster for the festival. I have been tasked for the past 3 festivals to collaborate with the poster designer bring the poster to life and make it dynamic and cinematic. The animations served as a preview to every film premiere and Q&A during the week-long festival in 10 different venues. These previews serve as part of the branding of each year's festival. The artists/designers I have worked with are (chronologically) Edwina White, Luke Dorman, and Leanne Shapton.

I created the animations using Adobe After Effects, Procreate, and Adobe Fresco and I created all of the sound design in GarageBand.