Molly Csere

**Artist Statement**

Art was inaccessible to me as a child and teenager – my school system had almost no art-related classes. I had access to one thing, however: the computer. Through the use of the Internet and a small knowledge of Photoshop, I became connected to the world of Graphic Design (although I did not know it as such at the time) and started to learn, explore, and create. This small start is the basis of my motivation to be a Graphic Designer – it is one of the few subjects in my life that I am completely willing to envelop myself in. The subject is fascinating, whether I am researching other’s work, learning about it, or creating my own.

I tend to have a very particular process when I create work; I go through a few steps before creating a tight idea: initial concept, research, planning, sketching, and finally the computer. Many of the steps are fairly self-explanatory, but at some points I like to add an extra level of detail. For example, after the initial creation of the thought, I like to pin the idea or project up somewhere where I will see it regularly, but not actively think about it. This step gives me time to develop multiple ways to solve the problem. I find that having time to subconsciously think about the project increases my creativity – trying to come up with something decent in a short amount of time is extremely hard. I believe that my process shows some qualities of who I am as an artist – methodical, detailed, and determined.

My work tends to have a few common qualities that link it together. For example, my pieces can have a textural quality to them – I enjoy using and working with different textures to create a cohesive element. However, due to my use of
texture, I tend to use minimal graphic elements and simple typefaces that do not overwhelm the pieces. Aside from texture, I try not to use decorative elements in my work. I prefer my work to be easily understood, but not simplistic.

My work speaks to who I am as artist in many ways. Texture can relate to the fact that sometimes I want to get hands-on and ‘messy’ with graphic design, instead of the clean, sterile environment of the computer. My work tends to be detailed, which definitely relates to who I am as an artist – I am perfectly willing to put in many, many hours of work to produce a good result.

In many ways I still am that small girl finding graphic design for the first time, but I have added many skills to my repertoire as an artist – technical skills and knowledge that temper my raw excitement and creativity. I hope to take those qualities with me into the future, as I continue to expand my knowledge of art and graphic design.