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Digital Media Foundations/AM Class

Michael Wiehart Interview Report

I really enjoyed listening to Michaels Wiehart’s interview. I appreciate the linguistic insight he mentions about the graphic design department and just digital design in general. There is a sense of connection the audience may have with Wiehart. According to his statement about how graphic design wasn’t as popular as it is today, I agree that the demand for graphic design related careers weren’t as popular back in his day, but I also think emerging graphic designers have a lot of competition today. Living in a digital era, digital jobs of any form are in demand and therefor, various software’s and platform are used to generate authenticity and originality. With correlation to NFTs, and the Meta Universe, it is a field that will be popular and universal. I found it so cool that Wiehart wrote his own animation software. As an artist, I believe we have an endless supply of creative canvas and tools to bring our vision, imagination to existence. What he does is extraordinary first starting as a spray painter, pursuing a graphic design major but now focusing on animation and live action. The idea of both these forms of artistic creation. Infused with each other, put forward his passion and touch on his artform.

One thing I connected with the artist, was him being self-employed and sharing his process from start to finish. It resonated on past projects and ideas with the digital media foundation course. I look forward to being self employed myself. As a youngling, I had interest in stop motion Claymation I learned in 3rd grade art class. Soon after that I developed an interest in drawing, sketching, and painting. I self-taught myself with visual aid from YouTube and art books. Returning to campus to brush up these skills has been highly rewarding to me because now I have a broad sense in what the heck, I want to do in my late 20s. I want to create my own business and services, listening to Wiehart was inspiring and gave me some ideas.