



Stefanie Peacock

# Hello!

I am a Drawing graduate with a years worth of client and exhibition experience. I also have experienced being part of the organisational aspect of exhibitions.

I work using mixed media, with my most recent work gravitating towards digital and video art.

Proficient in:



Key Skills:

- COMMUNICATION
- COLLABORATION
- STORYTELLING
- LEADERSHIP
- SELF-EFFICIENT

My goal is to entertain my curiosity and gain new knowledge. I hope to continue evolving, having fun with my art practice, and to approach making as a process of learning by doing and seeing. I hope to gain new experiences that can help start my career in the Arts and creative industries.







## Artist Portfolio

Collection of exhibited and collaborative works.







## dance for me (2023)

*Undergraduate and Graduate Show  
at Camberwell College of Arts, London*

Video played on HD TV and external speakers.

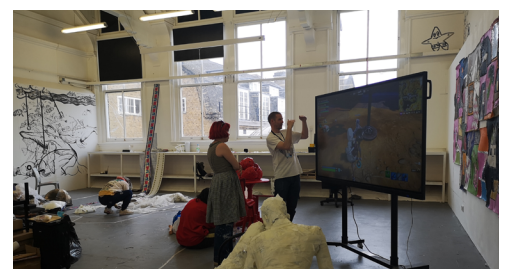
Duration: 8 minutes, 28 seconds.

Developed from [clipped! \(2023\)](#), this project focuses on video gaming, specifically interactions, moments, and conversations shared between people and the virtual environment. 'dance for me' takes place in Fortnite.

I experimented with different approaches to construct a narrative out of our conversations, in conjunction with what was happening visually. This piece is accompanied by a digital zine on Minecraft, mixed media drawings and prints.

[watch, graduate showcase](#)

**Themes:** Community, Play, Interaction, Virtual, Internet





# Untitled, (2023)

## Archive at Art Hub Studios, Deptford

Digital print of [Purple Hat \(2023\)](#)  
[mixed media drawing], ceramic  
painting kit.

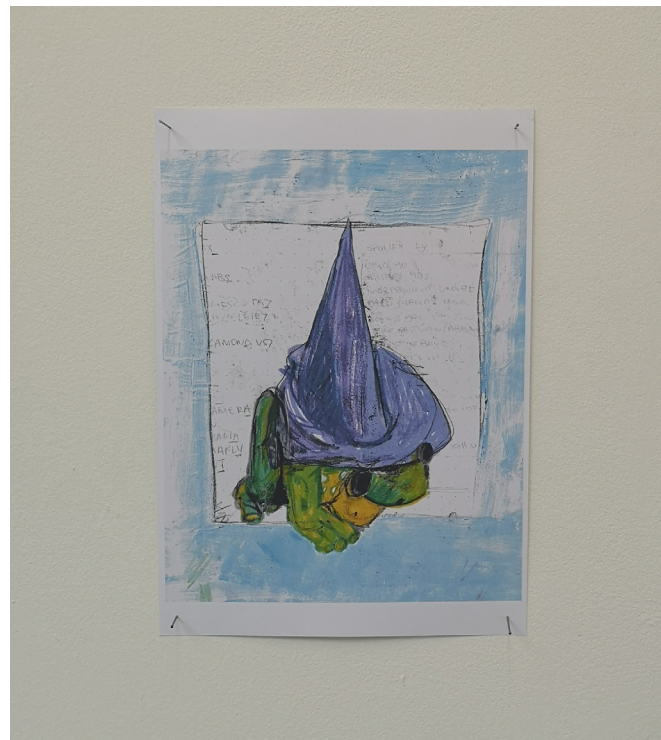
21 x 29.7 cm

“Archive, an exhibition by 3rd Year  
BA Drawing students from  
Camberwell College of Arts, com-  
prising drawings and a display of  
anthropological objects.”

-Press Release

[press release](#)

My drawing and chosen object centres around  
themes of play, therapy and childlike inno-  
cence, which I explore continuously in my practice.







## clipped! (2023)

*Pit*  
at Southwark Park Galleries, Surrey  
Quays

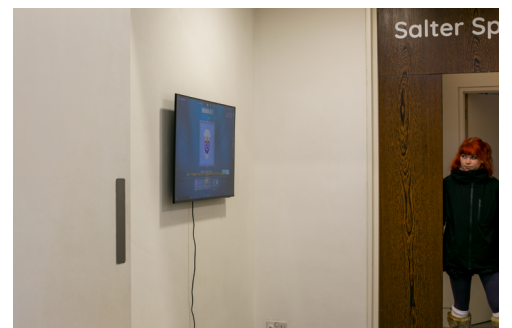
Multimedia video played on HD TV.

Duration: 9 minutes, 44 seconds.

*clipped!* contains tailored excerpts from conversations between friends and in-game strangers while we play the video game 'Valorant' together. We touch on life, current events, negative experiences, and humor.

This artwork allowed for me to discover a language that could explore play and community, stemming from my own online experience. Inspired by streaming on Twitch, and thinking about therapeutic effects of art and hobbies, I used drawings and hand-drawn animation superimposed onto my recordings to find a narrative.

[watch, press release](#)



"The PIT is a little hard, a little bitter, a little sweet. It is a hole where you can find things. You can spit it out, or you can eat it whole. It can be deep or shallow. Empty and full."

-Press Release



# Make A List, (2022)

## Camberwell College of Art Fine Art Year 2 Shows: Yield at Art in Perpetuity Trust Gallery, Deptford

Coloured pencil drawings on paper, glass frames, headphones, iPhone.

25 x 20 cm, 30 x 21 cm.

Duration: 2 minutes, 7 seconds.

This project explores how to create a 'bubble' for the viewer through the combination of my visual and sound art.

Using immersion as a method, the intimacy of the subject and themes explored in the artwork could be communicated.

[press release](#)



The audio is a spoken word piece, inspired by ASMR and prayer chants. It was the result of experimenting with ways to present/incorporate writing with my visual work.

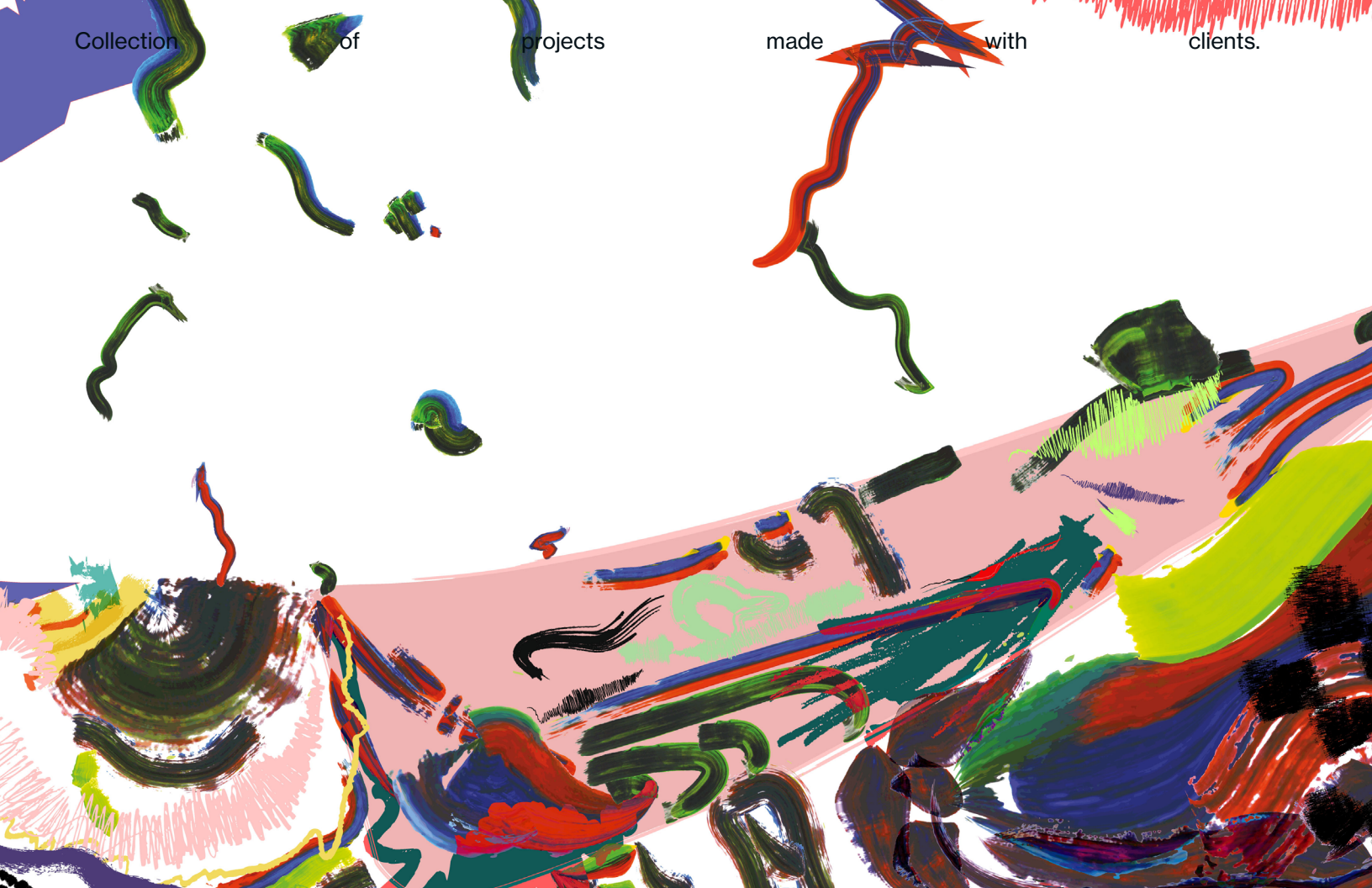






## Client Portfolio

Collection of projects made with clients.





# Menu Design

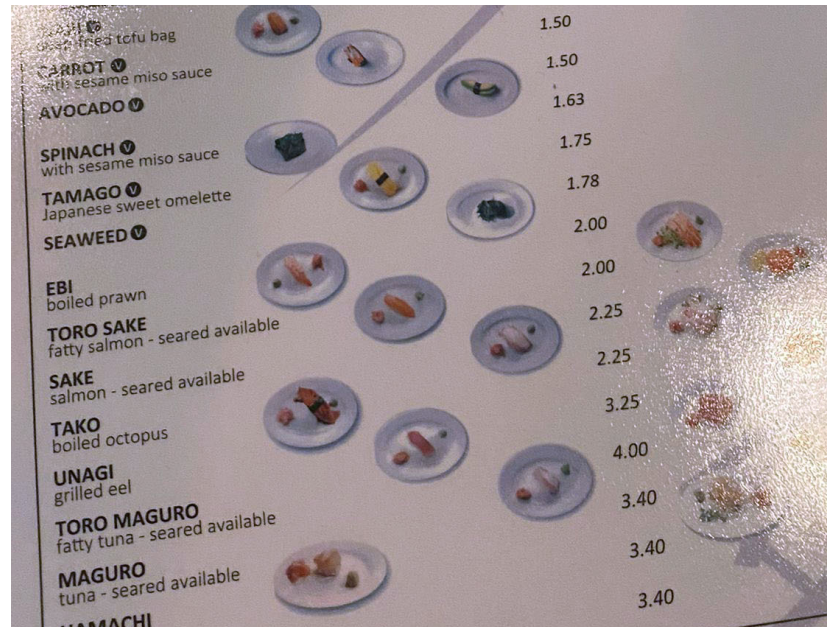
## Boat Sushi, restaurant; 2024

Brief: Update design and layout of lunch menu and selected pages of dinner menu.

Execution:

- Keep minimalistic theme. Use consistent fonts, motifs and styles across both menus to create unity
- Took and used clear, enticing photographs where requested
- Prioritise clean layouts that are legible with good flow

[full menus on their website](#)



# Company/Brand Logo

*Rage Against*, rage room and mental health;  
2024

Brief: Design a logo that had an urban and welcoming, inclusive feel with a portrait element. Communicate that the company or brand is about mental health awareness. I was given the colour palette of black, honey and/or mustard.

Execution:

- Graffiti reminiscent font - but still readable to keep inclusivity
- Simple motifs that communicate while minimising excessive visual detail, making the logo useable for web and print
- Use colours and negative space for added contrast

[recommendation](#)





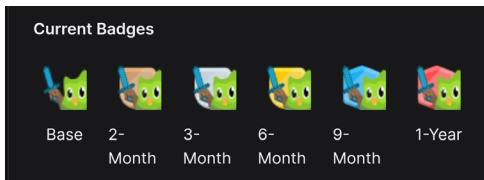
# Subscriber Badge

Aden\_Origin, Twitch streamer;  
2021

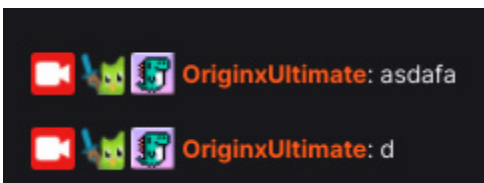
Brief: Design assets for paid access/perk for viewers. The subscriber badge is displayed next to viewers usernames and is a symbol indicating the length of viewers' support.

Execution:

- Used motifs that were on brand for the streamer and their content, such as favourite games, apps, recurring bits etc.
- Harnessed "precious metal/stone ranks" used often in gaming as a means to convey the length period of viewer support
- Ensured designs would contrast nicely with dark and light mode, and be legible in such a small size



badges together ready for use



testing and in use in Twitch chatroom

2 months

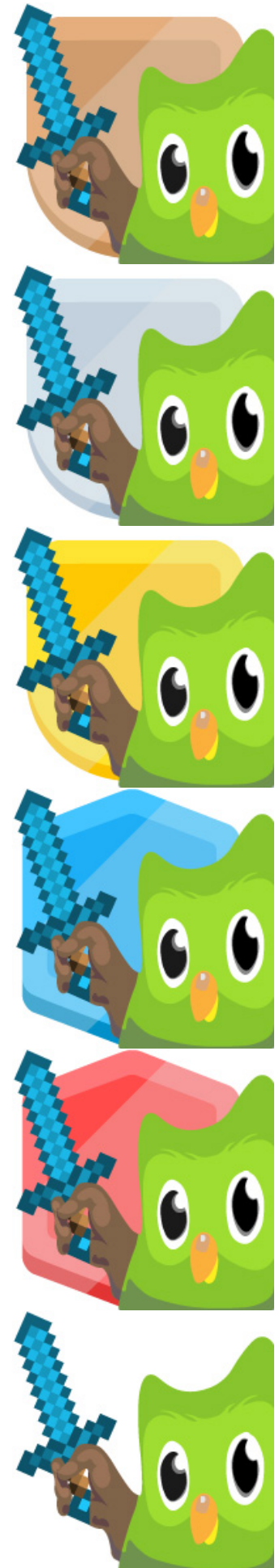
3 months

6 months

9 months

1 year

base design



# Thank You

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