My concept for the journey project is to explore the static arc of Jesters from the past to modern day and how despite the world changing Jester's have largely stayed the same in how they are perceived and act. This came from my belief that a journey doesn't have to result in a change in the character and motives of a person or archetype, hence Jesters. As an illustrator there's no technical skills I need to focus in on as illustration can come in many forms. So, I have decided to experiment with different types of illustration to decide on the best method to use for me personally. However, I do tend to focus on using art forms that I myself enjoy.  
  
  
I have gone to the library and taken out book about Shakespearean plays to do research into the fools that play an important part in multiple of his stories and how they interact and impact their world. In terms of my artist research, I have first gone with Dan Povenmire for his character design work as his heavily shape based work is something that has interested me when it comes to character design. For my second artist I went with Delfina Pérez Add for their use of colour which I really enjoy as it makes the work pop out almost and creates depth without the use of shadows and such.   
  
Ideas wise I have quite a lot that I'm workshopping with a focus on the Jester, as a symbol of resistance against the mundane, fighting back against the mundane and systematic symbolized by a pure black most likely due to its colour symbolism. This concept has also given me multiple ideas for the specialist practice that I will use, I will most likely be doing another mixed media piece as that tends to be my specialism when it comes to my final piece for projects.