Emily Zhang

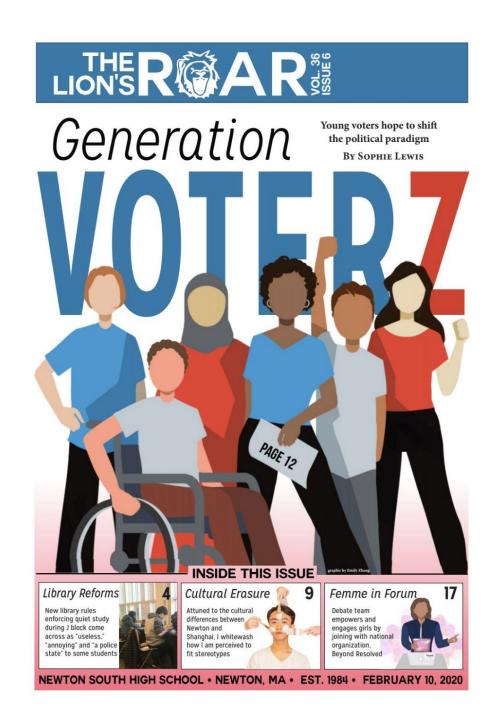
I joined *The Lion's Roar*— my school's in-print newspaper— in my freshman year as the result of an accident: while trying to send a digital drawing from my laptop to my phone, I unknowingly texted it to a huge group chat instead of myself, much to my chagrin. On the bright side, one of the people in the groupchat was a graphic manager for the newspaper at the time. Seeing my drawing, she privately messaged me about joining, and the rest is history.

I took on the position of graphic manager already an Adobe Photoshop artist of five or so years, and yet it's so astounding how much my art style grew in just the first few months on *The Lion's Roar*. I had previously been accustomed to drawing tightly rendered digital paintings. Given the fast-paced nature of the newspaper, however, I quickly learned that the art style I was used to was not efficient nor consistent enough to allow me to produce multiple high-quality graphics per issue. After natural experimentation with composition, render level, saturation, and even texture, I developed a cleaner style that was fitting for all types of articles. As I adopted this new style, there was one point at which I realized just how little previous experience I had with illustrating big-picture ideas through simple shapes. I still love rendering details, but had I not joined *The Lion's Roar*, I would have remained stuck in them.

Being graphics manager for the past two years has taught me so much about collaboration. On top of coordinating the artists on *The Lion's Roar* of all grade levels and experience by sending monthly surveys and assignments, I was responsible for communicating with section editors as well. The weeks leading up to the publication of our first issue was a steep learning curve for me as both a graphics manager and artist— never before I had drawn something that corroborated someone else's work. With practice, however, I learned to draw graphics that not only aptly illustrated articles, but complemented them in a way that brought out the best in both text and visual. I found that the most successful graphics were those that worked in tandem with the article to add a new level of meaning to the author's story, such as piece 2 of the portfolio. To ensure that the graphic encapsulated the article in the best way possible, graphics often went through many revisions— one time, we went through eight distinct versions of a single graphic before reaching one that we were satisfied with!

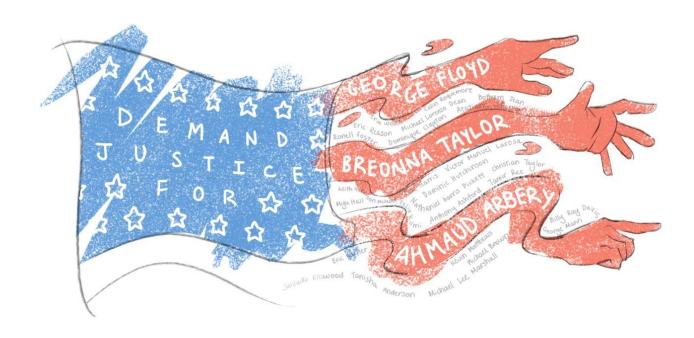
Yet, as I quickly learned, engaging with the article occurs on more than just one level. In addition to creating graphics that work with the article element-wise, it was clear that a spatially dynamic graphic was far more arresting to the eye than a rigid rectangular graphic. The rule flipped on its head when our newspaper went digital during the second half of the year and all visuals suddenly had to be rectangular, but my knowledge of creating compositionally interesting graphics still applied, as seen in piece 4.

Overall, my experience on *The Lion's Roar* has taught me an incredible amount more than just drawing. I enter my second year as graphic manager with more collaboration, design, and organization skills than I could have imagined. At the end of the day, it seems like my accidental text message turned out to be a gift in disguise.



Piece 1: VoterZ

This piece illustrates various kids our age accompanying an article about the political ideology of Gen Z. The figures are drawn nondescript enough that they represent not an individual, but different demographics as a whole. To make the otherwise flat color graphic more dynamic, I added geometric shadows.



Piece 2: Black Lives Matter

Because of the interconnected nature of the Black Lives Matter movement and our nation, I opted to stylize the American flag in a way that considers our nation's tendency to push forward without making amends to the past and present. Names hold so much power; we honor victims of racism by remembering. I experimented heavily with texture and design in this graphic.



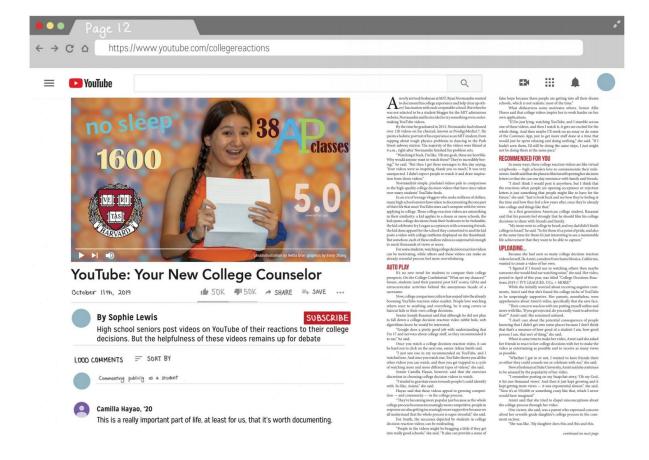
Piece 3: The Final Straw

In this piece, I worked with a consistent color palette of low-saturation colors to create a unified appearance across the two page spread. The icons across the bottom represent actions that alternate in degree of helpfulness to the environment, reflecting both the way that environmental consciousness comes in multiple forms and also that an individual can be simultaneously eco-friendly in one area but less so in another.



Piece 4: The College Board Capsize

Accompanying an article that examines the decline of the College Board's influence in wake of the coronavirus, this graphic depicts the College Board as a capsizing ship. Yet, the coronavirus is just the tip of the iceberg— undercurrent problems include technical issues and the exorbitant cost of test prep. On the left, lifeboats represent colleges that have literally jumped ship and adopted test-optional policies.



Piece 5: YouTube College Reaction Videos

After lengthy discussion, the section editor of the article and I decided to abandon the original graphic idea in favor of creating a graphic that directly engaged the reader. I was unsure about utilizing the two page spread to mimic YouTube's interface at first, but it soon became one of my favorite designs all year due to the creative way the article and the visual came together.