

Student Work

Ariel Baron-Robbins

Application for Assistant Professor of Drawing, Art + Art History

https://arielbaron-robbins.com/FIU_Drawing_IMAGES/studentportfolio to see Animations and GIFS





Beven Kersaint, abstract animation with sound made by fellow students, Fall 2025



Ellie Montenegro, Cinematography & Sound, collaboration with Prof. Jacob Sudol's Electronic Music class, Intermediate Animation, Spring 2023



Emily Gonzalez, Evolution Project, AI and animation Spring Intermediate, 2024



Nathalie Delgado, Worldbuilding, 2D animation, Fall 2025



Mastercopy of net.art piece by Olia Lianina, Alsonso Bravo, Intermediate Animation, Fall 2025



Eugenia Malkyova, Final project,
multiple figures, 6in x 4in, mixed
media on paper, Figure Drawing,
2011





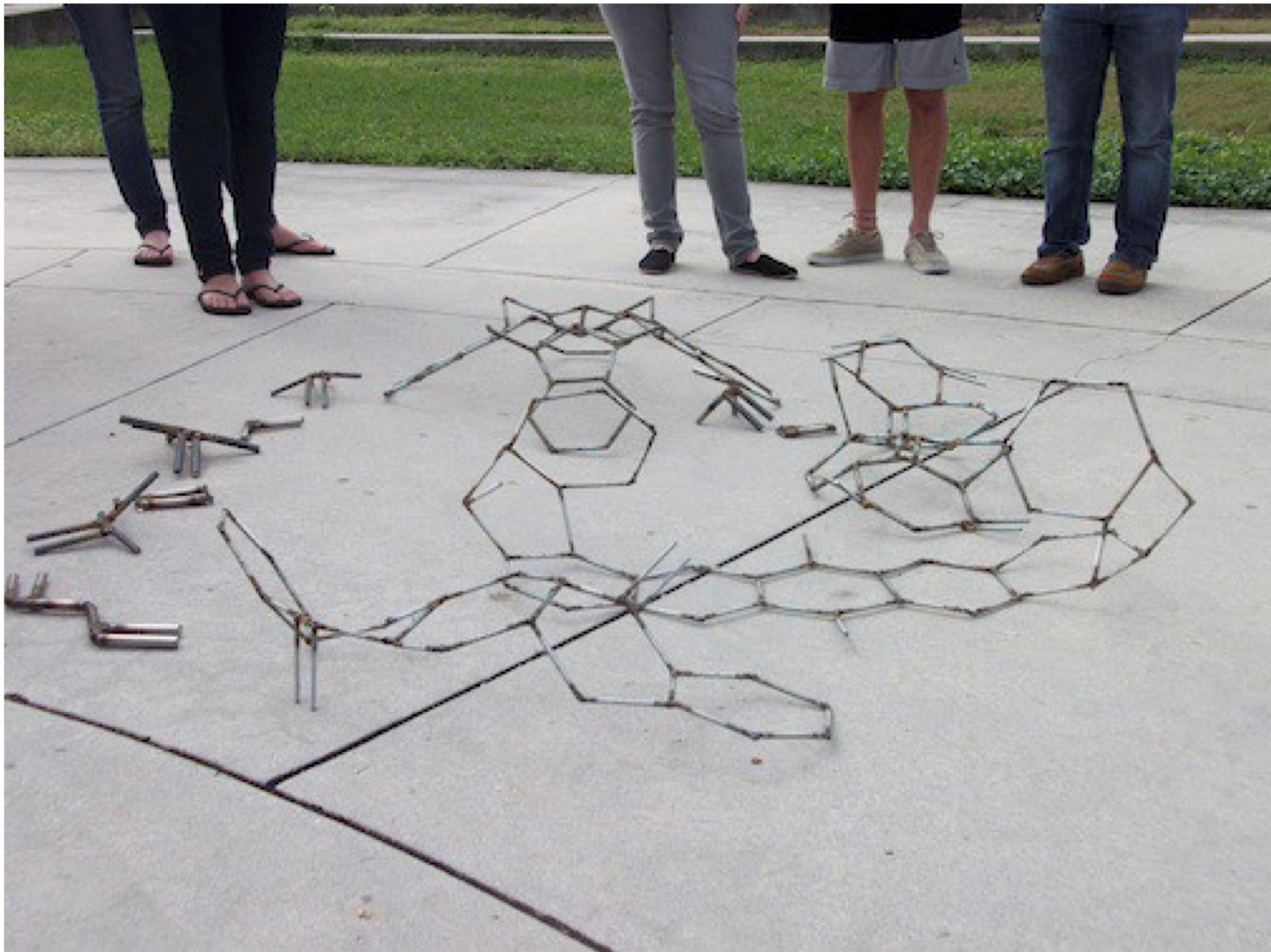
Final Project, 24in x
36in, charcoal on
paper, Figure Drawing,
2011



Cyberspace, screenshot from website, Introduction to Digital Art, 2013



Untitled, residency
between Trey McIntyre
Project and FAU
students, 48in x 60in,
mixed media on paper,
2013



Final Project, 24in x
36in, charcoal on
paper, Figure Drawing,
2011

Dancer Book, project to create a book based on live observation of dancers, 8 pages, 12in x 9in each, ink on bristol board, Narrative Drawing, 2011





Chad Rasmussen, Still Life
Project, Drawing 1, 2009



Dancer Collaboration, FAU, with dance Professor, 2013

THE SMOKING DOG CAFE



Main In Progress



The Smoking Dog Cafe is a website that documents the digital collaboration between two classes at Florida Atlantic University. The two classes were Narrative Drawing and Creative Writing and they shared poems and drawings back-and-forth. The drawers were inspired by the poets to create drawings, and then those drawings were used by the poets to create new poems, and so on. This site serves as

documentation of this exchange.

1st Round

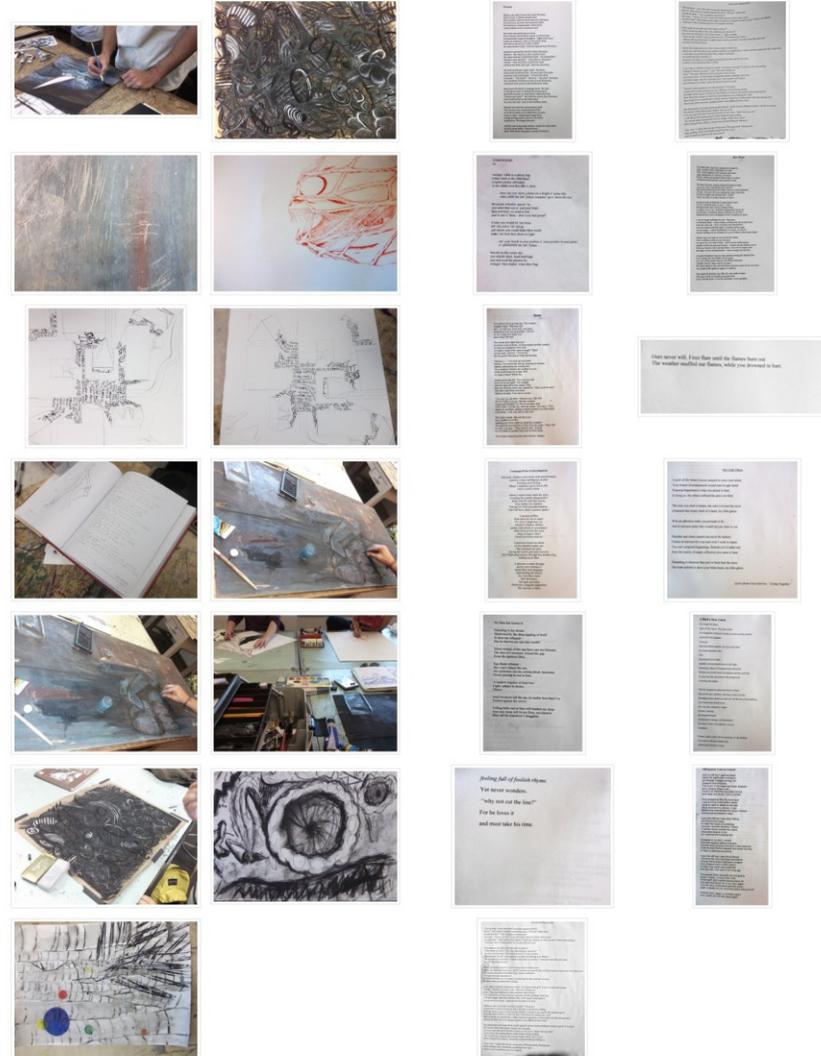
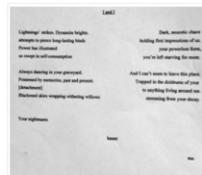
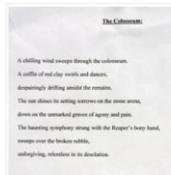
Click on the title of the poems to see the drawings created from them.

[No Man But Icarus Is Key West](#)
[A Bird's Nest Uncut Storms](#)
[Windfall](#)

[I am in Control](#)
[Consumption Before Investigation](#)
[Somewhere](#)
[My Little Ghost](#)
[Nobody's in Love](#)

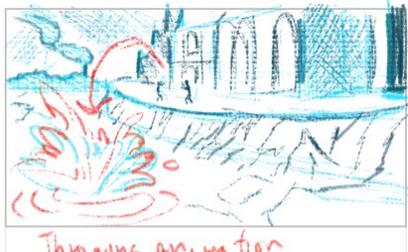
[Interracial Relationship](#)

These poems were created in response to the above drawings. Scroll down further to see links to drawings created in response.



TITLE: _____

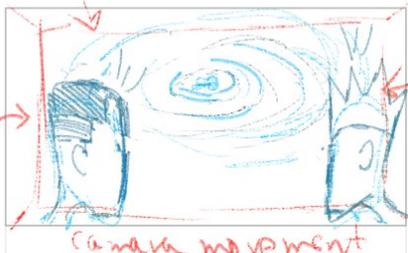
PAGE: _____



Throwing animation



still laughing - fish turn into crown



camera movement



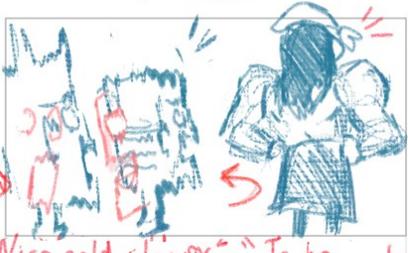
Maybe... he can't be killed



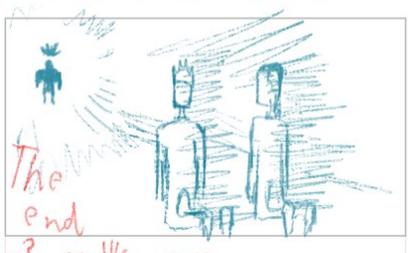
Fish moving + Rasputin raises



Crown is still the fish btw



"Nico cold shower" - "Is he... human?" walks away



The end

BOARDS Storyboard Template

Create Storyboards Online at [Boards.com](https://boards.com)

Title "Not that Deep" Storyboard

Page 1 Of 2



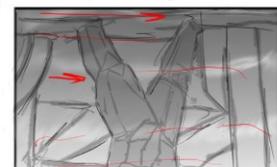
starts w/ pan-down in its environment
Long-Shot (about)/opening shot
Camera: Zoom down
fog moving



Silhouette of Golem Comes into view
Long-Shot
Camera: Zoom out
Golem walking
from the left
Camera follows
later/A



Golem walking down, as usual
to their favorite spot to see
their "friend" (Joe's reflection)
from the left
Camera follows
later/A



Golem continues to walk
Past Rock formation, from the left
Panning through area in the reflection
(continued)
Camera follows
later/A
Continued



Golem reaches tree
Golem goes into sitting
position kneeling
(still in reflection view)



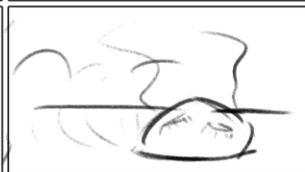
Introducing: Golem
(this is the Golem's daily
routine)
Camera pans up to actual
Golem

Scene: 0:00



METEOR & TREES

Scene:



METEOR CRASH

Scene: 0:15



JOE APPEARS

Scene:



JOE THE BRAIN WORM

Scene:



JOE JUMPS OUT OF HOLE

Scene: 0:30



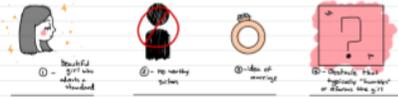
GROSS OUT OF PILEON

Create your own at [Storyboard That](https://boards.com)

1 The Power of Myth

Mythology tells a story of struggle on the journey to happiness
 - Certain traps or motifs are repeated

E.g. French monks hold it's not walking straight/true in lot of parameters



either demagogue who agree a standard tradition
 tradition / standard, those who suit them to propagate & participate in them
 details that complete them to surface something

Adventure begins once hero's decision from a standard

"You can't have creativity unless you leave behind the bandaid, the E-road, all the rules"

3 The Power of Myth

The adventure is its own reward but it's necessarily dangerous, having both negative and positive possibilities, not all them are good, control, life and following our own way, not our standard or another way, the one we should question or as said all before parts: then we have... it's easier to stay here, stay in the comfort, not take the journey

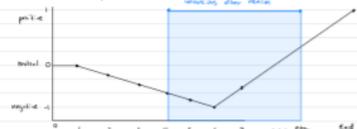


One can chase a 'standard' path curve by those who already walked through it or blaze their own way without subjugation or conformity

'Standard'		Own	
Fun	Safe	Fun	Safe
Easy	Safe	Adventure	Danger
Controlled	Controlled	Freedom	Isolation

2 The Power of Myth

Following the same example variations:



4 The Power of Myth

- Myths tell stories with ingredients of structural motifs that can be linked down to universal types with details specific to the culture it generated from
- Rather than a certain journey to happiness, the struggle towards the personal side towards happiness
- Upon reaching social convention we transfer ourselves into a new world or universe as we navigate a new uncharted path/road
- Both paths have their pros and cons, with their own set of challenges
- These myths could be used to discipline others from following their individual paths of happiness and to conform to social traditions and convention

~~Having a strong understanding of animating~~
 an animation

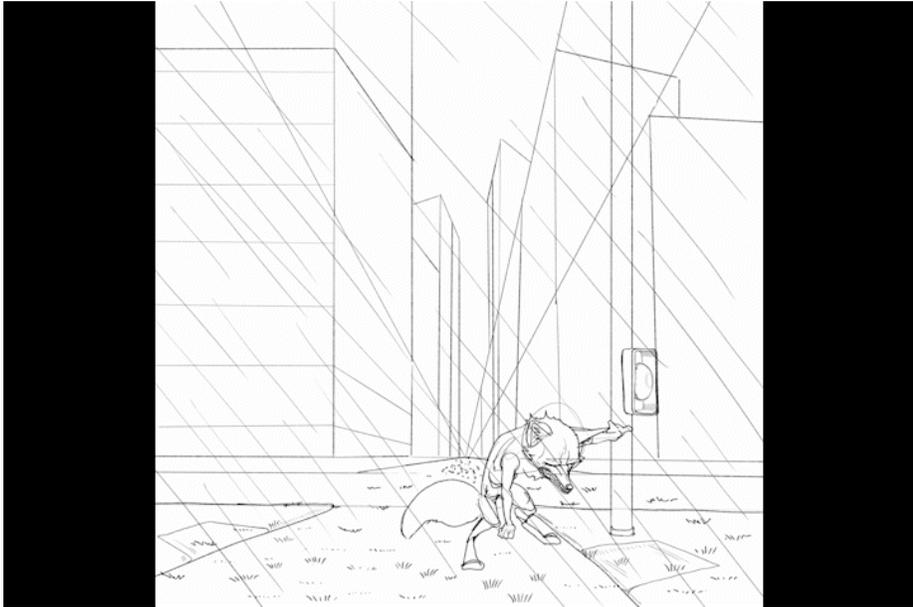
- Having a strong understanding of animating in the round and live action will make your cartoon stuff better
- Life drawing helps keep a strong grasp of physics and body movement and the way that things behave and bend in real life

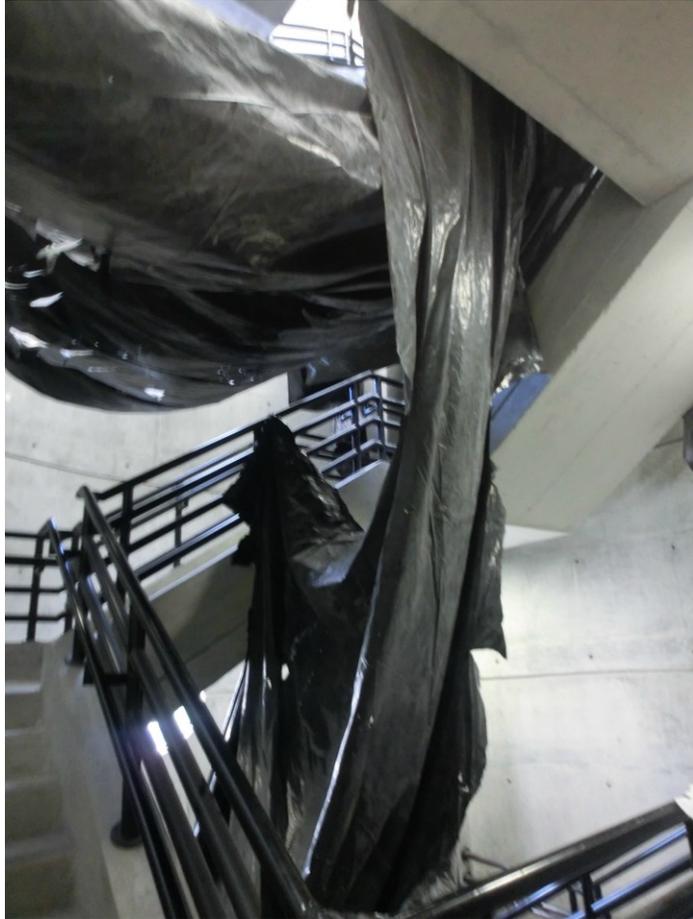
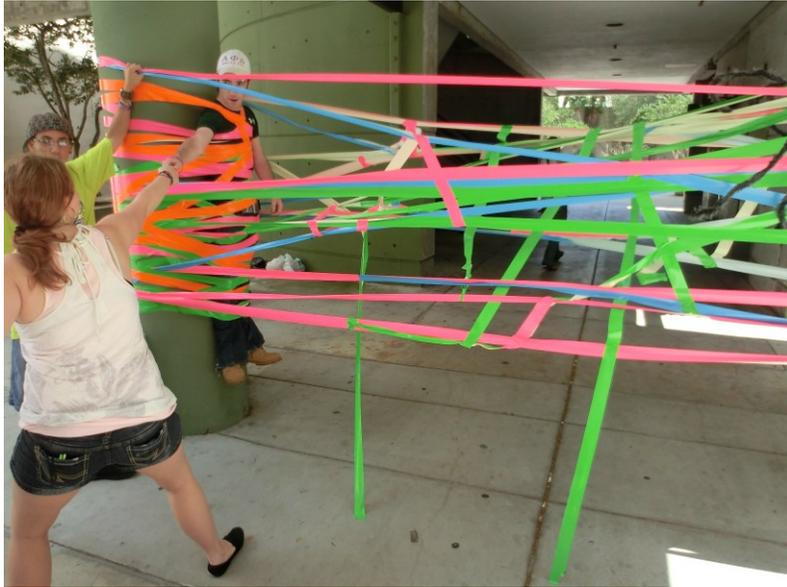
Bill in drawing my sketchbook

spidersona?

Tips for young animators

- Don't make yourself targeted for a specific project (not relevant, practically impossible)
- Try to create what you're showing
- Show what you think your greatest strengths are and the type of work you want to be doing
- The relevancy of art schools are the connections you make
- Show your work to people who will tell you the harsh truth and push you out of your comfort zone





Drawing and color fundamentals students, part of no 2d project, FAU, 2010-2014



Drawing Outdoors, part of the no 2d drawing project, 2013