



# Interstellar Travel

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Kayla Bistrain - June 2022



# 1 Introduction

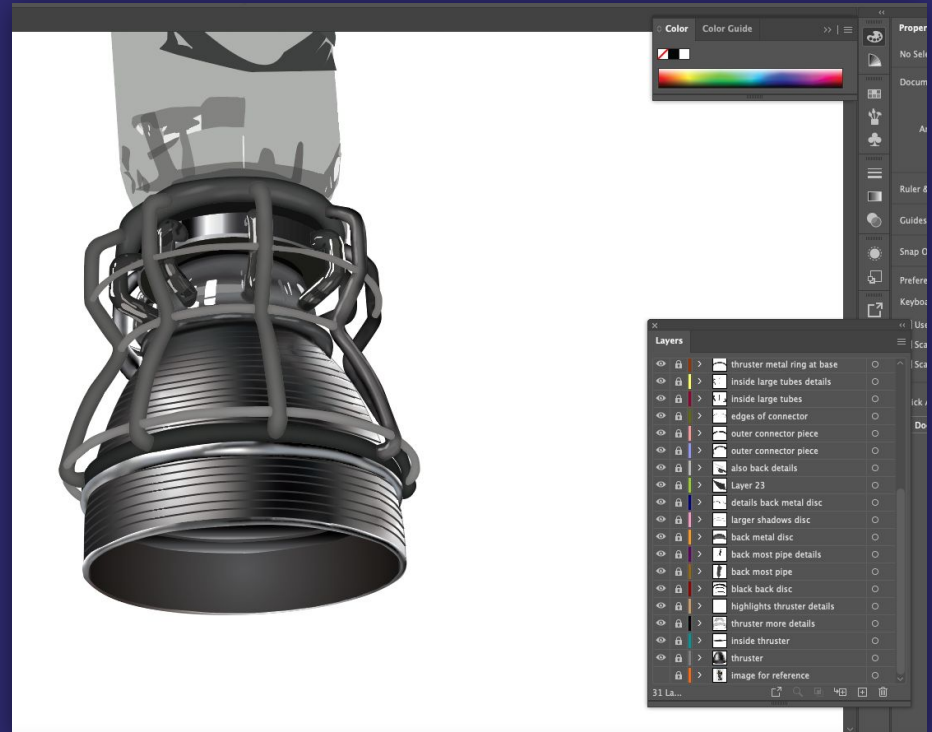
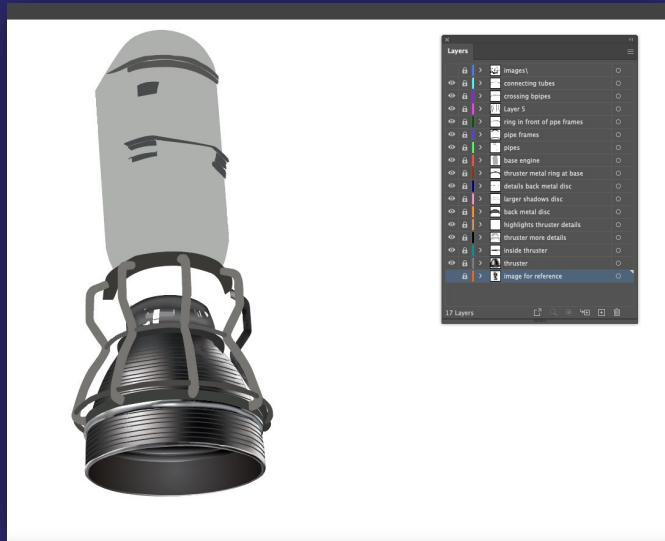
- ❑ 21st century skills
- ❑ Why rockets?
- ❑ Why Illustrator?
- ❑ My goals

# 2 The Research Phase

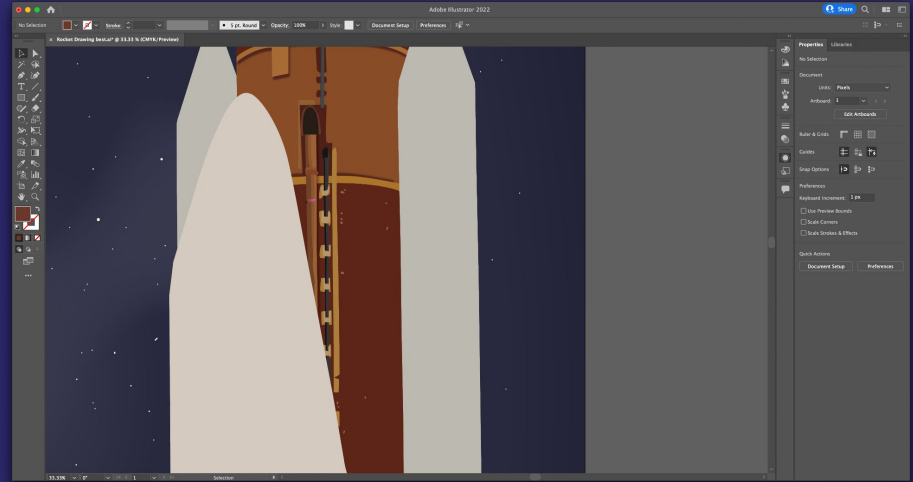
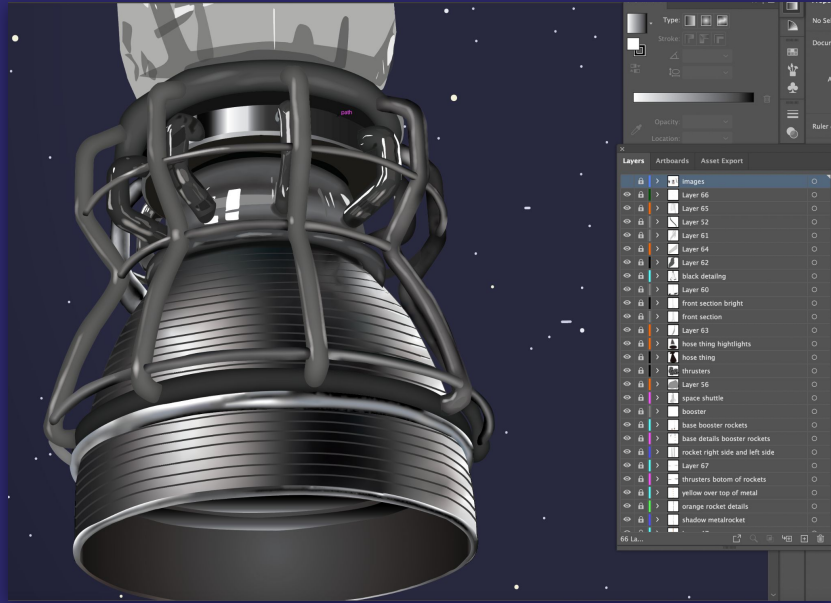
- ❑ Research process
- ❑ Engines

# 3 The Process

- ❑ Complicated
- ❑ Struggles
- ❑ Freeform Gradient

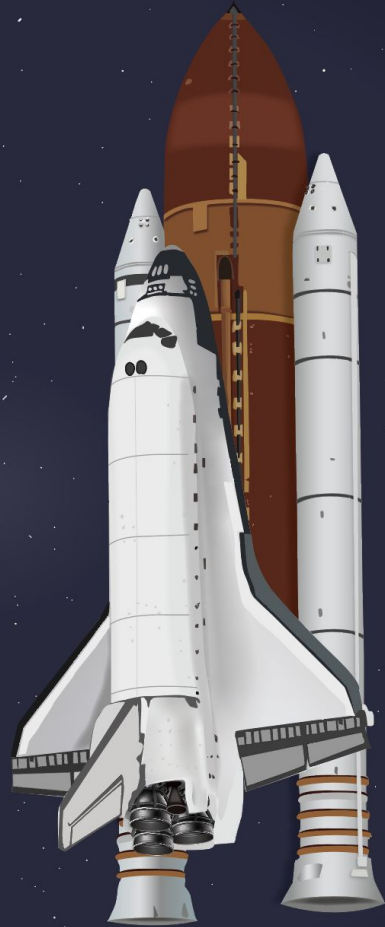


# 4 The Process (Cont'd)



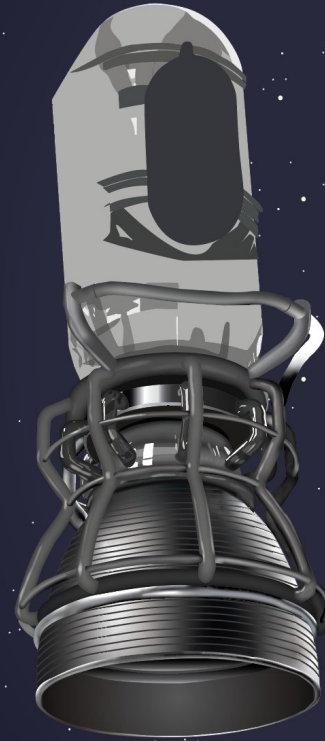
# 5 Final Product

- ❑ How my goals changed
- ❑ COMPLICATIONS
- ❑ → realistic

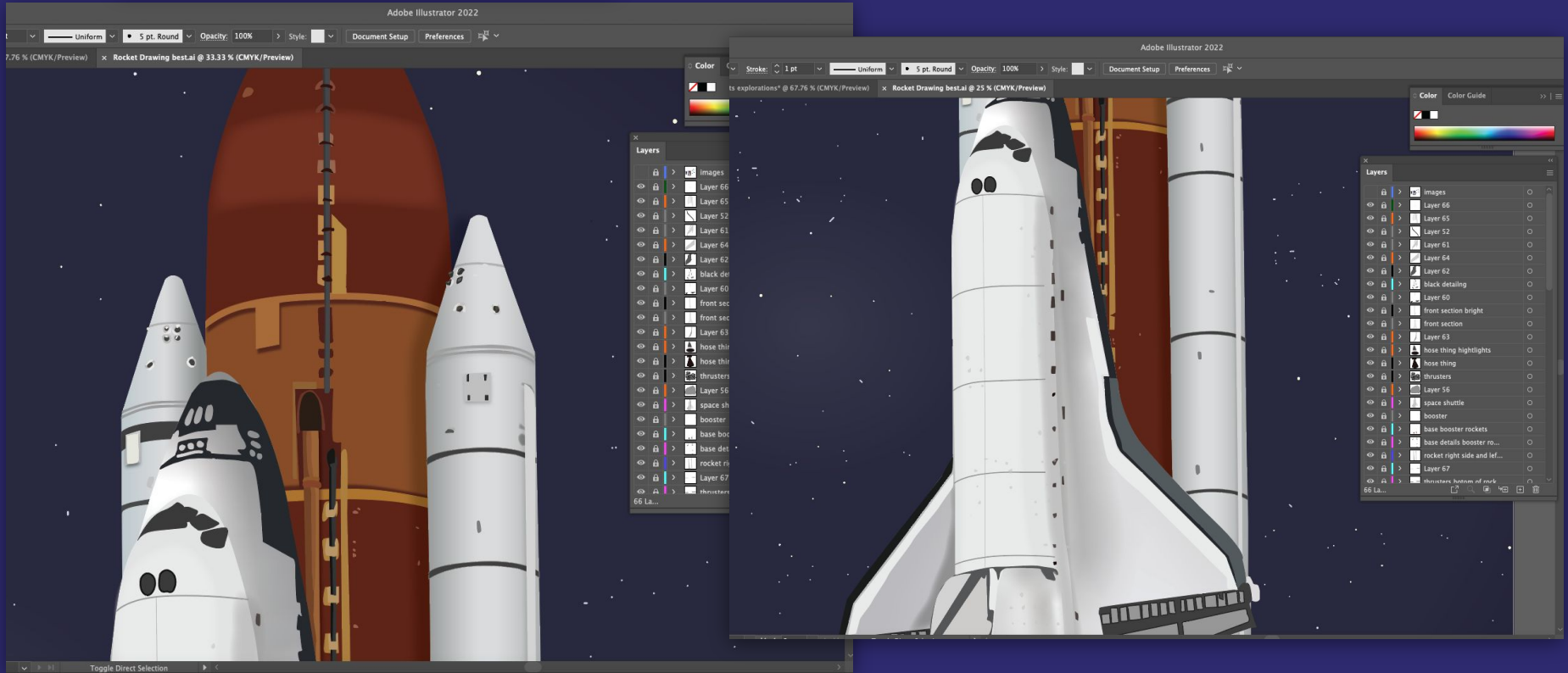


# 6 Future Goals

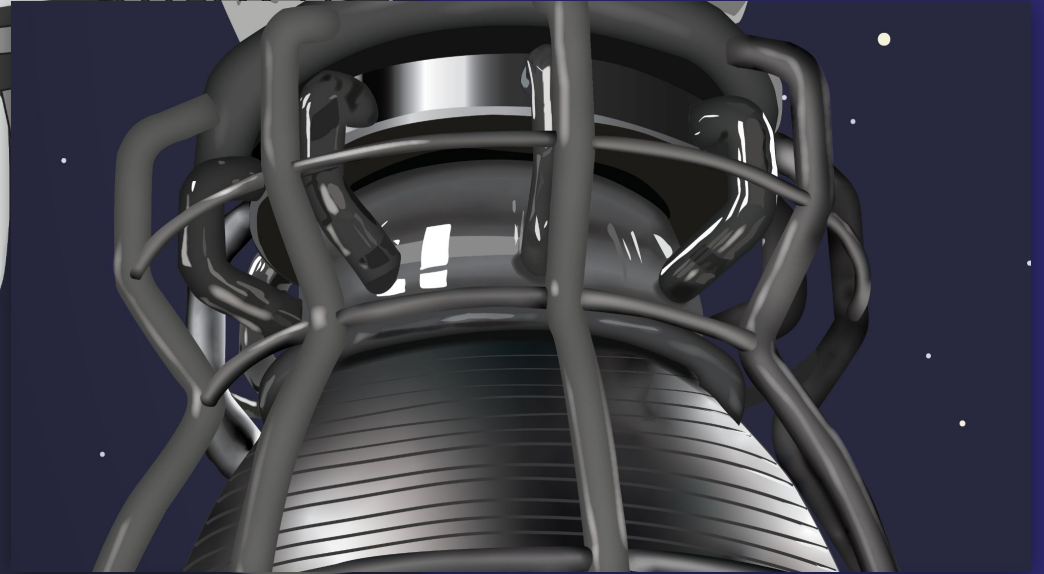
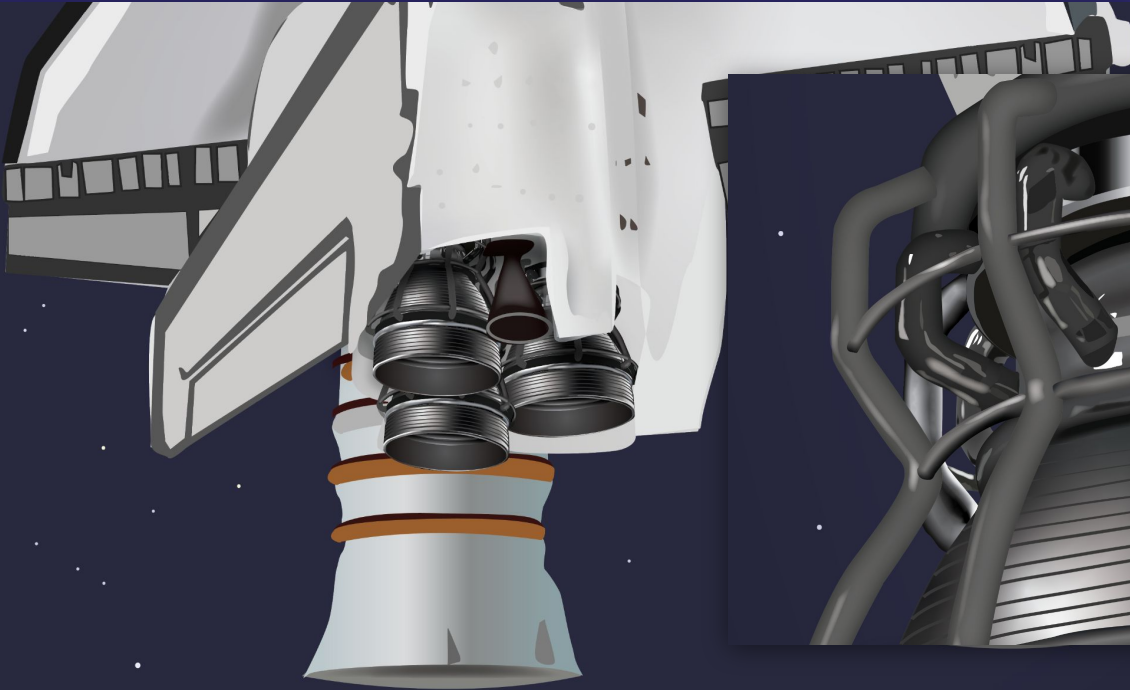
- ❑ Finishing Engine
- ❑ Continue Learning
- ❑ Research other fields



# 6 Close Ups



## 6 Close Ups (Cont'd)







# Final Thoughts

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Questions?