



BEYOND CANON

a track art anthology

01 exclusion zone

art by Zowerlemon

“Exclusion zone really stood out as quite the challenge, my mind was racing trying to grasp onto an idea and landed on a robotic theme with solitary undertones. The best to represent the song in my opinion was Rosebot: in the song the singer is repeating “you just made a monster,” acknowledging that they themselves are no longer a person and informing their initiator of what they had done. While designing the drawing I decided that rosebot had to be the center of attention of the piece so I focused on her color pallet and her aspect, light, was made to be just as robotic as she is, with orange metal linings as an example of ult dirks influence on her. The purple background is taken by her lunar sway, also, it was a good color to accompany the yellow in the piece. The rest are random metal plates with lining in between each plate forming a sort of tunnel with the only light being Rosebot and a clock of the moon and the sun surrounding her, each with their own meaning. In the end I love how the final piece came to be, I feel that it represents the song very well, and I had fun sharing with the organizers and the other artists. To be the first time working in this manner in a community was nice and I hope in the future to have similar opportunities like this. Thank You!”





02 Now I'm a Villain

art by Jas



Hipstersoulgushers



03 Cosmic Carousel

art by Rachel

“Initially, I was split between making Dirk or Alt. Calliope the focus of this drawing. Eventually, I decided that Jade possessed by Alt. Calliope was the best fit, because the upbeat mood of the song fits Jade’s personality, and the name was also very fitting for both characters since their aspect is space. I interpreted the “Cosmic Carousel” as the black hole turning endlessly in space while Alt. Calliope acts as the conductor as she watches over the various timelines. After my first sketch, I had Jade wield Calliope’s wand, and I also gave her a happier expression to fit the overall mood of the song.

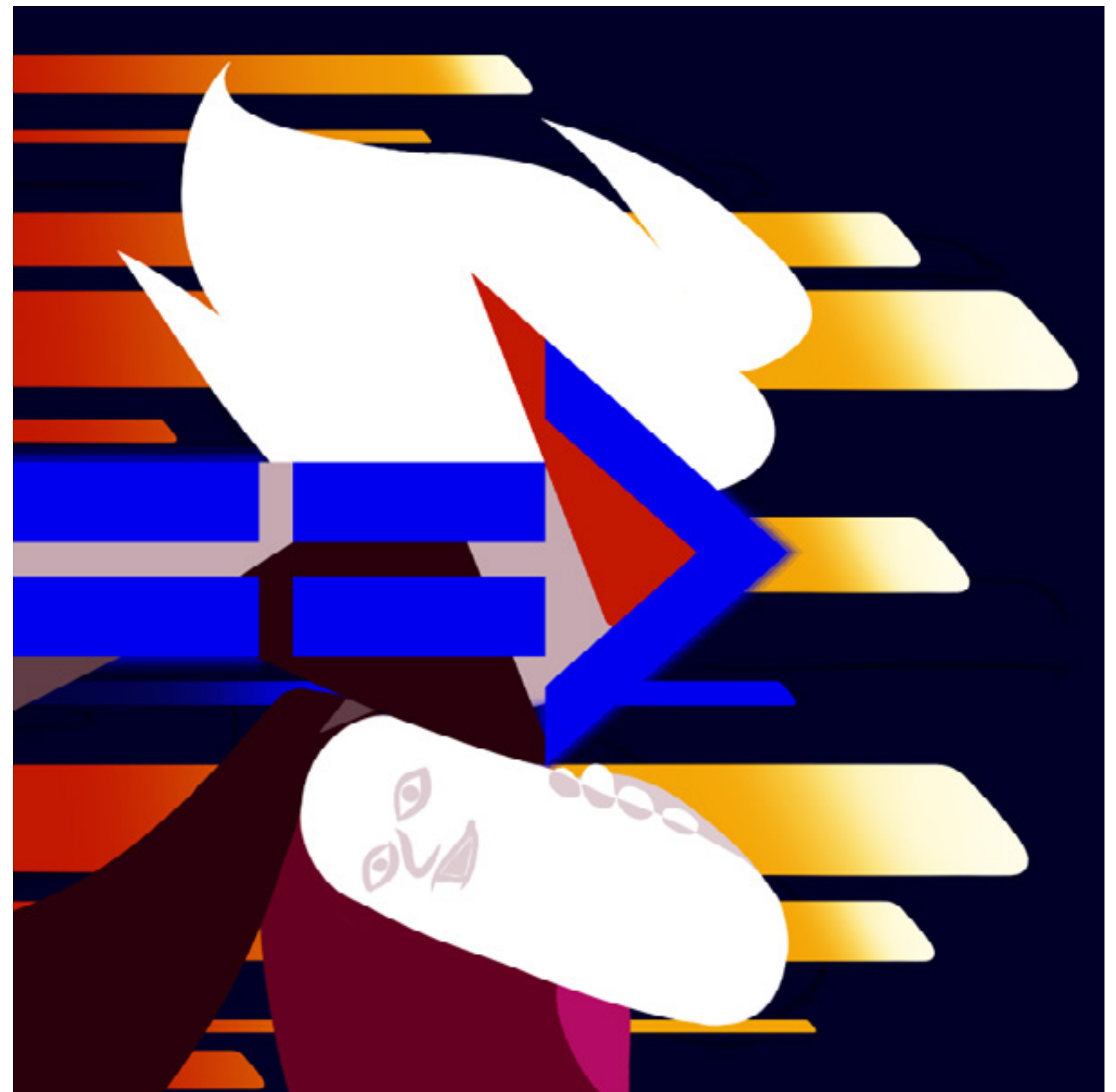
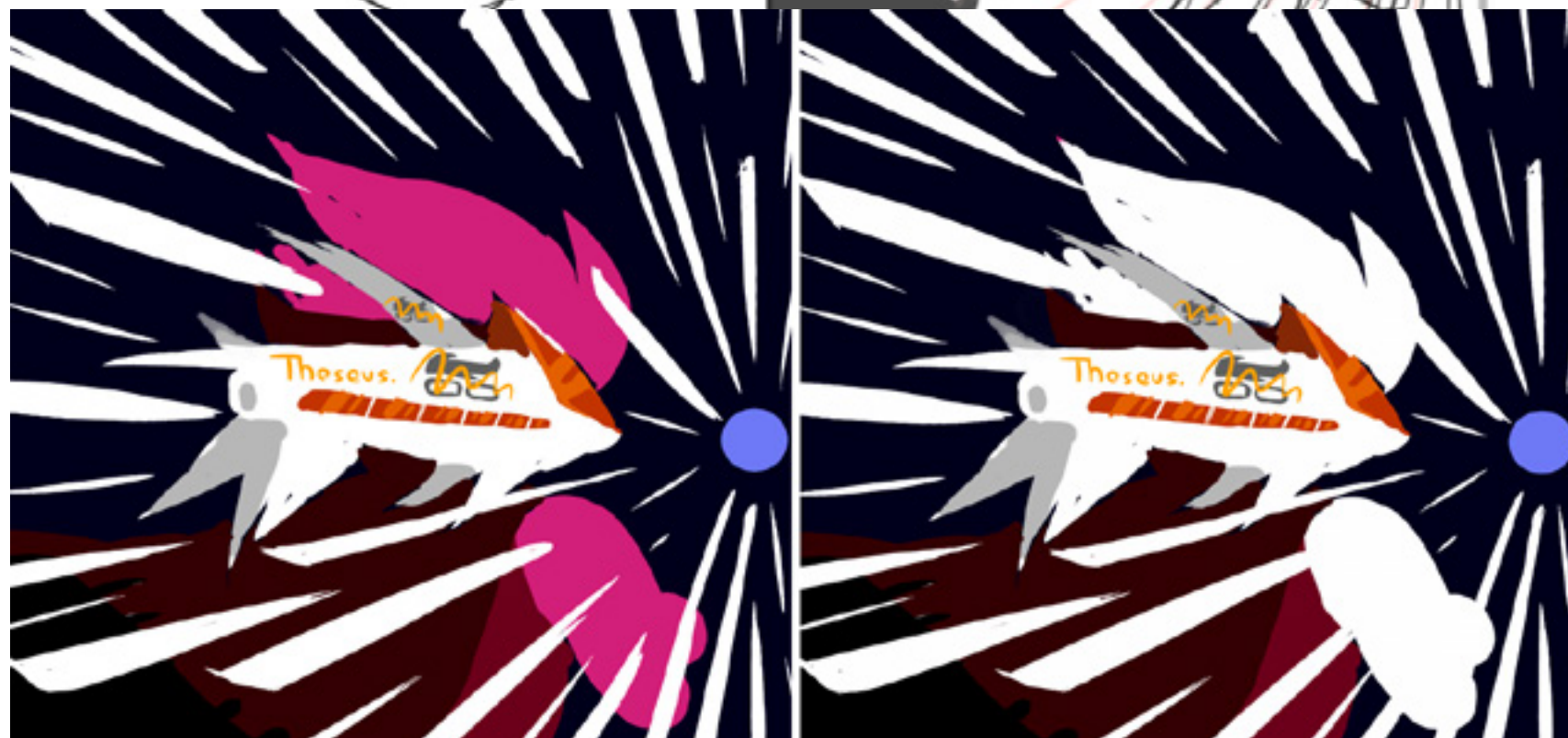
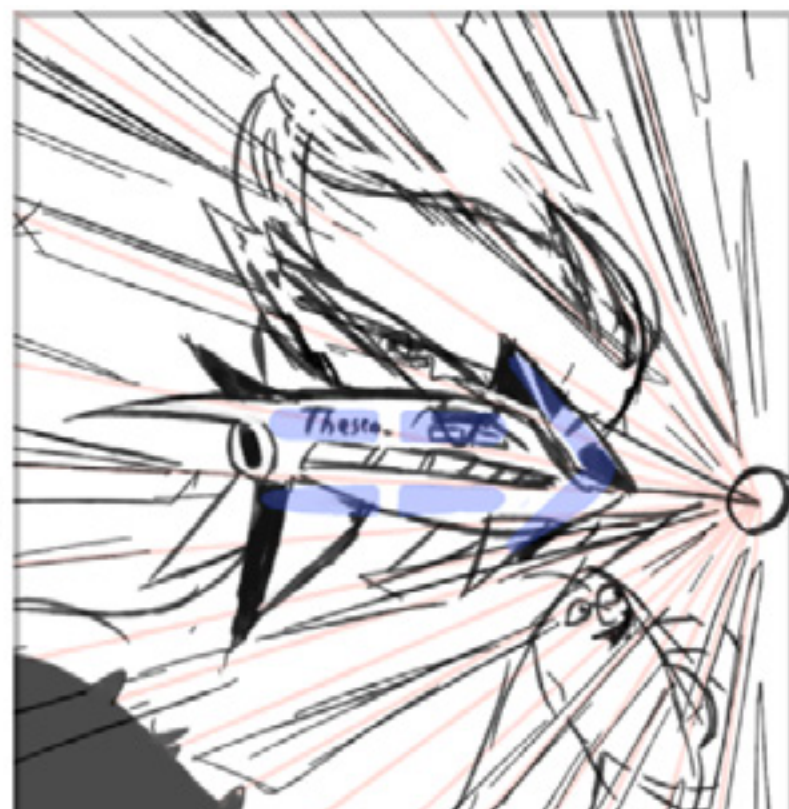


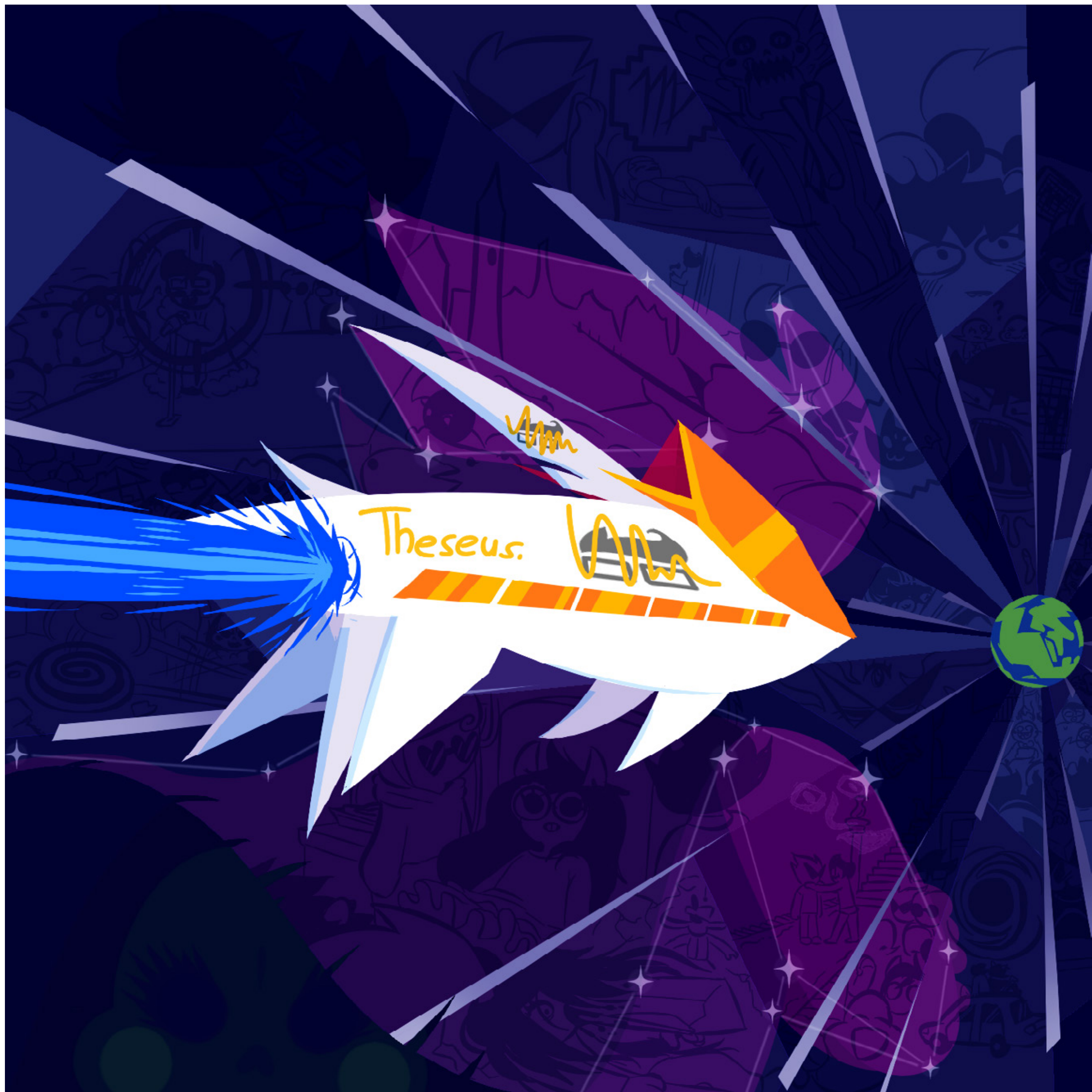


04 Surprise, We're Back

art by D'paq

"I was indeed surprised by HS^2's sudden appearance, at first I thought it was a really well-characterized fan continuation like with Act Omega, with its own website like VE, they even shared the same artist, I can recognize Xamag's art from a mile away, love it. But turns out that they indeed Were Back, and I'm really looking forward to what they have in store. Dirk, the ==> command, and the Theseus seemed like the perfect trinity to represent a(n) (un)likely continuation to an already colossal story. The sky full of faint memories of the baffling/fascinating (Meat) Epilogues, Dirk as the constellation marking him as one of this universe's gods, the one who put that story into motion. There's another simpler track art I made that I also enjoy, but in my mind the piano and the stars go together much better, the one with Dirk and the huge ==> command feels like it'd accompany some electronic song instead. Have a nice day!"



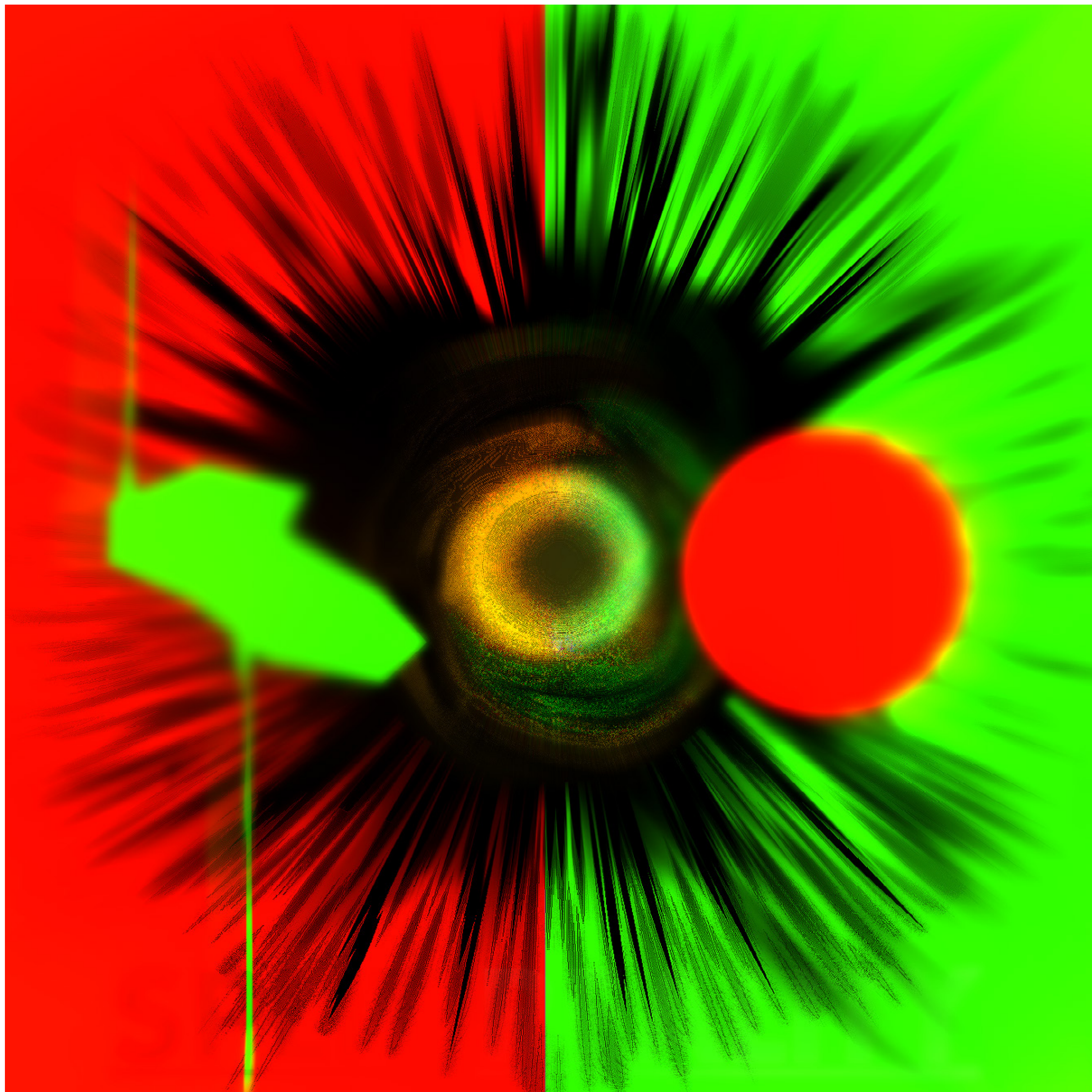


05 SPLIT REALITY

art by Gastlu

“Originally I had drawn events throughout the timelines, though in my opinion, it looked a bit too much to focus on, so I scrapped that version, and, unfortunately I did not save that version, oops. Either way, I hope my abstract-y space-y art did the job, made a blackhole to represent, well, the blackhole which Alt. Callie turned into, added some green and orange effects for the narrative command battle going, though there’s already a track for that, so it is minor, in the background, the real focus are the timelines, meat drips with death, candy is sweet and bright, though they both have some masks for what’s really going on, we cannot see though, the reality is split and we’re in SPACE.”

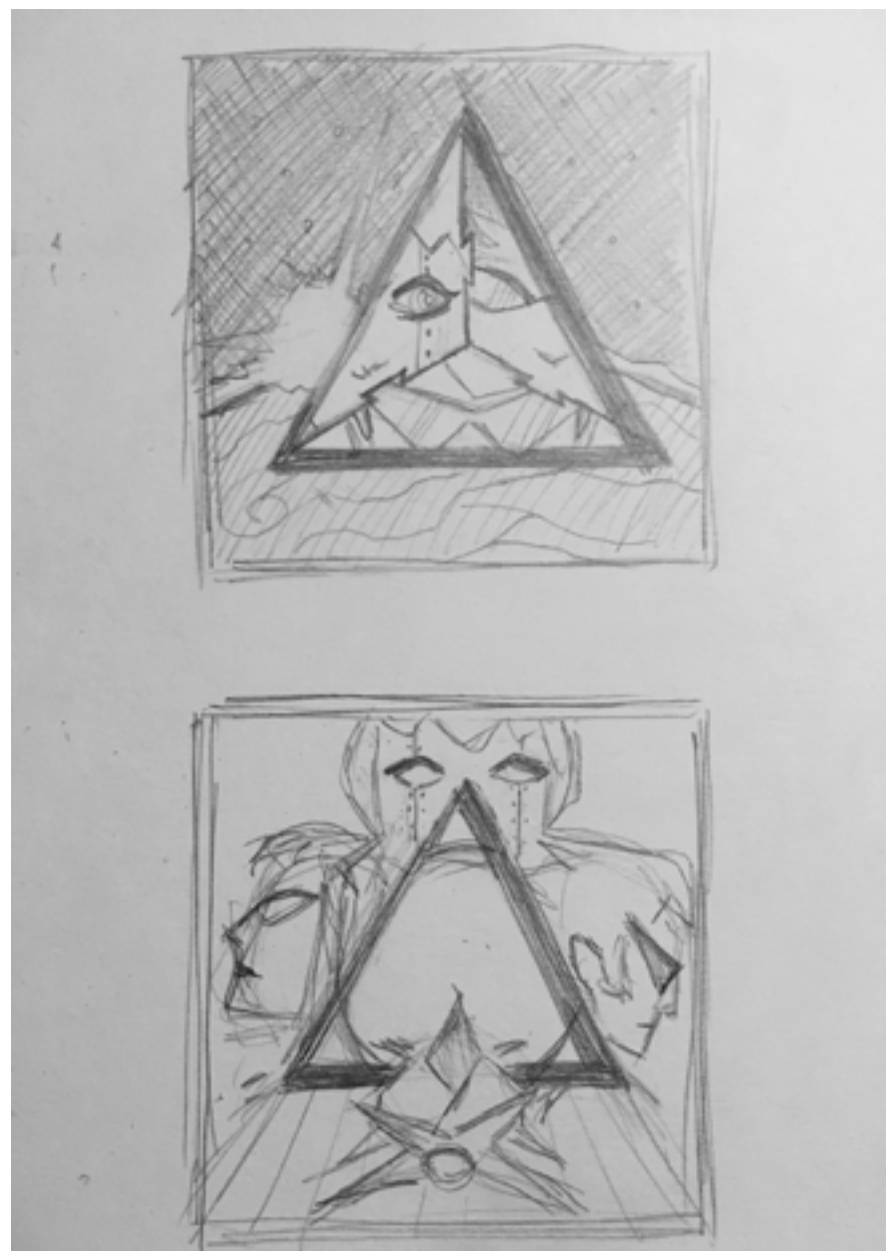




06 Assembly

art by ysh

“When I got the track (and stopped squeeing) I contacted the composer to ask what he envisioned while making it, and he told me that the track was about Dirk’s team’s journey through space towards the new planet as well as about them preparing for the game (hence the name). So I did my best to convey all of that. The track uses many synth sounds, or at least *some* synth sounds, and to me that was enough to justify going for the 80’s neon aesthetic. I used mainly triadic palette where each colour corresponded to one of the characters: orange for Dirk, violet for Rose, teal/turquoise for Terezi. The theme of “three” is also reinforced by the triangle shape, which I referenced in composition as well as by slapping a big fat triangle in the middle of the picture. It works as a visual portal and also represents the letter Delta (as in Deltritus, the name of the new planet). The idea of actual assembling of the game is referenced through the Venn diagram glyph inside the portal and by those sick grid mountains in the background that I totally didn’t trace from some random stock image. There’s some more symbolism stuffed in the picture but this commentary is already too long and I’d like to leave some things open to interpretation. Doing track art has been a long dream of mine, and I’m extremely glad and thankful I’ve been given this chance to participate in this project!”





07 Not Canon in F major, Op. 69

art by Spicy Nyx

“When I listen to the song it makes me think of how much Homestuck has strayed into non-canon and I wanted to draw what’s pretty much become the 3 most influential characters of homestuck, looking out at whats to come next has they go further and further out of the canon story.”





08 The Leaving

art by RainbowLustDash

“When I first heard the song i thought about Rosebot leaving Kanaya, but as I listened to it I realized it could fit so many other characters as well. Especially Dirk, Terezi and Rose leaving earth C, Dirk thinking there is nothing left to do on Earth C and seeing leaving as the only way to move forward, Terezi leaving after John’s death (mentions of air and wind), and Rose not wanting to hurt Kanaya by leaving but having no other choice. And as soon as I realized this, I had this picture in mind. Most of my WIPS shows the progress of the piece; sketch, color modifications, cleaning etc... Thanks to the beyond canon anthology team for their tips and advice!”

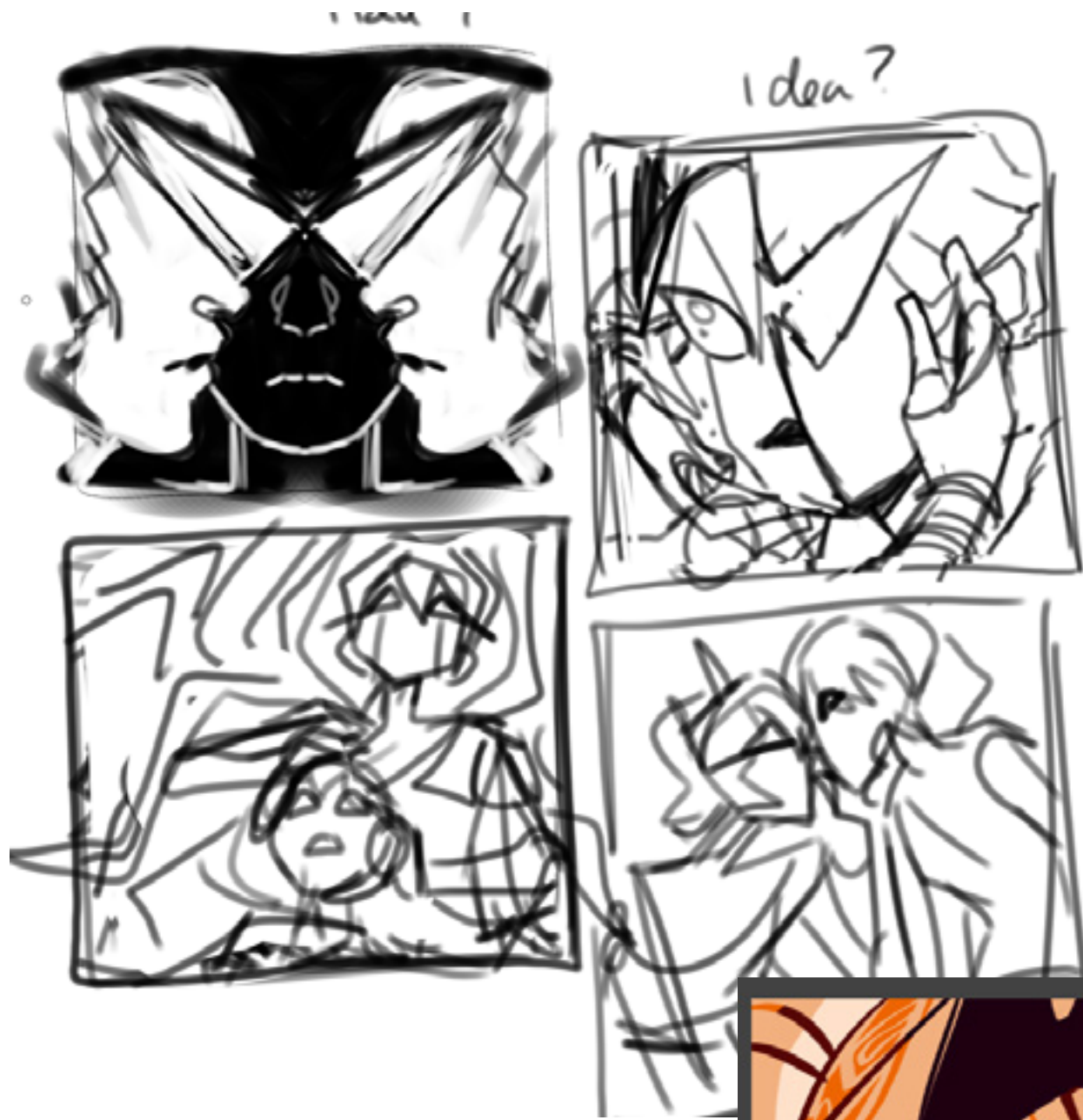




09 Light Burns Out (Gestalt)

art by Mikkynga

“When hearing the song and thinking about HS2 and how Dirk influenced Rose and Rose reaffirms Dirk’s thoughts all i wanted to do is how to mix them in one picture. The rest was just just drawing while hearing the song and letting it take me to whatever it wanted to go.”





10 Hometeam Adv8ntage

art by Topsy

"I was itching to draw something relating to the future kids! My style is very rigid so I wanted to draw something looser this time. This worked best with Vriska. Proud of the grass. The sky is based off of a sunset from Adventure Time. I can't draw cars. Tavros is cutting loose and unleashing the rebel within."

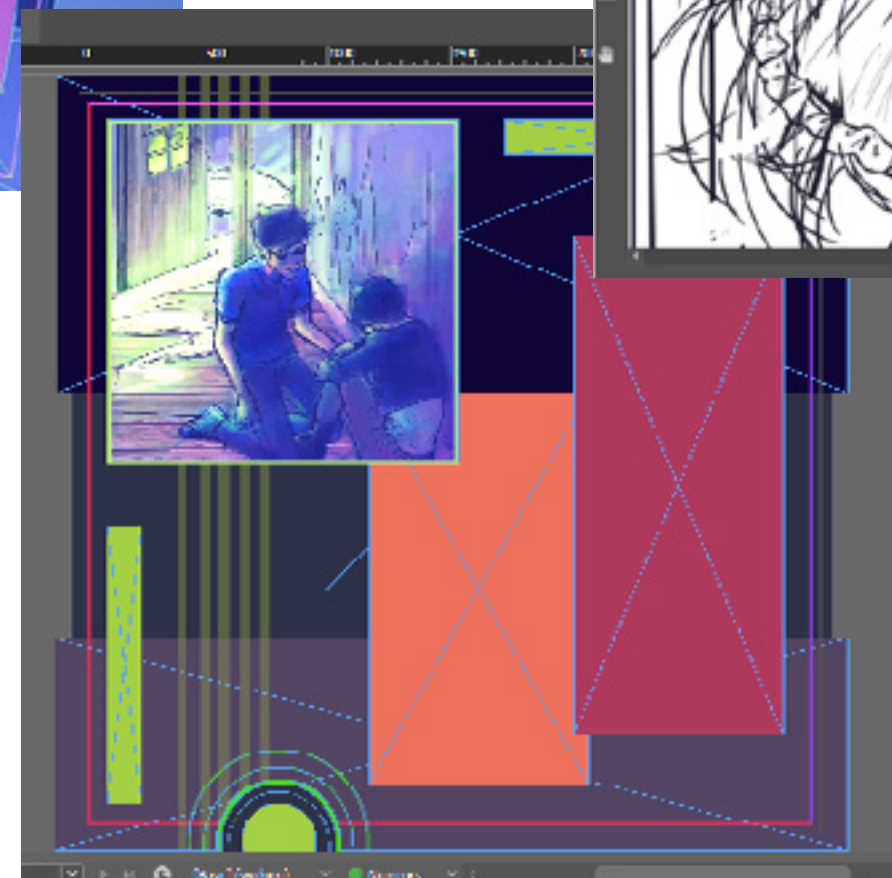
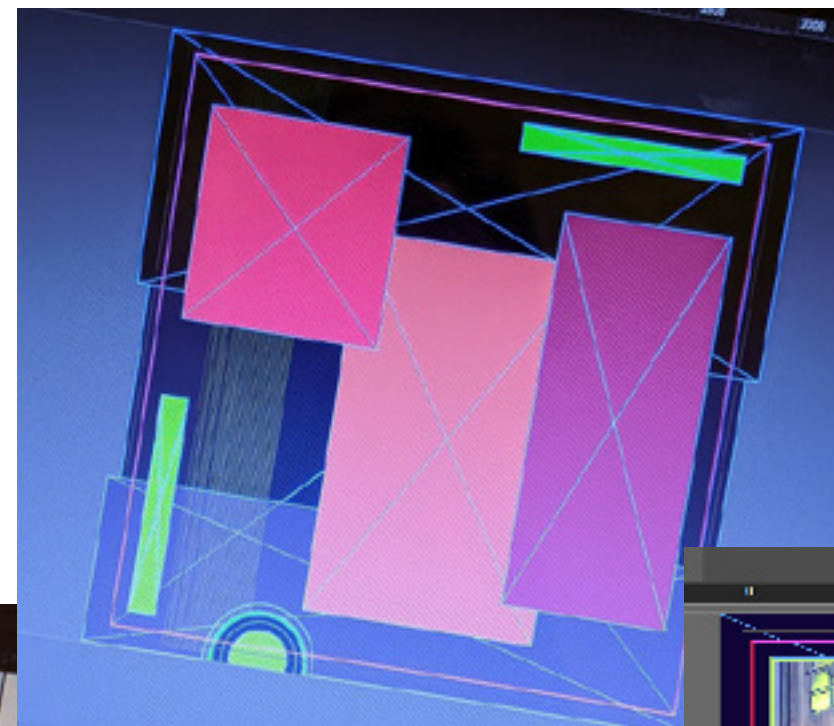
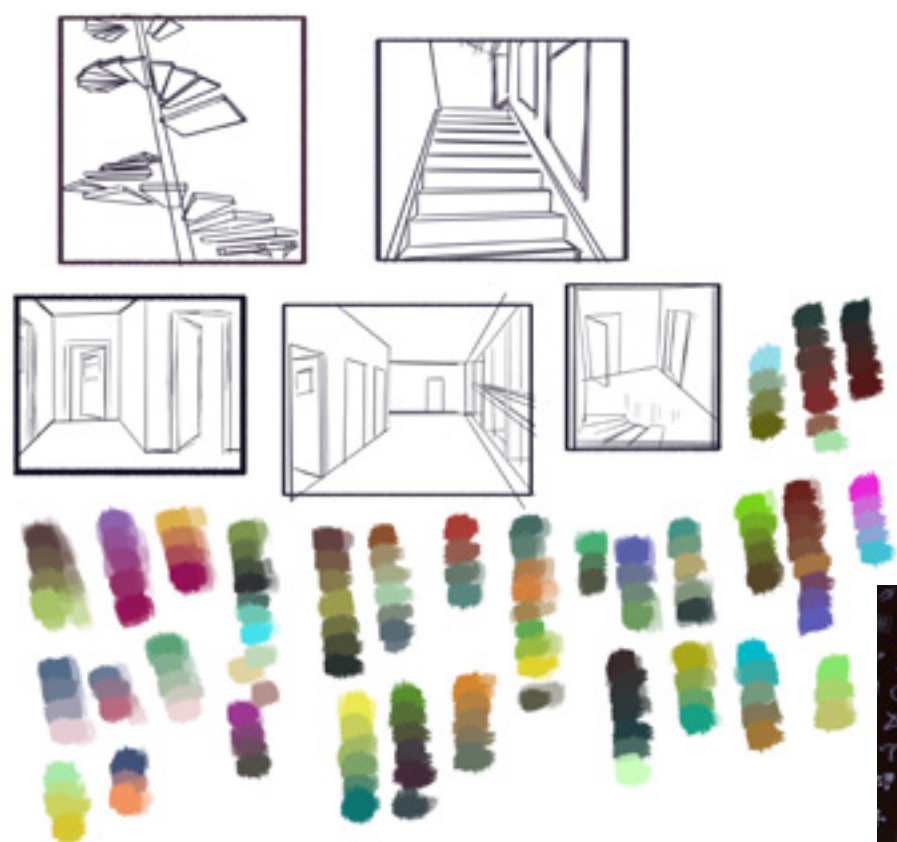


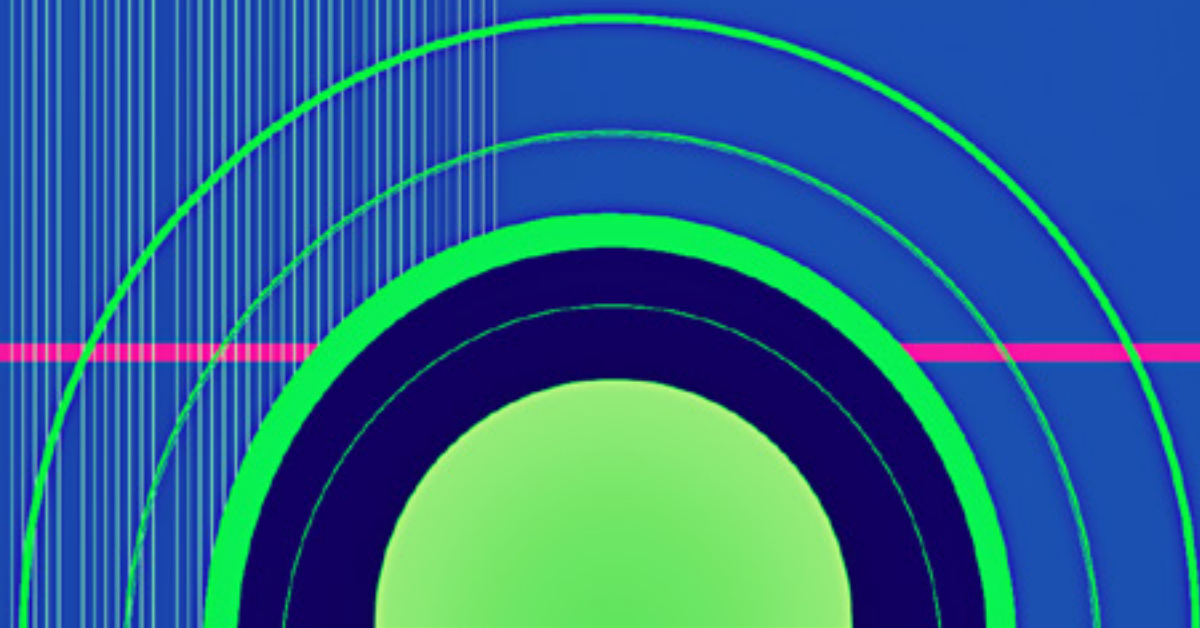
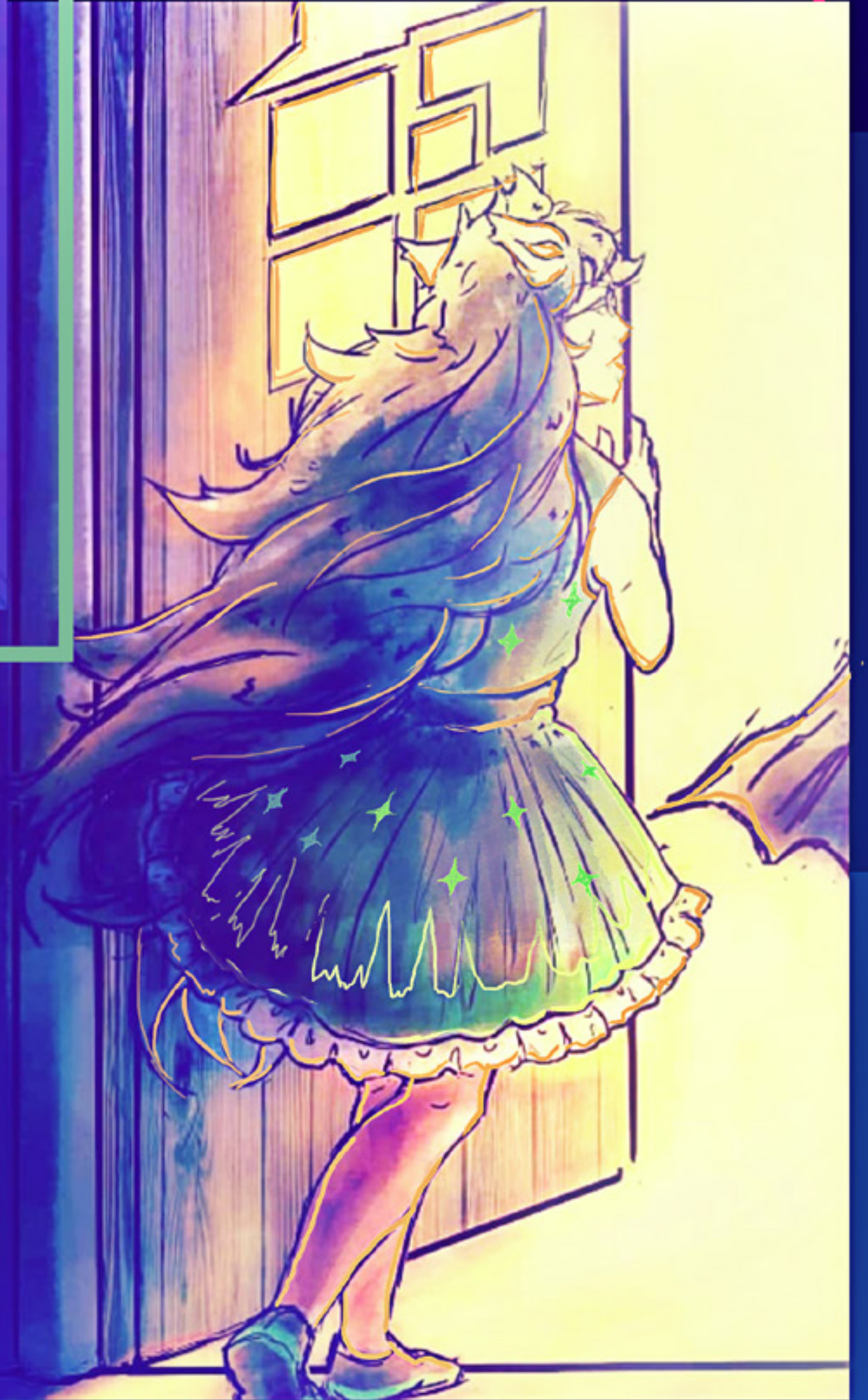


11 After the Sun

art by zzzealousy

"I had read comments from the composer and I really liked one of the ways that they described the track, which was like "beginnings in endings". It's cool to see Homestuck^2 parallel some stuff from OG Homestuck, and it's especially cool with the heartfelt or hopeful moments; paralleling is largely where my art inspo came from. Seeing John and BGD aiding Jake again is great, especially since that was near the end of OG Homestuck, while Homestuck^2 is beginning with that (which seems to be the case with other stuff, too, like Jade being possessed). Furthermore, it's that teamwork/hopeful stuff (like John and BGD aiding Jake, but also Dave comforting Kanaya, etc.) in Homestuck^2 that really feels like the idea of "beginnings in endings" to me, whether it parallels OG Homestuck or not. All of the characters are struggling right now, and it's nice to think that they might be able to help each other out and make something together out of all that struggling."

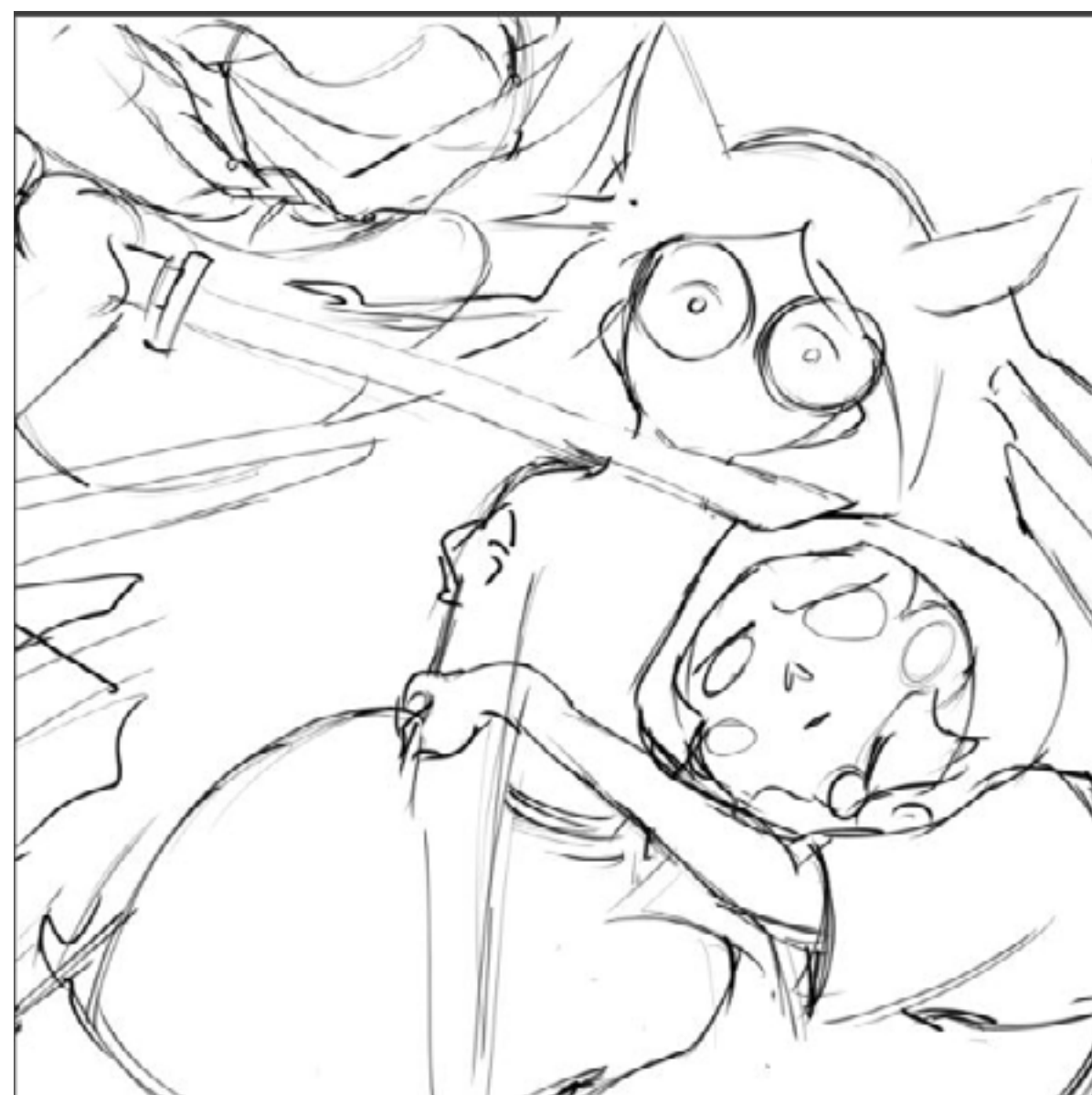




12 Narrative Command

art by Ana

"I believe the real protagonist of this song is Jade Harley. Narrative command is not only Dirk and Calliope fighting over narrative, but also a fight over Jade control."





13 eleventh hour

art by Skyplayer

“This piece started with a concept that is actually explored in other pieces in this album’s set: Dirk’s departure and what he left behind. Even the same symbolism can be found in other pieces: Theseus streaking across his face, shatters of memories lost to space. Mine started to mutate though, to take on a form beyond my control. My skill to render the memories failed me: WIPs show the corpse of John, the beheading of Dirk, other fragments of the Epilogues. The main decisions of the piece happened spontaneously: fragments of a clock reforming to Dirk’s silhouette, Theseus moving from the corner and taking its place as Dirk’s glasses. The colors went through many iterations, a volatile photoshop file of hue shifts and stacked filters. The final nail in the coffin for any hope of a semblance of normalcy in this came with my most baffling decision of all: splashing my previous two track arts for UMSPAF over this one. My original monochrome draft for Diverging Delicacies’ “Dirk’s Dreamers” became the only shattered memory, a destruction of art I birthed but am not fond of. Moons of Theseus’ “Unchained” merged with the fibers of space, a celebrated giant looming over all my other pieces. Much like the man this art is focused on, the very piece itself has become a distractingly shiny mirror reflecting the artist’s self-indulgent nonsense. I’m being told there’s a song attached to this?”

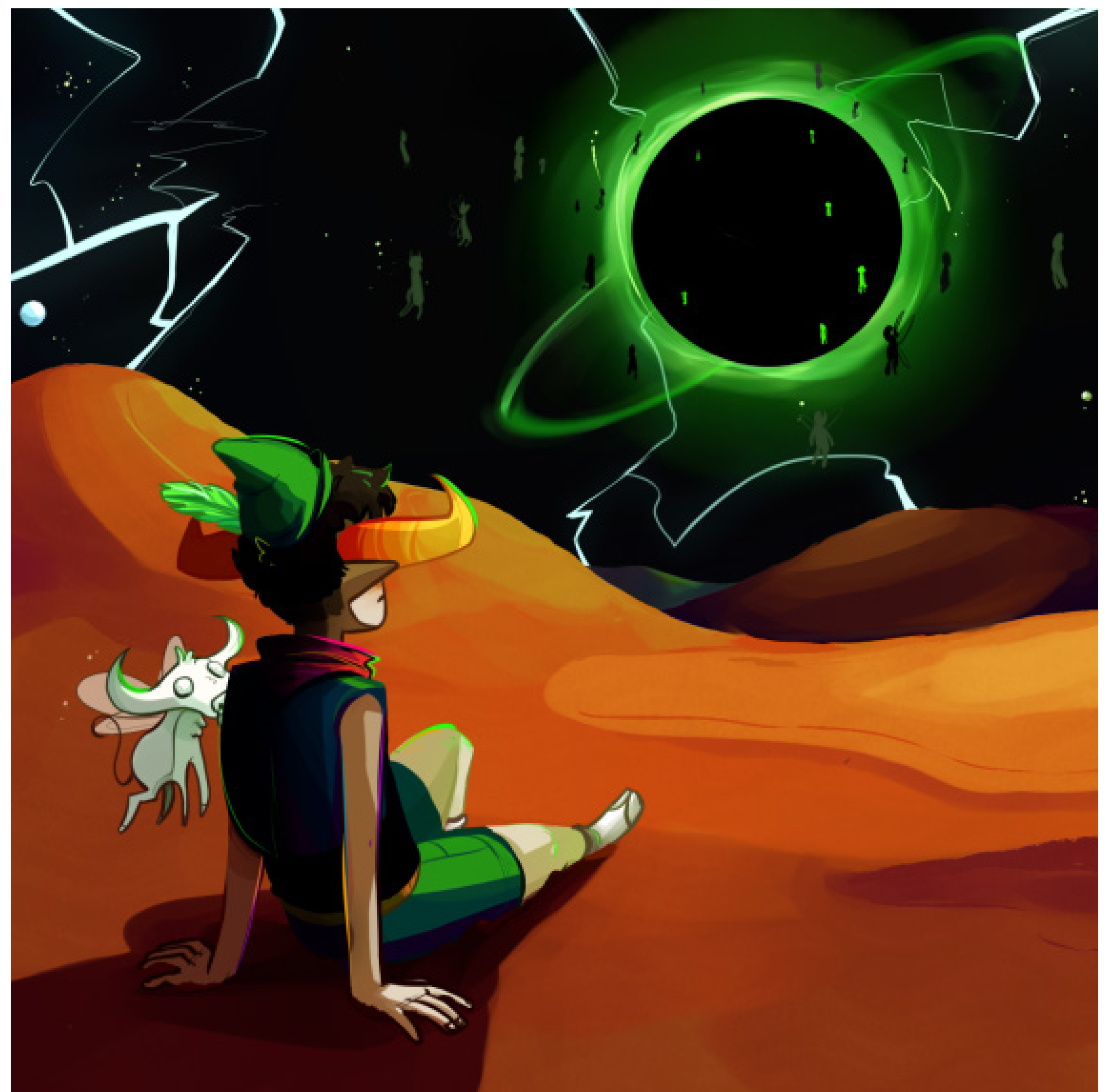




14 Adios, Lost Boys

art by qsleeper

"I was pretty happy when I found out that I'd be drawing a piece for this song, since I've always had a soft spot for Tavros—he's an underappreciated boy! In the end, I didn't really do many different concept sketches for this one. I knew that I wanted a scene of Tavros, in his Peter Pan outfit, staring out as the friends and army they'd worked so hard to gather get eaten by the black hole. The ghosts are just as much the 'Lost Boys' here as Tav is himself. I was going for a 'wistful, but resigned' sort of feeling for this, since all Tav can really do now is watch. He knows he's unable to stop everyone from being destroyed—or, as we know now, getting pulled into the new HS^2 universe. So basically, he's just chillin'."

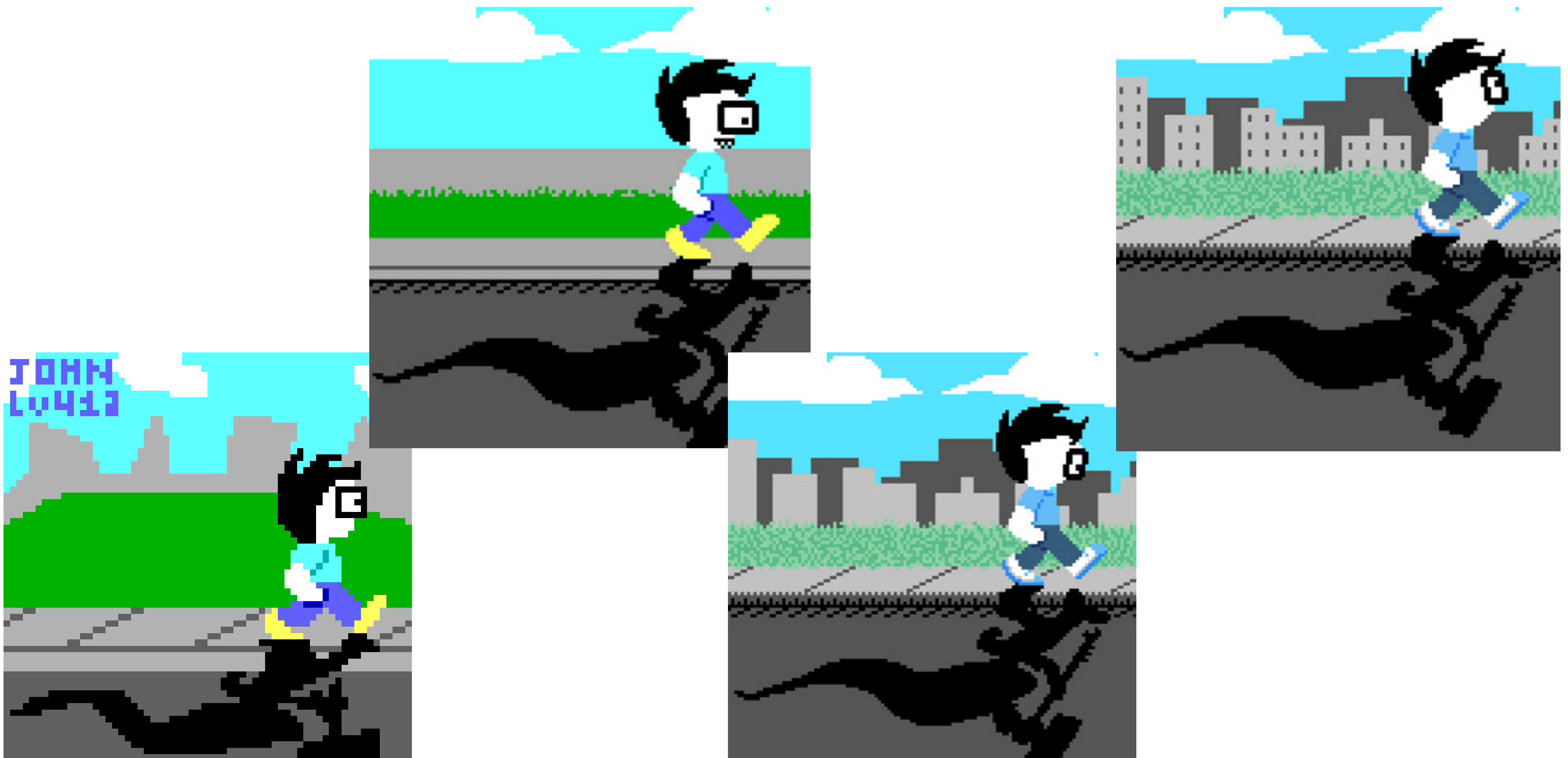




15 Moving Onwards

art by cratmang

I was hoping to hear some commentary from the original artist about what this piece was about, but that never happened, so I just went with my initial concept of, "John Egbert casually walking down the street whilst reflecting on his now-distant past as the Heir of Breath." Since this was a chiptune track, doing pixel art made the most sense (nevermind that I planned on doing pixel art anyway). Most everything in the picture came out naturally, with a few tweaks here and there. I had John looking looking sad in one iteration, but I felt it didn't match up with the more upbeat nature of the song, so I changed it. I did sort of trip at the finish line when adding details to the buildings in the background. Ah well, no one will care, right?





16 Make a Pretty Picture

art by SaraB/Aeritus

“When I first heard the song it just really felt like a Jane song to me. I really wanted to play with the title itself so most of the concept has been Jane (and family) on the making of the Pretty Picture, because when you’re in such an high position it’s important to look good and pretty, no matter what... right? I Also had a few other sketches of Rose and Jade since the track art of the main motif used for this song had them, but after the updates and the general feeling regarding Jade and Rose has been switched on the bad side, it just didnt felt right for me and the tone of the song itself.”

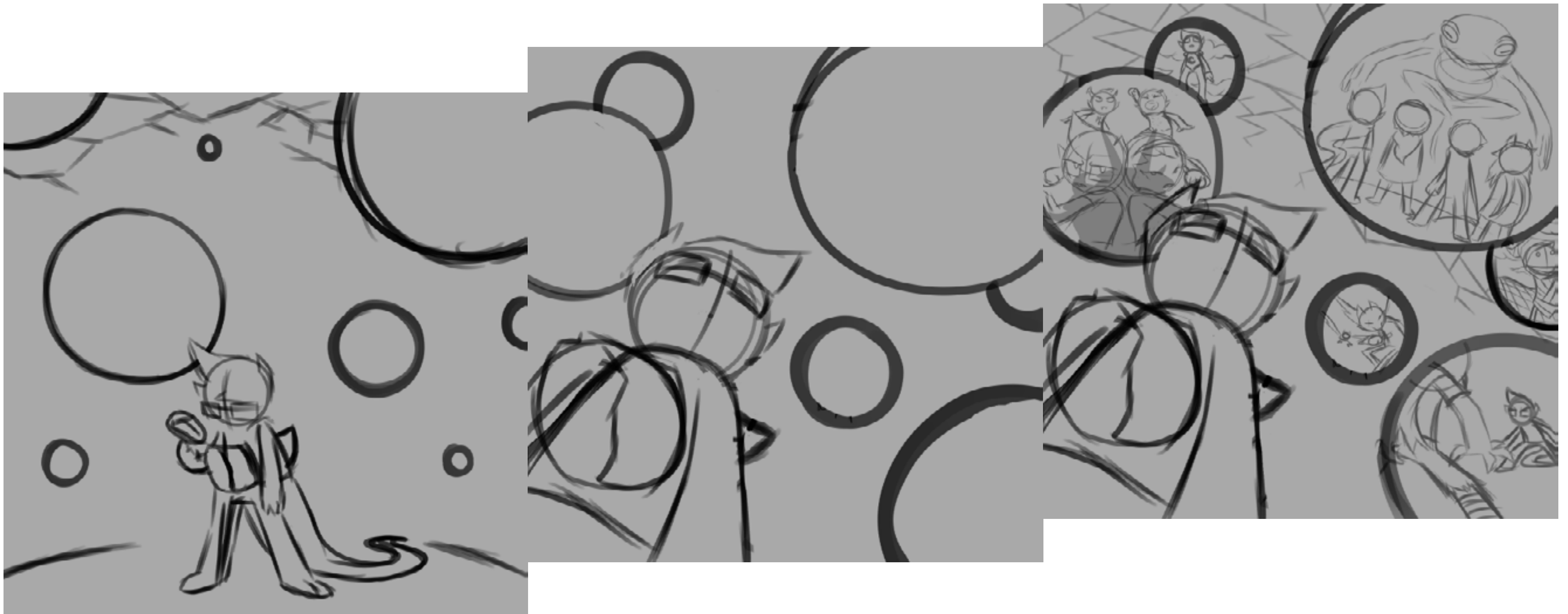




17 Four Kids (and a Game They Played Together)

art by Star-nomad

“While this piece is canonically about the composer, listening to it made me strongly think of John, specifically from the Meat timeline. Since the title of the song basically encompasses John’s life during Sburb and by extension his fight with Lord English in the epilogues, I wanted to do something reminiscent of these ideas. Thus I went with the idea of some of the last remaining dream bubbles, and how they show pivotal points from the game session that John was apart of or would remember. I decided to also go with different color palettes, but each having a similar enough scheme that the bubbles showed cohesion. It was a very fun piece to work on, and is hopefully symbolic enough of John and his memories!”

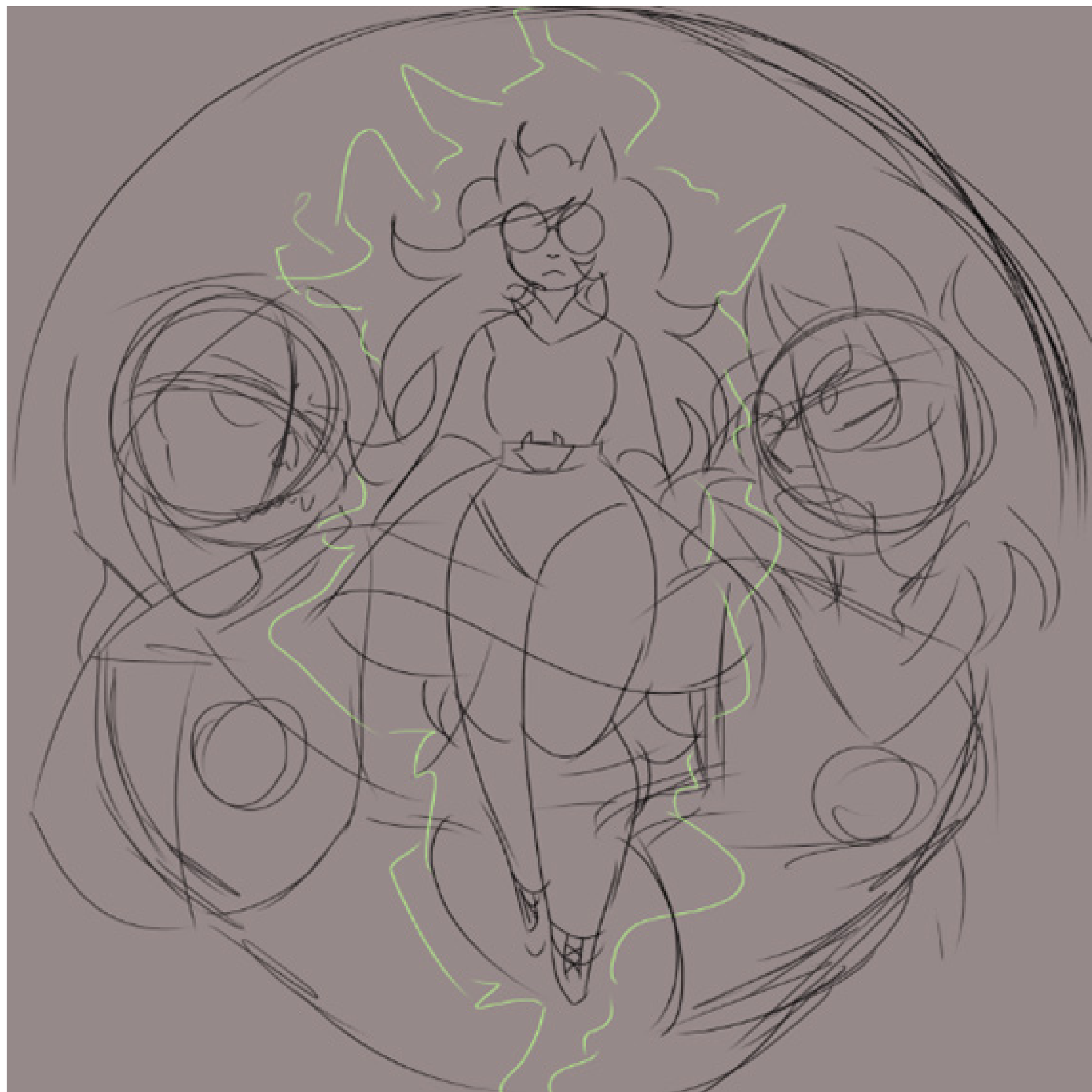


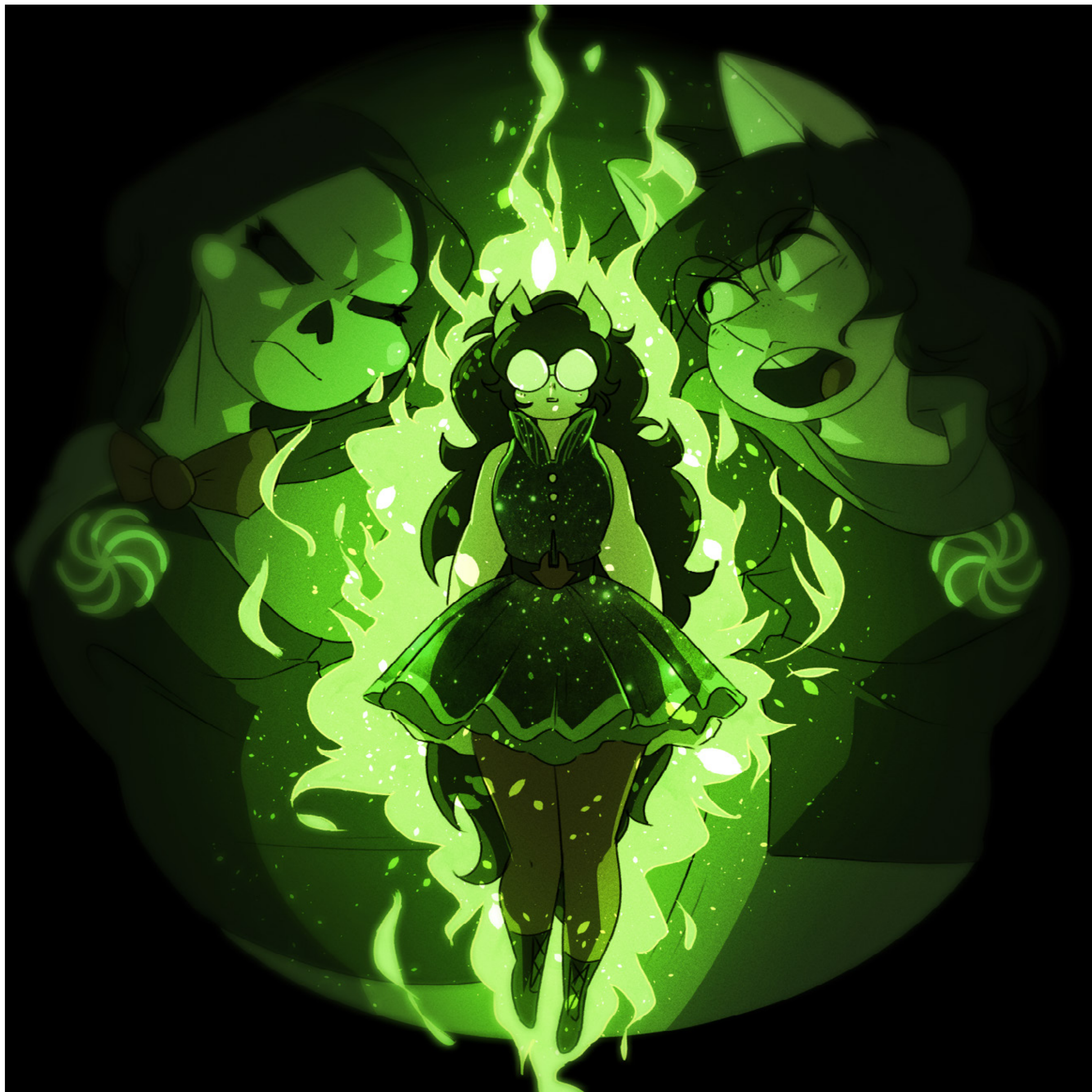


18 crystal hung in firmament's descent art by awkward

"My initial thoughts on the mood of this song pretty much carried on throughout the entire creation of the piece, with it being quiet and melancholy, yet powerful in a way. My original idea and thumbnail(which is sadly lost to time) was actually about Kanaya in the meat timeline, longing for Rose."

"I just have to jump in and point out that the overall composition of this piece looks like a cherub skull, because awkward didn't mention it! This is the coolest thing!" - Ucklin





Artists

Zowerlemon	https://www.instagram.com/zowerlemon/
Jas	https://hipstersoulgushers.tumblr.com/
Rachel	https://kaycast.tumblr.com/
D'paq	https://twitter.com/dpaqdraws/
Gastlu	https://ghastaboo.tumblr.com/
ysh	https://ysh.tumblr.com
Spicy Nyx	https://cupofnyx.carrd.co/
RainbowLustDash	https://www.instagram.com/rainbowlustdash/
Mikkynga	https://www.behance.net/Mikkynga
Tipsy	https://sometipsygnostalgic.tumblr.com/
zzzealousy	https://twitter.com/zzzealousy
Ana	https://twitter.com/lakat_ana/
Skyplayer	https://twitter.com/Skyplayer37
qsleeper	https://www.deviantart.com/
cratmang	https://twitter.com/CRatmanG
SaraB / Aeritus	https://twitter.com/Aeritus91/
Star-nomad	https://www.instagram.com/star_n0mad/
awkward	https://twitter.com/awkwarddoesart

This list contains quite a few new arrivals to the team as well as some long-time contributors returning. Thank you all for putting the thought and time in to make art that truly befits the new album!

Additional Credits

Making-of booklet produced by Ucklin (Ucklin#4229). Project management by Ucklin with help from additional Unofficial MSPA Fans managers.

Feedback for revisions was given by all the artists in the UMSPAF discord, but I want to recognize Topsy for being consistently present and offering constructive suggestions for nearly every piece!

Though Makin stepped down after the planning stages of the project, I also want to thank him for the concept and his work sorting initial artist applications to make sure that everyone was assigned to a track that they wanted.

Some final thoughts: This project went unbelievably smoothly, completed in just one month. The majority of artists were invited on May 1st, and art was completed by the 31st. I'm glad we get a chance to appreciate the artists on our team: So many of these people could be spending their time making money with their art, and they're helping us enrich and expand on the Homestuck soundtrack instead! Thank you to everyone who worked on art and everyone who checks out the project!

