

"ARCHIVE"



In the last 20 years or so of my existence, I've been enthralled by illustration. And like many. The fascination for doing so started at a young age. Incessantly drawing characters from comic books, video game advertisements, album covers and cartoons on television, eventually coming into my own with personal creations that have unfortunately disappeared to the sands of time. But managed to define a sense of purpose I otherwise would have missed.

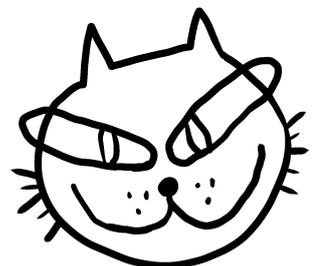
I've always first and foremost wanted to become an illustrator. While that is still an ongoing journey. I am happy with what I have learned so far. But as any dedicated artist will say, you never really stop learning or progressing once you are caught up in it. That same sentiment applies for me and the many friends I have made and lost along the way. Many of my inspirations only came to prominence beyond their formative years. And that alone puts me at ease. Knowing that there is still a long road ahead of me. And sure, there will be hurdles and battles. But they are also ones I am willing to fight. Rather than give up on. Because if I did that I would have quit a long time ago.

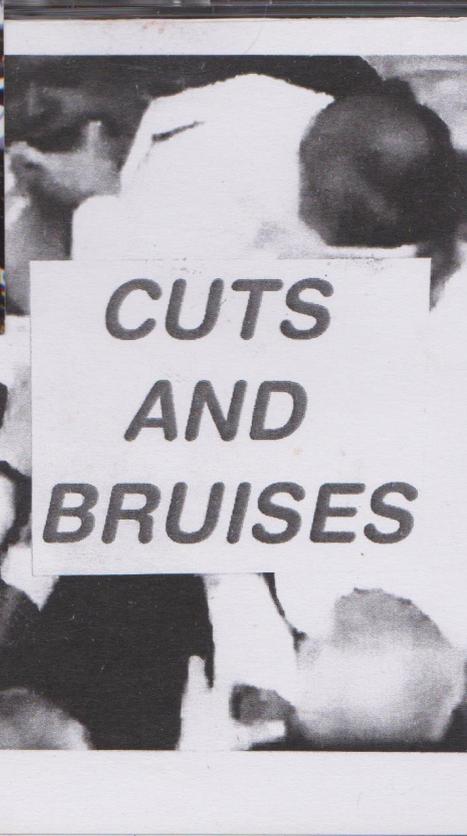
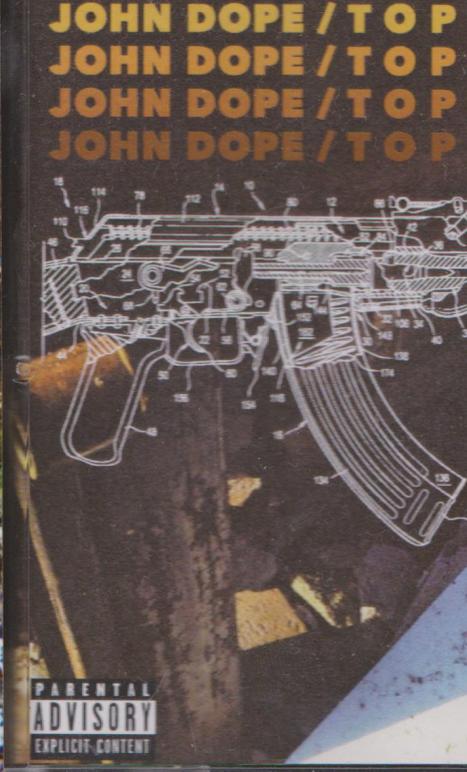
But, in the last decade or so, another interest took a hold of me; Music production. While my foray into this started in my late teens, it was still another thing I felt I was competent enough in to share with the world. I look back at music I made over half a decade ago. And while I cringe at the technical incompetency, I still have good memories making them. That and visual art have dragged me through some difficult times, and uplifted me to some great moments. Including the creation of Scumtapes in 2017. I feel at this point it's a little too late to turn back and change course. But i'm happy with the course this ship is on. Through storms and calm water. I will probably end up going down with that ship if needed as well.

So in essence, this serves as a retrospective of some of my select visual works. From illustrations to some graphic design projects here and there. I will do my best to remember to put a date and annotations with some of them. But you can sort of gauge that these are works especially from the last 5 to 6 years. Kind of like a portfolio I guess.

So, if you managed to get your hands on this, Hope you enjoy it, and thank you for the support! And whatever your aspirations are; Don't give up, it all takes time. Like the story of the Tortoise and the Hare; Slow and steady wins the race.

I would like to personally thank Scumtapes, the fans, my friends and my family who have supported me through the pain and the pleasure of this experience so far, and continue to do so.





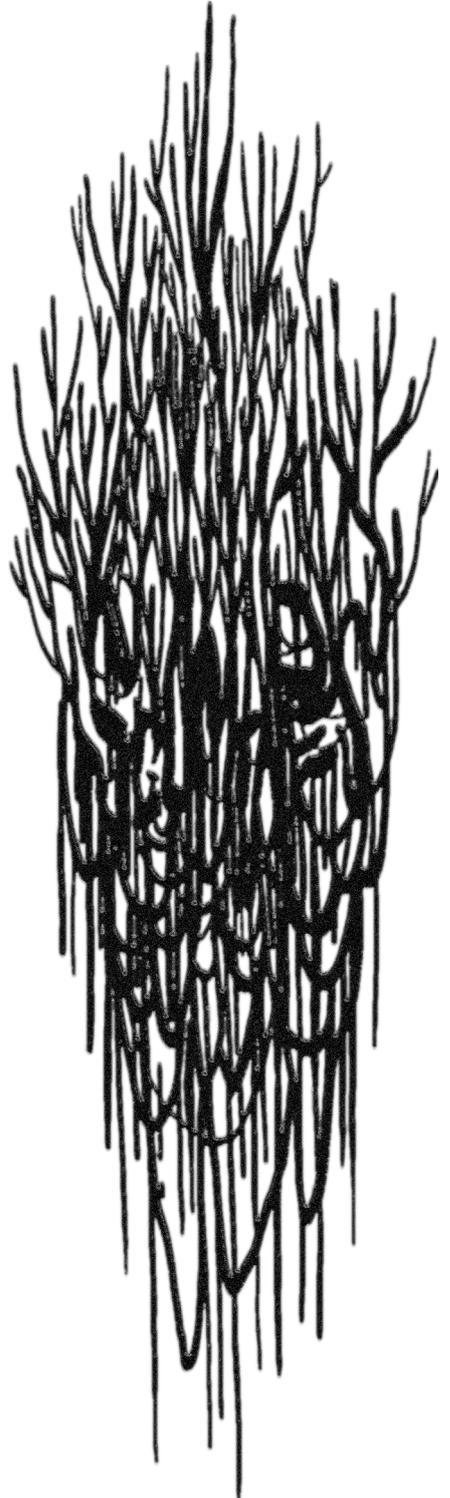


Previous page: "All Sacrifices, No Compromises" -2019

Left: "Erode The Person" -2020

Bottom Left: System Disk Crew: "Looney Toons On XTC" logo -2018

Below: Scumtapes "Goregrind" Logo -2020



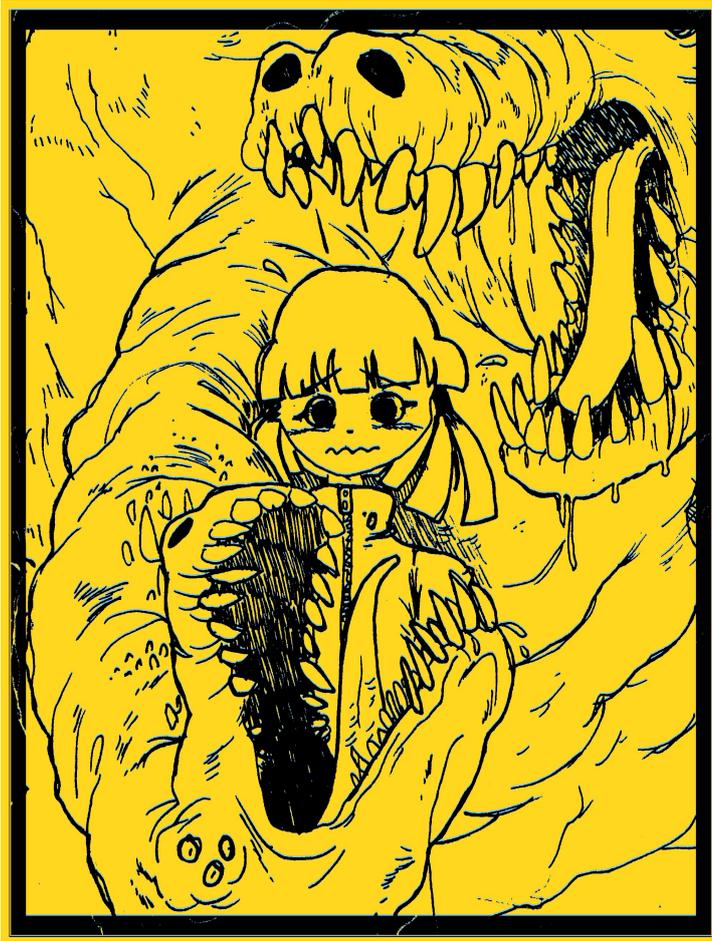


Top: Untitled (Glurk) -2020

Bottom: Untitled -2018







Top: "Teeth" -2018

Right: "Fool" -2017

Bottom: "Street Dreamer" -2017



Sometimes people tend to ask why I draw female characters so often, while some art school people like to associate this with some sort of sexual or intimate desire, it just comes from the fact they are more interesting and fun to draw to me at least. I actually started drawing women more frequently after 2015, On suggestion from Brussels based Artists Zephyr, Boris L'os and Benjamin Heindlisz, after they saw a drawing of 2 demon women taking a bath in an otherworldly hotspring, which was featured in their inaugural art show "The Kool Kids Klub Expo. My first legitimate expo I was featured in.





O WALLS, U HAVE HELD UP SO MUCH TEDIOUS
GRAFFITI THAT I AM AMAZED U HAVE NOT
ALREADY COLLAPSED IN RUIN...

PRAY FOR DEATH

Scum.

"Pray (O Walls...)" -2020

Left: "Fighter Girl" (Rave Shit 2) -2018

Bottom Left: Trashed Planet Logo -2020

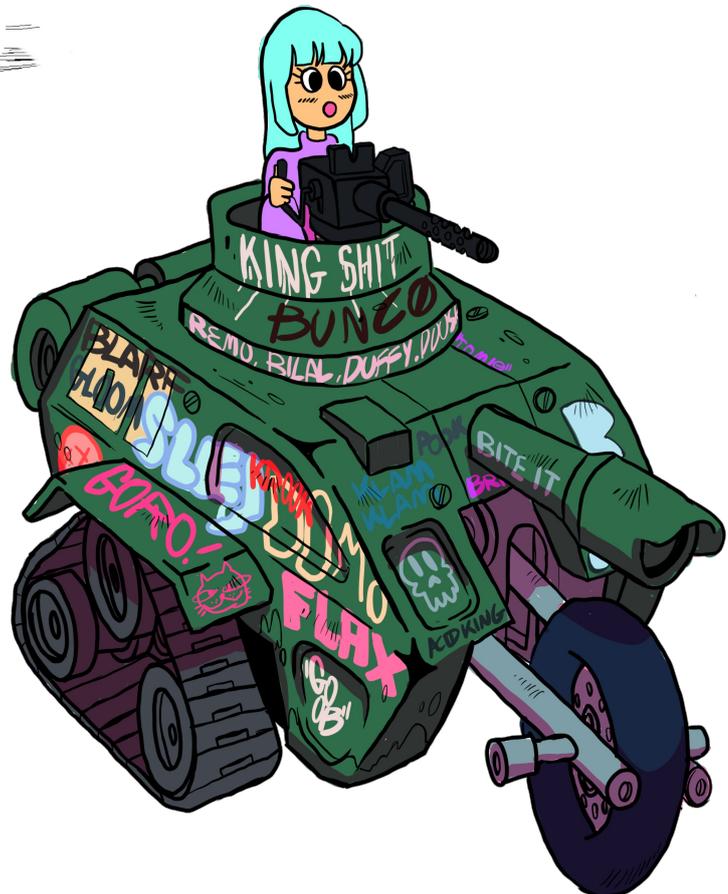
Right: Scumtapes GoroDome Logo -2019

Bottom Right: "Cutie Tank" -2019



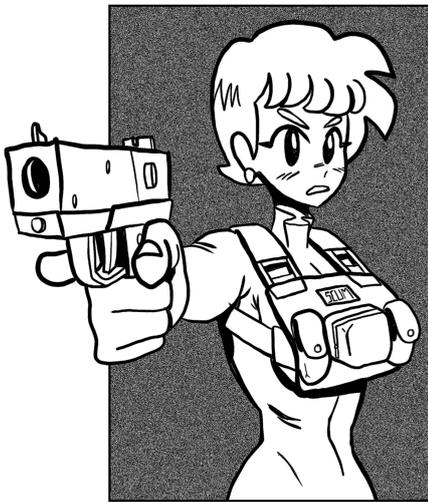
I consider myself a jack of all trades, but a master of none. But even then, it's been a lifesaver in projects, whether they were in function of Scumtapes or not. Being a multifaceted artist is in my opinion something desirable to me. It also cuts down on outside interference. Being in total control makes me in ways feel less of a leech on other peoples time. And the feeling of total creative control is something nice to have.

There are still many things i need to learn, such as Animation, or 3D modeling, or for that matter sculpting in general. But, i'm interested in the future to definitely get that ball rolling.





"Beat Demon" -2017



Get Smoked.

Top: "Goro In The Studio" -2020

Left: "Get Smoked" -2019

Right: *Untitled (posca study)* -2019



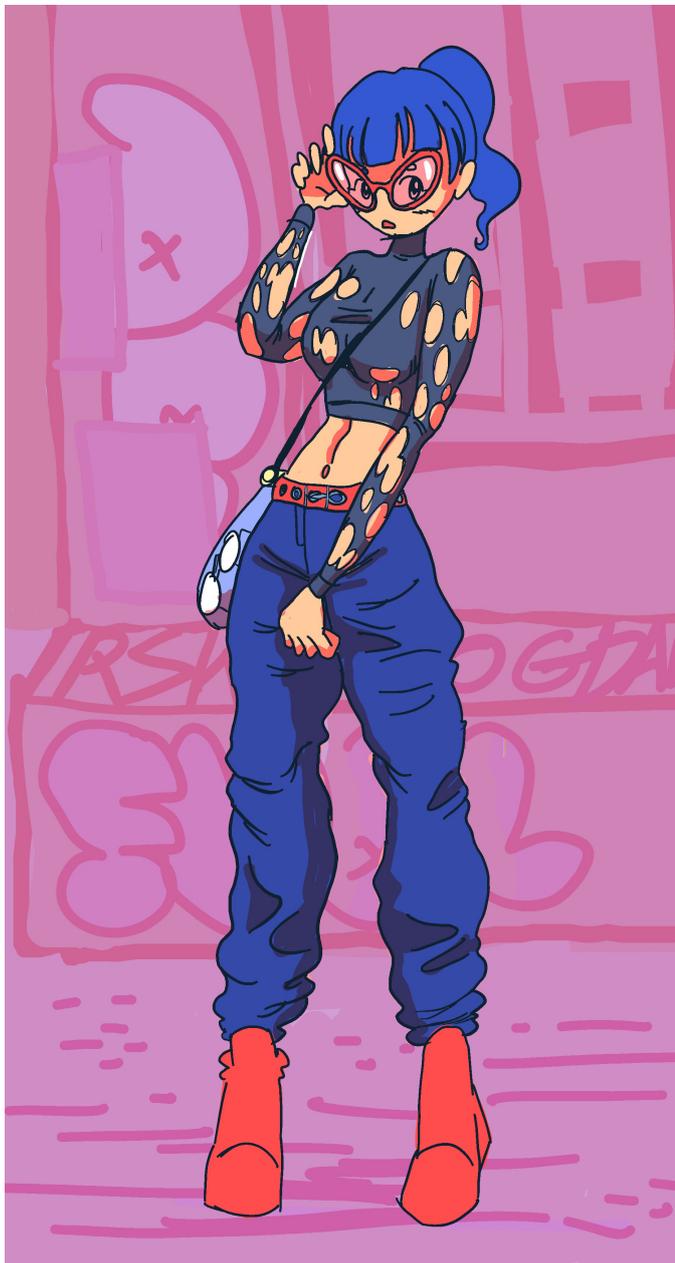


°((-σ."σ·))°{we are hurting}
(the earth~)





"Anxiety War" - 2018



Top Left: "Chickenhead" -2020

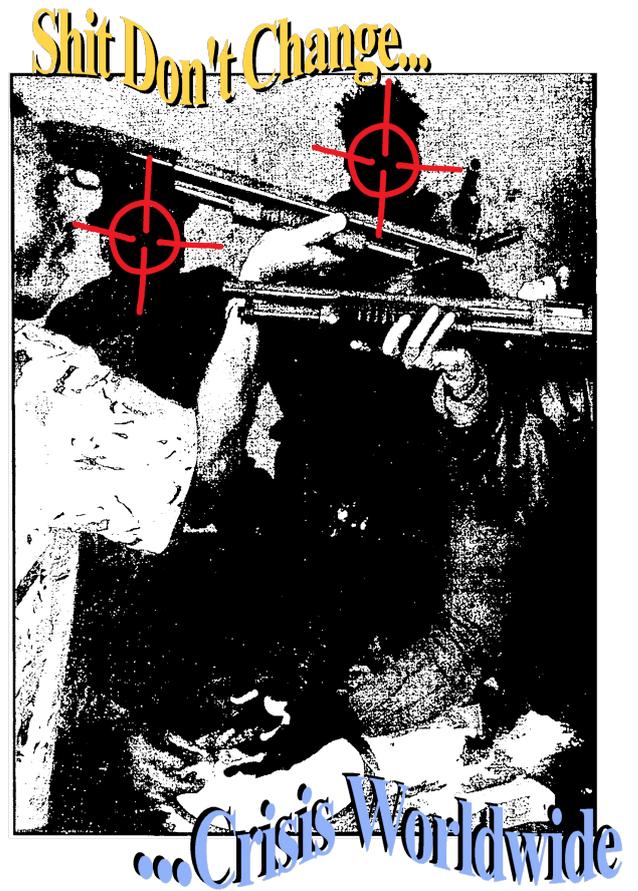
Top Right: "Sludge Kirby" -2020

Left: Post-Tokyo Fashion Study -2019

Right: Untitled -2019



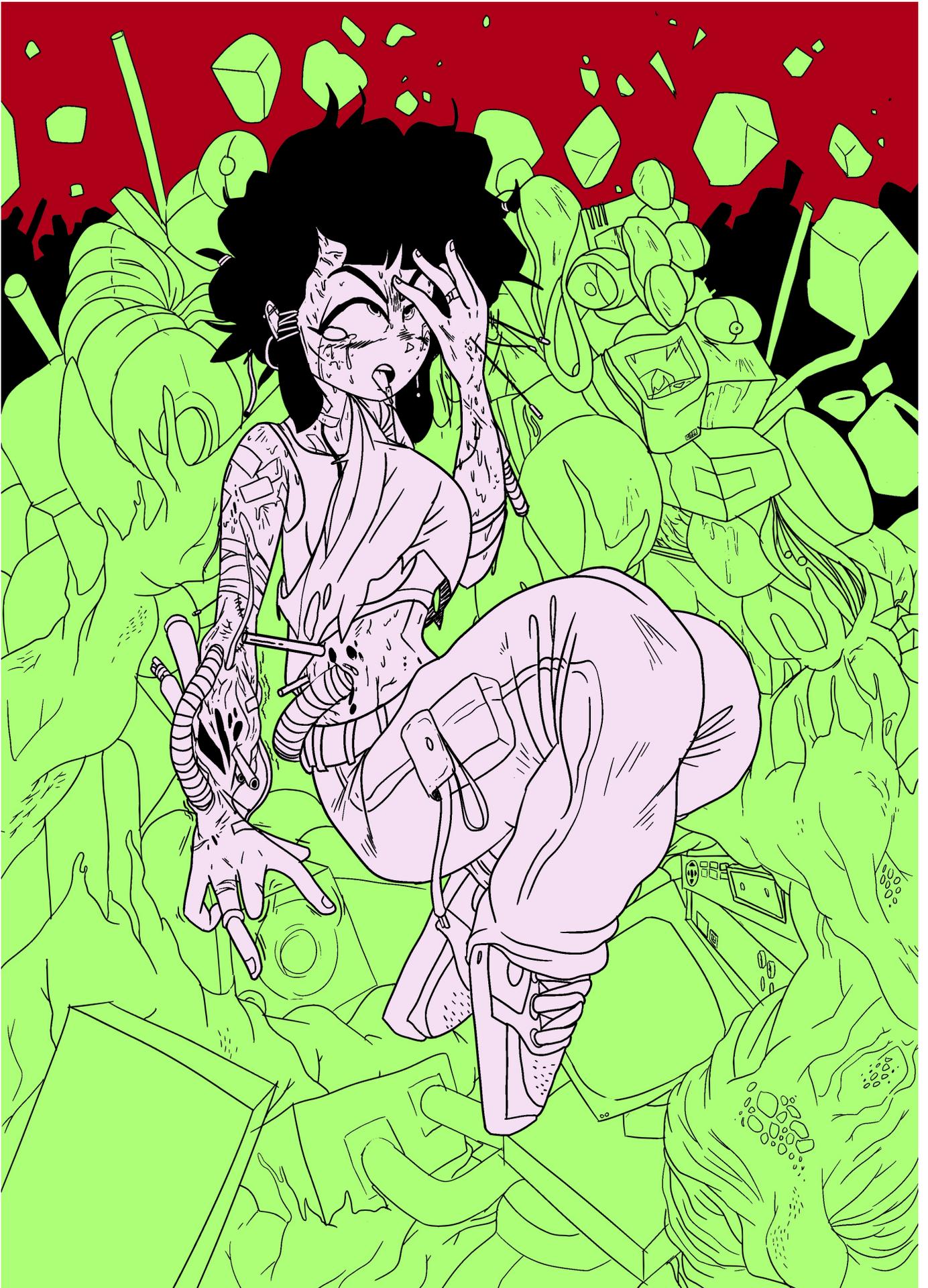
Above: "MVP (yokai Allstar)" -2016



Top right: "Shit Don't Change" -2020

Right: "NIHONJIN" -2020





"Body Hammer" (for JAK3- LIFE PATH 11) -2017

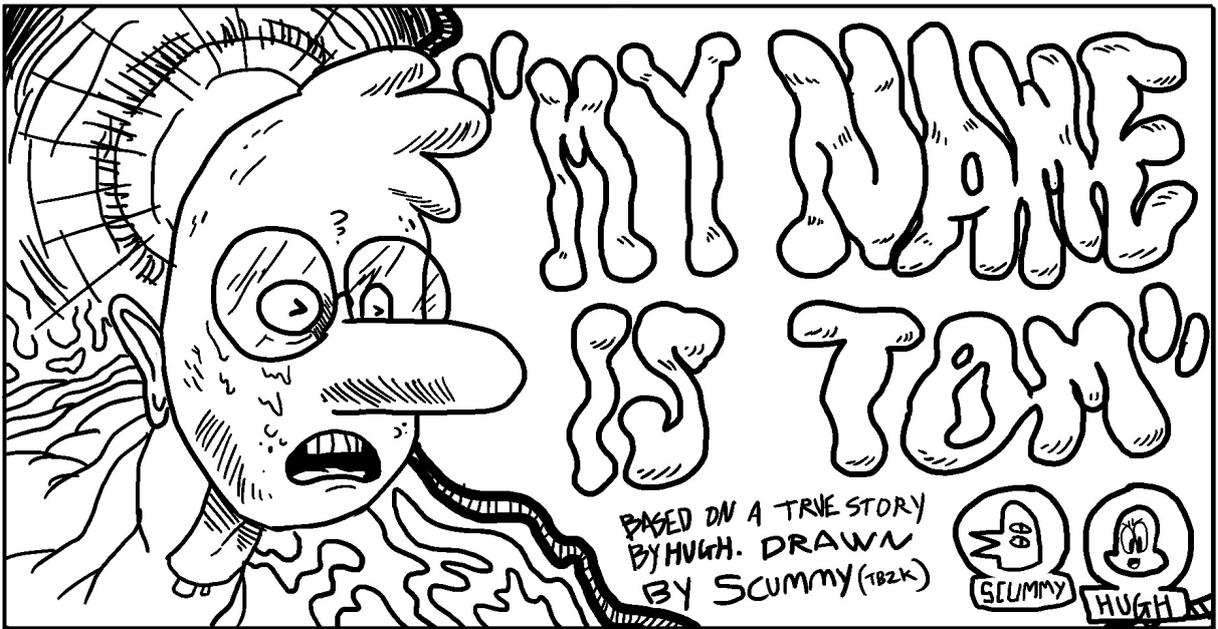


Most of my work these days is made digitally. As much as some people like to drag on about digital mediums being inferior to traditional or analog means. I am of the firm belief both of them have their benefits. It's the same with music production. A lot of people are under this false impression that having hardware in that field is superior to using software. But at the same time not understanding that there is such a thing as "digital" hardware, like samplers, and miscategorizing that as "analog". I believe, at least in music and visual art, there should be a healthy symbiotic balance between the two. I have made drawings in sketchbooks and on paper, putting them over into digital. And i have made music on hardware using elements and assets made with software. I am past the point of being a puritan in that field. I can understand the challenge of working within limits, or the enjoyment of using traditional mediums in art or hardware in music. But there should be no limitations to your work flow. While Digital is more plug-and-play to me, providing me with a more direct and efficient workflow, Traditional presents me with more premeditation and a somewhat ritualistic approach. But when the two come together, the sky truly is the limit.

Left: *Untitled* -2018

Bottom: *"BODY MELT"* -2020









Previous 3 pages: "My Name Is Tom" -2016
 Written By Ben fried.

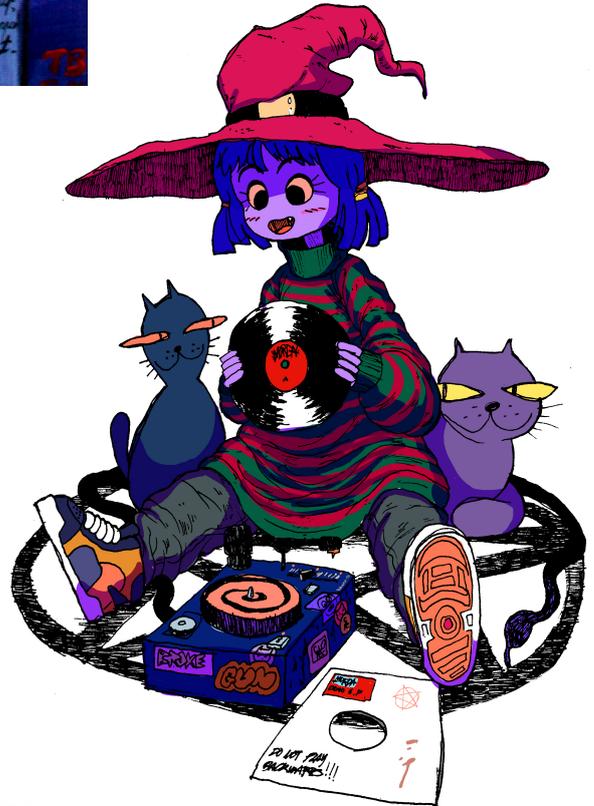
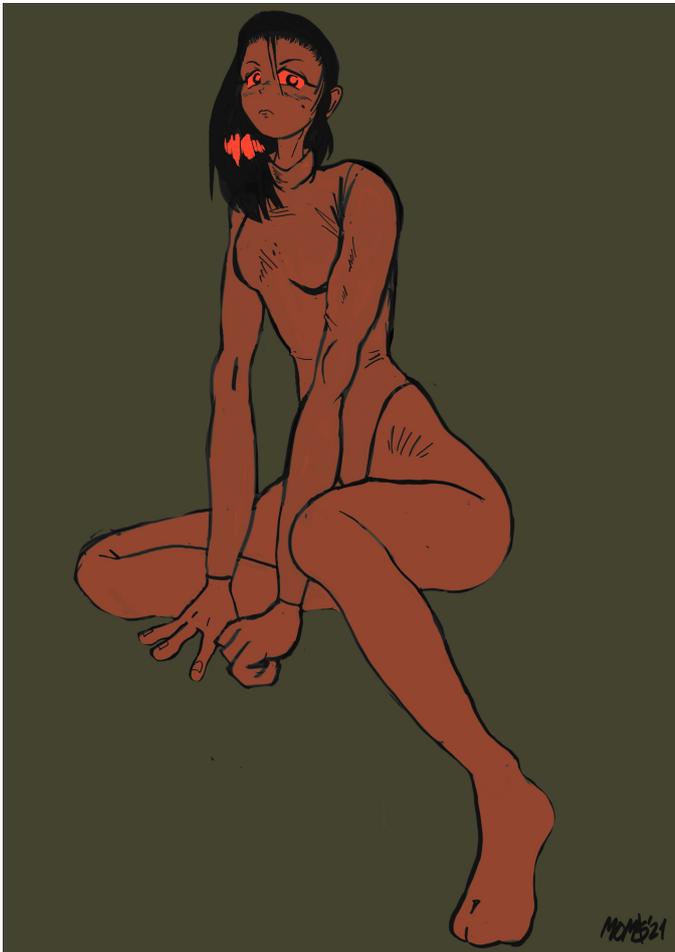
Left: "Phone Home" -2016

Bottom Left: "Untitled" -2021

Bottom right: "Vinyl Witch" -2018

Sometimes, you will notice that some of my works are signed with the insignia TB2K. Which are the initials of my actual name. I Switched to signing my artwork with the name MOMS after 2018, even though i still have the bad habit of signing with my old insignia from time to time. I also used to draw this little bird guy as a representation of me, but eventually switched to the little cat picture (based off of Goro-Chan, a childrens song from a Japanese kids show) that has come to define my persona in the last few years.

A lot of these works ended up being used in function of scumtapes. It is a great motivator for me to create graphics for the promotional material, merchandise and album covers. However, some of the graphics were just standalone projects for personal enjoyment. The comic on the previous few pages were for a project set up by Ben Fried called Suburban Hellscape. We were working on a second issue, but unfortunately the project halted soon after. One of my goals in the next few years is to get a standalone comic book going of my own.







Previous page: "Our Heaven" -2019

Top: "Dog Friend" -2020

Right: "Swerve" (for SCUMMY FM 10) -2017

Bottom: *Untitled Doodle Jam* -2021





"Yuka" -2019

IB
28
79

Left: "Tiny The Enforcer" -2020

Right: Scumtapes "ALARMA!" parody logo -2020

Bottom Left: "Frog Lich" -2017

Bottom Right: Fez Kleep -2020

Name: Tiny
Age: Unknown
Location: Unknown
Occupation: Enforcer
Status: Classified

Kevlar Insulated
Riot Shield

RONA thermal bodysuit

Standard Issue PAC20
Tactical NanoWeight Shotgun

Hobku PRO "Trax"
Bio-Foam sneaker





My inspirations lay mostly in Sci-Fi, more specifically in the Cyberpunk & Biopunk subgenres. It also goes without saying that Anime And Manga are also major influences on my style. I also enjoy getting ideas from military equipment, skateboarding, old alt-comix, B-movies, vehicles and urban fashion. The idea of a society constantly teeter-tottering on cataclysm, or alien environments are also things that interest me from a thematic angle, that might explain why so many of my characters always look angry.

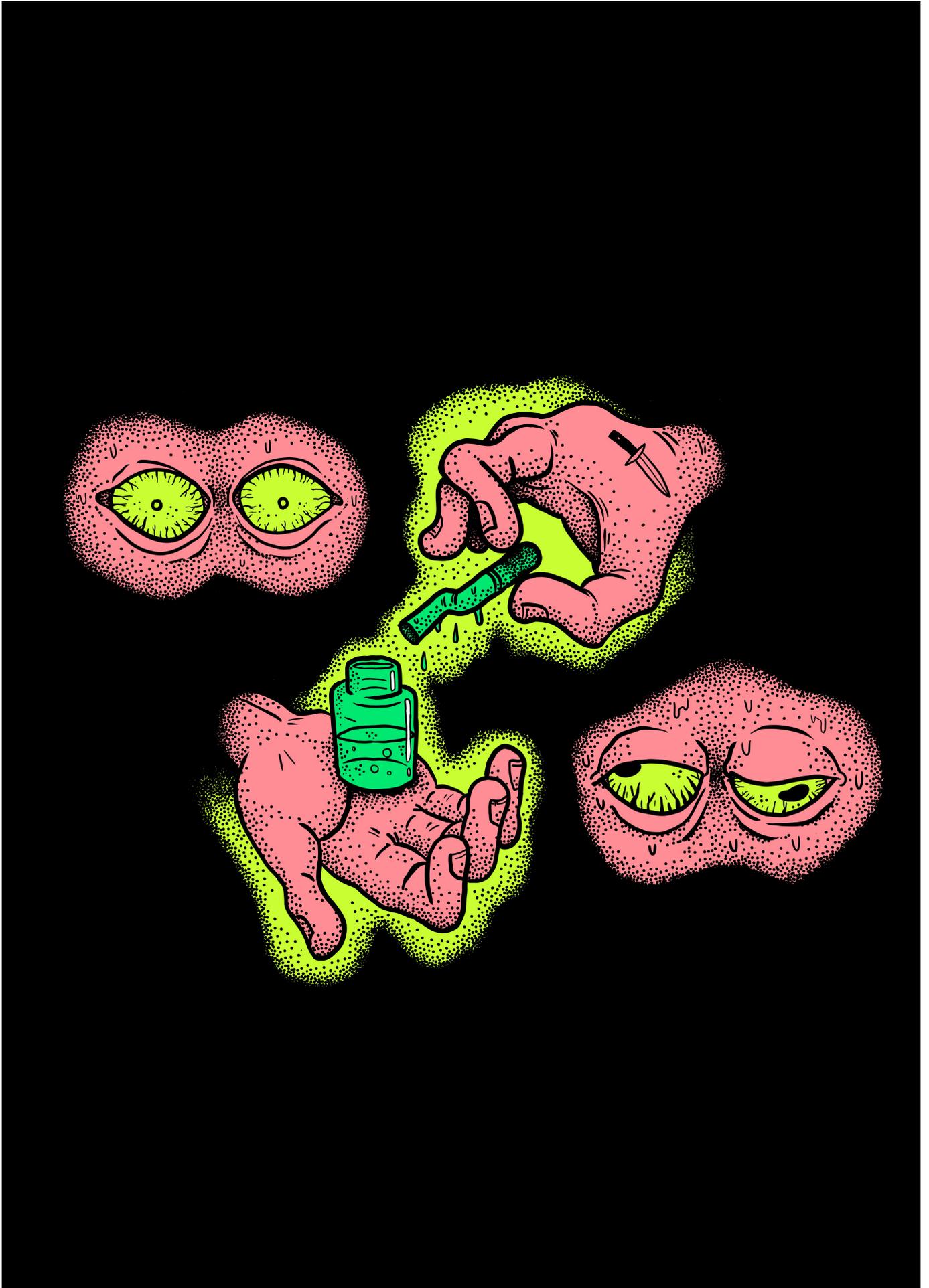
I like drawing sneakers and characters in baggy clothing a lot. Even characters that have some sort of militaristic or futuristic theme to them will probably have sneakers on their feet. I guess it comes from my own personal tastes in clothing. Its probably the context of function and comfort over style, but even then, to an extent, you can make those things stylish.



Top left: "Gun Bunny" -2020

Top Right: "Stranded" -2019

Right: Space Wasteland Warrior Concept -N/A



"Cryptic Wet" -2021



Top: Cyberoptic (Rave Shit 4) -2021

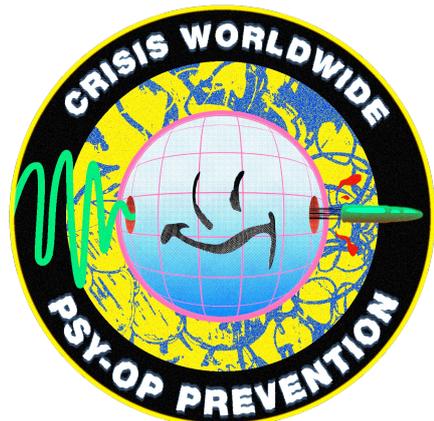
Left: Various Scumtapes Logos -2017-2019

Below: Psy Op prevention Patch Concept -2020

SCUMTAPES

S(c)umtapes

đS(c)umtapeđ





I am a firm supporter of free and Open Source software. I would say about maybe 90 percent of all of the software i use is free and openly available. The thing is, the hardware i use already cost me quite a pretty penny, but then having to pay for software on monthly subscriptions? I think that is ludicrous. If this were 10 years ago, i'd be shit out of luck. But we live in an amazing digital age where you no longer have to dish out ridiculous amounts of money on software or people doing the work for you. Every year something amazing comes out that helps move personal independence forward. Don't fall into the complacency of Auto-Generators. They will never give you truly what you want. If you have a specific vision you will have to put the work in.

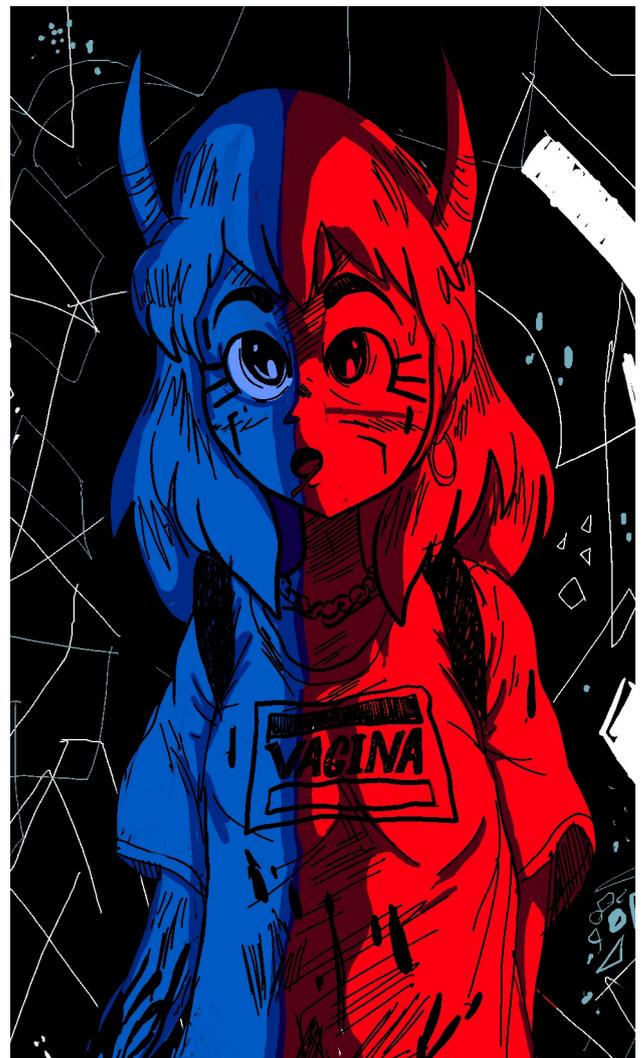
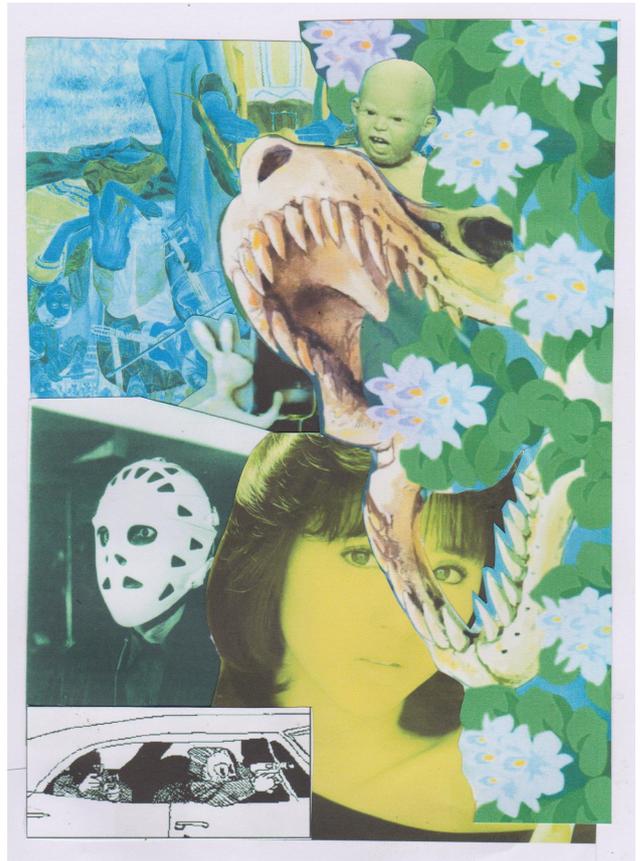


Previous Page: *Untitled* -2020

Left: *"Knife Demon (Sk8 Or Die)"* -2018

Top Right: *"Meditation Crisis Reprise"* -2018

Bottom Right: *"Sting Op"* -2018





"Saiki (Get Well Soon!)" -2020

BUSTY
BLONDE

All
Services
Hotel
Visits

946 328 704

THE STRUGGLE



Phirst Aid



THE STRUGGLE



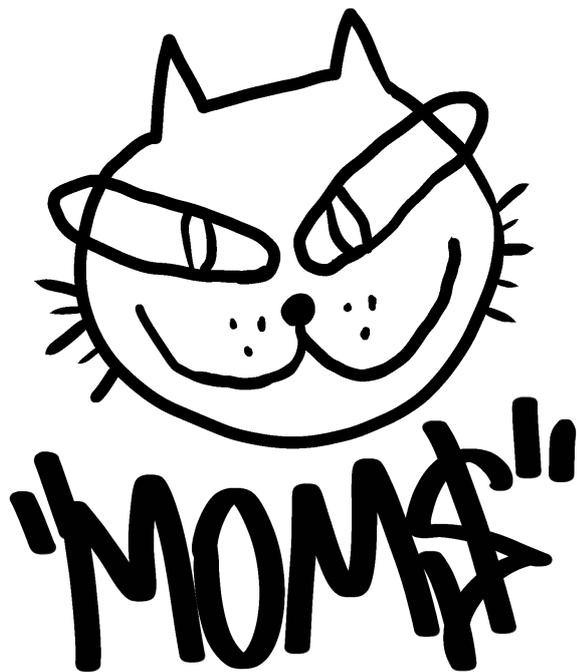
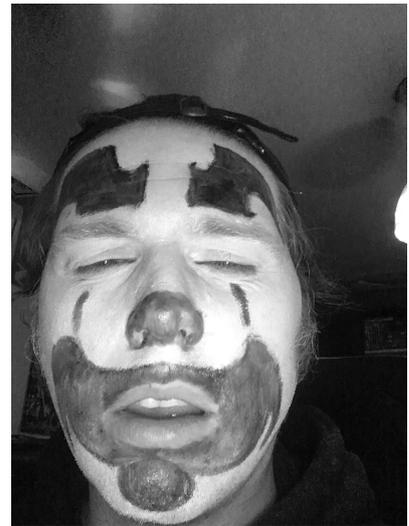
MOM\$ (Taylor Bostock, 1993°) is a multidisciplinary artist with an emphasis on Illustration and music production. He has a lifelong passion in art starting from a young age.

From age 17 he attended art school at *St. Lucas Kunsthumaniora* in Ghent, and a post-graduate year in *Ottogracht SKI*. After that, he went independent.

MOM\$ has worked for a multitude of projects, including *Kool Kids Klub Zine* and *Suburban Hellscape*. And works as a freelance designer from time to time for *The Roots Merchant* and *Meditator records*. He has done multiple art pieces for artists such as *Connie Voltaire (NEO NEOS)*, *Ontology* and *Donovan Kingjay*.

In 2017, together with *5002 SEVEN*, *Amoebagod* and *Slop Johnson* he started the collective **Scumtapes**. Where he takes up the role as a designer and one of the producers. Since it's inception. He has collaborated with many talented artists. Including (but not limited to); *COCAINEJESUS*, *Duro*, *Kabuto*, *Garbagio Garbageson* and *GG. Mothra*.

Some of MOM\$' interests include Record Collecting, military patch archiving, Japanese Deathmatch wrestling, bike riding and conspiracy theories. his biggest inspirations include *Masamune Shirow (Appleseed)*, *Masaaki Yuasa (Mind Game)*, *Robert Crumb*, *Jim Woodring*, *Adam Parfrey (Apocalypse Culture)*, *Joe Coleman*, *Junji Ito*, *Charles Burns (Black Hole)* and the countless bands, producers and musicians that have motivated him into making art.



INFO & CONTACT*:

OFFICIAL SITE:

Pleasedonttellmoms.com

SOUNDCLOUD:

soundcloud.com/pleasedonttellmoms

BANDCAMP:

pleasedonttellmoms.bandcamp.com

**Looking for a commission? Or
have any further inquiries?
Contact me via:**

TWITTER: @brkn_wonderswan

INSTAGRAM: @pleasedonttellmoms

E-MAIL: taylorbostock@protonmail.com

(Note: serious inquiries only.)

SCUMTAPES

linktr.ee/scumtapesonline.

*Info can be subject to change at any time.

đS(c)umtapeđ