

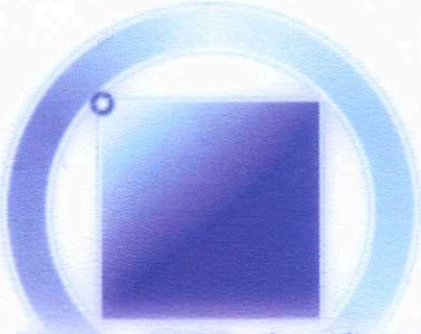


fourteen
four m



2023 - 2026 visual works

fourteen
four ml



2023 - 2026 visual works



Preface

In early fall of 2023, after an online hiatus lasting about four years, I decided to try writing music again. My music needed some covers, and although I never outgrew drawing in the margins of my school notebooks, I saw this as an excuse to make a more concerted effort in my visual art.

"Excuse" is the word I love to use when it comes to making art for 14.4ml. Like any other teenager in the 2010s with a blog, I grew up exercising an eye for aesthetics, whether it occurs as the work people put into designing and arranging most anything from water bottle labels to textbook covers to bouquets, or as it occurs as snapshots of our environment, from rained sidewalks to lush forests to abandoned malls. One place, made of most anything, for people to exist and play in. Subject and environment are really in conversation with each other, as functions of one another; like paragraphs of a page, pages in a magazine. Songs on an album. All of this nonsense is to say that I love making things for another thing. I love making art for music, and I love making music for art. 14.4ml is my dream come true: one big excuse to keep doing both for as long as I want, and to keep learning along the way.

The following is a selection of visual works I have made from 2023 to 2026 under 14.4ml. It includes both released and (previously) unreleased work. And while I hide the fact that I suck at explaining myself under the pretense of preferring to "show" over "tell", I've tried to provide some commentary for those unfamiliar with what 14.4ml is.

Enjoy! ^_^

website

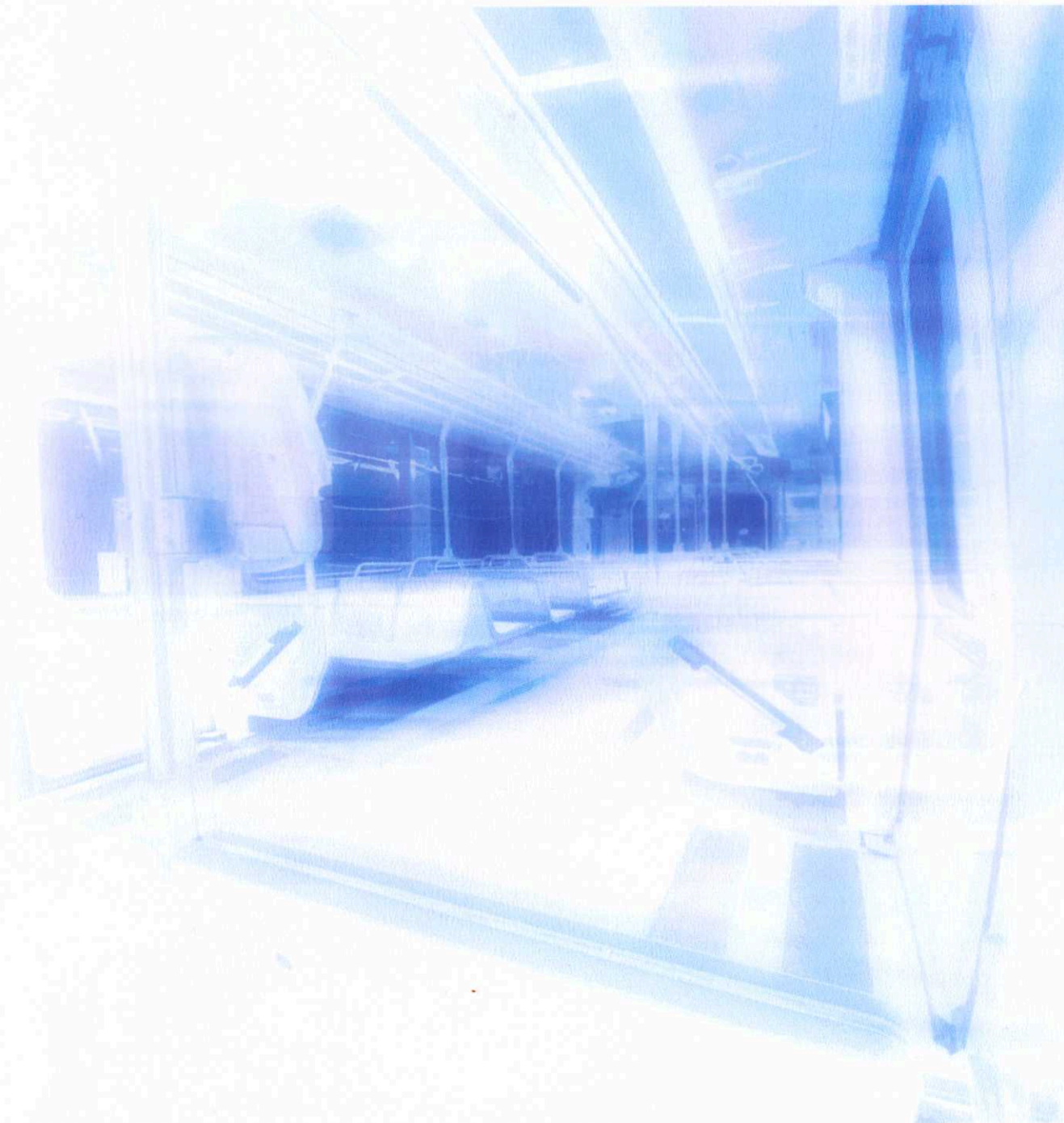
```
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?
index.html
196 <div id="enter">
197
198 <div style="font-family:'Century Gothic';"><p style=
"text-indent:60px;margin-bottom:-10px;font-size:12px;color:cornflowerblue;">you
to...</p></div><div style="text-align:center"></div>
199 </--><div class="title"><h1 style="font-family:MS PGothic;"><i>welcome!</i><span
style="font-family:Tahoma; font-weight:normal;"></span></h1></div>-->
200 <hr>
201
202 <div style="padding-left:60px; box-sizing:border-box">
203 <p style="font-size:12px;">
204 <p style="color:blue">before you proceed, you should know that this site...
205 <li> requires <b>javascript</b> for page navigation, retrieving updates and
<br>(there is <b>no autoplay</b> on this website.)</li>
206 <li> uses animated GIFs. this website is very bright, but contains very few
lights which will always be given warning before being displayed.</li>
207 <li> contains very occasional profanity.</li>
208 <li> was designed with Firefox 1920x1080 in mind, but should be navigable on
browsers. it is possible to view this site on mobile devices, though not re
to hover-responsive elements.</li>
209 <li> is <b style="color:blue"> very blue</b>. </li>
210 </p>
211 <div class="quote">"I'm ready. take me... </p></div>
212
213 </div>
214 <div style="text-align:center">
215 <button onclick="window.open('./music', '_parent')" class="musicbutton" sty
"margin-right:60px;"> ...to the music."
216 </button>
217 <button onclick="window.open('./home.html', '_parent')" type="button" class
...home."</button>
218 </div>
219 </div>
220
221 </div>
```

Background : v2.0

www.14-4ml.neocities.org ("the website") is my main residence online. It's where Internet users can easily find everything that I want them to find; namely, all of my music. Presenting none of the restrictions of expression typically placed on modern social media platforms, www.14-4ml.neocities.org itself was capable of being a visual work, so I set out to do so.

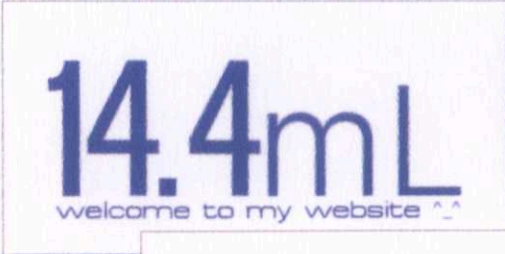
At the time of revamping the website in late 2023, I had very little experience using HTML, CSS and Javascript. Thus the design of the website played to my preferences as an artist over coding (basically: it had to be really easy). Just like this page, the website has a simple left-side layout that anyone can write, and it minimizes headaches when it comes to positioning things. A background image can keep it from feeling empty.

Pictured on the right is the first background image I made for the website, published in January 2024. It's a heavily edited photo I took from the inside of an empty, older MUNI train (original photo below). It established my general "gradient map → haze → dither → repeat" process for future website images.



Assets : v2.0

Original header from January 2024



Animated Stamp



It's common to make a stamp for your website so other webmasters can link to it on their own sites... I used OpenMPT tracker screenshots in the background!



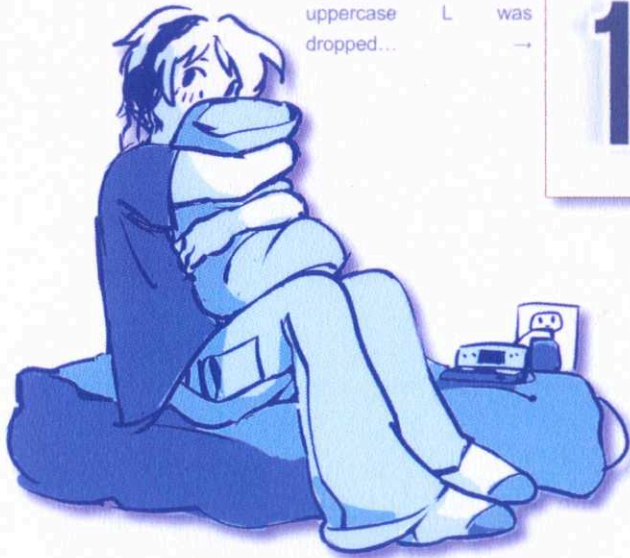
...14.4ml replaced the original 2froz splash page drawing in late 2025. She is tuning her receivers to her iPod. →



Final header of 2025



Sometime in 2025, the uppercase L was dropped... →

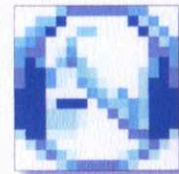


← In 2024, this drawing of 2froz sitting on a floor mattress would greet you upon entering the splash page... They're charging their DS.



Favicon →

This 16x16 pixel image is light as a feather. It was used as the icon in the tab of the browser when viewing the website.





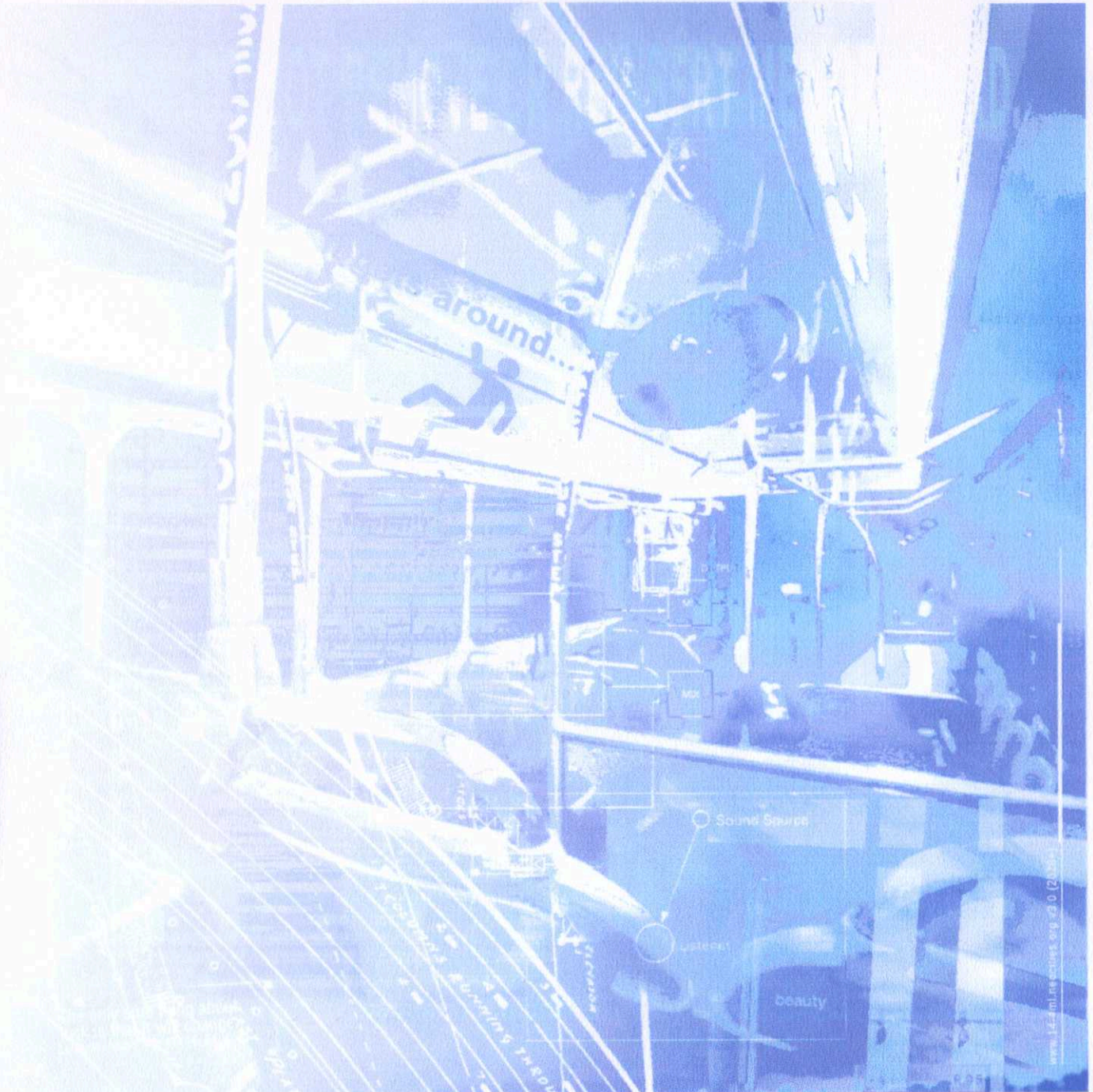
Splash background : 2.0

Background : v3.0

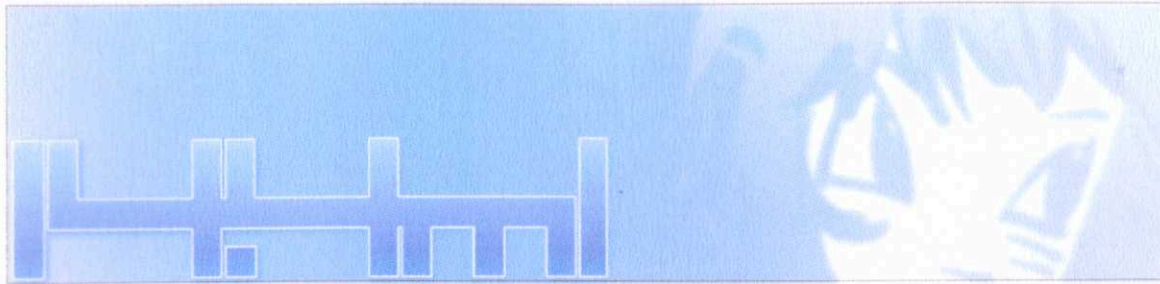
After 2 lovely years of the new website layout, I wanted to use my improved webmastery to rework the site structure. In addition to being a well-needed break from making music, this was also an opportunity to redesign the website according to my updated tastes. These changes are collectively named "version 3.0" of the website, published on January 24, 2026 alongside the album *Commutes*.

I took the base photo (pictured below) of this new background image (pictured on the right) from the inside of an empty AC Transit bus at night. I bashed in some other photos I took, including one of an anti-smoking sign I passed by frequently in Berkeley. I also included some drafting plans, hardware diagrams, video game screenshots, and sheet music that I liked.

The gradient map on this background is nonlinear, so some darker parts of the actual photo are made to be bright white, and I spammed a bunch of different blend modes to make things look like they were erasing each other in some parts and adding values in others.



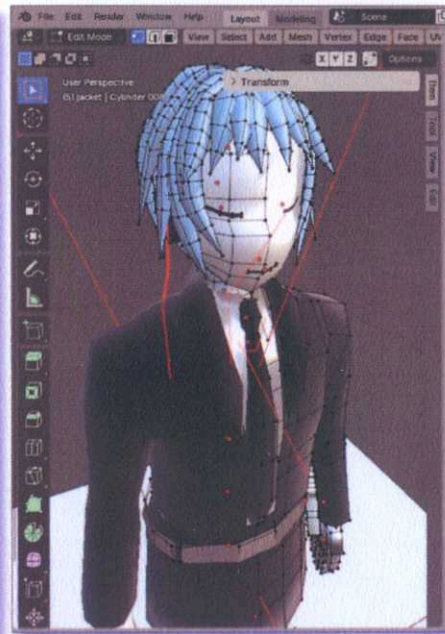
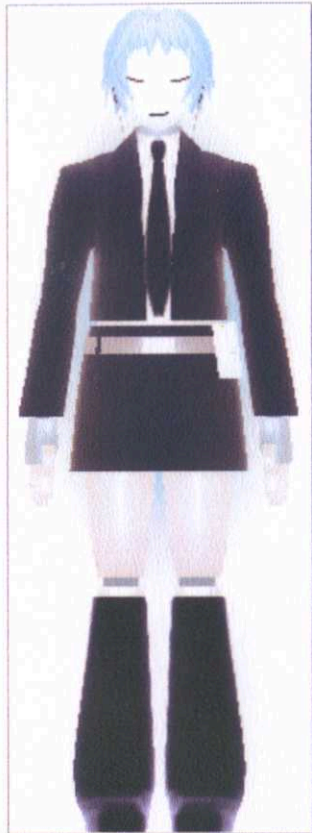
Assets : v3.0



← Header

Why overcomplicate things? The version 3.0 header is self explanatory, using only the default 14.4ml logotype and a cropped drawing of 14.4ml herself.

The default 14.4ml logotype is derived from the free font Ferrite Core DX Black, designed by Froyo Tam. It has been in use since 2022, though in 2024 I decided to chop off the tail ends of both the "1" and "L" and have stuck with these changes since.



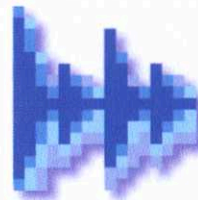
← Model

I thought it would be cute to have a buddy on the homepage alongside the section icons, so I made one in Blender. She is nodding her head because she is listening to music.



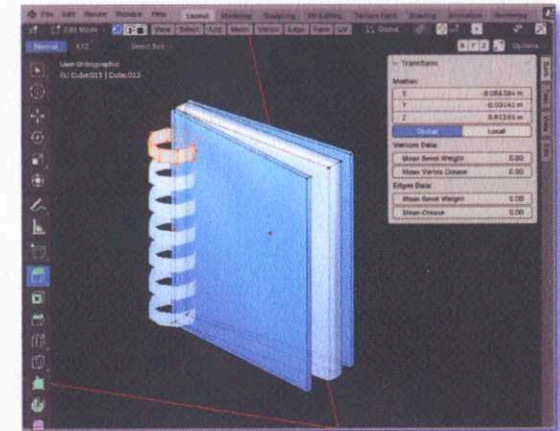
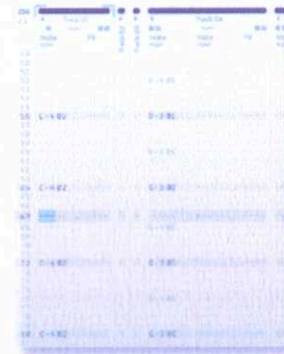
Homepage icons 1

These 25 x 25 px icons link to different sections of the website. They were modeled in Blender!



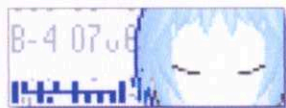
← Favicon

There's enough 14.4ml on this website already. So the updated favicon is an extremely pixelated waveform of the Amen break.



← Renosoft background

A screenshot of the Renosoft tracker makes for a good background image to further segment the layout of the website. Honestly, you can make a background out of anything.



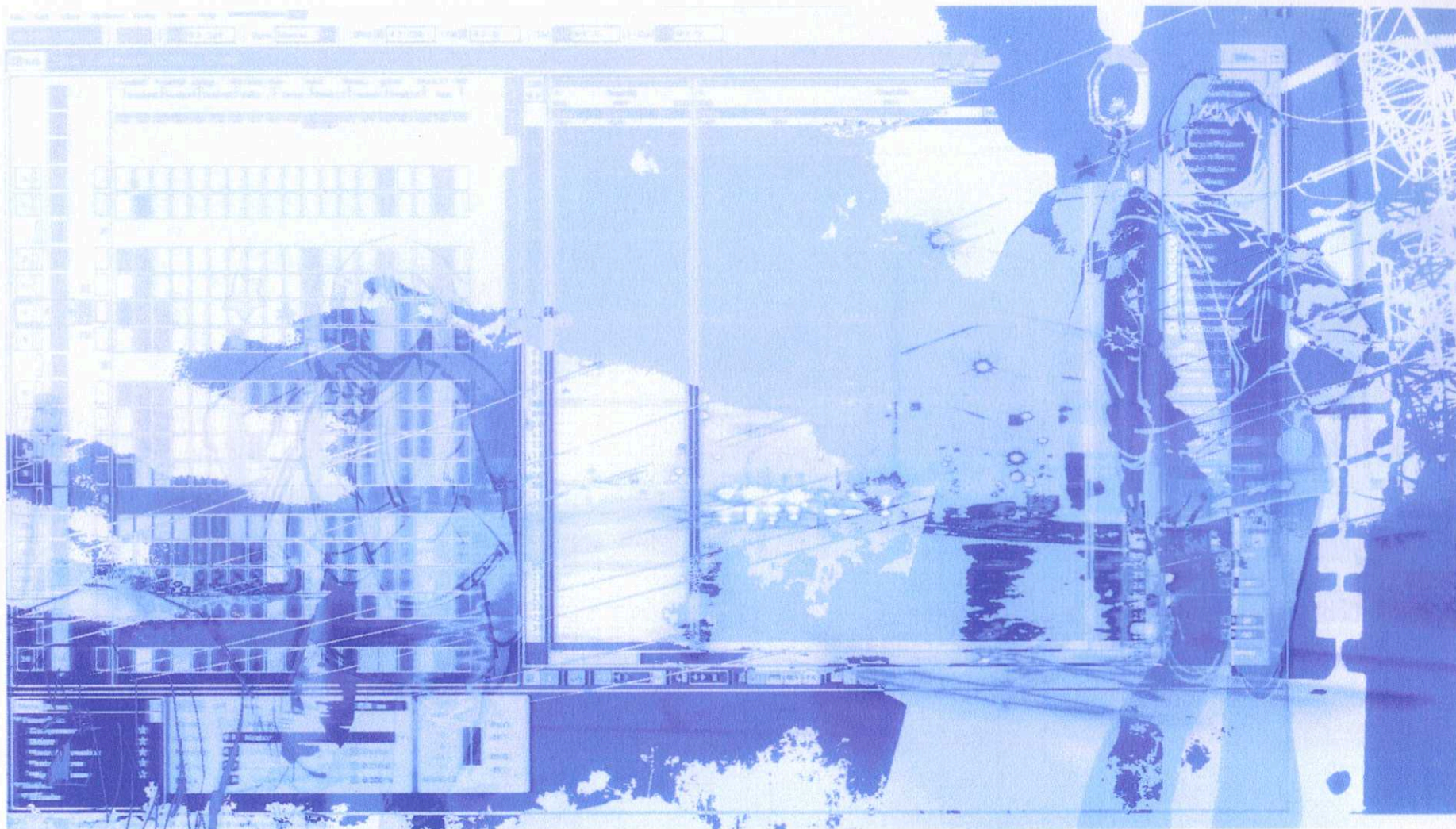
← Animated Stamp

This animated stamp uses the model directly from Blender as well.

Splash header →

V3.0 shows a "splash page", before displaying the homepage. This splash header uses the Koss Porta Pro image from Wikipedia.





Splash background : 3.0

R4U

→ remix series



R4U (2024)

Back around 2021 or 2022, when I was still using OpenMPT to make music, I had two remixes in hand: one of "Caramelldansen" by Caramel, and one of "Yes or Yes" by TWICE. They just sort of happened in the sense that I thought they would sound good as happy hardcore remixes, and suddenly they appeared on my screen. I think a huge chunk of my enthusiasm in making them came from my exposure to the Soundcloud scene in the 2010s, when I would spend my summers listening to the most ear-grating meme mashups and edits imaginable. Some of them were hardcore EDM, most of them weren't, but they were all really insane and formative to me (McMaNGOS was my hero). 2023 was when I picked up Renoise, and also when the dariacore genre had finally made its way to me and reactivated my Soundcloud phase like a sleeper agent. From then on I got back in touch with my Youtube AMV and nightcore roots, made a few more remixes, and in August of 2024 I realized I'd made enough to make a compilation.

Named after the bootleg NDS cartridge, I released the similarly legally ambiguous remix compilation *R4U* on October 25, 2024. It was the first non-single release I ever put out under 14.4ml, but because it wasn't anything original or groundbreaking I didn't expect it to have such a warm reception! I'm really grateful that people enjoy my take on happy hardcore. ^_^



I had already wanted to give 14.4ml a proper redesign for a while, and *R4U* gave me a reason to. Honestly, I just gave her clothes I would wear, save for the skirt and leggings. A robot raver in warm clothing is really cute. And while her design is nothing but blue tones, she's pink here for a normal reason: it's my second favorite color and I've always had a mental association of the color with happy hardcore.



tracklist

01. Caramelldansen (2024ever mix)
02. Girl Front (special shape mix)
03. Unwritten (Emo nerd mix)
04. Yes or Yes (4:00 AM mix)
05. Be Your USA (2009 OTP mix)
06. God (Full circle mix)
07. Security! (So beautiful, so funky mix)
08. Bounce (Help me mix)



R4U CD (2025-26)

I just wanted to make some CDs for Mish Mash Bash (April 26, 2026, Oakland), and *R4U* was the easy choice! Here are some *R4U* related drawings I made after its original release. The artwork for *R4U CD* features a slightly adjusted design for Miss 14.4.



← CD artwork



tracklist

01. Daniel Powter - Bad Day (Kick me mix)
02. 100 gees - Hollywood Baby (Babie mix)
03. Caramell - Caramelldansen (2024ever mix)
04. Natasha Bedingfield - Unwritten (Emo nerd mix)
05. Usher ft. Young Jeezy - Love in This Club (In this mix)
06. easyFun ft. Iiris - Be Your USA (2009 OTP mix)
07. Oklou - choke enough (lowpass donk mix)
08. LOONA / ODD EYE CIRCLE - Girl Front (Special shape mix)
09. Bladee & Mechatok - God ('94 rerun mix)
10. Ecco2k - Security! (So beautiful, so funky mix)
11. C---- XCX - Bounce (Help me mix)
12. Daddy Yankee - Gasolina (Gasolinaaaa mix)
13. TWICE - Feel Special (FS+ mix)
14. easyFun ft. Iiris - Be Your USA (Next generation mix)
15. Ecco 2k - Security! (Pretty drain girl mix)
16. Natasha Bedingfield - Unwritten (Monsoon mix)



R4U (2024)



As I was coming out of a drawing hiatus, I wasn't sure I would be able to draw something that would embody the silliness of this compilation... But I knew someone who could!!!!!!!!!!!!!!!!!!!!!!

I reached out to LA artist tabuugabbu for the cover art and the rest is history! If it's not already evident enough their lines are so killer and I seriously couldn't think of anyone else for the job.

When they sent out the first sketch to me I had zero notes.

In addition to being on the cover, tabuugabbu's artwork was used for various other promotional material including the CD mockup for the website version of R4U, and the announcement image which remained on my homepage for quite some time! (pictured below)



GO FOLLOW TABUUGABBU RIGHT NOW!!!!!!!!!!!!!!!!!!!!!! AT
@TABUUGABBU ON INSTAGRAM!!!!!!!!!!!!!!!!!!!!!!

These are the sketches I sent over to tabuugabbu :)
Can robots eat sandwiches?



Stay up

→ EP



Stay up (2025)

After *R4U* was released I continued to work on *Commutes*, which I had been working on for more than 2 years at the time. I was frustrated about taking so long to come up with good ideas for songs when just a few months back it seemed like I was hit with divine inspiration every day. I was also dealing with the fact that I couldn't spend 12 consecutive hours on songs anymore as a full-time worker. I tried to remedy this by working exactly as I would before—aimlessly, halfheartedly, until something hit me—except for shorter periods, and by the time I needed to go to bed, that "something" had never come.

Stay up is like this: what if I turned away every pattern I learned over the past few years? What if I tried as hard as I could for the 3 or 4 hours I had every weeknight to make something resembling a song rather than a loop? Like dunking my head in cold water, writing with my left hand, slowly walking backwards to gain new consciousness of muscles, I would brute force myself into thinking differently whenever I felt myself getting comfortably stuck in the same 16 bars. I would work quickly, delete generously, and not second-guess myself. The result blindsided some listeners (sorry!), sounding extremely different from anything I had ever released before... In this sense *Stay up* is more like a collection of exercises than a cohesive work and I'm perfectly happy with it. It helped me realize that waiting for a divine strike in writing is just as useless as in drawing; I could only get better by studying and working consciously. It sounds obviously simple, but it really got my head above the water at the time.

Stay up was released on June 27, 2025. I just wanted to draw a skirt and tie outfit for this EP, so I did.



tracklist

- 01. On my own
- 02. Reason
- 03. Nonphysical
- 04. The whole night (^ ^)

Stay up (2025)



Stay up (2025)



← Digital background cover

I made two versions of the artwork for this EP: the crunchy one on the front and the painted version on the back. This painted version was also used for the digital poster I included in the download (next page).

Favicon



Promotional image →
This image was displayed on the website homepage until version 3.0.

It's actually a screenshot of the promotional video, which was made in my old busted copy of Sony Vegas Movie Studio 11.





hello

in the past year or two I'd become increasingly and debilitatingly of 14.4ml
with second, third and fourth opinions to the point where I started to wonder
why I was severely imprisoned even by expectation - writing at and detail,
paralyzed by the slow approach that was intended to comfort me.
written in the three weeks that and I revised in two,
Stay up is an experiment into the polar opposite approach:
no nth record opinions, no named second after guesses, rules:
This if I started a track, I would finish the entire first draft the rule that
the same night.

special cirrous thank take you so and much thanks for www.biomimesis.net listening! care.

01.On my own 02.Reason 03.Nonphysical 04.The whole night (???)

Commutes

→ album



Commutes (2026)

None of 14.4ml would be as it is today without *Commutes*. Despite being released this year, it's the musical project I've held onto for the longest time, spanning the other two releases under 14.4ml. It's a scrapbook of songs I wrote to listen to on the train. I started taking the train regularly in 2023 when, after a long bout of being trapped in my apartment for a number of reasons, something deeply beautiful and forgiving was granted to me. I felt connected to the world for the first time in my life.

2floz is a cloud of sea fog; instead of returning to the ocean, whether by magic or sheer will or something else entirely, they ended up on a bus back to the city. They spend their endless days wandering on transit now, watching all kinds of people work and play.

Commutes was released January 24, 2026. "Commutes" was the first song I ever wrote in Renoise, sampling "Guilty Cubicles" by Broken Social Scene. As a long-time fan, I made "Trip" as a tribute to the work of Valerie Cooper, from San Francisco-based band Sweet Trip. Despite still being pretty sample-based, the experiences and influences that led to *Commutes* always made me plan this album under a different name than 14.4ml.



Kasane Teto appears on tracks 4 and 8 of *Commutes*. It was my first time ever using voice synthesizer software.



← One of my earliest drawings of 2floz (and 14.4ml, wearing a silly hat)... From Fall 2023.

tracklist

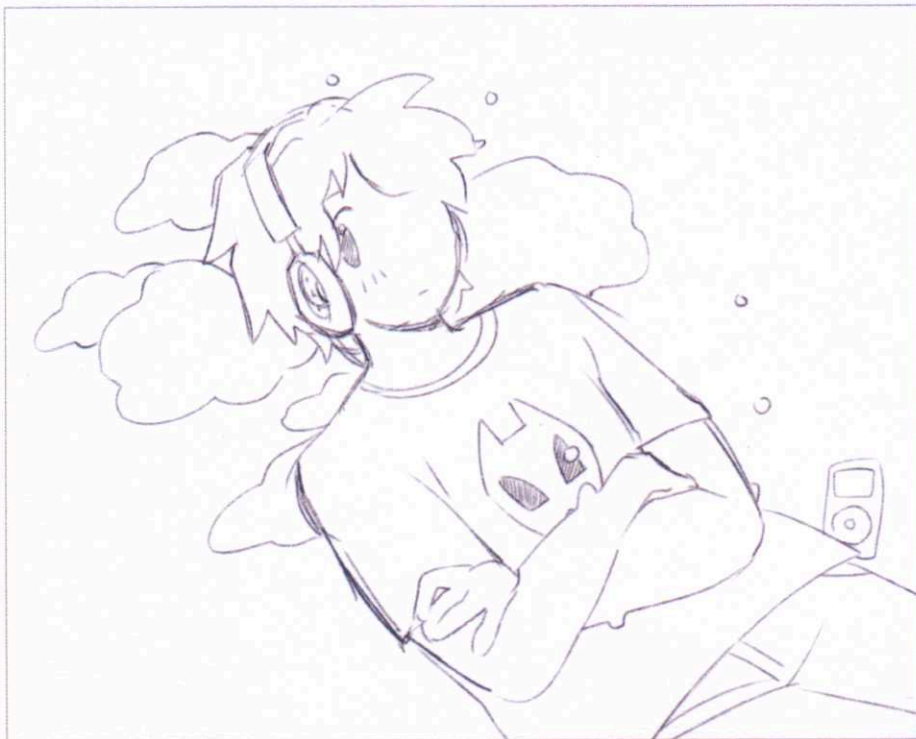
- | | |
|-----|-----------------------------|
| 01. | Phase |
| 02. | Commutes |
| 03. | Light rail |
| 04. | Distance (with Kasane Teto) |
| 05. | Logit |
| 06. | Foam |
| 07. | Drop off |
| 08. | Trip (with Kasane Teto) |
| 09. | Signal9 |



Commutes (2026)

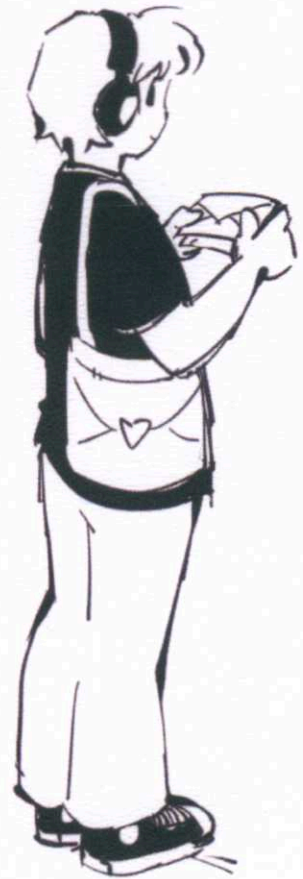


Above is a drawing of 2floz in my old apartment. It was my website "submission" for the month of September in 2024. I was so tired working on R4U and I couldn't say anything about it!

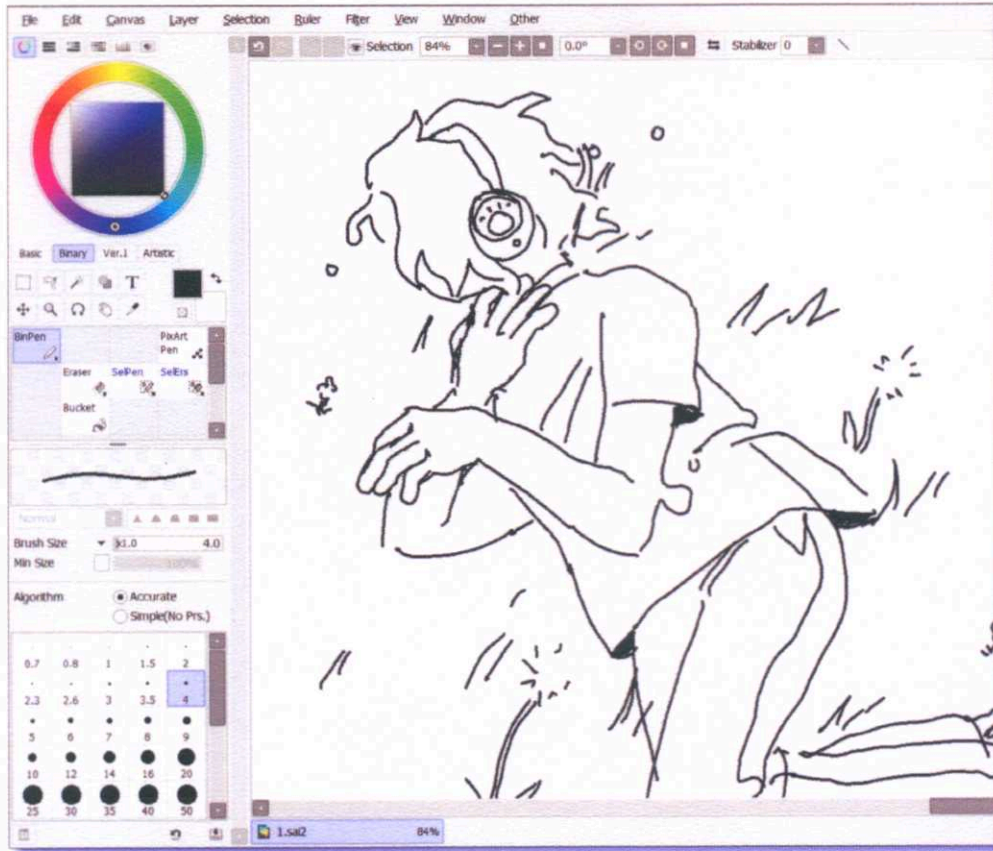


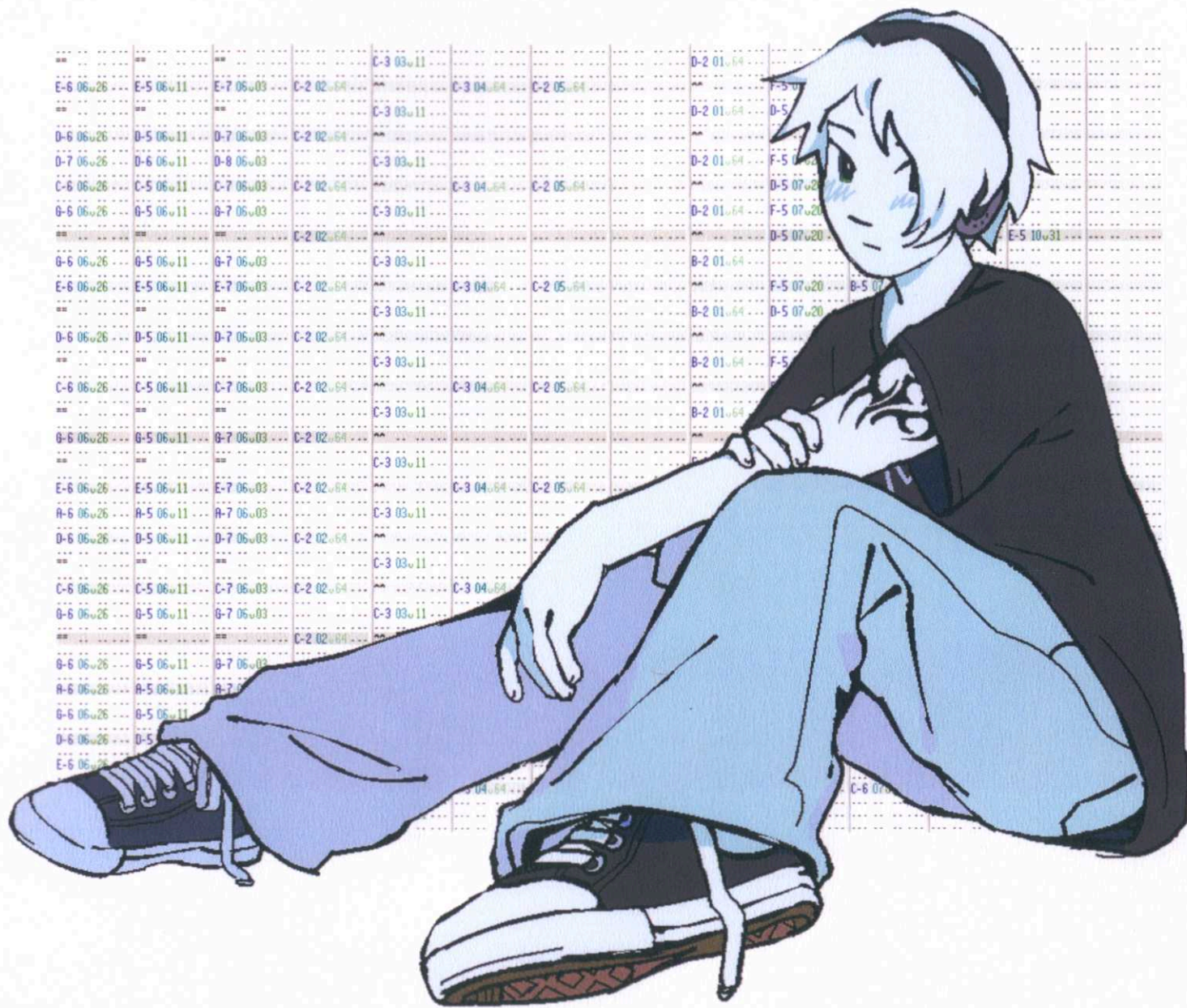
Commutes (2026)

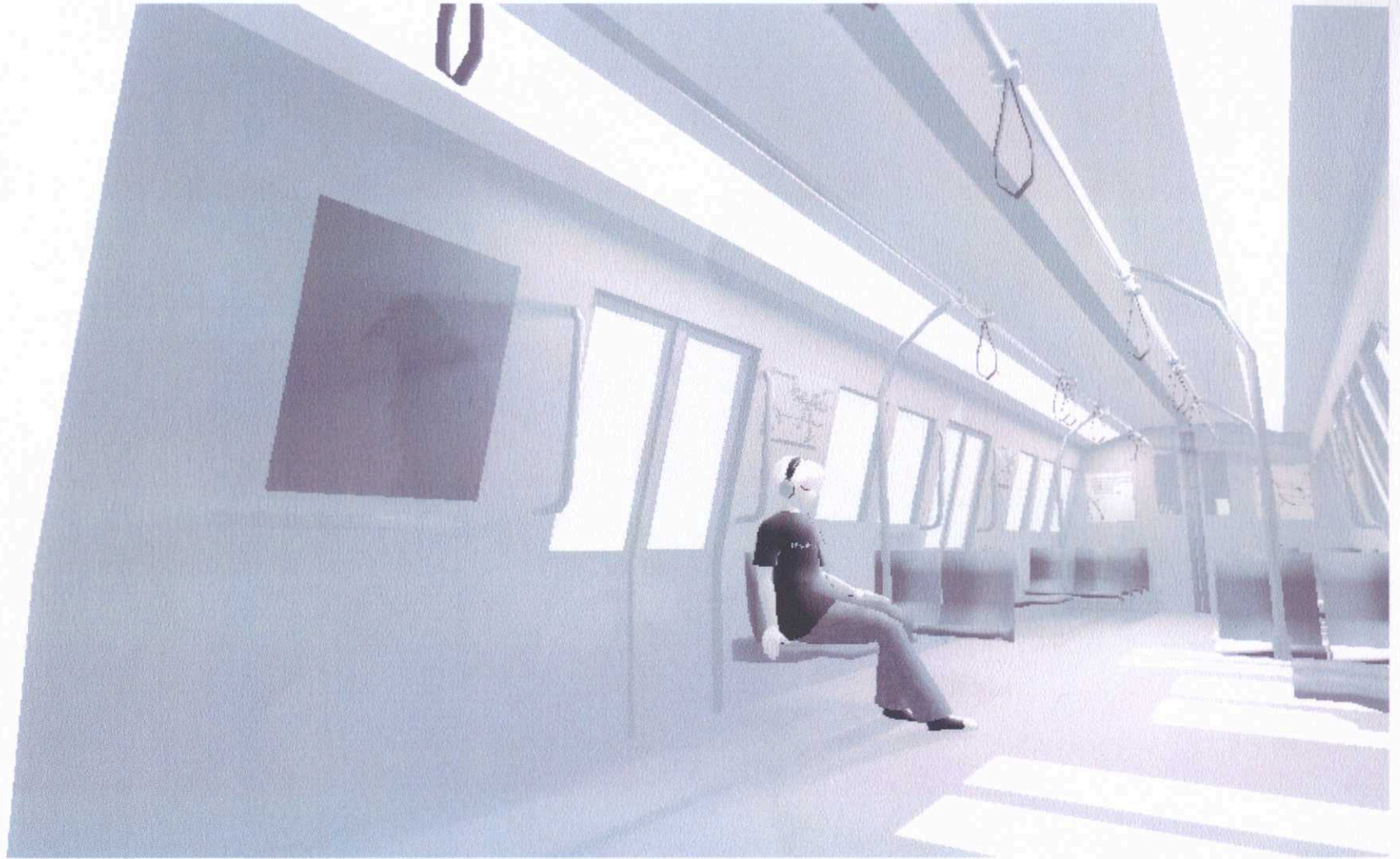
A secret drawing for a blog post I wrote on December 3, 2025. It would only appear on a secret success page if you filled out the form attached to the post; the success page announced *Commutes*. →



Commutes (2026)







Webpage background

This image was rendered in Blender. It's probably the biggest project I've made in Blender so far. Modeling the train was fun when I finally figured out how to approach it. Rigging still hurts to do.

2026 developments



2026 developments



2026 developments

I really like making outfits
for her ☺







www.14-4ml.neocities.org

Guest Book (IRL!!!!!!)

→ say hi :))

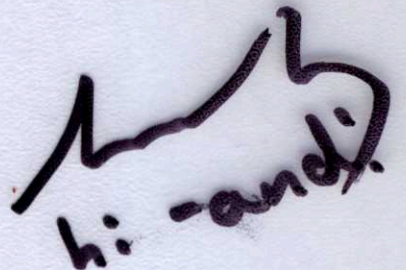
Cathy & Cathy

hi :3
-Cele

ullo!
Verid



-Carrie



hi -andi!

hi!
Pod

BELLO!
-ELI :)

♡ HI! :)
-finley

HA! :)
Orion

gurt:yo