

# 2D Visual Asset Generation: **Environment Concept Art**

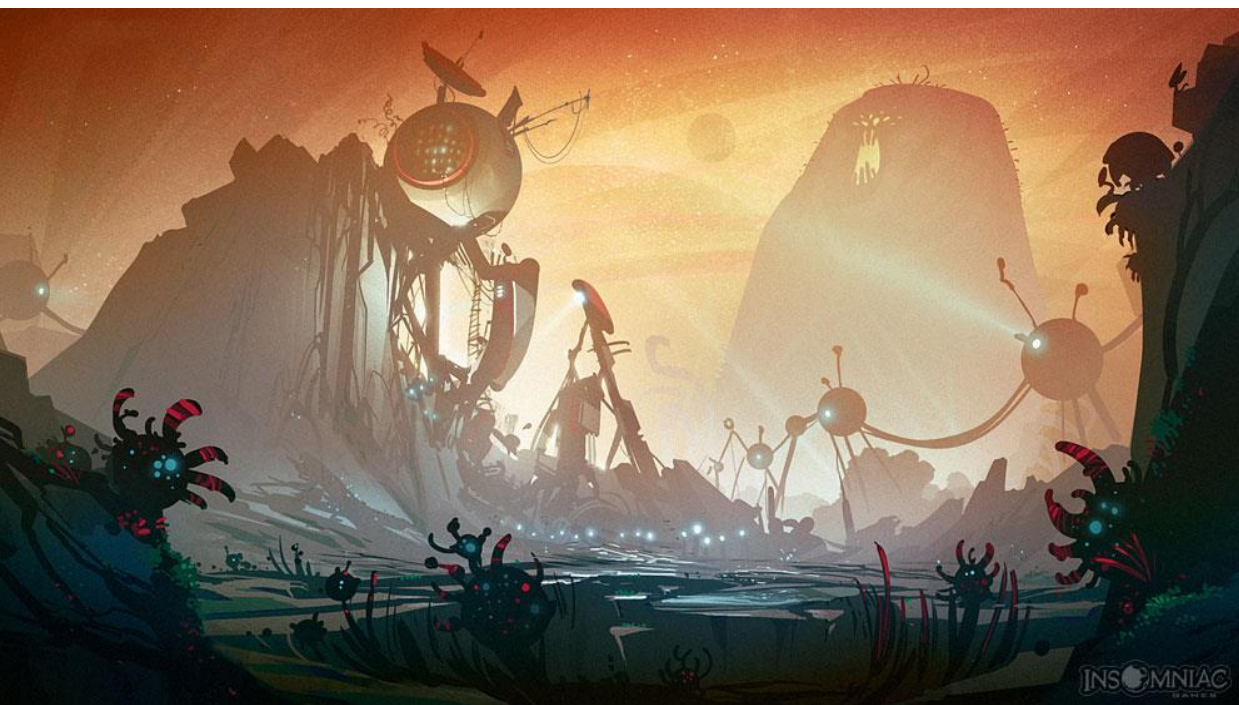
GAT120: 2D Visual Asset Generation  
Week 9

Danny McGillick

# Daily Speedpaint

- Today's themes:
  - The old pier- Break in the weather - Ice cold- Abandoned mine
  - 30 minutes!
  - Instead of going for a large picture, do 2+ thumbnails.
  - Each about 400 pixels wide.
  - Think about camera angle (Birds eye, persons eye? Close, far? Peering through trees?)
  - Think about composition (directing the eye to the subject, putting the subject in context)





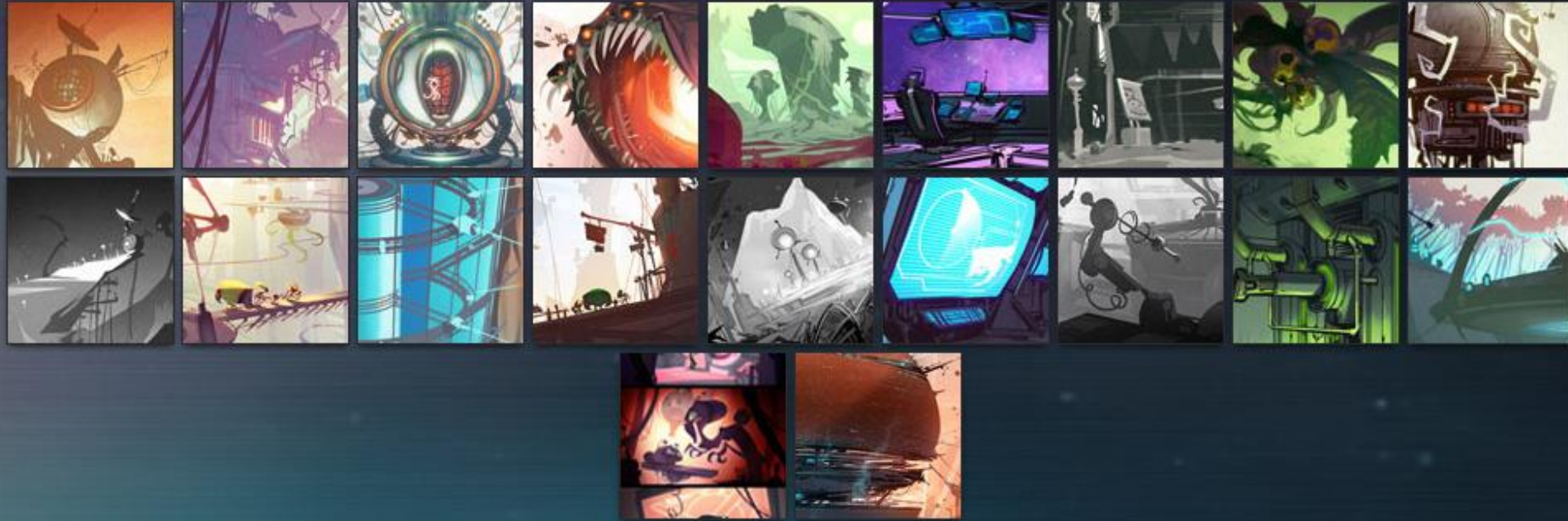






## ENVIRONMENTS

the solana galaxy and beyond



## WEAPONS & GADGETS

locked, loaded and ludicrous

At its core, CreatureBox is for anyone who enjoys bizarre monster design, comics of spacemen, and illustrations of everything in between. For the past several years, we've spent most of our time digging deep into what makes characters tick while trying to tell a few stories along the way. We've had influential childhoods filled with cartoons, robots, aliens, and creatures of all shapes and sizes.

## MONSTER WRANGLERS



**DAVE GUERTIN**

Artificial Intelligence



**GREG BALDWIN**

Genetic Engineering

Yet through it all we've found collaboration to be the most critical ingredient. Together this has allowed us to expand our sensibilities while challenging each other to become better designers. Most importantly, we've found tackling creative battles as a team is good fun and always provides a fresh perspective. Through the website, our visitors are invited along for the ride as we dive into the deep end.

# Reverse Engineering

- Break down the concept art into categories







# Elements

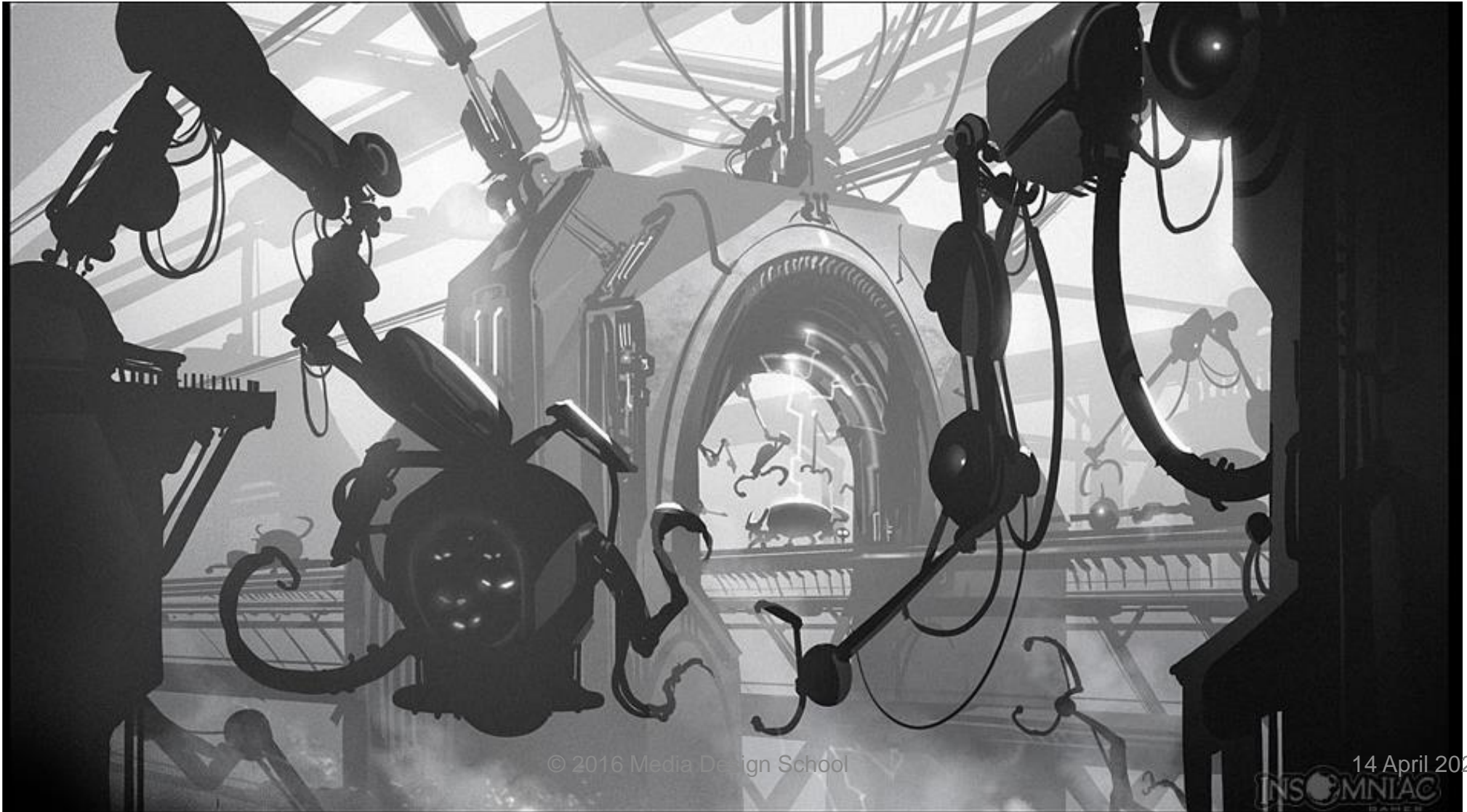
- Strong sense of foreground, mid-ground, background
- High contrast (dark foreground, light background).
- Blocky illustration style
- Limited yet effective colour palette
- Gradient
- Rough texturing
- Postprocessing: paper grain, colour grading

Strong sense of foreground, mid-ground, background

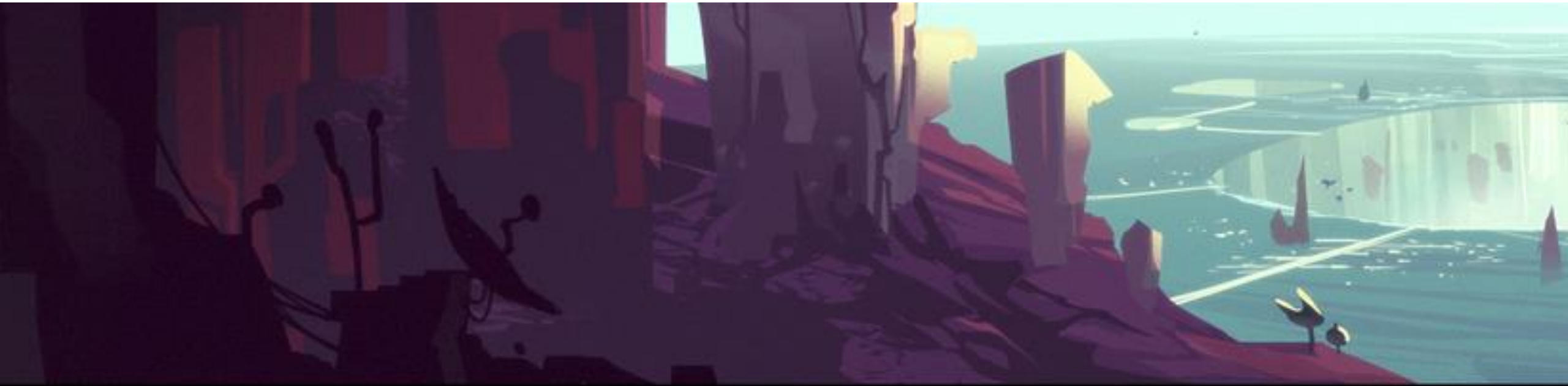




High contrast (dark foreground, light background).



# Blocky illustration style





Limited yet effective colour palette



# Gradient





# Texturing



# Postprocessing





# Techniques

- Lasso tool
- Gradients
- Clipping masks
- Custom brushes
- Adjustment layers
- Gradient Maps
- Adding texture
- Post processing

# Open up Photoshop!

- Redoing your speedpaint thumbnails! Around 500px wide this time.
  - Do two thumbnails up to stage 2
  - Pick one and apply other stages to make a more polished thumbnail.
- 
- Phase 1: Reference Gathering
  - Phase 2: Composition blocking
  - Phase 3: Adding Gradients
  - Phase 4: Detail pass
  - Phase 5: Colour
  - Phase 6: Texturing
  - Phase 7: Post processing

# Phase 1: Reference gathering



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# Phase 2: Composition blocking



# Phase 3: Gradients



# Phase 4: Detail Pass





# Phase 5: Colour

- Overlay/multiply layers
- Gradient Map





# Phase 6: Texturing



# Phase 7: Post processing

- Colour Correction
- Levels
- Bloom
- Chromatic aberration
- Sharpen
- Depth of field



# Homework

- Pick one of the thumbnail ideas you didn't use today, or make up your own.
- Make 2-3 400px thumbnails and pick the one you like best.
- Paint up your scene at a higher resolution using the steps we learned today
  - Deliver an image 1000px wide
  - I recommend working at 2000px wide and then exporting it scaled down 50% (bicubic automatic) as a png. In Photoshop you can use *File > Export > Export As...*
- *Post to discussion forum in module 5 [Week 9 – Homework thread](#)*