



ACR101 - 2D Asset Creation: Illustration

Week 6

Danny McGillick

Watching Artists Work

- We've arted each week and we'll have questions of forming.
- Digital workflows, like analogue ones, take time to develop.
- Watching others work is a great source of ideas, knowledge and hype.
- [Sephiroth working in Photoshop](#)



Watching Artists Work

- [Atey Ghilan illustrating a scene in Photoshop](#)



Watching Artists Work

- [Daniel Clarke 69](#)
- [DC street style demo](#)
- (he's done this A LOT for a long time)



Overview

- What is illustration?
- Reverse Engineering
- History of illustration
- Illustration in games
- Breaking down an existing style of illustration
- Defining your personal style

Illustration

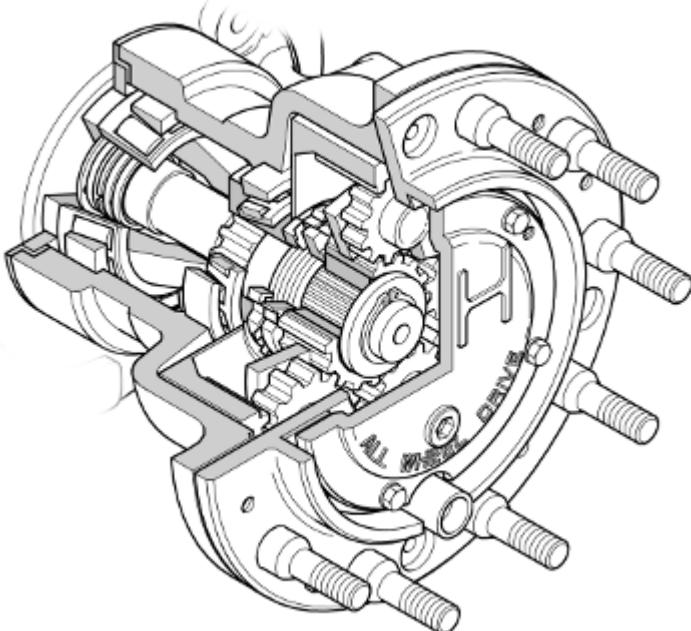
- Isn't everything we do in this class illustration?
- What's the difference between illustration and art?

Art. Fine Art. Applied Art. Design. Illustration.



Illustration

- An **illustration** is a graphic depiction of any concept or subject in a drawing, sketch, painting, photograph, or other type of image



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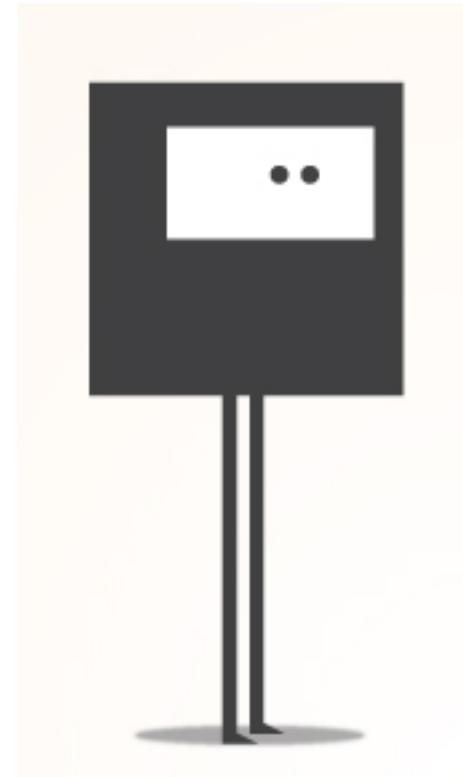
The origin of the word?

- The word comes from the latin word *illustra'tio* meaning enlighten, irradiate.
- Enlighten: to give someone greater knowledge about a subject or situation.
- “to shine”



http://www.tolkienshop.com/contents/media/l_one_ring_gold_italian.jpg

Many different styles



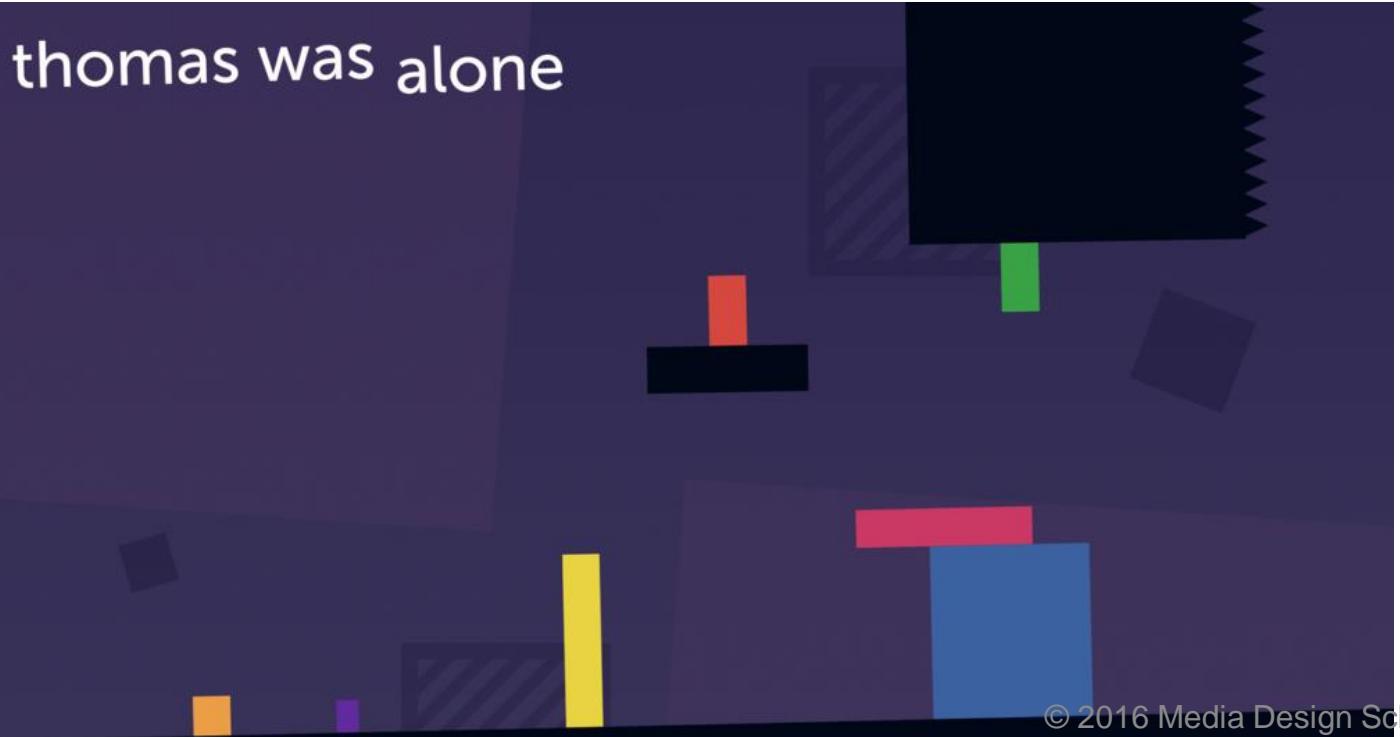
Height!



Thomas was alone

Mike Bithell, 2012

- They're just squares and rectangles...





<http://www.themarysue.com/wp-content/uploads/2015/05/TWAFA1.png>



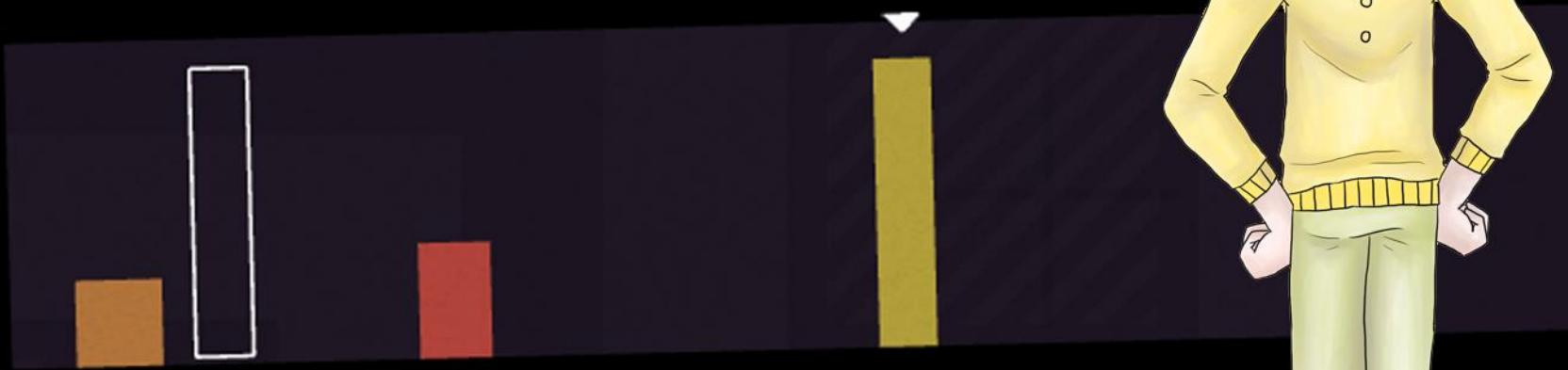
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http://img11.deviantart.net/dc12/i/2013/053/2/9/thomas_was_alone_by_dan_neko97-d5vtsyo.png

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Thomas
was
Alone



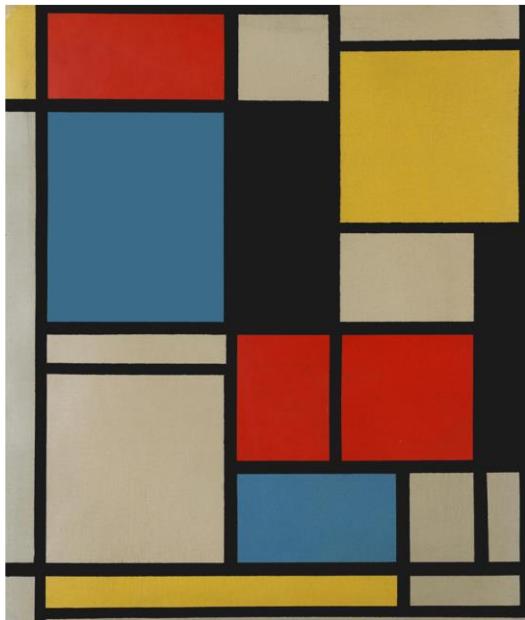


This would not do. John needed room to show off his exceptional skills. As it was, he was trapped, on the wrong side of these little dot things.

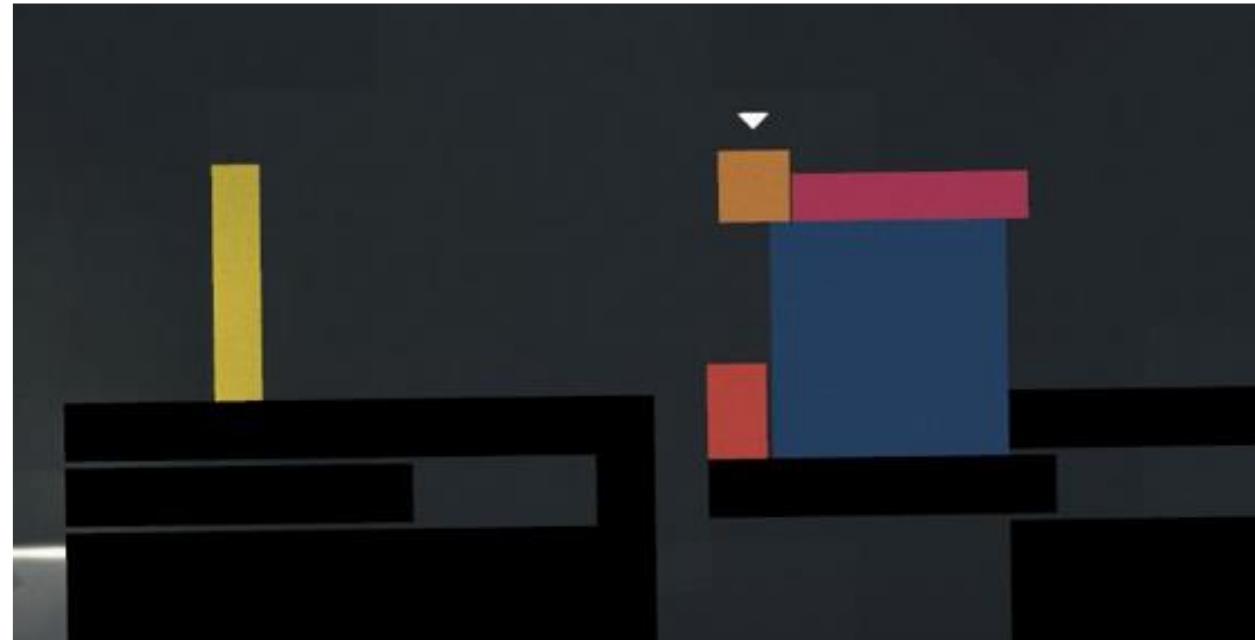


Reverse Engineering

- Mike Bithell got his inspiration for the art style of Thomas was alone from Minimalist De Stijl artist Piet Mondrian

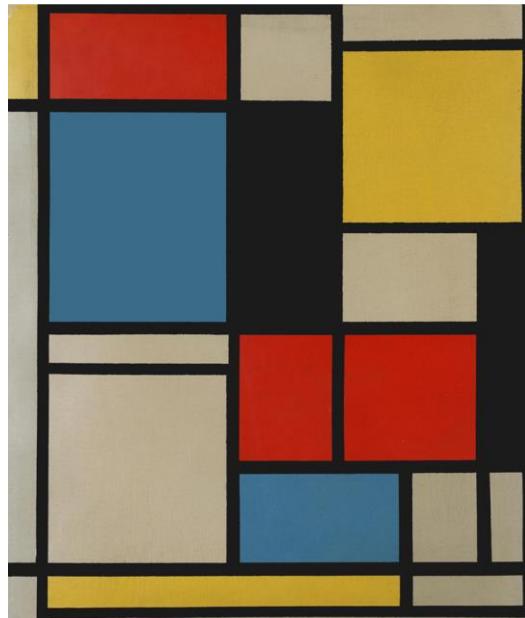


Composition with Red, Yellow, and Blue. 1942
Piet Mondrian

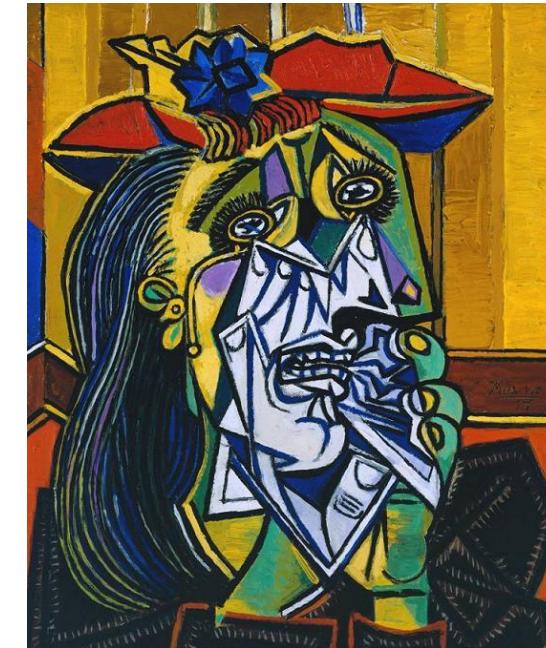


Reverse Engineering

- Minimalist De Stijl artist Piet Mondrian was heavily influenced by Cubist artist Pablo Picasso



Composition with Red, Yellow, and Blue. 1942
Piet Mondrian



The Weeping Woman. 1937
Pablo Picasso

My Character is only 5 pixels tall

- Most likely, this pixel was inspired by something you saw in the real world, or in a work of fiction



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History

- Chauvet Caves, Southern France
- Earliest known, best preserved cave paintings in the world
- 30 000 years old



https://upload.wikimedia.org/wikipedia/commons/1/17/Rhinos_Chauvet_Cave.jpg

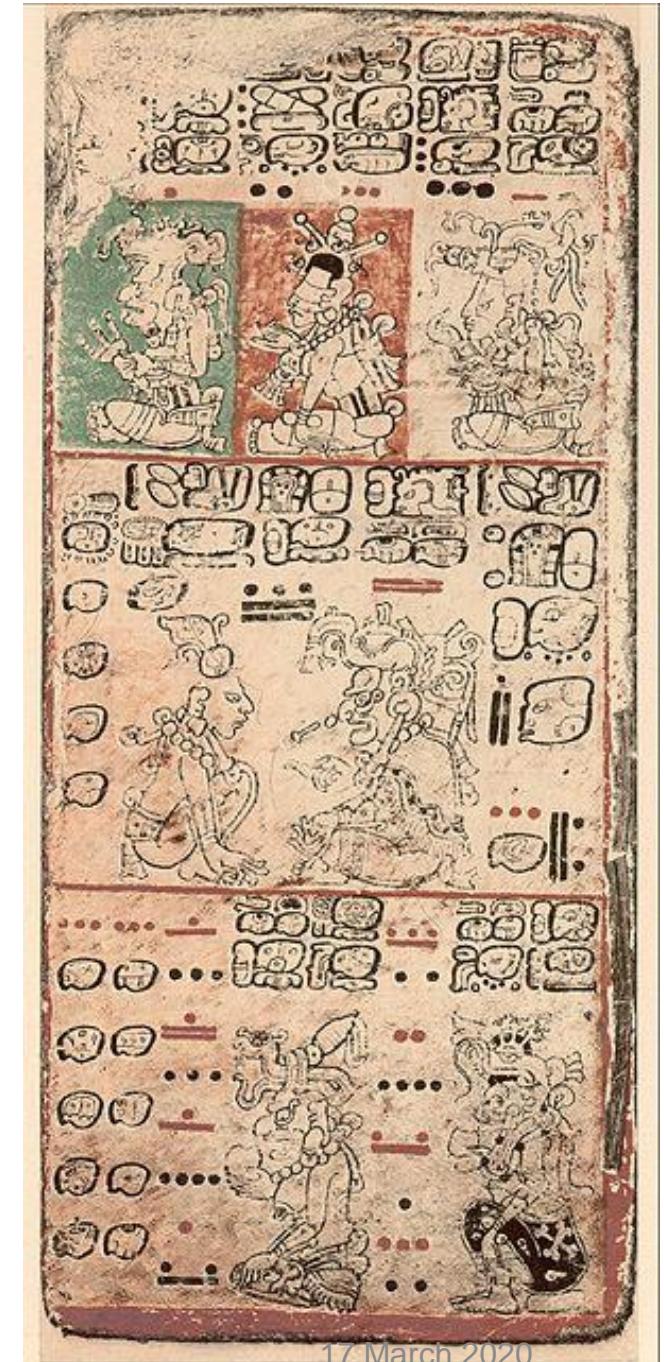
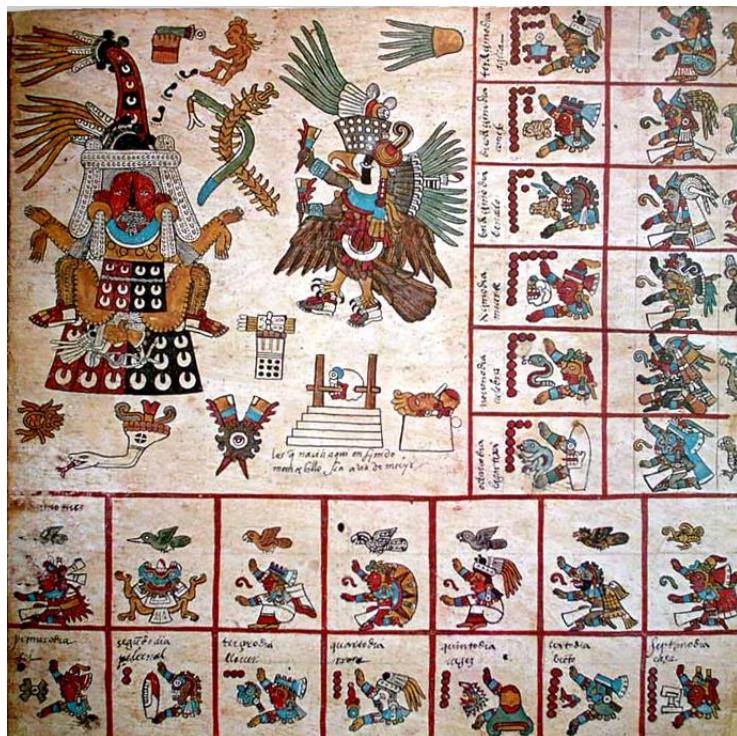
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Codex

- Codex: A *handwritten* manuscript in book form
- Aztec and Mayan
- Illustrated their culture
- 14th century



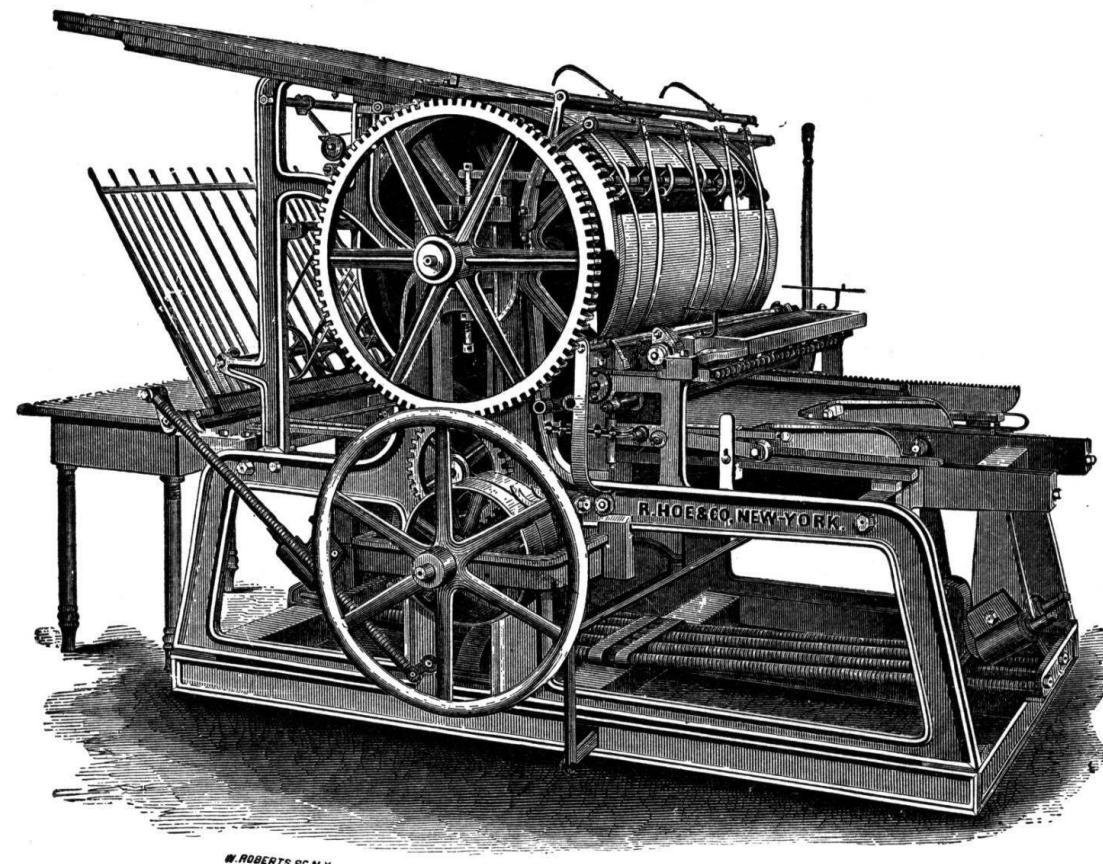
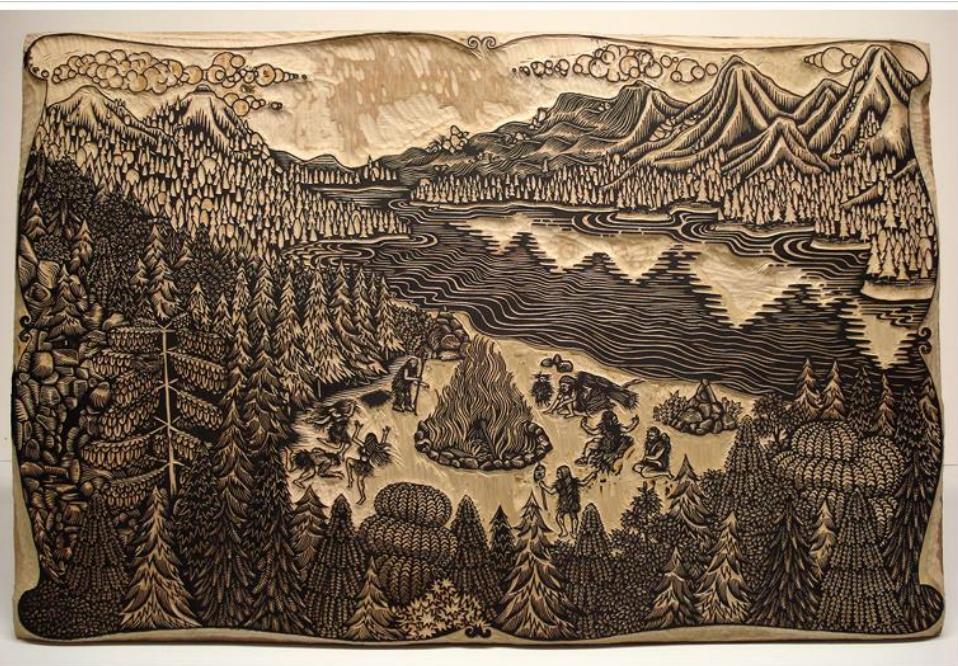
Codex

- Codex Gigas: Giant Book
- Largest existing medieval manuscript in the world
- 12th century



Printmaking

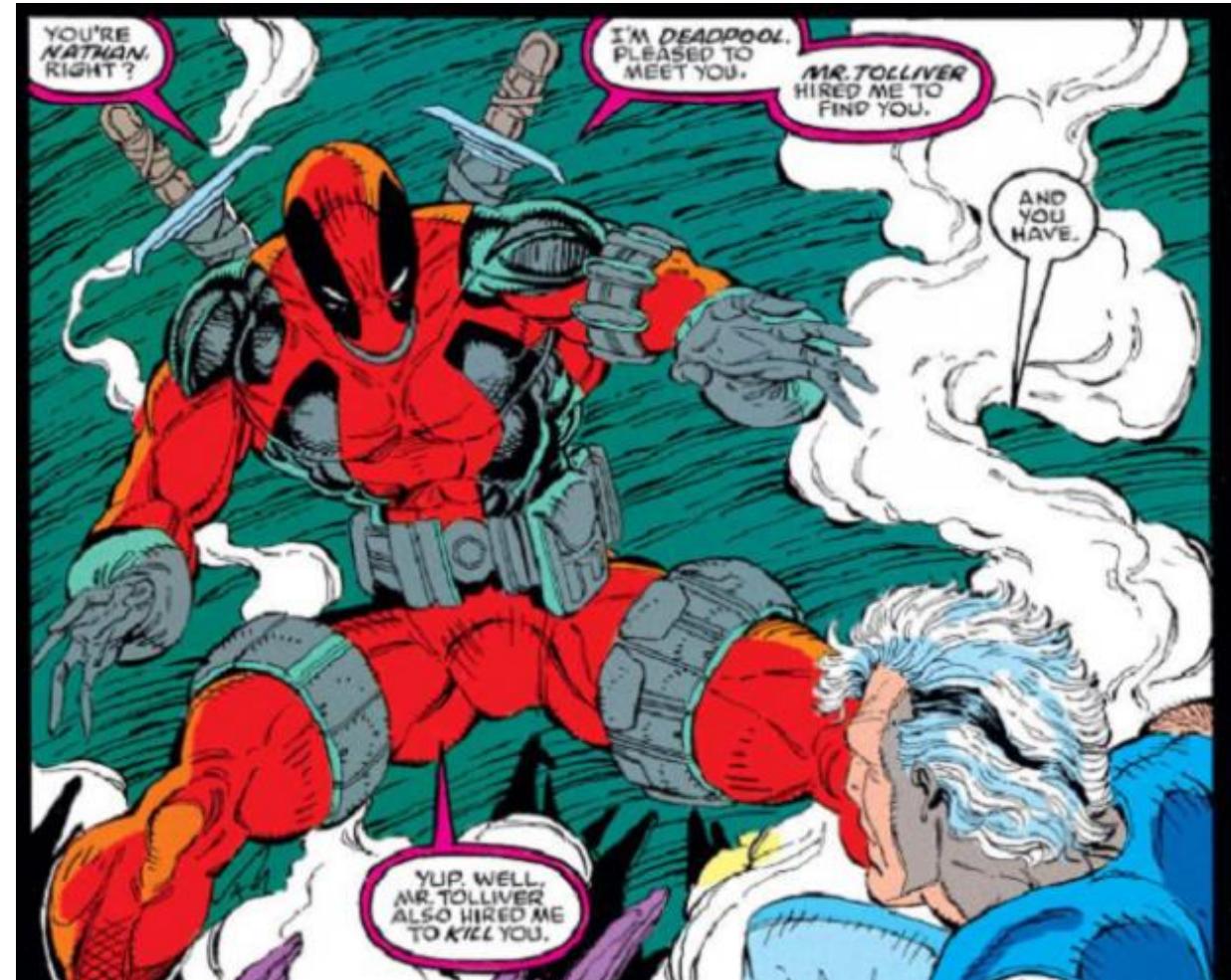
- Woodcut: 5th century china
- Johannes Gutenberg, 1440
- Introduced era of mass communication
- **Defined an illustrative style**



Defined illustrative style?



=



Separate colour passes



Katsushika Hokusai

- 1760 – 1849
- Japanese artist
- Printmaker
- Known by at least 30 names throughout his life
- Name changes relate to changes in artistic style

The Great Wave off Kanagawa. 1837

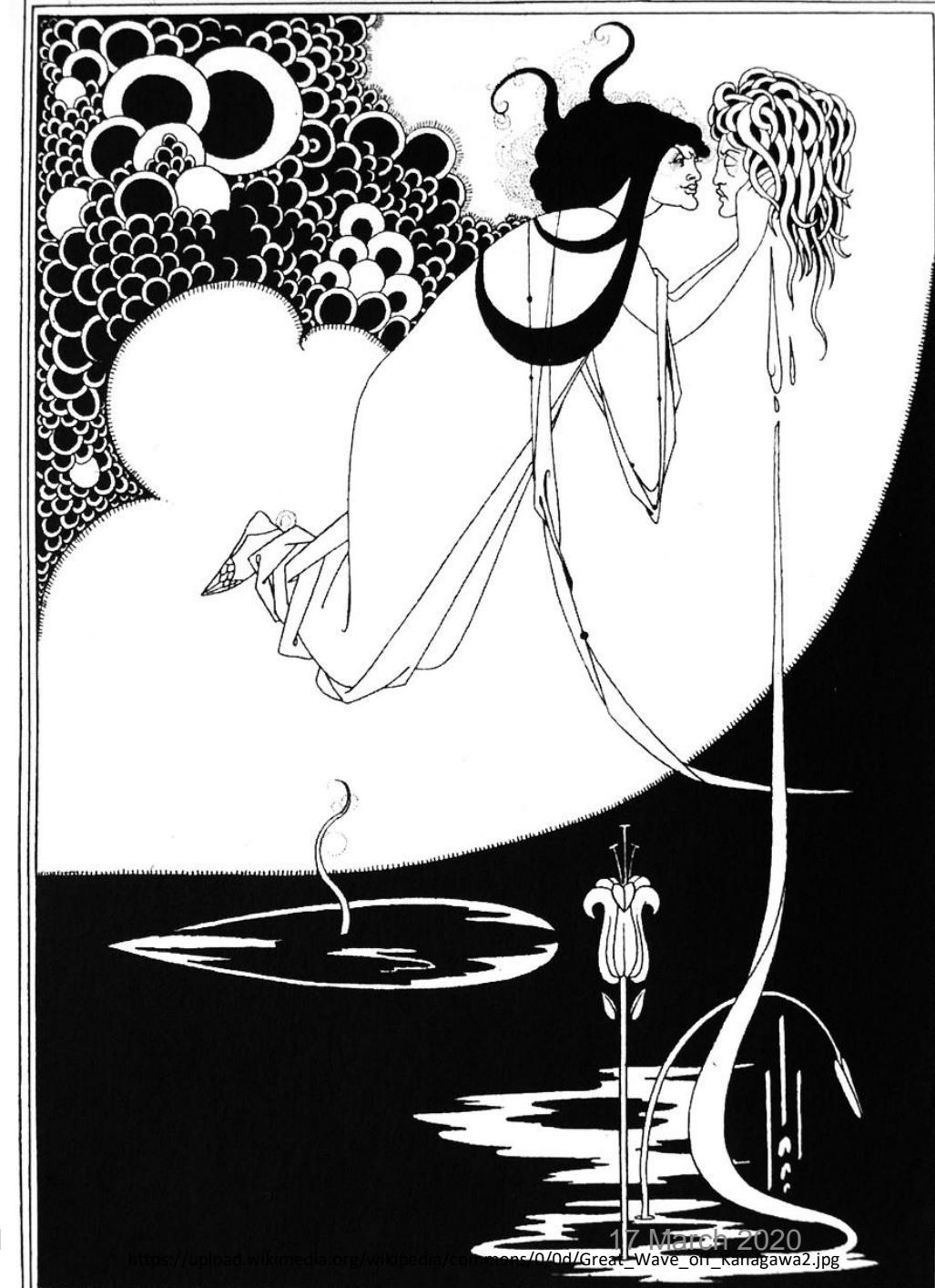


Aubrey Beardsley

- 1872 – 1898
- Art Nouveau artist
- Influenced by Japanese woodcuts
- Significant contributor to the development of Art Nouveau and poster styles

The Climax
Aubrey Beardsley. 1894

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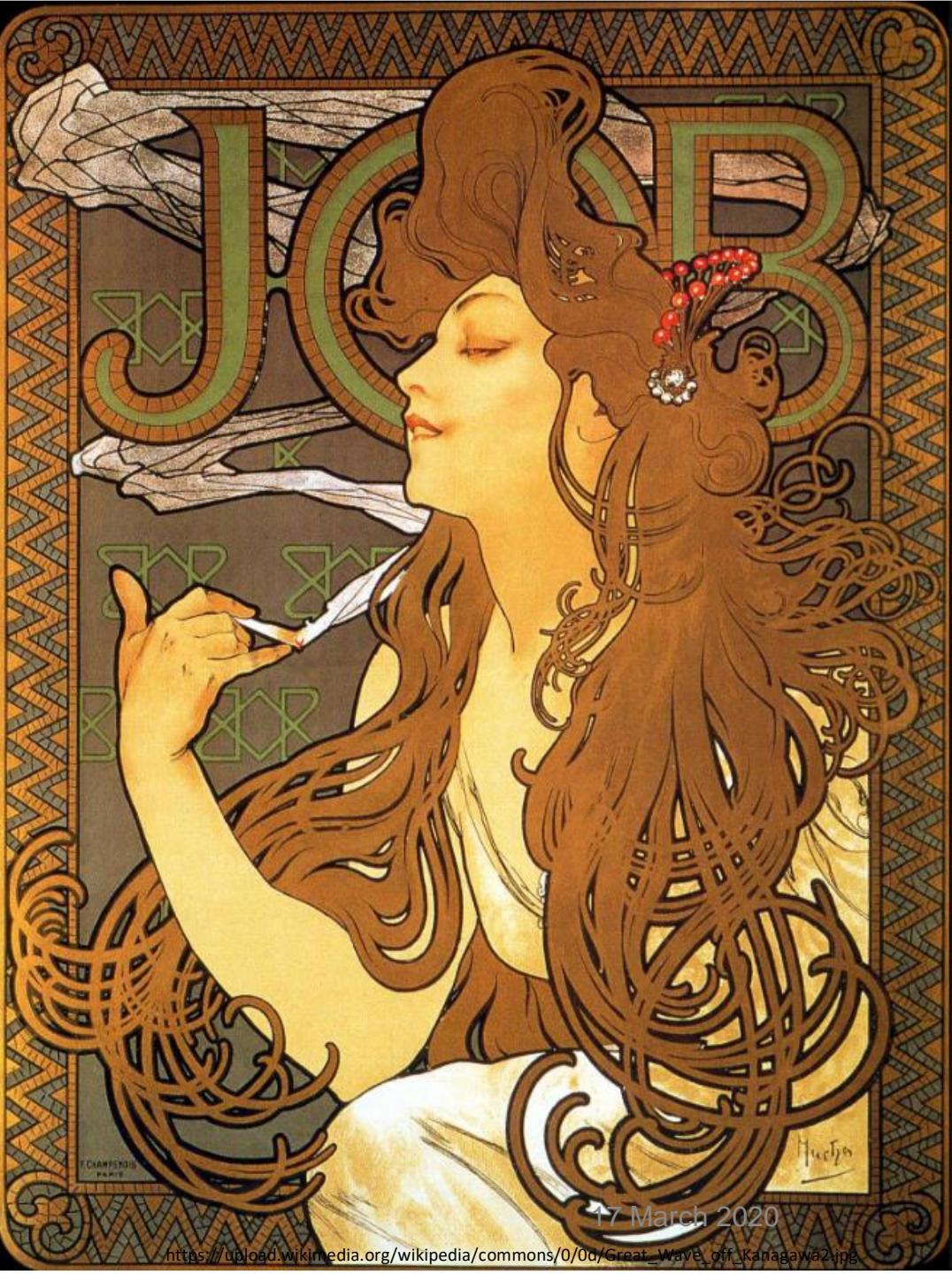


Alphonse Mucha

- 1860 - 1939
- Art Nouveau artist
- Best known for his illustrations

Job
Alphonse Mucha. 1896

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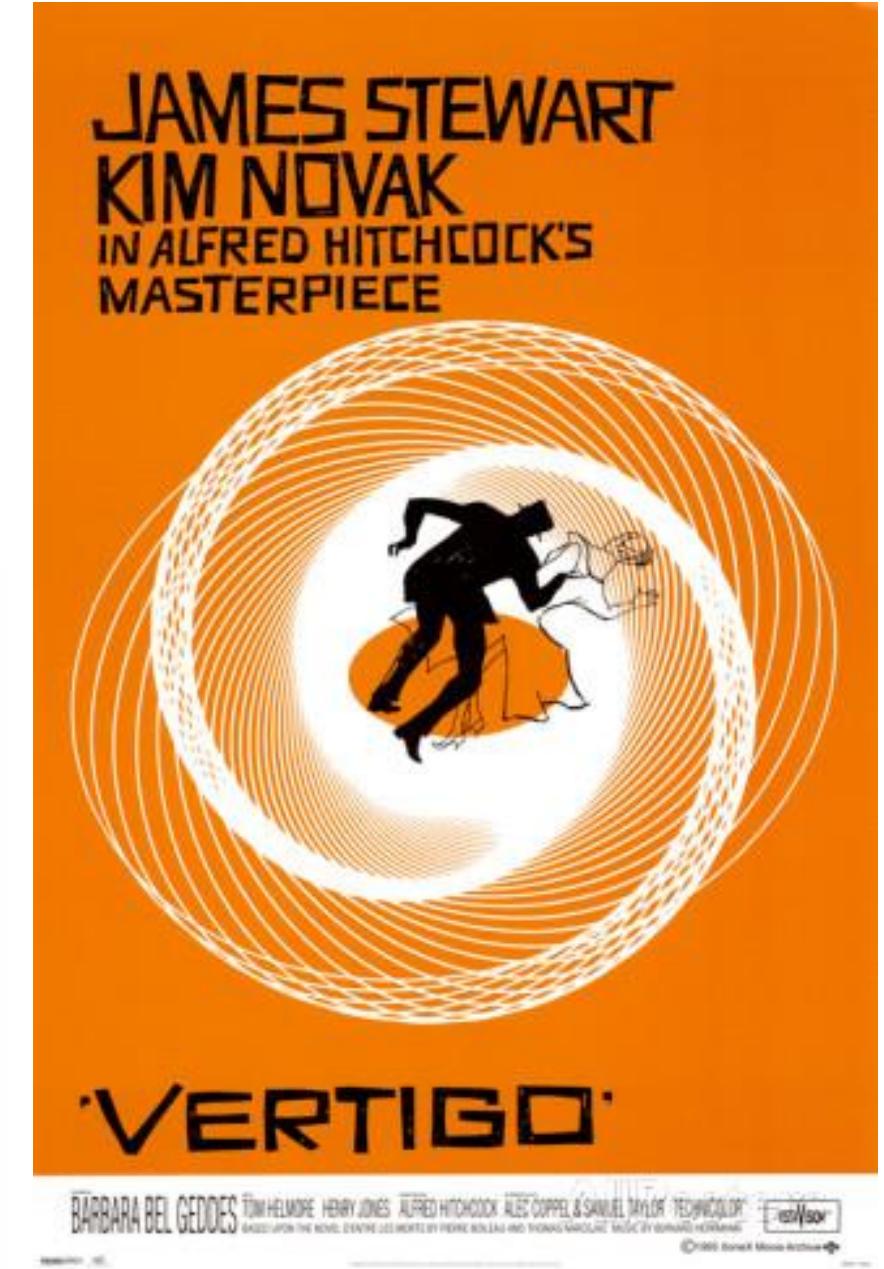
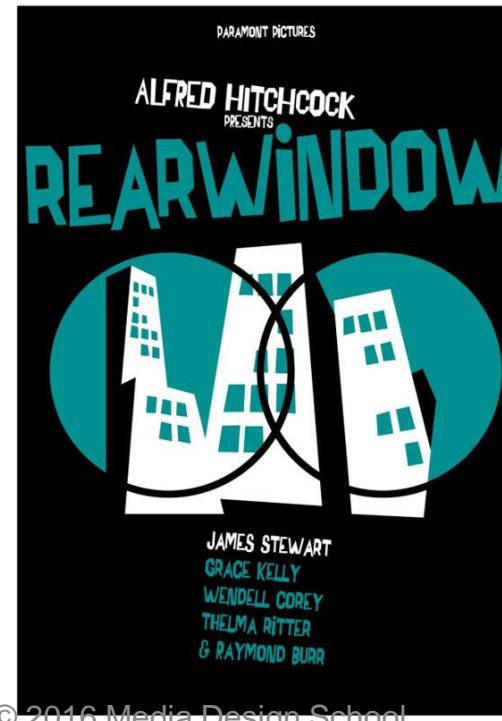
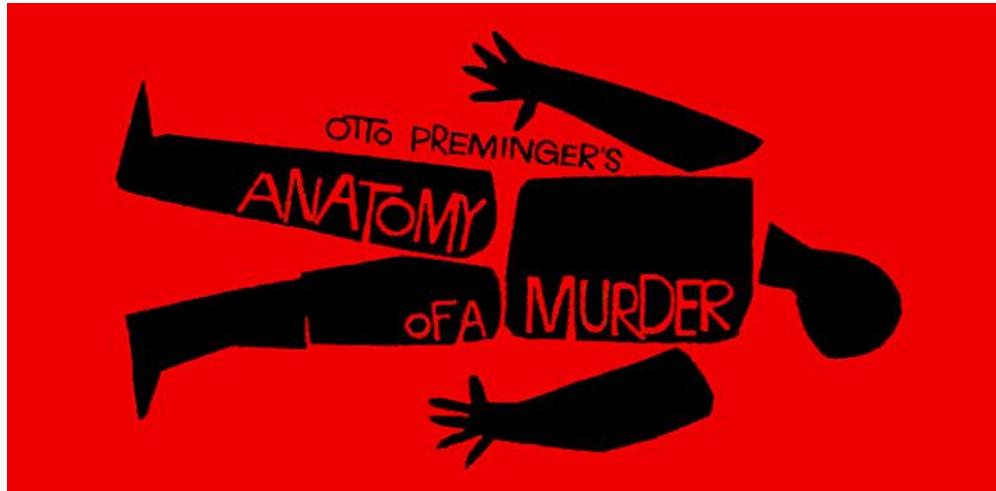


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https://upload.wikimedia.org/wikipedia/commons/0/0d/Great_Wave_off_Kanagawa2.jpg

Saul Bass

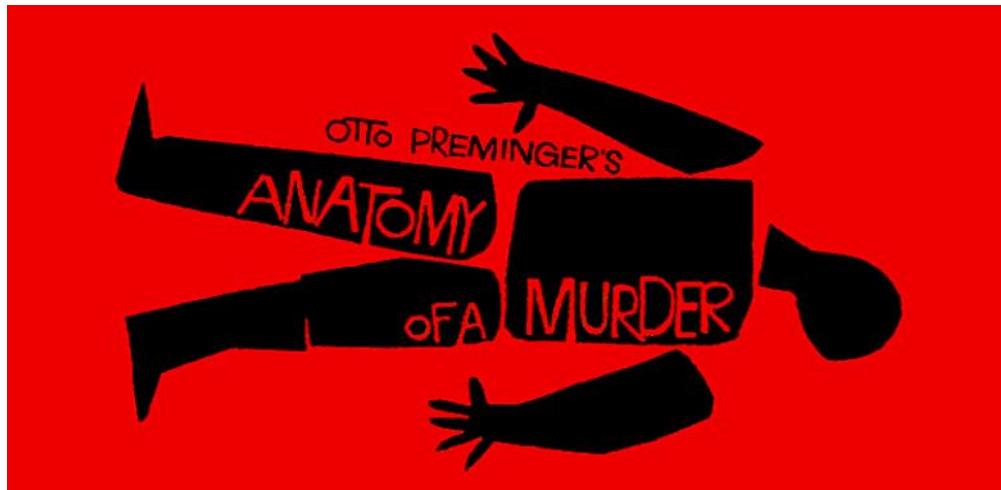
- 1920 – 1996
- Poster Illustration
- Worked with many famous Hollywood filmmakers



Reverse Engineering

Saul Bass

1959



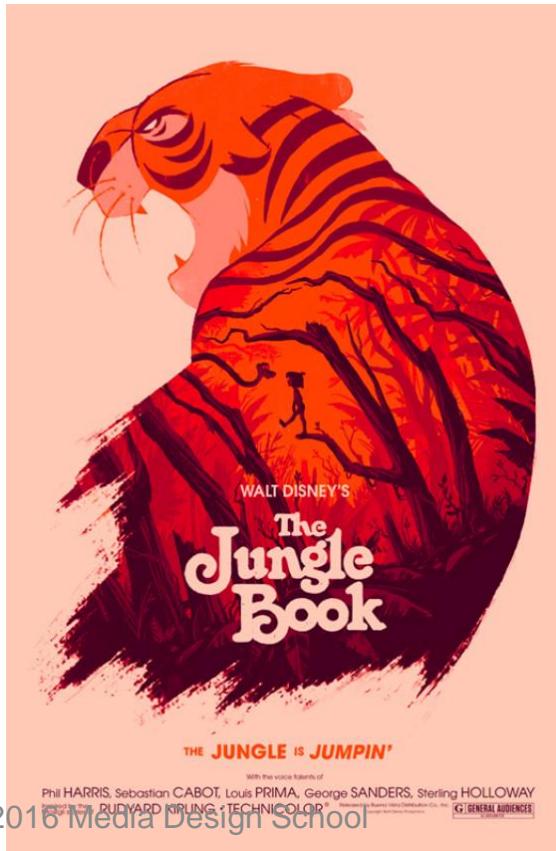
Henri Matisse

1943

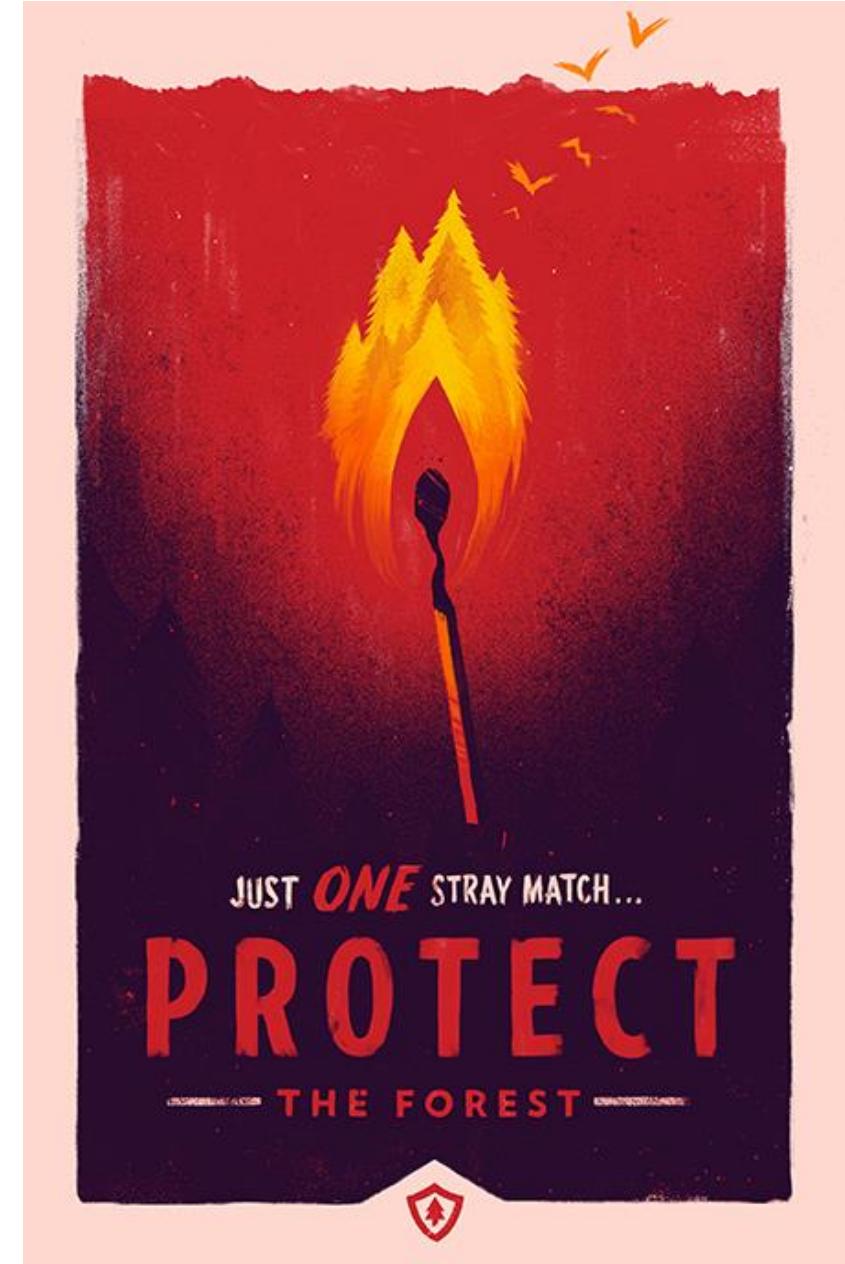
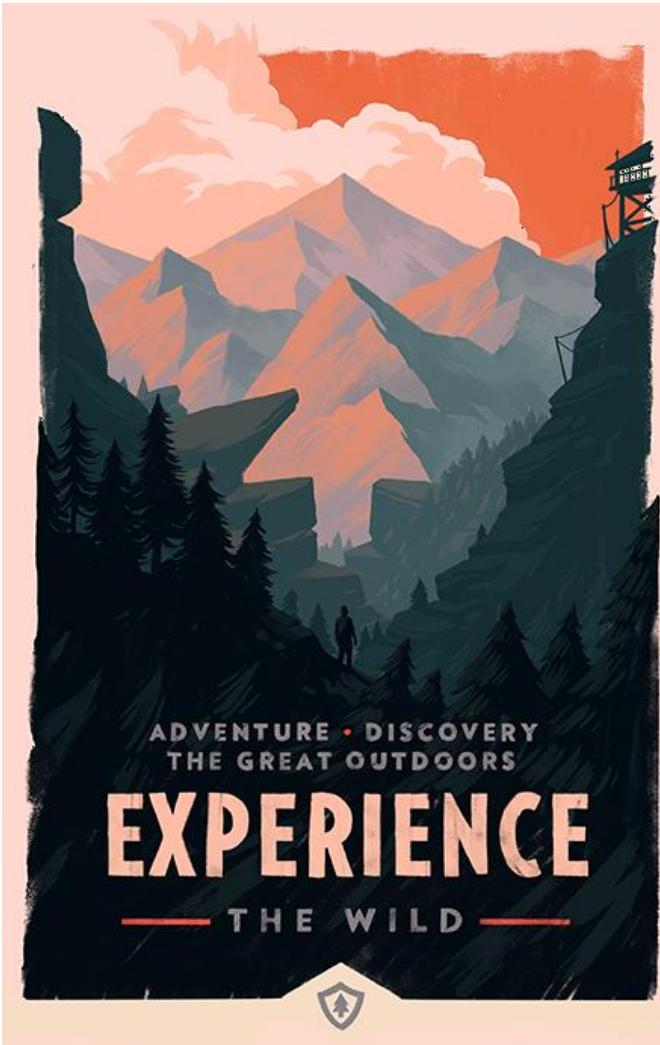
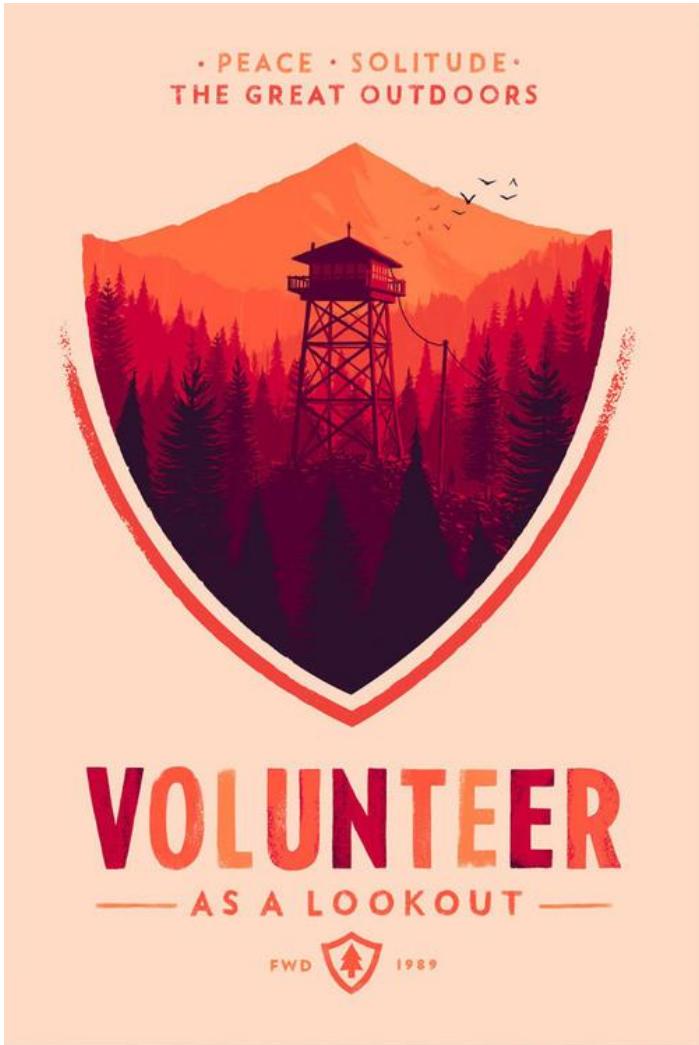


Olly Moss

- 1987 – present
- English artist, graphic designer and illustrator
- www.ollymoss.com



Firewatch



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<http://ollymoss.com/#/firewatch/>

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Firewatch

Campo Santo



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<https://rosswolfe.files.wordpress.com/2014/10/fter-piet-mondrian-composition-in-blue-red-and-yellow-lithograph-in-colours-1921-on-wove-published-by-photographische-gesellschaft-the-full-sheet-printed-to-the-edges-440-x-390-mm.jpeg?w=1018>

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Resistance

Insomniac games

- Logo and box art by Olly Moss

RESISTANCE[®] 3



Illustration in games

- Assets
- Concept Art
- UI
- Cinematics

Don't Starve (Assets)

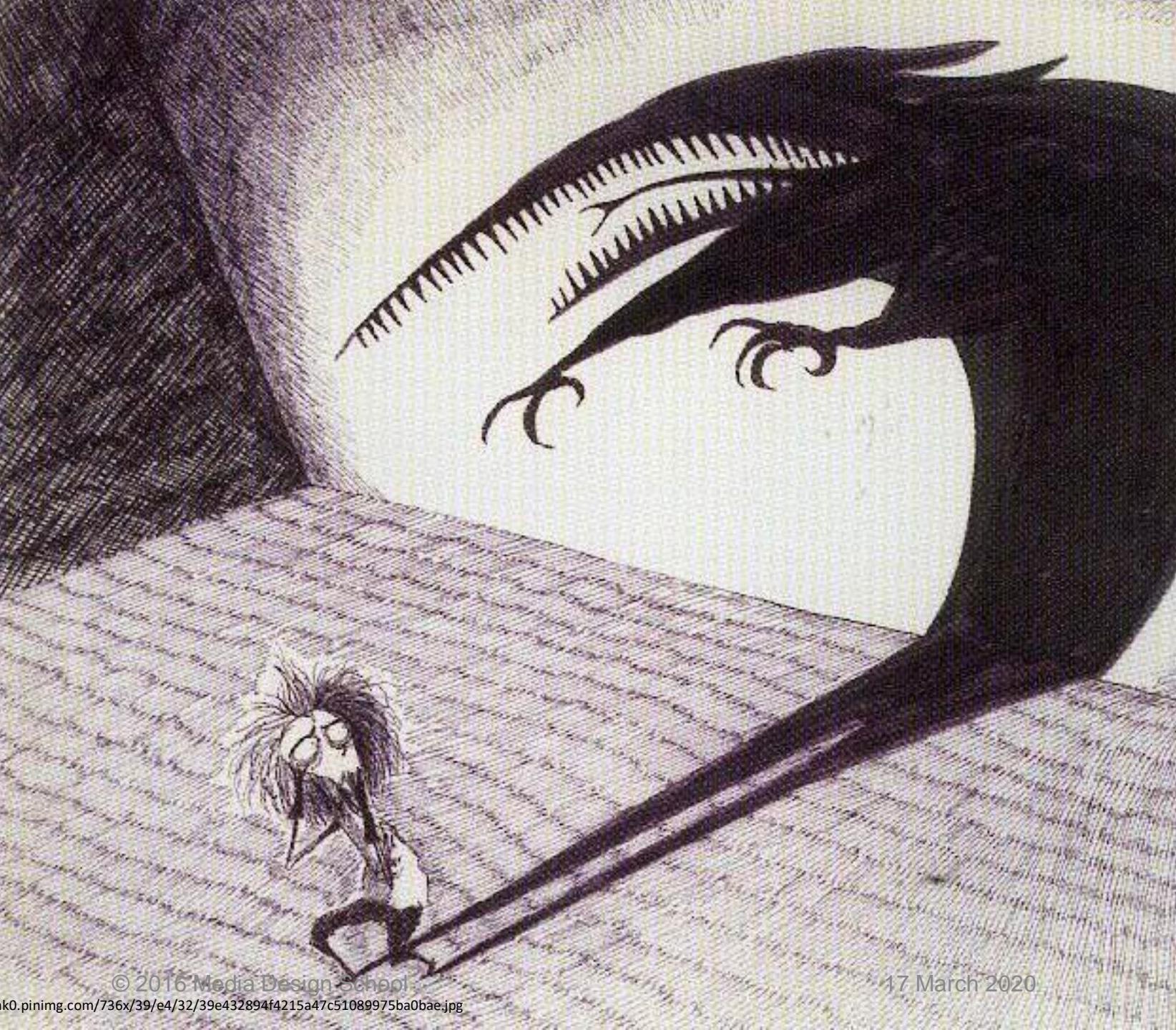
Klei Entertainment, 2013

- TEXT



Inspired by..

- Tim Burton
- 1958 - present
- Dark
- Gothic



Inspired by..

- Edward Gorey
- American writer/artist
- 1925 - 2000
- Dark
- Victorian
- Illustrated for books
(Dracula, War of the
worlds)
- 100+ publications



The Gashlycrumb Tinies

Inspired by..

- Francisco De Goya
- 1746 – 1826
- “Imagination should never be renounced in favor of rational”

The sleep of reason produces
monsters. 1799



Metal Gear Solid (Concept Art)

Konami

- Ashley Wood
- Australian artist/illustrator
- 1971 - present
- Told he couldn't do comics because he was a "fine artist"



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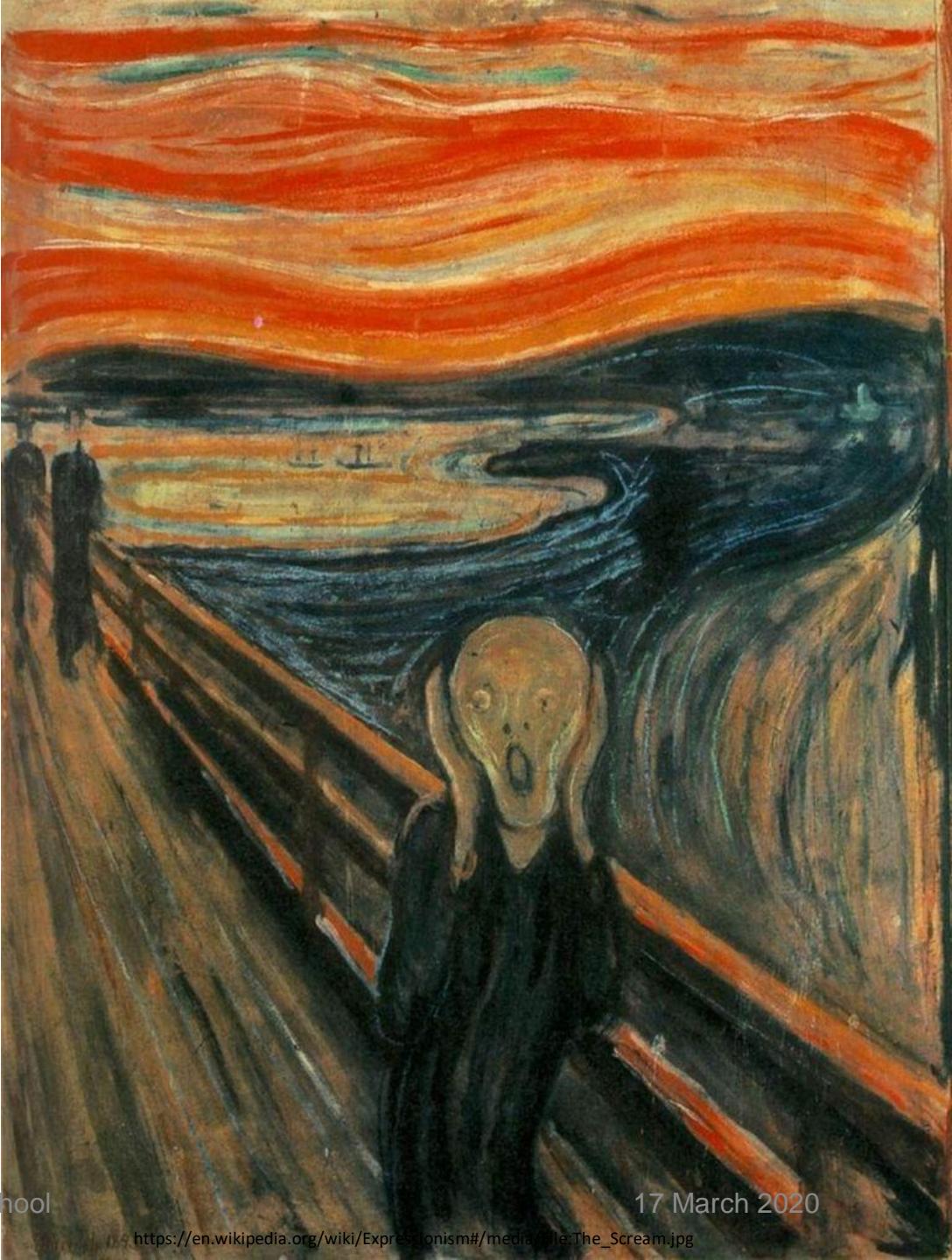


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Inspired by...

- Expressionism
- 1900's
- Distorting the subject for emotional effect
- Expressing meaning rather than physical reality

The Scream
Edvard Munch. 1893

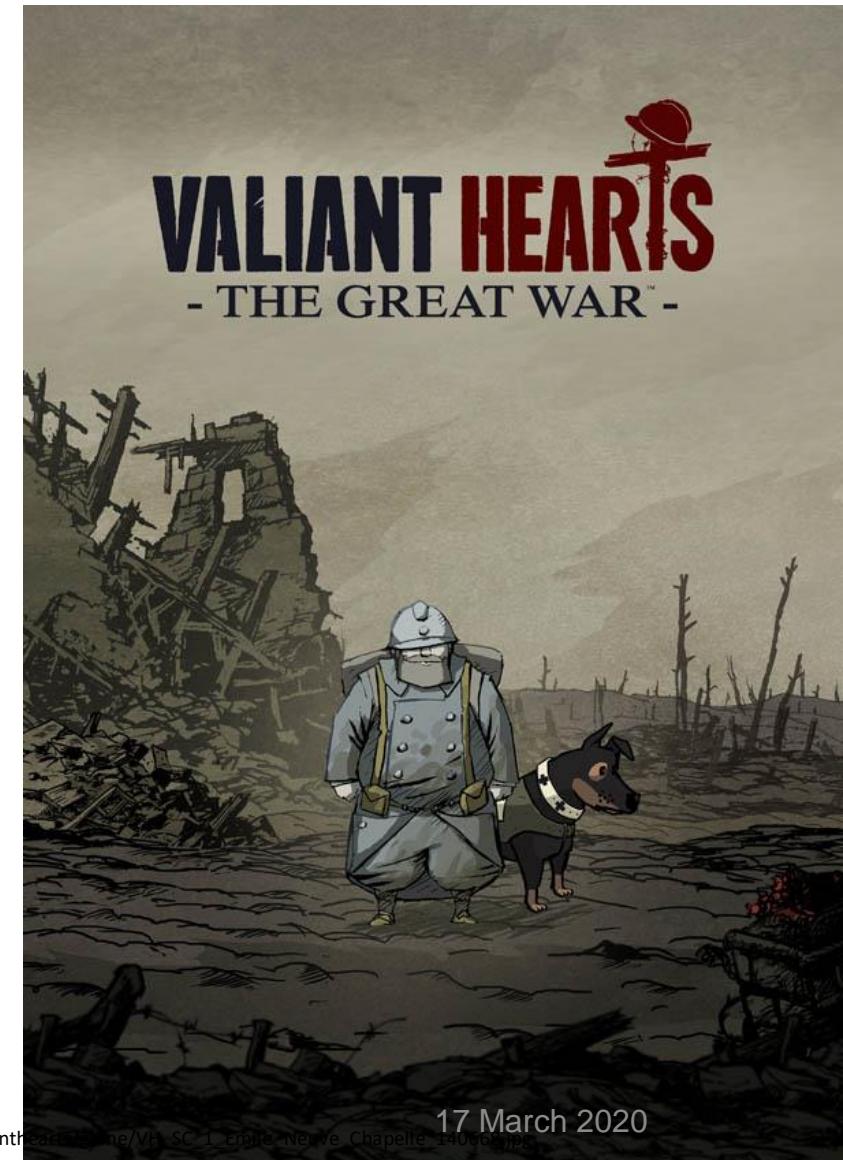


Open up Photoshop!

- Make a new file, 2000 by 1000 pixels.
- We're drawing the character you've designed for Assessment 1
- Illustrate them as realistically as possible
- Use reference
- 10 minutes reference gathering
- 30 minutes illustrating

Breaking down an existing style

- Valiant Hearts: The Great War. Ubisoft. 2014
- Inspired by... letters written during World War I
- Inspired by... Art Director: Paul Tumelaire
- Explores the emotional toll of WWI
- 1 artist





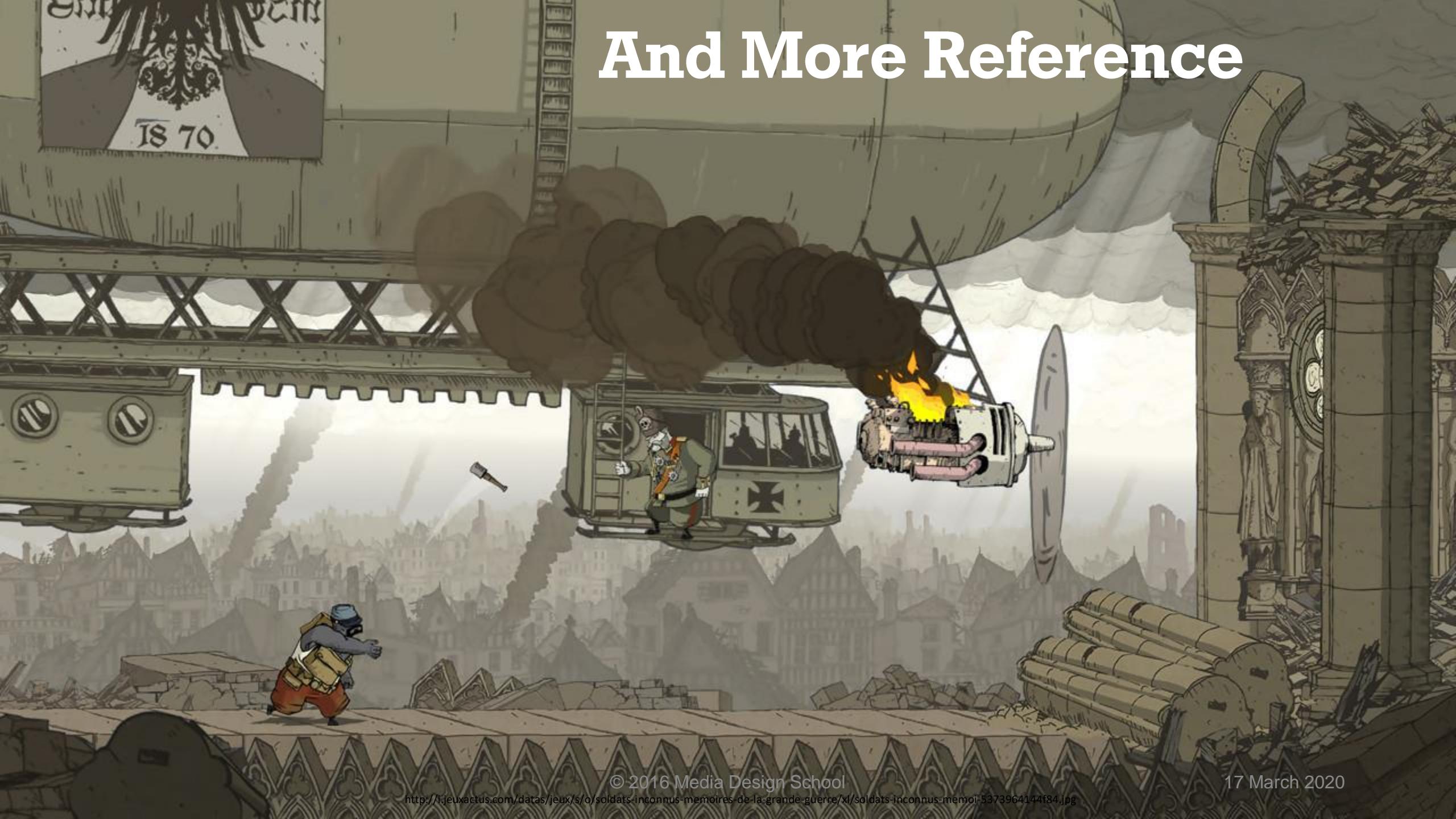
Gather Reference

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http://static9.cdn.ubi.com/resource/en-US/game/valianthearts/game/VH_SC_1_Emile_Neuve_Chapelle_140668.jpg

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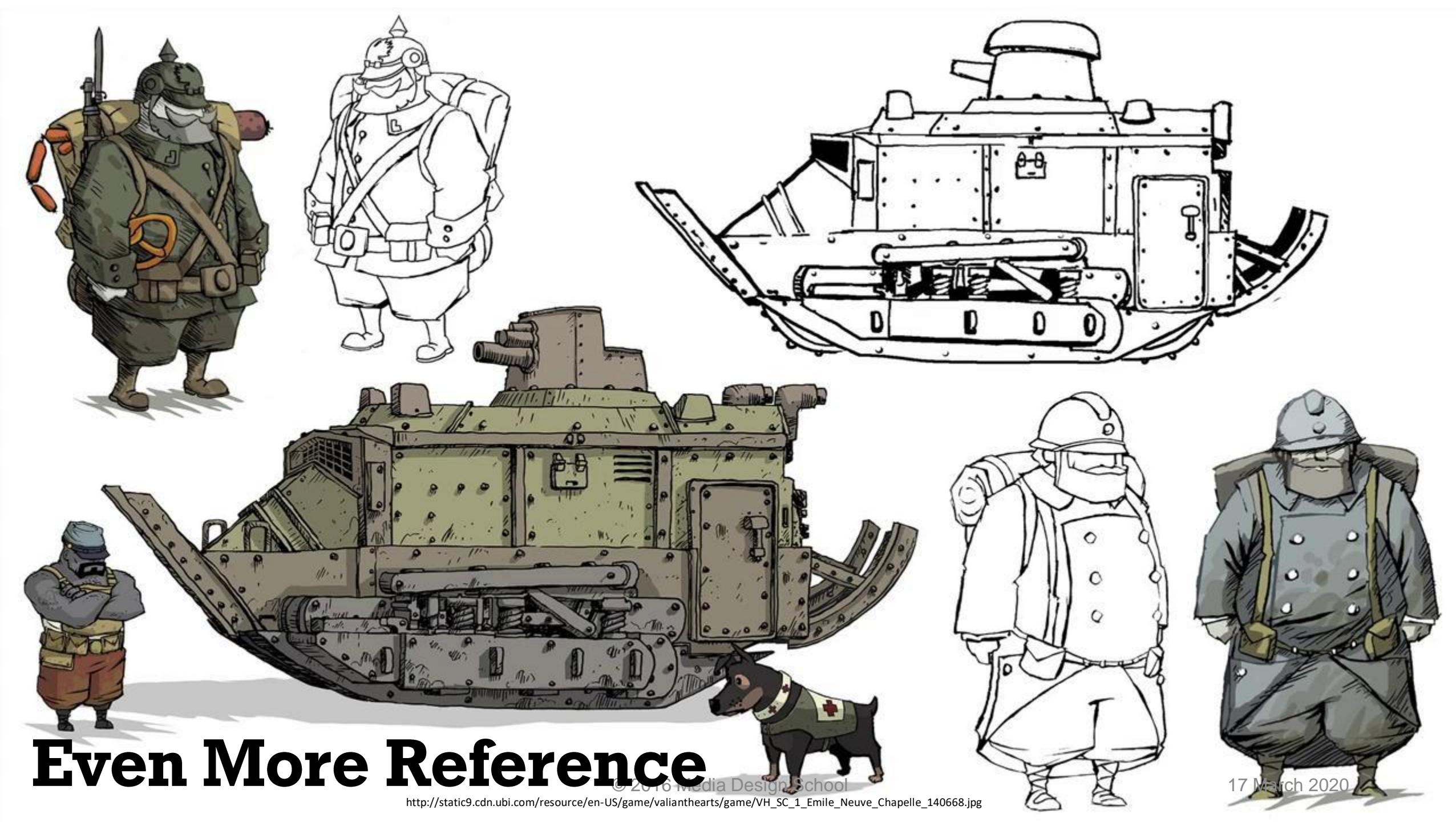
And More Reference



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<http://jeuxactus.com/datas/jeux/s/o/soldats-inconnus-memoires-de-la-grande-guerre/xl/soldats-inconnus-memoi-5373964144f84.jpg>

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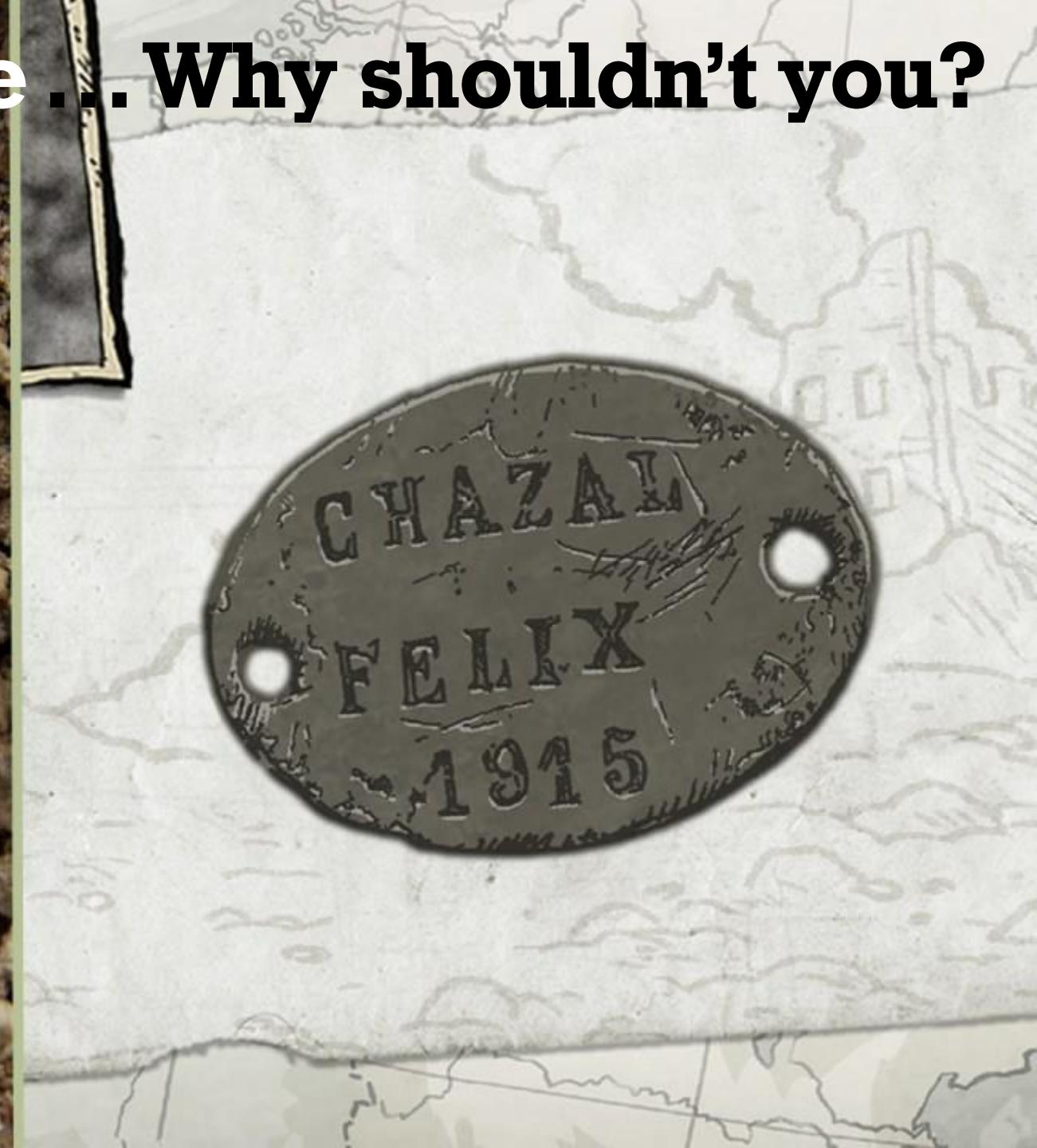
Even More Reference

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http://static9.cdn.ubi.com/resource/en-US/game/valianthearts/game/VH_SC_1_Emile_Neuve_Chapelle_140668.jpg

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They Used Reference ... Why shouldn't you?



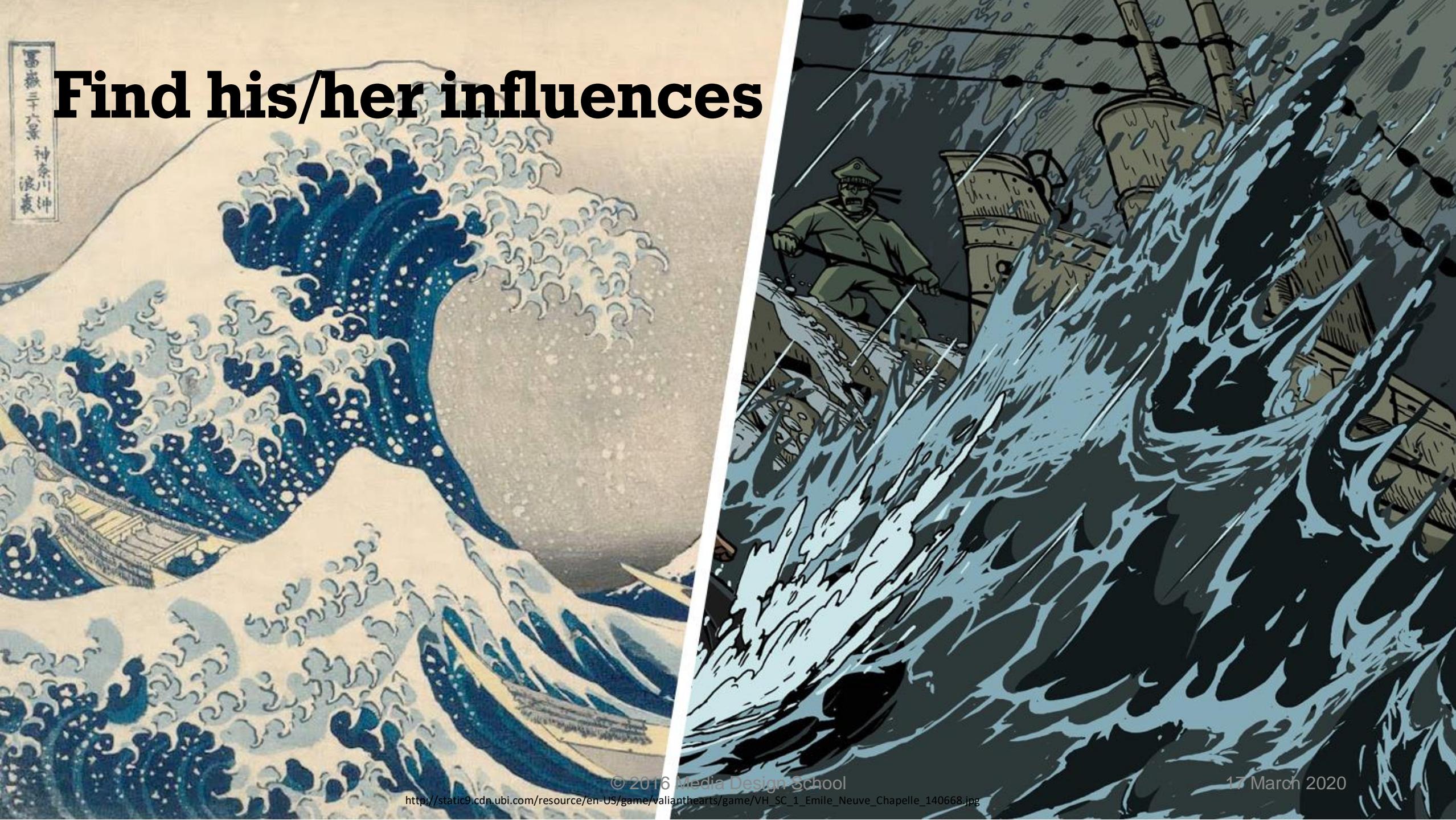
Research the art director



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http://static9.cdn.uol.com/resource/en-US/game/villainhearts/game/VH_SC_1_Em



Find his/her influences



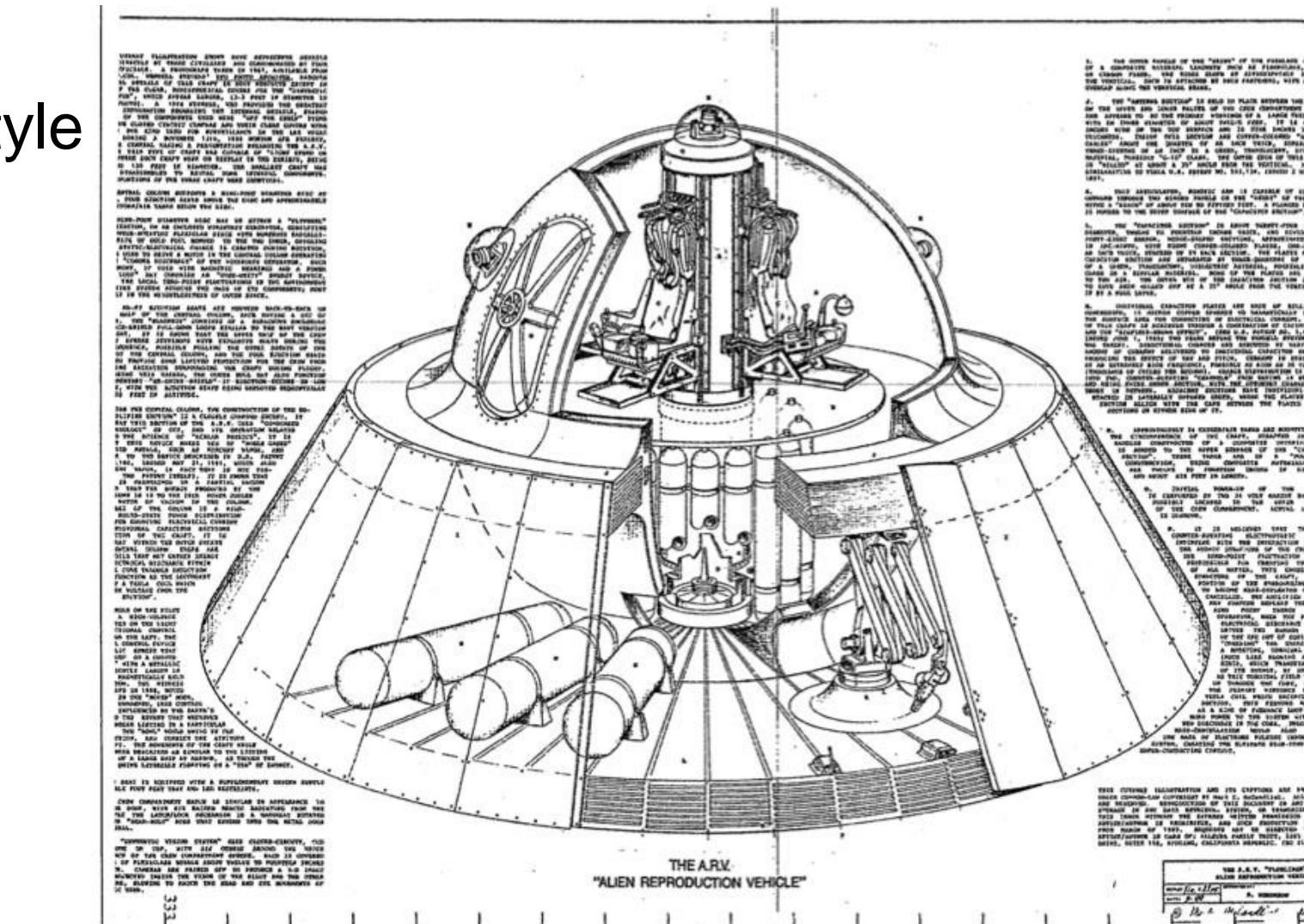
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http://static9.cdn.ubi.com/resource/en-US/game/valianthearts/game/VH_SC_1_Emile_Neuve_Chapelle_140668.jpg

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Reverse Engineering

- Analyse the illustrative style
- Break it down:
- Line
- Shading
- Colour
- Texture
- Proportions



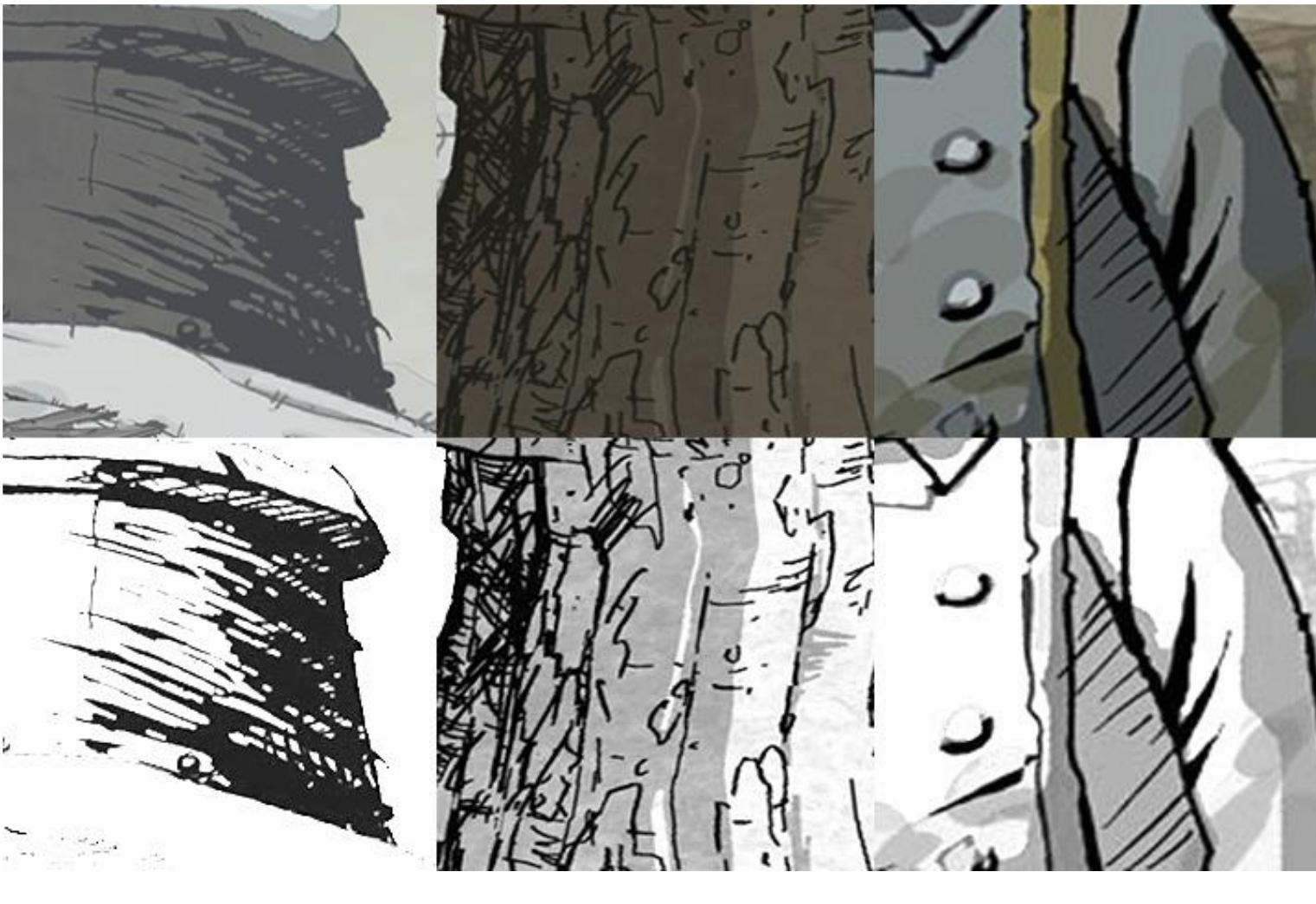
Line

- Generally consistent
- Some roughness/variety



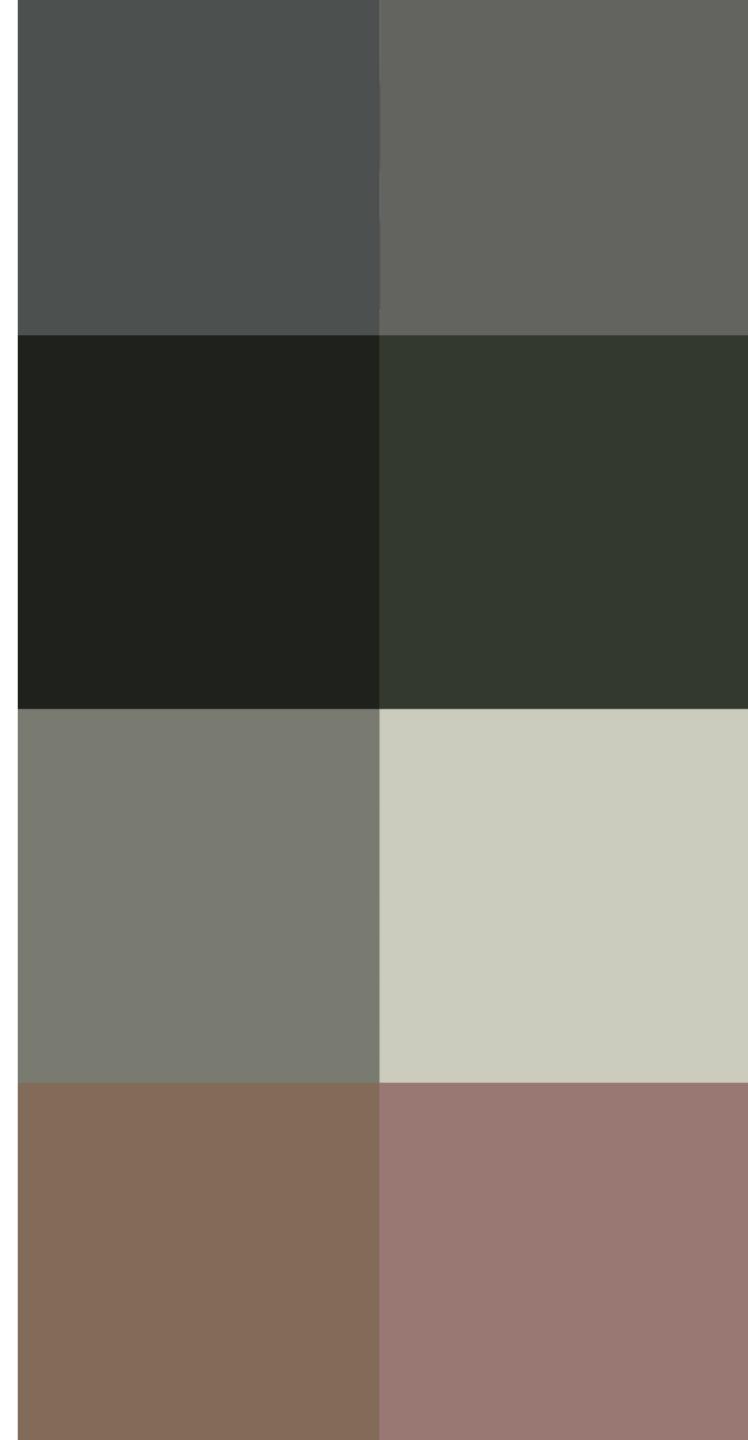
Shading

- Hatching
- Cross-hatching
- 2-tone shading



Colour

- Desaturated
- Muted
- Reinforces the overall mood of the game



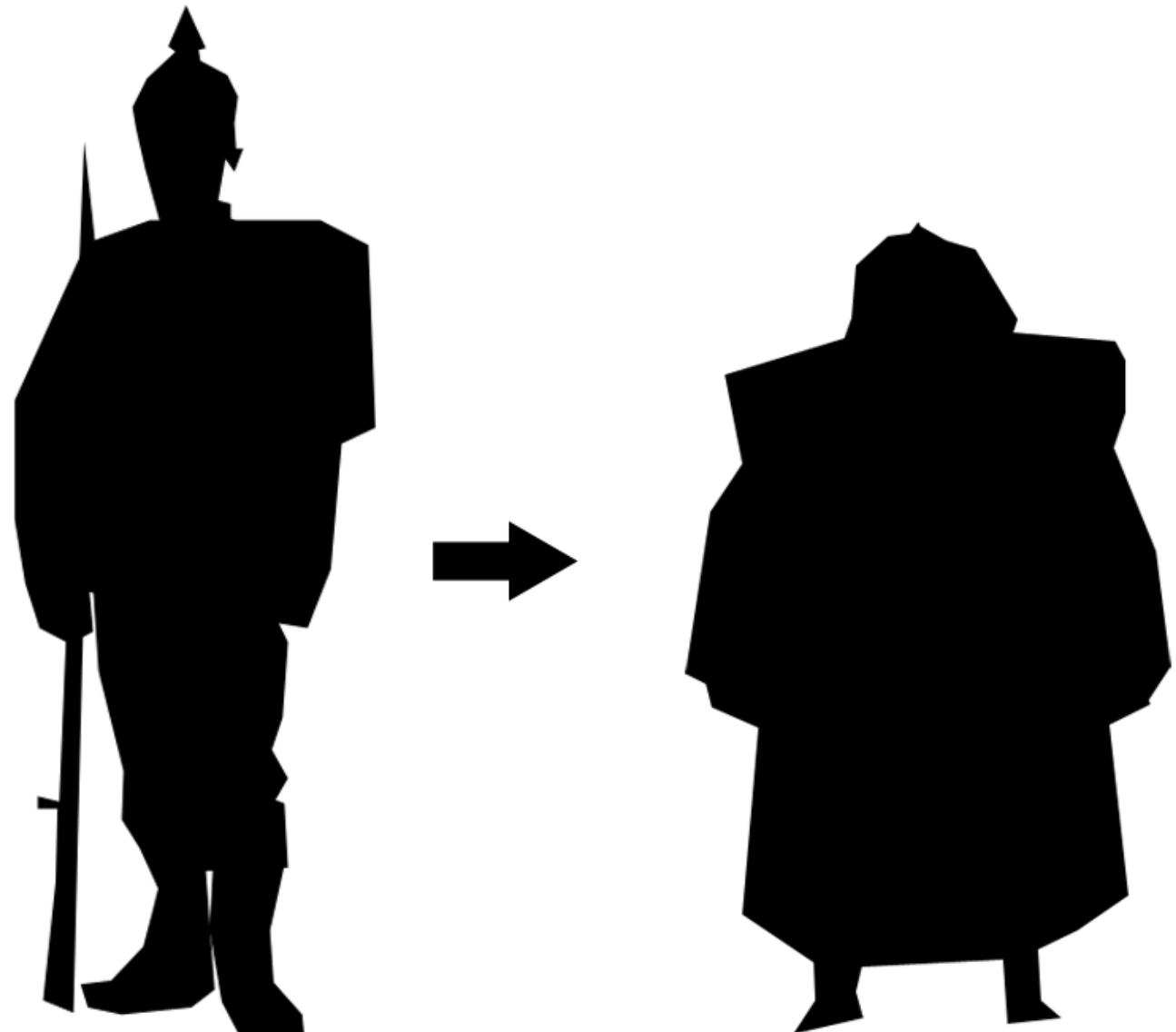
Texture

- Solid colour
- Solid colour multiply
- Limited palette



Proportions

- Exaggerated
- Squashed
- Consistent across all characters



Establish your rules

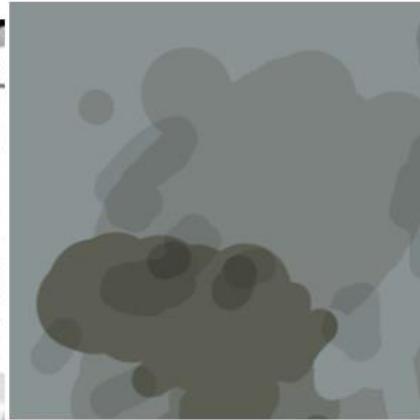
Line



Shading



Texture



Colour



Proportion

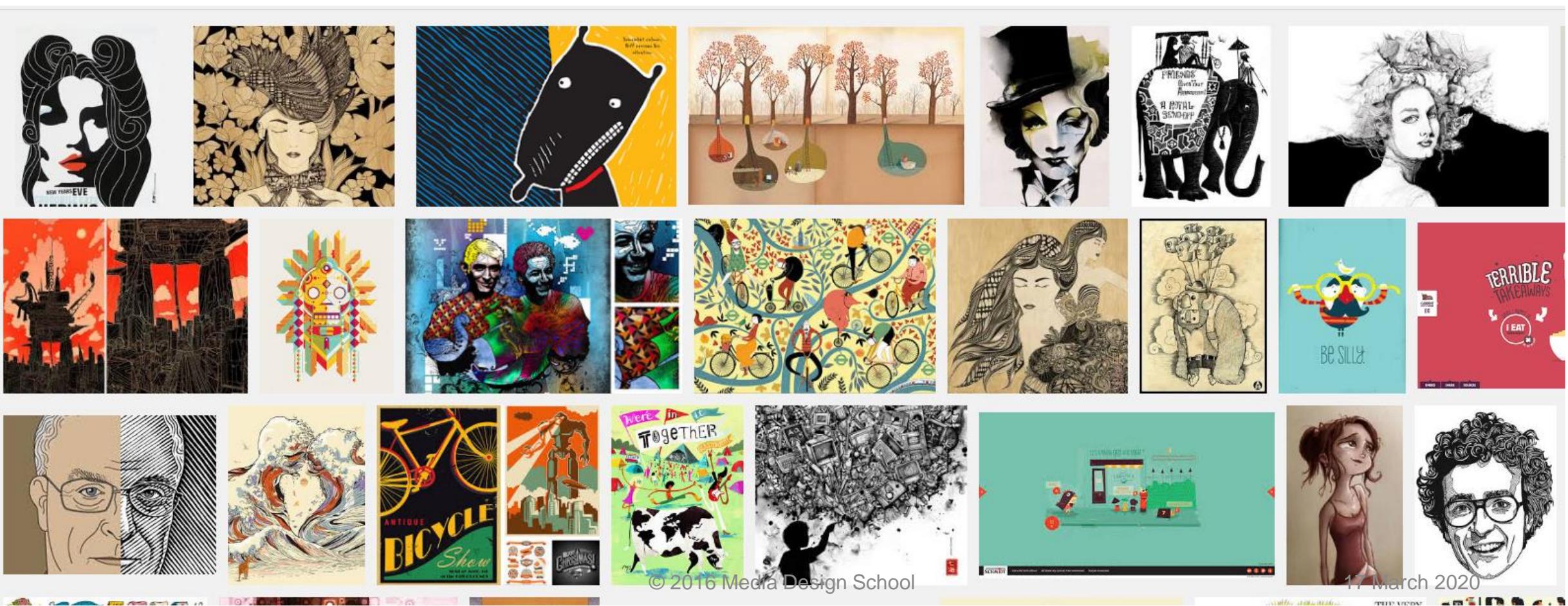


Open up Photoshop!

- Take your previous realistic character
- Illustrate them according to the set of rules we just discussed
- 30 minutes illustrating based on these rules

Develop your unique illustration style

- Mix and match!



Reverse Engineering

- Trace the inspiration back as far as you can
- Make note of what they took from their sources
- Most illustrators use many sources
- Combining various styles leads to developing your own style

Open up Photoshop!

- Take your original realistic character
- Find an illustrator you like
- Create your own set of rules based on their style
(10 mins)
- 30 minutes illustrating your character using these rules