



# Guoyi Zhong

Art Portfolio





# Kangaroo

*Kangaroo Jumping*, 3300 x 2500 px,  
Digital - Photoshop, Made 11/26/2024

This piece is of a kangaroo that has jumped slightly off the ground and took 5 hours and 28 minutes to complete. Initially, I attempted to do the primitive forms but found difficulty due to the pose and unfamiliar anatomy. Instead, I started with a rough sketch and then did the primitive forms. I used the primitive forms to get a better sense of anatomy when doing the line art. Then I did my high contrast within a mask of the line art, filled the line art with a base color, colored in areas of distinct value, and blended. The hair was done with many small opacity brush strokes using a dark color for dark regions and light color for light regions.

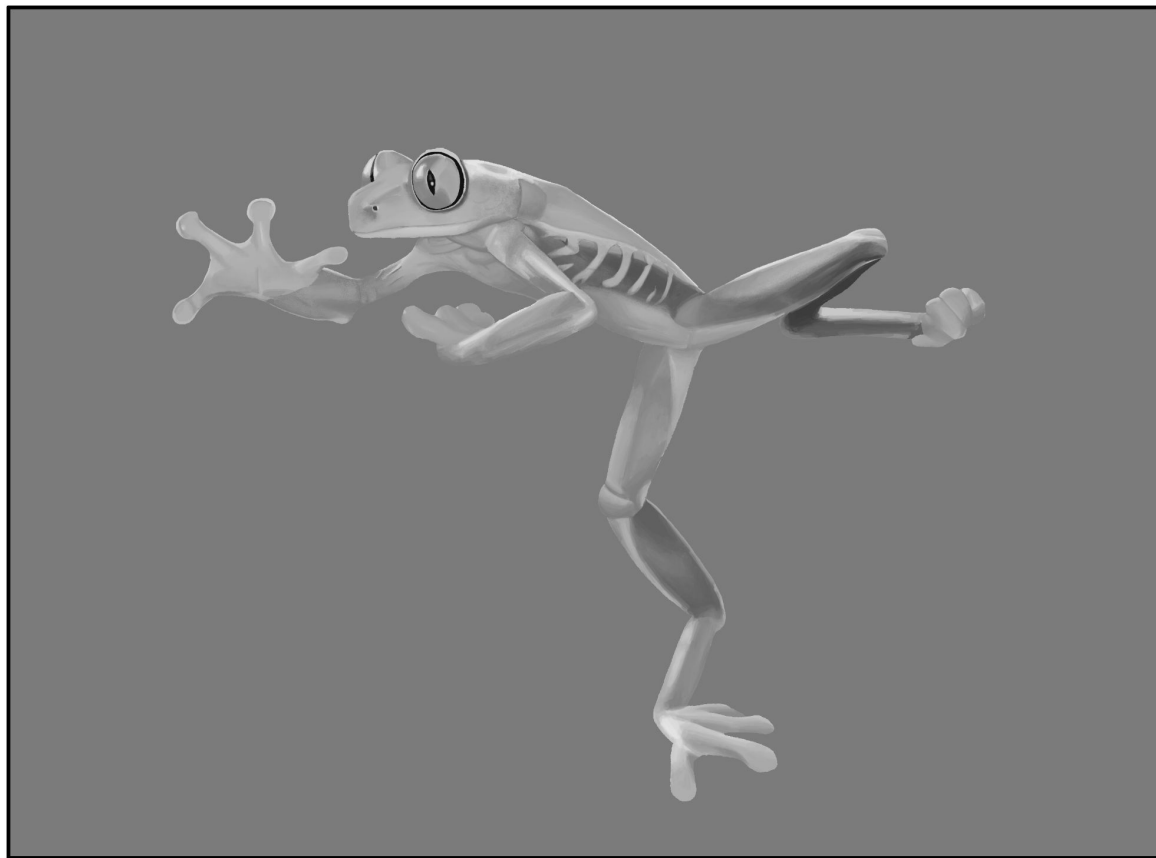
The biggest challenges of this piece were the anatomy of the head and the shading of the fur. If I did this again, I would have worked a bit more on the the blending of the stripe on the kangaroo's back.

# Frog

*Frog Leaping*, 3300 x 2500 px, Digital -  
Photoshop, Made 11/17/2024

This drawing of a frog in the initial stages of leaping took 6 hours and 32 minutes to complete. Since the frog had a very geometric head and distinct limbs, I started with primitive forms. Then, I made the clean line art, did the high contrast, filled the line art with a base color, colored in areas of distinct value, and blended. As a final touch, I added the torso markings and specks along the whole body.

A struggle with making this piece was choosing the right background color since the frog had a wide range of values that blended with many background shades. If I worked on this more, I would have added background elements since the frog's right leg looks out of place when the flower it is leaping from is not visible.



# Beetle

*Rhinoceros Beetle*, 3300 x 2500 px, Digital - Photoshop, Made 11/9/2024

This drawing of a Rhinoceros Beetle took 8 hours and 49 minutes to complete. I started by creating the primitive forms since insects have very distinct body segments. Then I did a rough version of line art, cleaned it up, made the high contrast, filled the line art with a base color, colored in areas of distinct value, blended, added specks for texture, and added hair with an opacity pressure brush. Throughout the blending process, I realized that I had made the limbs too large, so I used the skew tool and resize tool to fix the proportions.

The beetle's left side limbs were blurry in the reference so some artistic liberty had to be taken. If I did this again, I would make the head smaller to fit the reference image.

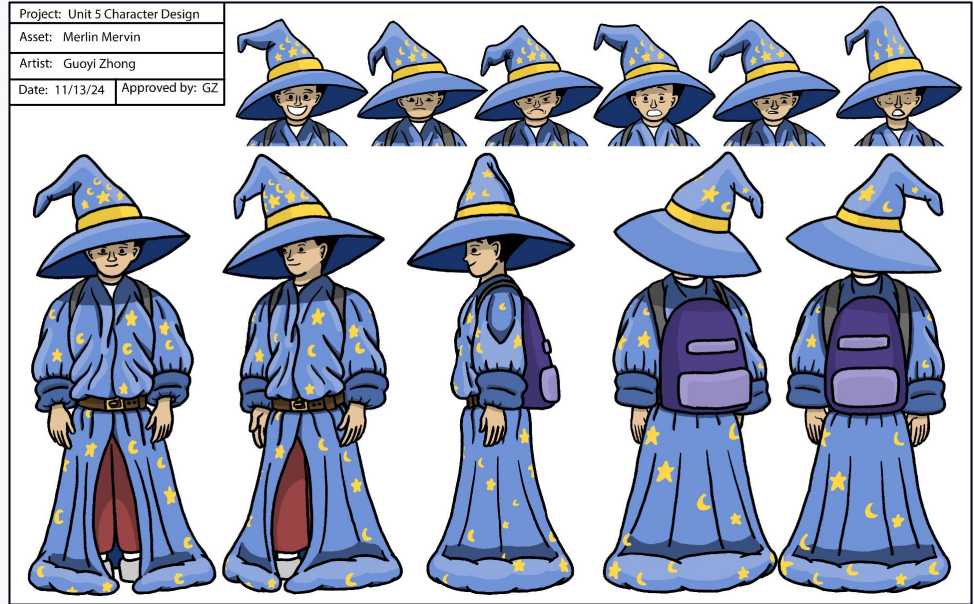


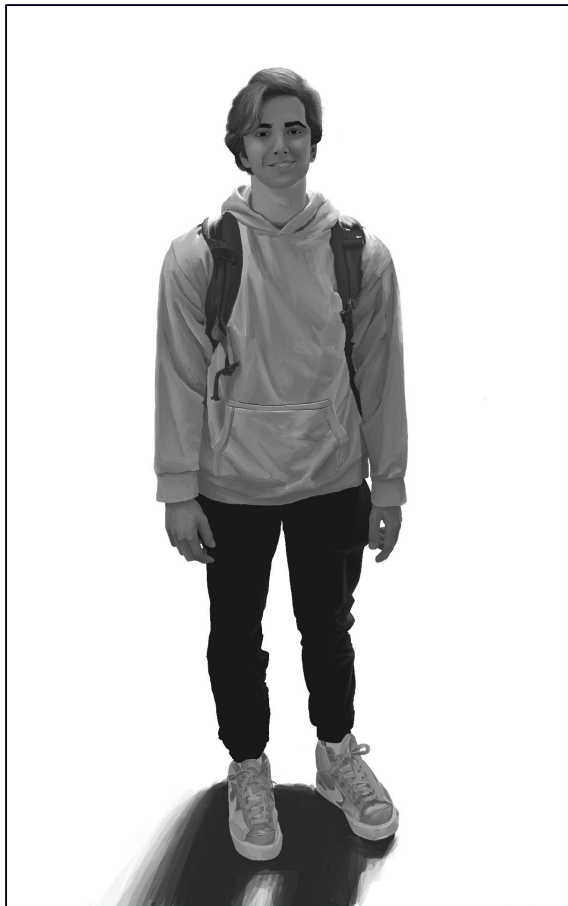
# Merlin Mervin

*Merlin Mervin Character and Expression Sheet*, 5100 x 3300 px, Digital - Photoshop, 11/13/2024

This character sheet took 14 hours and 9 minutes to complete. For my character, I wanted him to have a unique wizard design with a unique silhouette and relatability. This came in the form of having a baggy wizard cloak and the character being a kid using regular techniques to make baggy clothes fit better. My process for making the character was creating primitive forms of the body, doing line art for the body, resizing the line art to have a kid's proportions, doing line art for the character, adding the face, redesigning the bagginess to be more realistic, adding colors, shading, and adding the stars and moons. The process was repeated for the front three quarters and side views. For the back three quarters and back view, I flipped the other views and adjusted the drawings.

Choosing a design for the face was difficult as I wanted the character to be cartoony but not look cheap. Additionally, the way the hat sits on the characters head was important as it greatly affected how child-like he looked. I think this character evokes all the things I had planned and I enjoy how fitting the name Merlin Mervin is.





# Boyd

*Boyd Standing*, 3300 x 5100 px, Digital - Photoshop, Made 11/4/2024

This drawing of my friend Boyd took 10 hours and 44 minutes to complete. I started with a rough sketch to get a sense of the proportions, did primitive forms to get closer proportions, did clean line art to get the actual shapes, and added fold lines. Afterwards, I created a mask that covered everything outside of the rough line art, filled the mask with a base color, colored areas of distinct value, blended, repeated the process for the backpack straps and shoes which I had skipped, added hair strands, and added the cast shadow.

The most challenging part of this piece was the folds in the hoodie. Due to the way I draw, it was difficult to start working on the folds as the clean line art I did would have been very detailed. The solution I found was to do large folds in the clean line art and worry about the smaller folds in the blending and multicolor steps. Another problem I ran into was the cast shadow. Since I did not want to do a background, the cast shadow ended up looking out of place. If I did this again, I would have darkened the background to match the concrete Boyd was standing on. Also, the pose of the figure is slightly off since the ground he was standing on was tilted. This results in his head being in the right orientation but his body needing to be moved left and tilted right. Overall, I think the clothes, backpack, pants, and shoes turned out very well.



# Madison

*Portrait of Madison, 3300 x 5100 px, Digital - Photoshop, Made 10/9/2024*

This portrait of Madison took 3 hours and 29 minutes to complete. The first thing I did was add a circle to represent her cranium. Then, I marked where her jaw was and used boxes to mark the position of the nose, eyes, and mouth. Next, I did the clean line art, filled everything with a ~50% gray base color, colored in areas of distinct value, and blended. Since I was getting the drawing done quickly, I also decided to add the Clemson logo. Finally I did the hair strands and tilted the portrait to match the head tilt from the reference.

This drawing was the first time I had to draw hair and I chose to use an opacity pressure brush to get lots of values so the hair strands would look distinct enough to not look like one block of color. Additionally, this drawing was the first time that I had added a pattern from the reference image since I usually leave out those details to save on time. I am proud of how quickly I was able to finish this piece, but I would have lightened the areas of her face that weren't in shade and started with a lighter base color. Additionally, I think the line work and blending on the hat could have used refinement. Overall, I think I was able to capture a lot of the roundness to her face and the proportions turned out surprisingly well considering the light amount of work I had put into them.



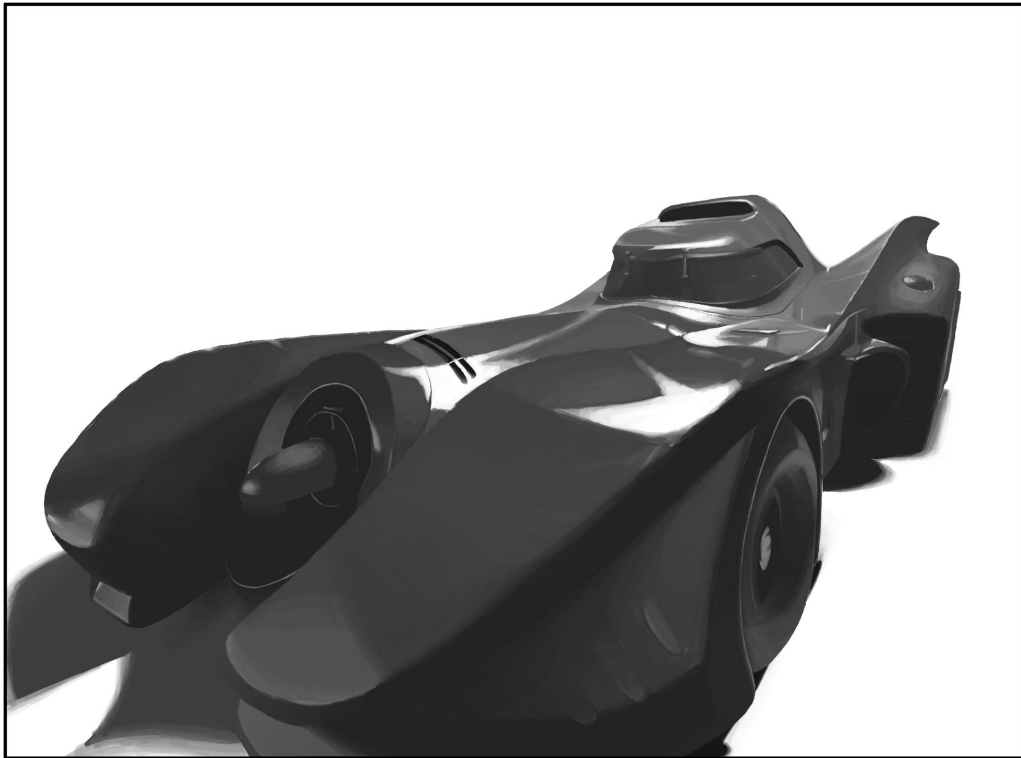


# Jim Caricature

*Caricature of Jim Carrey, 3300 x 2550 px, Digital - Photoshop, Made 10/20/2024*

This caricature of Jim Carrey from a scene in *Dumb and Dumber* (1994) took 8 hours and 2 minutes to complete. After doing thumbnail sketches, I chose to do a caricature of this image since it was one of the less extreme Jim Carrey face poses and could easily be caricatured. I started with a thick line art to get a sense of proportions and placement and later did a cleaner line art. Afterwards, I did the primitive forms, added the base color, colored in areas of distinct color, blended, and added hair strands. The neck veins were made with many lines of low opacity light and dark greys.

My biggest struggle with this piece was making the caricature still recognizable as Jim Carrey. After many adjustments, I found a position for the eyebrows, eyes, and nose that worked. If I did this again, I would have worked on making the ear look more realistic. I'm especially proud of the neck veins and the suit as they both look very realistic.



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# Batmobile

*Michael Keaton's Batmobile*, 3300 x 2550 px,  
Digital - Photoshop, Made 10/1/2024

This drawing of Michael Keaton's Batmobile from a scene in *The Flash* (2023) took 15 hours to complete. I started with a rough line art, cleaned it up, did the high contrast, did the primitive forms, filled the line art with a neutral base color, overlaid the high contrast, colored in areas of distinct value, blended, added highlights, and added the cast shadows.

This was the first drawing I was passionate about as seen with the long work time and detailed primitive forms. My biggest struggle with this piece was the proportions since I kept finding that my line art was slightly off compared to the reference. I attempted to use a grid but ultimately just kept adjusting the line art until it looked right. Additionally, the cast shadows look off, and, if I did this again, I would change the color of the background so they fit better. I'm very pleased with how this piece turned and I think it's the piece with the most accurate grayscale.

# Two Point Perspective

*Jordan Hall Corner, 3300 x 5100 px, Digital - Photoshop, Made 9/25/2024*

This drawing of a corner in Jordan Hall with a pin board, directions sign, light switch, fire alarm, and door took 6 hours and 11 minutes to complete. The first issue with making this piece was that photoshop did not have a perspective ruler so I had to use a makeshift perspective grid. Once, I got the grid to a somewhat accurate position, I did the line art. Eventually, I realized my grid and math for the brick layers was wrong so I had to make many adjustments to the line art. Afterwards, I colored in areas of distinct value, blended, added reflections, added brick textures with a stippling brush, and added brick indents by making a grid with dark colors, duplicating it, changing the duplicate to have light colors, offsetting both grids, and adjusting opacity with a low opacity eraser.

If I redid this piece, I would have used the line tool rather than attempting to draw straight lines. Also, I would have taken more creative liberty to make the directions sign look more 3 dimensional than it did. If I had more time, I would have made the floor tiles as well. Overall, I am very proud of the way the reflections, lightswitch metal, and doorframes looked. This piece pushed me to be creative with the brick indents since I was running low on time.



# Still Life

*Apartment Items*, 3300 x 5100 px, Digital - Photoshop, Made 9/11/2024

This drawing took 6 hours and 49 minutes to complete. This is a still life of a red pen, nail clippers, and a cotton swab on a mousepad. The first thing I did was do line art for the altoids can, nail clippers, and pen. Then, I did line art for the mousepad and cotton swab since it was recommended to have 5 items in the still life. Afterwards, I added base colors, colored in areas of distinct value, blended, added reflections, added cotton swab hairs, and added cast shadows.

The biggest struggle with this piece was making the nail clippers look metallic rather than plastic. I had to redo the nail clippers a lot as I kept blending the colors too much. I managed to get a somewhat metallic look, but, now that I know that the secret is to have dark colors next to light colors, I would have used a darker color next to the highlights of the metal. There are a couple things I would change about this piece: make the pen's values contrast more, draw the altoids can design, blend the mousepad better, blend the cast shadows better, and add a background color. Overall, I think this was a good first attempt at metal, translucent material, and highlights and the cotton swab and pen both turned out good.

