

CHEM IN THE SKY

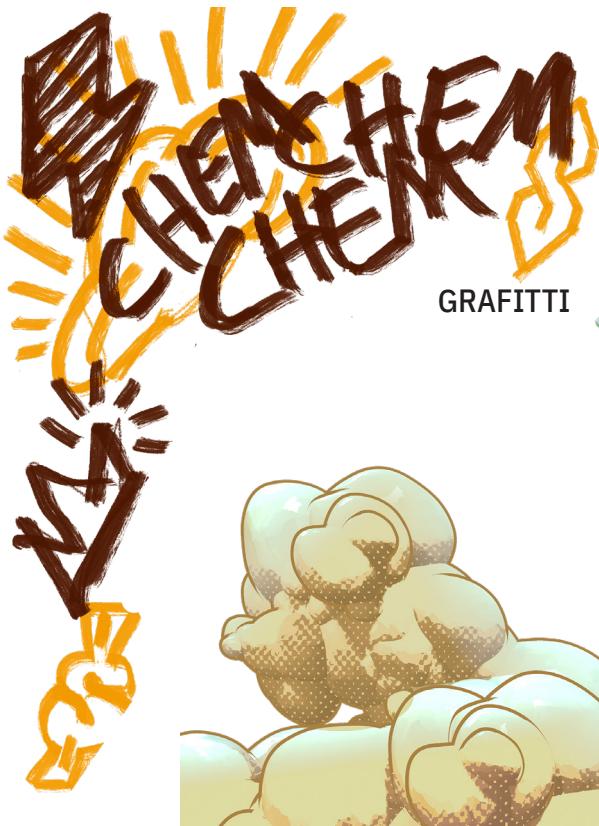
A DRAGON IN HIS ELEMENT



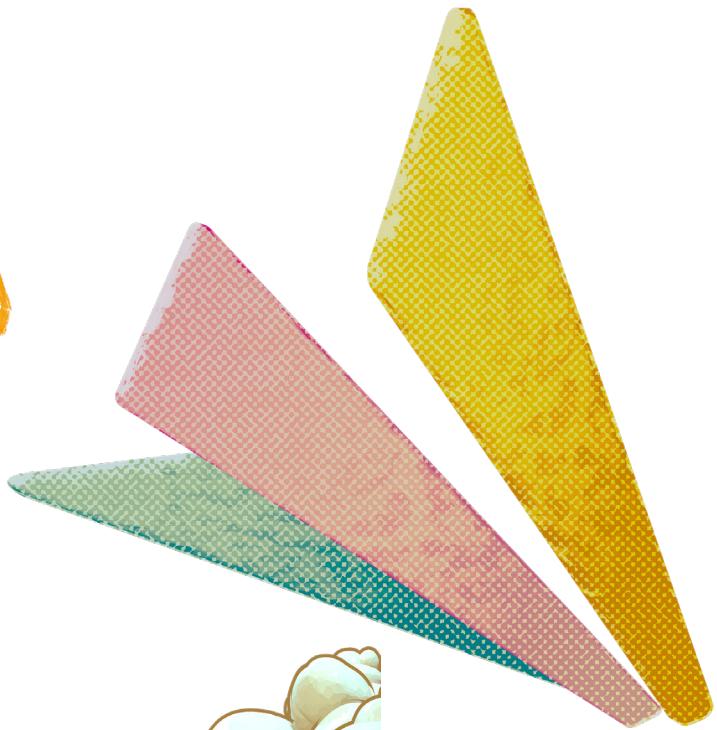
INSPIRATION

The image is a commission I did for an acquaintance of mine. The character displayed is named Chem which is also the reason for the big lettering across the image. The image is a composite illustration combining non photorealistic 3D rendering done in Blender and digital 2D art in Procreate. For this illustration I got inspired by popart, early 2000s aesthetic and rubberhose animations.

INDIVIDUAL LAYERS



GRAFFITI



SHOWLIGHTS



CLOUDS

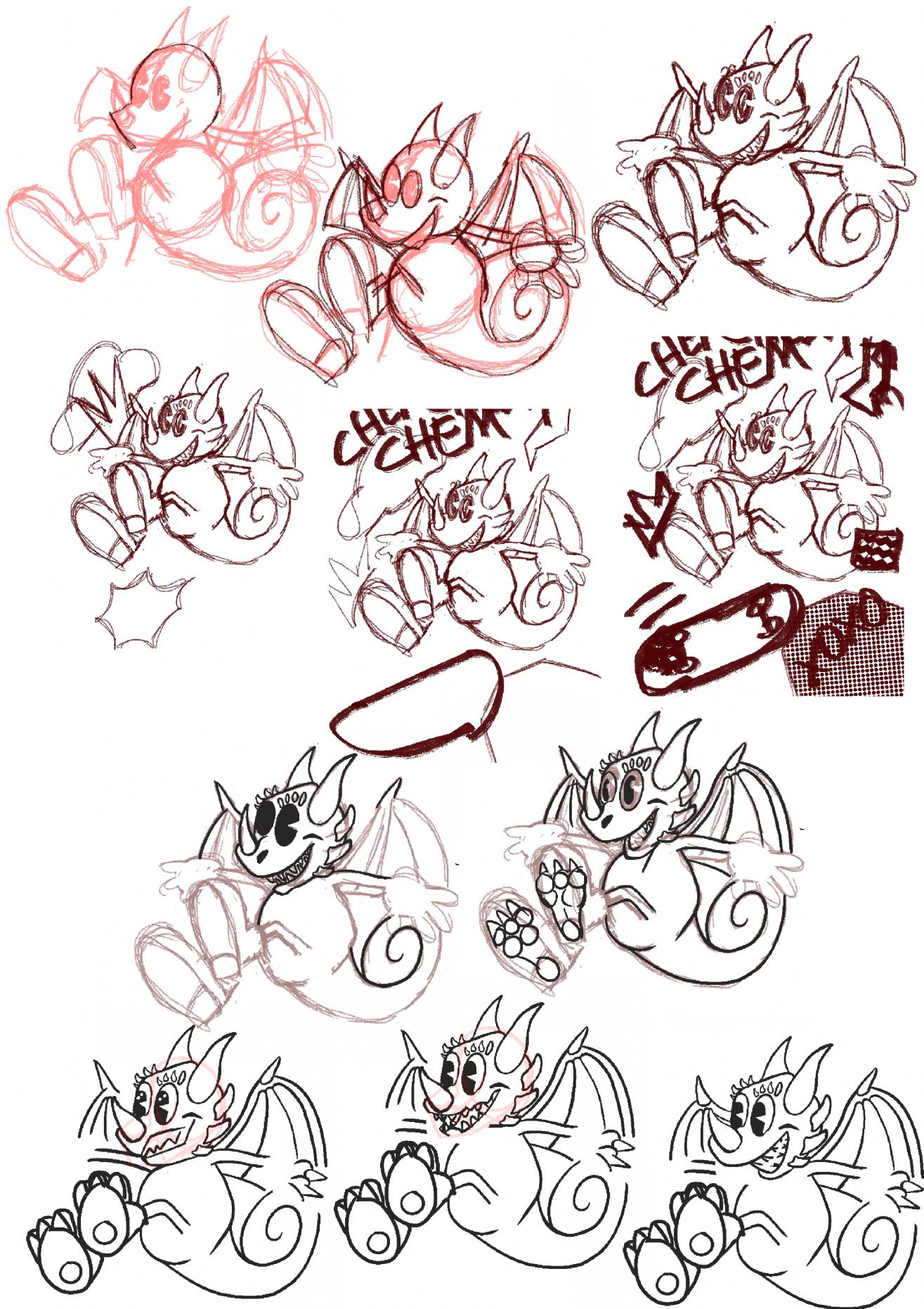


BACKGROUND



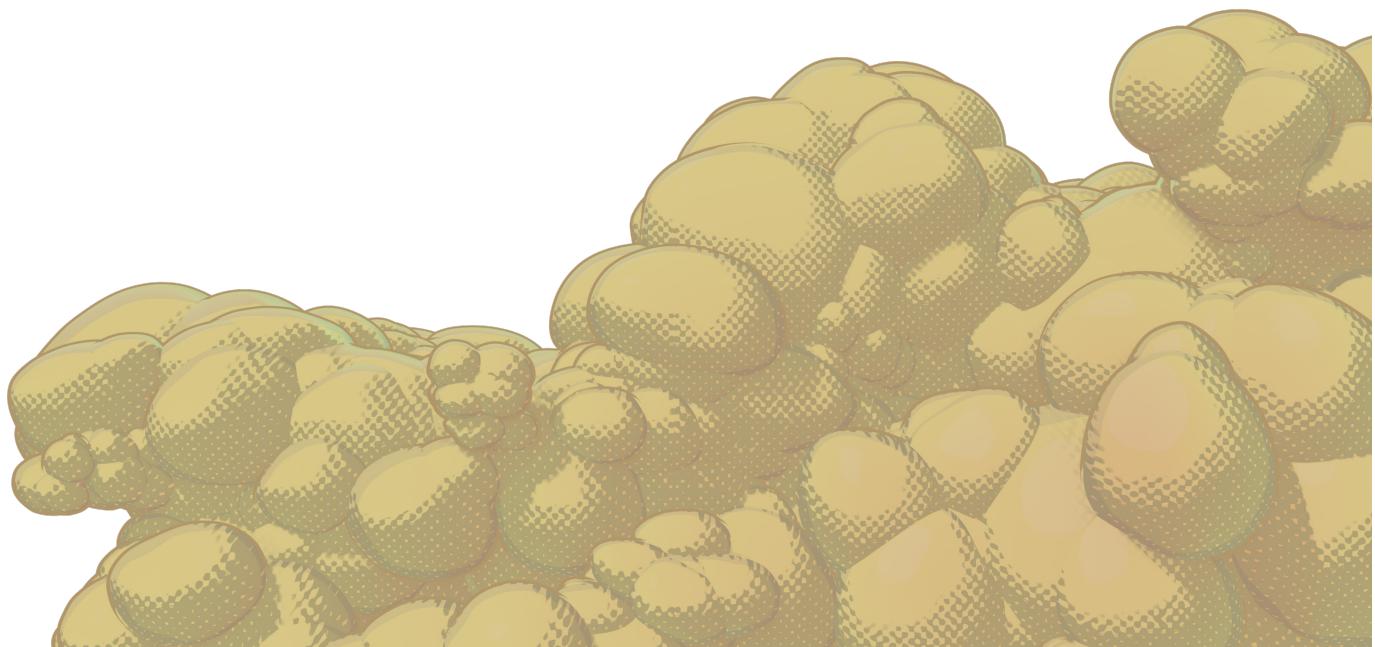
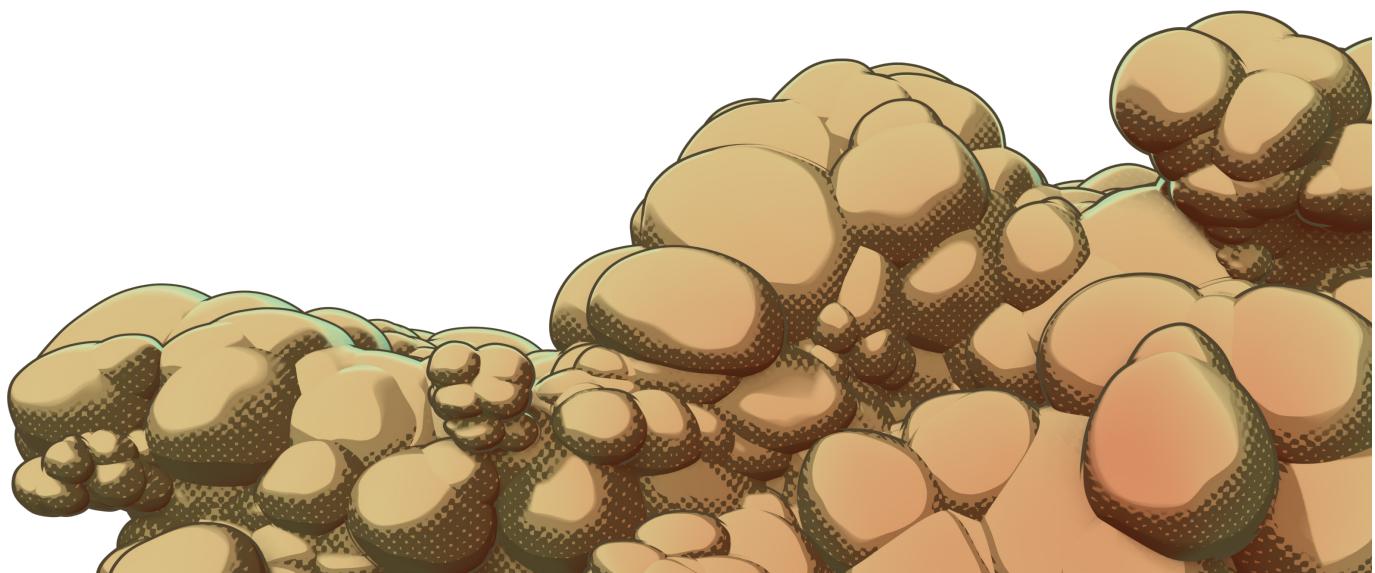
CHARACTER

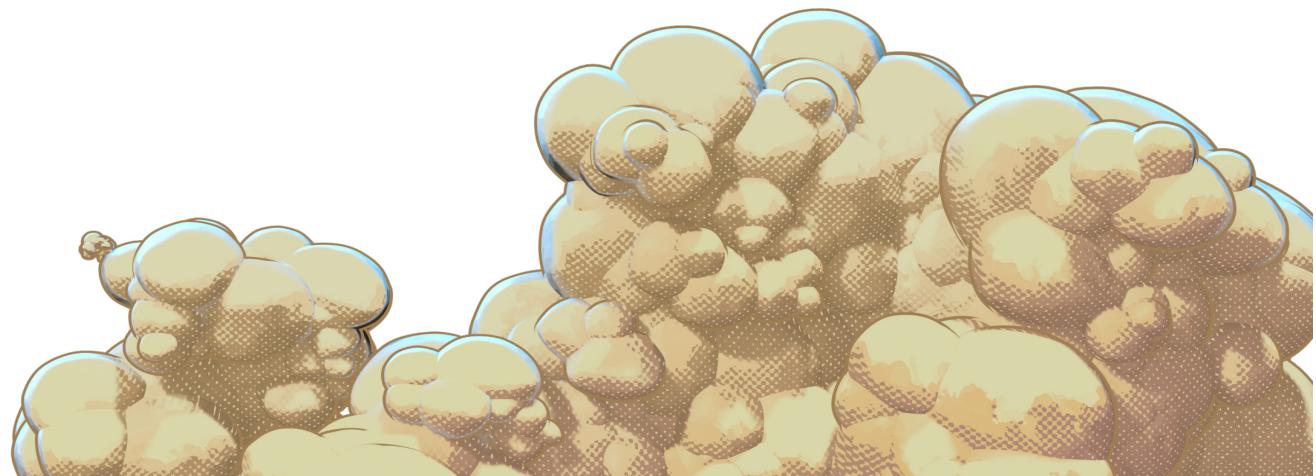
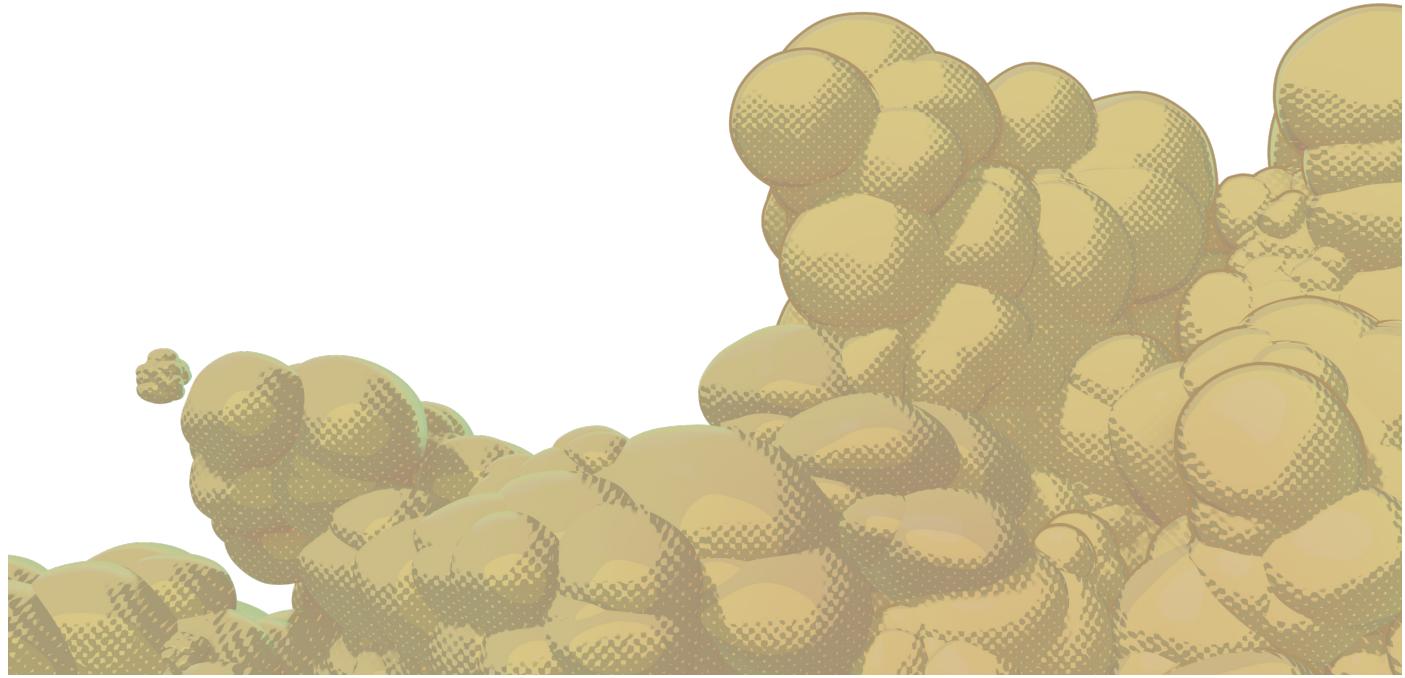
CHARACTER TIMELINE

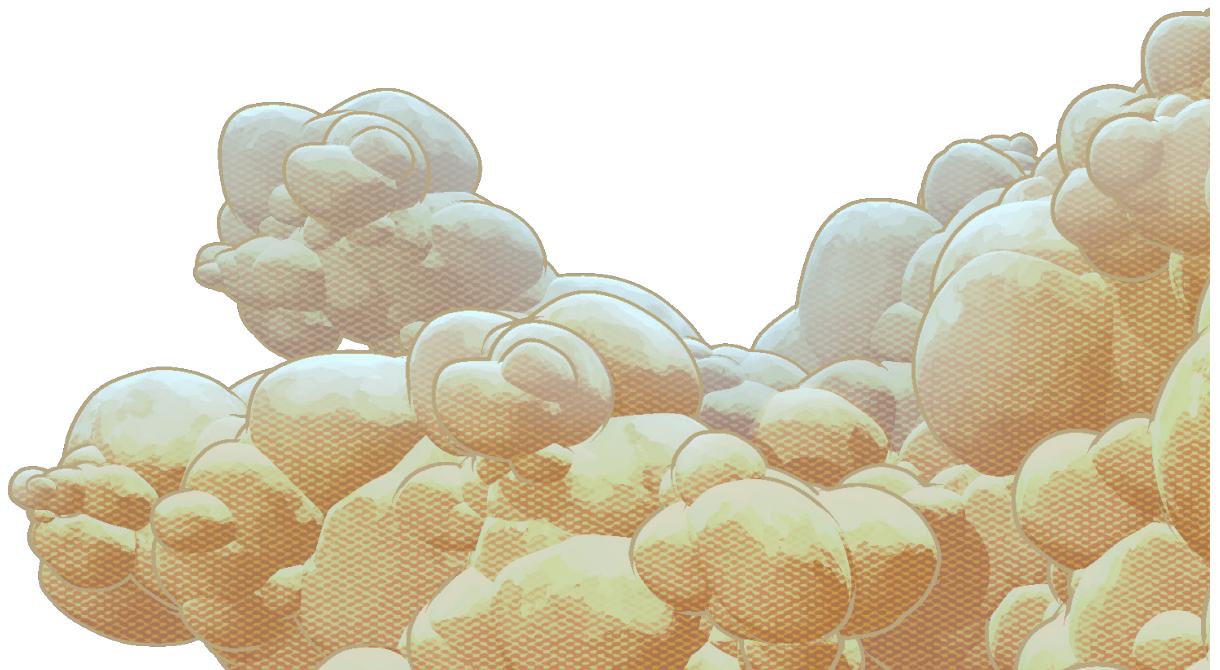




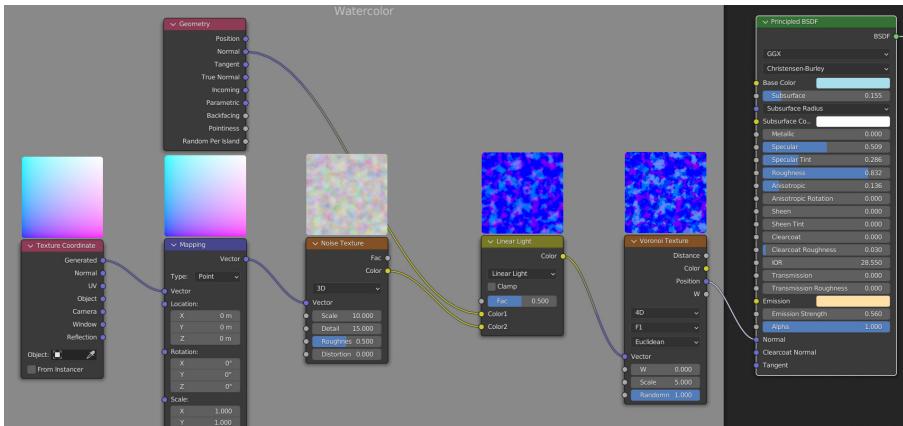
CLOUD TIMELINE



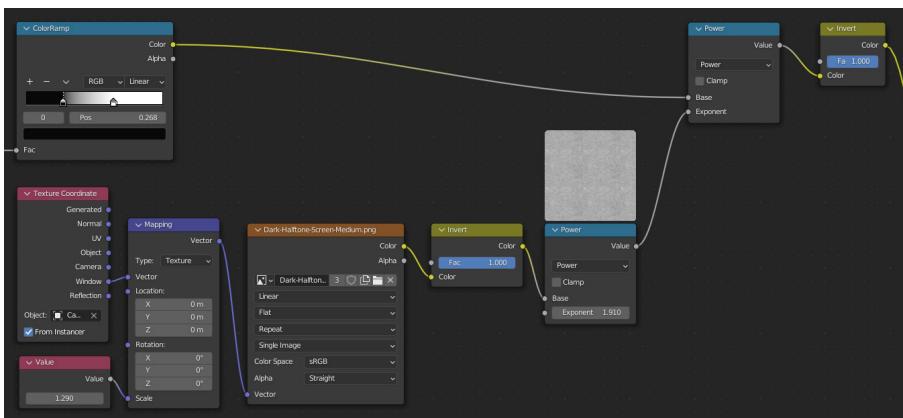




SHADER BREAKDOWN



NORMAL MANIPULATION FOR WATERCOLOR EFFECT



CREATING THE HALFTONE PATTERN MASK



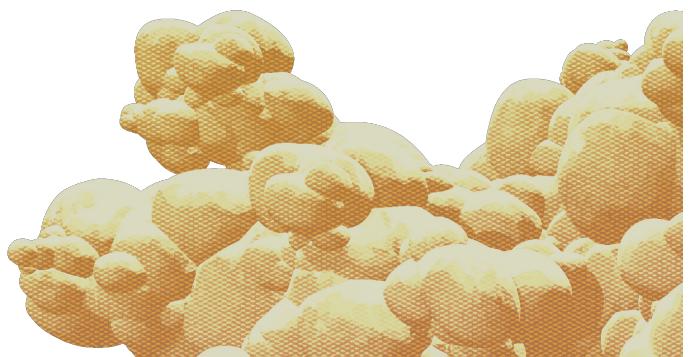
DARK PARTS OF MASK



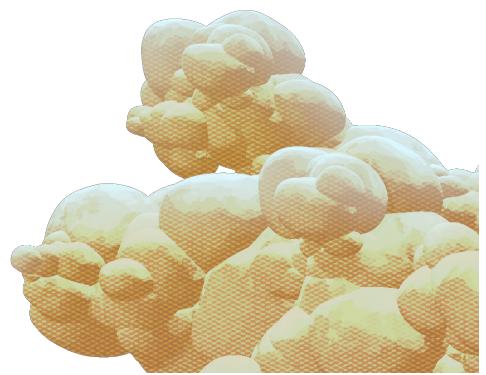
LIGHT PARTS OF MASK



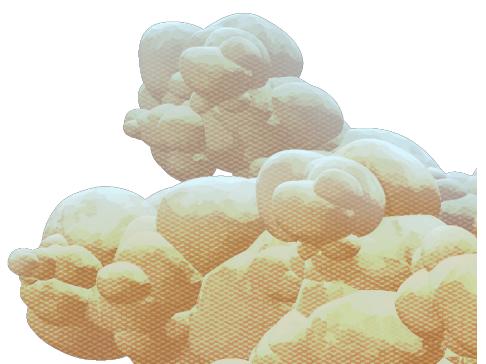
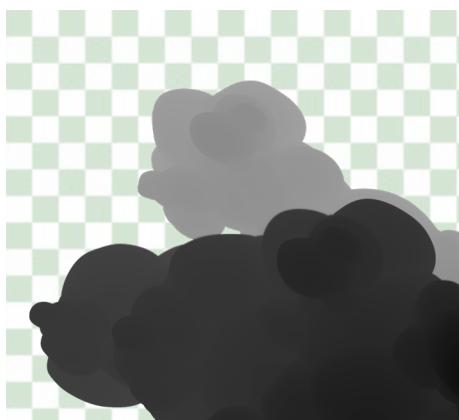
FINAL APPLIED MASK



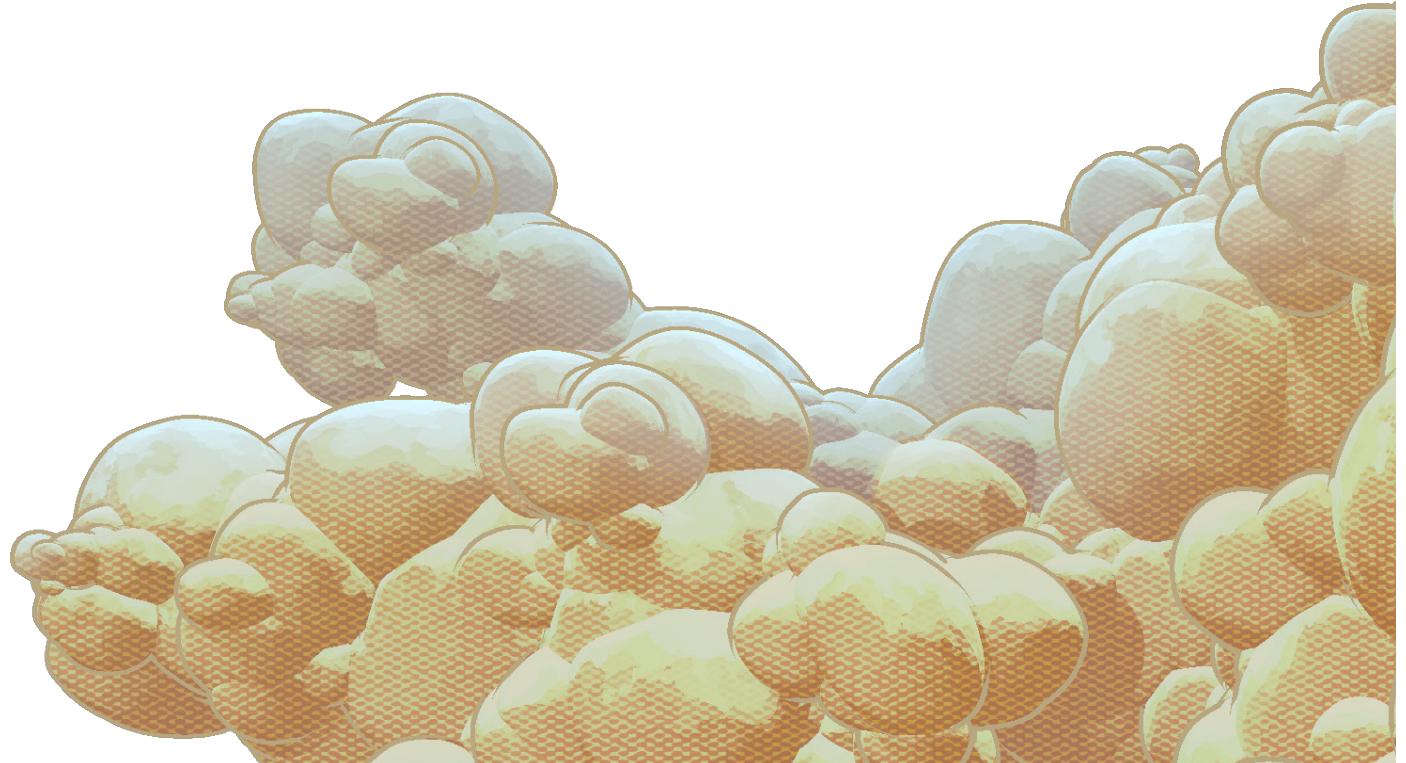
SOFTLIGHT MIX NODE



MIXING IN ANOTHER BDSF SHADER TO ADD SKY REFLECTION

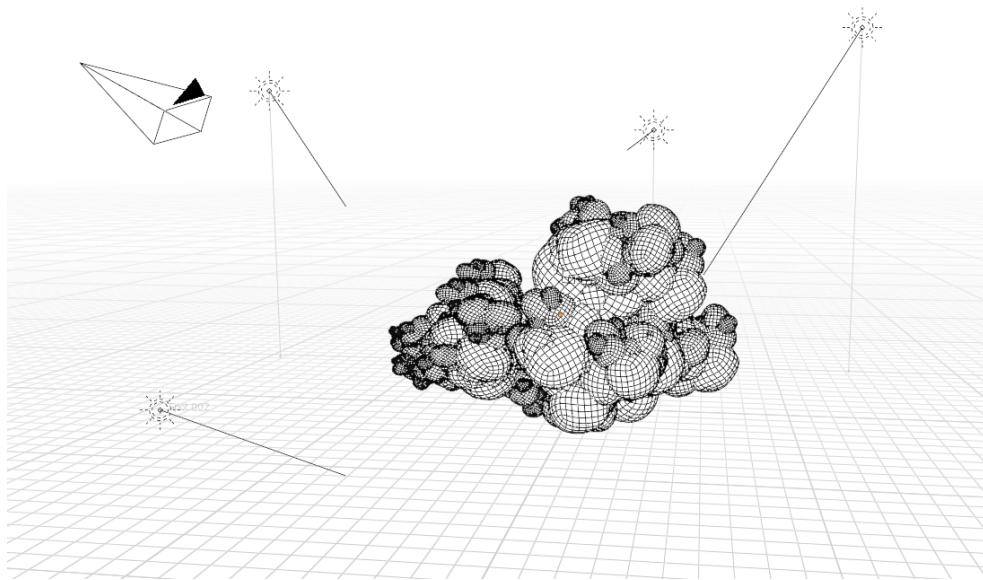


COLOR MIXING IN BLUE FOR ATMOSPHERIC PERSPECTIVE



ADDING OUTLINES

CLOUDS MODEL



SHOWLIGHTS MODEL

The showlights and clouds use the same shader in different colors

