

DIGITAL ART WORKSHOP

MYTHOLOGICAL ARCHETYPES

INSTRUCTOR: PATRICIA CLARO

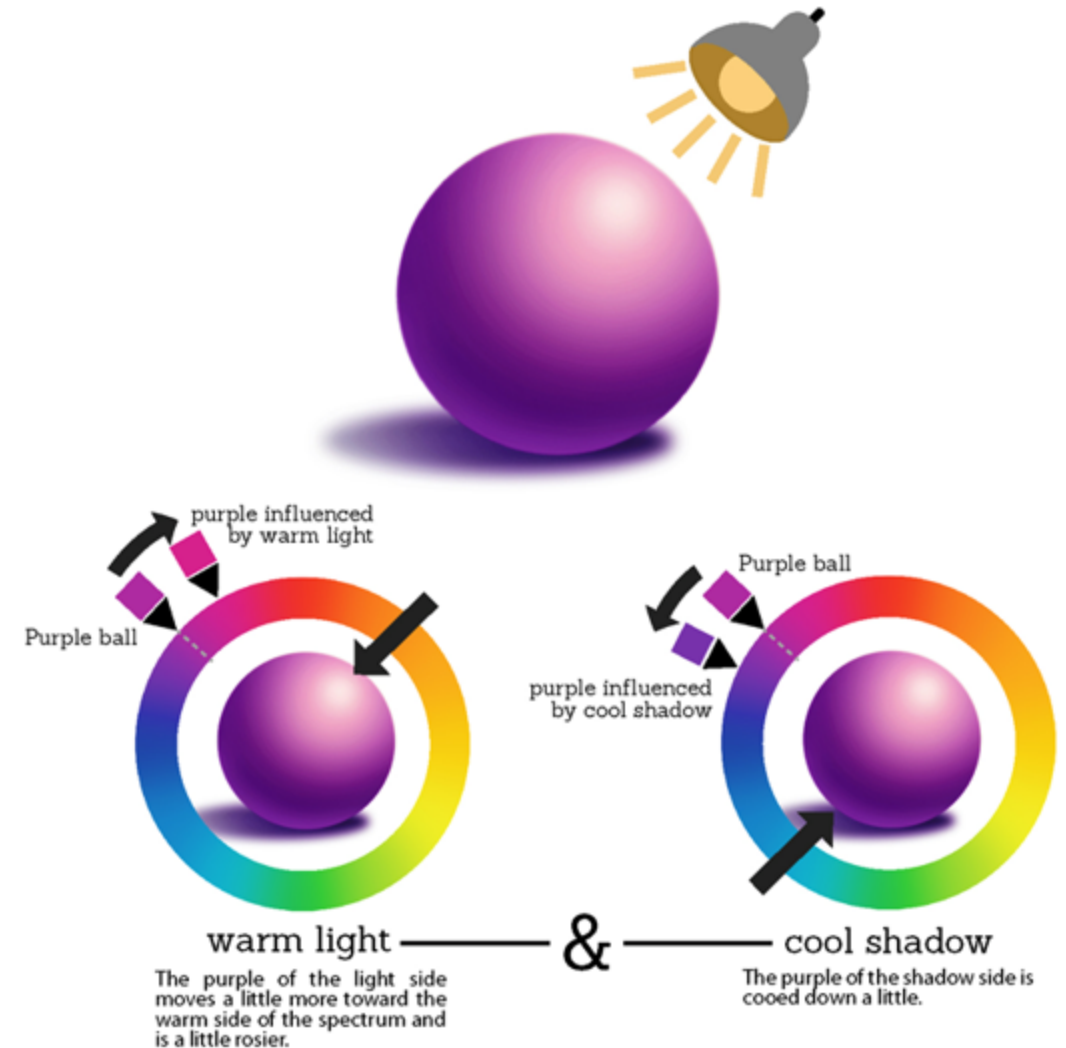
CHARACTER DESIGN

WARM LIGHT COOL SHADOW

Light Temperature

For one thing, objects and surfaces are not the only things that have hue, light is often colored too! One way to really get the colors in a painting to start working for you is by following the warm light, cool shadow/cool light, warm shadow rule.

When the light source of a painting is warm the light side of the object it's hitting will be influence by that warmth, but the cast shadow and the shadow side of the object won't be, and so it will look cool by comparison. Emphasizing this color difference by actually cooling down the colors in the shadows can make a painting really pop!

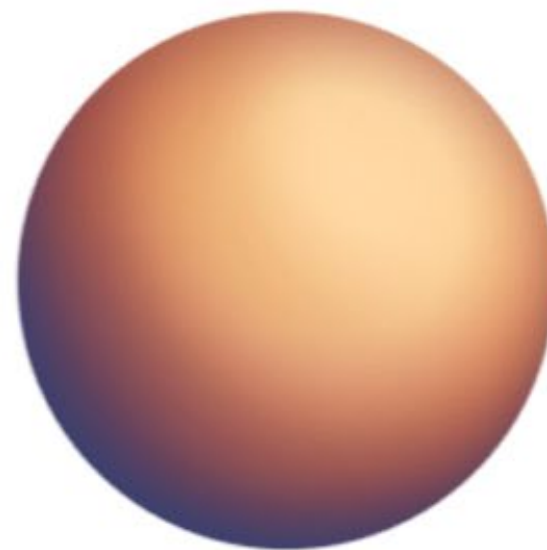




LIGHTS

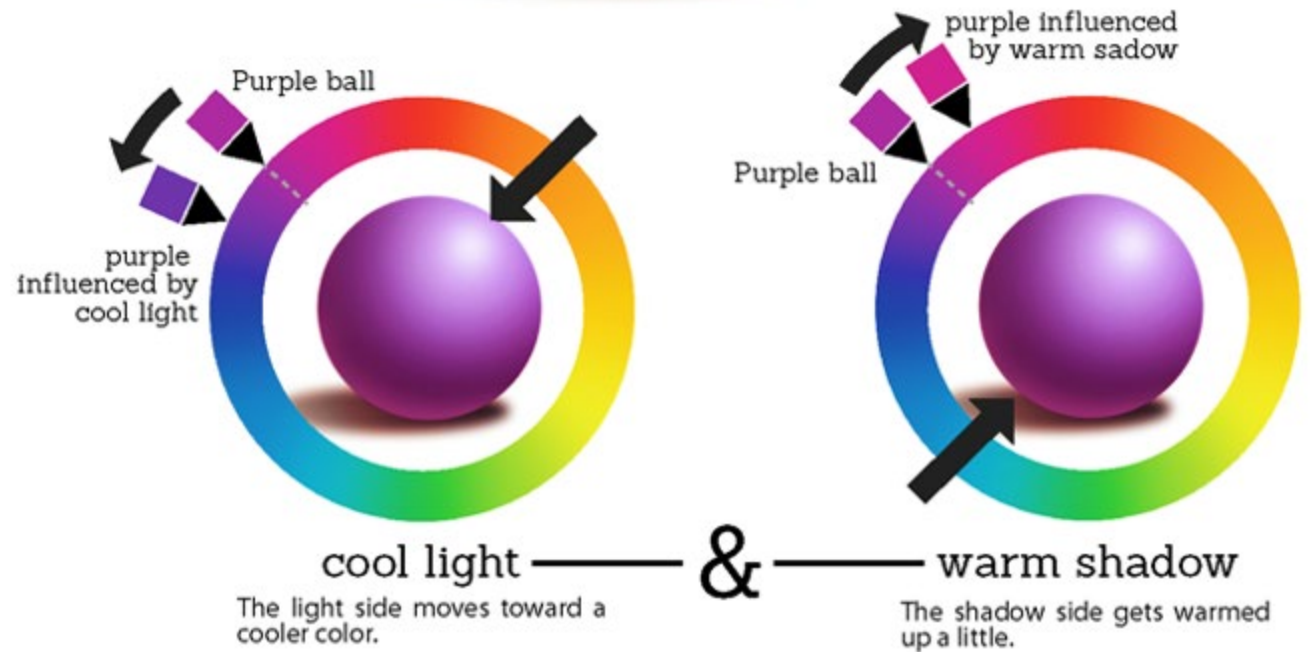


SHADOWS



COOL LIGHT WARM SHADOW

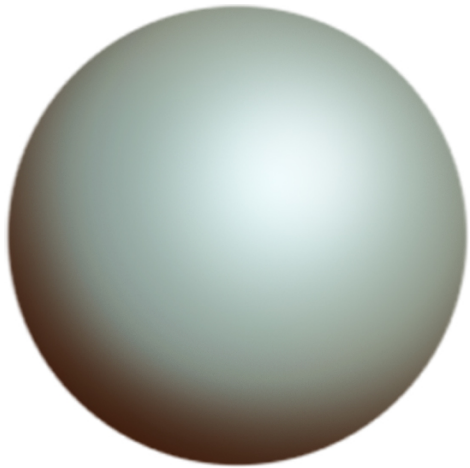
And for a cool light source just invert it!



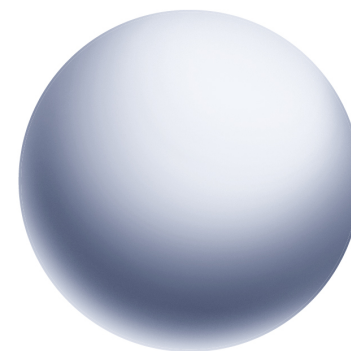
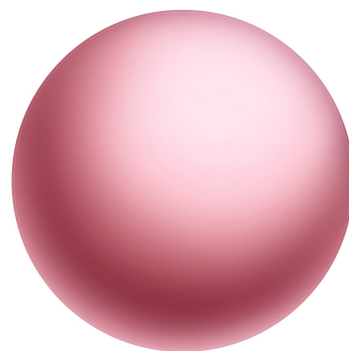
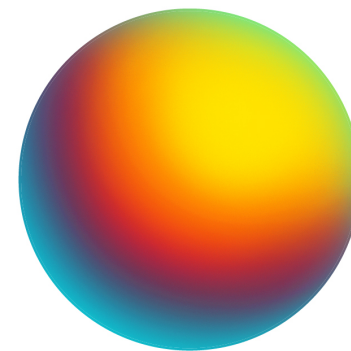
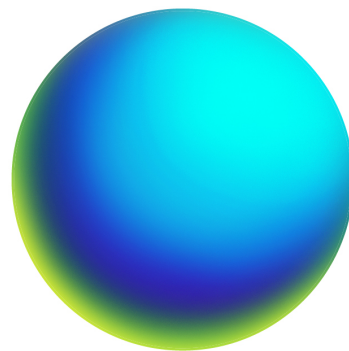
LIGHTS

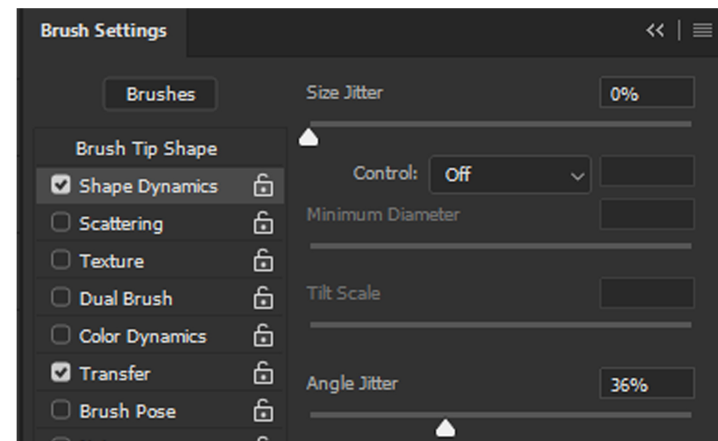
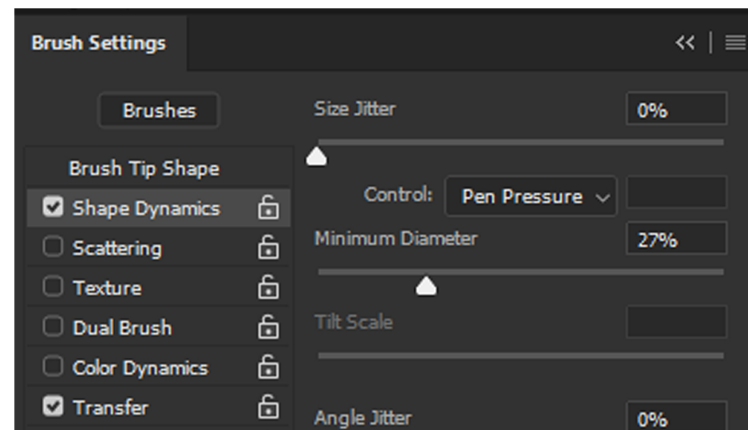
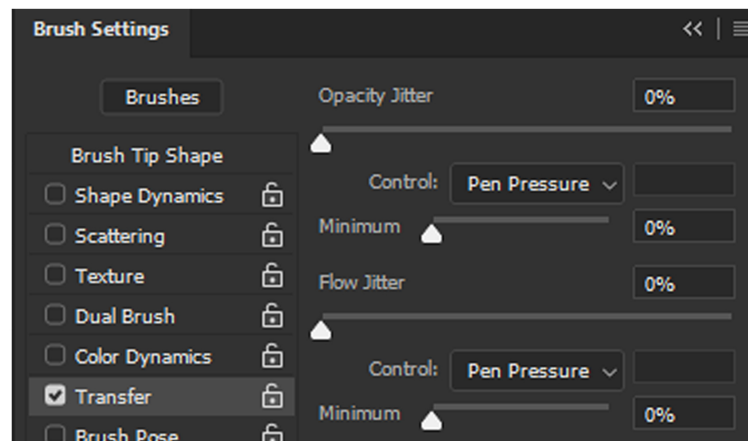
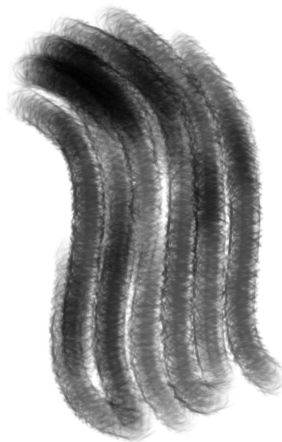
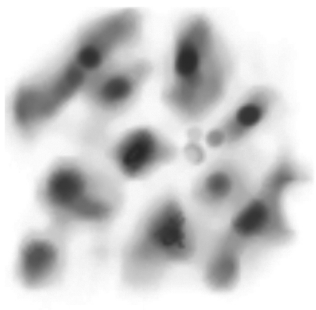


SHADOWS

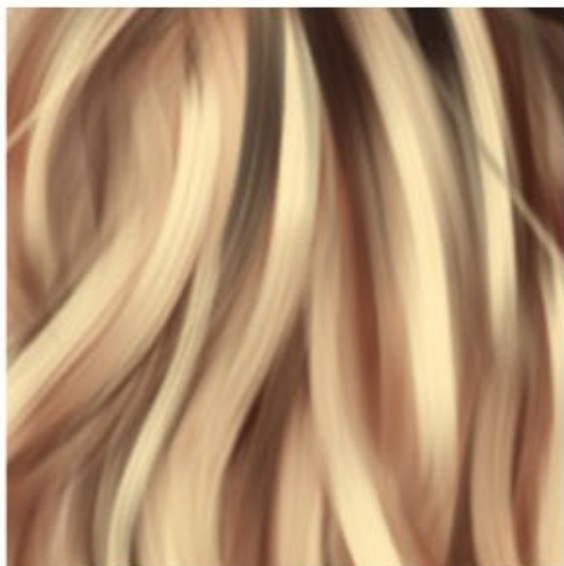
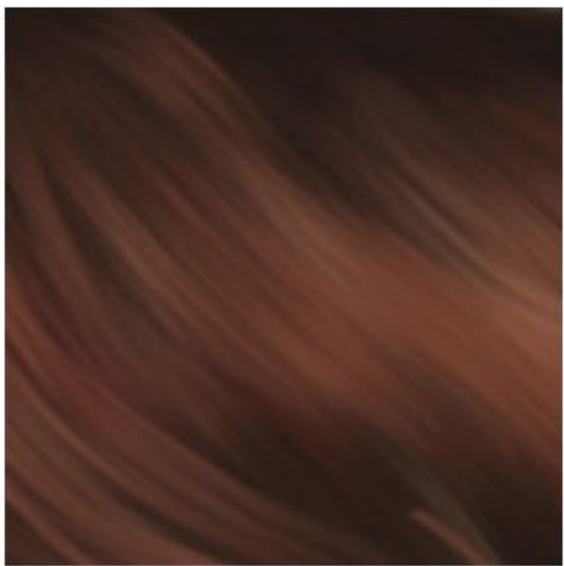
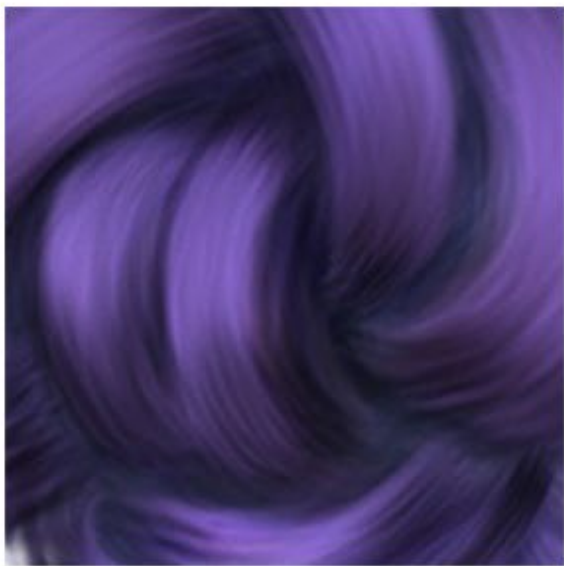
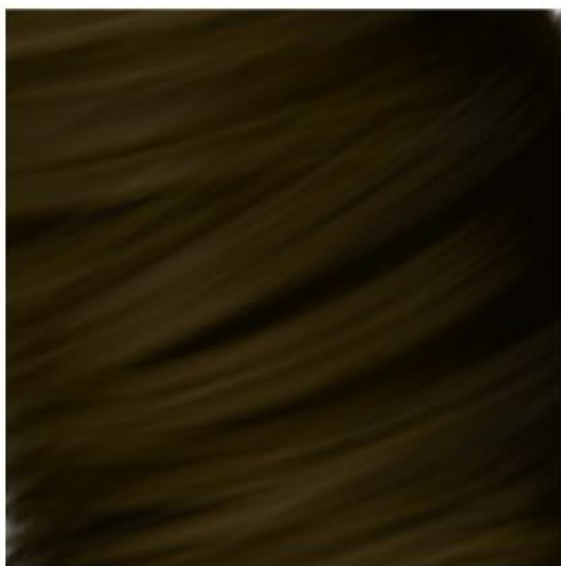
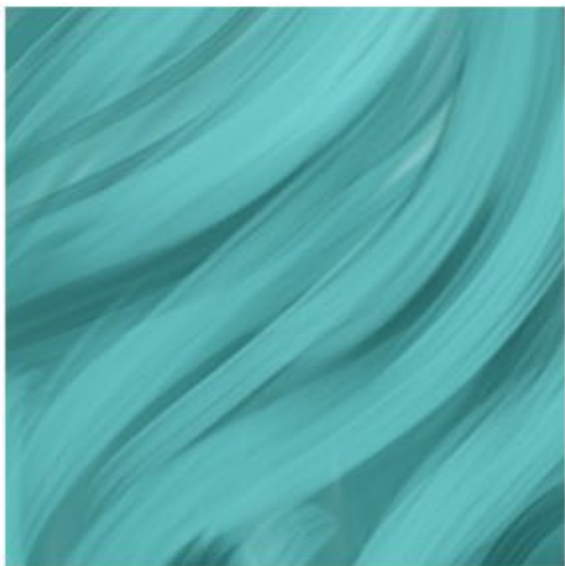


Art By Houston Sharp









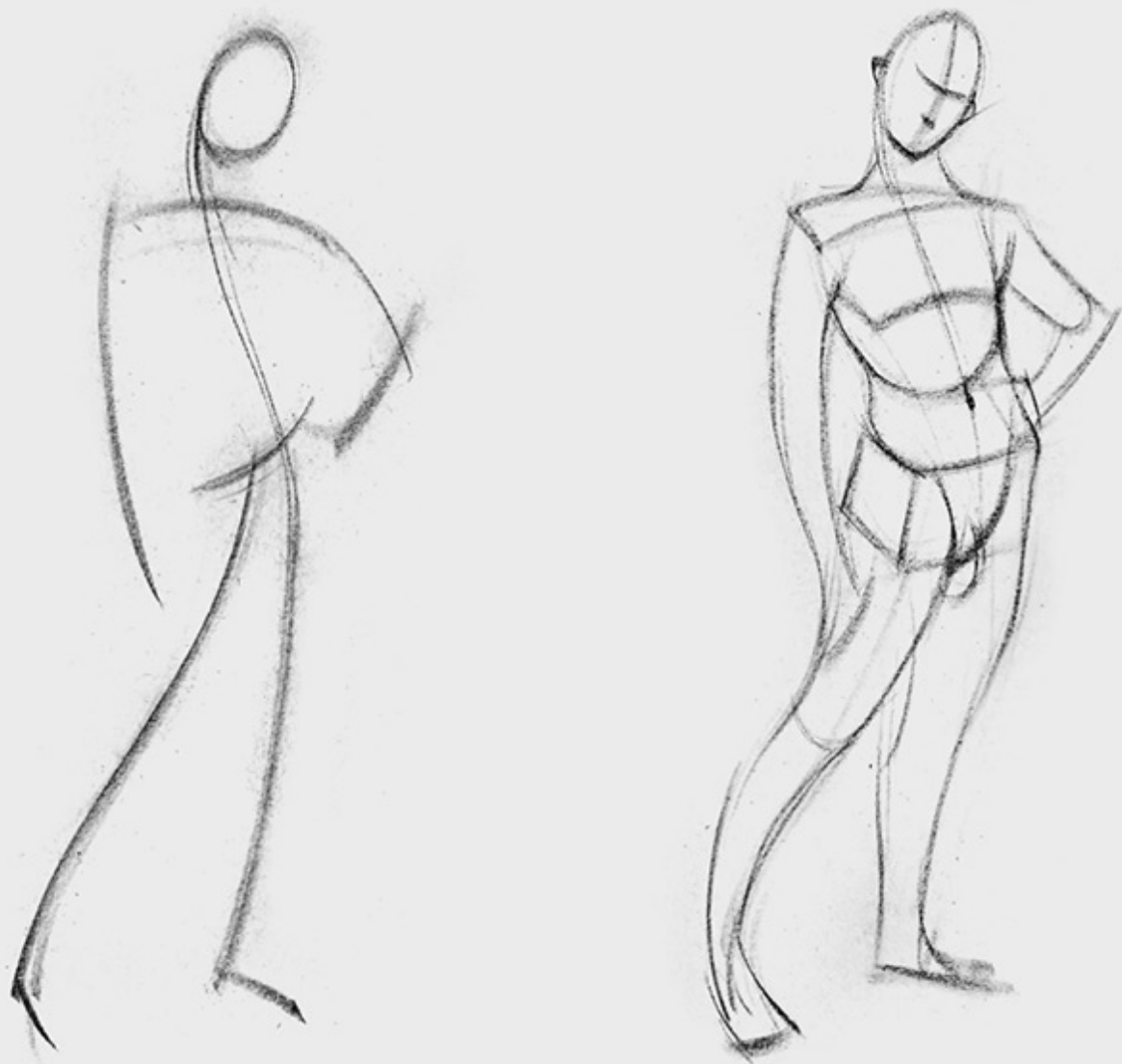
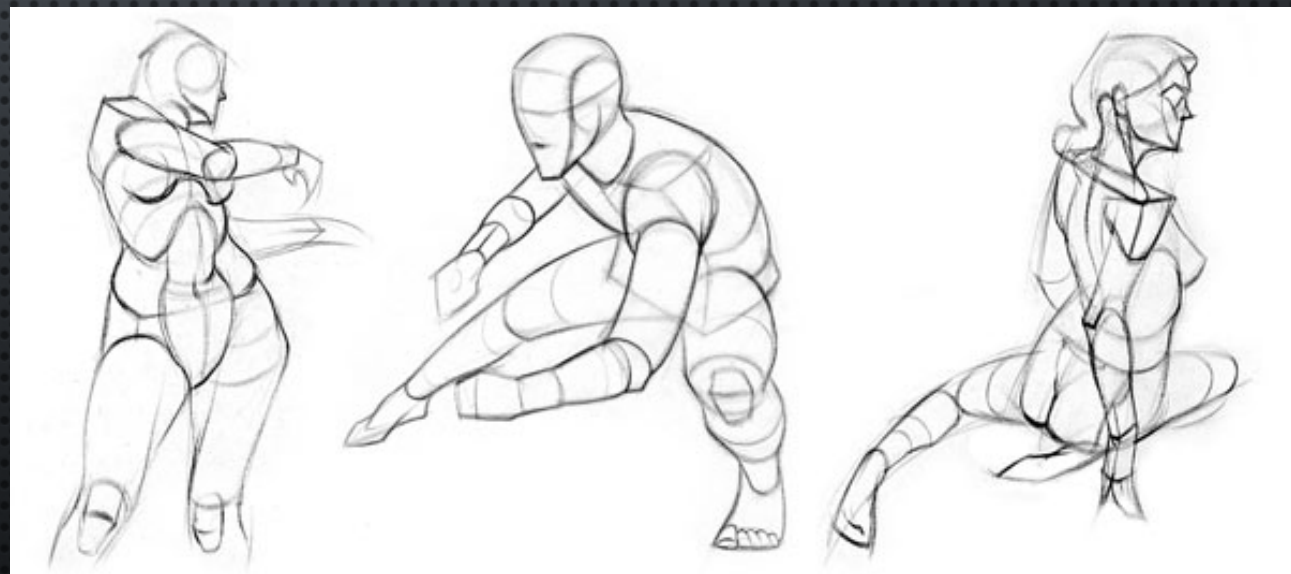
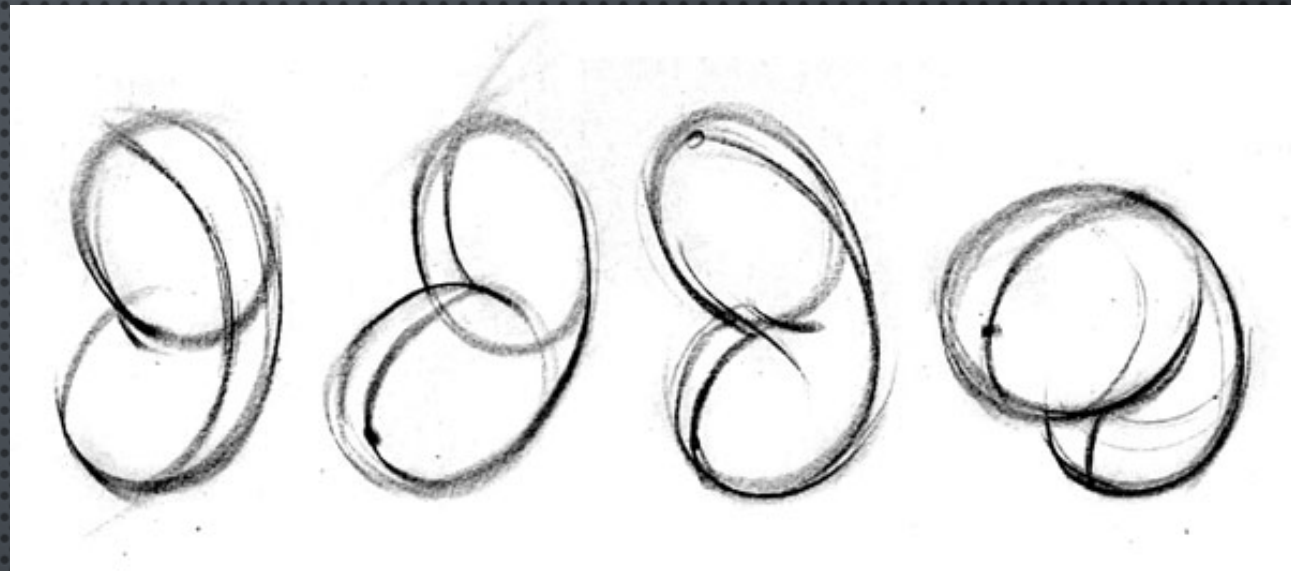


FIGURE DRAWING

Design and Invention



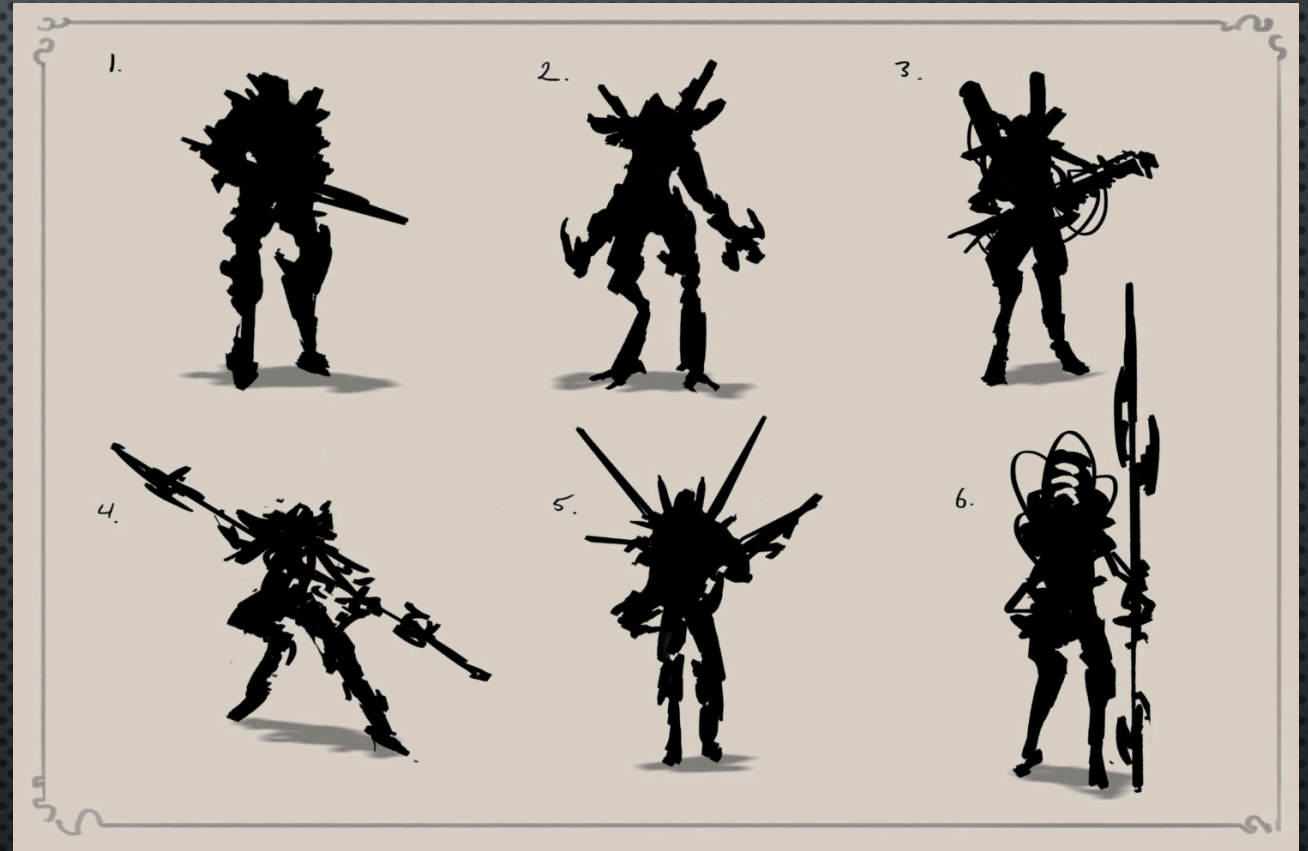
Michael Hampton



Michael Hampton Figure Drawing Guide (Left), Proko Figure Drawing Guide (Right)

CHARACTER SILHOUETTES

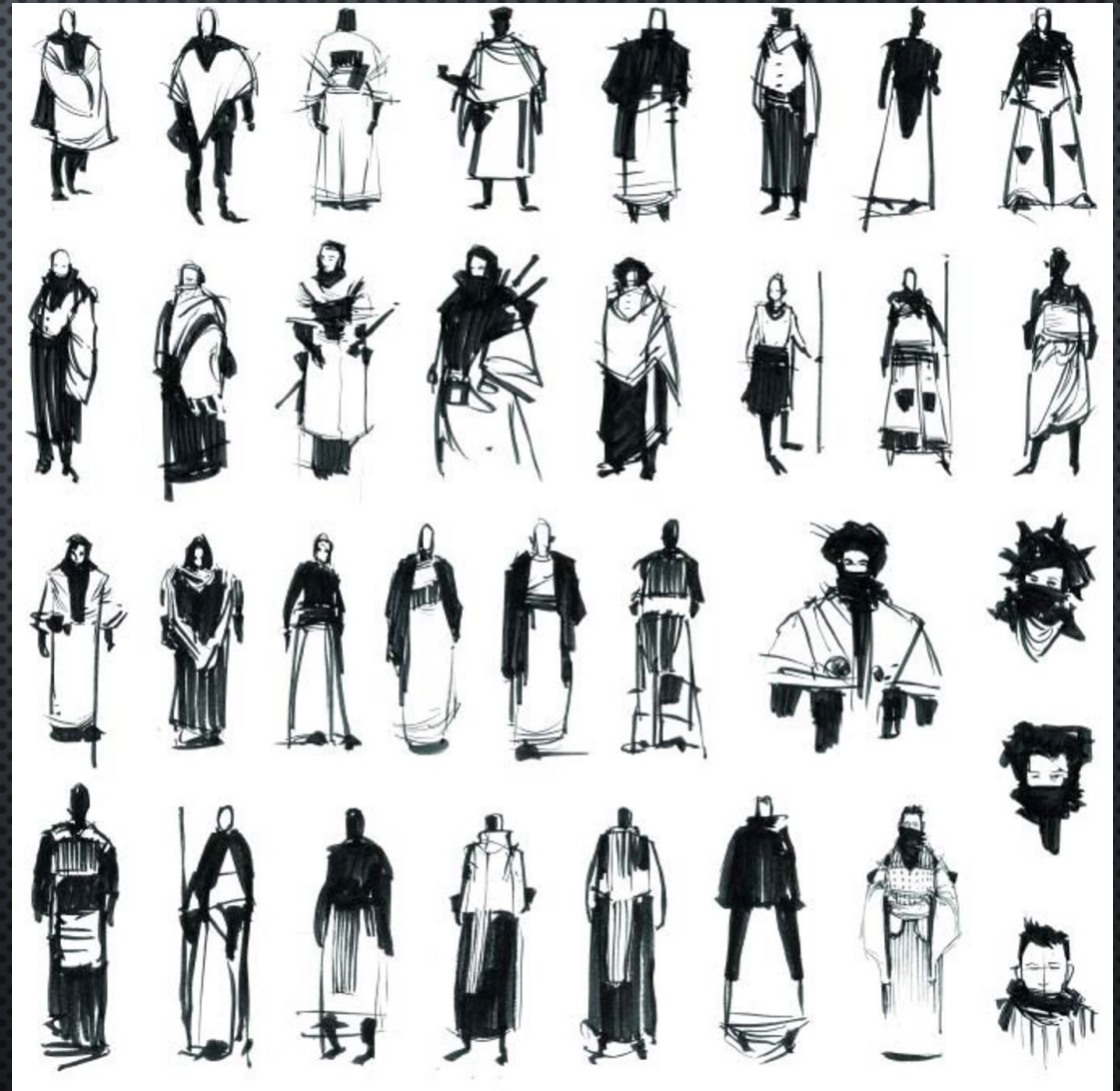
SOLID BLACK



CHARACTER SILHOUETTE REFERENCE:
WALID FEGHALI

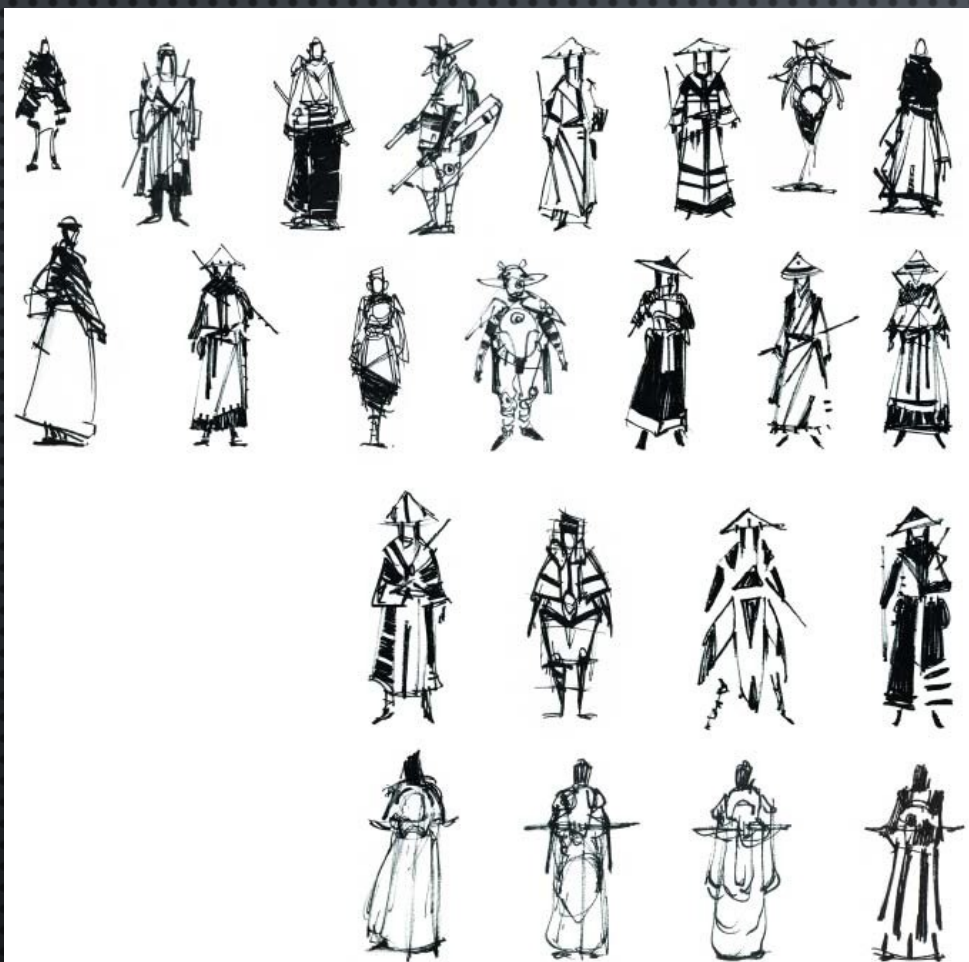
CHARACTER DESIGN PROCESS

- INTRODUCTION TO CHARACTER
DESIGN

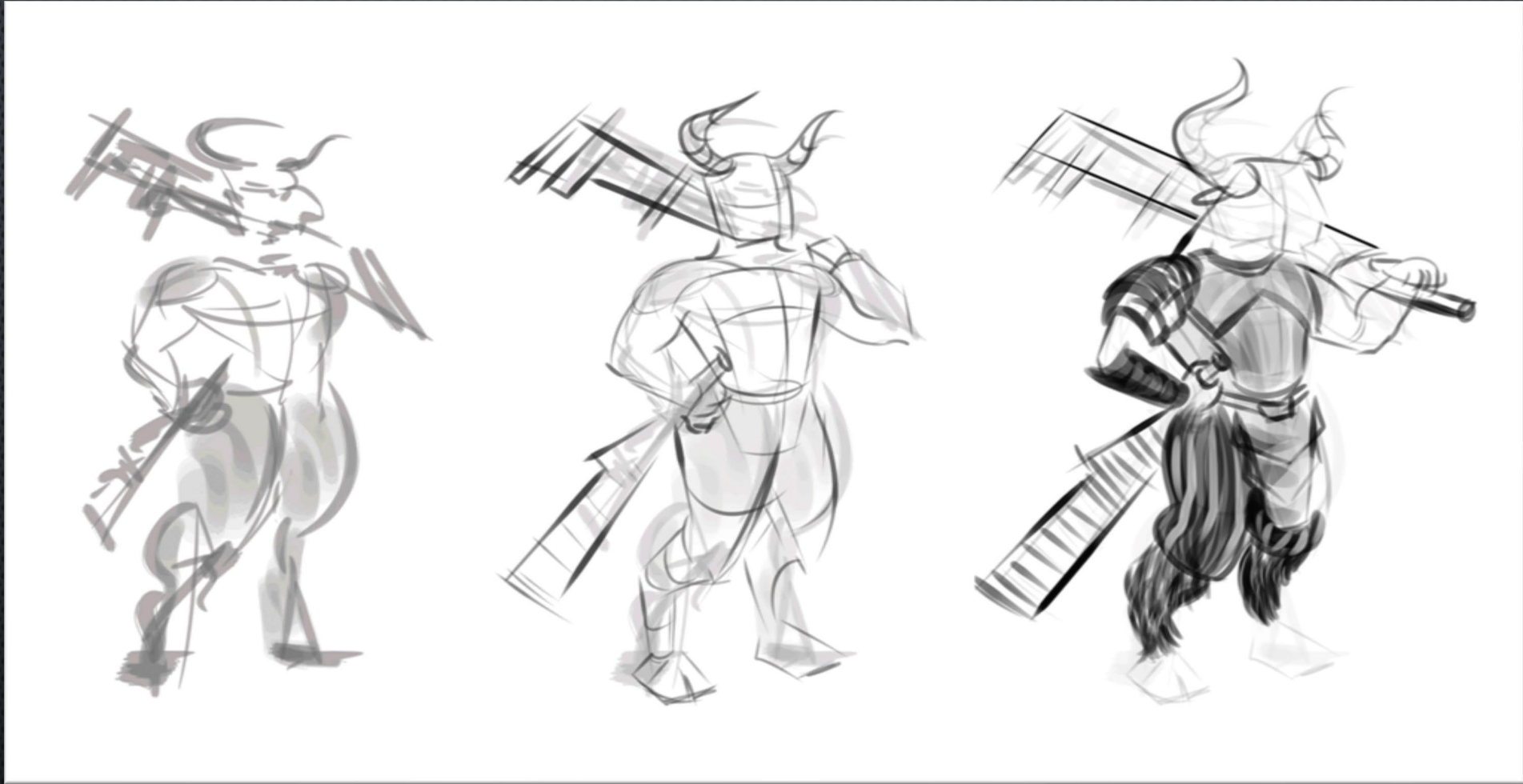


CHARACTER SILHOUETTE SKETCHES REFERENCE: MIKE YAMADA

CHARACTER SILHOUETTES LINES AND ROUGH DETAILS



CHARACTER SILHOUETTE REFERENCE:
FELIX YOON



CHARACTER DESIGN PROCESS

MYTHOLOGICAL GODS AND GODDESSES

WORK SAMPLES

PELE

- SHE IS THE GODDESS OF FIRE, LIGHTNING, DANCE, WIND, VOLCANOES AND VIOLENCE. HER POETIC NAME IS *KA WAHINE `AI HONUA* OR THE WOMAN WHO DEVOURS THE LAND. SHE IS BOTH A CREATOR AND DESTROYER
- THE MOST BEAUTIFUL GODDESS OF THE HAWAIIAN ISLANDS



Art by Arthur Johnsen

DURGA

- SHE IS A GODDESS OF WAR, WHOSE MYTHOLOGY CENTRES AROUND COMBATING EVILS AND DEMONIC FORCES THAT THREATEN PEACE, PROSPERITY, AND DHARMA THE POWER OF GOOD OVER EVIL
- DURGA IS DEPICTED IN THE HINDU PANTHEON AS A GODDESS RIDING A LION OR TIGER, WITH MANY ARMS EACH CARRYING A WEAPON



EBISU

- HE IS THE JAPANESE GOD OF FISHERMEN AND LUCK. HE IS ONE OF THE SEVEN GODS OF FORTUNE, AND THE ONLY ONE OF THE SEVEN TO ORIGINATE PURELY FROM JAPAN WITHOUT ANY HINDU INFLUENCE.



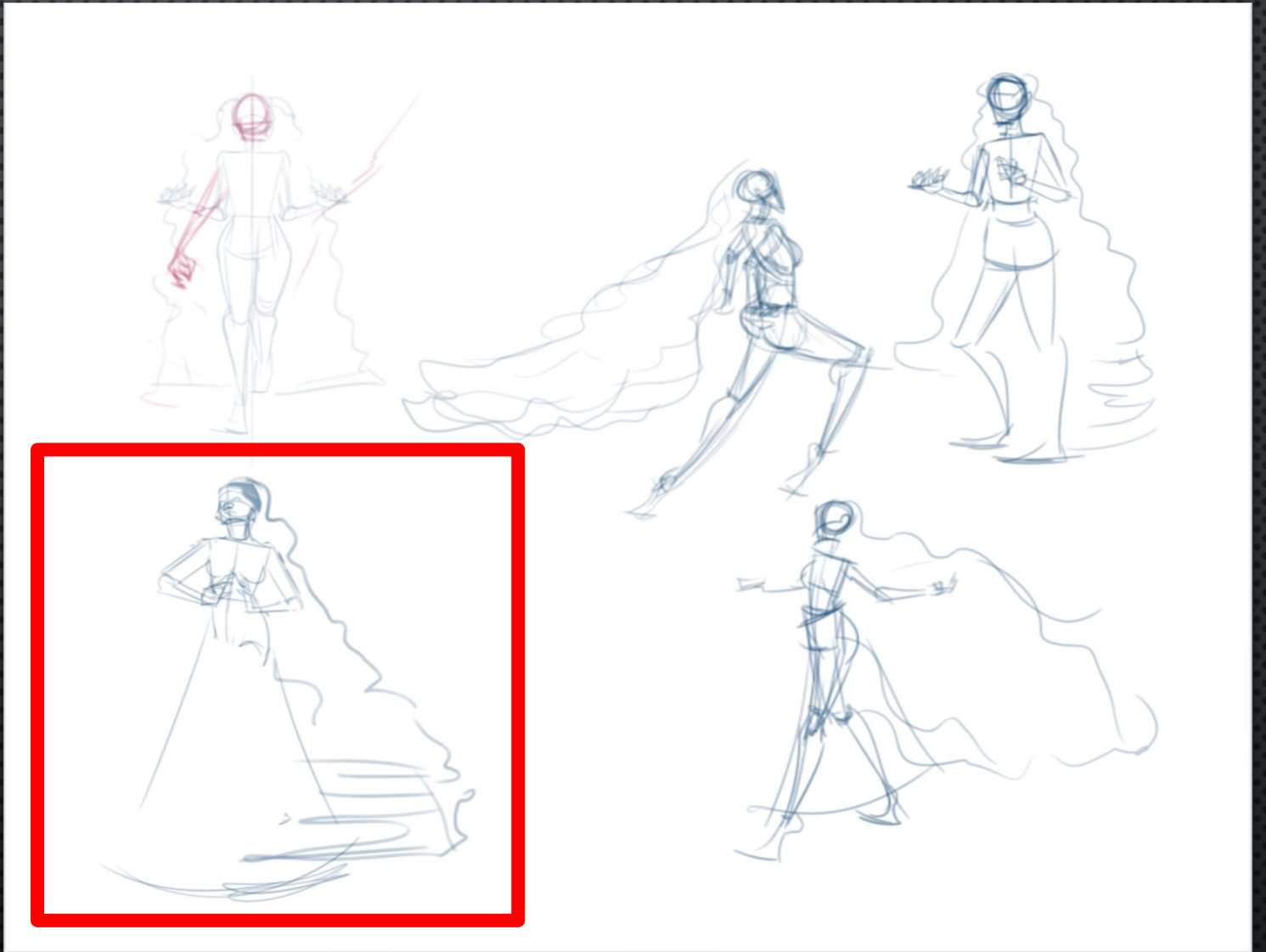
Art by Betty Grove

WORK PROCESS

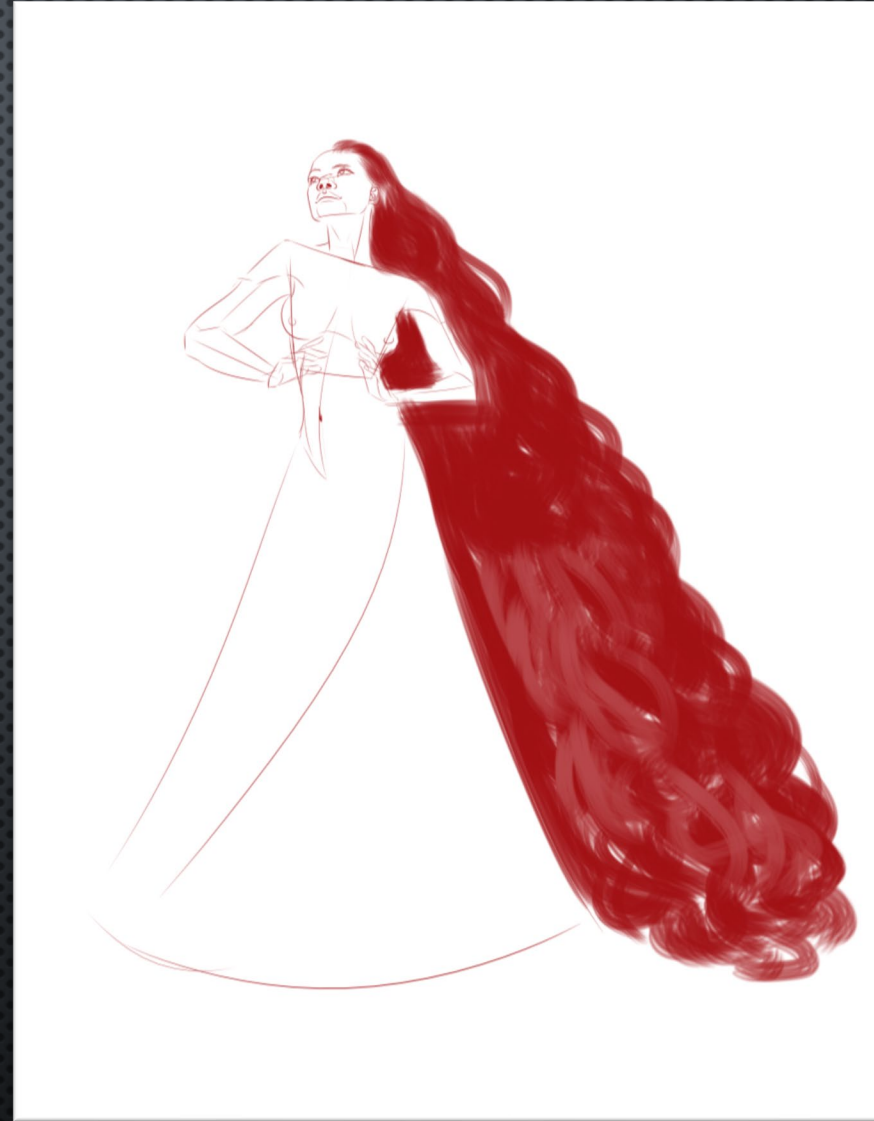
PELE: ROUGH POSE EXPLORATIONS



PELE: ROUGH POSE EXPLORATIONS



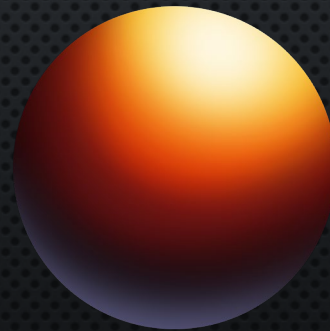
PELE: INITIAL LINEART



PELE: COLOUR RENDER



- ITERATIVE APPROACH: RESEARCH ABOUT PELE AND HOW SHE IS OFTEN PORTRAYED
- USE A PHOTO REFERENCE OF MOLTEN LAVA FOR LIGHTING STUDY
- USE A SPHERE FOR MAPPING OUT THE COLOURS



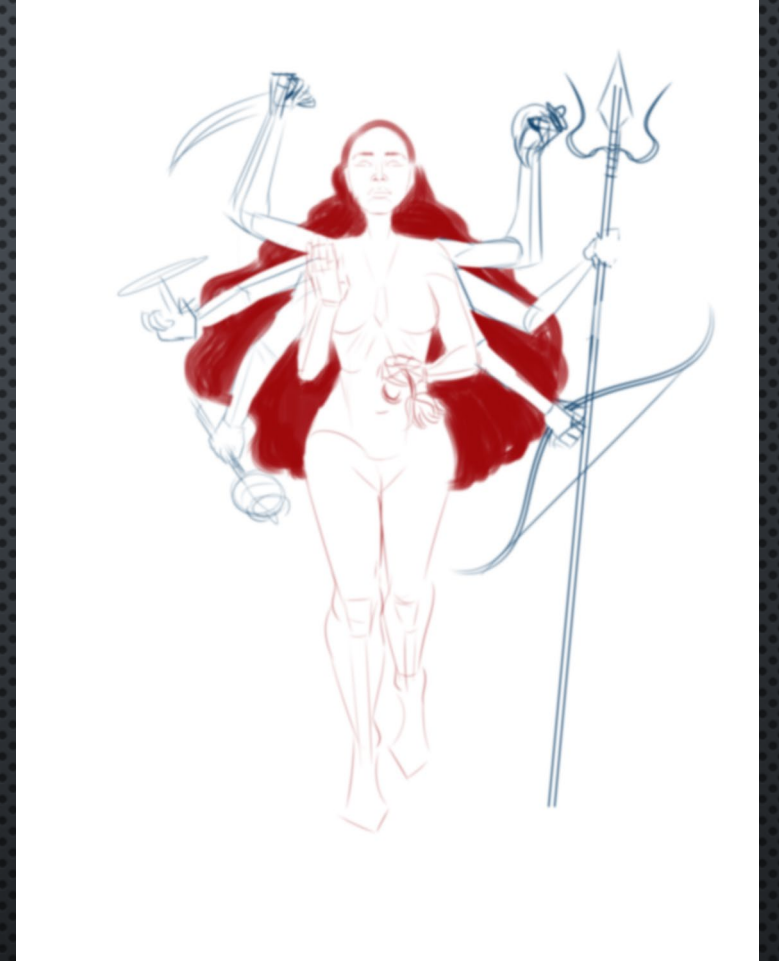


PELE, THE GODDESS OF FIRE

MODERN HULA DRESS

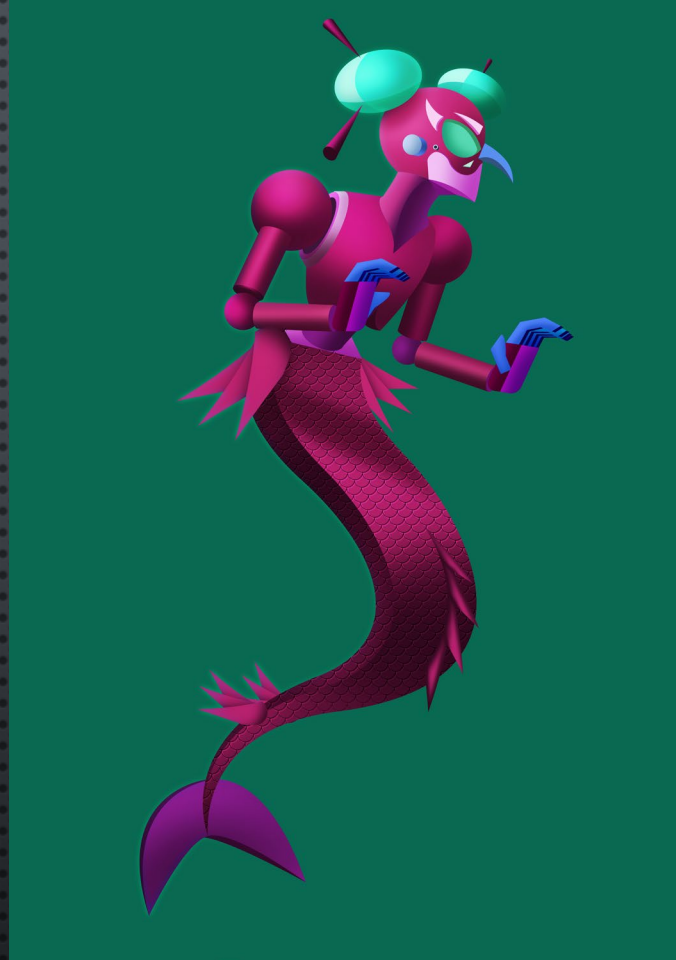
LAVA HAIR

DURGA: ROUGH POSE EXPLORATIONS



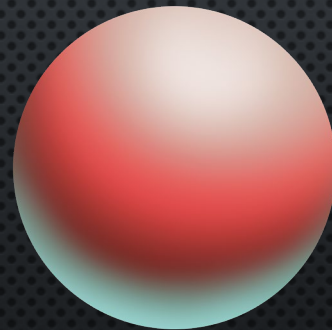
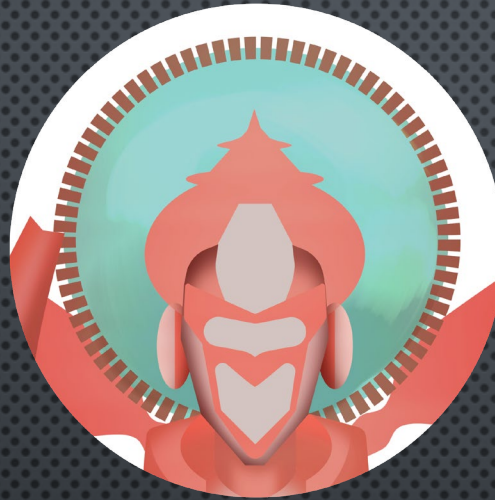
DURGA: VECTOR BASE

- FANTASY/SCI-FI TWIST
- USED AI FOR THE SOLID COLOUR BASE
- SEPARATE DIFFERENT PARTS (ARMS, LEGS, PROPS, ETC.) INTO NEW LAYERS, THEN EXPORT AS PSD (WRITTEN FILES), ALPHA LOCK LAYERS FOR SHADING



DURGA: COLOUR RENDER

- ITERATIVE APPROACH: RESEARCH ABOUT DURGA
- USE A PHOTO REFERENCE OF MOLTEN LAVA FOR LIGHTING STUDY
- USE A SPHERE FOR MAPPING OUT THE COLOURS





DURGA, THE GODDESS OF WAR

SCI-FI/FANTASY

MECHA