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Portfolio



point perspective

gesture/anatomy
drawing

photobashing/
compositing

moodboard/
colour theory

line of action

sources

Point perspective



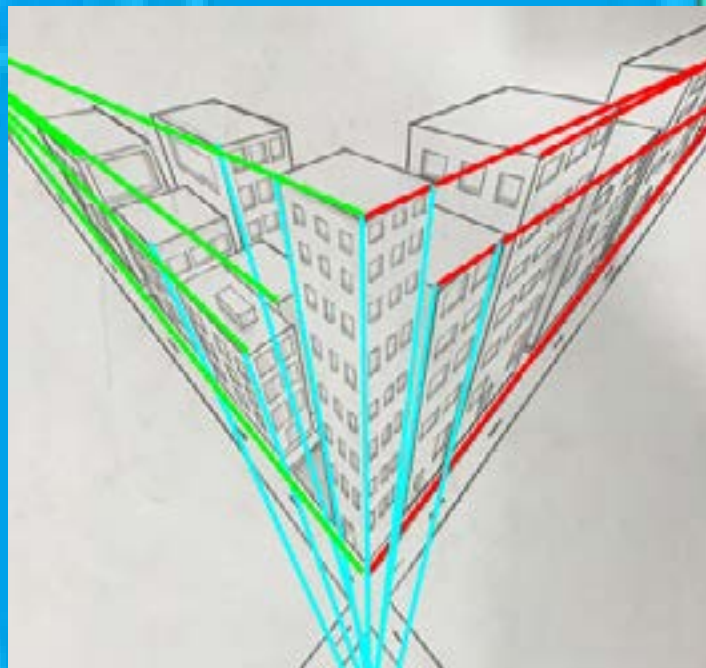
(Image 1)

single point perspective was pretty simple with no issues due to everything just converging into one point down the center



(Image 2)

two point perspective is a slightly better way of conveying depth within a picture or drawing involving buildings, giving buildings a better visual indication of horizontal depth



Three point perspective uses the benefits of 2 points but adds even more depth to the image with verticality. Which tends to allow you to add more detail.



To create a solid gesture drawing the best way to start with only the lines around the line of action instead of the entire body. For example, once you have a properly proportioned head you can draw the line of action to give you a point of reference for the body.



Anatomy drawing is pretty important to understand since understanding it can help with learning how humanoids move which is useful if you are learning animation. The head is one of the more important places as you should start with it to give yourself the correct proportions. Providing the head is proportioned correctly you can use it to help guide you with the body using the 7 head rule. even a character like goku who is known for having extradited proportions fits within this rule



(Image 3)



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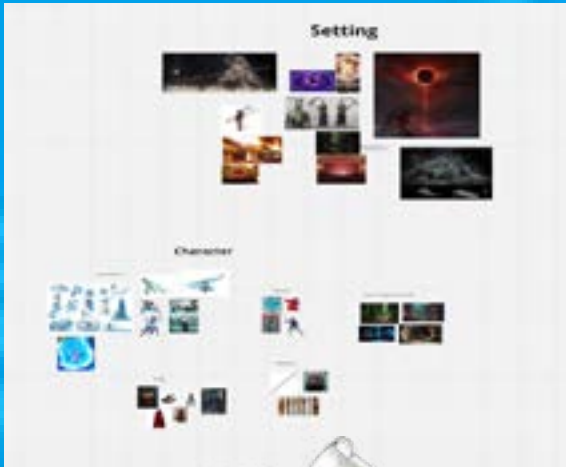
sources



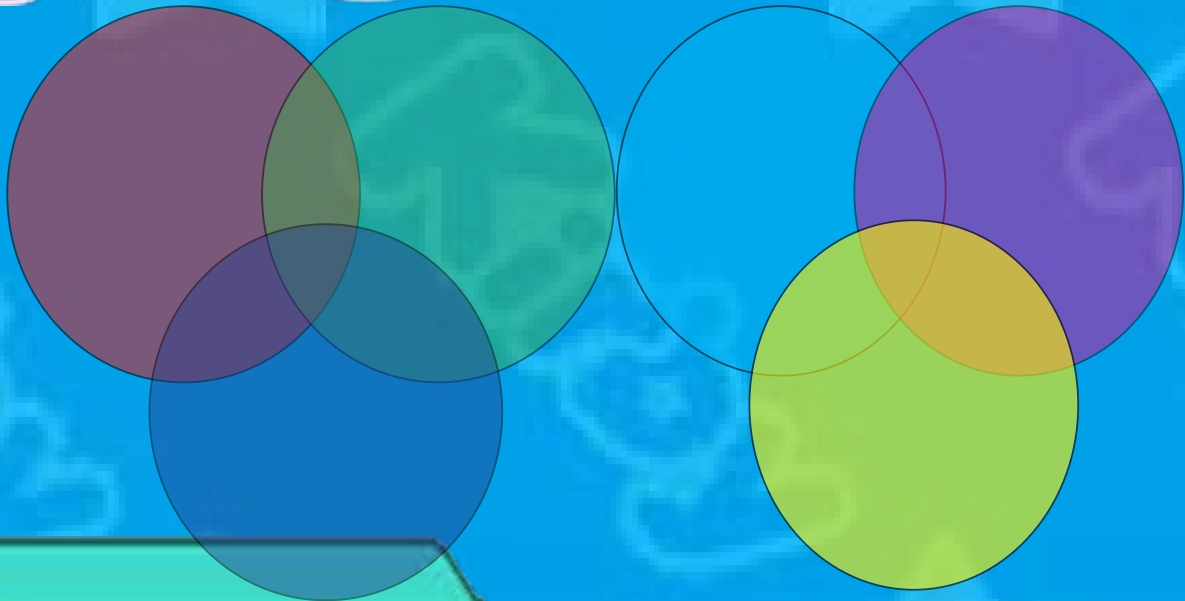
Photobasing is a pretty quick and easy way of creating many different types of reference images before creating a final version. Allowing you to test multiple different ideas without wasting time and resources.



Photo compositing takes the base of photo bashing but takes it further by attempting to fit all the images together while making sure every image fits together on the scene.



A moodboard is by far the easiest way to create a reference sheet of any part of any media to help keep ideas within the team consistent or help give solo creators a way of keeping track of all ideas



Colour theory can be used in a multitude of ways to help set a tone to any type of work for example adding a blue hue over a scene can help create a slightly colder or more depressing depending on the strength of the hue. A similar effect happens with a red hue which could be used to make an environment more hostile but doesn't have to be you could use small hues of red to help within an autumn scene or to put emphasis on anger.

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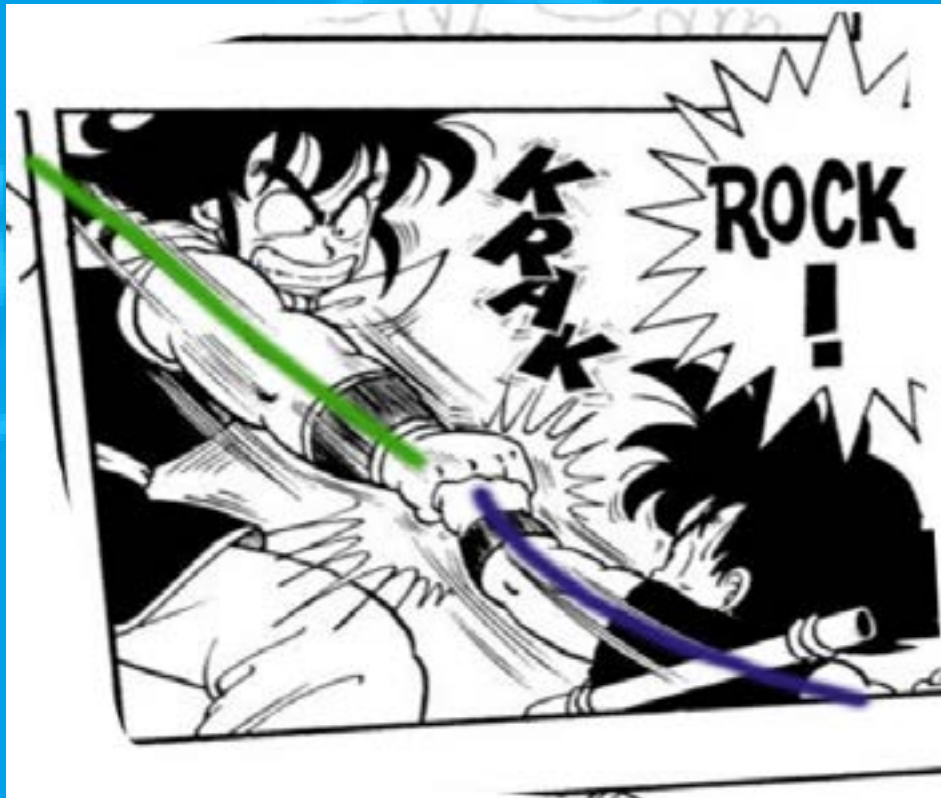
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(Image 4)



Line of action work is by far the best way to show movement within animation and still frames. Most animation works or books with any sort of action along the lines of a fast-moving weapon or a character punching forward. During any of these actions, you should be able to draw a line from the origin point of the action to its current point/end



(Image 5)

[1]K. Decker, “The fundamentals of understanding color theory,” 99designs, Feb. 27, 2017. <https://99designs.com/blog/tips/the-7-step-guide-to-understanding-color-theory/> (accessed Nov. 26, 2024).

[2]C. Chapman, “Color Theory for Designers, Part 1: the Meaning of Color,” Smashing Magazine, May 20, 2021. <https://www.smashingmagazine.com/2010/01/color-theory-for-designers-part-1-the-meaning-of-color/>

[3]“Drawing: Human proportions | Canson,” en.canson.com. <https://en.canson.com/expert-advice/drawing-human-proportions>

[4]Immediate.co.uk, 2024. <https://images.immediate.co.uk/production/volatile/sites/3/2024/11/dragon-ball-daima-kid-goku-b28c524.jpg> (accessed Dec. 04, 2024).

[5]C. Heginbotham, “What is Photobashing? (With Free Beginner Tutorials),” Concept Art Empire, Jul. 18, 2018. <https://conceptartempire.com/photobashing/>

Images:

1:Istockphoto.com, 2024. <https://media.istockphoto.com/id/491646938/photo/new-york-city.jpg?s=612x-612&w=0&k=20&c=hn7xBnmwgLXvEY-3ZO0955ur8xZtjYbsv2ZO2fCvTlM=> (accessed Nov. 26, 2024).

2: H. South, “Being Able to Draw 2-Point Perspective Will Make You a Better Artist,” The Spruce Crafts, Jan. 19, 2020. <https://www.thesprucecrafts.com/two-point-perspective-drawing-tutorial-1123413>

3: “Goku (Battle of Gods) Concept art [Website] by Maxiuchiha22 on DeviantArt,” Deviantart.com, Jan. 08, 2022. <https://www.deviantart.com/maxiuchiha22/art/Goku-Battle-of-Gods-Concept-art-Website-903173582> (accessed Nov. 27, 2024).

4: [1]“VIZ | Read Dragon Ball Super Manga Free - Official Shonen Jump From Japan,” www.viz.com. <https://www.viz.com/shonenjump/chapters/dragon-ball-super>

5: [1]“VIZ | Read Dragon Ball Super Manga Free - Official Shonen Jump From Japan,” www.viz.com. <https://www.viz.com/shonenjump/chapters/dragon-ball-super>

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