

This is Logan Bunting's visual studies portfolio, In this pdf I have included the link as well as numerous screenshots to display each page of my portfolio, Below you will find aforementioned link to my Page, However the screenshots are at hand if needed.

<https://portfolio.adobe.com/d5b1bb67-dd0f-401c-a057-ca822e861b97/preview/welcome>



**WELCOME!**

## **ABOUT ME**

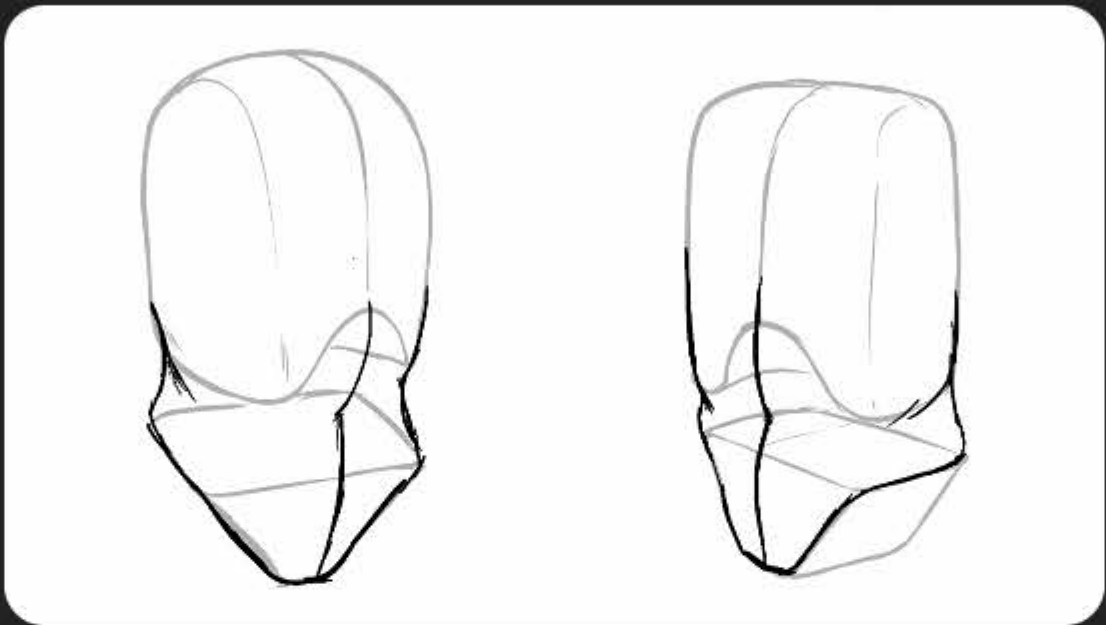
MY NAME IS LOGAN BUNTING AND I'M 21 YEARS OLD. I'M STUDYING AT THE UNIVERSITY OF WALES TRINITY SAINT DAVID'S, THE COURSE I AM CURRENTLY STUDYING IS BA GAMES DESIGN. MY FAVOURITE CURRENT GAMES ARE ELDEN RING AND LEAGUE OF LEGENDS AND MY MAIN FOCUS DURING MY COURSE WILL BE ENVIRONMENT DESIGN AS SINCE I STARTED PLAYING GAMES I HAVE ALWAYS BEEN INTERESTED IN TELLING A STORY THROUGH THE ENVIRONMENT AROUND THE PROTAGONIST. IN THIS PORTFOLIO I WILL BE SHARING MY STUDIES, PRACTICES AND GROWTH ON PERSPECTIVE DRAWING, ANATOMY DRAWING AND PHOTO COMPOSITING.

[CLICK HERE TO SEE MY PORTFOLIO](#)



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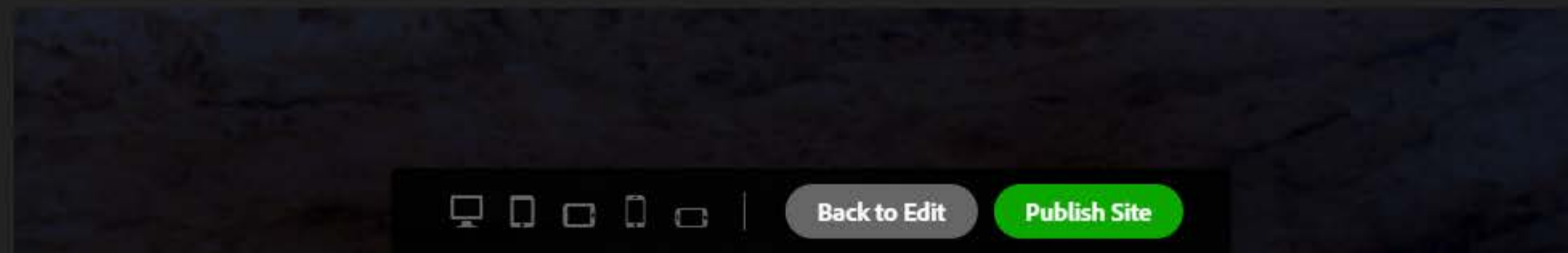


# COMPOSITING



## COMPOSITING

### COMPOSITION USING RANDOM PROMPTS



To exit full screen, move mouse to top of screen or press and hold **Esc**

## COMPOSITION USING RANDOM PROMPTS



IN THIS SCENE, WE USED A RANDOM PROMPT GENERATOR TO CHOOSE AN OBJECT, PLACE AND PROTAGONIST, THOSE BEING A KOBOLD, IN A CAVE WITH WATER AND A FISHING HUT. I BELIEVE I MET THESE PRE-REQUISITES QUITE WELL AND I LIKE THE COMPOSITION OF THIS PIECE AS I USED THE RULE OF THIRDS. I ALSO THINK THE REFLECTION THAT I MADE IN THE WATER BY FLIPPING THE LIGHTING AND MASKING IT WITH A BLUR/SMUDGE OVER THE WATER FITS REALLY WELL.

### REFERENCES:

[1] D. STORM, "STORM CLOUD SKY EARTH PHOTOGRAPHY LIGHTNING HD WALLPAPER," WALLPAPER ABYSS, AUG. 22, 2023. [HTTPS://WALL.ALPHACODERS.COM/BIG.PHP?I=702297](https://wall.alphacoders.com/big.php?i=702297)

[2] "WIZKIDS PATHFINDER FOAM REPLICA: LIFE-SIZED KOBOLD : AMAZON.CO.UK," AMAZON.CO.UK, 2024. [HTTPS://WWW.AMAZON.CO.UK/PATHFINDER-FOAM-REPLICA-LIFE-SIZED-SCULPTED/DP/B09KVFLJBT](https://www.amazon.co.uk/pathfinder-foam-replica-life-sized-sculpted/dp/B09KVFLJBT)

[3] "FISHERMAN HOUSE PNG," <https://www.pinterest.com/so/fisherman-house/>

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TRANSPARENT-BACKGROUND.  
[5] "LAKE REFLECTION, WATER SURFACE, NATURE VIEW PNG IMAGE," PNG PLAY, JUN. 22, 2019. [HTTPS://WWW.PNGPLAY.COM/IMAGE/484076](https://www.pngplay.com/image/484076) (ACCESSED DEC. 02, 2024).



**IN THIS COMPOSITE, I DECIDED THAT I WANTED TO GIVE OFF AN EERIE FEELING WITH THE MIST AND THE OVER TOWERING MONOLITHS. SO BECAUSE OF THAT I DECIDED TO GO WITH VERY MUTED COLOURS AND A LOT OF DARK TONES TO GIVE THE SENSE OF GLOOM.**

REFERENCES:

[1] "SLATE MONOLITH SM110," WELSH SLATE WATER FEATURES, JUN. 24, 2022. [HTTPS://WWW.WELSHSLATEWATERFEATURES.CO.UK/PRODUCT/SLATE-MONOLITH-SM110/](https://www.welshslatewaterfeatures.co.uk/product/slate-monolith-sm110/)

[2] "ROCKY LANDSCAPE PNG. BY ALEDJONESDIGITALART ON DEVIANART," DEVIANART.COM, MAR. 20, 2014. [HTTPS://WWW.DEVIANART.COM/ALEDJONESDIGITALART/ART/ROCKY-LANDSCAPE-PNG-441574094](https://www.deviantart.com/aledjonesdigitalart/art/rocky-landscape-png-441574094)

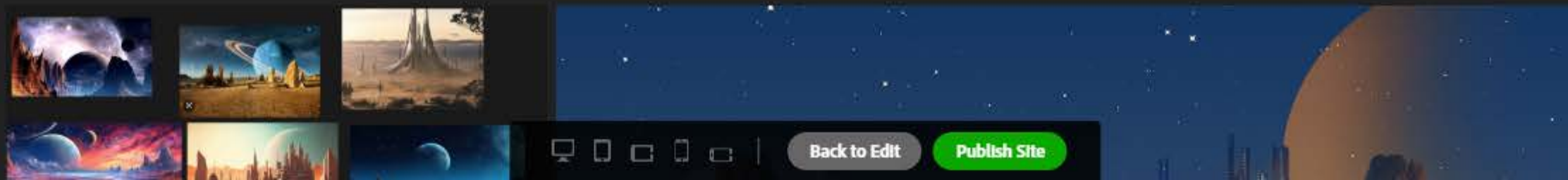
[3] "FREE MOUNTAIN PHOTOS FREE LARGE IMAGES - TRANSPARENTPNG.COM," TRANSPARENTPNG.COM, 2018. [HTTPS://WWW.TRANSPARENTPNG.COM/DETAILS/MOUNTAIN-PHOTOS\\_21315.HTML](https://www.transparentpng.com/details/mountain-photos_21315.html)



REFERENCES:

[1] "WOOD DOCK PNG - CLIPGROUND," CLIPGROUND, 2024. [HTTPS://CLIPGROUND.COM/WOOD-DOCK-PNG.HTML](https://clipground.com/wood-dock-png.html)

THE USE OF COMPLIMENTARY COLOURS ON THE PLANETS TO CREATE AN INTERESTING COMPOSITION



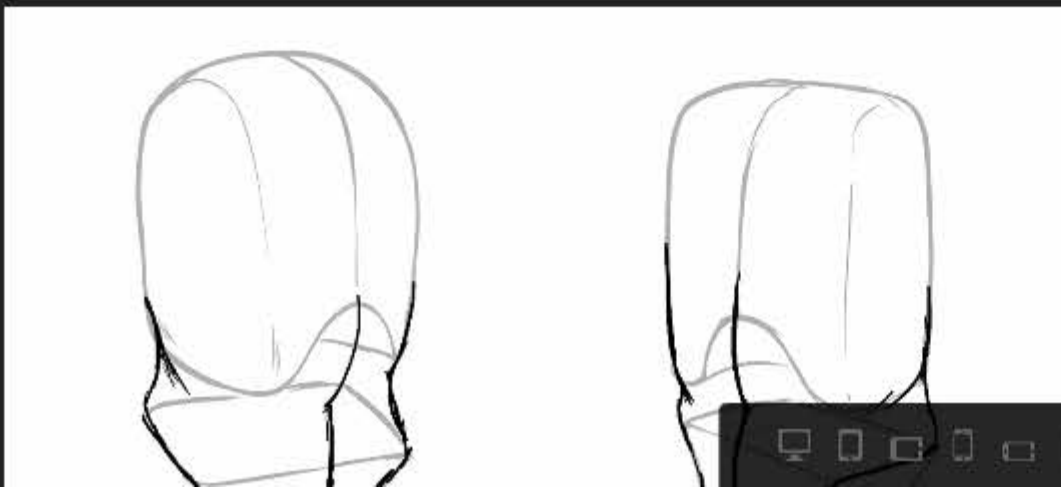
## THE USE OF COMPLIMENTARY COLOURS ON THE PLANETS TO CREATE AN INTERESTING COMPOSITION



USING A STORYBOARD, I PUT TOGETHER A TYPE OF SCENARIO THAT I WANTED TO CREATE USING THE PHOTO-BASHING METHOD, I REALLY WANTED TO CREATE A SCI-FI SCENARIO WITH VISIBLE PLANETS IN THE SKY. I ALSO THOUGHT IT WOULD BE A GOOD IDEA TO HAVE THE BLUE AND ORANGE COMPLIMENTARY COLOURS (COMPLIMENTARY MEANING THAT THEY ARE THE EXACT OPPOSITE ON A COLOUR WHEEL.) TO CREATE A UNIQUE AND INTERESTING SCENE.



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THE USE OF COMPLIMENTARY COLOURS ON THE PLANETS TO CREATE AN INTERESTING COMPOSITION



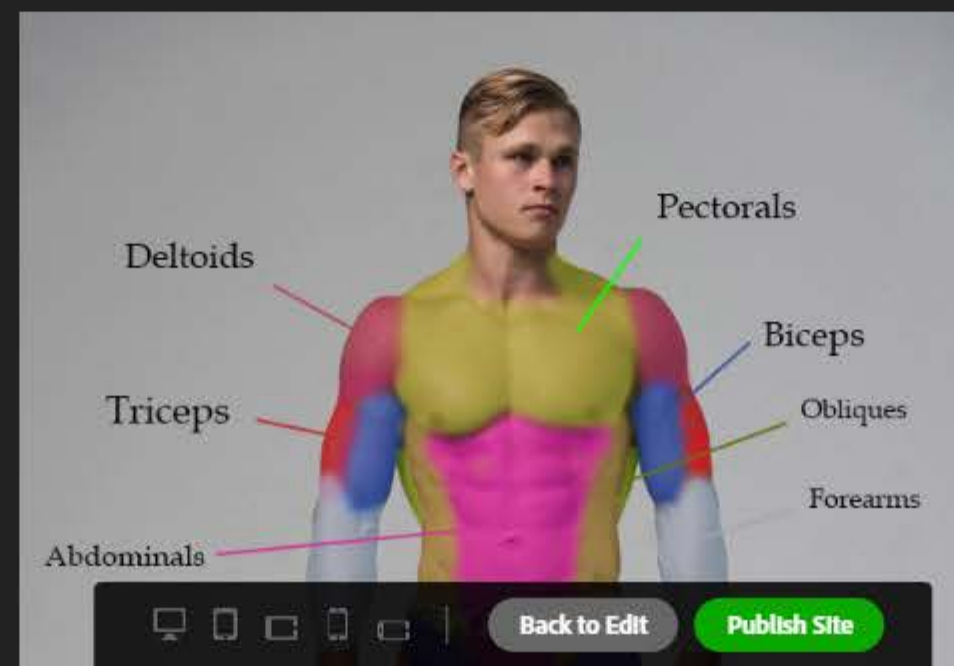


# ANATOMY



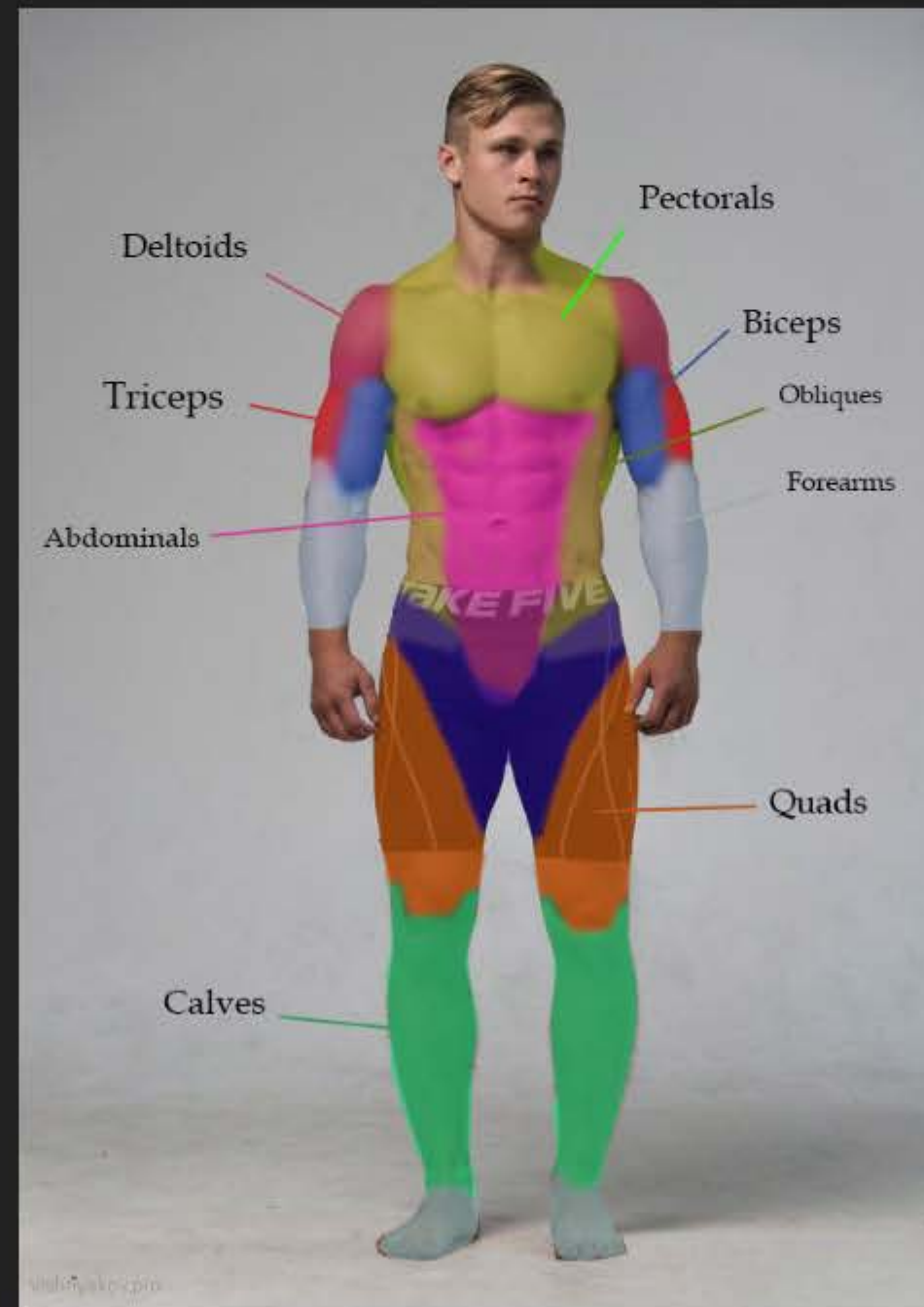
## HUMAN ANATOMY

### HUMAN ANATOMY OVER REFERENCE MODEL



# HUMAN ANATOMY

## HUMAN ANATOMY OVER REFERENCE MODEL



## HEAD DRAWINGS - BEFORE AND AFTER PRACTICE

BELOW ON THE LEFT IS MY FIRST DRAWING OF A HEAD WITHOUT ANY PRACTICE, AND ON THE RIGHT IS MY NEW METHOD OF DRAWING HEADS TAUGHT BY CHOMMANG ON YOUTUBE. BEFORE THE PRACTICE I WAS UNABLE TO GET THE PERSPECTIVE CORRECT, HOWEVER NOW I AM ABLE TO DRAW THE HEAD EFFICIENTLY AT A LOT OF DIFFERENT ANGLES.



## HAND PRACTICE - WITH AND WITHOUT REFERENCES

BELOW I FOLLOWED ANOTHER TUTORIAL FROM CHOMMANG ON LEARNING HOW TO DRAW HANDS. THE HANDS ON THE LEFT ARE FOLLOWING THE PRACTICE TUTORIAL AND THE HANDS ON THE RIGHT ARE FOLLOWING THE TUTORIAL AND WITH A REFERENCE.

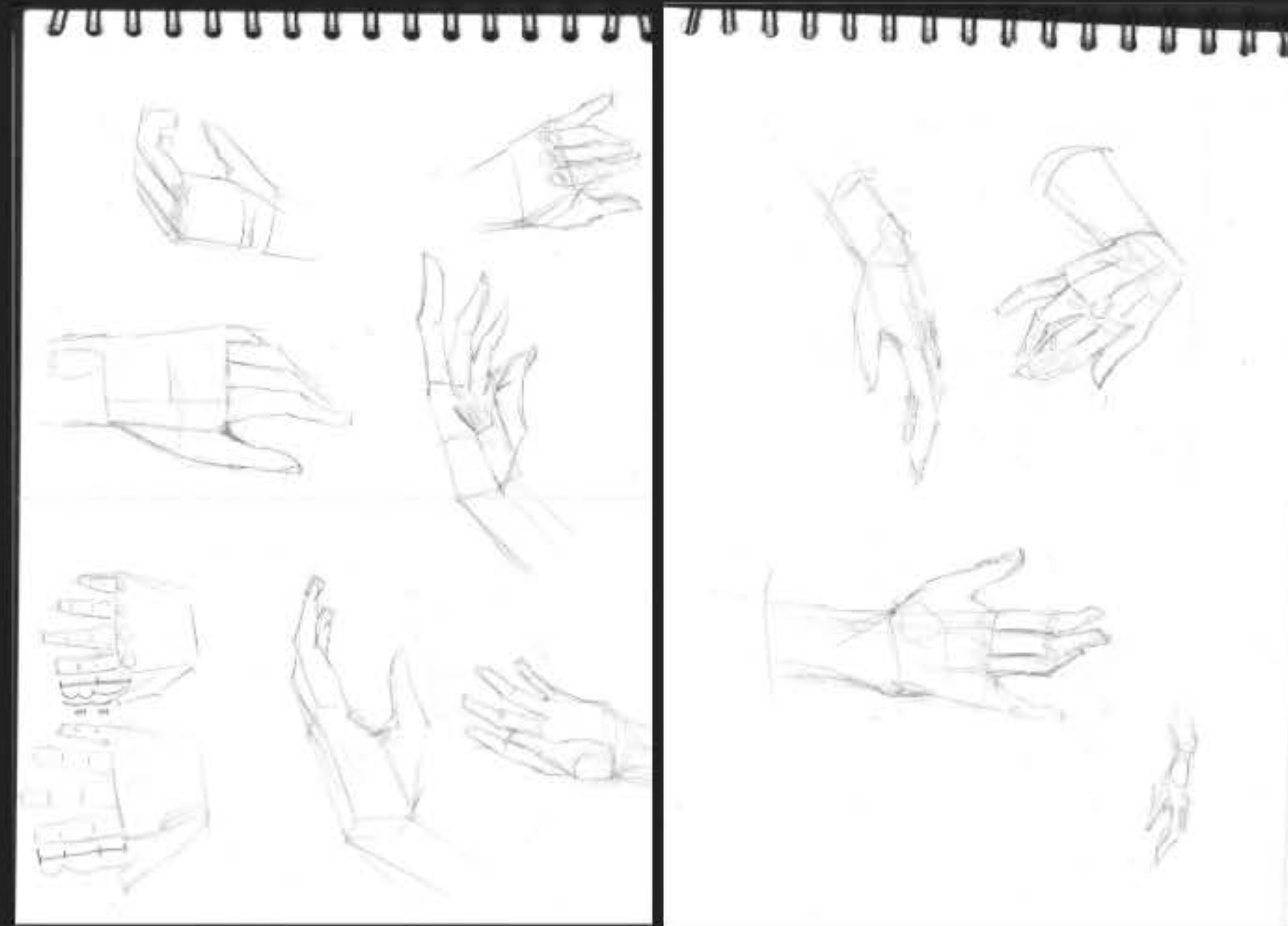
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## HAND PRACTICE - WITH AND WITHOUT REFERENCES

BELOW I FOLLOWED ANOTHER TUTORIAL FROM CHOMMANG ON LEARNING HOW TO DRAW HANDS, THE HANDS ON THE LEFT ARE FOLLOWING THE PRACTICE TUTORIAL, AND THE HANDS ON THE RIGHT ARE MY ATTEMPTS AT WITHOUT THE TUTORIAL AND WITH A REFERENCE



## DRAWING AND SIMPLIFYING ANATOMY

### THE TORSO



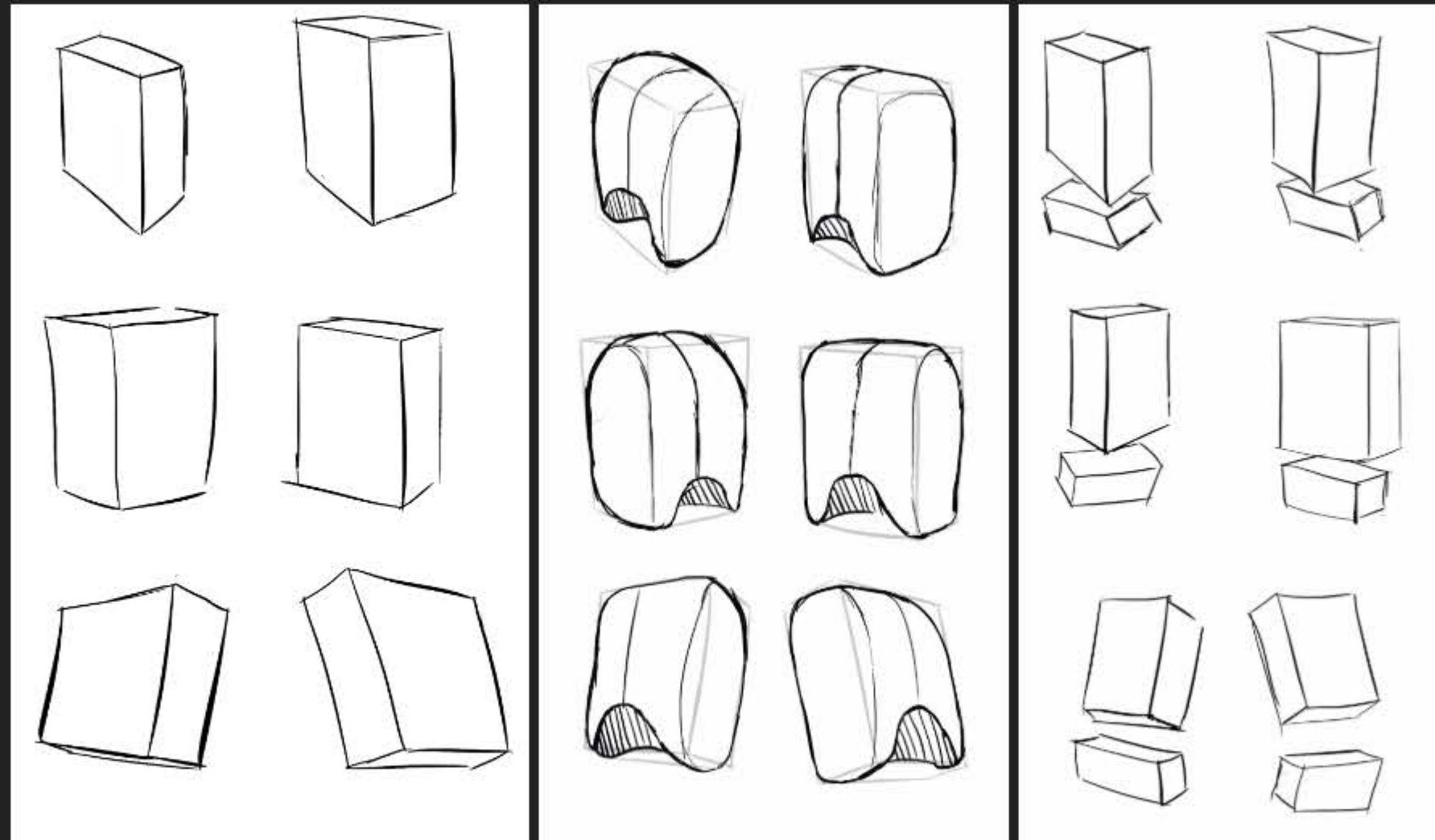
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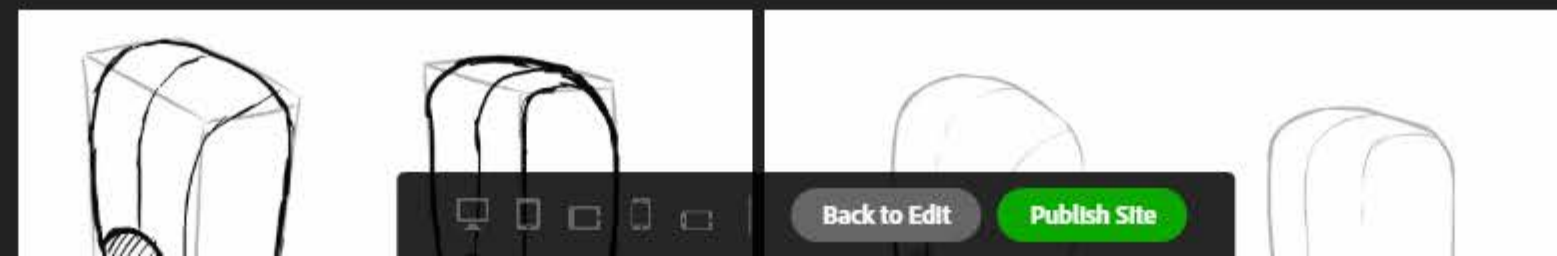


# DRAWING AND SIMPLIFYING ANATOMY

## THE TORSO

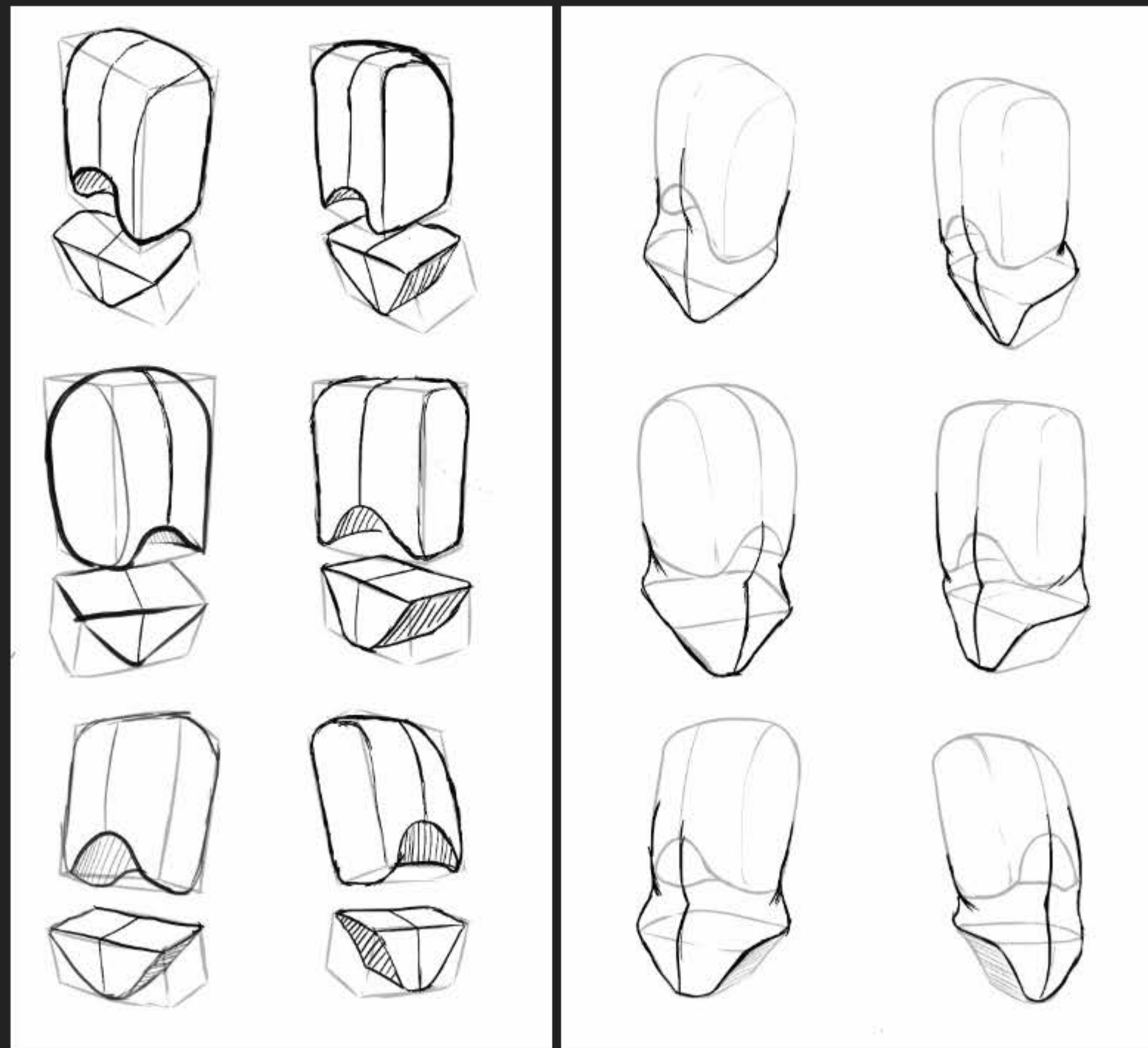


THE TORSO CAN BE SIMPLIFIED AND SHAPED INTO BOXES WHICH CAN BE USED TO THEN EASILY FORM THE RIBCAGE WHICH IS SEEN IN THE MIDDLE IMAGE. THIS CAN THEN BE USED WITH THE UPSIDE-DOWN PRISM TO CREATE THE HIP AND JOINED TOGETHER.





THE TORSO CAN BE SIMPLIFIED AND SHAPED INTO BOXES WHICH CAN BE USED TO THEN EASILY FORM THE RIBCAGE WHICH IS SEEN IN THE MIDDLE IMAGE. THIS CAN THEN BE USED WITH THE UPSIDE-DOWN PRISM TO CREATE THE HIP AND JOINED TOGETHER.



## THE ARMS

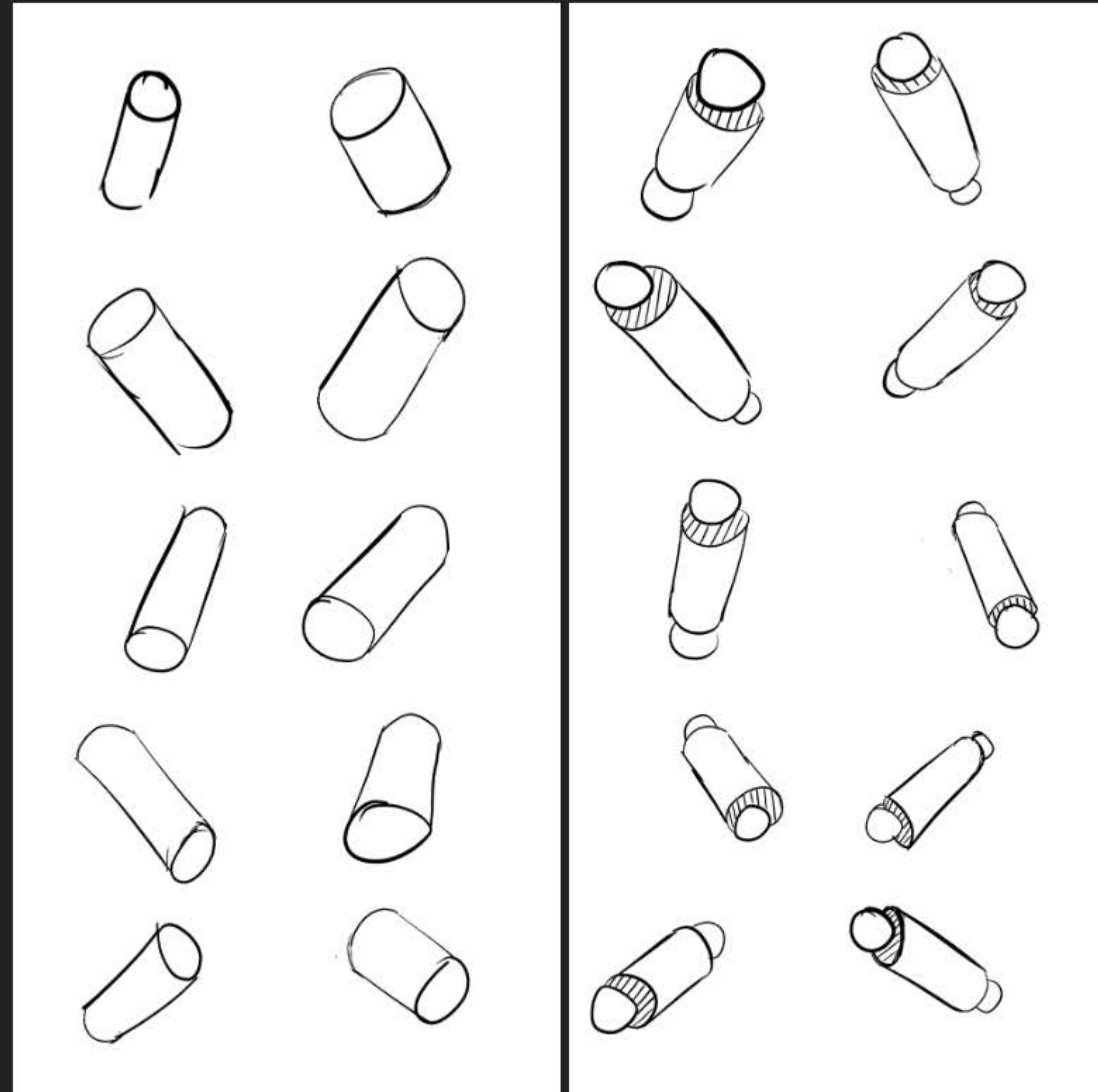


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## THE ARMS



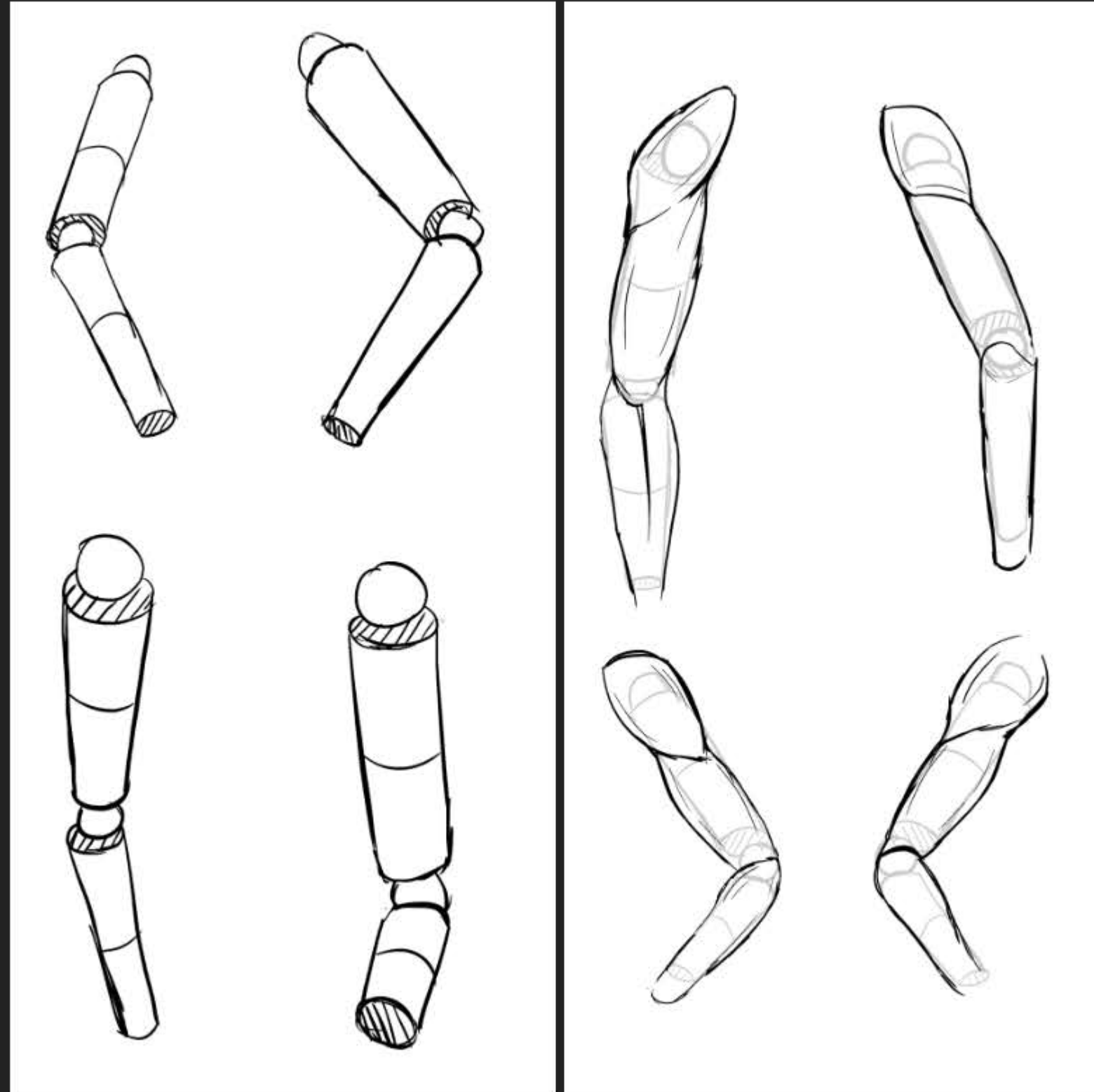
FOLLOWING THE SAME METHOD AS THE TORSO WE CAN BREAK DOWN THE ARMS INTO BASIC SIMPLE FORMS, FOR THE UPPER ARM AND FOREARM WE USE CYLINDRICAL SHAPES AND FOR THE ELBOW JOINTS WE USE SPHERES. THIS CAN THEN BE USED TO FORM BASIC MUSCLE GROUPS FOR THE SHOULDER, UPPER ARM AND FOREARM AS SHOWN BELOW.

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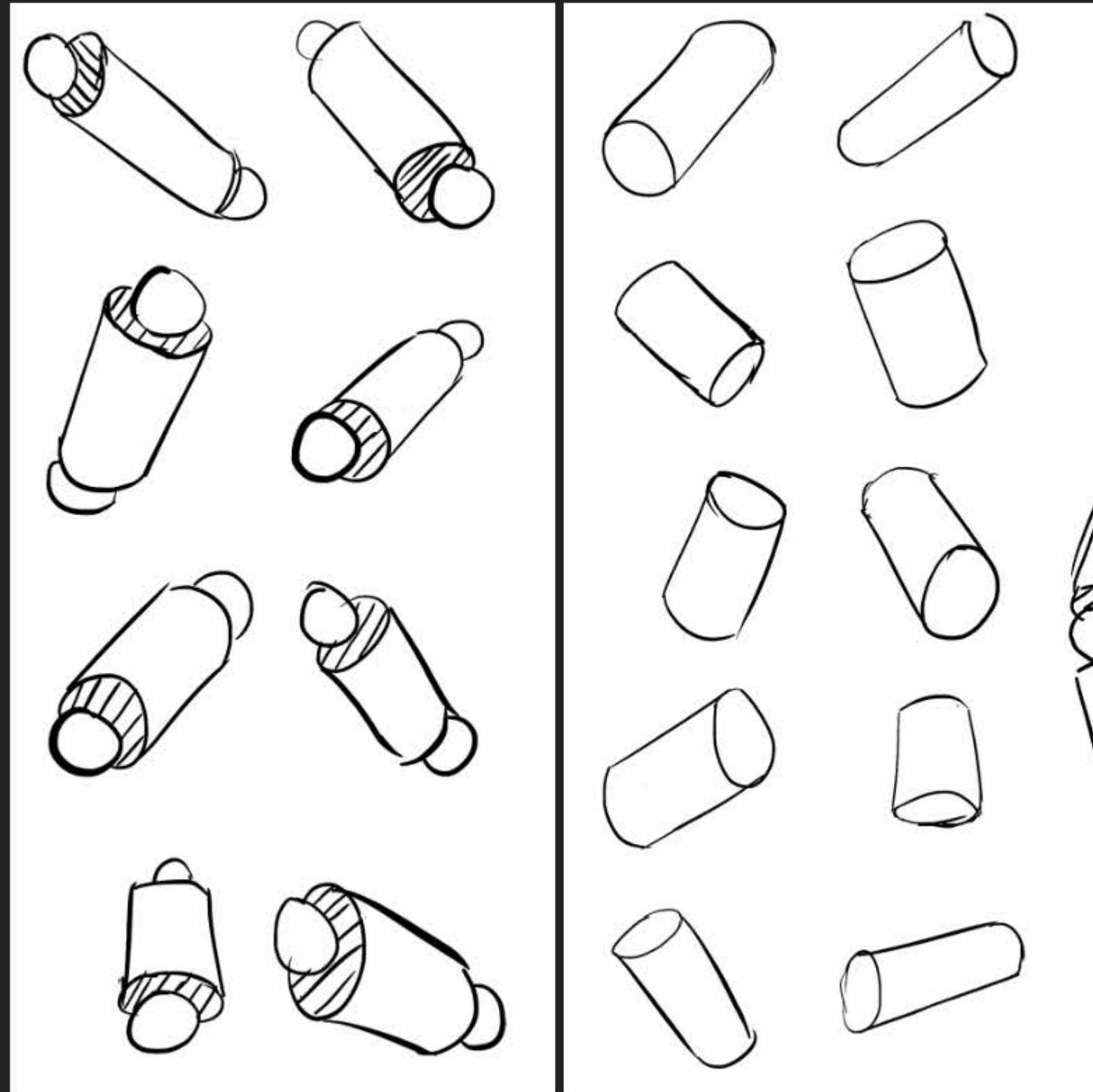
FOLLOWING THE SAME METHOD AS THE TORSO WE CAN BREAK DOWN THE ARMS INTO BASIC SIMPLE FORMS, FOR THE UPPER ARM AND FOREARM WE USE CYLINDRICAL SHAPES AND FOR THE ELBOW JOINTS WE USE SPHERES. THIS CAN THEN BE USED TO FORM BASIC MUSCLE GROUPS FOR THE SHOULDER, UPPER ARM AND FOREARM AS SHOWN BELOW.



## THE LEGS

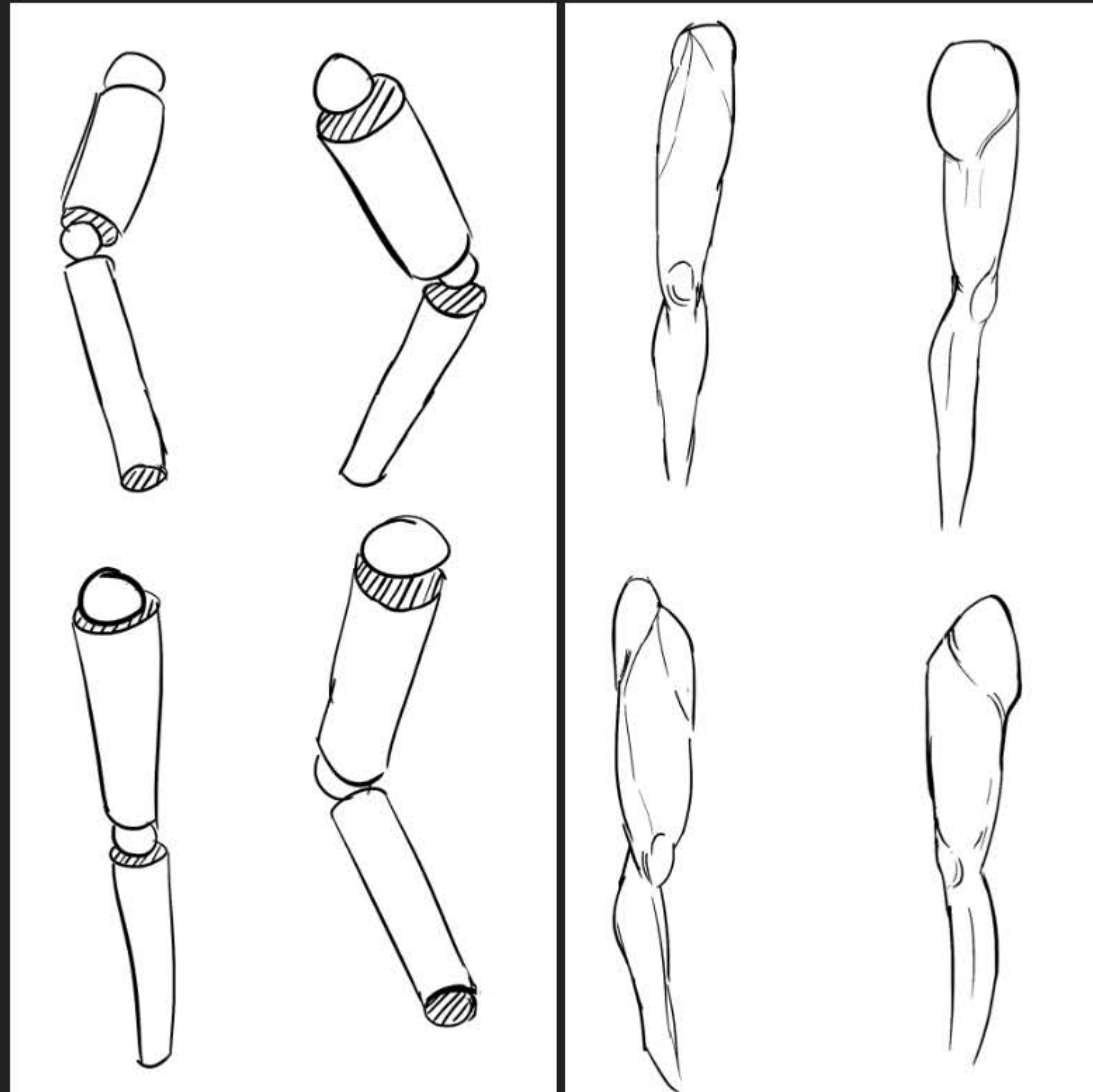


## THE LEGS



THE LEGS FOLLOW THE SAME PRINCIPLE AS THE ARMS. SPHERES FOR THE JOINTS AND CYLINDERS FOR THE THIGH AND CALVES.  
WE CAN USE THIS TO FORM THE SIDE OF THE GLUTES, UPPER & LOWER THIGH, AND CALVES.

THE LEGS FOLLOW THE SAME PRINCIPLE AS THE ARMS. SPHERES FOR THE JOINTS AND CYLINDERS FOR THE THIGH AND CALVES.  
WE CAN USE THIS TO FORM THE SIDE OF THE GLUTES, UPPER & LOWER THIGH, AND CALVES.



## FULL SIMPLIFIED MODEL USING REFERENCE

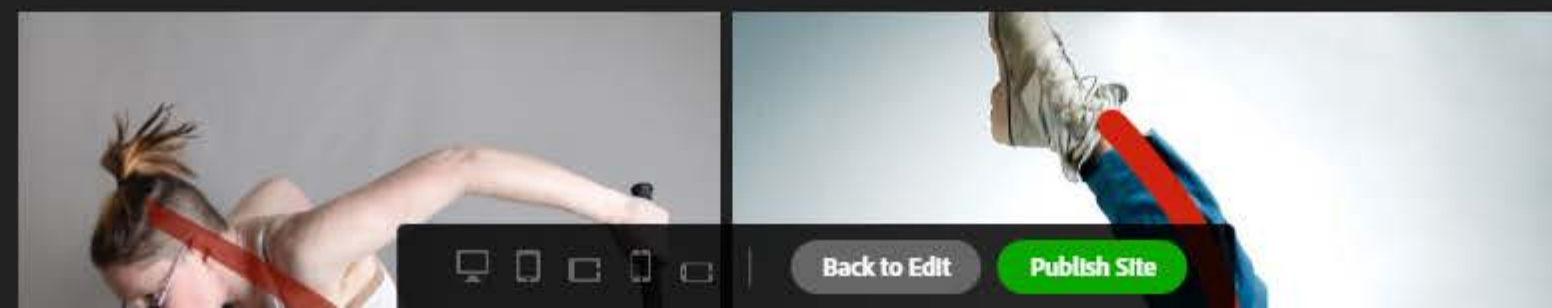
## FULL SIMPLIFIED MODEL USING REFERENCE

BELOW IS MY FIRST PRACTICE USING A METHOD OF BREAKING DOWN EACH LIMB INTO A SHAPE TO EASILY FORM THE GESTURE IN PERSPECTIVE.



## LINE OF ACTION

LINE OF ACTION IS AN VISUAL LINE THAT REPRESENTS THE MOTION IN THE POSE OF A FIGURE, IT HELPS SHOW THE DIRECTION AND ENERGY IN A MOVEMENT. BELOW I HAVE TWO REFERENCES OF WHICH I HAVE DRAWN A LINE OF ACTION OVER TO REPRESENT THE ENERGY AND FLOW IN THE STILL FRAME OF THEIR ACTION.



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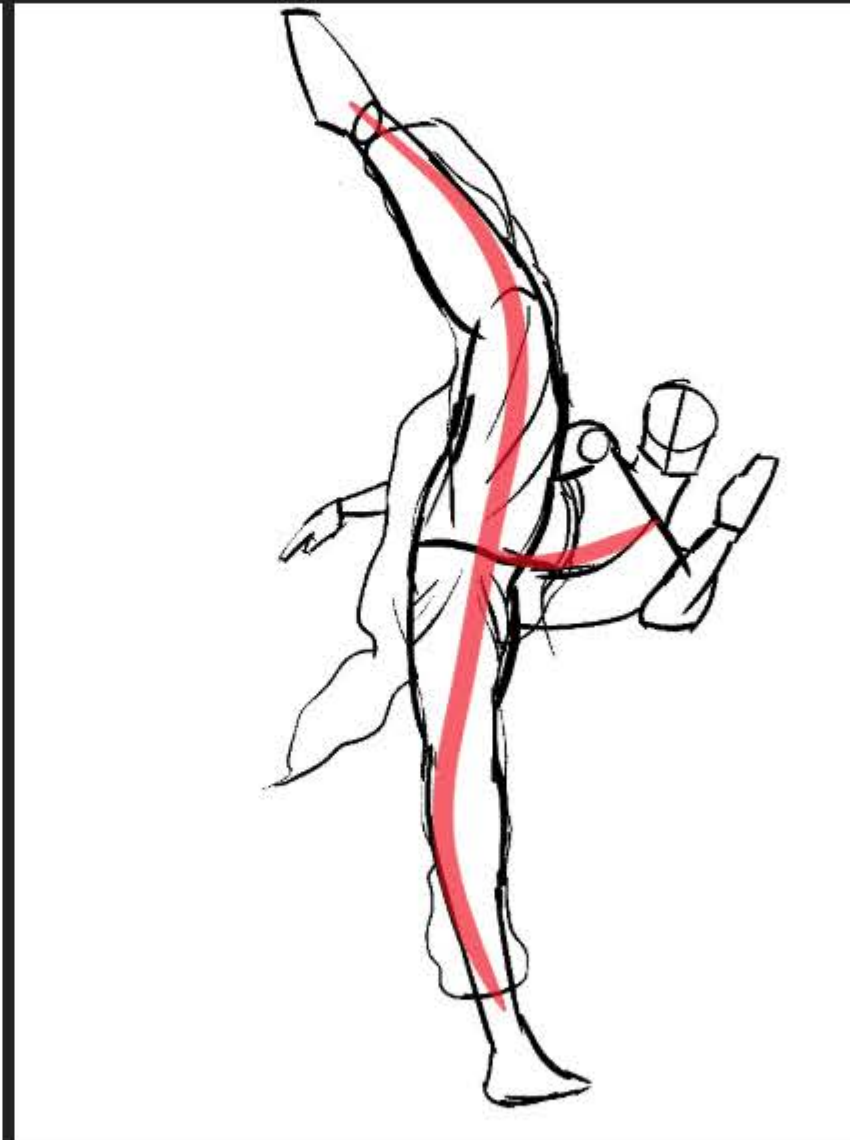
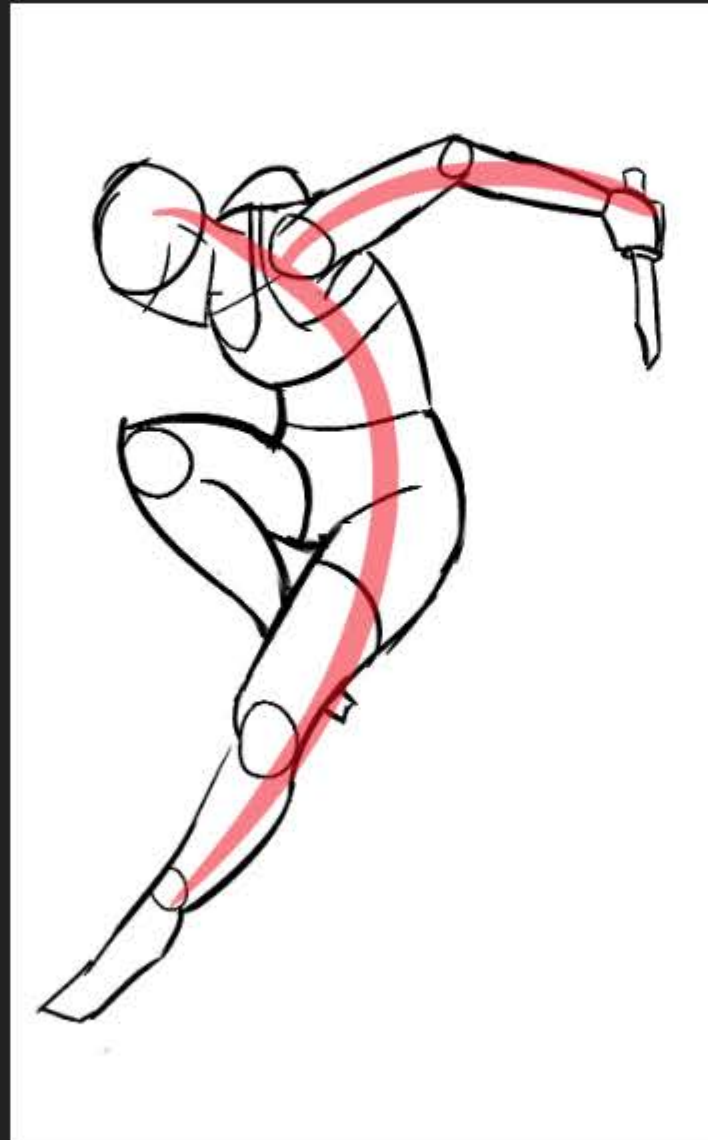


REFERENCE:

[1] DRAWINGDEN, "SOME OF MY FAVORITE POSES FROM 16 YEARS OF POSE REFERENCE MODELING," TUMBLR, JUL. 13, 2023.  
[HTTPS://DRAWINGDEN.TUMBLR.COM/POST/722773572621336576?IS\\_RELATED\\_POST=1.](https://drawingden.tumblr.com/post/722773572621336576?is_related_post=1)

## LINE OF ACTION WITH REFERENCE

HERE I HAVE DISPLAYED MY DRAWINGS OF THE POSES ABOVE, USING THEM AS A REFERENCE I HAVE TRIED TO DRAW THE GESTURE WITH AS MUCH ENERGY BEHIND THE MOTION AS POSSIBLE, DISPLAYING THE MOVEMENT EVEN THOUGH IT IS A STILL IMAGE.



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# PERSPECTIVE DRAWING



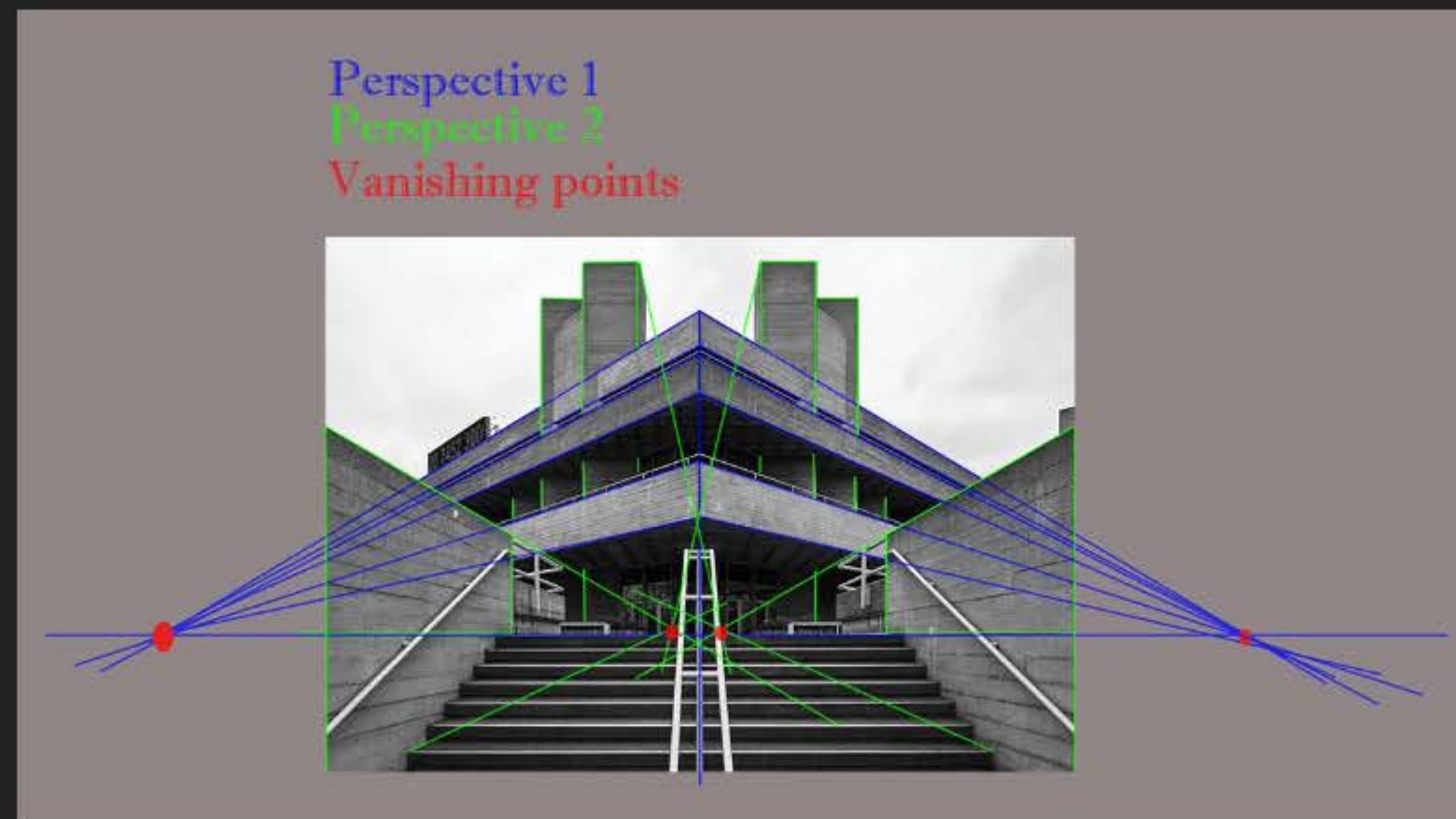
## PERSPECTIVE DRAWING

### DRAWING PERSPECTIVE LINES ON REFERENCE IMAGE



## PERSPECTIVE DRAWING

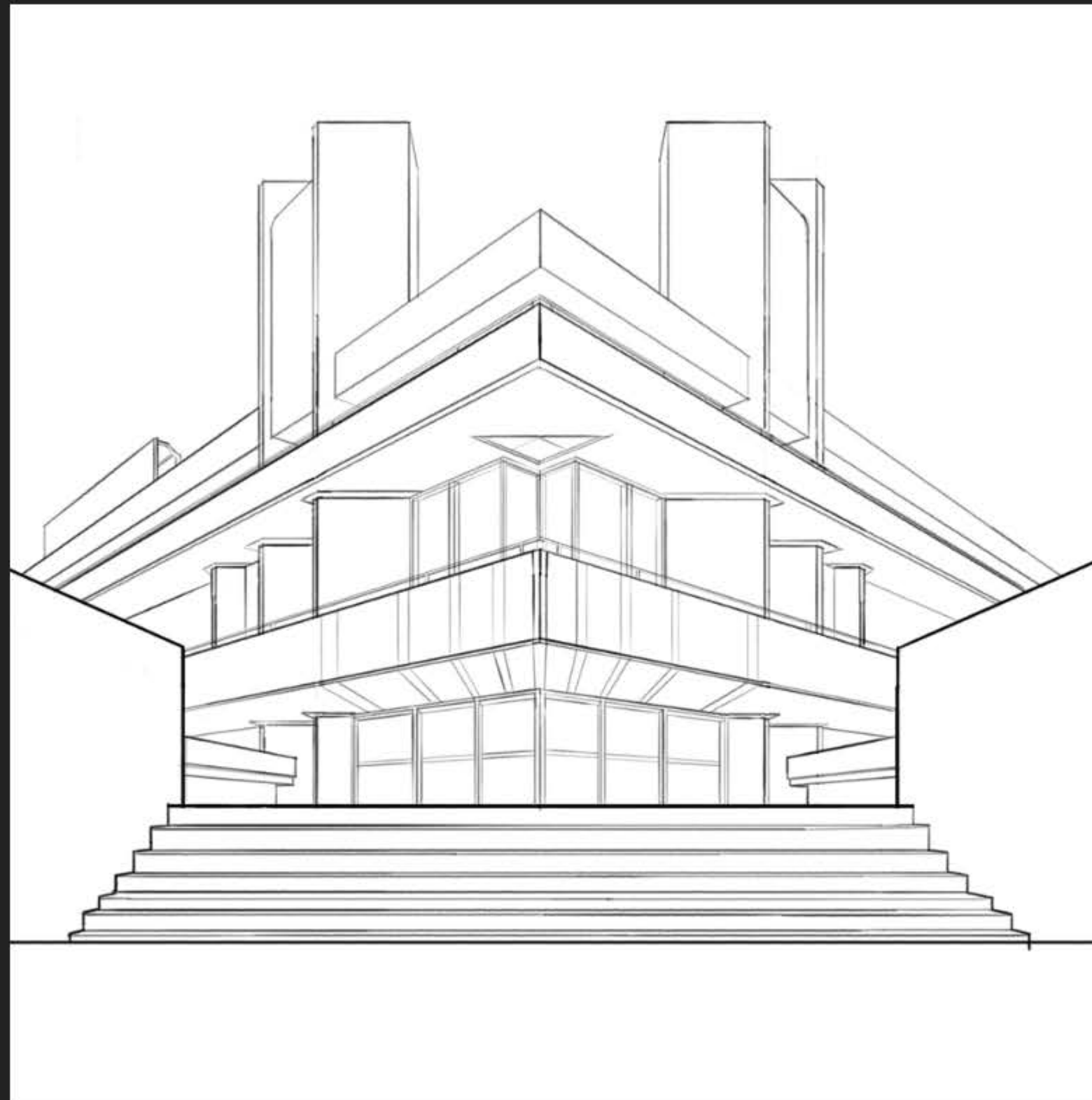
### DRAWING PERSPECTIVE LINES ON REFERENCE IMAGE



THIS IS MY PERSPECTIVE PRACTICE USING REFERENCED IMAGES. FIRST I WENT OVER THE PHOTO TO FIND THE VANISHING POINTS AND FOLLOWED THAT BY DRAWING MY OWN VERSION USING THOSE VANISHING POINTS. I ENJOY DRAWING AND USING BRUTALIST CONSTRUCTS OR ANY KIND OF SUBJECT WITH BRUTALISM.

### MULTIPLE POINT PERSPECTIVE DRAWING

## MULTIPLE POINT PERSPECTIVE DRAWING



UN-SHADED MULTIPLE POINT PERSPECTIVE DRAWING (2 POINT AND 1 POINT)

IN THIS DRAWING THERE IS 2 PERSPECTIVES, 2 POINT PERSPECTIVE FOR THE BUILDING (BACKGROUND) AND 1 POINT FOR PERSPECTIVE (FOREGROUND), AFTER DRAWING THIS BUILDING I THEN ALSO SHADED TO ADD DEPTH AND DEFINE THE ENVIRONMENT. DRAWING AND SHADING THIS WAS REALLY ENJOYABLE AS I FIND BRUTALISM AS AN ATTRACTIVE AESTHETIC.

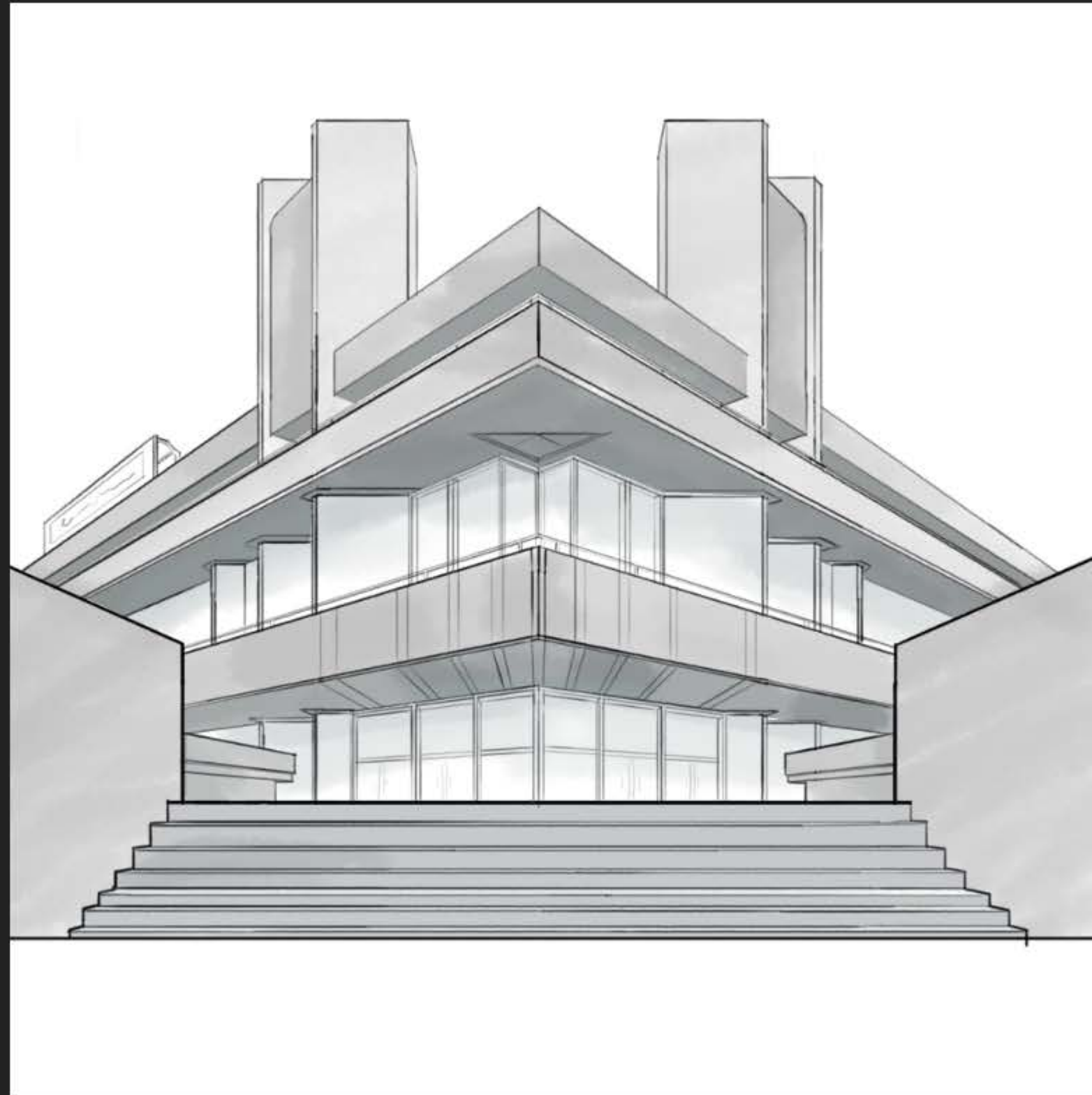


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IN THIS DRAWING THERE IS 2 PERSPECTIVES, 2 POINT PERSPECTIVE FOR THE BUILDING (BACKGROUND) AND 1 POINT FOR PERSPECTIVE (FOREGROUND), AFTER DRAWING THIS BUILDING I THEN ALSO SHADED TO ADD DEPTH AND DEFINE THE ENVIRONMENT. DRAWING AND SHADING THIS WAS REALLY ENJOYABLE AS I FIND BRUTALISM AS AN ATTRACTIVE AESTHETIC.



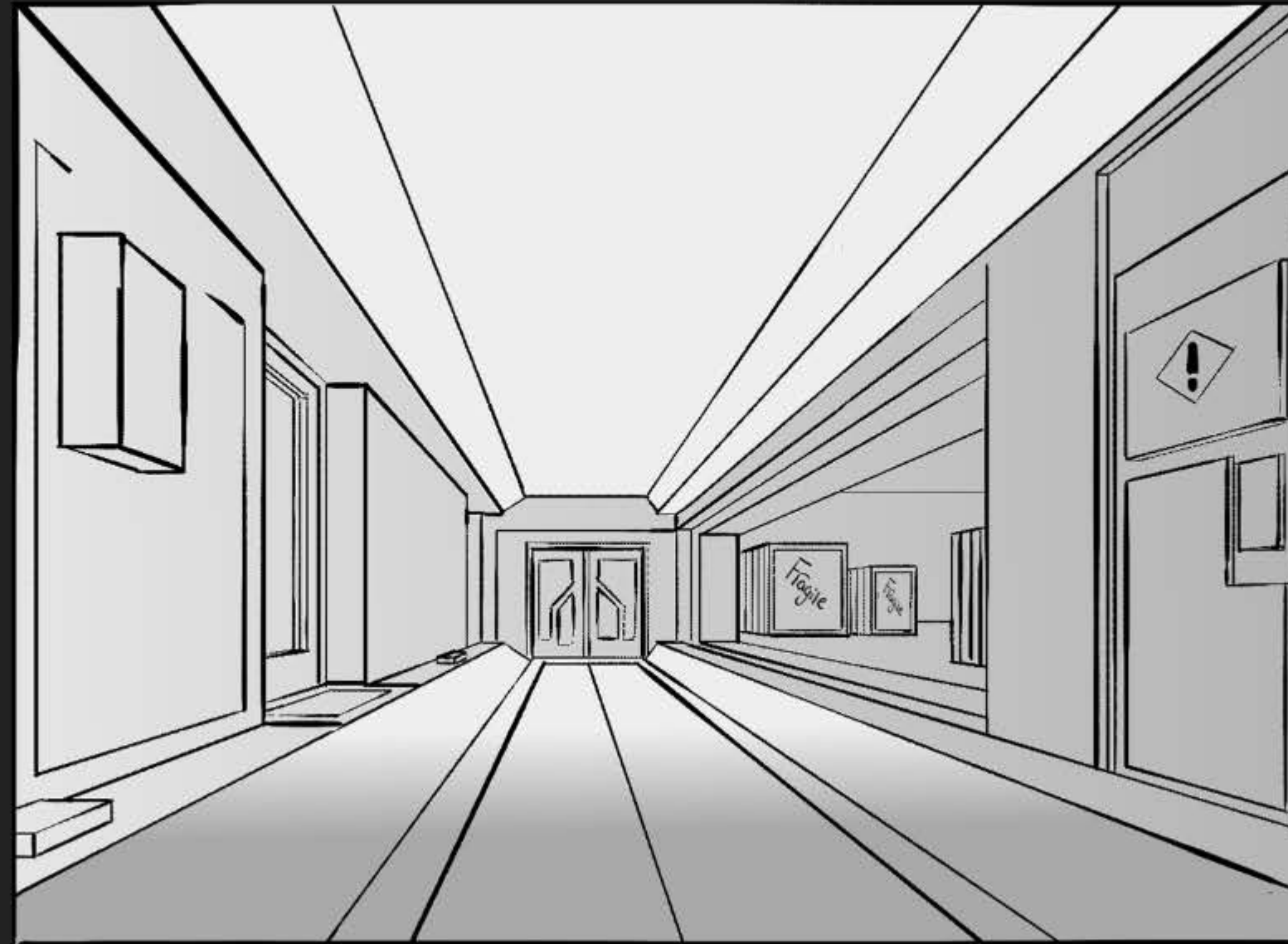
SHADED MULTIPLE POINT PERSPECTIVE DRAWING (2 POINT AND 1 POINT)

## PRACTICING ONE-POINT PERSPECTIVE

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## PRACTICING ONE-POINT PERSPECTIVE

THIS DRAWING IS USING ONE-POINT PERSPECTIVE TO DISPLAY THE INSIDE OF A "SHIP" OR "BASE" AND USES GRADIENTS TO SHADE THE IMAGE EFFICIENTLY.



ONE-POINT PERSPECTIVE OF A SHIP / BASE

## FREEHAND TWO-POINT PERSPECTIVE DRAWING PRACTICE

DISPLAYED BELOW IS A

PHOTOGRAPH OF THE PRACTICE SKETCH THAT I DID. JUST USING A PENCIL AND A RULER TO DRAW THE LINES AND DISPLAY OBJECTS NO MATTER THE SHAPE AT ANY ANGLE.

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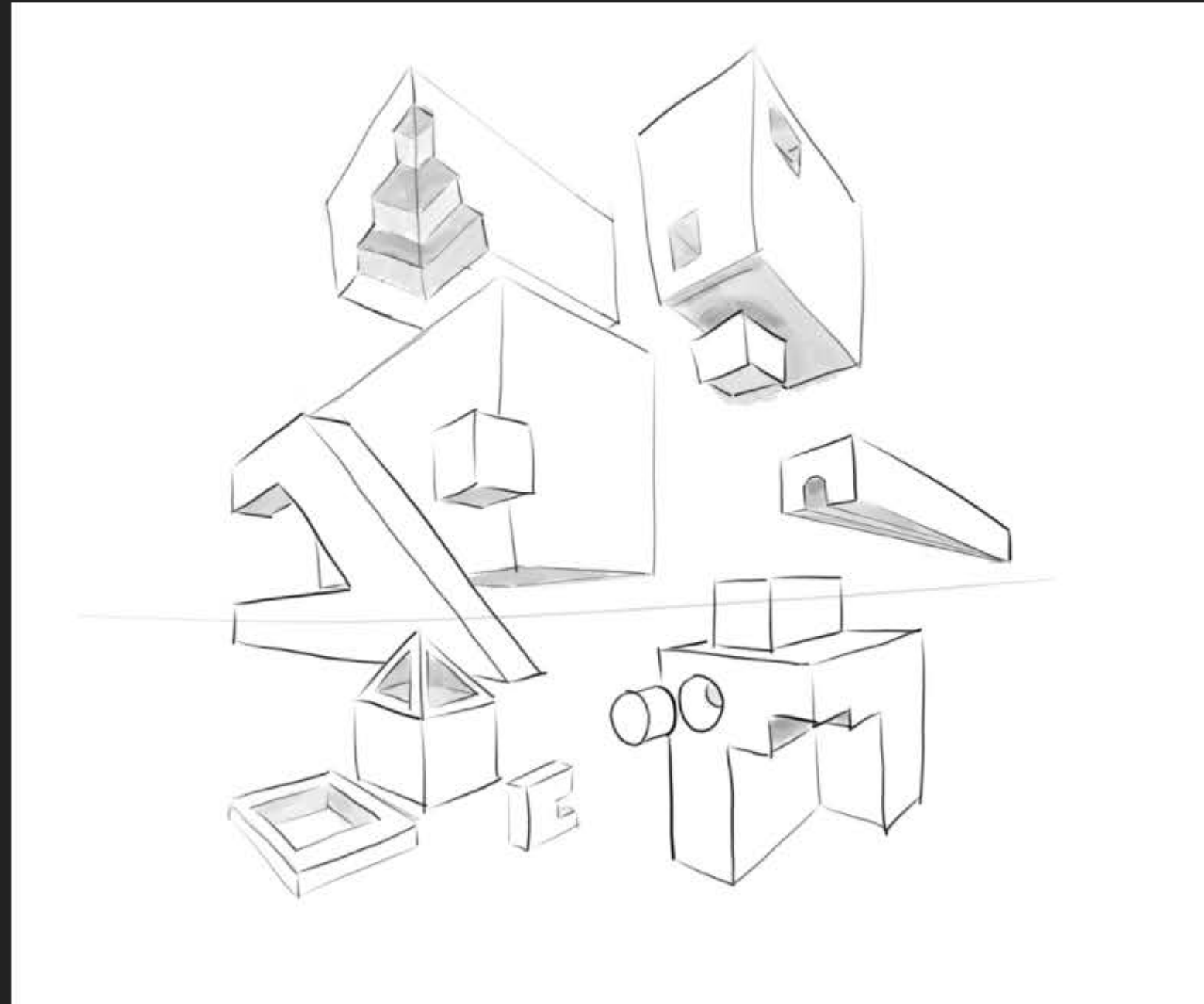
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AS TO BE ABLE TO ROTATE



# FREEHAND TWO-POINT PERSPECTIVE DRAWING PRACTICE

DISPLAYED BELOW IS A PRACTICE SKETCH THAT I DID, JUST USING FREEHAND TO INCREASE MY 3D SKILLS TO BE ABLE TO ROTATE AND DISPLAY OBJECTS NO MATTER THE SHAPE AT ANY ANGLE.



FREE-HAND TWO-POINT DRAWINGS

## THREE-POINT PERSPECTIVE

BELOW I HAVE DRAWN THE UPPER PARTS OF AN ARRAY OF PERSPECTIVE, WITH SMALL  
DETAILING AND DIFFERENT SHADES & VALUES TO SHOW THE CORRECT DEPTH TO THE IMAGE. I BELIEVE THAT THIS IS CURRENTLY

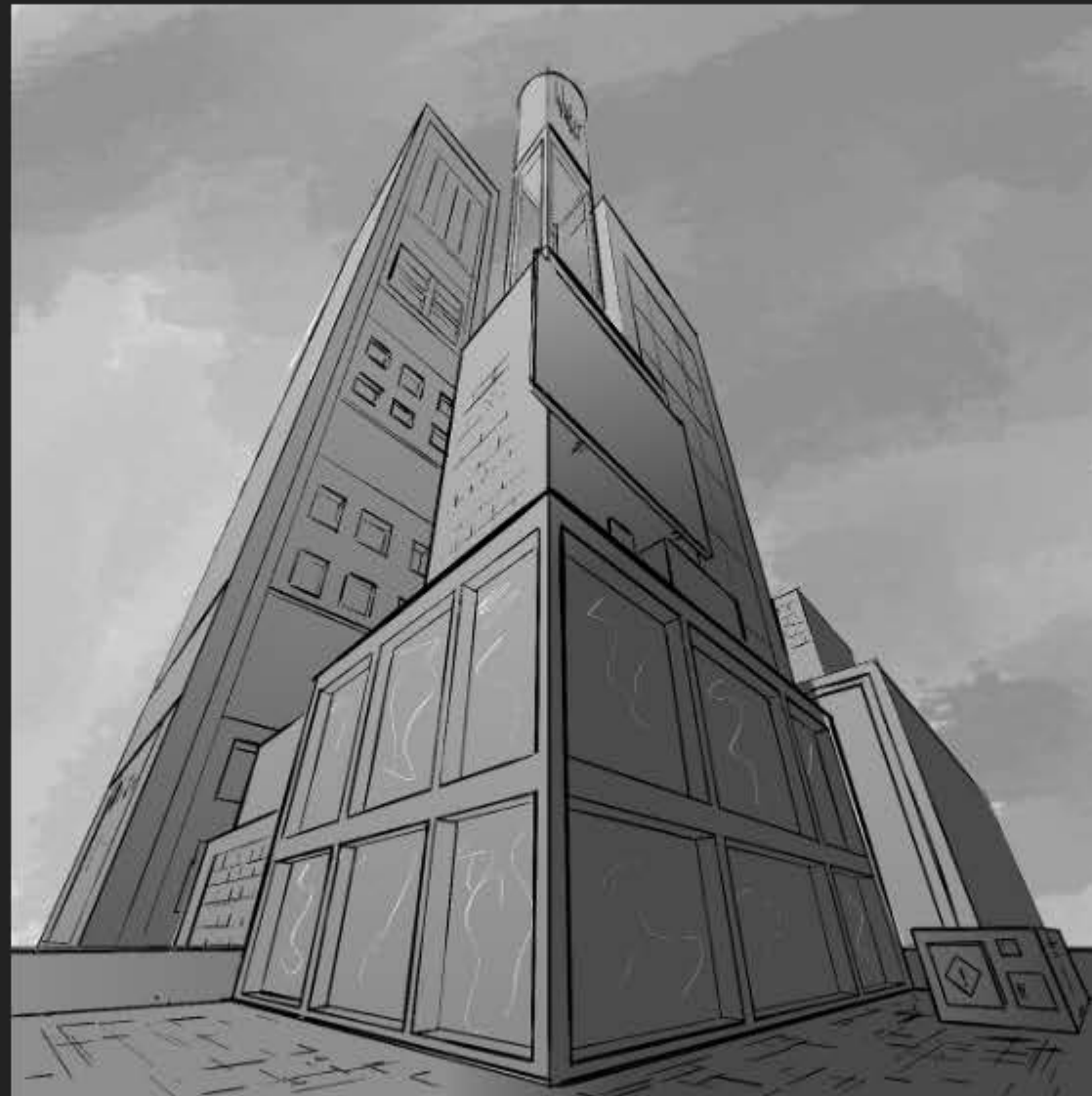
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## THREE-POINT PERSPECTIVE

BELOW I HAVE DRAWN THE UPPER PARTS OF AN ARRAY OF BUILDINGS TO DISPLAY A 3 POINT PERSPECTIVE, WITH SMALL DETAILING AND DIFFERENT SHADES & VALUES TO SHOW THE CORRECT DEPTH IN THE IMAGE. I BELIEVE THAT THIS IS CURRENTLY MY BEST PERSPECTIVE DRAWING.



THREE-POINT PERSPECTIVE OF ROOFTOP CITY

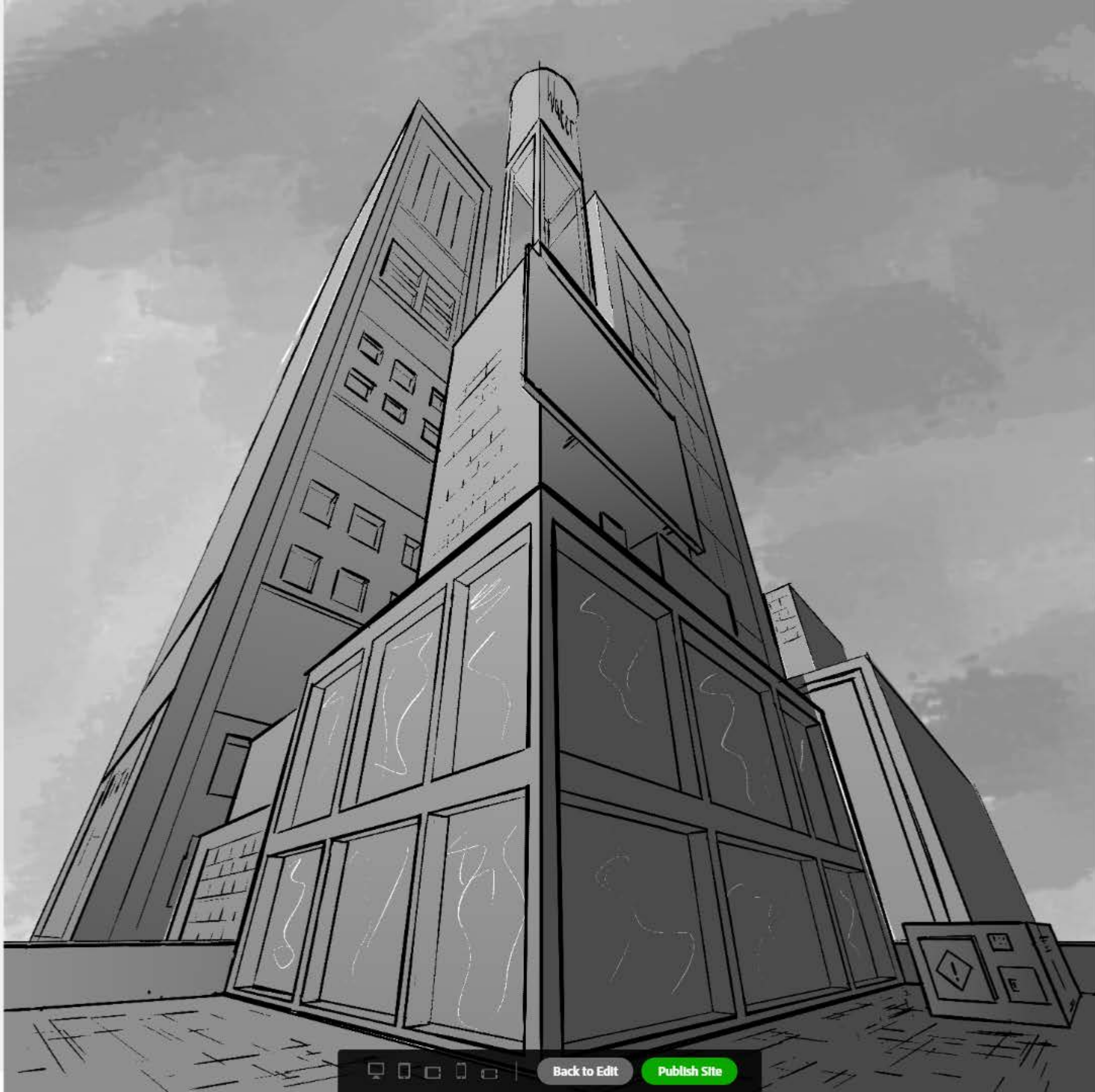
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