Art related stuff

Silver Kontus
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A bit about me.

Doing digital art for 10 years.

Trained as a illustrator

Doing game related stuff for 4 years

Lecturer for digital art and game design at Tartu Folk Highschool
One man army as a game artist

Mosquitos wasted: 21
Biggest Swarm: 532
Survival Time: 2 : 34
Branches of digital art

Vector

Pixel

3D
Photoshop

Industry standard tool

Most flexible

PSD files have a lot of support in gamedev related programs

All the tools you can hope for and more.
Concept art and illustration
So how does art work?

Each image consists of a combination of forms:

Sphere, pyramid, cube, cylinder and cone

How to draw an owl

1. Draw some circles
2. Draw the rest of the fucking owl
The contrast in lighting

Highlight

Midtone

Core shadow

Rimlight

Cast shadow

The direction and intensity of the light sets the mood
Shape Language

Stability

Safe

Dangerous
Shape language in character design

Round shapes for comic relief

Pointy shapes for villains

Rectangular shapes for heroic characters
Shape language in environments
Speaking of environments..
Basics of composition
Atmospheric perspective
Atmospheric perspective
Color contrast

Natural colours

Low saturation colours compliment high saturation colours
Colors in the shadows

Using opposite colors and reflected colors from the image will make your shadows vibrant.
Congratulations you now understand the basics of illustration and design

but wait....
How does one create digital art?
How to make a digital painting?

1: Choose the main shape of the composition
2: Draw foreground and background to compliment the shape
3: Choose 2 colors to separate the element in the image
4: Make sure the background won't start competing with the foreground
5: Start adding details to make the image more interesting
6: Check the image in black and white to make sure your composition is working
7: add texture and final touches, total work time 26 minutes.
Some other 30 minute speed paints
Questions?
Thank you!