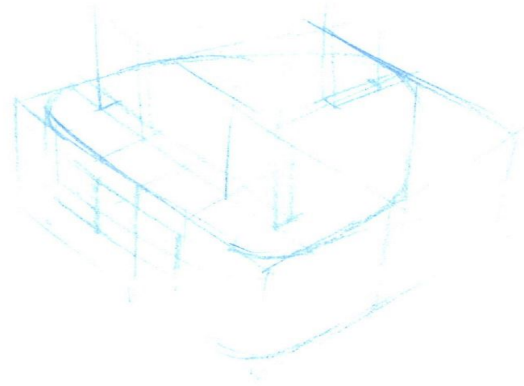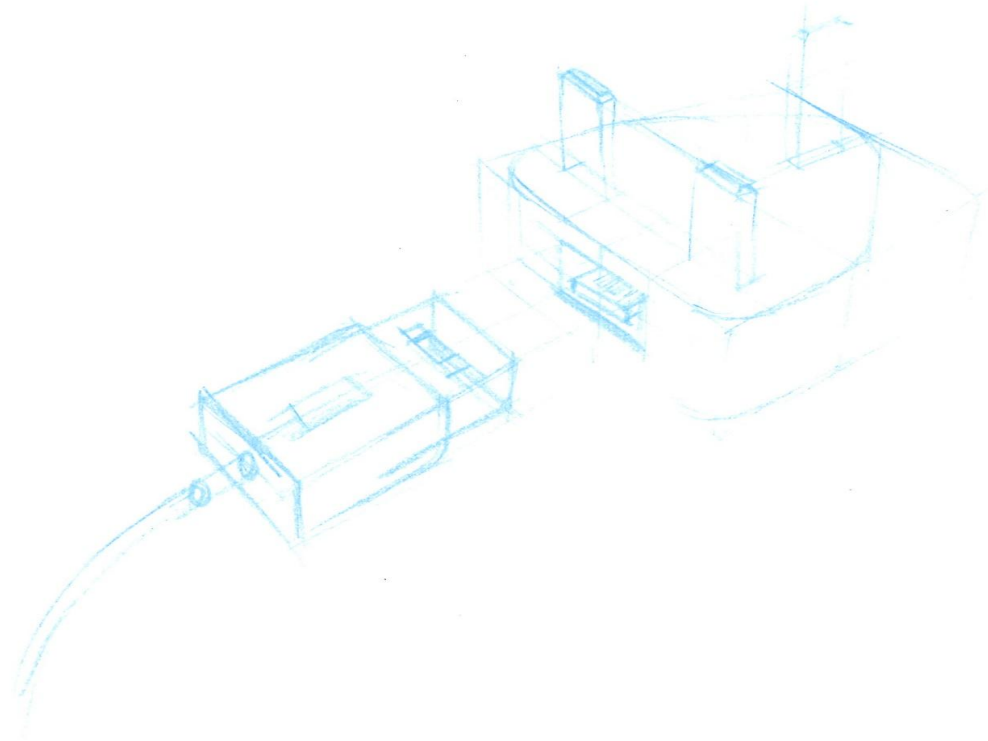# GRAPHICS SKILLS

Rendering Tutorial

Using pencil or light-blue colouring pencil, begin sketching in perspective/isometric (Use 'crates' to help build the shapes)
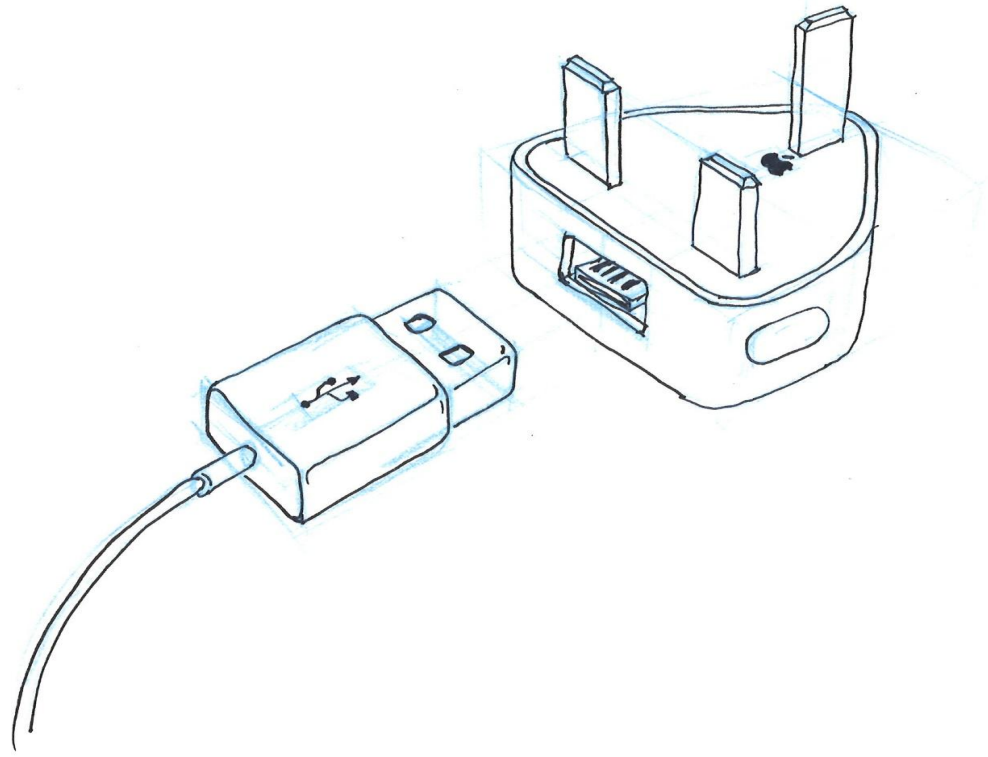

Sketching and Rendering

Using pencil or light-blue colouring pencil, begin sketching in perspective/isometric (Use 'crates' to help build the shapes)
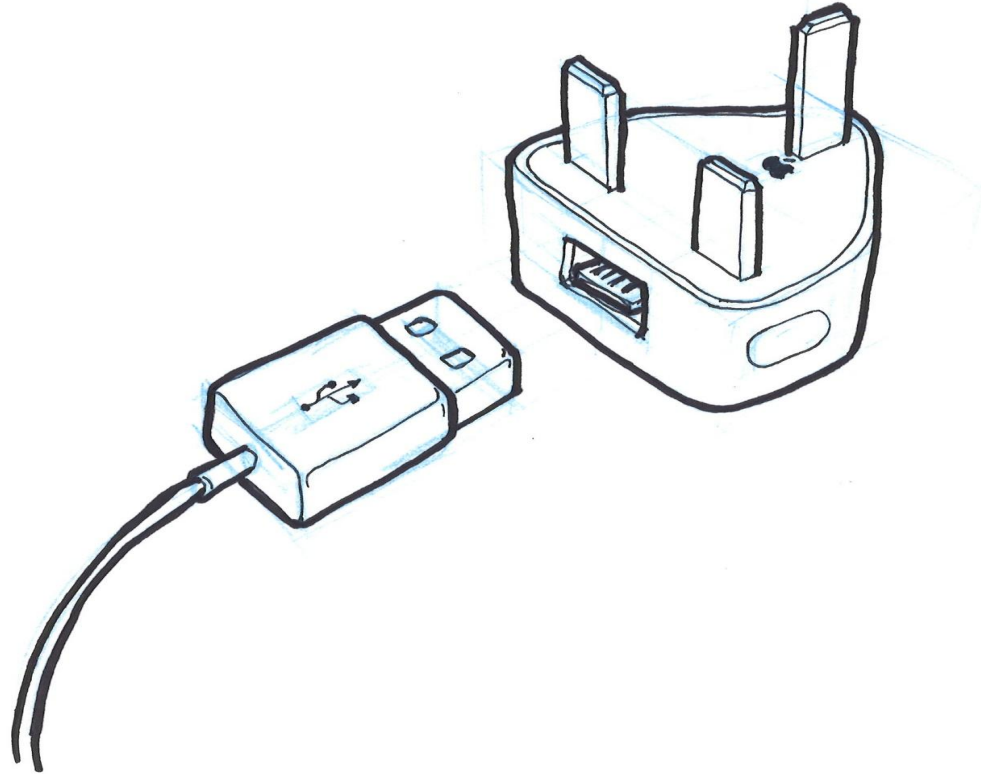
Sketching and Rendering

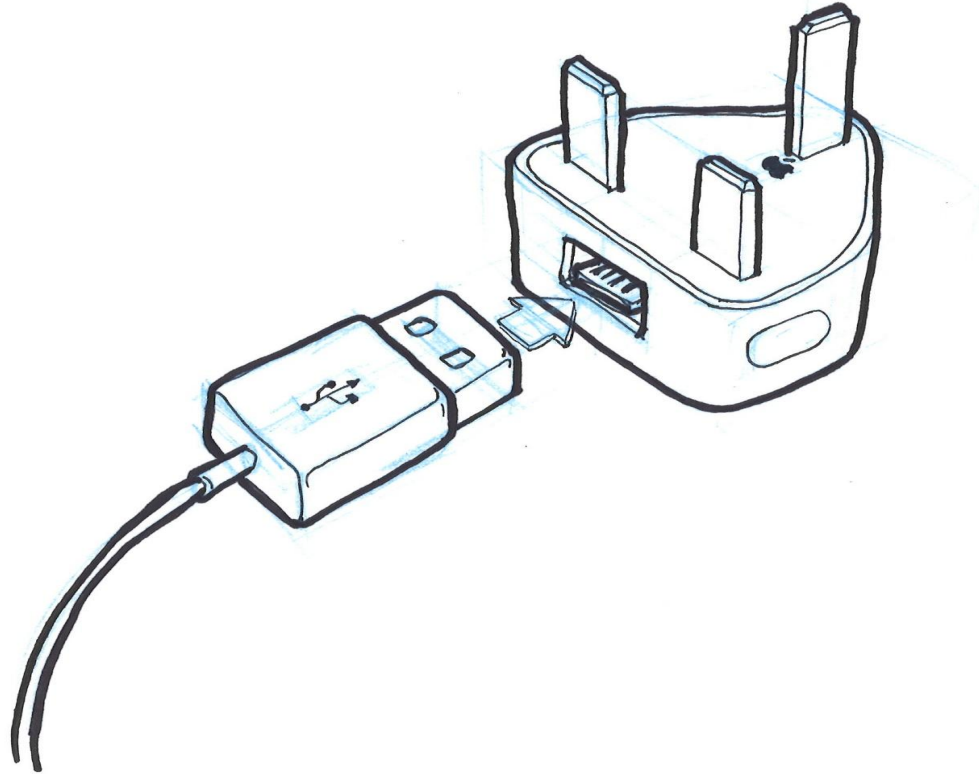Once complete, you can use a fineliner to outline in ink.

Sketching and Rendering

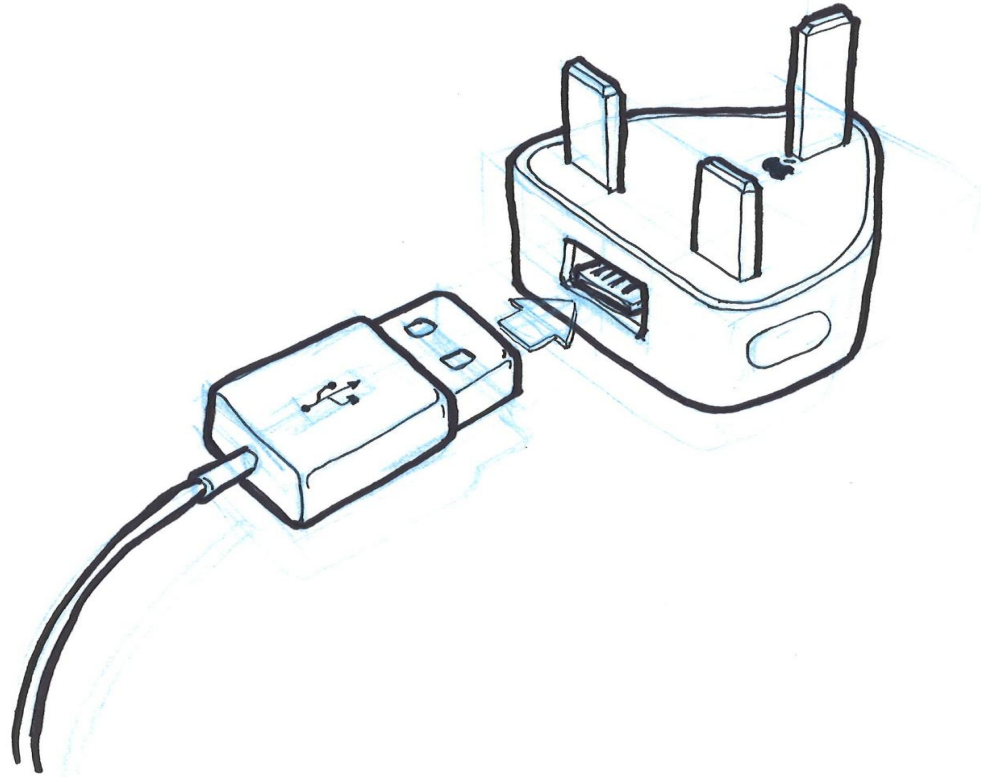Now use 'thick and thin' line technique to add impact to edges.

Sketching and Rendering

S.Forestiero (Jan 2016)

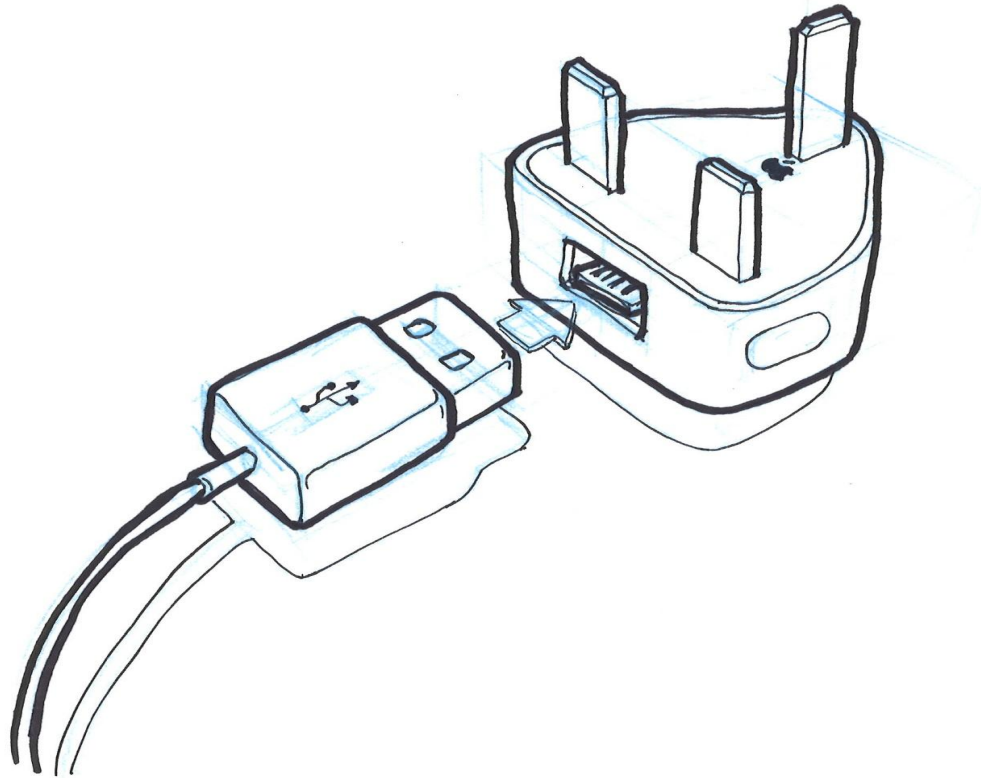You could possibly add arrows (in matching 3d) to show movement.

Sketching and Rendering
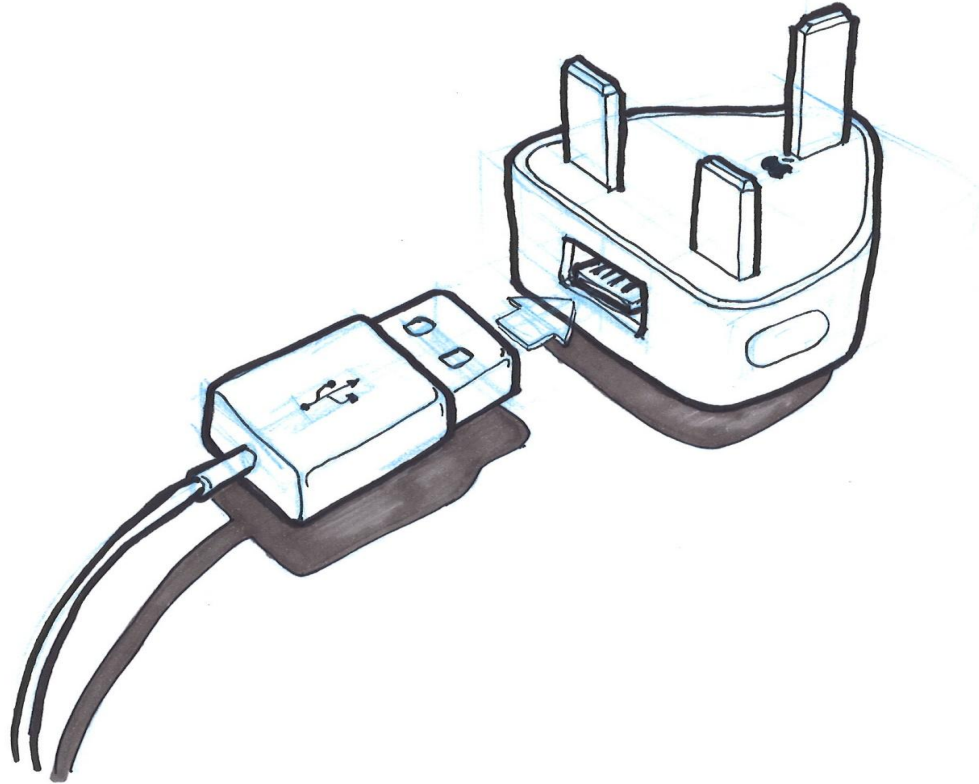
Start sketching shadows....

Sketching and Rendering

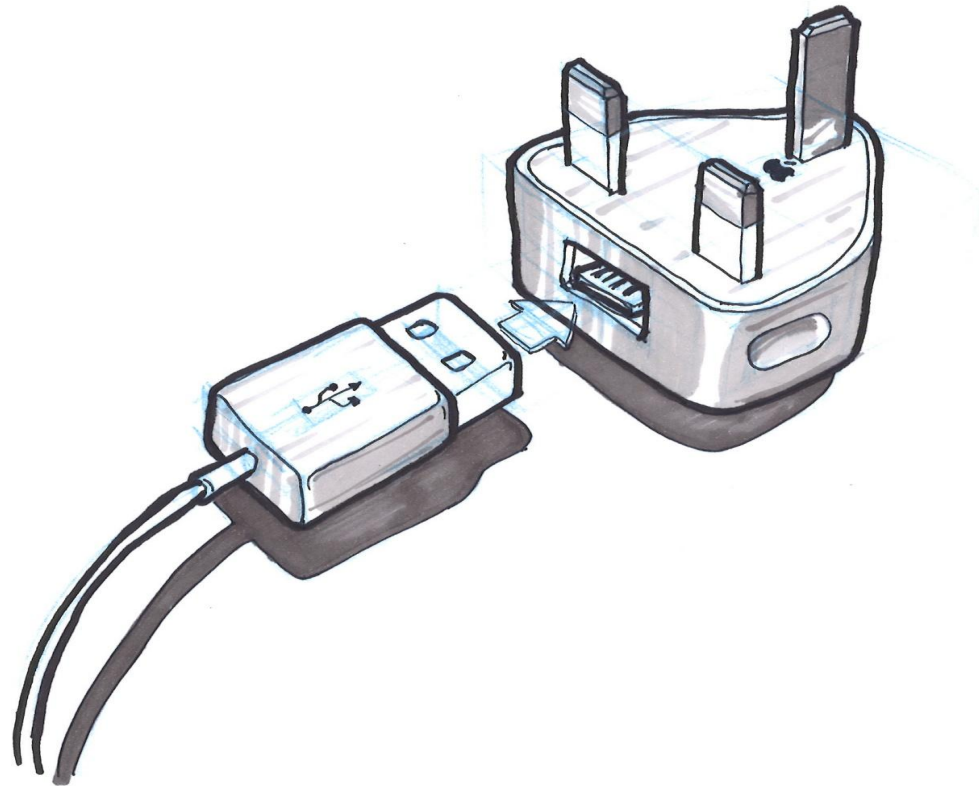Start sketching shadows.... and outline.

Sketching and Rendering
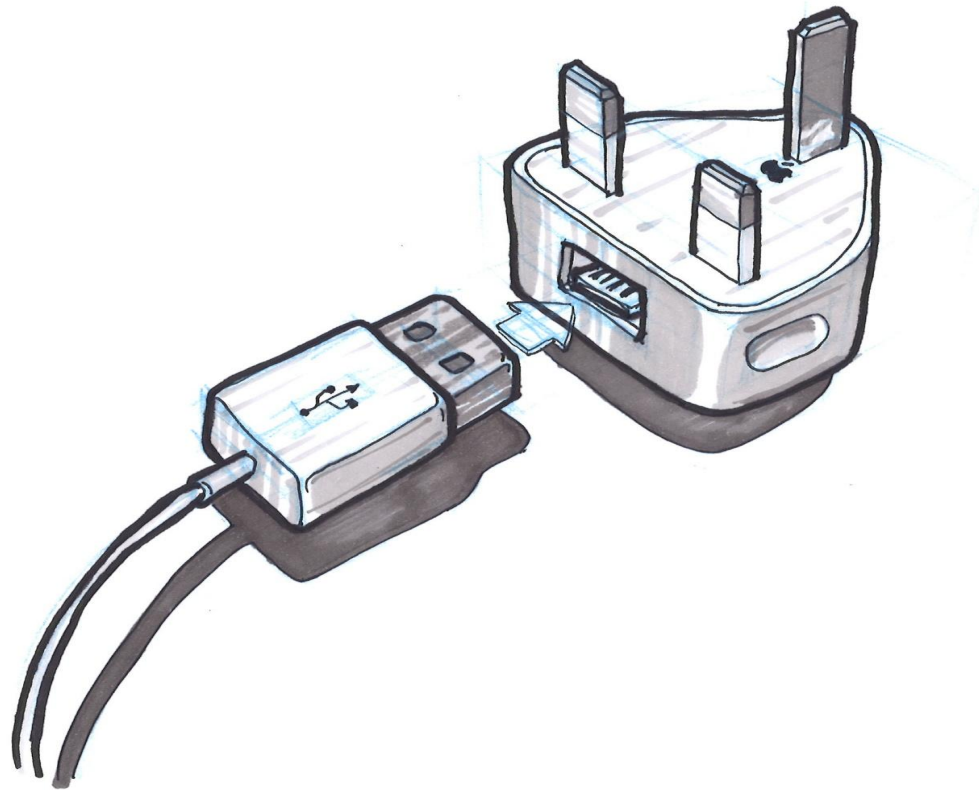
Use marker pen to shade shadows.

Sketching and Rendering

S.Forestiero (Jan 2016)

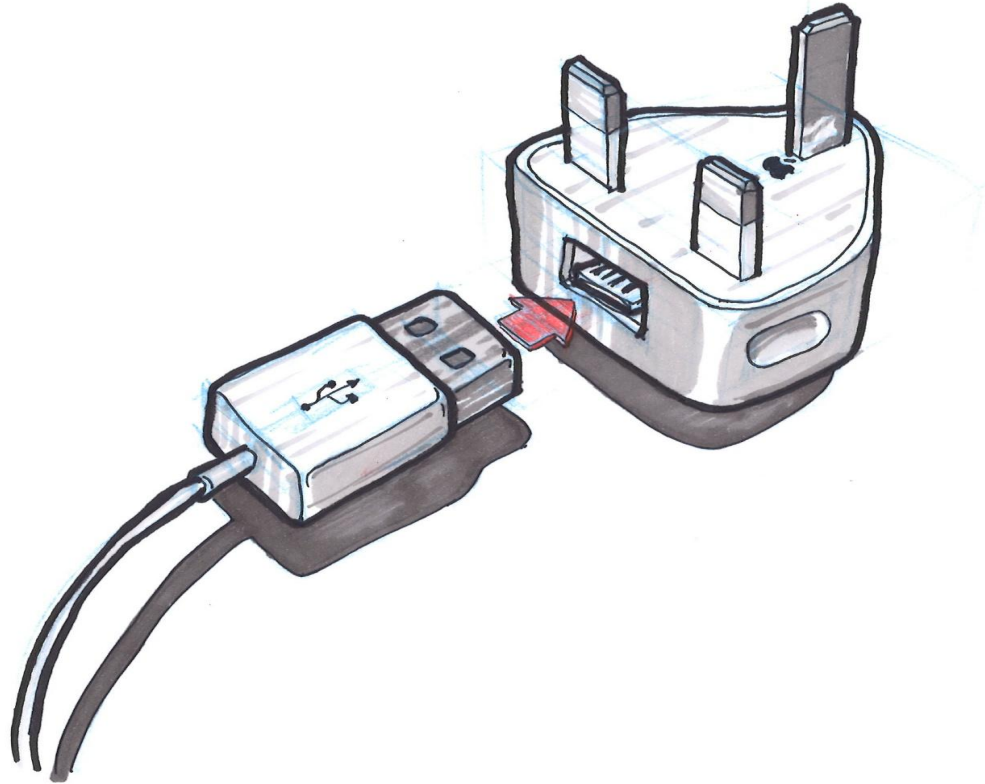Begin rendering using different nibs and different shades of markers.

Sketching and Rendering

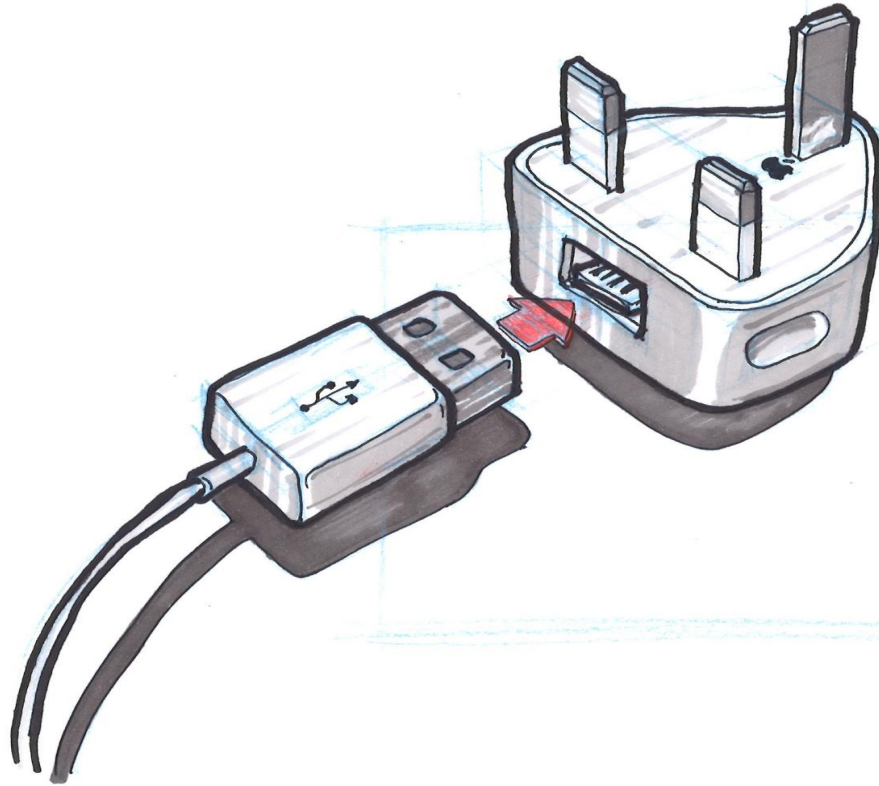Begin rendering using different nibs and different shades of markers.

Sketching and Rendering

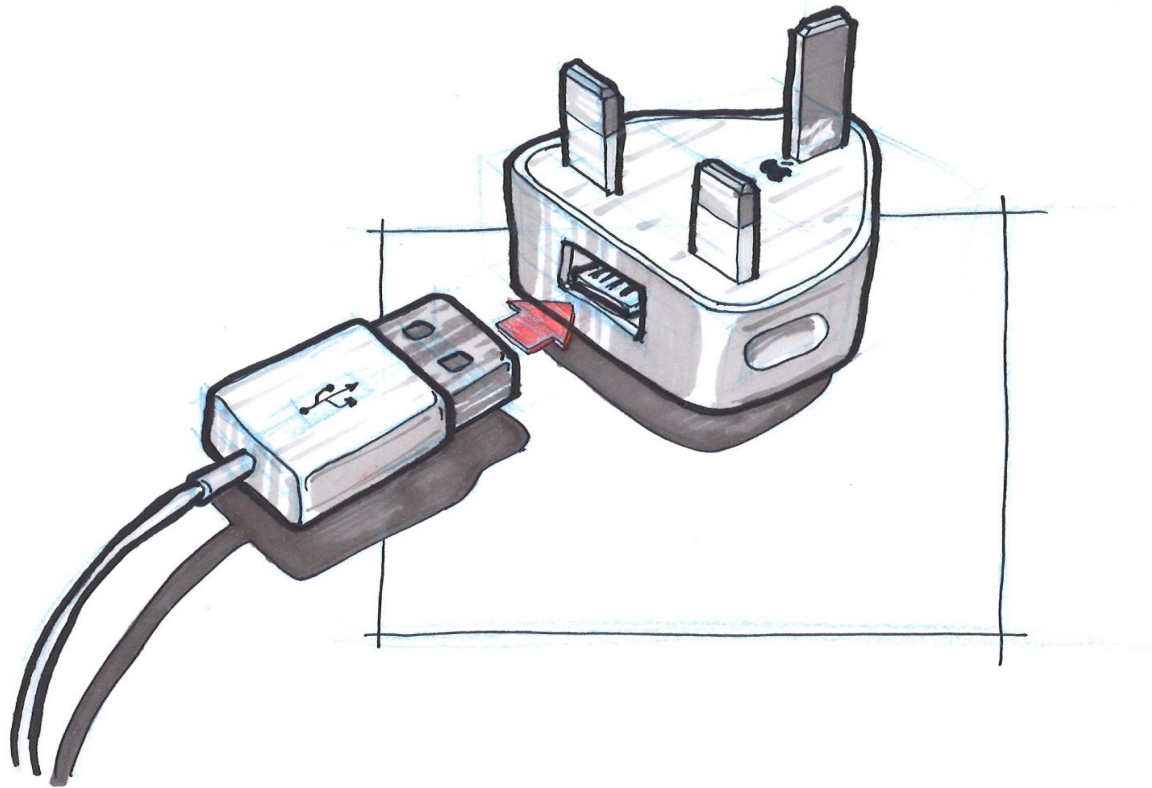You can use different media if you wish *(coloured pencil here for arrow)*.

Sketching and Rendering
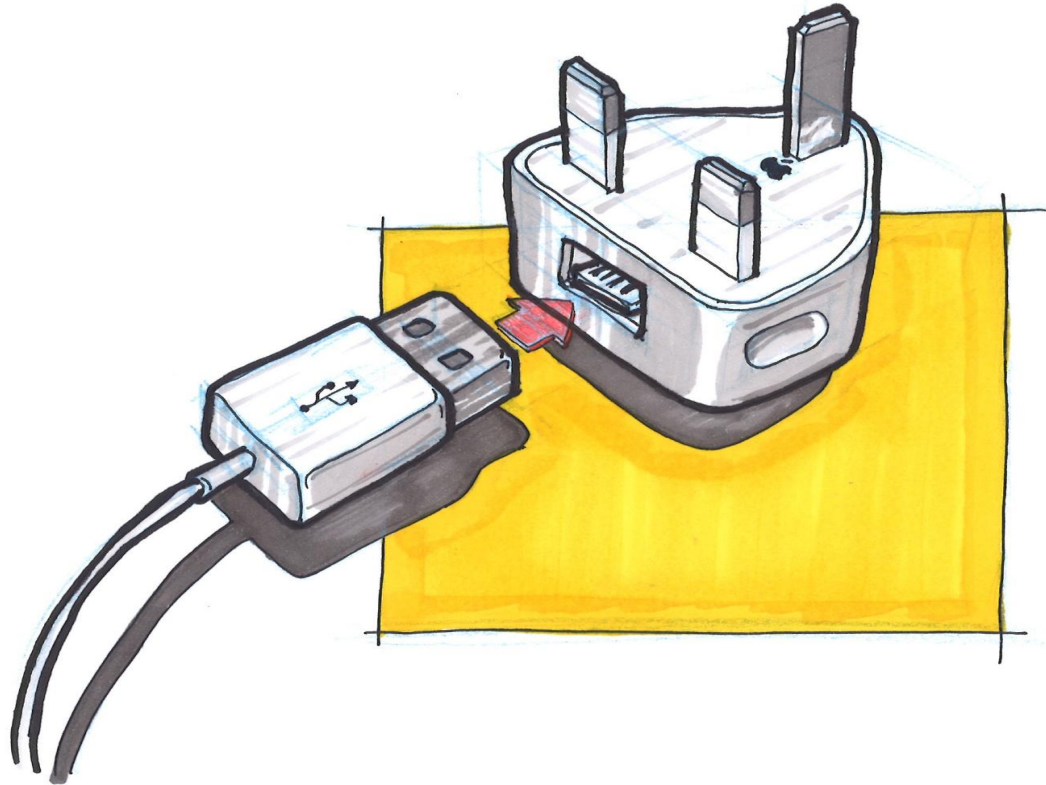
Sketch a background box...

Sketching and Rendering
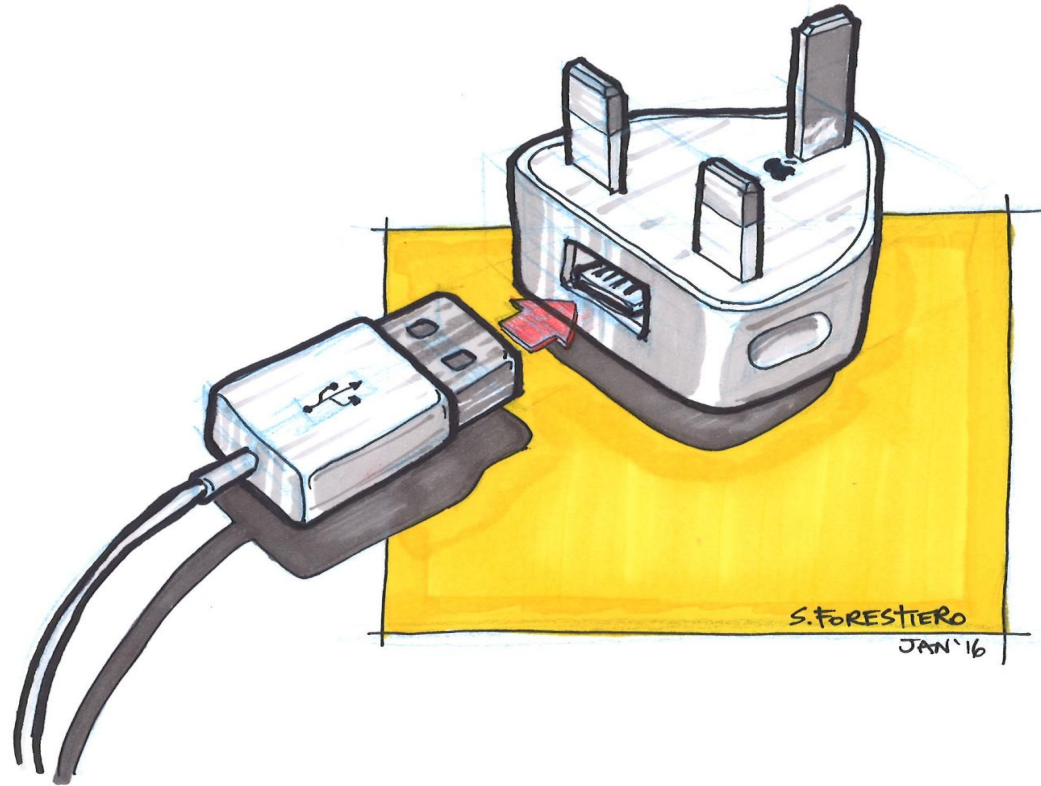
Sketch a background box... Outline it...

Sketching and Rendering

S.Forestiero (Jan 2016)

Sketch a background box... Outline it... Then colour in to add impact.

Sketching and Rendering

Sketching and Rendering

S.Forestiero (Jan 2016)

Once done, you can trace over quickly....

Sketching and Rendering

S.Forestiero (Jan 2016)
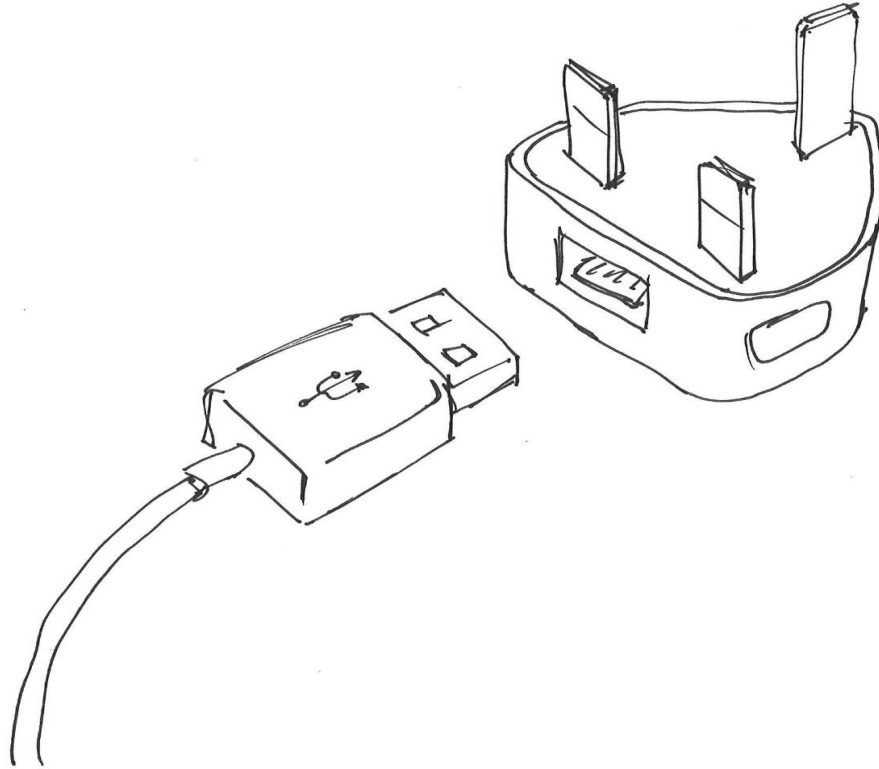
Once done, you can trace over quickly…. to show variations easily.

charger "GOLD"

Sketching and Rendering

Sketching and Rendering

S.Forestiero (Jan 2016)