Illustrative Wizardry notes

FEELING and MESSAGE are paramount

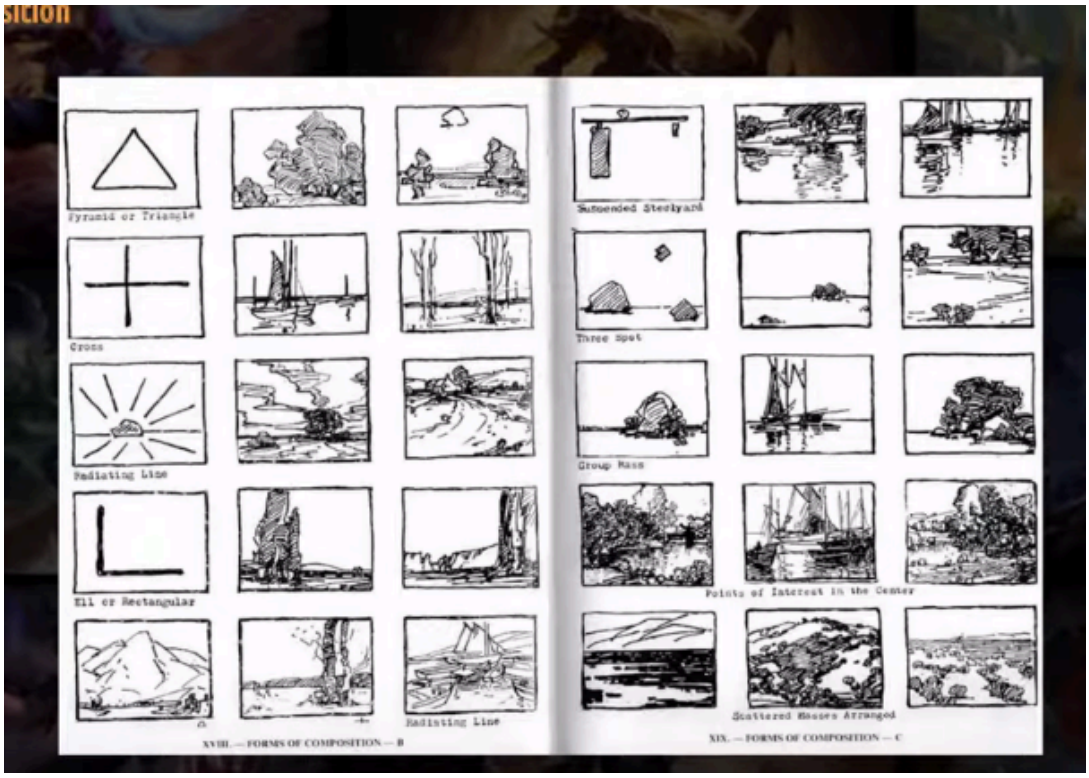
Build the FEELING and MESSAGE with contrast, composition, perspective, color/light, texture/detail and presentation

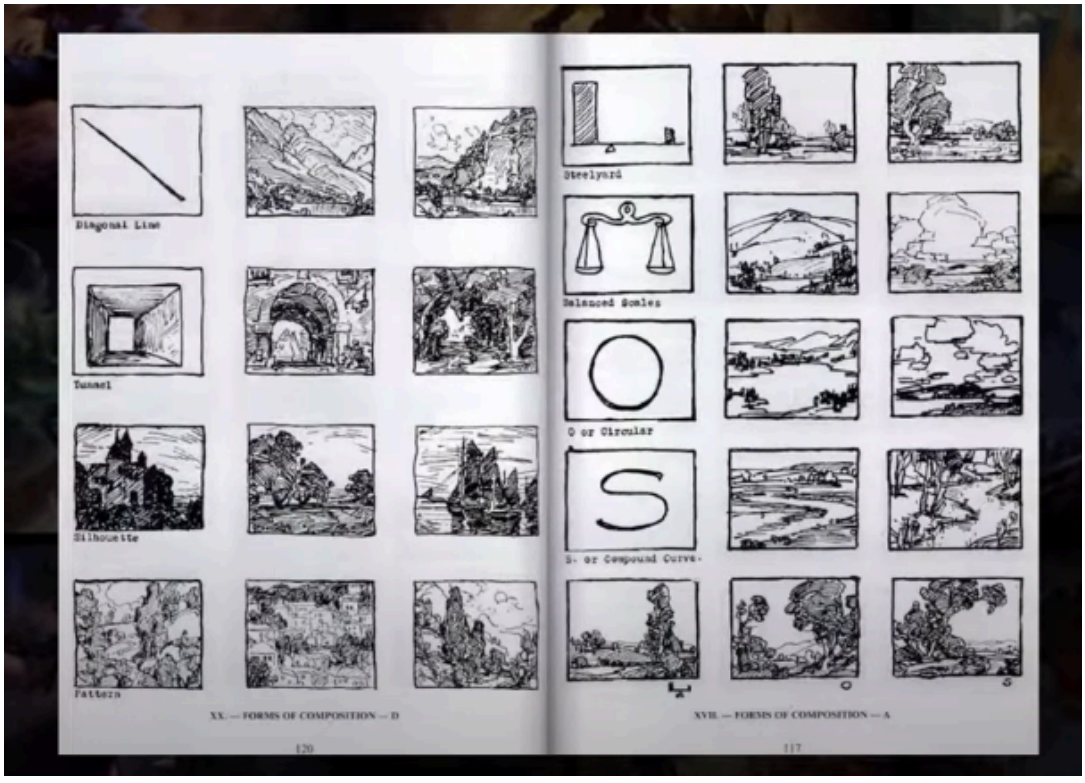
Contrast

Horizontal/vertical	Square/round
Soft/hard	White/black
Cool/hot	Big/small
Ugly/beautiful	Symmetry/Asymmetry
Rough/smooth	Toony/realistic
Fire/ice	Fun/serious
Dynamic/static	Weak/strong
Line/shape	Loose/tight
Form/flat	Reflection/dull
Light/dark	Saturated/desaturated
Far/close	Sex/Unsexy
Busy/calm	Sad/happy
Fast/Slow	Aggressive/passive

Can add a twist- the lion ate the butterfly (meh), the butterfly ate the lion (!!??)

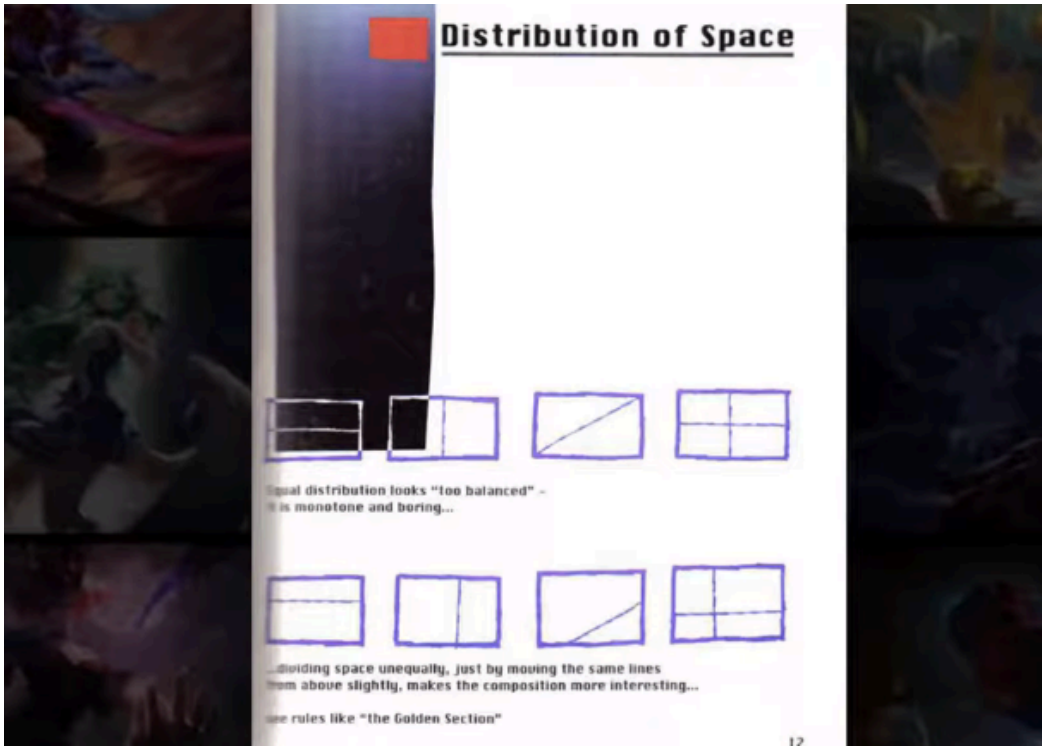
Composition

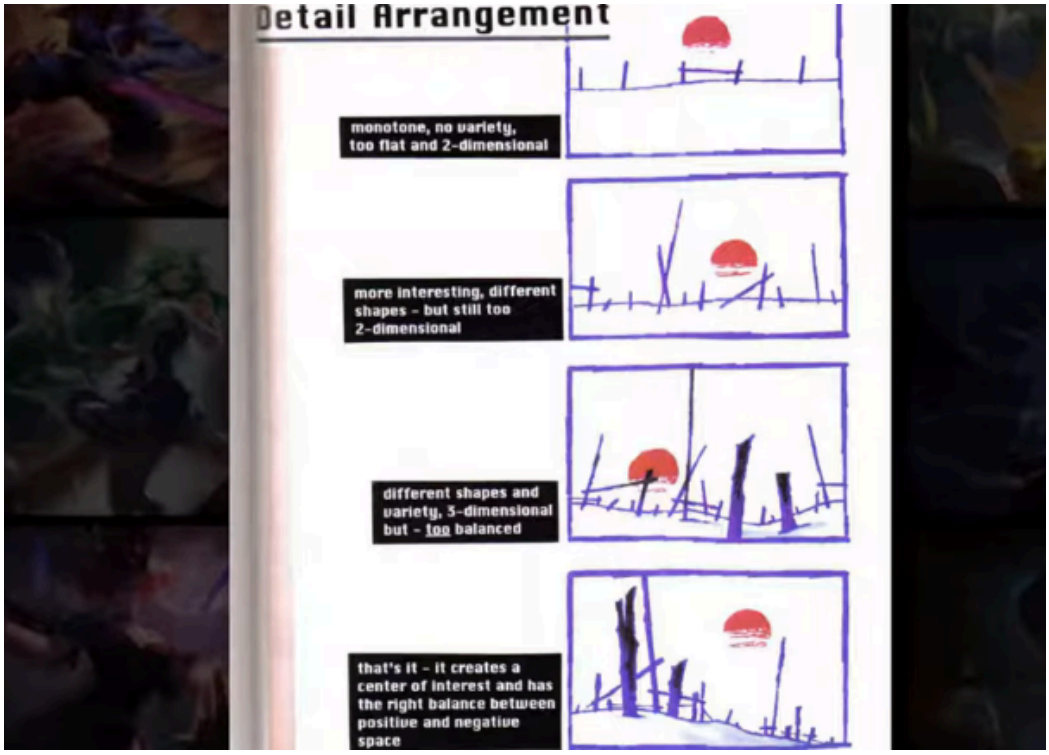


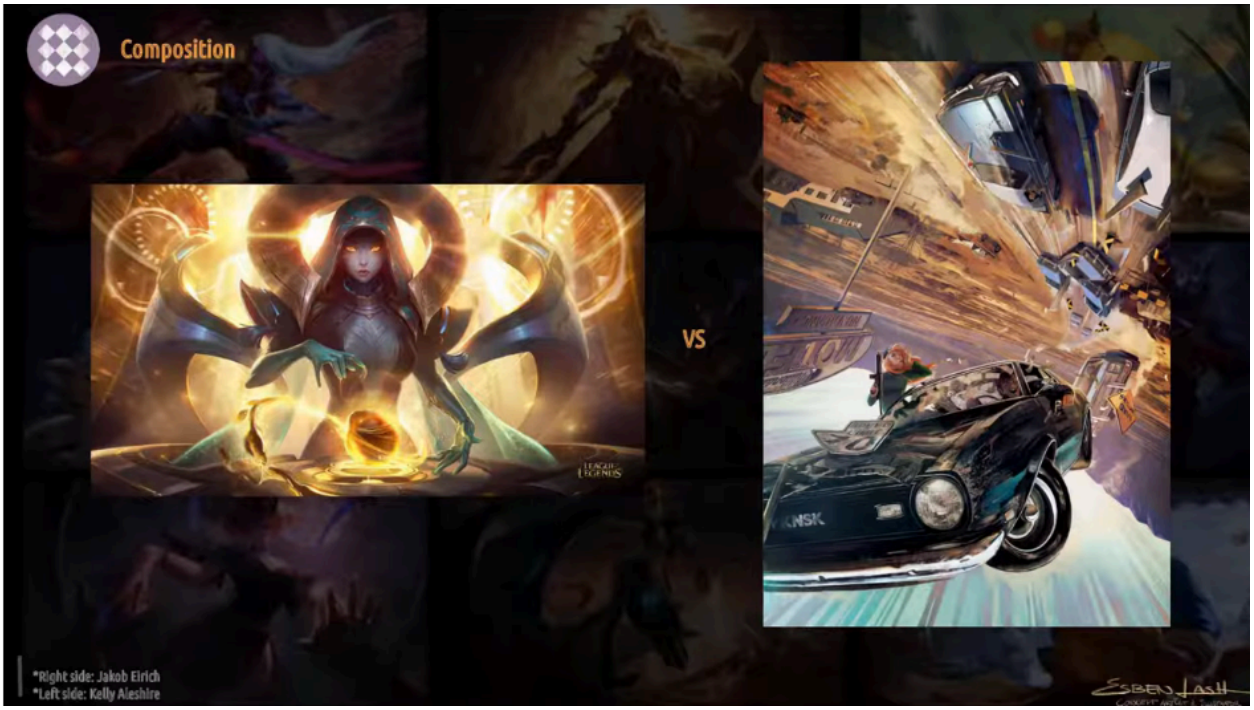


Distribution of space
Calm even distributions. Flat/vertical- viewer is you, everything is fine/normal

Action scene- Uneven distribution, tilted/angled is more dynamic







Example: horizontal and vertical, calm and centered vs dynamic, everything tilted, no straight lines

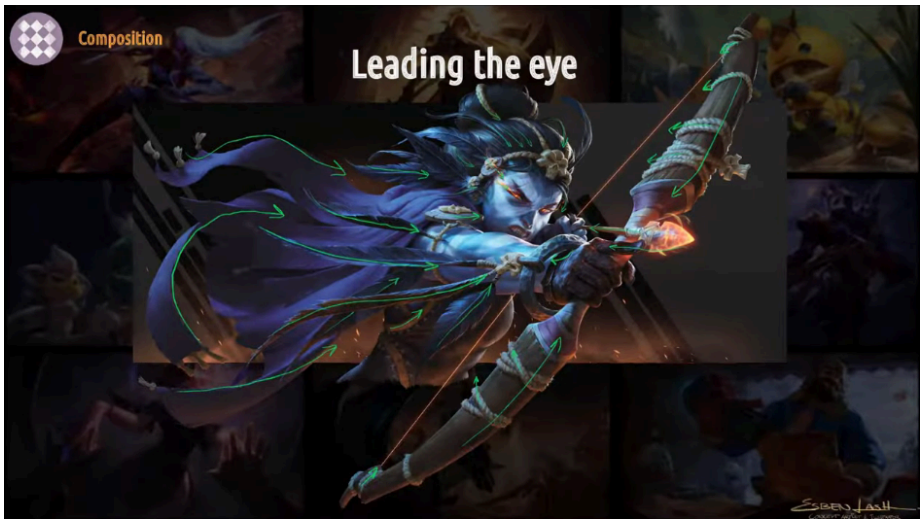
Power play!
Rule of thirds, but the one on top is the one controlling the scene, in the power position

Compression and tension- more narrow, more danger/fear



Radial lines- things that bring your eye back around to your character



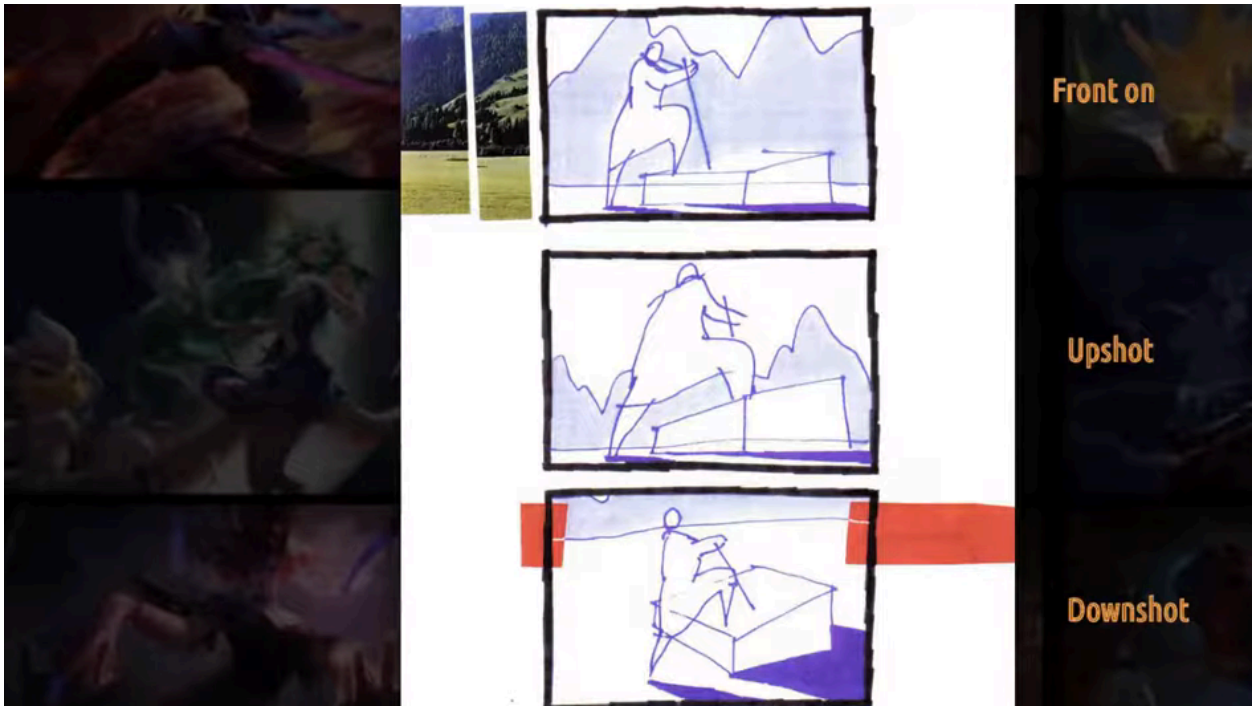




Either environmental elements, parts of the character, or special fx



Perspective



Front on- normal, eye level, nothing special,relaxed

Upshot- intimidating, they're giant, grander than life
Downshot- looking down on, reverse of upshot.



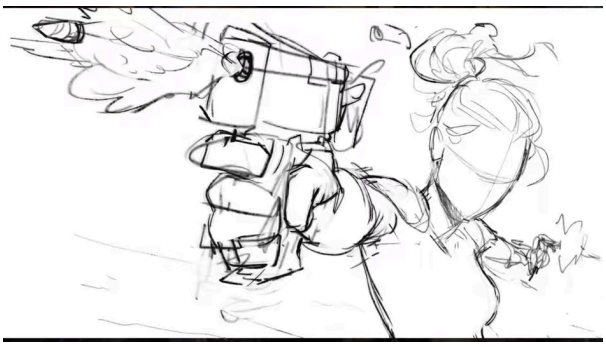
Level camera, feels calm and normal, but it's supposed to be inspiring

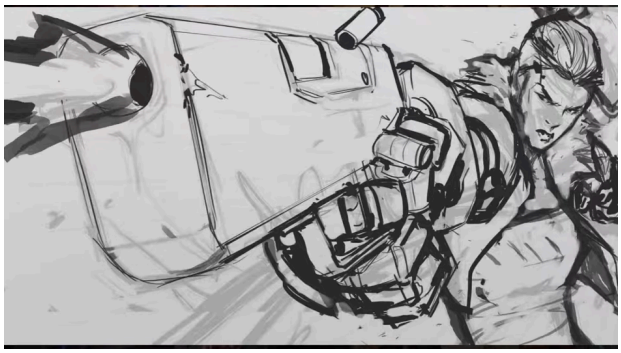


Changed in paintover to look up at them, make them feel more powerful and important, dangerous

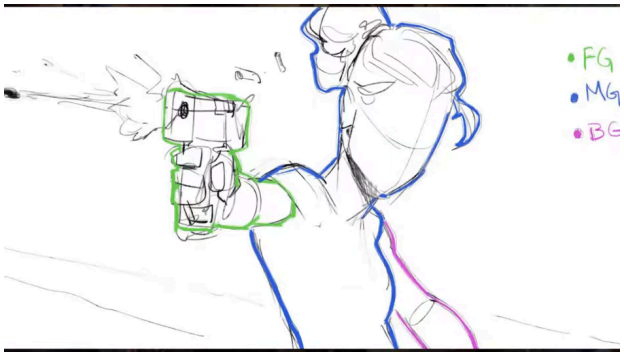
Z SPACE- coming towards the viewer, more OOMPH

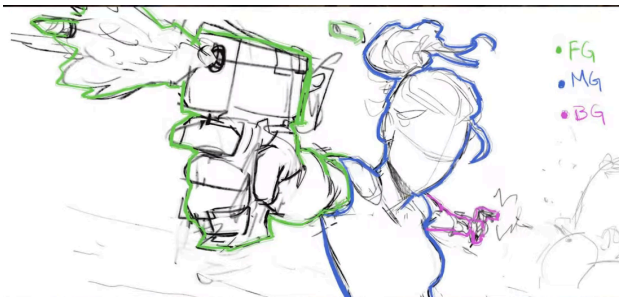






Closer to the viewer, bigger impact. Visible in the shapes too



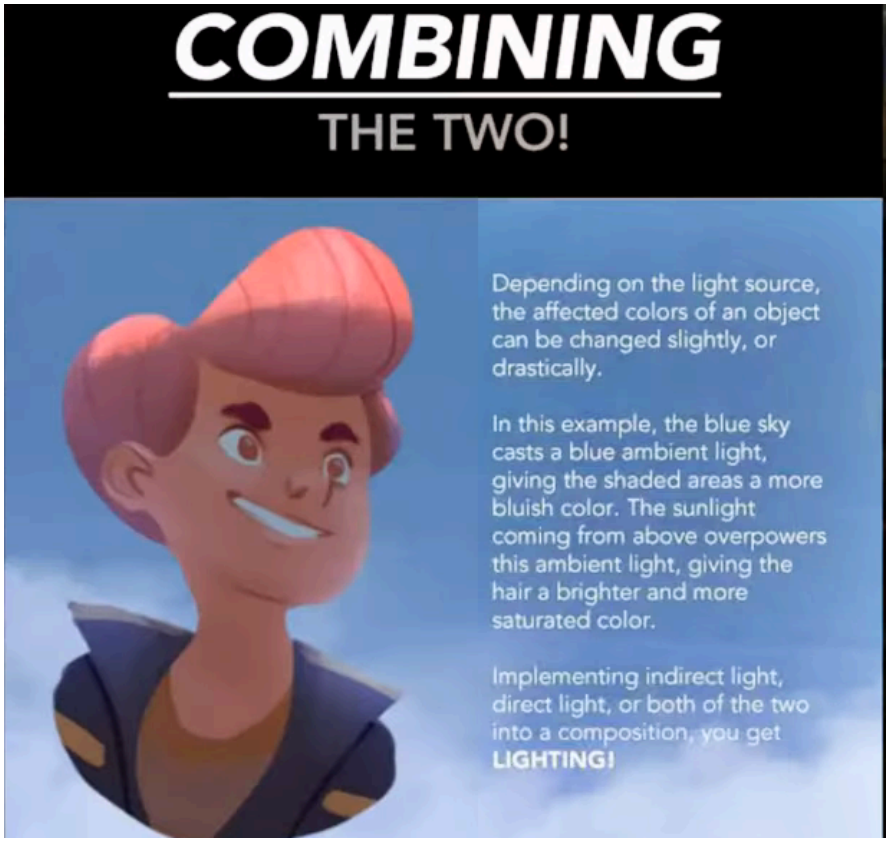




Use it when it makes sense, not when it doesn.t

Color and Light





FRONTAL LIGHT



SOFTER LIGHT & SHADOWS WITH EXTRA CARE ON AMBIENT LIGHTING. MOST NATURAL OR FRIENDLY LIGHT.

UNDER LIGHT



A VERY UNNATURAL LIGHTING CONDITION. INCREASES DRAMATIC TENSION AND ESTABLISHES AN EERIE FEELING.

OVERHEAD LIGHT



LIKE UNDERLIT SCENES AN ARTIFICIAL CONDITION THAT IS USED TO INCREASE DRAMA AND ANTICIPATION.

SIDE LIGHT + RIM LIGHT



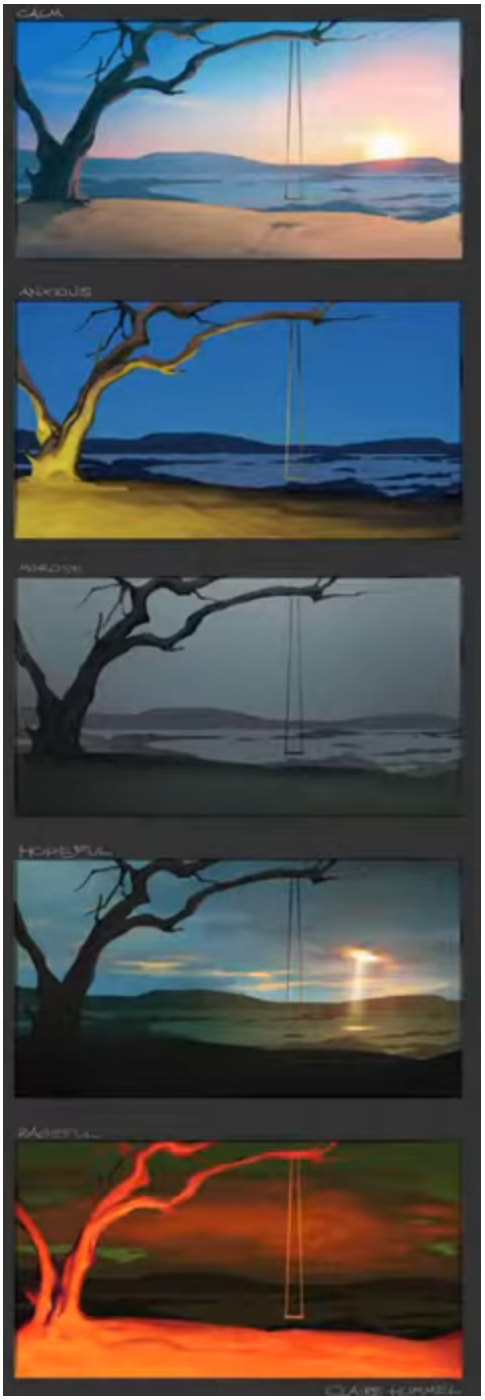
RIM LIGHT ONLY AFFECTS THE EDGES OF AN OBJECT. IT CAN REVEAL DETAILS THAT WOULD BE HARD TO SEE DURING MORE COMMON LIGHTING CONDITIONS.

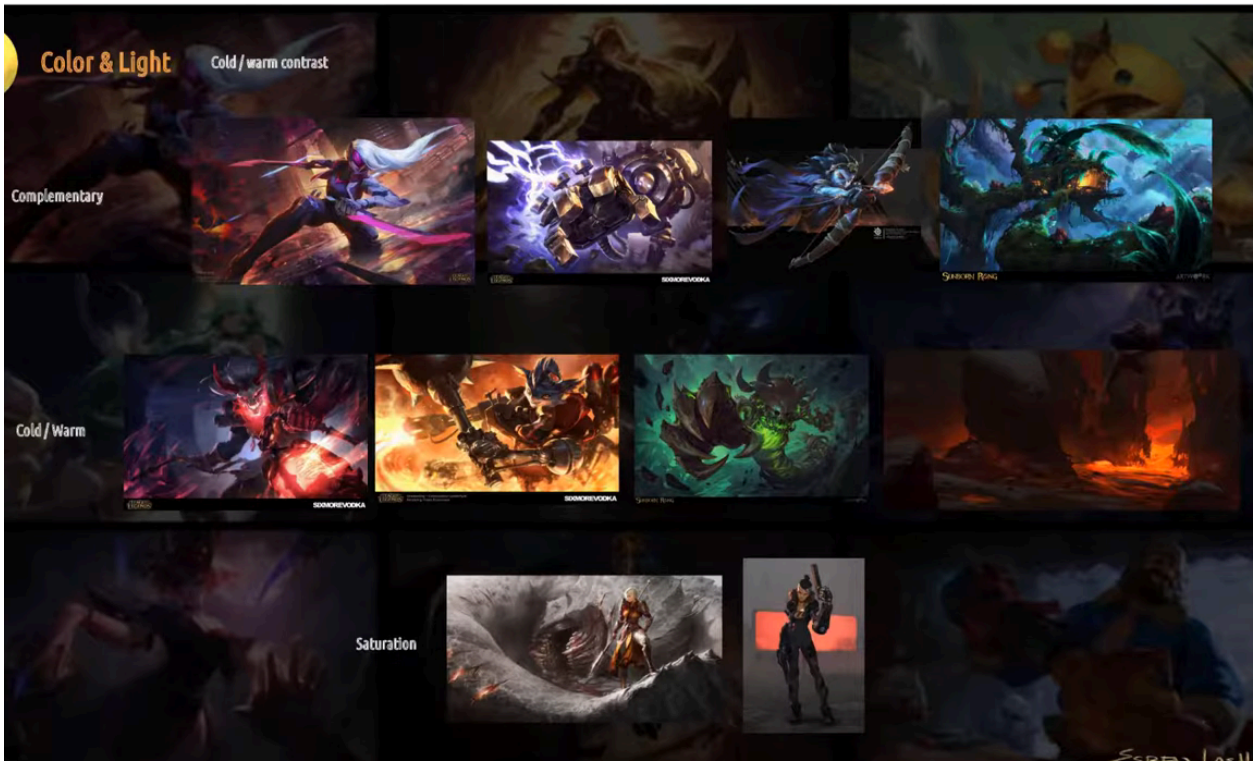
(I OVERDID THE FUR FOR THE SAKE OF DEMONSTRATION)



Value structures





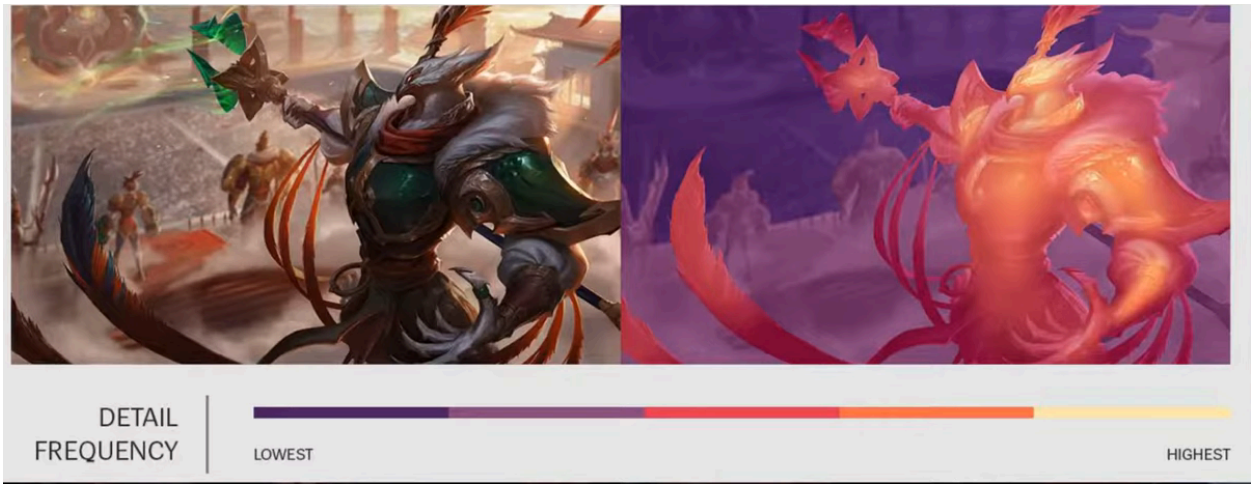


Texture



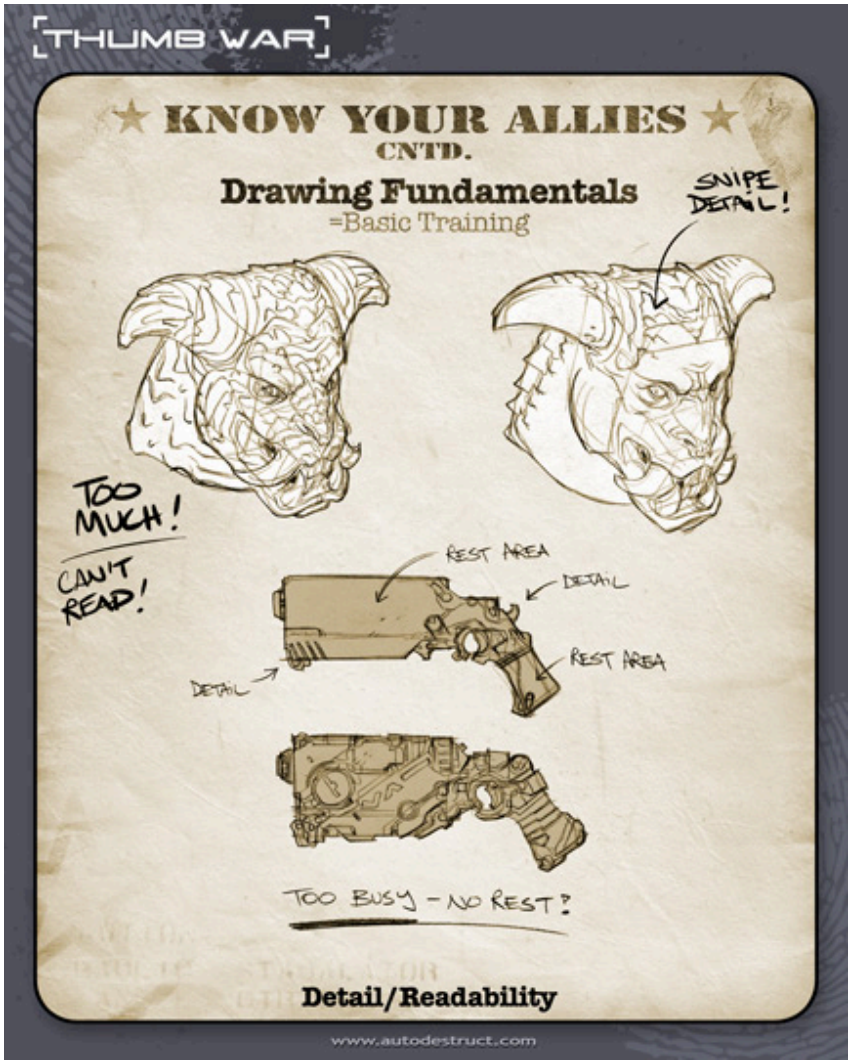
Detail in midground, foreground can be a bit blurred, so can the background

Most details crammed into where you want the viewer to look



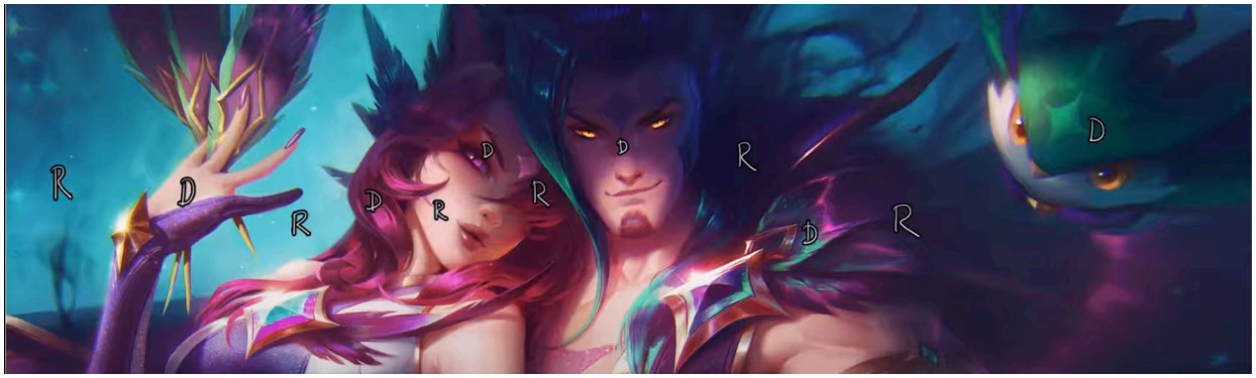
User material reference for textures

Rest! REST!!!!!





Alternating detail and rest rhythms

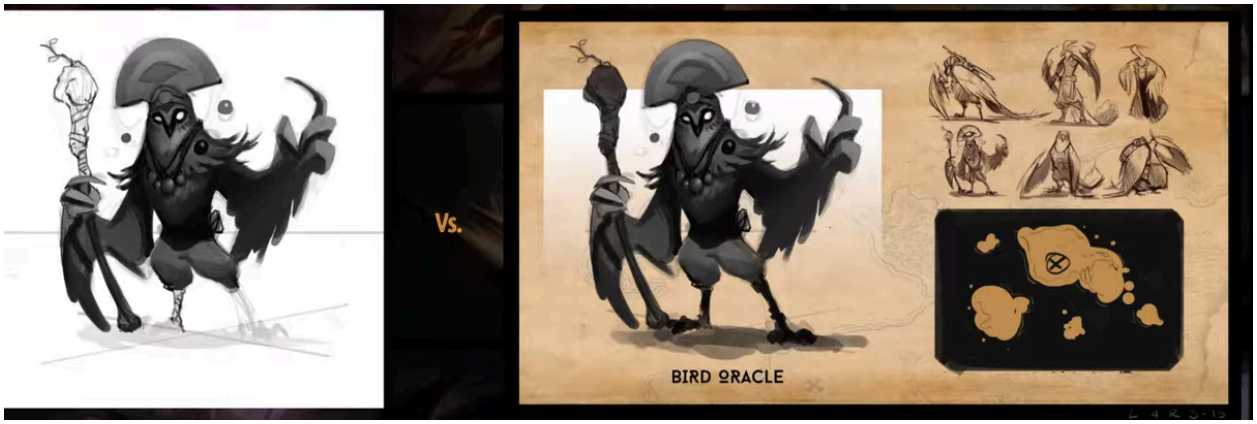


Can you make the painting work with as few details as possible, how good are you at making rest?

Pick a side- do the detail in the light or in the dark. The other becomes a *shape*



Presentation - overlooked spell



Goes for your website, BIG PICTURES, rather than thumbnails.

Finishing touches. Check that the highlights are where you want the focal point to be, and that your storytelling is clear.

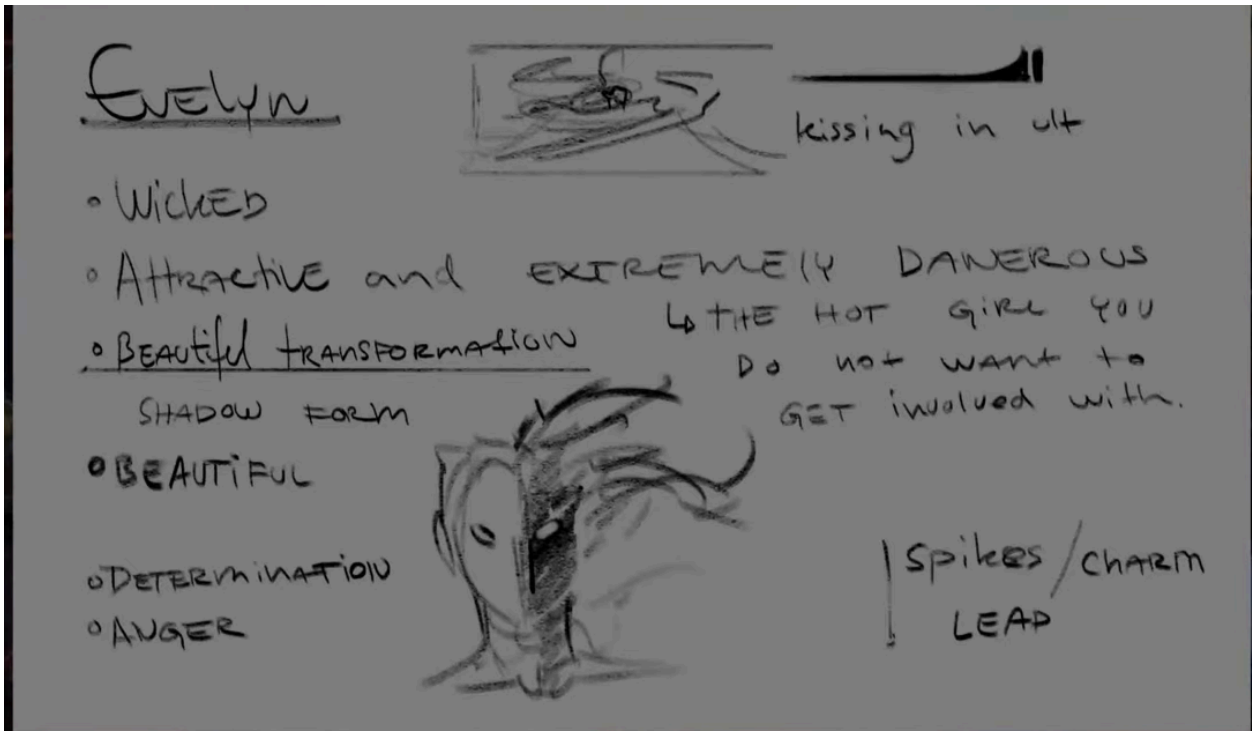




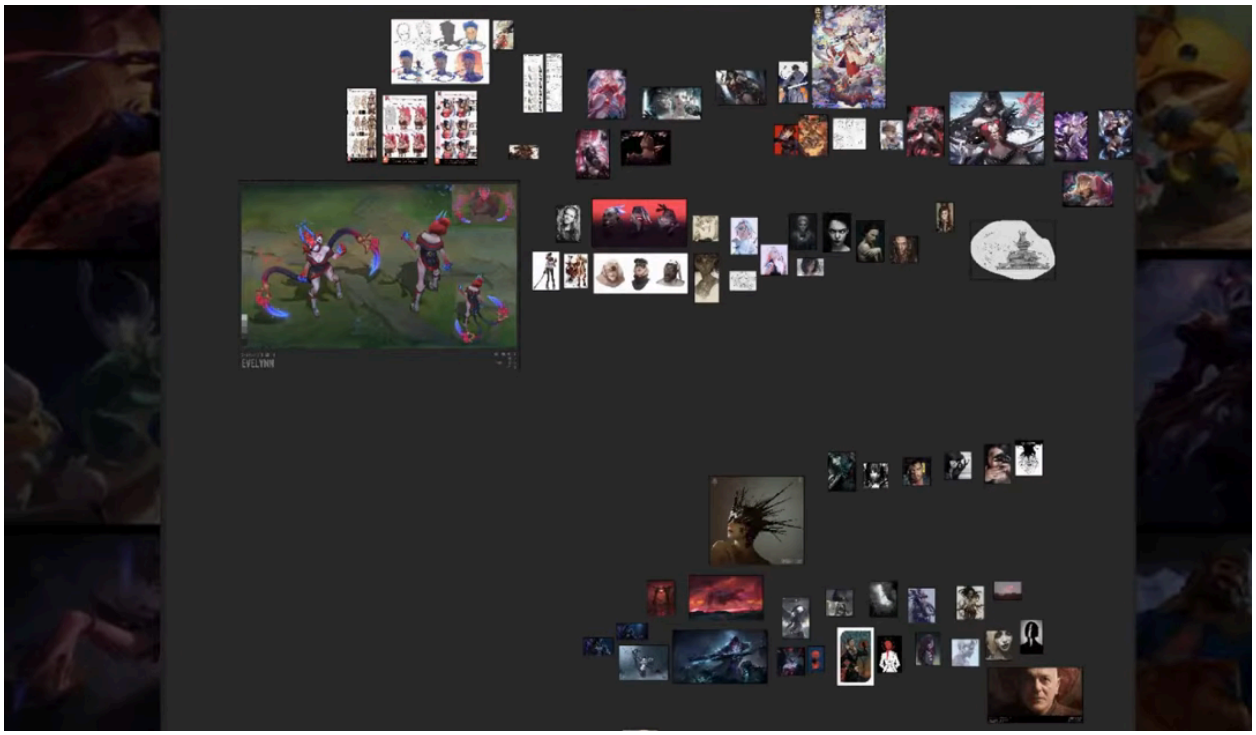
Removed highlight on shoulderpad, was drawing attention there
Clear gunsmoke trail including the curve, indicating where the shot was to, and the turning away

Put it all together

Get prompt, figure out mood, contrasts, elements



Get reference for everything, color, light, feeling, perspective, etc



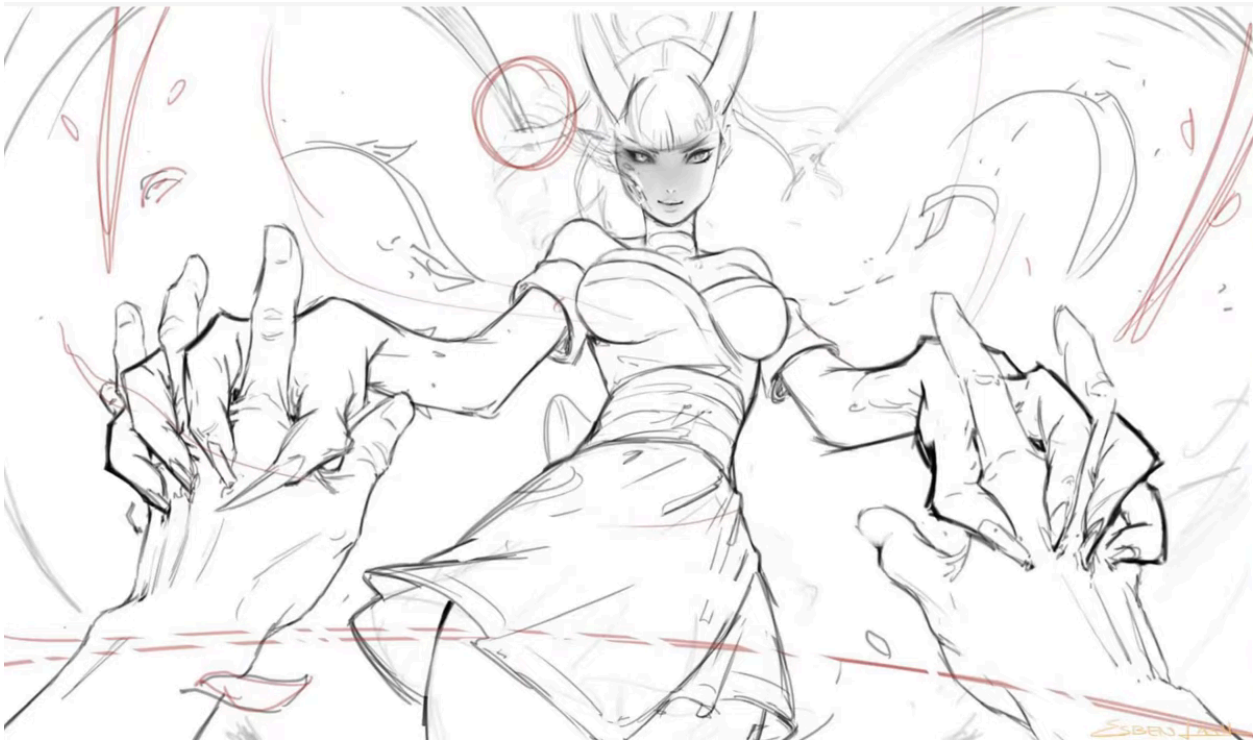
Thumbnails



1-2 hours per, keep them quick. The more you practice the faster they are
None really work, change the perspective, looking up at her



More dangerous. Hands are the viewer's, lost attractive romantic side though



One side beautiful, other side demon, but can be pushed more. This is balanced, but it's an unbalanced moment.



Slightly more tilted for unsettling moment, one hand is still being seduced while the other is being crunched



Pattern for the eye to follow. Also there's a symbolic heart shape with the lashes



Get reference!



Light on dark, pop of light/contrast where color to look. Moon is red/ominous



The luring hand is monstrous, but it's supposed to be feminine and attracting you in



Softened up, a bit warmer, more pink. Getting closer



Final



Don’t compare yourself to others, only compare your current work to your previous work. You don’t know what others have been through. What have you improved on? Get support from others, you’re not alone.