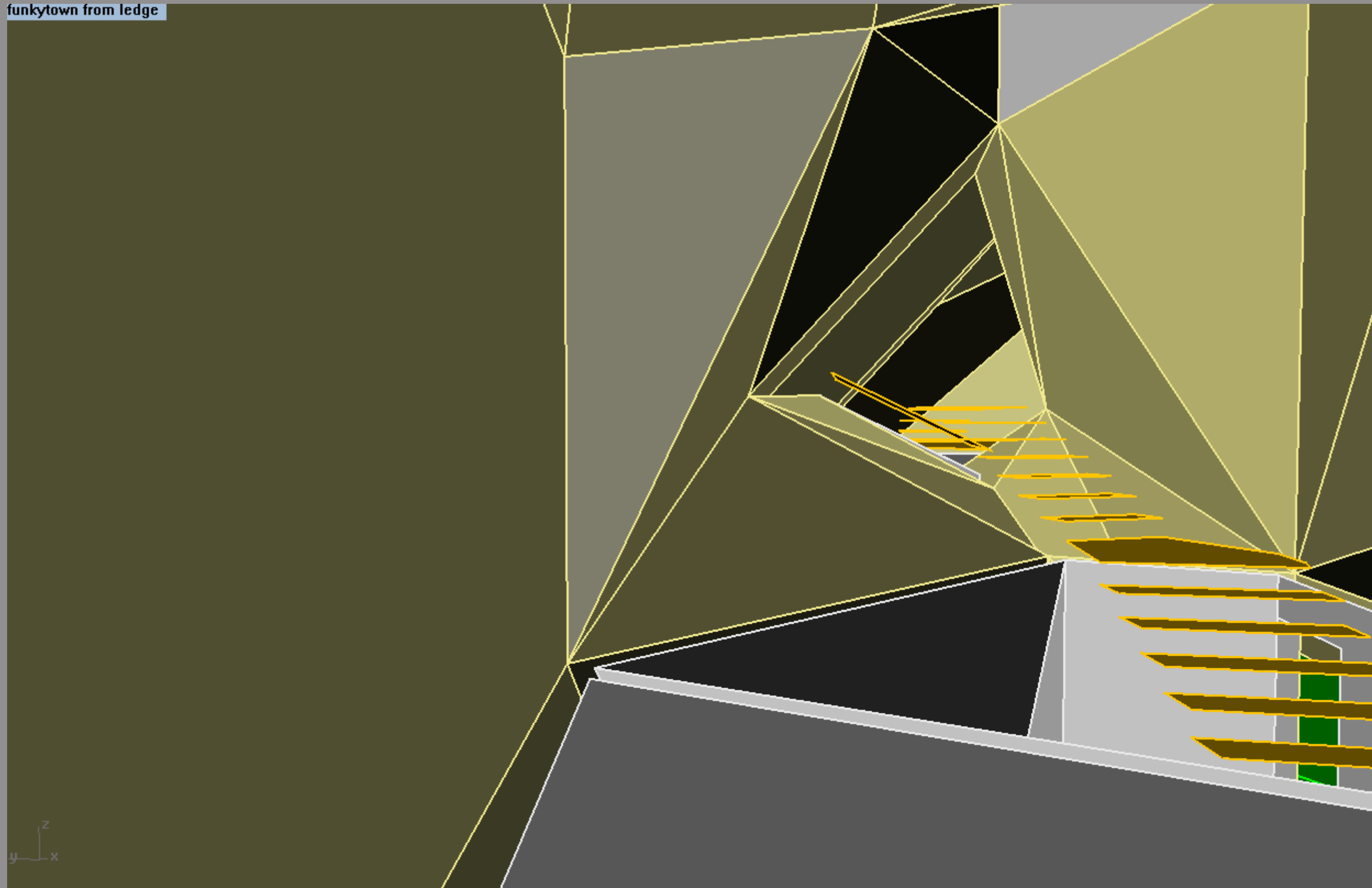
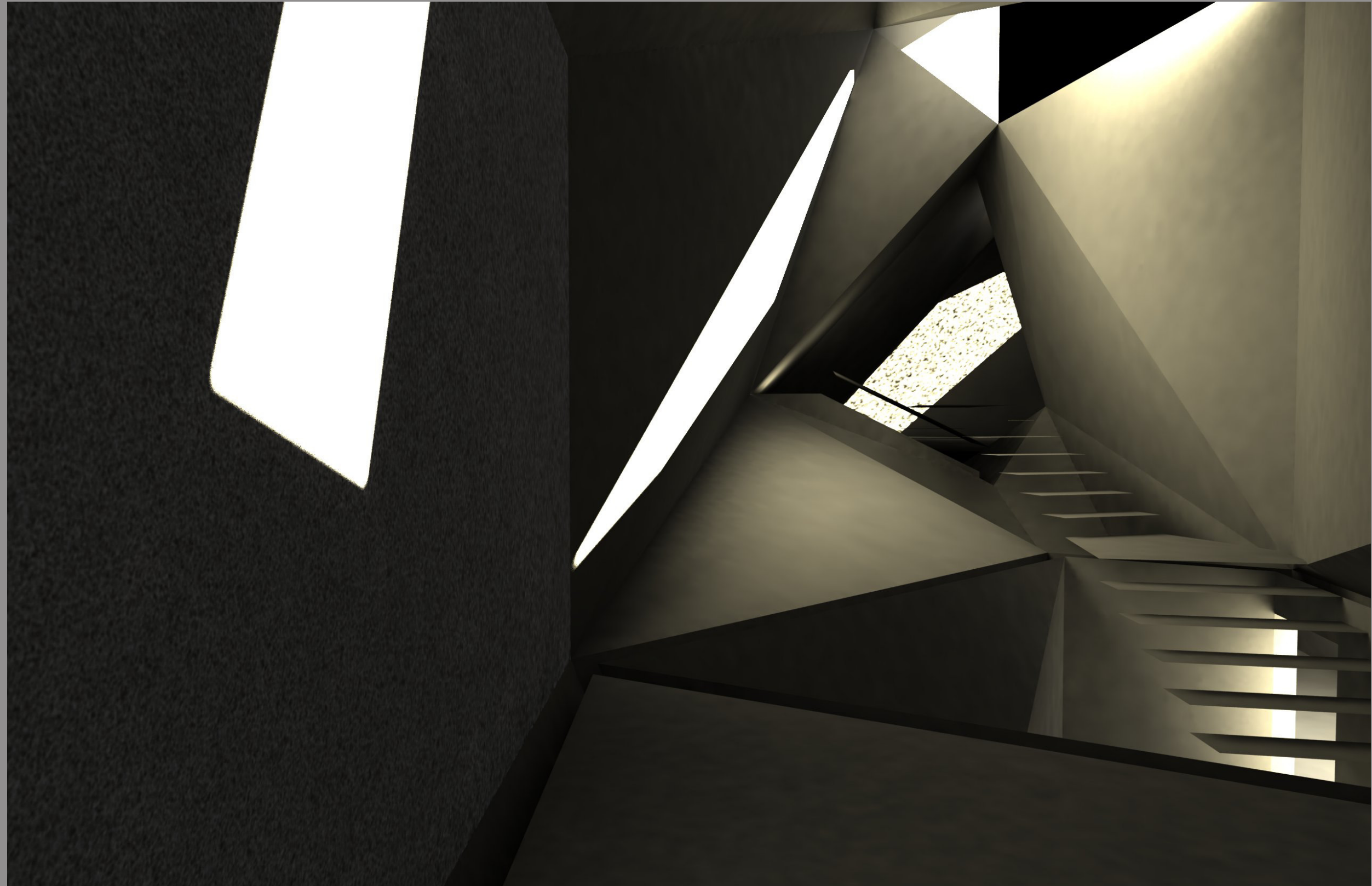


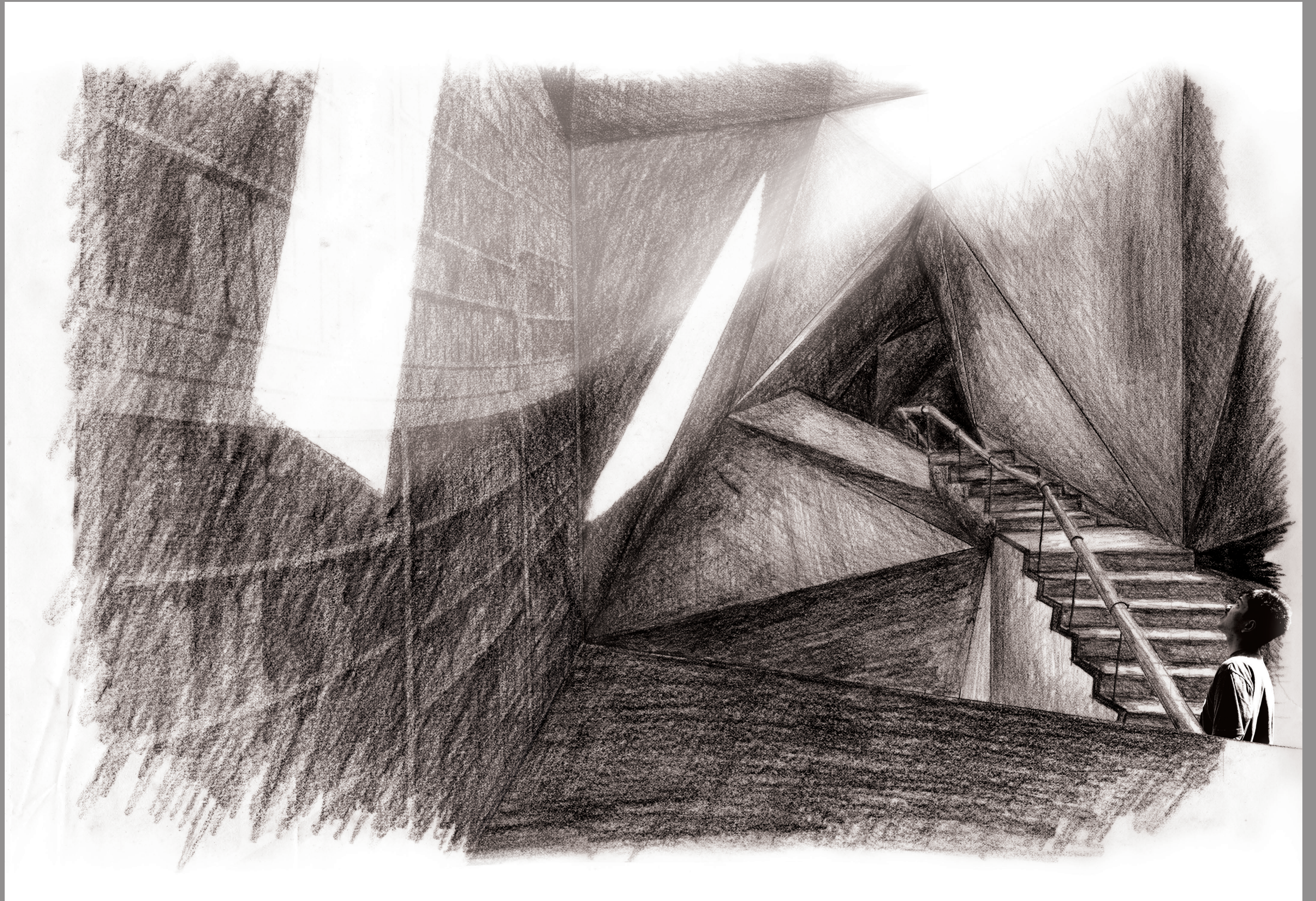
Processes

funkytown from ledge

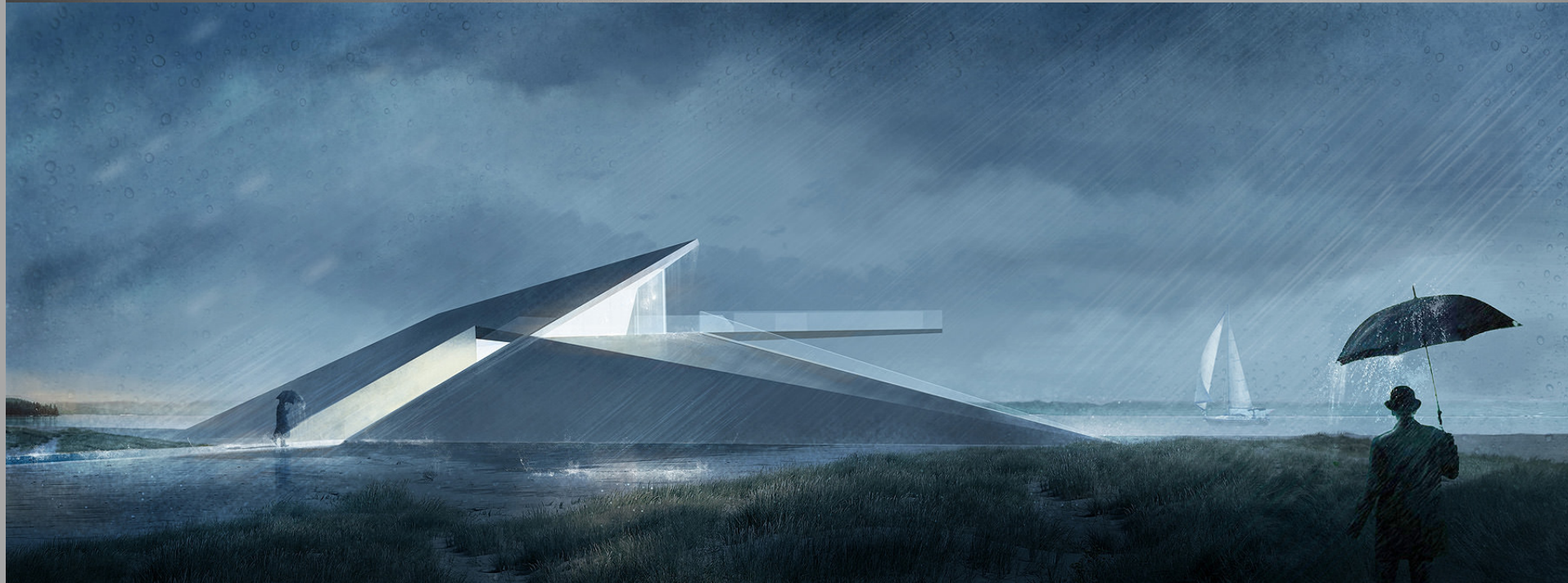
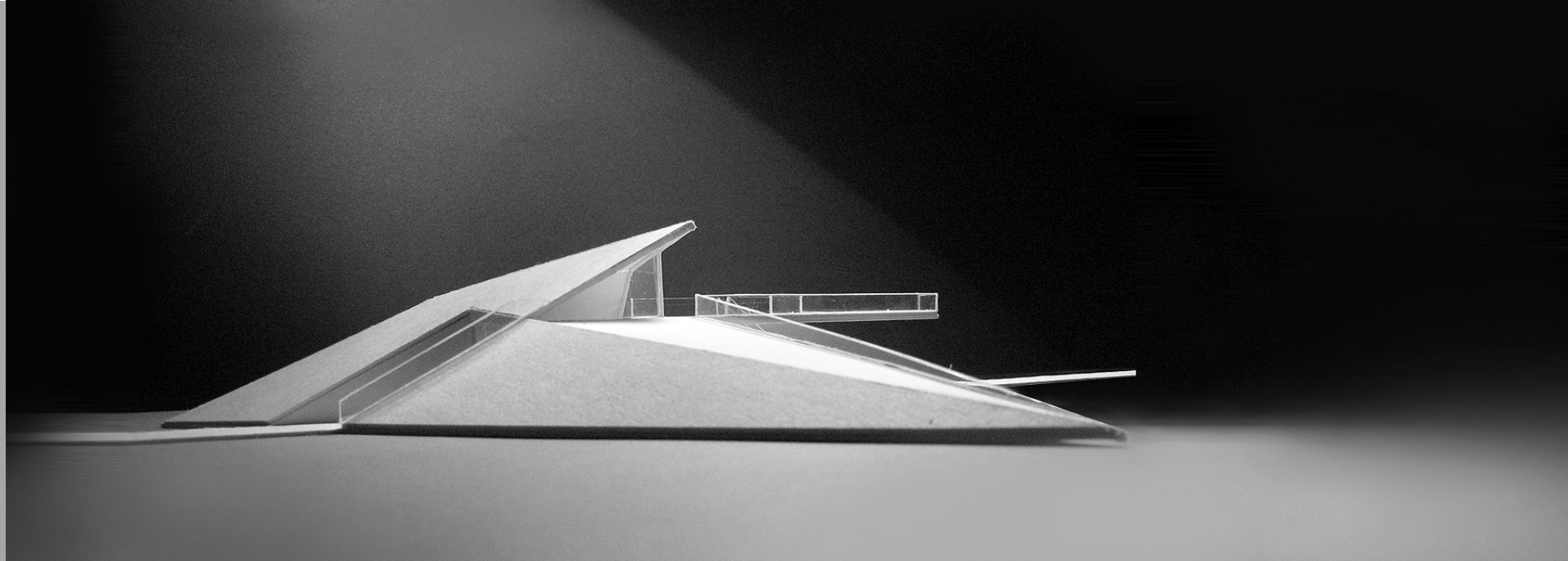




Talia Perry, The Shingle House.

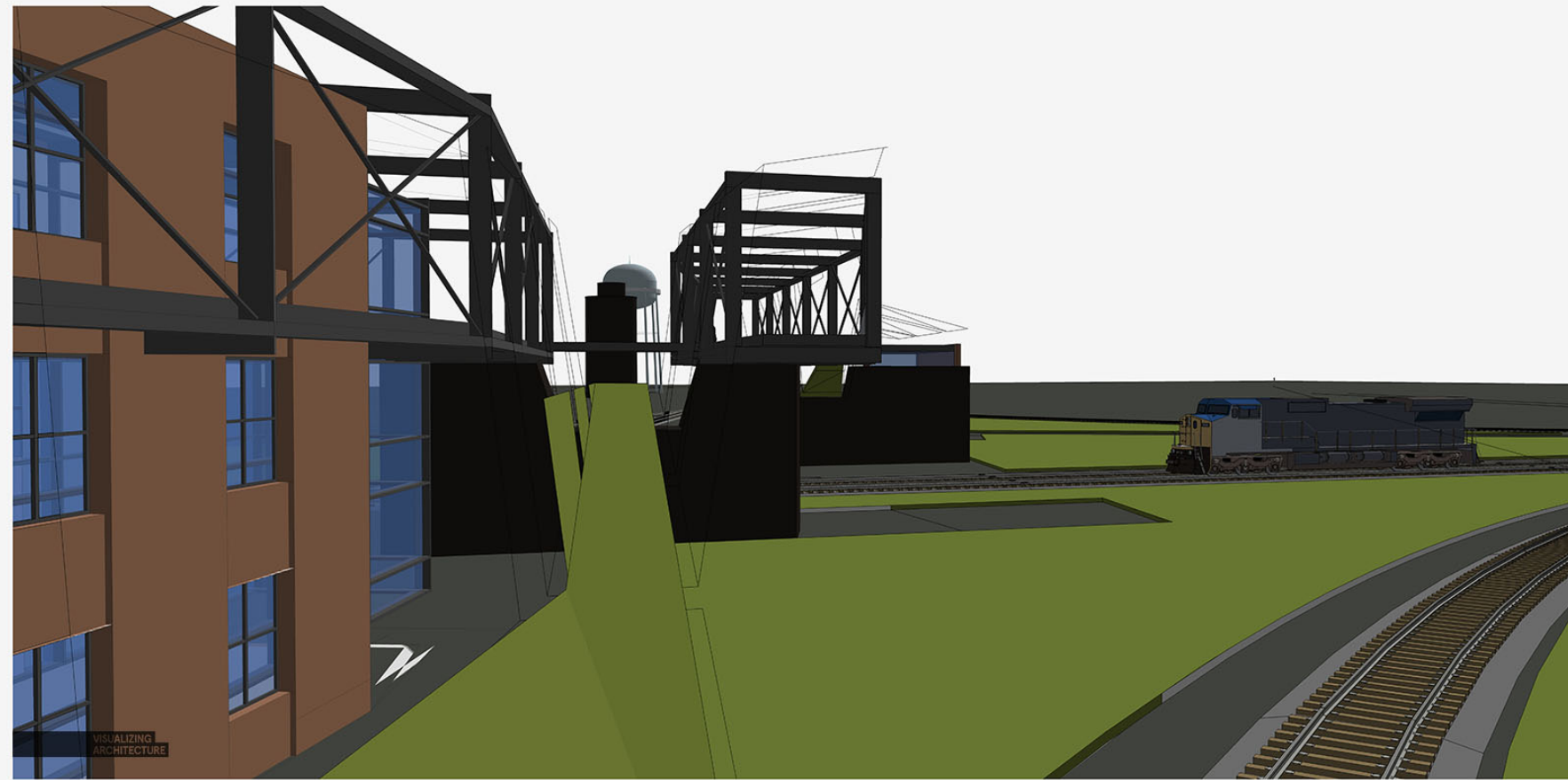


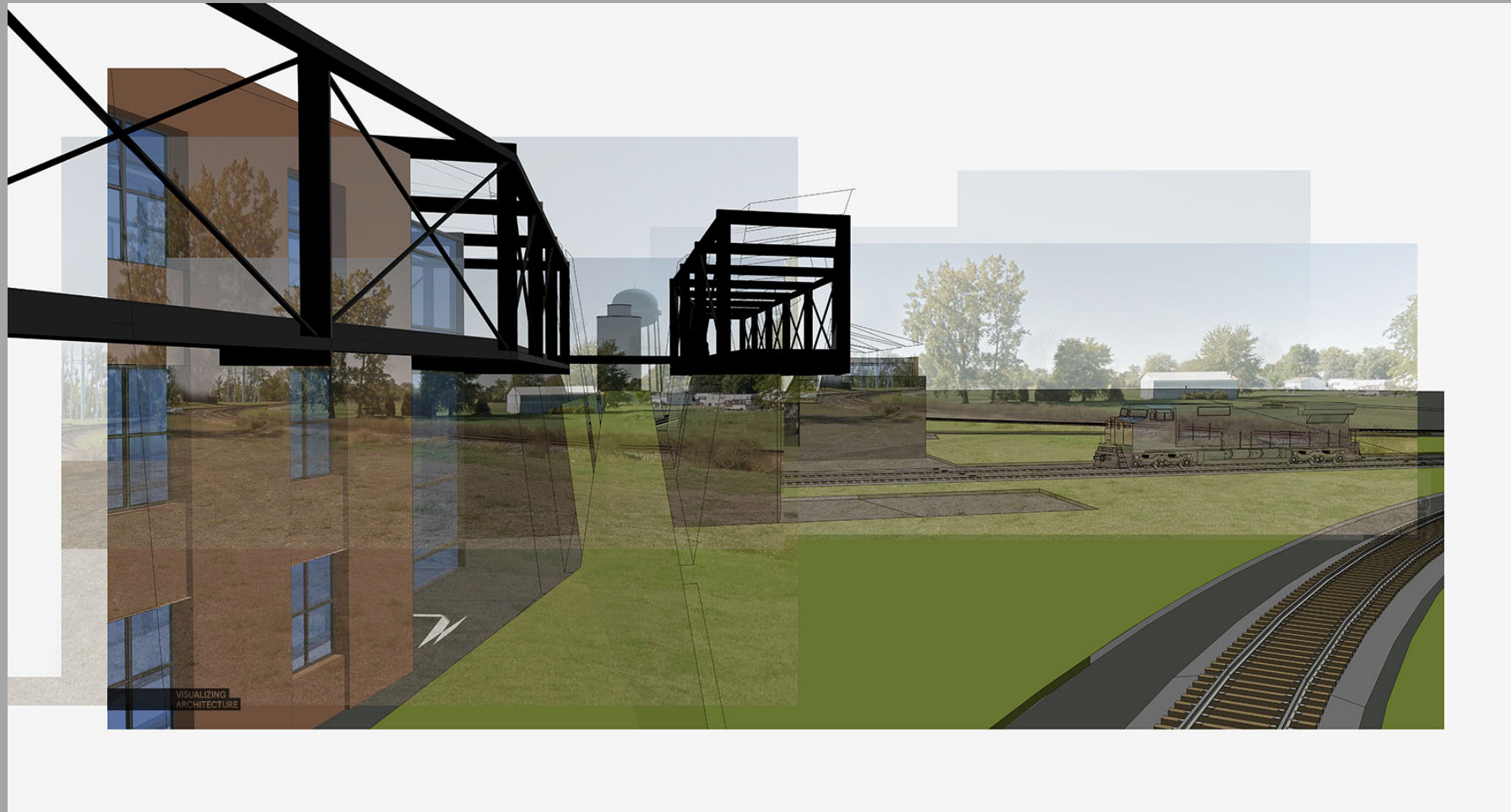
Talia Perry, The Shingle House.



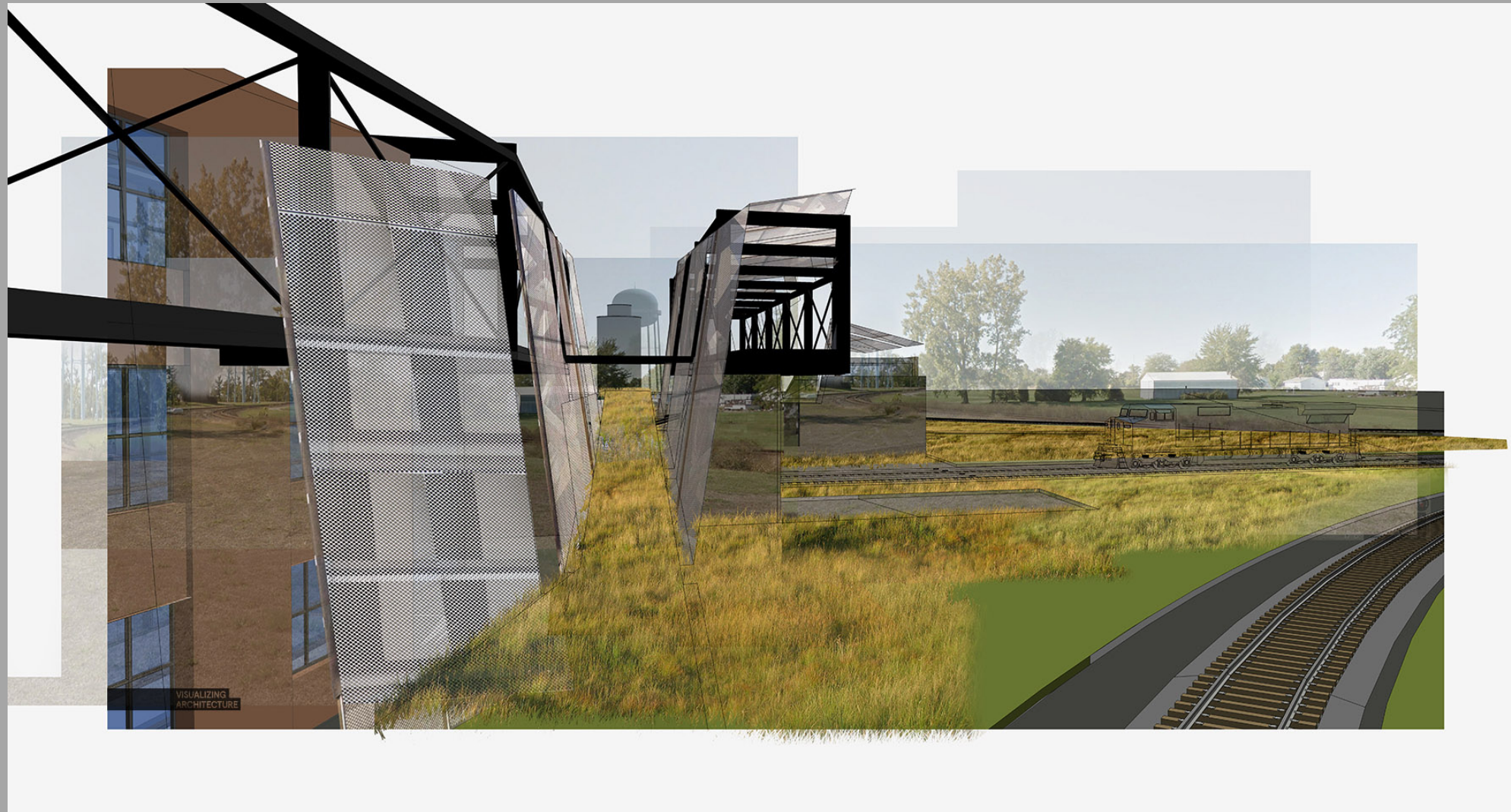


Rafal Barnas, detail from Rose Passage.





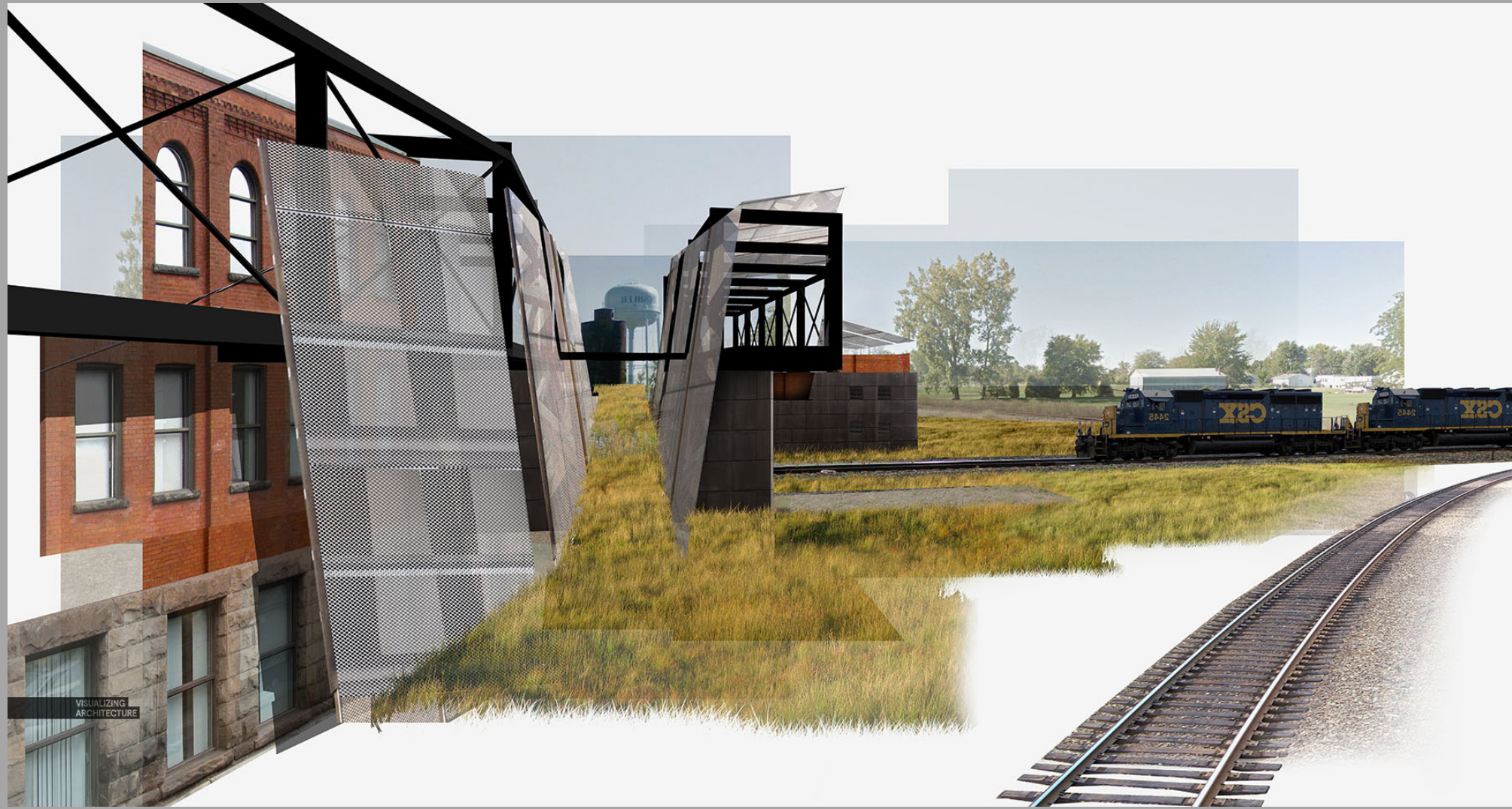
VISUALIZING
ARCHITECTURE



VISUALIZING
ARCHITECTURE



VISUALIZING
ARCHITECTURE



VISUALIZING
ARCHITECTURE

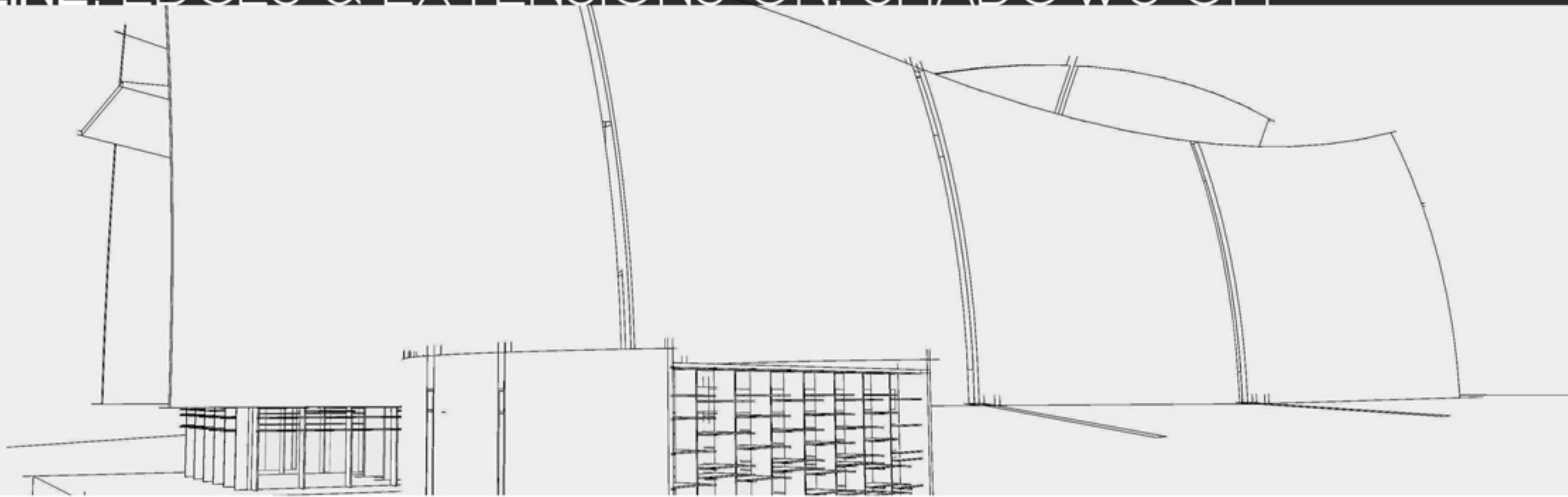


VISUALIZING
ARCHITECTURE



VERSALIZING
ARCHITECTURE

HIDDEN LINE, EDGES & EXTENSIONS ON, SHADOWS OFF



HIDDEN LINE & XRAY, EDGES ON, GUIDES ON, SHADOWS OFF



KERKYTHEA CLAY MODEL RENDERING

ALEXHOGREFE.COM



GRASS TEXTURE

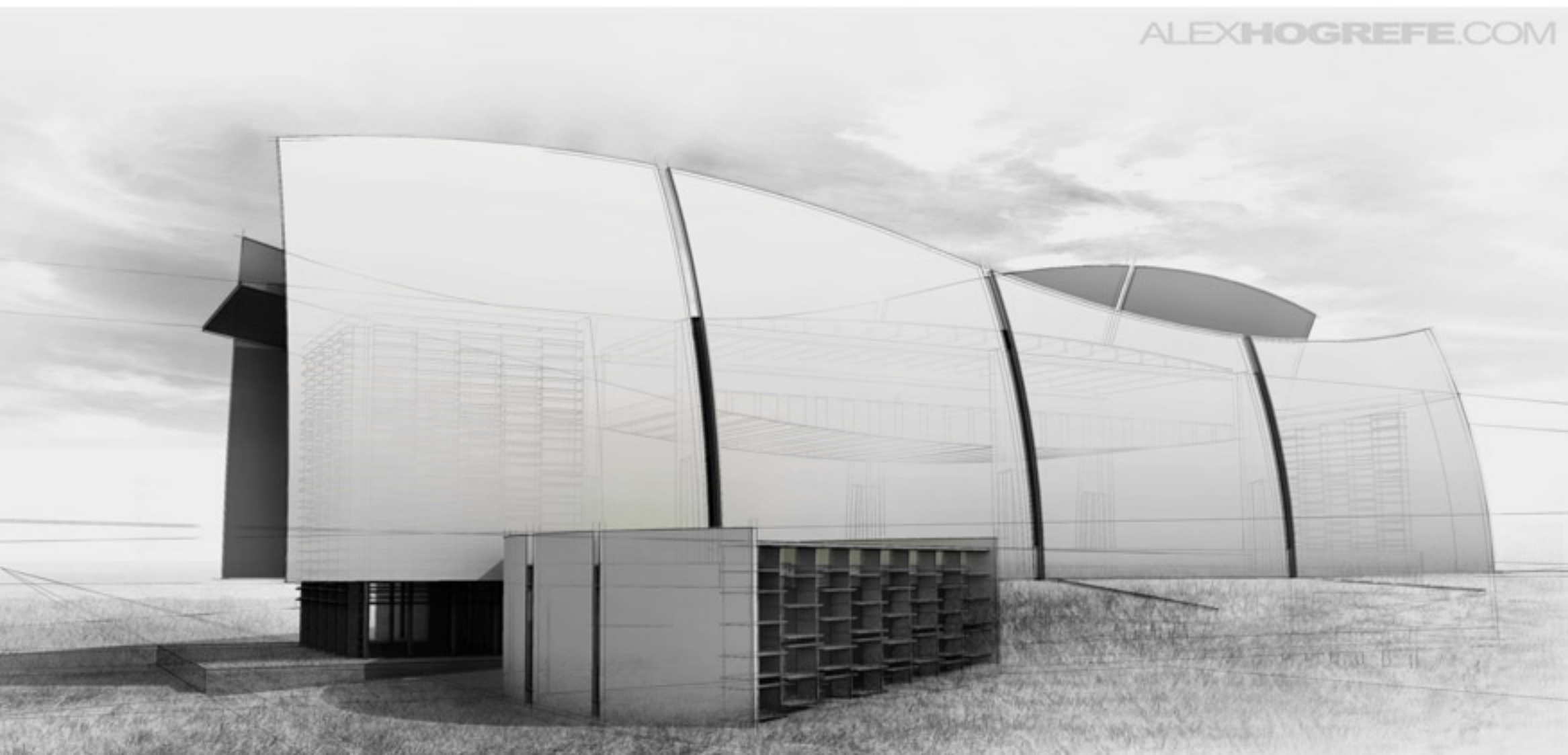
ALEXHOGREFE.COM



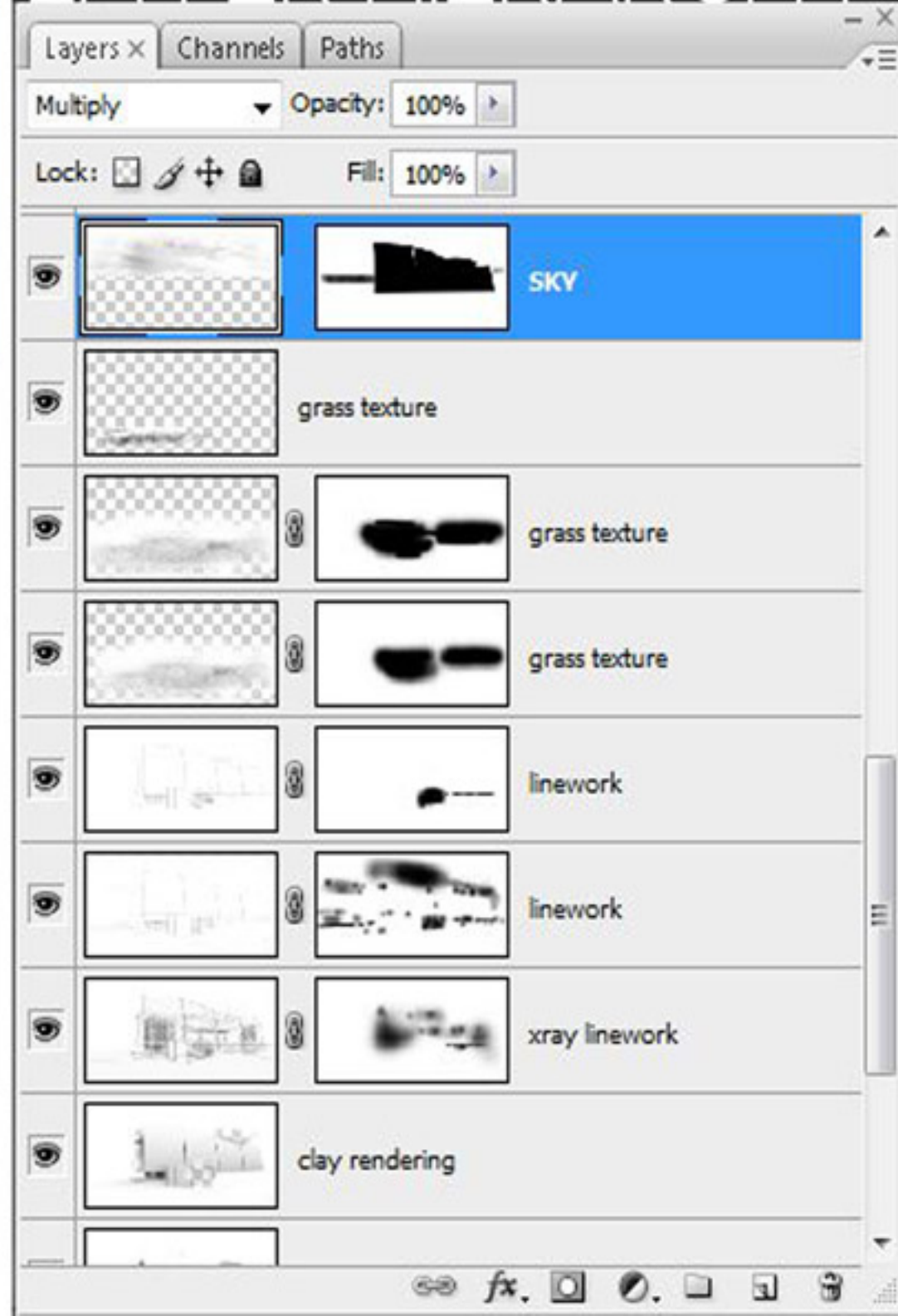
SKY TEXTURE



ALEXHOGREFE.COM



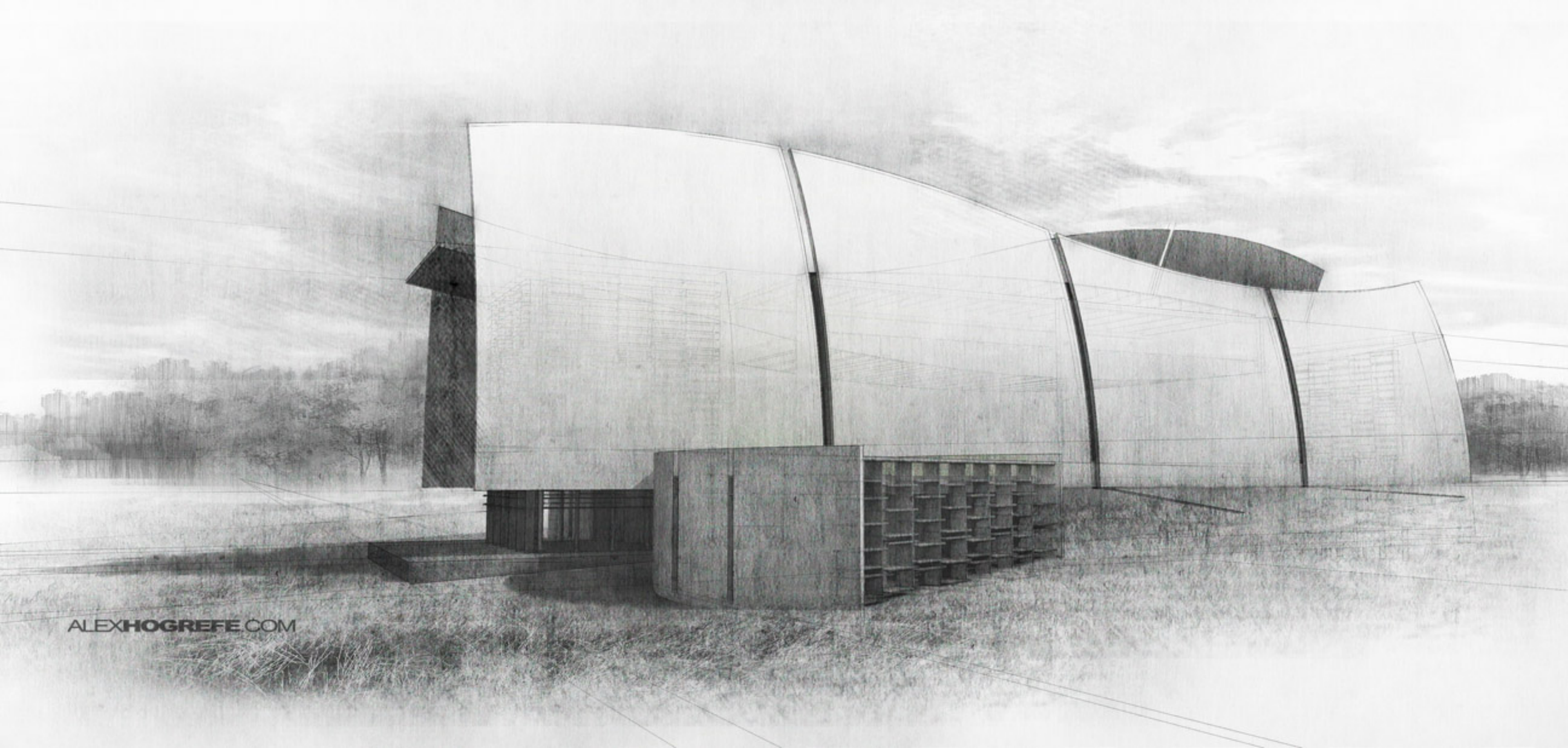
LAYER HIERARCHY



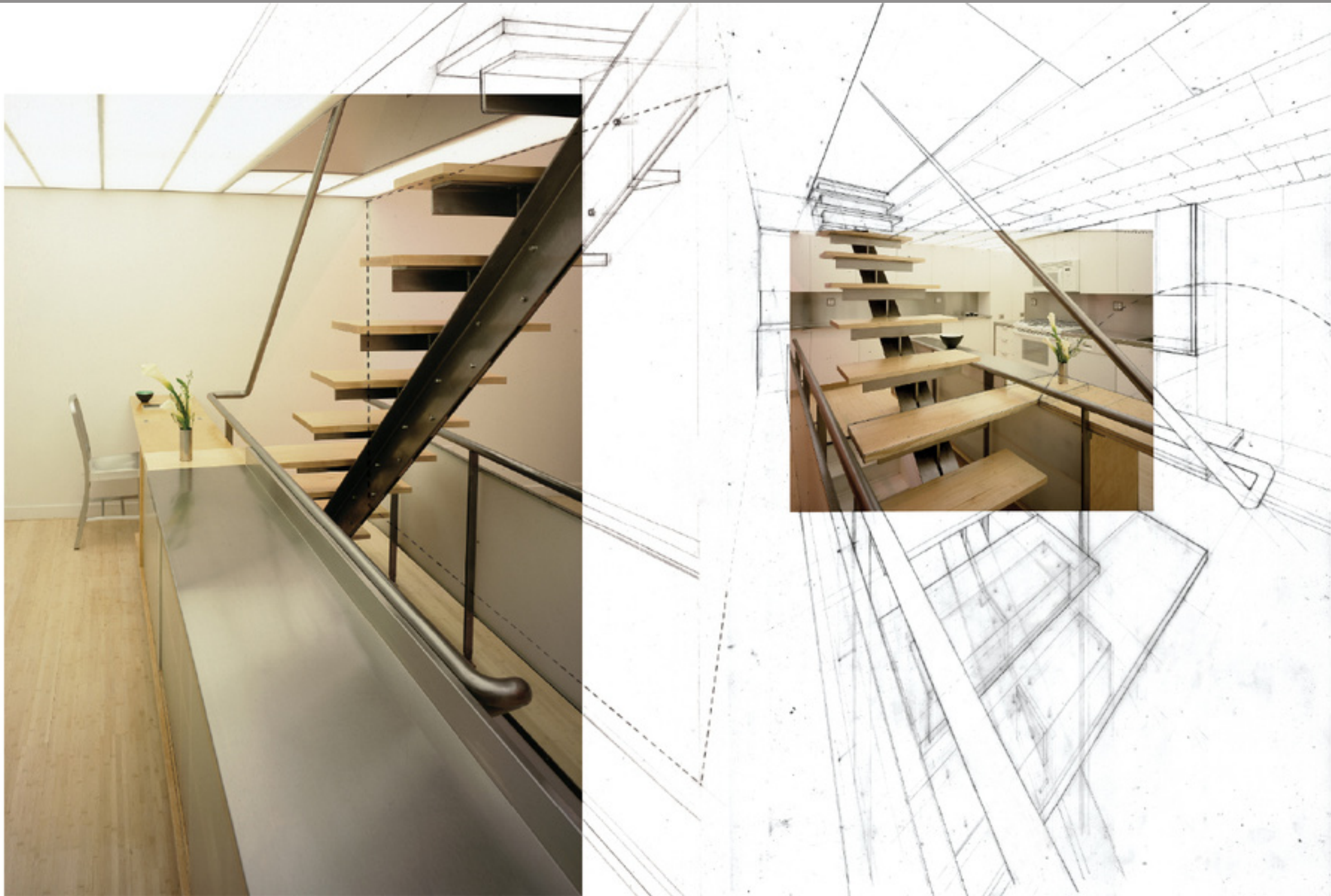
BACKGROUND TREE TEXTURE

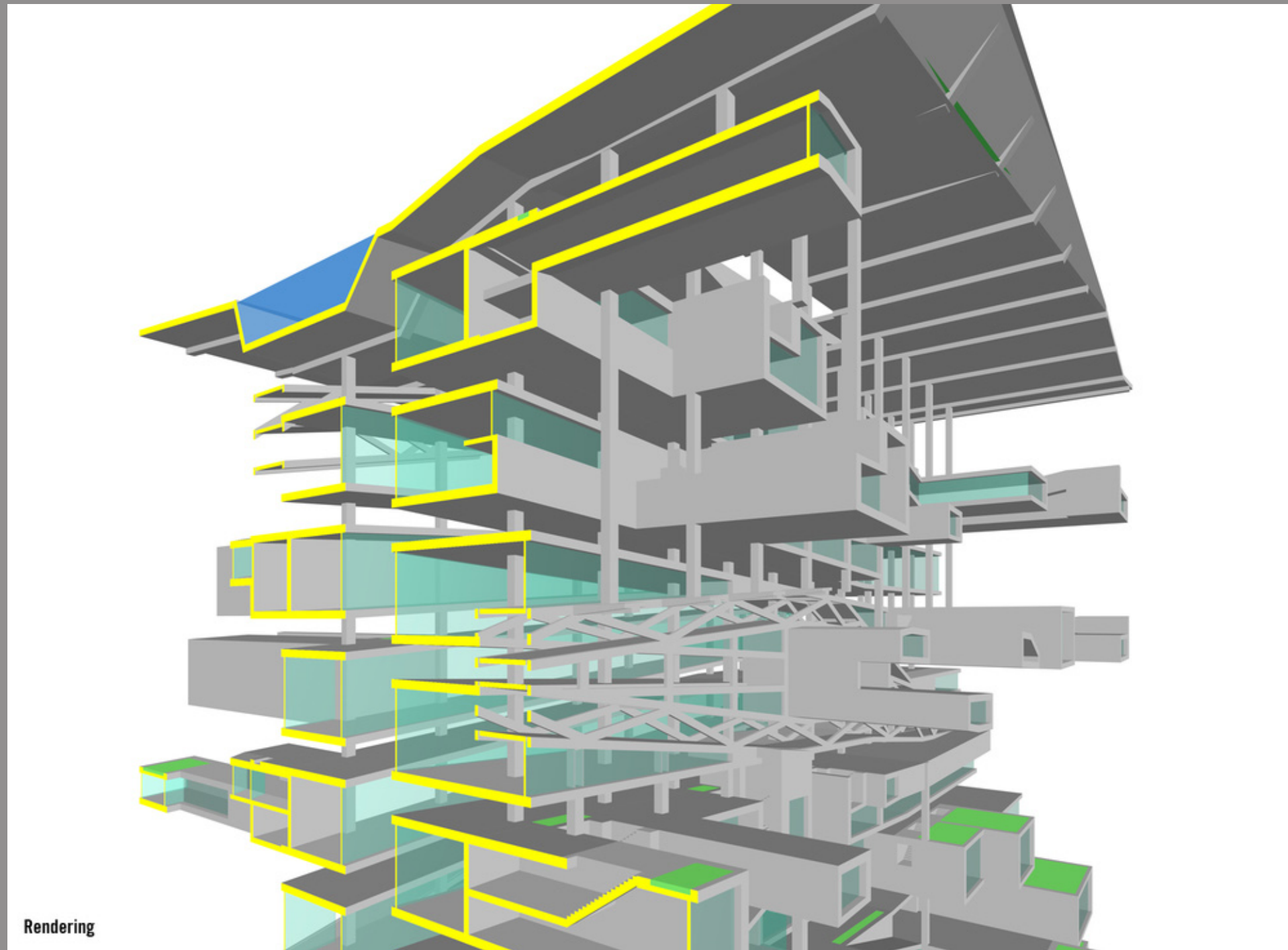
ALEXHOGREFE.COM



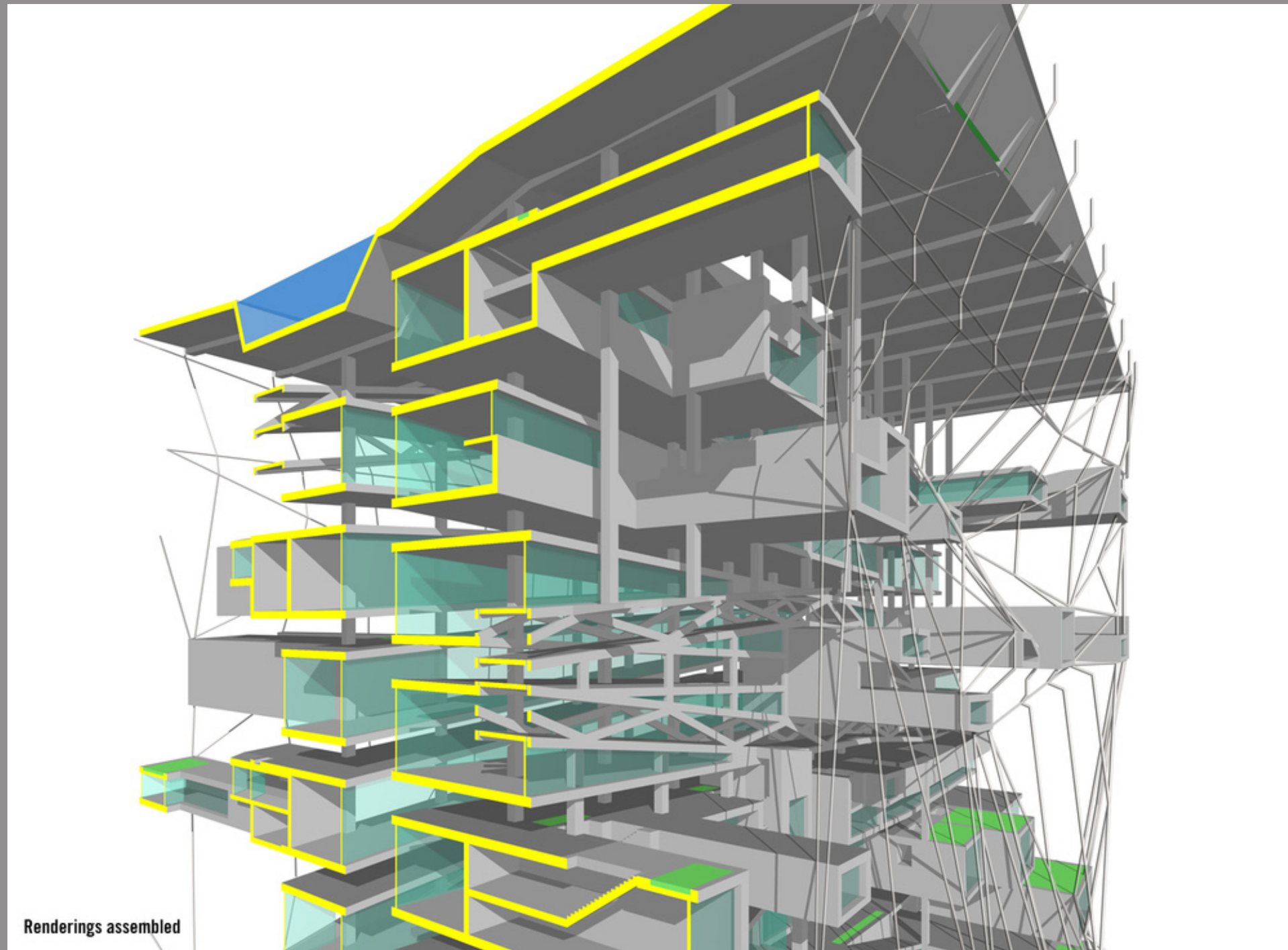


ALEXHOGREFE.COM

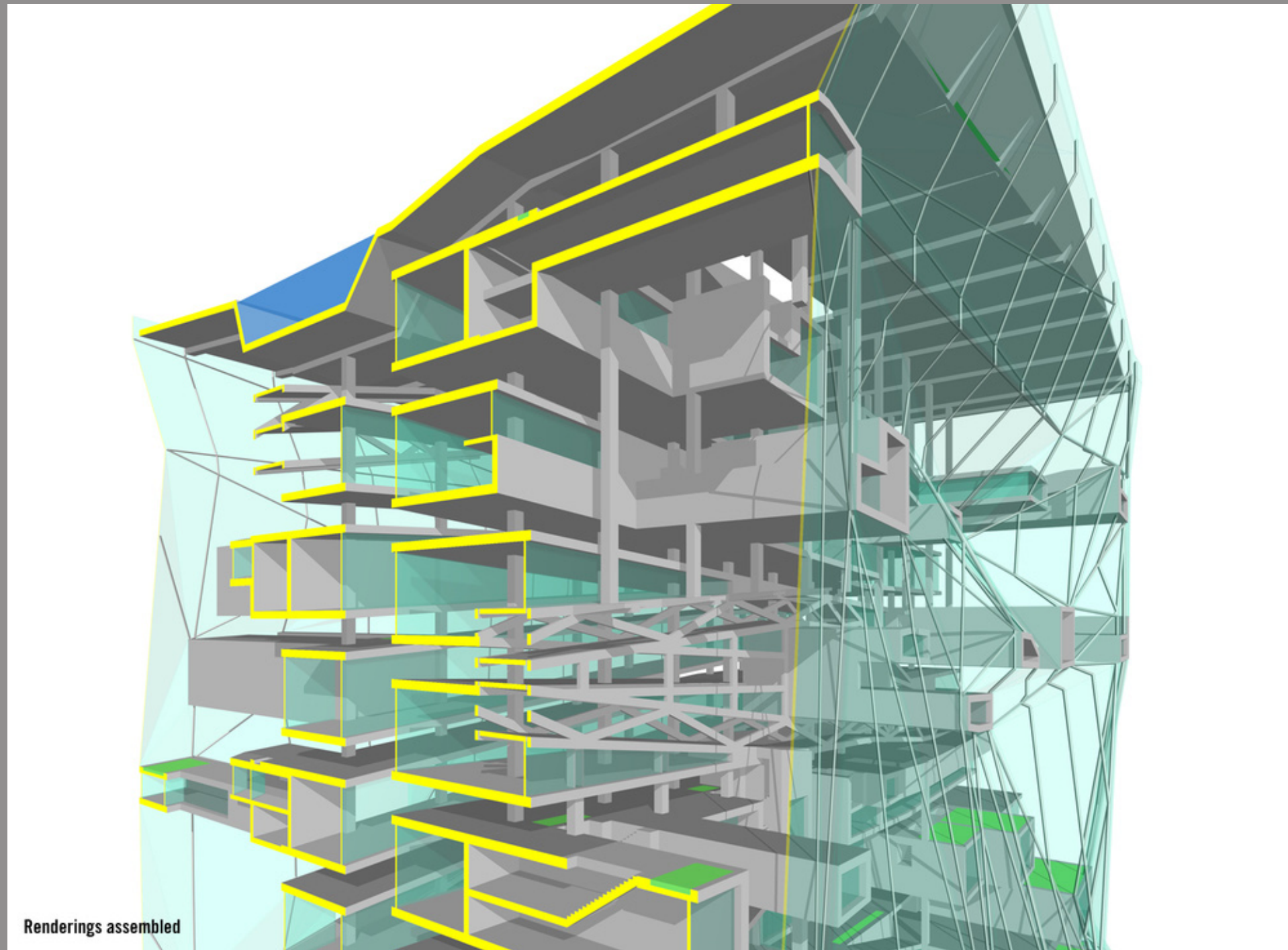




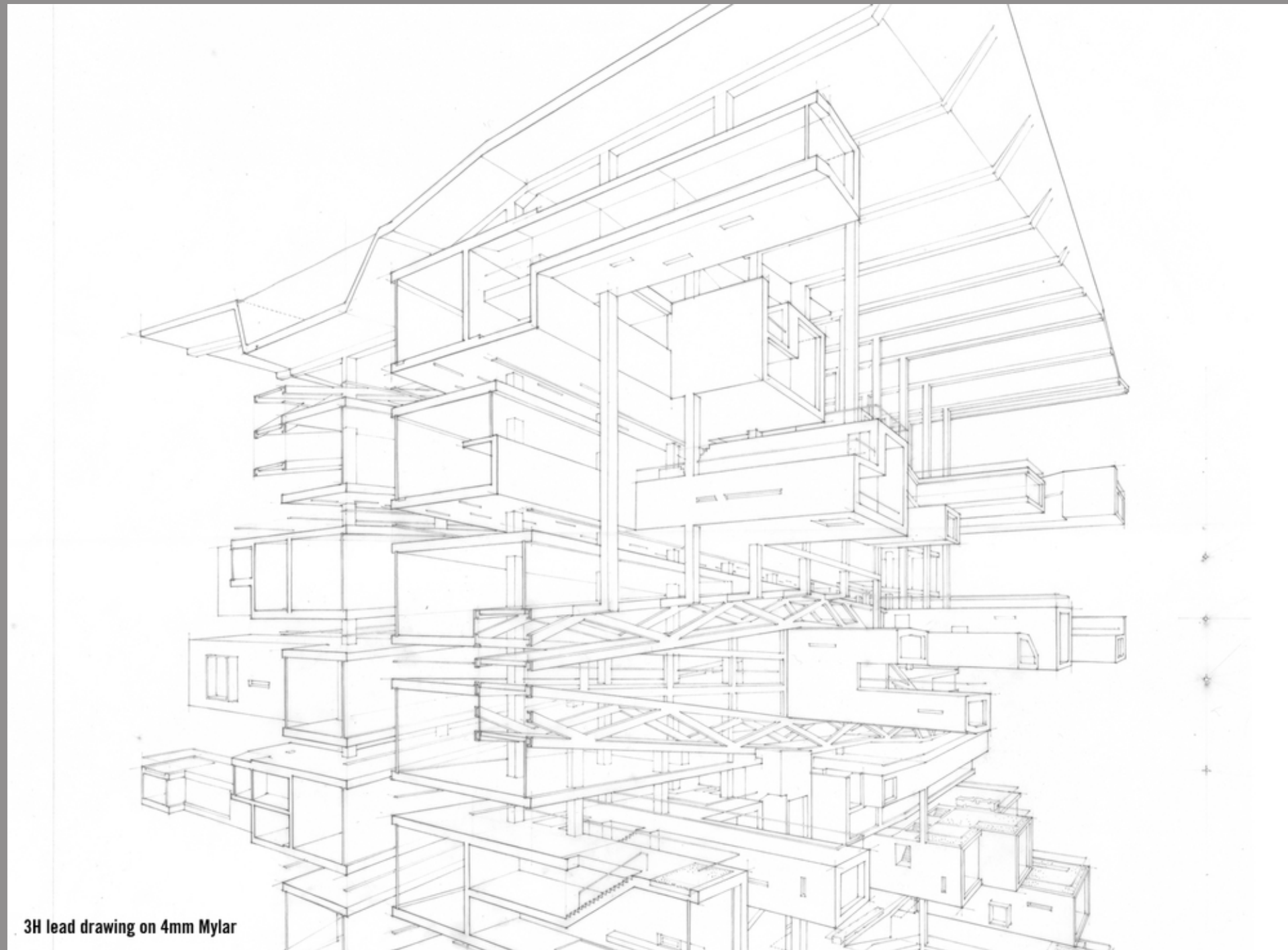
Rendering



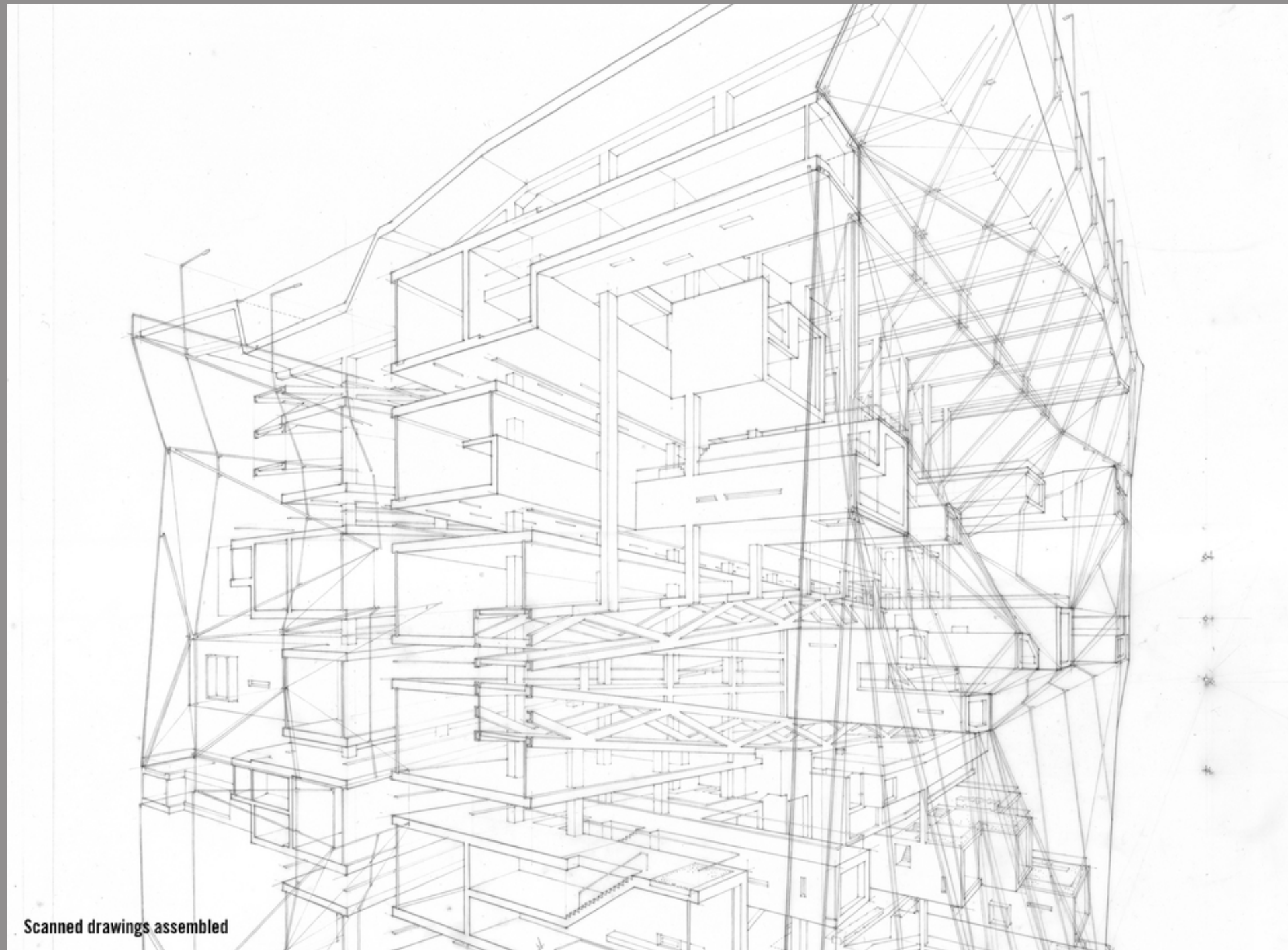
Renderings assembled



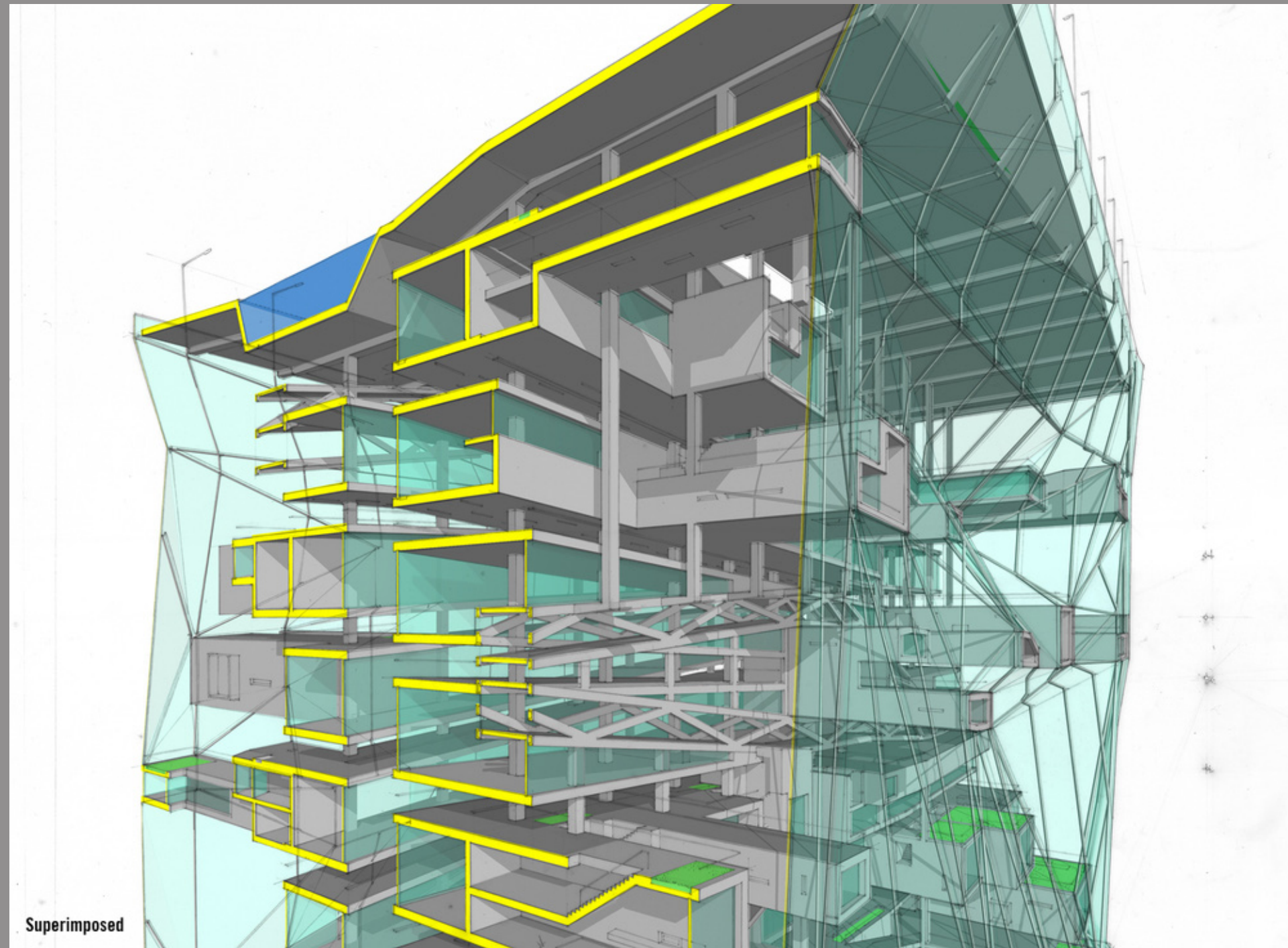
Renderings assembled

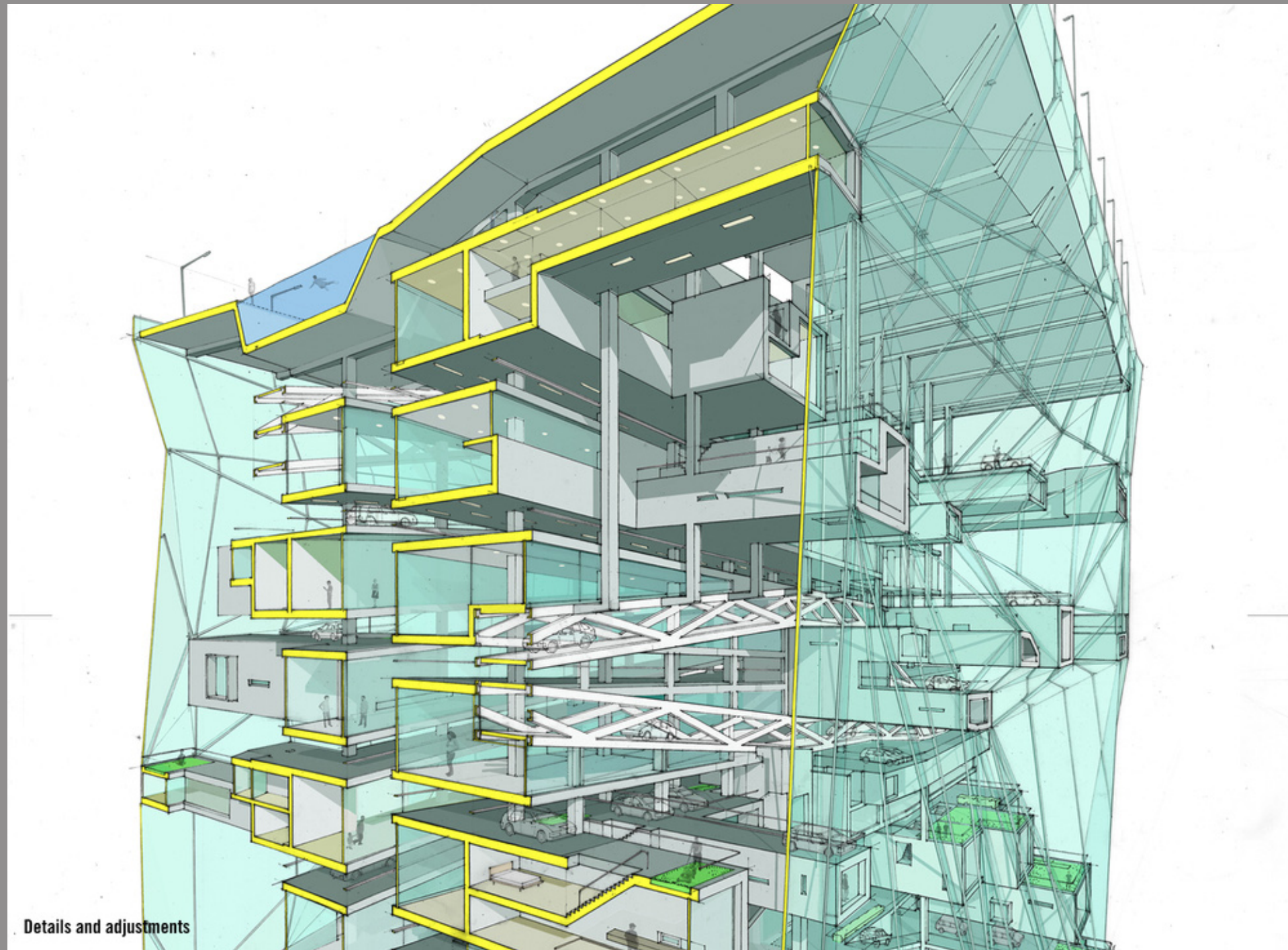


3H lead drawing on 4mm Mylar

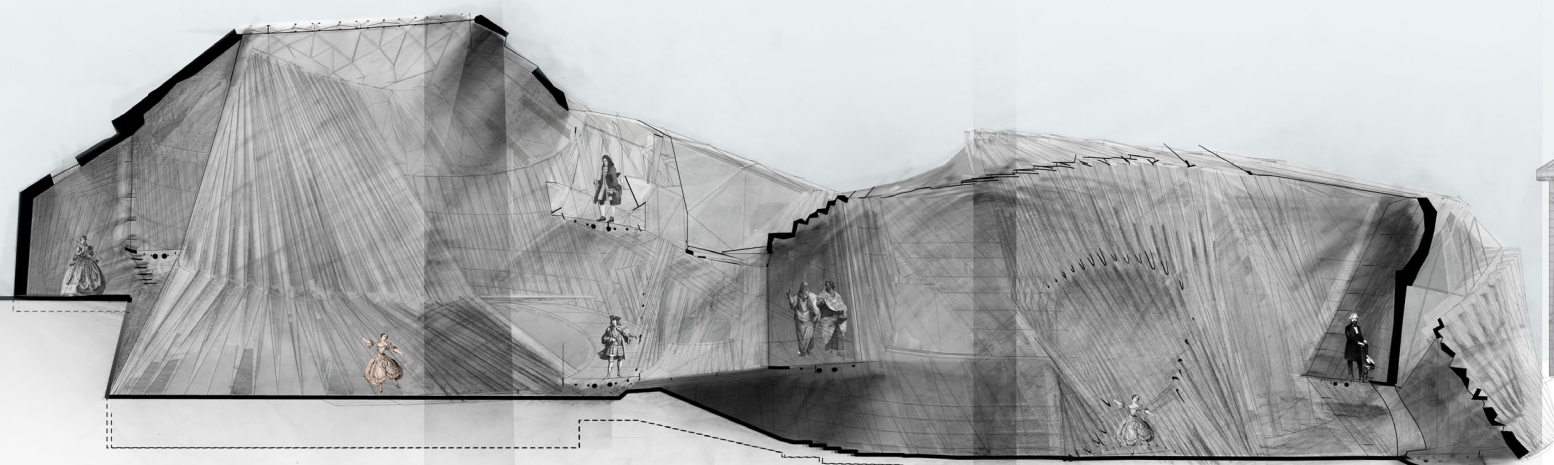
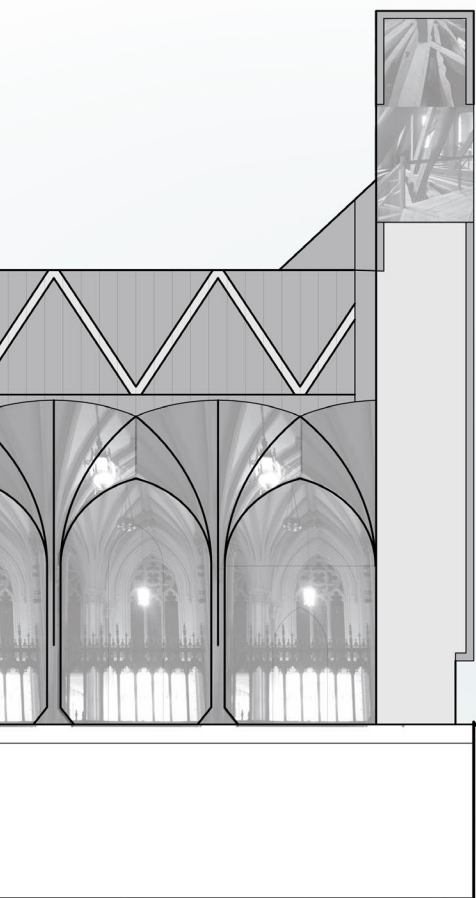


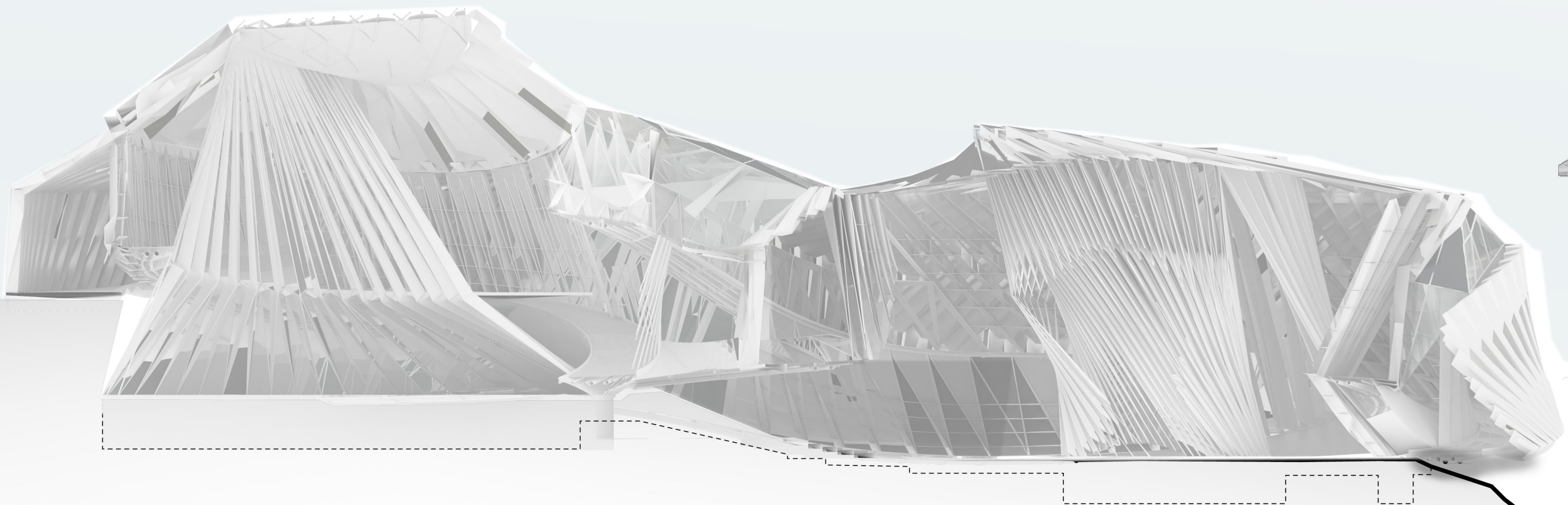
Scanned drawings assembled

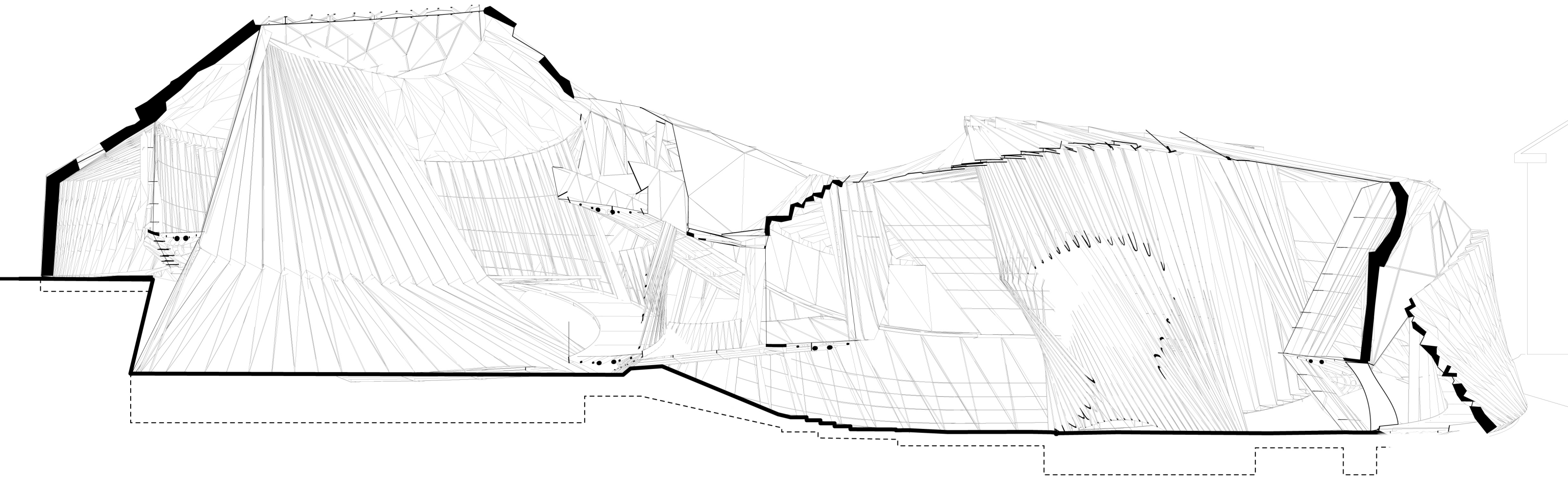




Details and adjustments

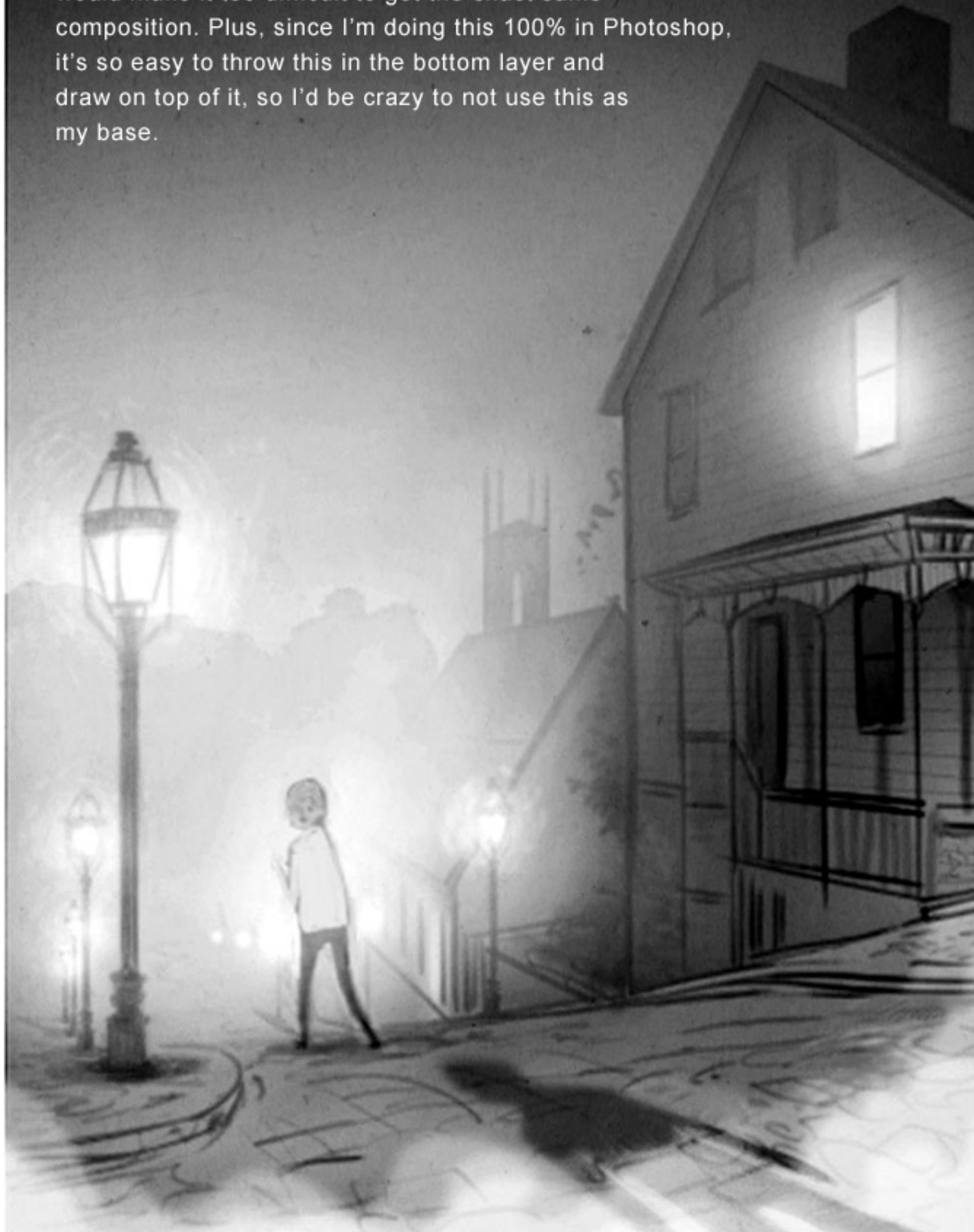








To start the final illustration, I just blow up the sketch to the same size of the final illustration. I'm gonna draw right over this. Starting from scratch while looking at the sketch would make it too difficult to get the exact same composition. Plus, since I'm doing this 100% in Photoshop, it's so easy to throw this in the bottom layer and draw on top of it, so I'd be crazy to not use this as my base.



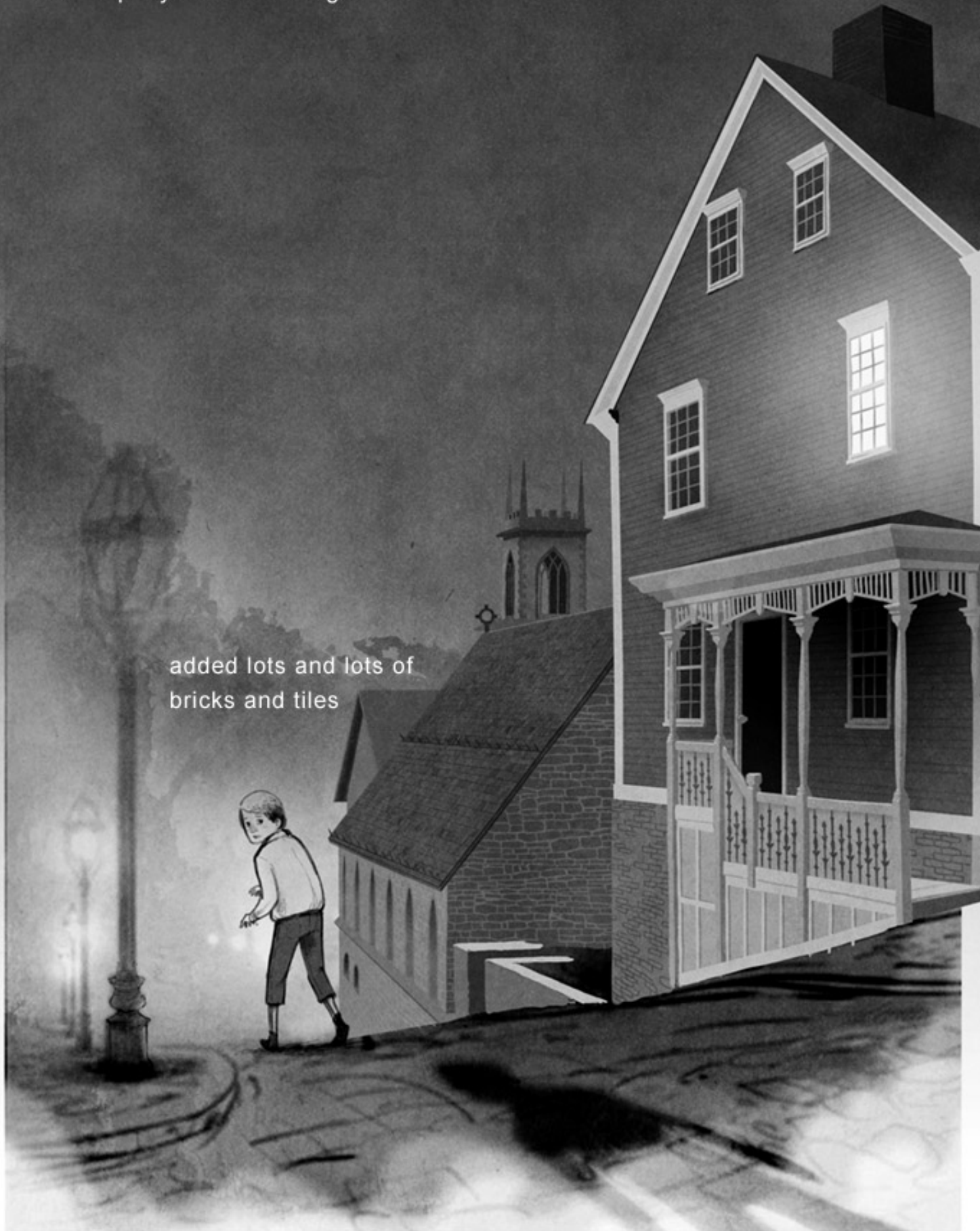
For architecture I tend to use the lasso tool rather than draw it freehand. I'd rather keep it more loose, but for some reason I get all tense and become a perfectionist when I'm drawing buildings.



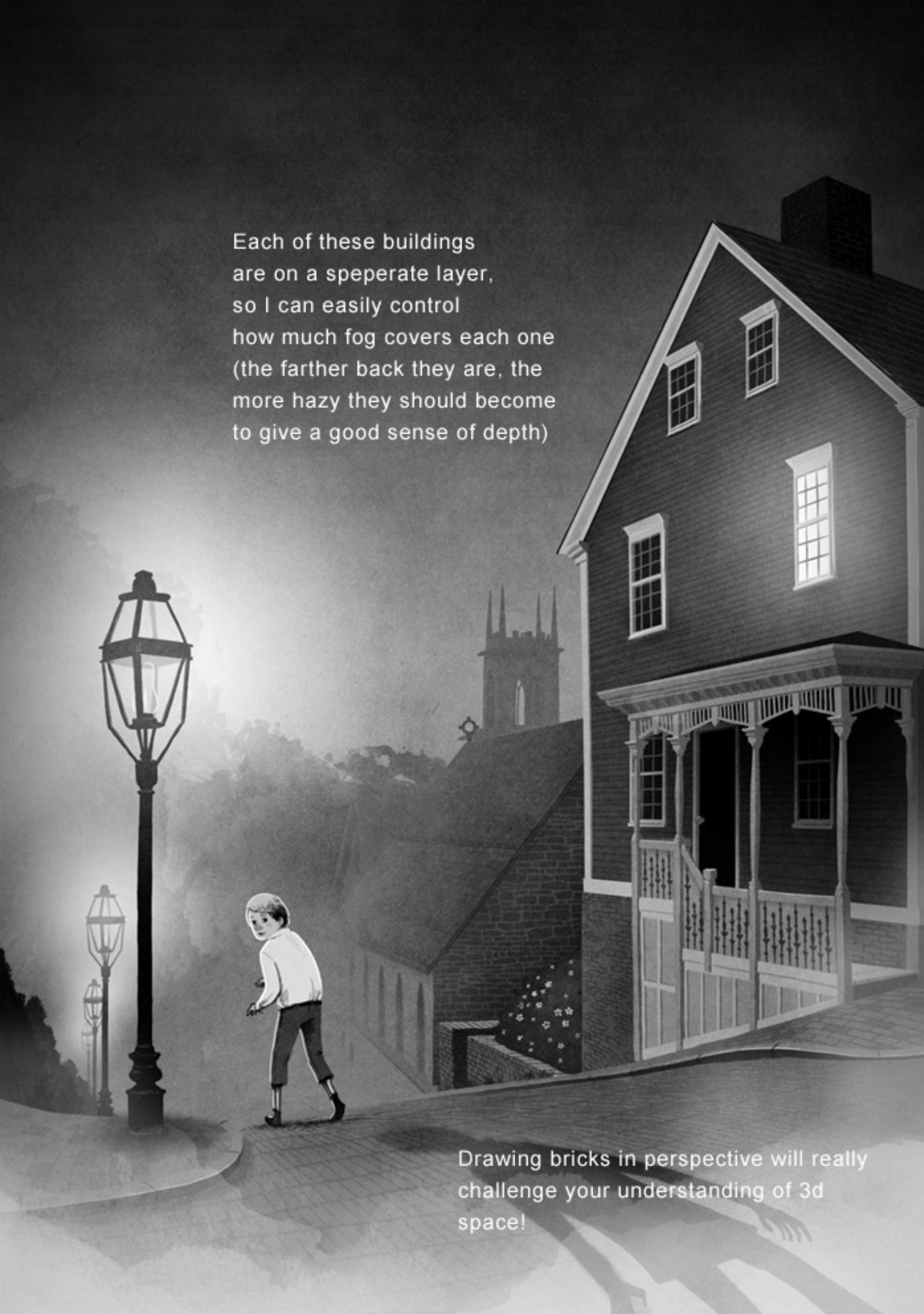


Adding some texture on top of your illustration can really help give it some warmth and subdue the digital look. This is a watercolor texture put in the top layer with "soft light"

added lots and lots of bricks and tiles



Each of these buildings are on a separate layer, so I can easily control how much fog covers each one (the farther back they are, the more hazy they should become to give a good sense of depth)



Drawing bricks in perspective will really challenge your understanding of 3d space!



I don't have the ability to just attack an illustration with the paintbrush, so I use lots of solid colors and gradients on different layer styles like screen, overlay, and softlight. The coloring of this image is pretty simple.

The overall blueish tone was done with 2 layers filled with blue.
Top: Screen at 20%
Bottom: Soft Light at 50%

Red house:
Bright red on a soft light layer

Lamp light: Beige round gradient on an overlay layer

Warm pink light on the street is just a bright red gradient

Finally, to turn this into the final image, I adjust the levels and saturation ----->



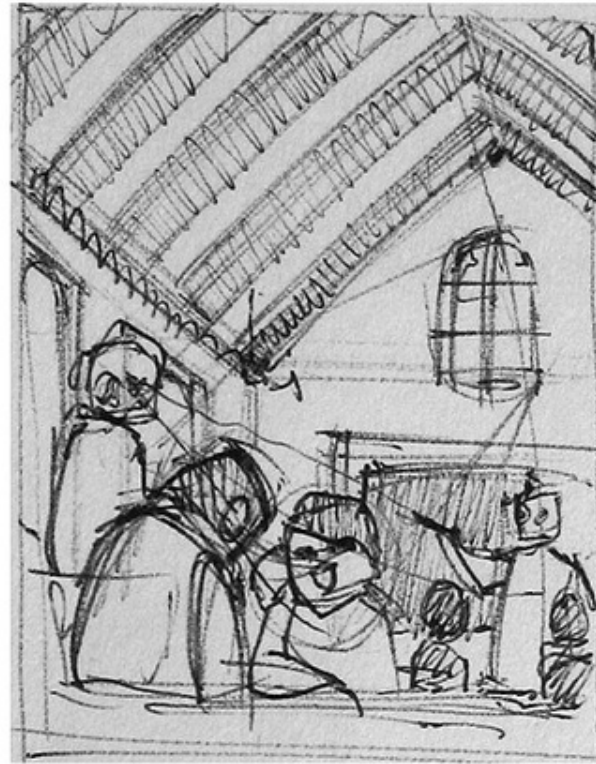
RYAN ANDREWS

Ryan Andrews, *The Man Who Was Poe*, 2012.



RYAN ANDREWS

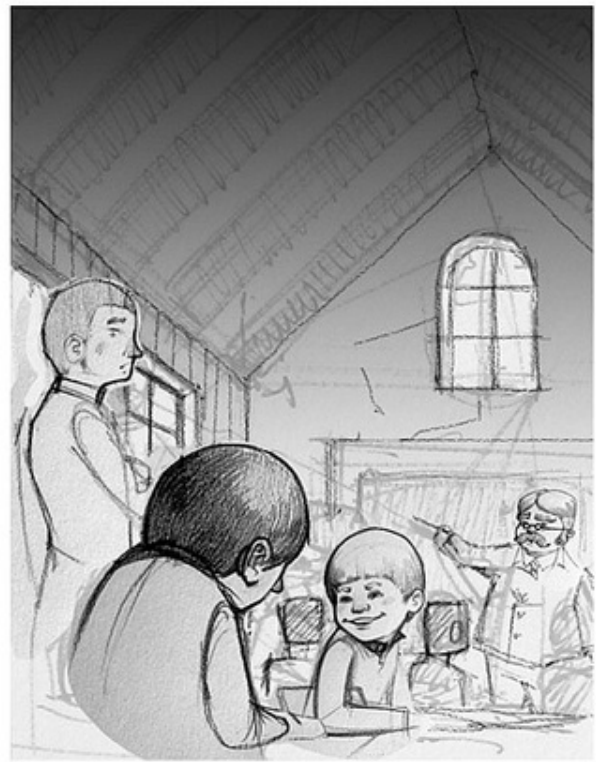
Book cover for Scholastic's repackaging of Avi's "The Man Who Was Poe"



THUMBNAIL



CHARACTER SKETCHES



COMPED ELEMENTS



PENCIL DRAWING





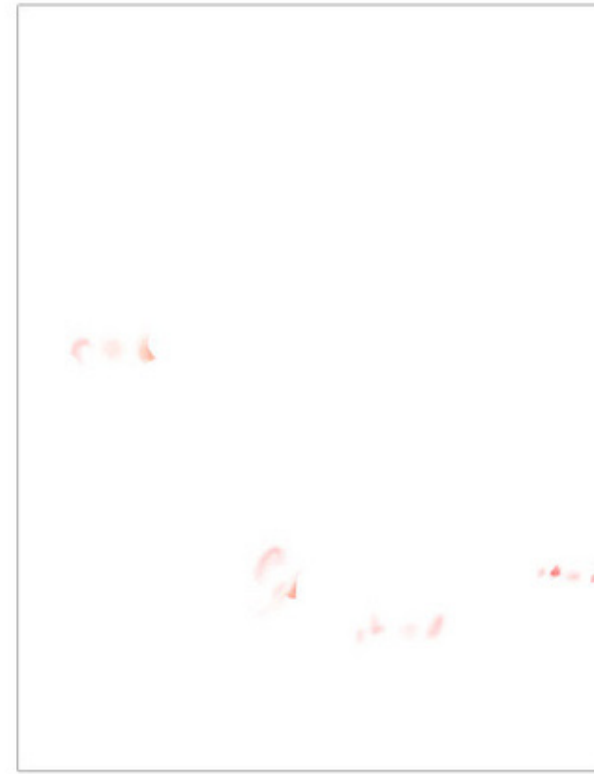
VALUE



USING VALUES ADD
COLOR



SHADOW LAYER SET TO
MULTIPLY

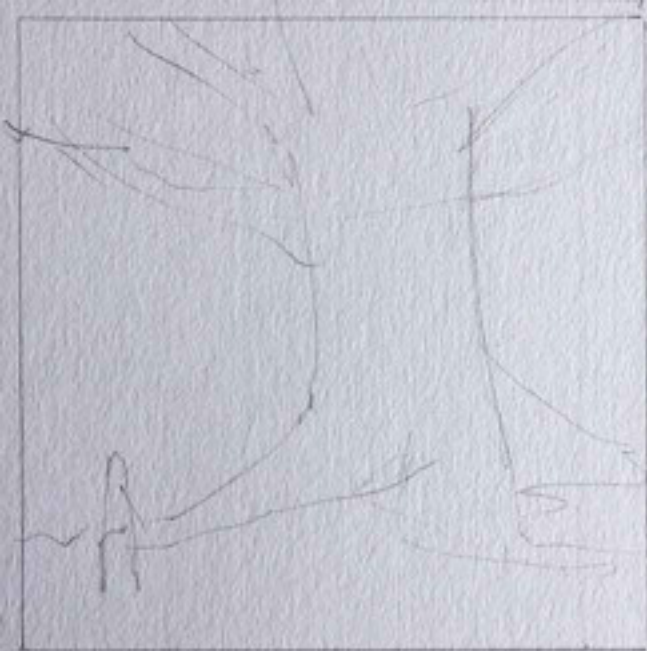


RED NOSES AND EARS!!

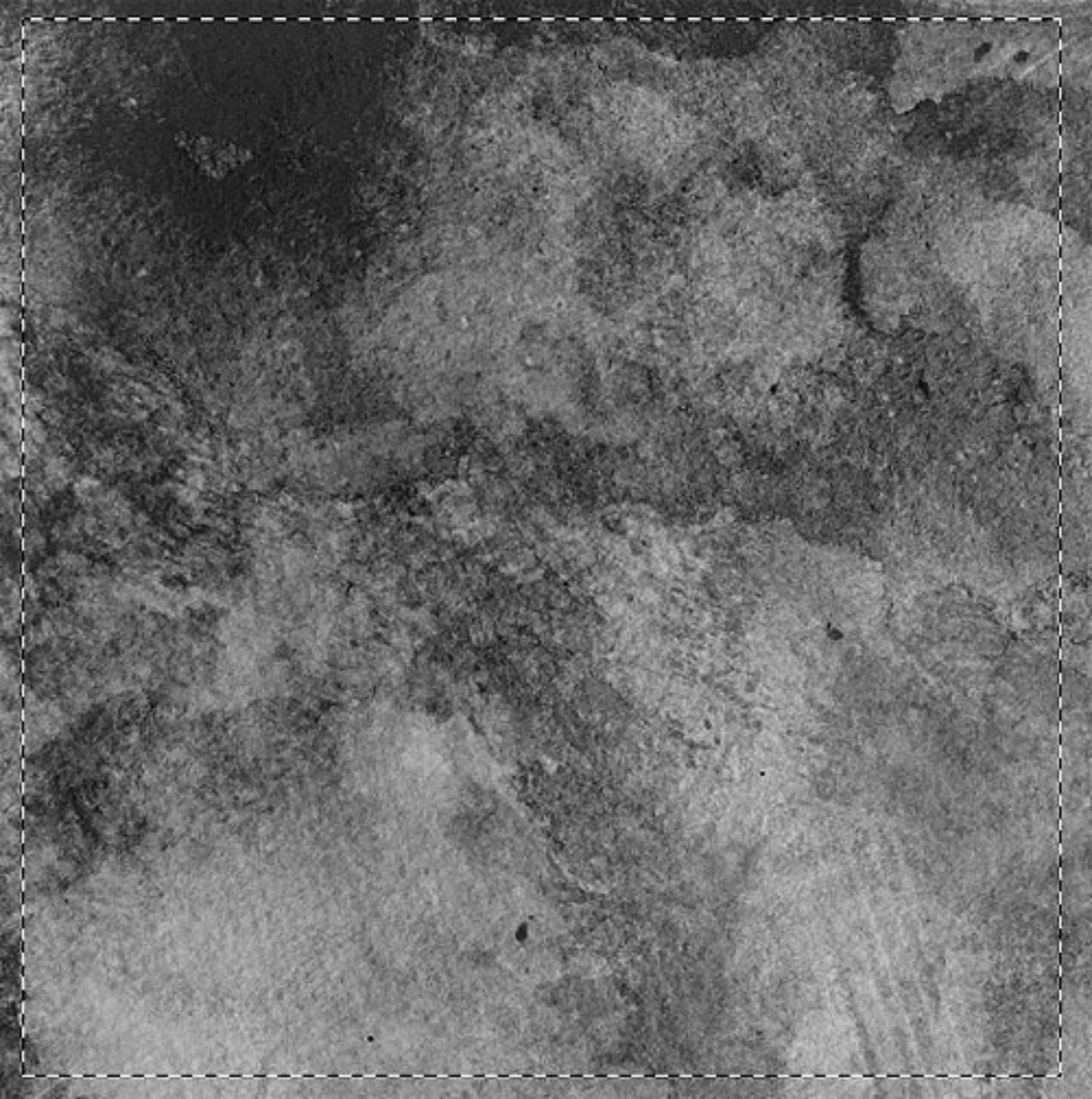


THROW THEM LINES ON TOP
AND BAM!









Multiply Opacity: 100%

Lock: Fill: 100%

Layer 5

Background

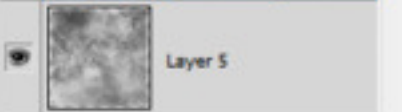


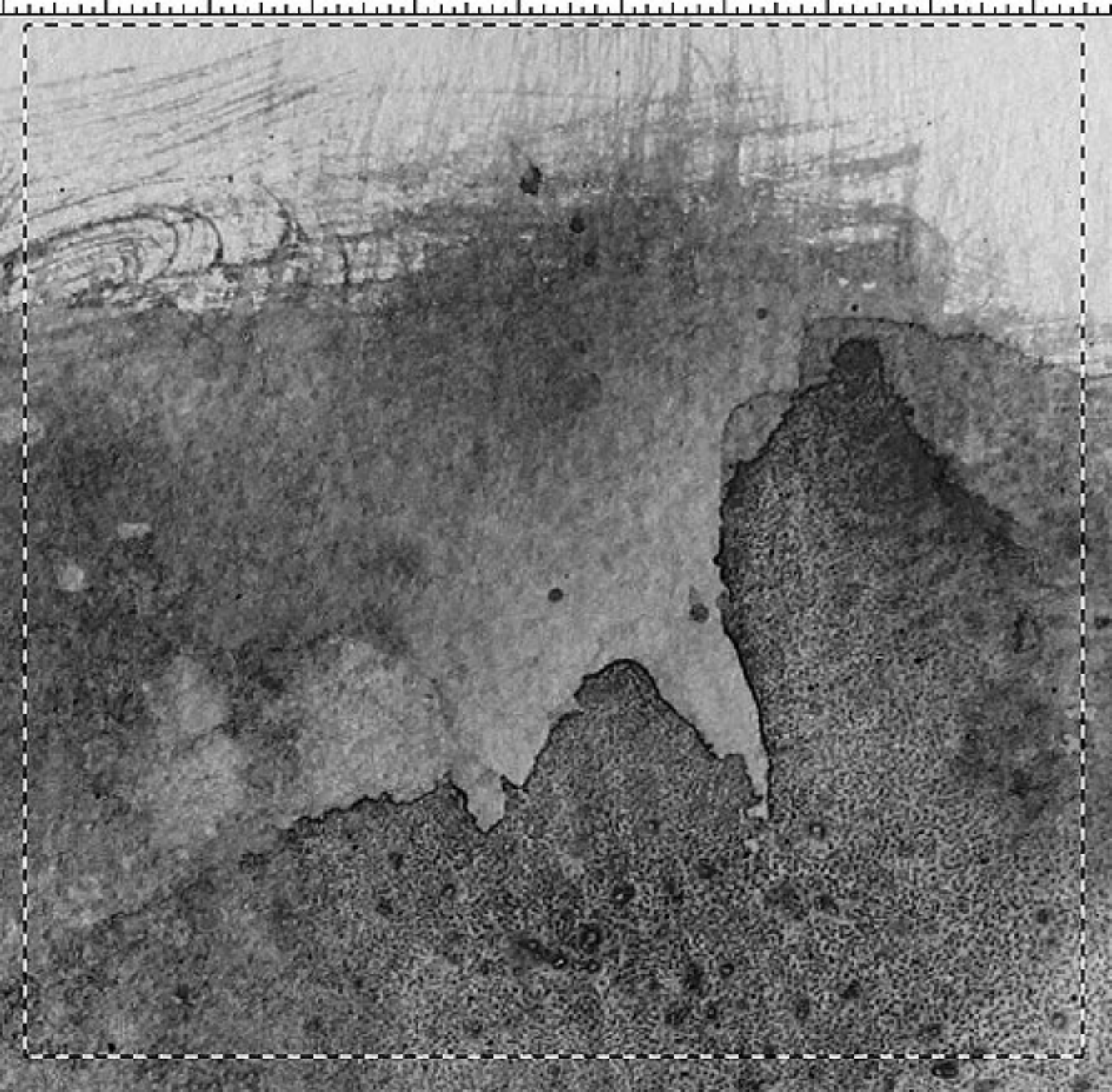


LAYERS CHANNELS PATHS

Multiply Opacity: 100%

Lock: Fill: 100%





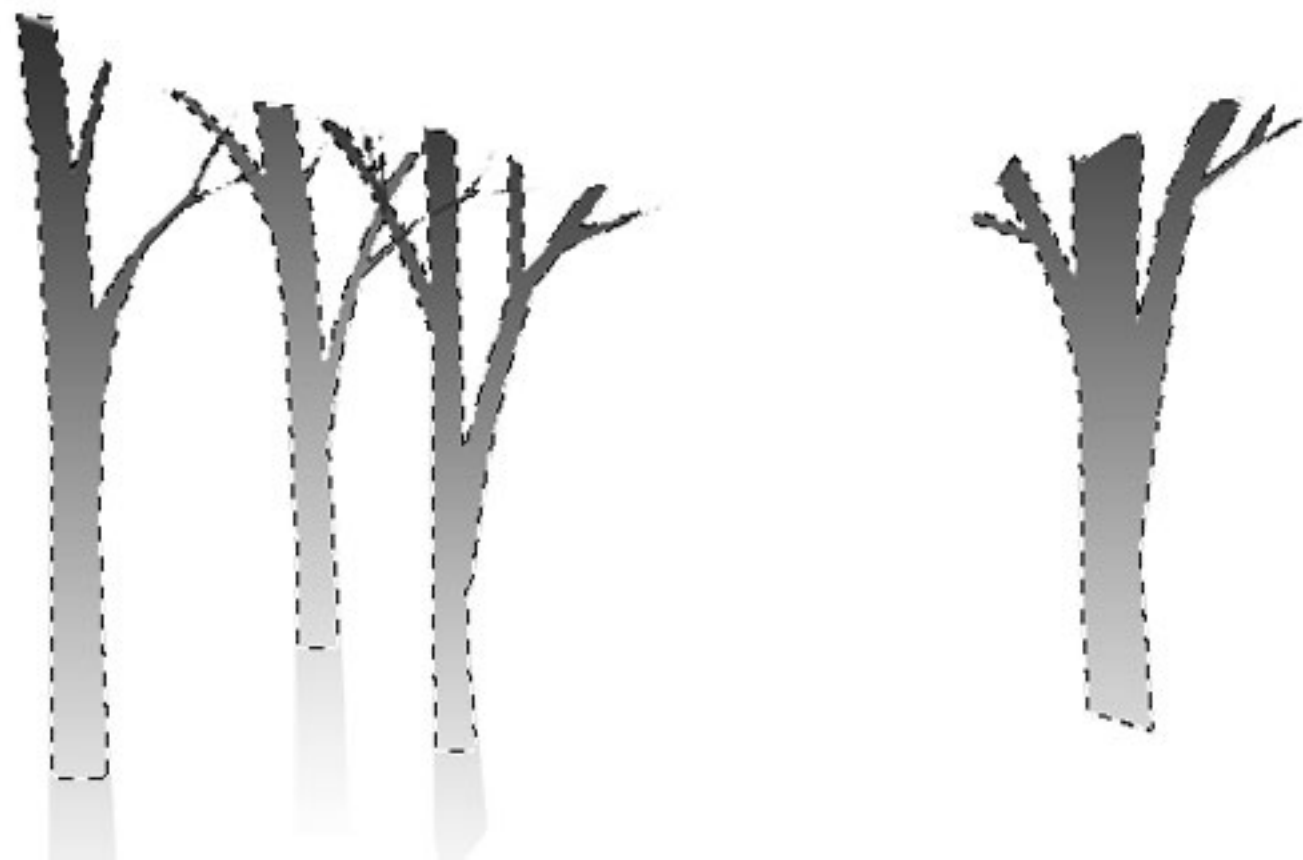


LAYERS CHANNELS PATHS

Multiply Opacity: 100%

Lock: Fill: 100%

		Layer...
		Layer...
	Layer 5	
	Background	<input type="checkbox"/>





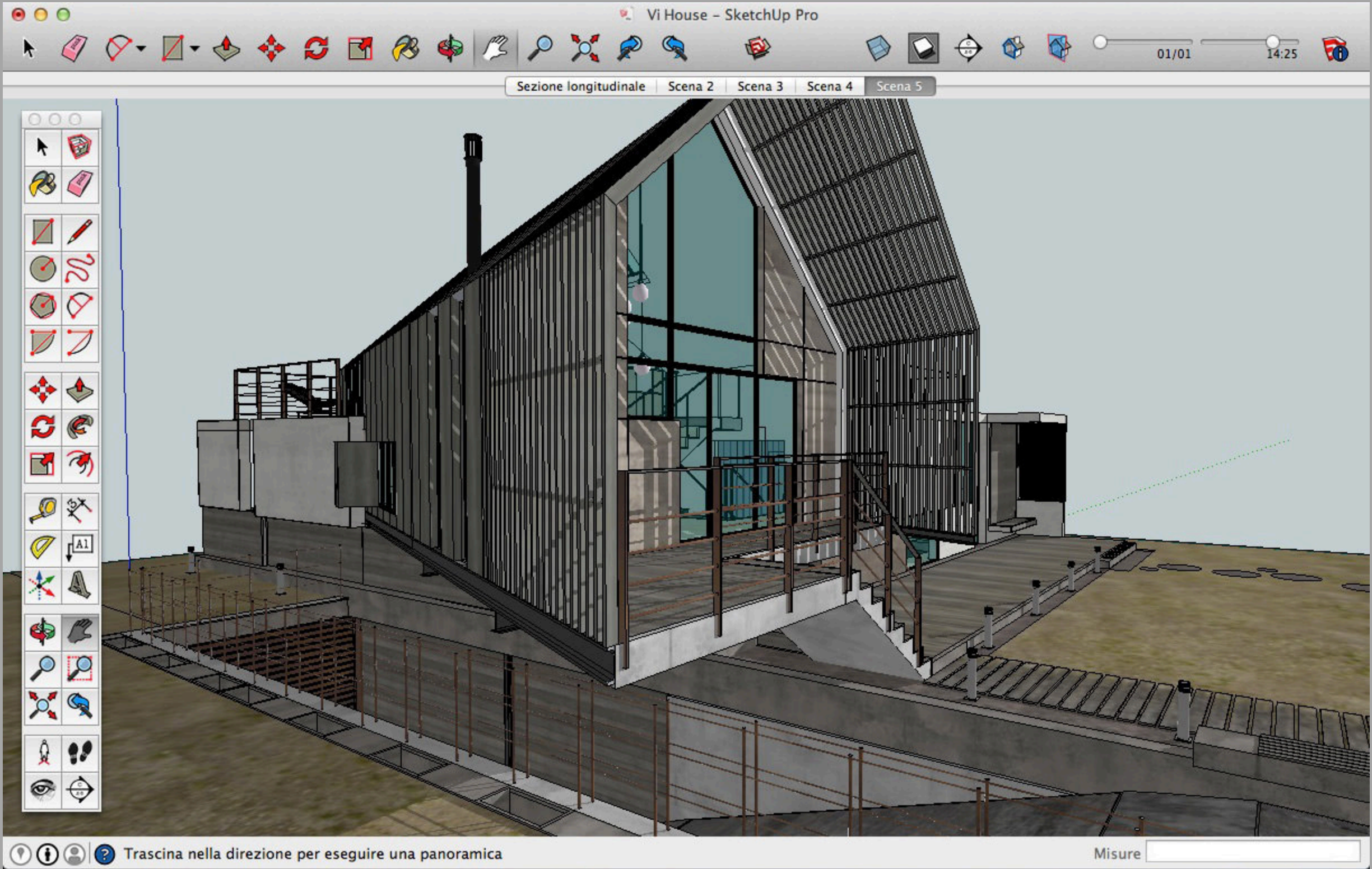
LAYERS CHANNELS PATHS

Multiply Opacity: 100%

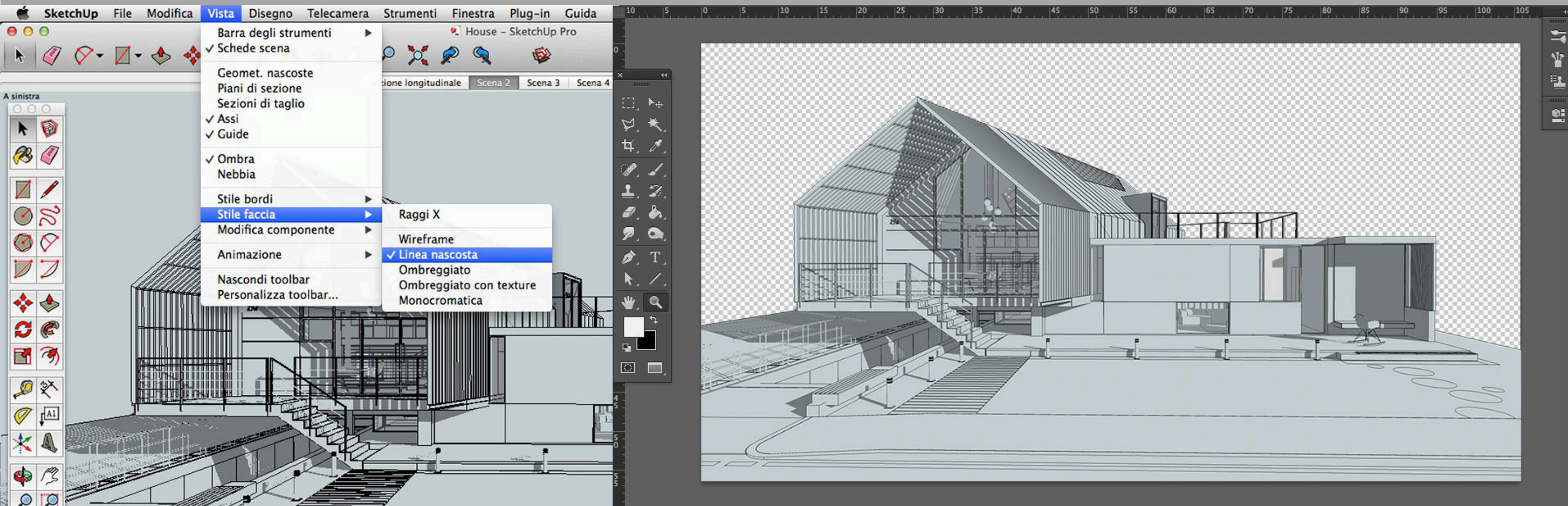
Lock: Fill: 100%

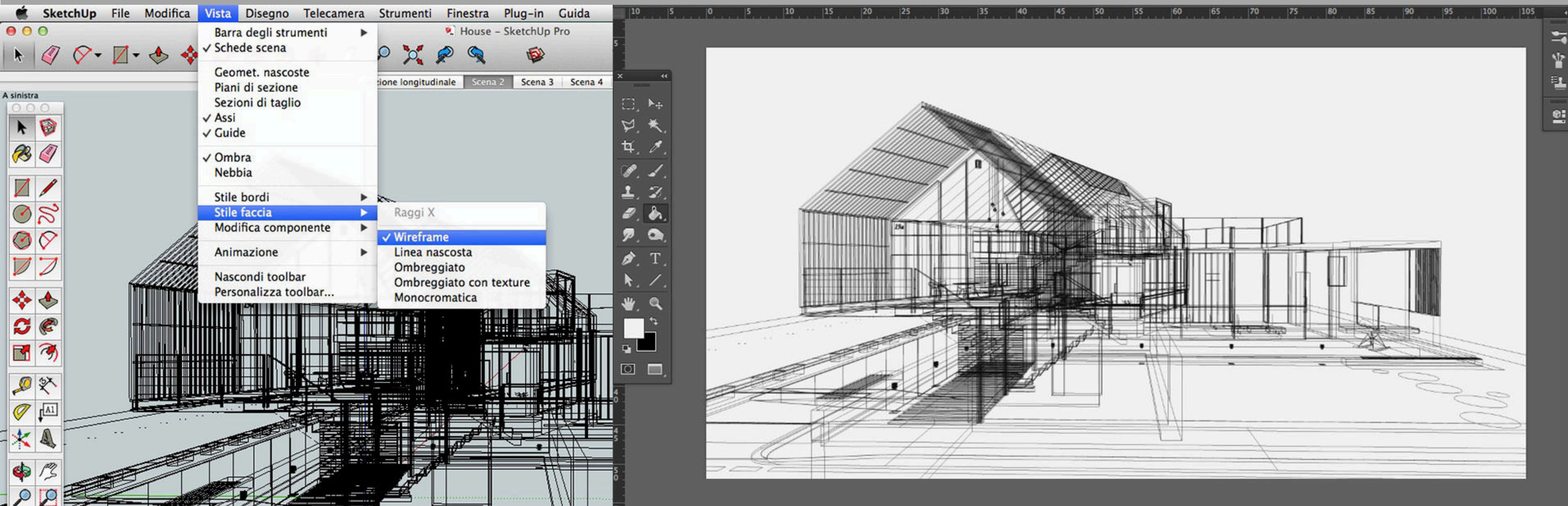
- Layer 3
- Layer...
- Layer...
- Layer 5
- Background

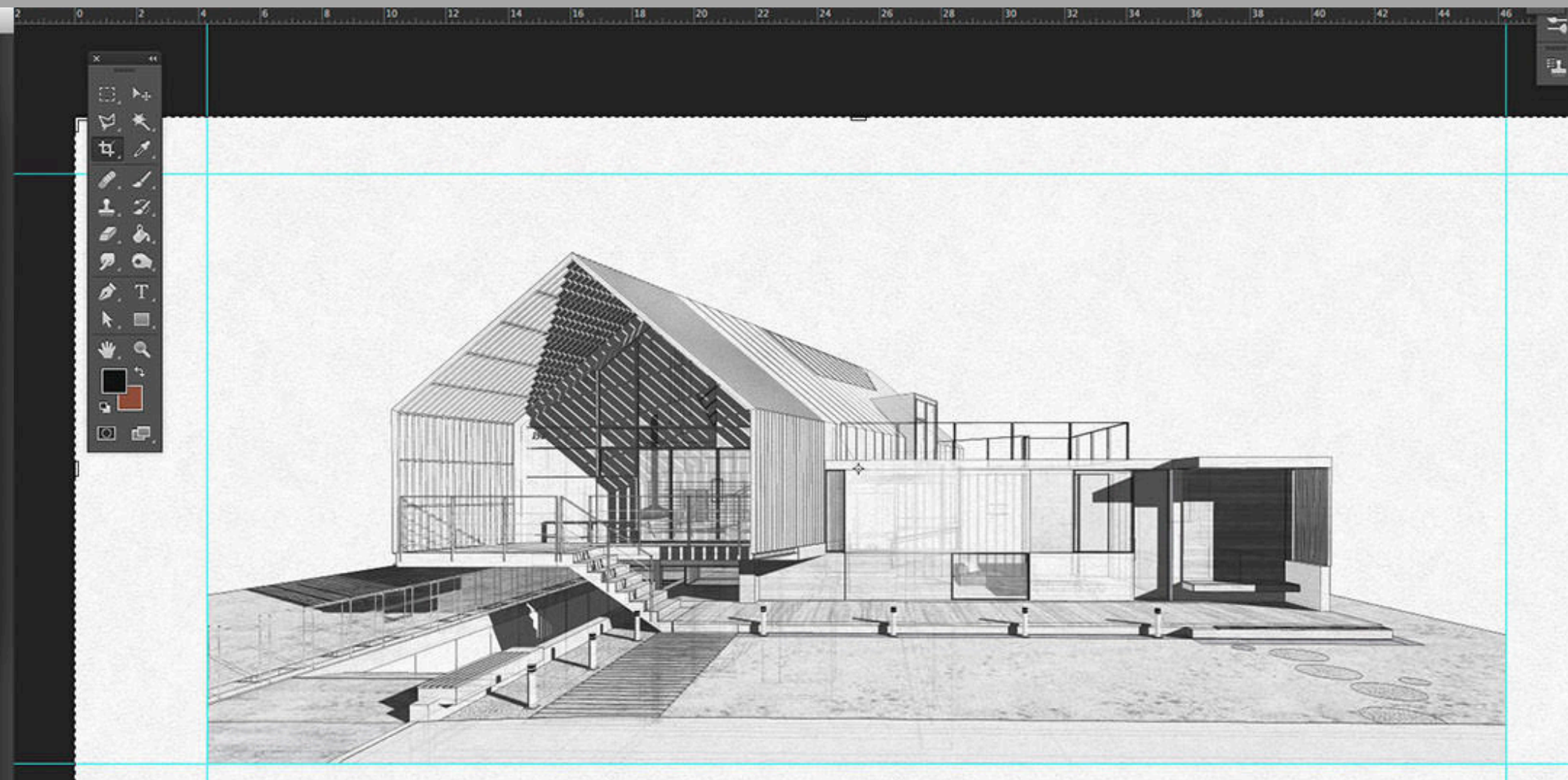
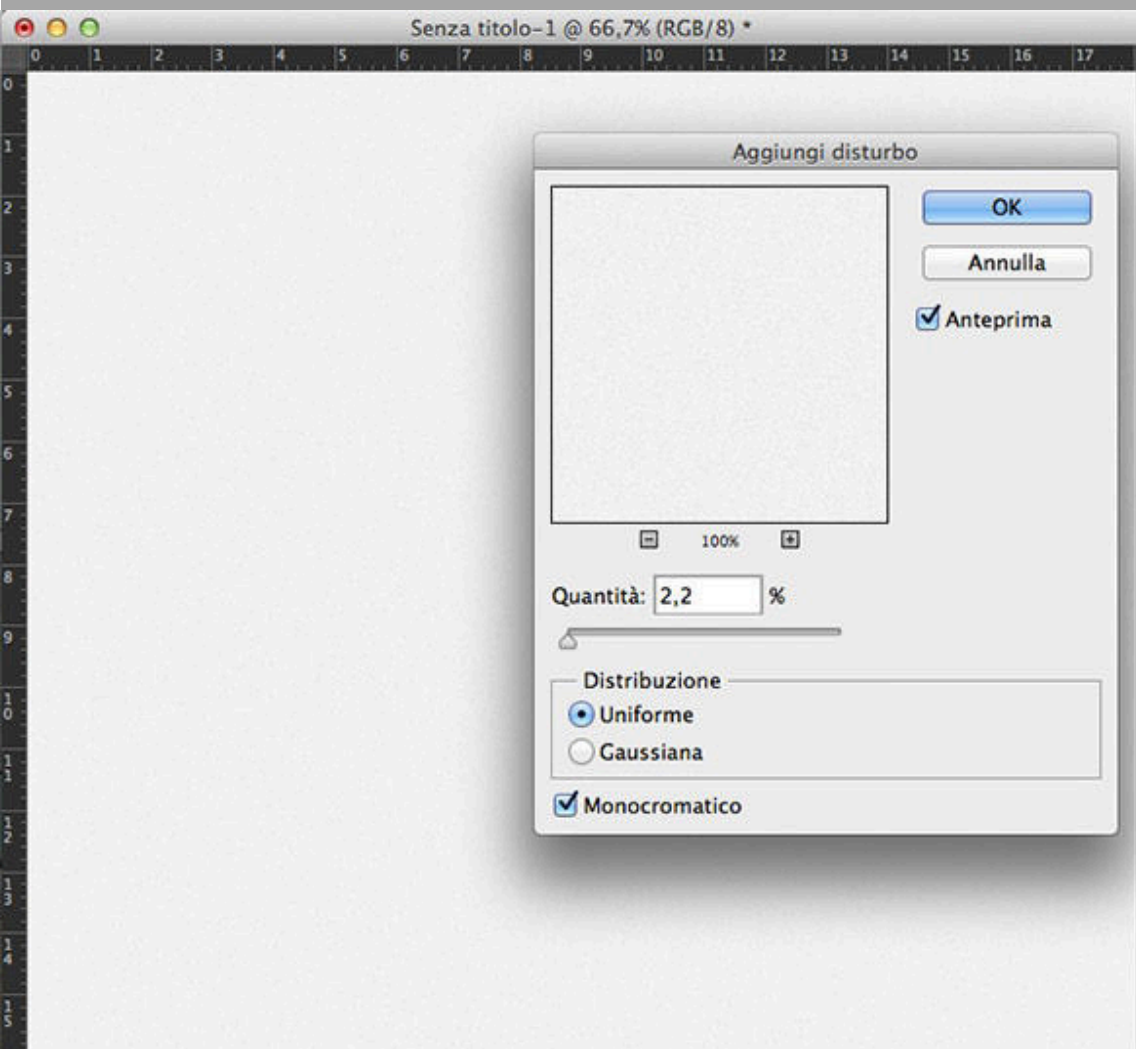




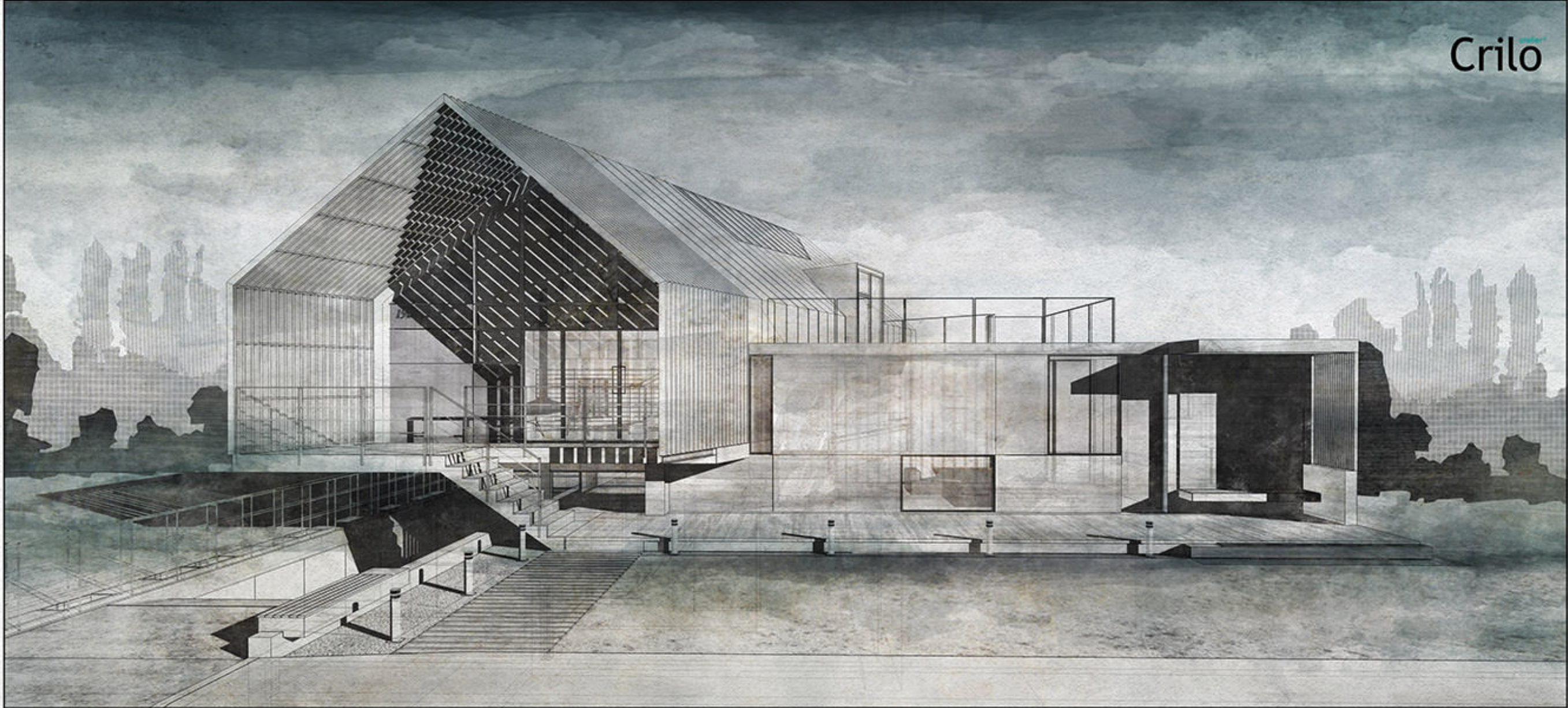
Atelier Crilo, Vi House.

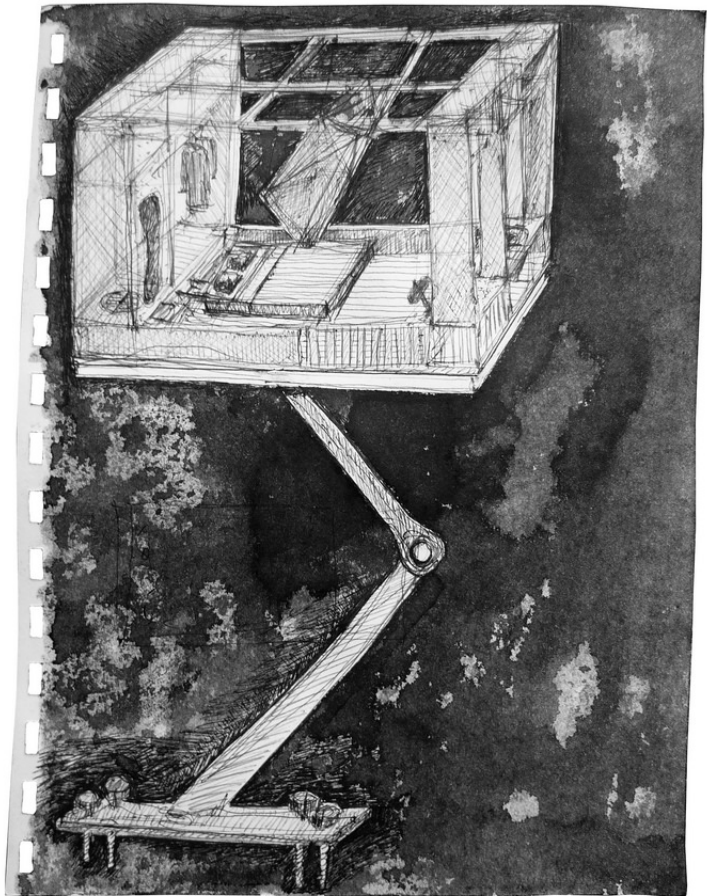




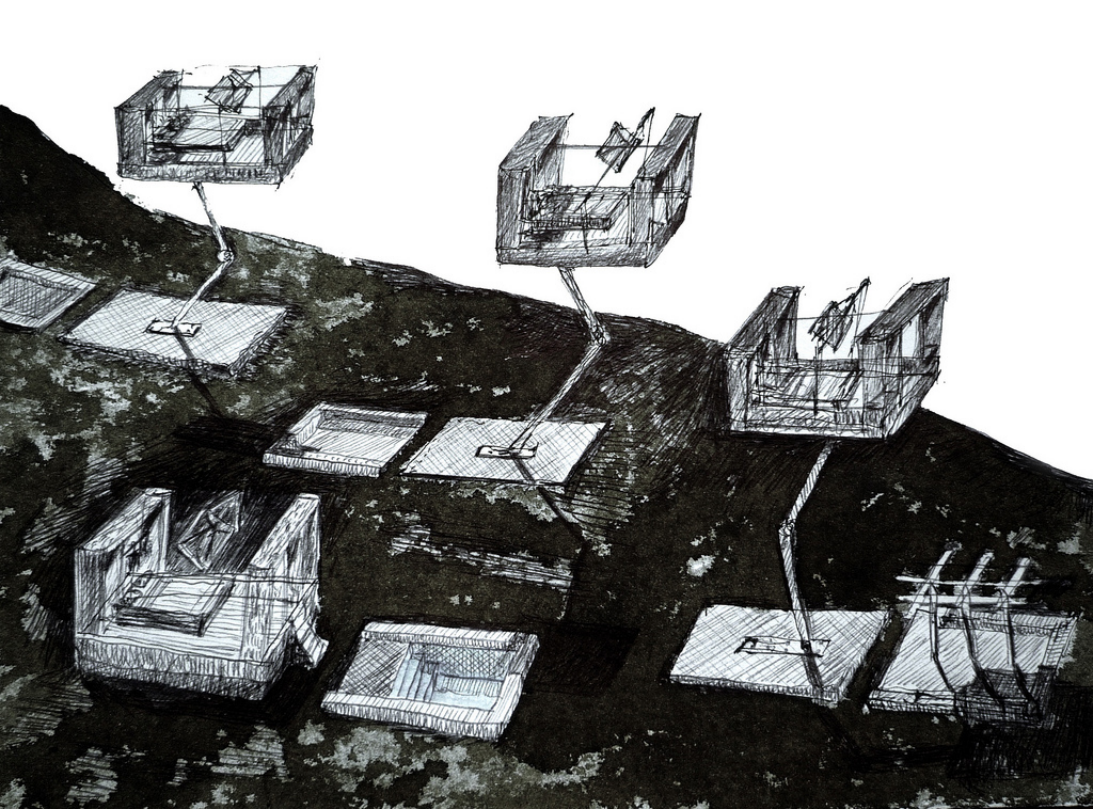


Crilo

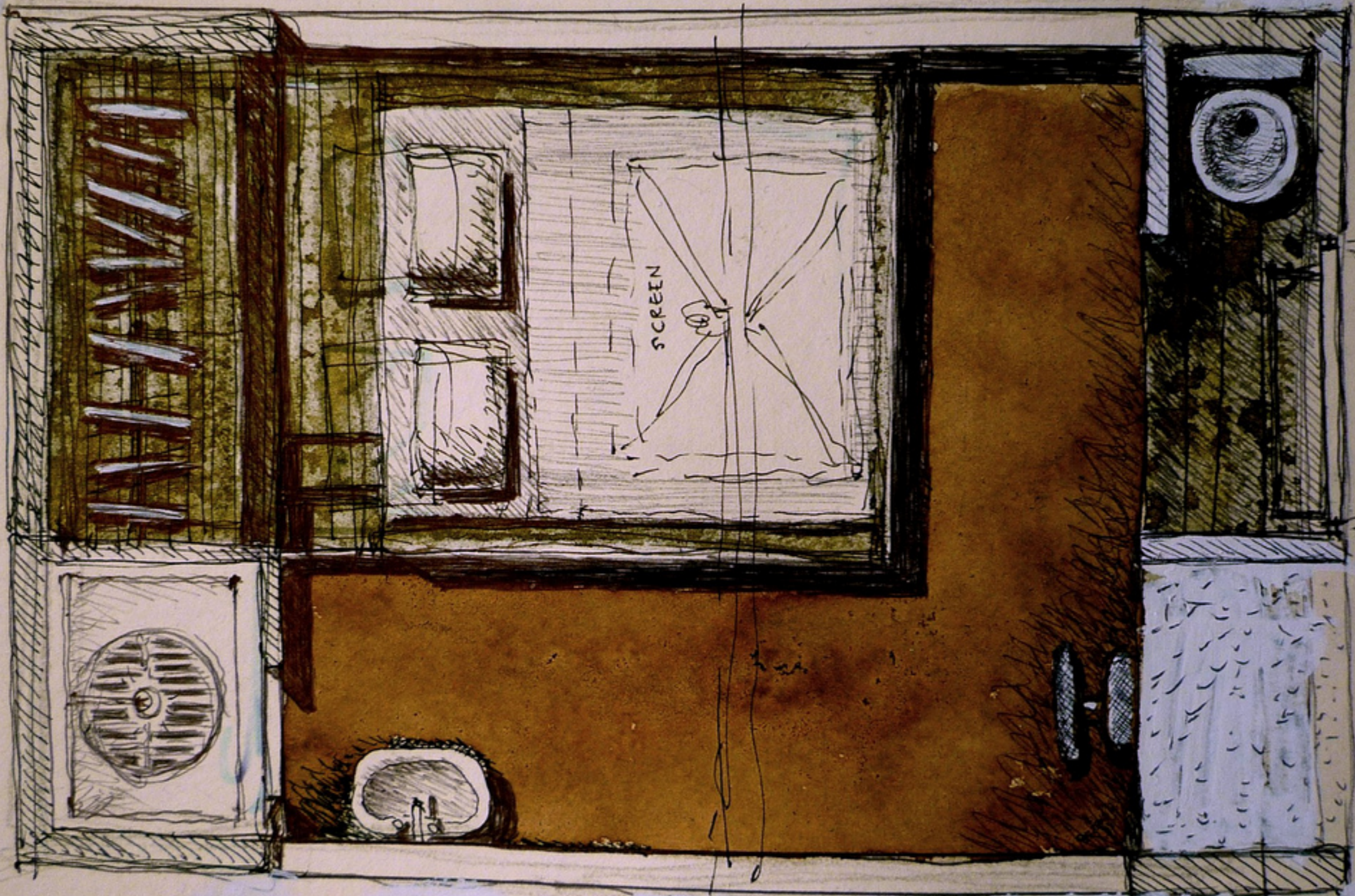








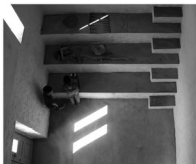


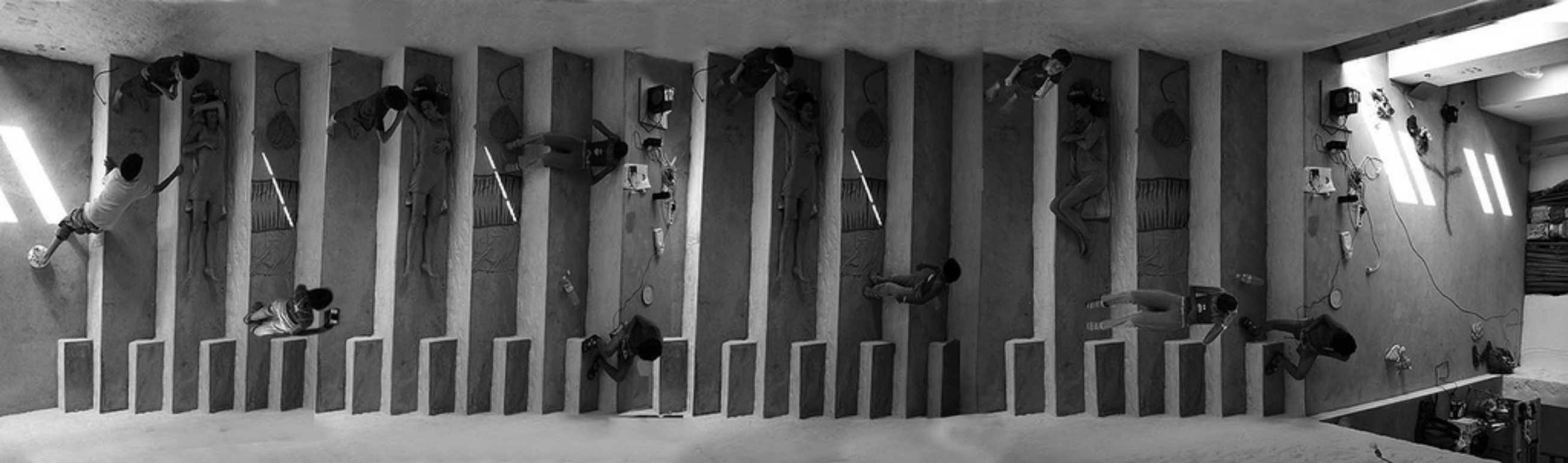


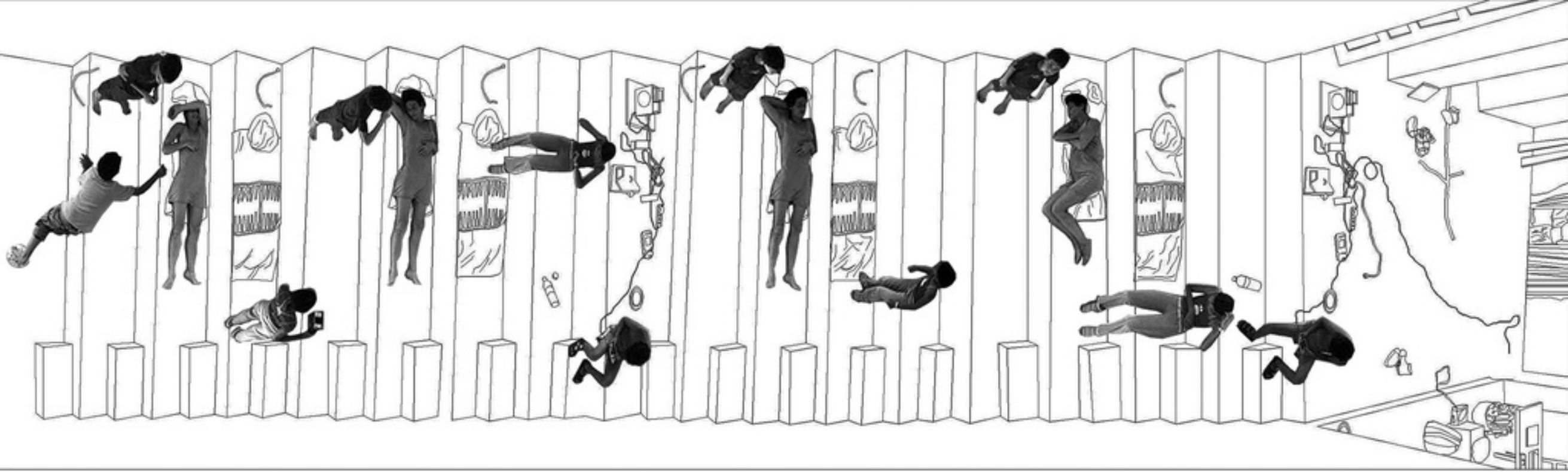
SCREEN

width













Early state #1



Early state #2



Early state #3





Early state #5



Early state #6





Final print

