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The Gnomon Workshop - Key Illustration Workflow for Film & TV

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The Gnomon Workshop - Key Illustration Workflow for Film & TV: In this comprehensive 4-hour workshop led by Framestore Art Director Philippe Gaulier, you'll delve into the intricate process of conceptualizing ideas for film and TV series. Philippe shares his workflow, guiding you through various techniques and approaches to efficiently create concept art for his clients.

Throughout the workshop, you'll learn how Philippe builds assets using Blender and 3D-Coat, utilizes Maya for character posing, and explores dynamic compositions with captivating lighting scenarios to bring his ideas to life. He demonstrates the process of rendering out compositions in KeyShot before adding final touches in Photoshop.

This workshop emphasizes technical tips and tricks and the creative process itself. Philippe's method allows him to craft distinct images, each narrating a unique story. By the end of the tutorial, you'll witness five finalized illustrations that effectively communicate the concept to Philippe's clients

While showcasing specific software applications, this tutorial primarily focuses on the creative journey, offering a methodology adaptable to any software you choose. By completing this workshop, you'll gain valuable insights into analyzing client briefs and creating compelling fundamental illustrations and concept art, all while enjoying the creative process.

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