The Gnomon Workshop – Mech Illustration with Character & Story

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The Gnomon Workshop – Mech Illustration with Character & Story: Discover the art of creating captivating illustrations infused with character and narrative depth by seamlessly blending the precision of 3D modelling with the expressive freedom of 2D illustration. Join Hamish Frater as he leads you through an in-depth workshop, unveiling his methodology for crafting engaging illustrations with an authentic hand-drawn essence.

This workshop delves into the crucial process of amassing a curated collection of references before delving into sketching, 3D modeling, rendering, and painting phases to develop the design and final illustration. Along the journey, Hamish shares his invaluable insights on practical design, composition, lighting, and color while offering practical techniques for generating essential final passes to elevate your illustration to new heights.

Geared towards intermediate-level artists with prior familiarity with 3D software, rendering, and Photoshop, this workshop assumes a foundational understanding while catering to artists of all skill levels. With over two decades of experience in the film and gaming industries, Hamish imparts industry-specific wisdom throughout the 5-hour workshop.
Included with this workshop is Hamish's curated selection of frequently used brushes, along with his 3D files, empowering you to kickstart your scene-building endeavors.

CHAPTER LIST

- Preview
- Introduction & Career Journey
- Reference Curation & Establishing a Brief
- Exploratory Sketching for Design
- Initial 3D Blockout
- Crafting Compelling Composition
- Refinement of 3D Environment
- Establishing Value Dynamics
- Infusing Character with Line Work
- Harnessing Color & Texture
- Rendering Techniques & Final Touches

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