

Process/ Proof of original work

Sketch



Lineart for character

- Minor adjustments to perspective and extended the background
- Thicker outline for the character to reinforce line hierarchy/ make the character pop



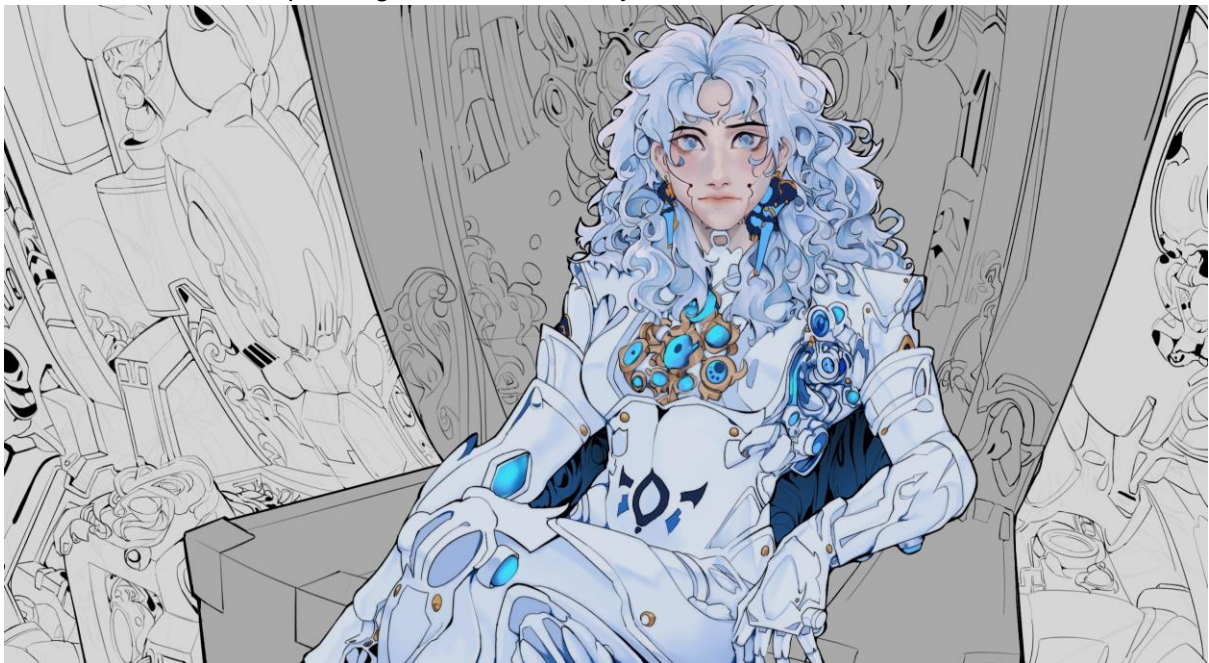
Lineart for background and grey base

- Perspective adjustments though warped/ not based on a grid



Render of character

Technique used for armour: Shaded in grayscale then applied a gradient map for the colours, remainder of painting rendered normally



Final Image and background rendering

- Saturated blue to add a vibrant pop of colour
- Much darker background overall to make the character stand out
- Gold undertones to add a colour hierarchy and harmony
- Repeated value checks to ensure contrast and decent composition

