

2D Sketchbook

Liam Benstead | 202008339

Sketches - Face Sketch

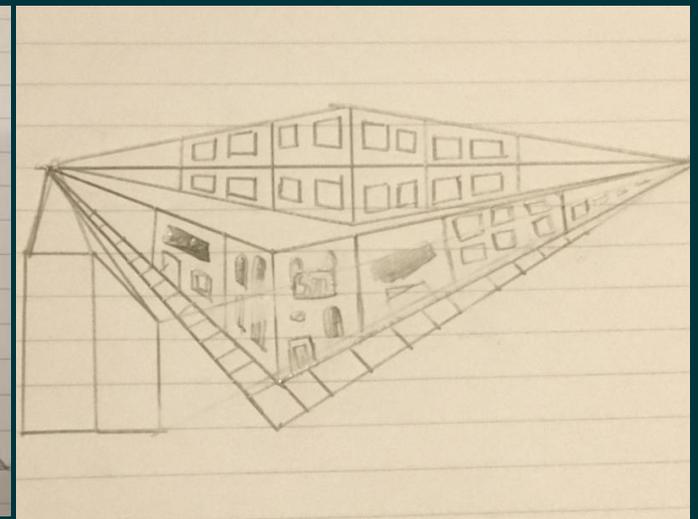
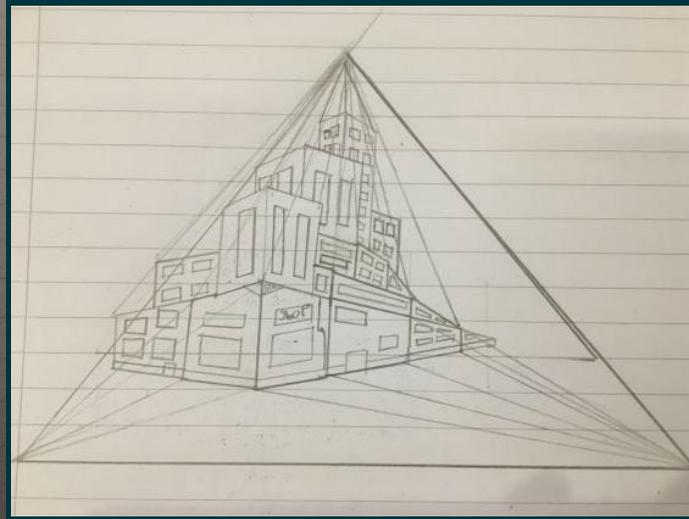
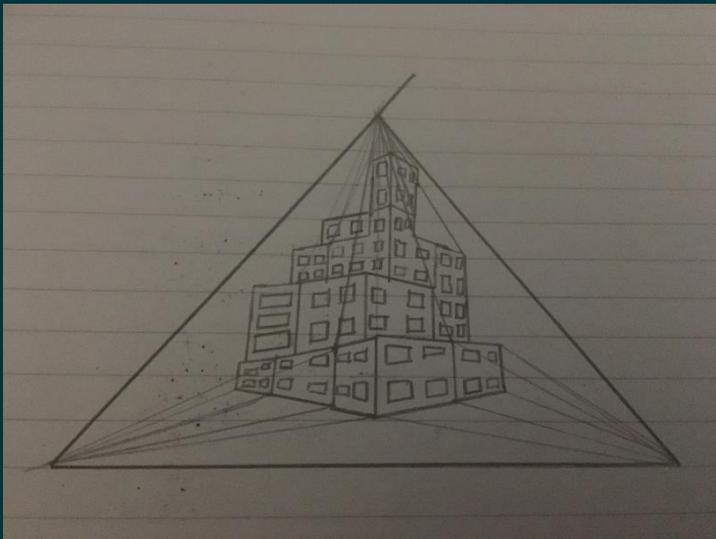


Here is my first attempt at drawing a rounded face sketch using facial proportions. As you can see, I did the best that I could by adding the fundamental features like a mouth and nose, and expanded on the sketch by adding eyebrows and extra hairline on his head to distinguish itself from my other drawings.

If I could do this again, I would essentially start with more of a realistic head shape rather than a basic circle shape. I would expand on that by shaping the head on a triangle or square to give it more depth and variety.

Sketches - Perspective Drawing

These are my attempts at drawing environments with perspective drawing. The task was fairly easy depending on what type of perspective was used. I decided to settle on a single 2-point perspective and two 3-point perspective sketches of the same type of setting due to it being a great starting point. Notice how the building's foundation and roof and faded lines also match up with the vanishing points in each sketch. My improvements for next time would be to align the center shot with the center of the triangle for any future 3-point perspective drawings.



Sketches - Character Proportions

During Week 5, we were tasked with creating characters using proportions to determine their height and attributes. I designed a basic human using the technique and labeled each factor starting with: Head, Chin, Belly Button, Crotch, Mid-Knee, Mid-Shin before ending with the feet. I even drew a face to show a lively character complete with an attempt at hair.

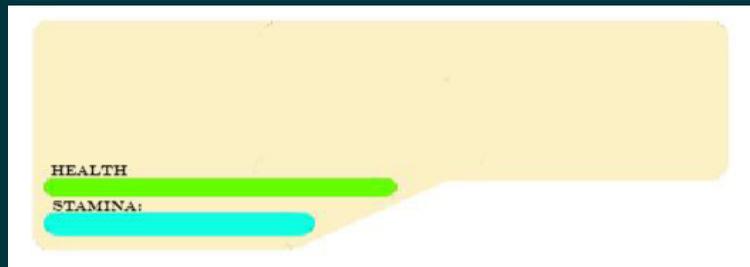
If I were able to redraw this, I would label the points clearer since it's a little hard to see here. I could also attempt at drawing a better body rather than what I'm used to at this point.



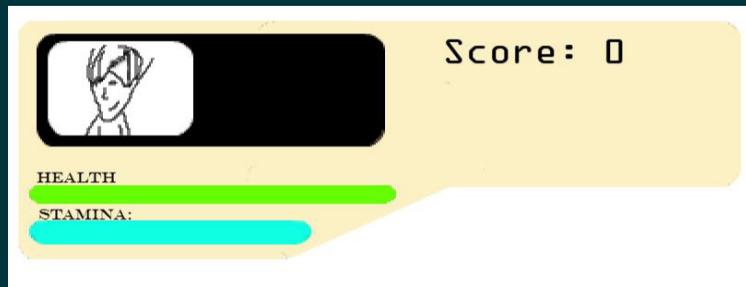
Digital Art - HUD Display



I started making a custom HUD Design by creating a rounded rectangle in Pixlr. I then made another rectangle to the right and aligned it up with the top edge to make it resemble one shape. Finally to put the shape of the HUD to complete, I made sure to add another rectangle between the lower right corner of the 1st shape and the bottom of the 2nd shape, making it look like an appropriate display shape.



Next was the design aspect of the art. First, I had to determine where vital elements like the health bar were going to be placed. Alongside the health bar, I had to think about what else should fit within the boundaries of the HUD, so I designed a stamina bar and placed it below the health bar to make the design more appealing.



Then it was time to add some common elements to the HUD. I selected the rounded rectangle tool and drew a black box in the top left corner of the HUD, accompanied by a white box directly within to show the playable avatar. I did my best to draw a small human face with some features like some hair for more authenticity. I also made a scoreboard to the right of said box.



Another white box to fill in the extra space was for the type of weapon this player avatar is holding to give it some character. I developed a heart system directly below the scoreboard and separated the two UI elements with a slim rectangle. Finally to see the HUD clearer, I changed its colour from cream to light blue to see the display better in multiple angles.

Digital Art - Human Knight



I did my very best with this one. This was part of last week's session where the theme was medieval. My drawing was settled on a human character using proportions to determine its height and attributes. I even gave him a sword to fit in with the theming of the drawing.

However, there are room for improvements and this sketch has some flaws. My improvement should be to fill in the white bites on the edge of some of the outlines as they are noticeable, especially the head and shield. Other than that, I think it's a better human drawing from me.

Digital Art - Pixel Art

Here are a couple of pixel artwork that I created using an easy-to-use software called PixelArtMaker.com.

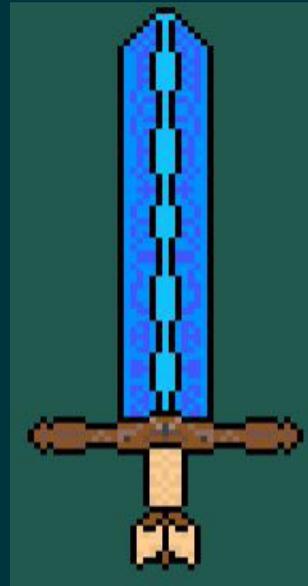
Some of the artwork shown allowed me to decorate the bare pixels by adding shades of the corresponding colour to them, such as the heart containers, which I made multiple styles of them to experiment which one would work best for my game.

The Alien and Sword artwork explores the use of symmetry which balances the artwork equally with its shape. The sword pixel art was decorated with different shades of blue, brown and beige to give it character, as mentioned above.

The flag art was essentially a new kind of pixel art I started to make since I also had to make its support. I coloured in the flag blue to give it some form of appeal.

The humans were another example of giving it multiple attempts to create three vastly different characters of equal build. I made sure to add features such as hair and eyes to these characters as to give them a lively approach.

As you can see, I mixed things up with the different humans, changing their hair, eye colour and clothing for variety.



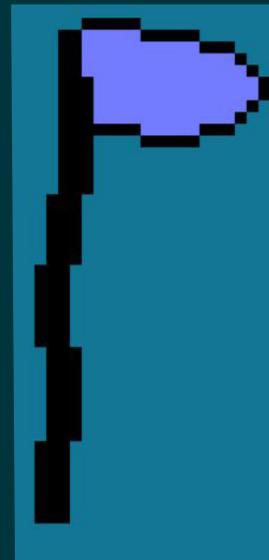
Sword



Alien



Different Human Beings



Flag

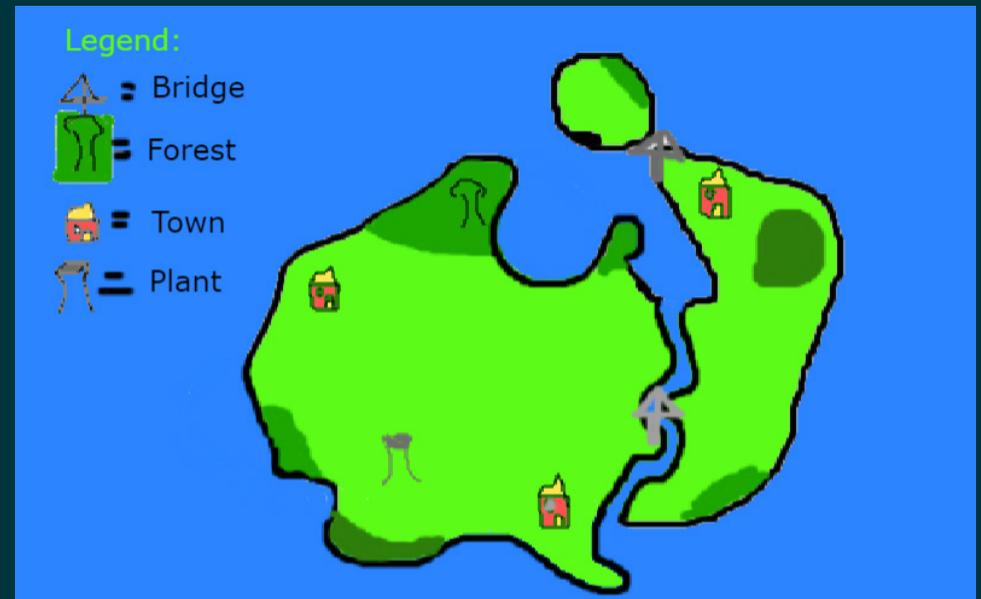
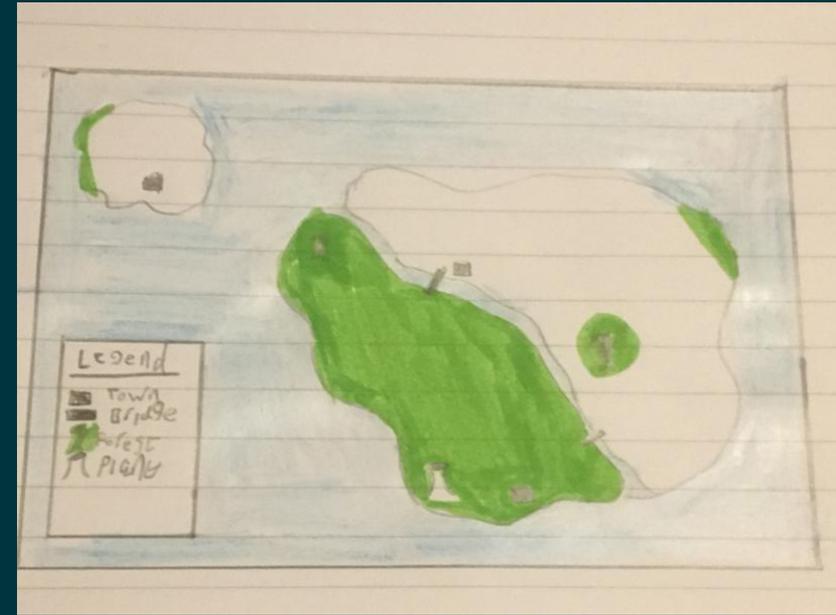


Heart Containers/Depleted Containers

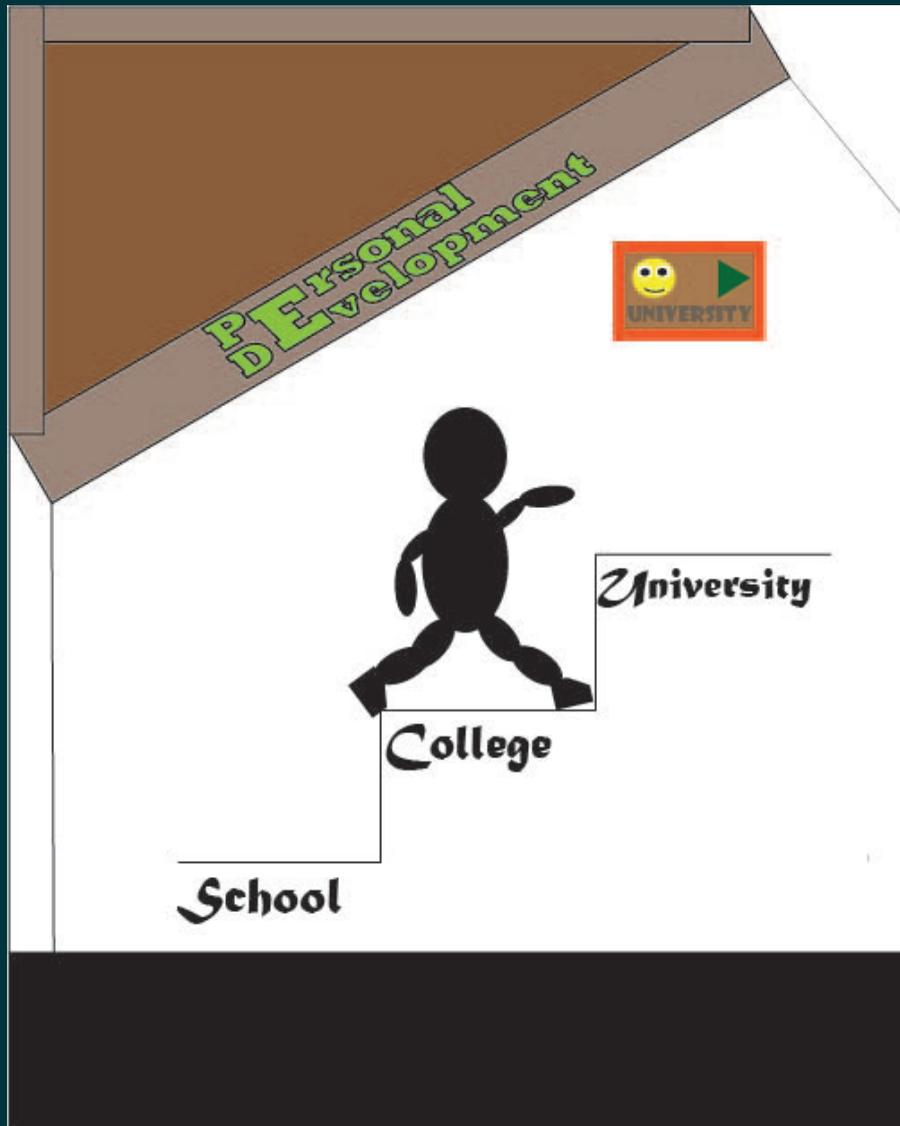
Hand-Drawn/Digital Art - Map Design

I decided to add a map design of a fictional island within two techniques. My hand-drawn attempt could be considered a draft since I quickly sketched out a drawing, complete with colours. I repeated the process in Pixlr with the same amount of important features within the legend. The shape of the island however is changed in the digital version, but the same geographical aspects are kept and in different areas of the island.

I would add more features like a road and train network for my future attempts, purely to give some life and character to the maps that I draw.



Illustrator - Personal Development



I made this piece of artwork during one of the week's activities in Illustrator. I settled on the theme of progress which inspired the personal journey I experienced. This artwork represents where I was at the start of the year when I was in my final year in College, getting ready to take that all-important step into the unknown.

The title is a perfect example of how I implemented typography into the words, with the letter E both being the 2nd letter of each word, giving me the ability to enlarge that letter to make the title more appealing.

However, there are flaws with this one, which if I were to do this again, I would change the font below the staircase as it is random and wouldn't fit the aesthetics of typography. I was also going to fill the background a grey colour, but I later learnt that there was no bucket tool in Illustrator so I left it like this.

Illustrator - 3D Cityscape

This artwork was a little tricky to create, but simple under masterful knowledge of where to place guidelines. This is essentially a 3D image of a city environment using the perspective technique as well as guidelines. This was really my time to expand on the simple cityscape, adding in additional features such as sidewalks, roads and green spaces such as parks.

The windows on some buildings require me to carefully align the guidelines with the roof of these buildings, which admittedly, I need to work on as some of the windows look dis-orientated and out of place.

