

How to easily and quickly draw realistic concept art/ photoshop tips for illustration

When creating concept art for our film “stick to manual” we struggled with creating concept art in the style (Pixar realistic) quickly and efficiently in the beginning. I came up with a way of illustrating on photoshop that made all illustration making, even out of our style, easier to produce with a couple of tricks.

1. The most crucial part to truly pump out illustrations faster, is to know your hot keys. There are some specific ones that were very helpful such as:

- B- brush tool
- G- Bucket tool
- E- eraser tool
- L- lasso tool
- M- marquee tool
- hold alt or press I - eyedropper tool
- V- move tool
- Ctrl(command) + t = free transform
- Ctrl(command) + j = duplicate selected layer (if you have a marquee selection on the layer, it will duplicate only that section of the layer)

- Ctrl(command) + e = combine selected layers
- Ctrl(command) + g = group selected layers
- (and your best friend ctrl+ z which goes back a step)

2. Second step of this process is to have a reference. The reference could be one image or a Hodgepodge of many and can be shaped to your liking (using any of the free transform tools located under edit>transform) or colors adjusted as well. This will give you a guide of shapes, colors, and proper shadows.



3. Sketching is the next step, it helps establishing perspective and planning on where certain details might go. Go wild here and experiment as much as you like in this stage. Dont be afraid to have bad ideas!

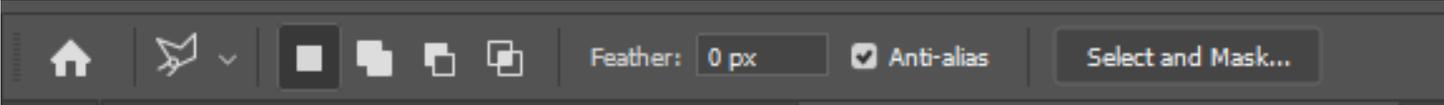


4. For this next gonna use the alongside the lasso tool, and eyedropper tool.

step you're bucket tool polygonal the

Polygonal lasso tool just gives a more precise selection than the other tools

- With the lasso tool draw the basic silhouette of the object, doesn't have to be completely perfect.
- You can use the marquee square and circle as well to get certain shapes as well as the subtraction and addition version of them



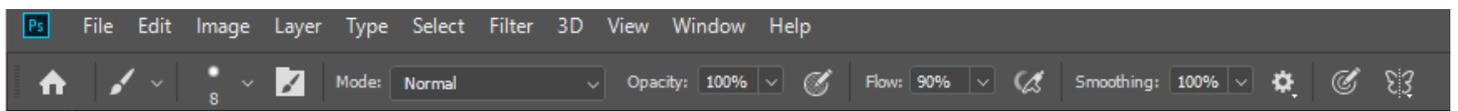
- For this next part I like to keep a shrunk version of my ref on the corner, this allows me to quickly use the eyedropper tool and collect base colors for my object



- Using the bucket tool, drop those base colors on your selected area, I recommend keeping different sections of your object in separate layers.



- You can always go back and clean up any sharp edges or mistakes with the eraser tool on 100% smoothing



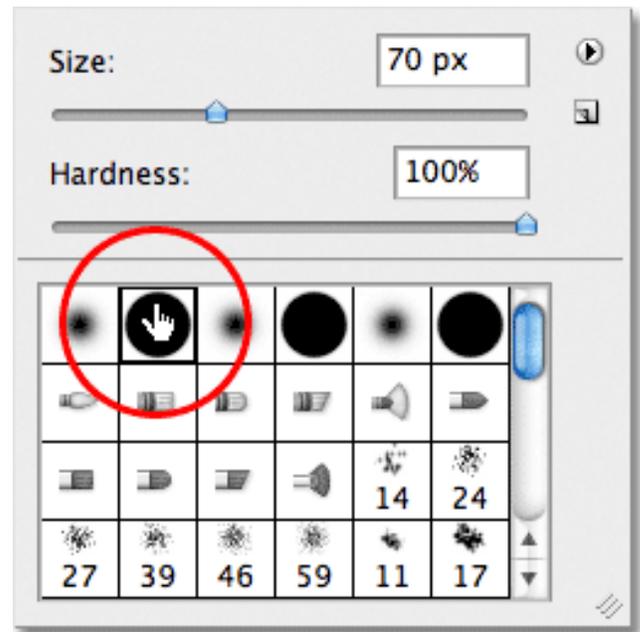
5. Use the same process as step 4, but this time to add secondary base colors. Your object should look complete but lacking shadows, almost like a vector drawing. When choosing these colors its best to pick an in between color when it comes to either shades or tints, basically don't use pure whites or pure blacks. This will make it better for shading later.



- Here you can edit it however you like before coloring, such as transforming or color correcting.

6. Finally we're gonna get to the shading and detailing

- You will only need two of photoshop's most basic brushes, the round and solid and soft brush. Feel free to use as many brushes as you like to get a variety of effects, but these were the only ones that were completely necessary



tip : if you marquee an object in a layer, press V and then the up or down arrows, the marquee will wrap around perfectly around the object

- I recommend wrapping your objects before applying your ambient occlusions (shadows and shines) to your drawing.
- So for my shadows and shines i keep them in separate layers
- Your shadows will be set with the layers on multiply, and your shines can be either on hard light or just left alone as is. You can also play with your appasity.
- To apply your shadows or shines, either use the brush tool, or the bucket tool in your desired area, and using the soft round brush on your eraser (if you make the eraser big

and don't erase directly on the color you get a softer edge) erase away the shadow or shine till its to desired shape



7. Repeat that step again but on a different layer and add the darkest of shadows and your brightest of shines, as well as any drop shadows needed



8. this part can be purely optional
 - But you can bring the drawing to the next level, (and closer to the style) by making it slightly distressed
 - I did this by using a texture brush (with preferably a green tinted color) On the multiply setting, and used my eye to add different levels of opacity

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Tip: you can use the fx drop down to add easy drop shadows and glows.

9. And you're done! Enjoy your easier way to draw illustrations!

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Extra: I use the color wheel and the navigator on my toolbar to make my work easier

