Artist: Benjamin Zheng Nan
Title: "Nesta"
Media: Digital (100% pure digital painting)
Artsist: JC Hong
Title: Comic Artist for "Mashell"
The Superhero Comic from USA
Medium: Digital Painting

Outline: Imaginary Friends Studio
Coloring: Satw Chacktra
Medium: Digital Painting

Artsist: Leo Chi Hong
Title: Penciler/Inker Hong Jieat
Medium: Digital Painting
The Making of Digital Animation “Territory”

Synopsis
This is a story of two kids playing slides on a hill. Feeling not satisfied, one of them decided to climb to a higher part of the hill to play the game. On top of the hill, they encountered a fat kid who claimed that the hill belonged to him. They then began to fight with their imaginary weapons and monster.

Above are the environment thumb sketches produced during the process of creative development at the beginning of the production.

The line-up of the characters involved in this animated short film

A story board was first created to deliver a brief storyline.

1- Wired Model
This image shows the constructed model in Wire Mode. Built CG characters are put in place according to the animation board. This process, which is commonly called blocking, requires the animator to correctly position both their CG characters and camera in position before the process of animating takes place.

2- Shading Mode
The constructed CG models’ surfaces were by default in gray. Built surfaces were carefully checked to ensure its quality for the production. The 3-dimensional models are tracked, dolly and tumbled around in 3D software to check its geometry which is crucial to control the smoothness of movements. Lights were added subsequently to evaluate its resulting forms and shapes. These characters were finally rigged and embodied with joints and skeletons which student animators would be using to move and control the movements of the attached body/skin/surface through the various shot sequences.

3- Texturing, Lighting & Animating
Shaders and textures were added onto the CG characters to describe the surface characteristics and to simulate a wide variety of appearances.

The process of animating begins when the student animators start to design and choreograph the movements of the CG characters for each scene by defining keyframes and poses. The 3D software will automatically compute the in-between movements, which student animators are allowed to adjust them if necessary to control and to amend its timing. All scenes were illuminated with Key, Fill and Bounced lights. Environment ambience was defined to enhance the mood for each scene, and to set an appropriate atmosphere for the production.

4- Rendering
Rendering is the process in which all data including the model data, animation, shading and lighting information will be gathered for the composition of every pixel of the finished still images. Once rendered, the stage of post-production would take place, where effects will be added and color enhancement will be made before these images were transferred into film, video or CD-ROM.
The Making of Digital Painting

1. The initial stage is to do sketching, which helps you to have a better understanding of the light, shade and tonal value changes of the reference.

2-3. To render base color for the overall illustration by using the "water color" tool in the Corel Painter application. The outcome of the rendering stage might look "soft" and incomplete, but it is fine, because the purpose of doing so is to control the overall color key and mood instead of the details.

4. To begin touch up by using the tool "Square Chalk".

5. In-depth touch up can make the object look more 3D. For digital rendering, texture is one of the factors to manipulate the drawing to look like the "hand-draw" painting effect. The detailed touch up on the high light area and the edges must avoid being too stiff.

6. The background plays a very important role in this illustration, which is more outstanding than the main object (Jacky Chan’s portrait), yet it is not too striking. It also sustains the entire composition of the painting. Final overall touch up and color adjustment can help you to achieve a satisfied result, but you’re not encouraged to adjust the tone or color wildly, because it may cause the color to look unnatural, especially when it comes to printing.

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The Soul

No doubt, digital technologies have given artists a powerful ‘weapon’ to unlock their creativity and originality in a more forceful way. But a true talented artist must never forget the soul behind all these digital works—a sharp skill in traditional drawing, a strong sense of art and the boundless imagination, for these are the ultimate foundations that define the real ability of an artist.

So nurture your passion and strengths, pick the right turf and strive for the best achievement, you will be surprised by the breakthroughs you will achieve.