

Complex Vector Character

The premise behind this assignment is quite simple; develop your skills with a vector program by drawing and developing a character that utilizes gradients and transparencies to a more advanced degree than previously explored.

Objectives:

- Create depth and dimension in a drawing using contrasts, shadows, gradients, and transparencies.
- Choose challenging material that is outside the typical box of basic vector illustration
- Create a detailed, professional looking vector work of art that is well rendered and sharp.

Process:

- 1) Carefully choose an image that has a distinctly human focus. Do not use trite cartoon characters or classic comic superheroes, or manga.
- 2) Highly rendered digital characters or line art is acceptable.
- 3) Your choice must be approved by the instructor.
- 4) Save your visual reference, and use Corel Draw X4 to **“Import”** the image. Size it appropriately, and create a new layer called “base”.
- 5) Make sure to unclick **“Edit all Layers”**
- 6) Begin re-creating your image in your own style by blocking out the main color fields. Add basic details as necessary, then create a new layer for additional details.
- 7) Use a combination of **“Fountain fills”** and **“Transparency”** fills in order to create layers of shadows and alternate detailed colors that lend depth and realism to the subject.
- 8) Add layers as necessary.

