Digital Painting: Video Game Background

File size: 1920x1080pp, 300ppi
All options should include:
- ❏ A **carefully observed**, detailed image based on your version of a series of **visual resources,**
- ❏ An accurate response to **light and shadow,**
- ❏ A simple colour scheme and good response to colour,
- ❏ A thoughtful composition,
- ❏ Atmospheric perspective, otherwise known as the Depth Clues.

You have been commissioned by Ubisoft/Gearbox/Rockstar/Epic/???? to create a background scene for their game. You are only creating the background through which a main character will move. You do not have to include a main character, but you may include people or creatures if you wish.

1. **Create a folder** for this assignment and gather an **extensive series of photo resources** (NOT just stills from video games) to use as reference. You may **trace** parts of photos (NOT video game stills), **photobash** parts of your image and distort as needed to create/assemble your background.

2. Draw **on paper** a few general ideas of how you plan to put together your background. Use your **visual resources** to do this. Keep your designs **loose**, but carefully design the **composition**, the architecture of your scene, at this point (How is the whole page arranged? What is dominant? What is the path the viewer's eye will follow?). Create **at least 5 thumbnail design possibilities**.

3. Generally follow one of the video tutorials below that describe the digital painting process. Remember to use LOTS OF LAYERS and think in terms of background, midground and foreground. **Make Save As copies** (Last First, Video Background 1, 2, 3, etc) **of your painting at the end of every class!** You will use these to create a **timelapse animation** of your work.

*View these **GREAT DIGITAL PAINTING RESOURCES** before you begin and as you work!

You have four options:
- South Asian **Urban** Background: It's early morning in **Mumbai, India.** The character arrives at a main street with at least one alley running off to one side. Do some research to find visual resources. Simplify as necessary.
- Bright-coloured **Jungle**: Your character has arrived in the **Jungle of Many Colours**. Research photos of jungles and tropical scenes, create weird tropical creatures if you wish, and build a scene.
- **Cavernous Interior**: Your character enters a large interior structure - a temple/ cathedral/ space station/ secret lair/ abandoned subway/ etc. Create that interior.
- Your Choice: Come up with **your own background** challenge **that meets the criteria** with your own, personal flair (must be **cleared** by the instructor).

    You will be handing in your digital folder of resources which will include, all digital **planning sketches and thumbnails**, your **daily Save As photos** and of course, **your painting** Saved As a **PNG** or **TIF** file. Also, submit any hard copy drawings or resources (or photos thereof).
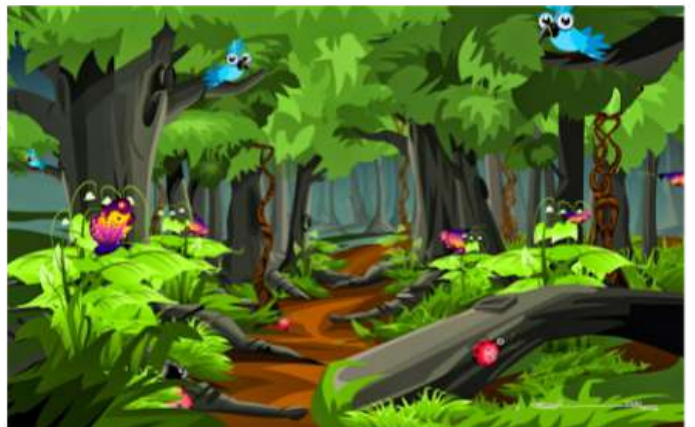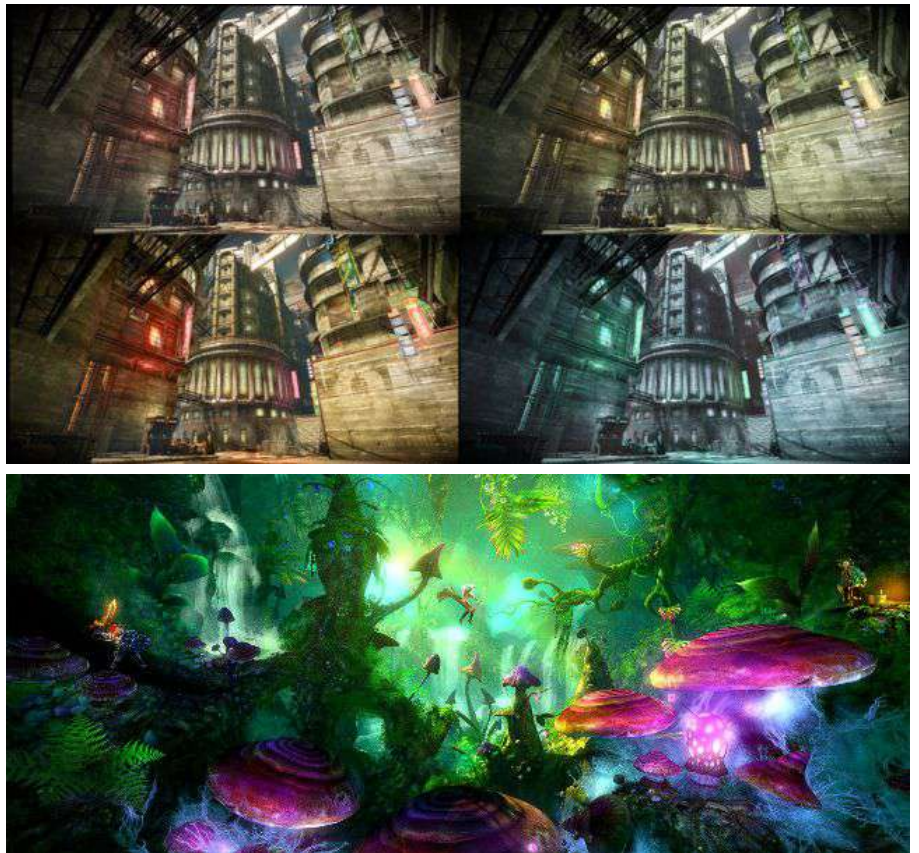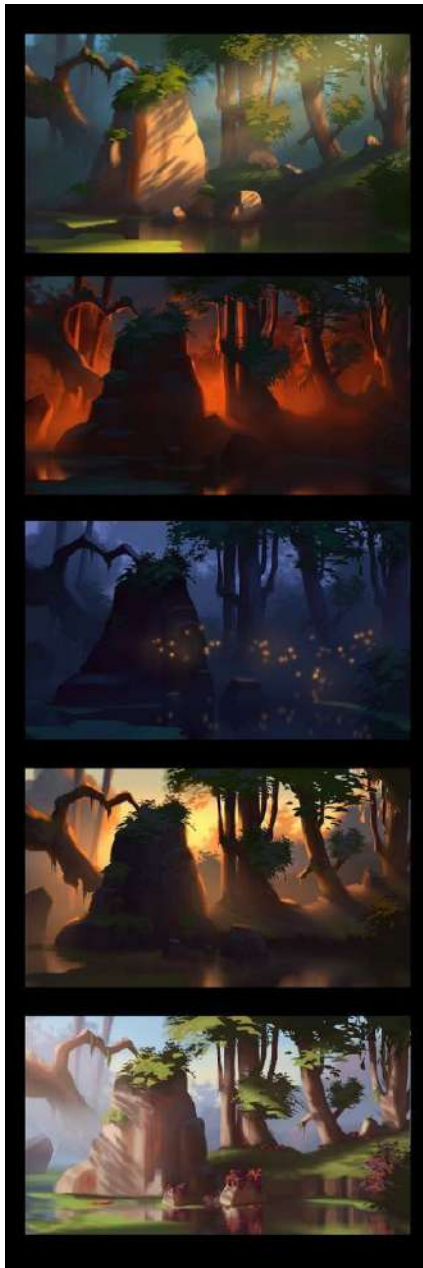
Digital Painting - Environment Concept Art II - Time-Lapse
https://www.youtube.com/watch?v=u2dycJv55aQ
Ancient Temple painting - Photo bashing tips
https://www.youtube.com/watch?v=_LxJ2fy-0Zg
Castle Bay: Concept Art Process
https://www.youtube.com/watch?v=P8_b9xjjCzU
TUTORIAL : Concept Art photorealistic for a AAA video game with Photoshop
https://www.youtube.com/watch?v=EvDcrlwJgyg