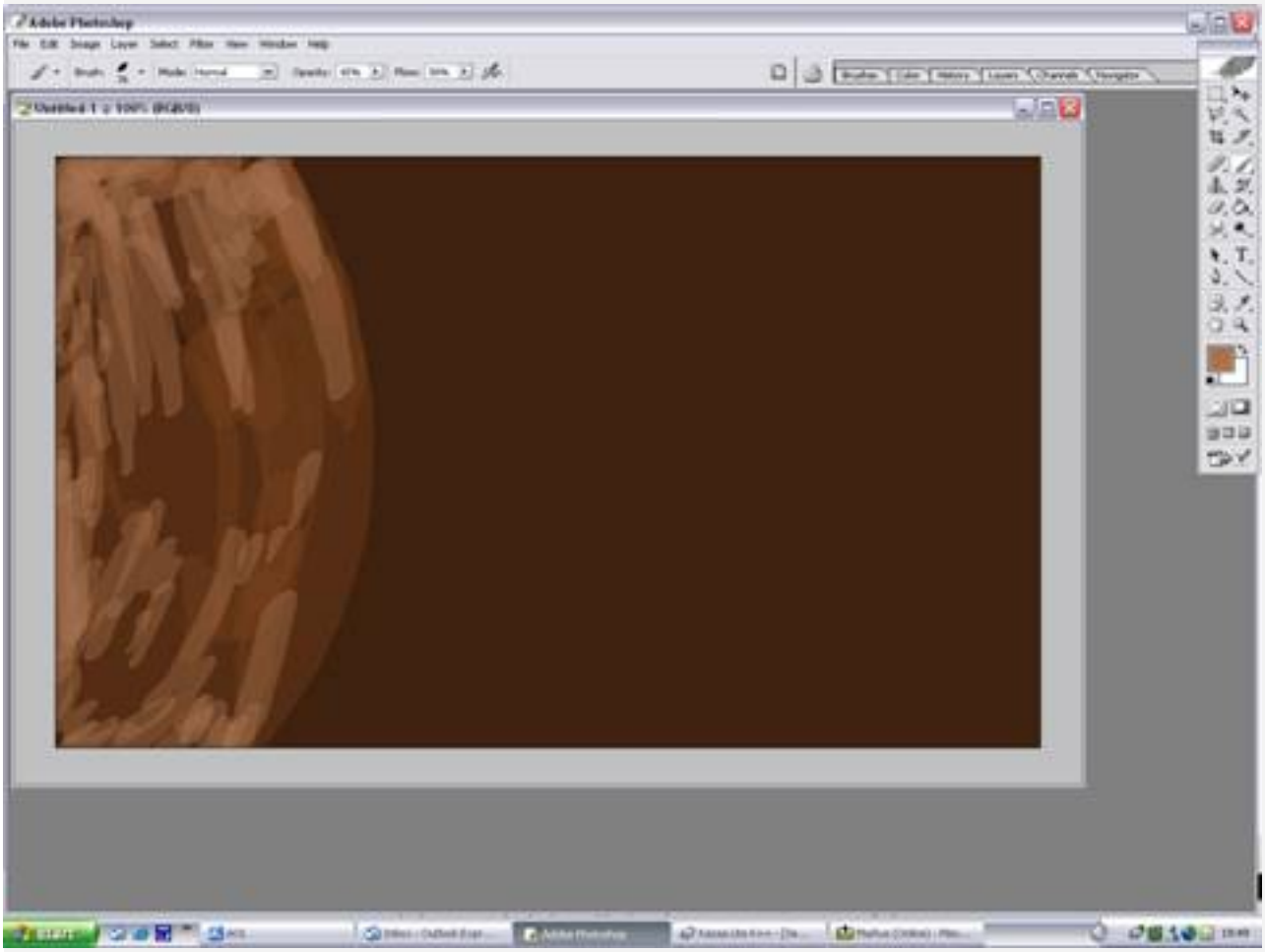
MP Project: ND Space vessel concept paint Tutorial

Step One: 05 minutes

1. Start with a blank canvas.
2. Use a hard brush (round edged) - size 100-130, to block in the background
3 In this case, I block in the image of Mars in the far left using an ochre-red hue.



Step Two: 25 minutes

1. Paint over the remaining canvas by applying gratuitous blotches of paint.
2. Surface details on mars slowly take form.
3. Using the smudge tool (Photoshop), create rough shapes of minor craters, canyons and trenches using the lighten/darken smudge tool:
Speckled/Hard brush, Size 20, opacity 50-80%.

Photographic NASA imagery show these to have a faint touch of grey blue, so add in some hues of blue and green to the mars surface to give it added texture and detail

4.Add new layer
5. Block in the rough outline of the ND space vessel, using similar hues. I use a dark yellow and a light yellow in this instance

In this vital stage try to keep everything as loose as possible, for once the main objects are placed loosely, they will start to take form and harden as if set in concrete.

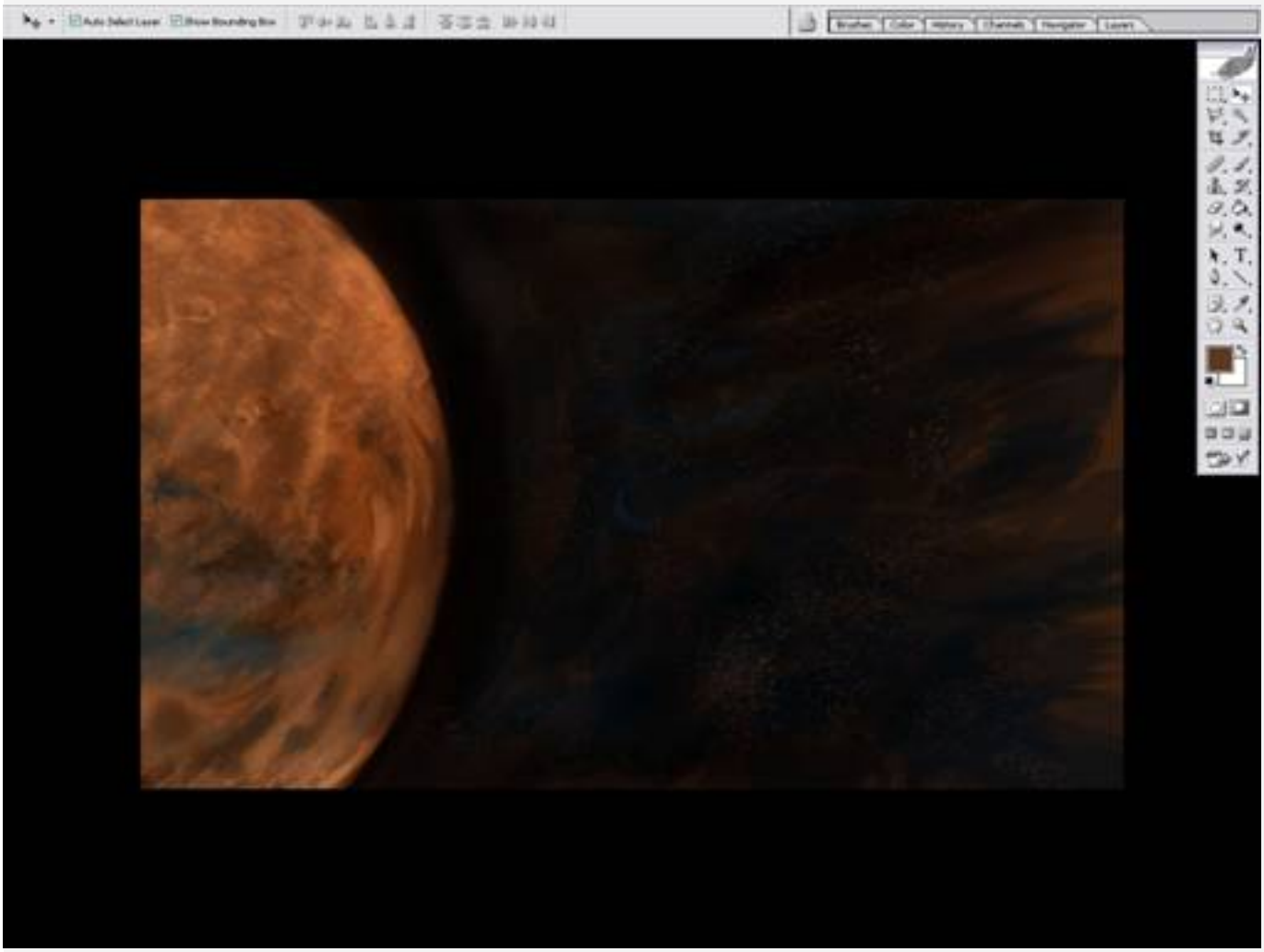
Step Three: 2 hours

Normal Brush: Hard Round - size 4-10, opacity 25%
Smudge Brush: Speckled - size 3, opacity 15%

1. Using fine hard brushes, trenches and detailed craters are added to the mars surface.
2. Employ a hard round edged brush, size 3-5, opacity 15% and work using only the existing colours from the scene above.
3. A swathe of copper green and blue is applied in various areas to represent similar features seen on the Martian landscape – namely the **Schiaparelli Hemisphere[1]**

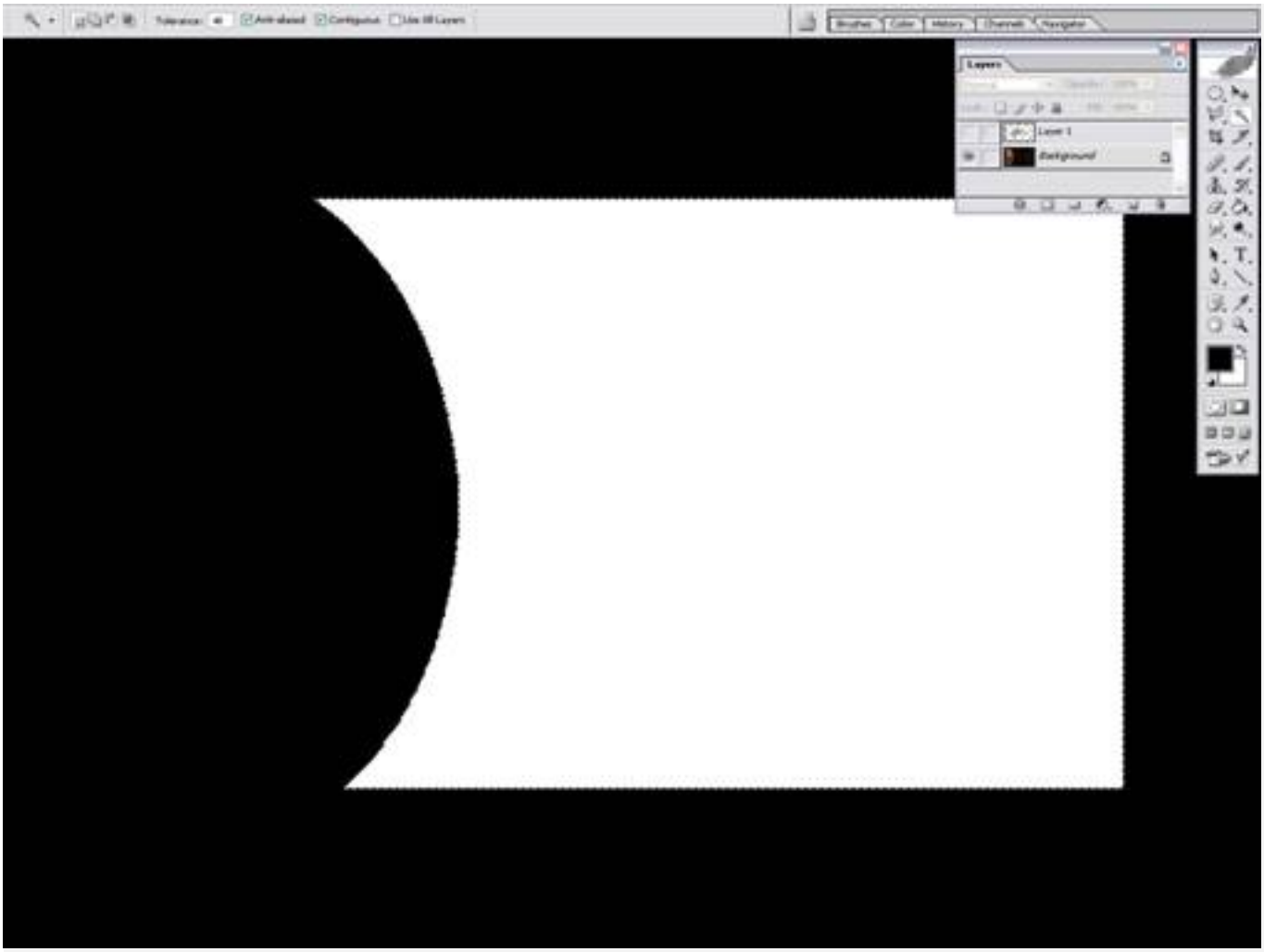
This may be technically difficult initially, as one has to find a suitable compromise between using the smudge tool to craft details, highlights and shadows from rough forms. Once mastered however, will provide an alternative edge towards the normal methods of painting

1 the impact crater Schiaparelli, 450 kilometres (280 miles) in diameter. The dark streaks with bright margins emanating from craters in the Oxie Palus region, upper left of image, are caused by erosion and/or deposition by the wind.



Step 4: 2 hours 5 minutes

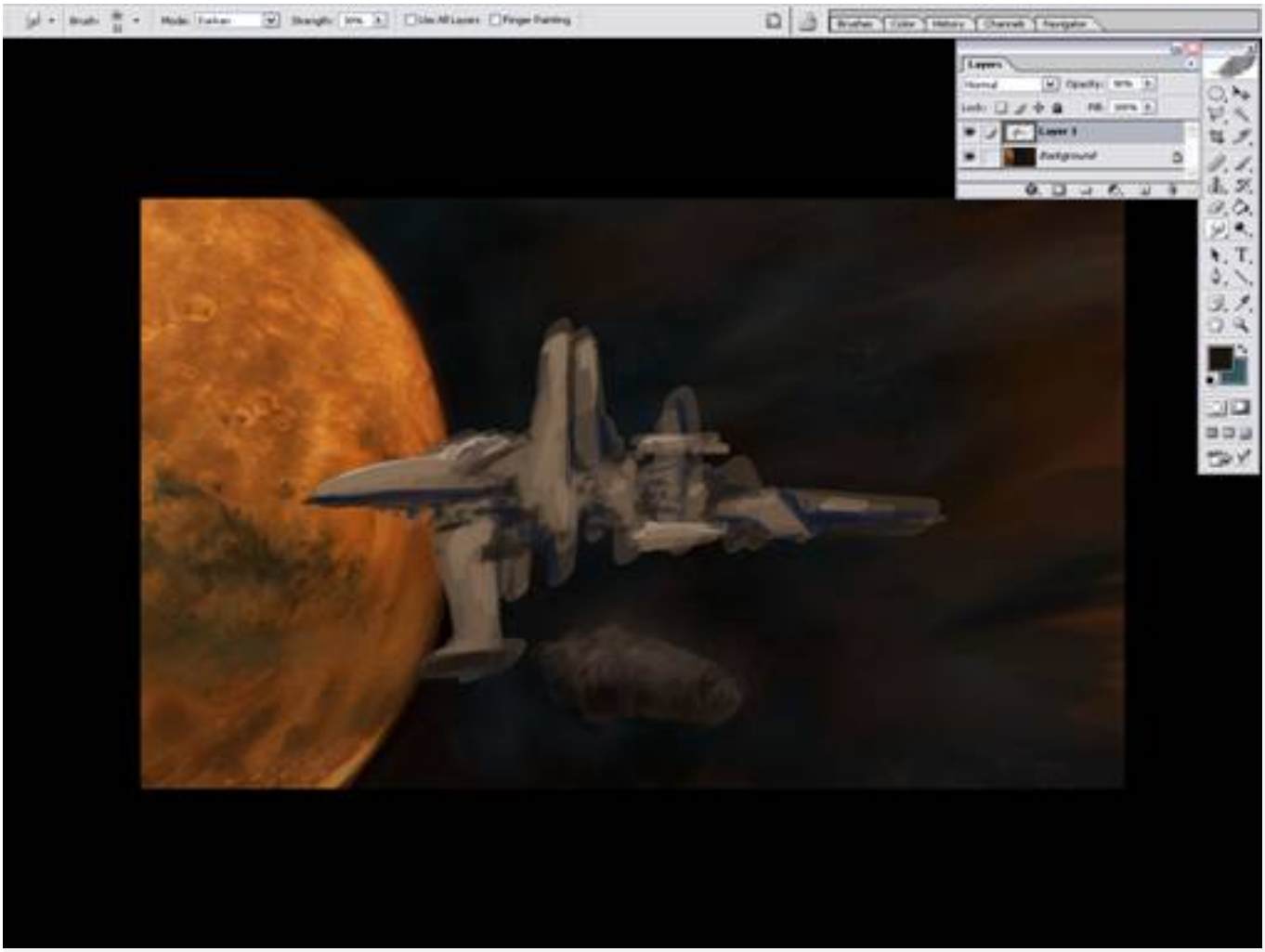
1. Go into the channels section and mask out the blank area representing space onto a new channel layer (Photoshop)



Step 5: 2 hours 30 minutes

1. Add a fine weave of star fields
2. Add some fringes of red and blue/green onto the background to represent refraction of various stars and space gas.
3. However, the picture at present feels too empty, and the decision to add the Deimos moon [2] in the background is made. Deimos is described as a smoother appearance than the other moon Phobos, and there is difficulty trying to depict faint glimpses of craters within

2 Deimos – [panic] named after an attendant of the Roman war god Mars. Deimos is a dark body that appears to be composed of C-type surface materials. It is similar to the C-type (blackish carbonaceous chondrite) asteroids that exist in the outer asteroid belt. Some scientists speculate that Deimos and Phobos (the other martian moon), are captured asteroids; however, other scientists present arguments counter to this theory. Both Deimos and Phobos are saturated with craters. Deimos has a smoother appearance caused by partial filling of some of its craters.



Step Six: 2 hours 45 minutes

1. Add highlights and shades of grey to the Deimos moon
2. Mask out and clean the surrounding area of the ND space vessel
3. Apply marquee tool to keep the ND space vessel as the active selection

Step Seven: 3 hours

1. Add highlights, and refracted light from the environment
2. For example, Red light refracted from mars and the environment, blue light for cooler shades
3. Add some details to the ships hull and plating
4. Apply eraser, to remove and polish the exterior till the desired form is achieved.

Step Eight: 3 hours 20 minutes

1. Add warm hues to the top part of the ship and darken areas which are shaded.
2. Decals are added and hard lines are added to give depth
3. Ship engines are added to give highlights

Step 9 - Final : 3 hours 30 minutes

1. Final highlights, decals adn light streams are added
2. Final light correction done for the picture
3. Layers merged and touch ups done