

## Project MP: Concept Vehicle Tutorial

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This tutorial assumes you know a basic amount of knowledge of digital painting, and can be applied to either Adobe Photoshop/Painter. In this tutorial however, we will use Photoshop as our main tool for digital illustration

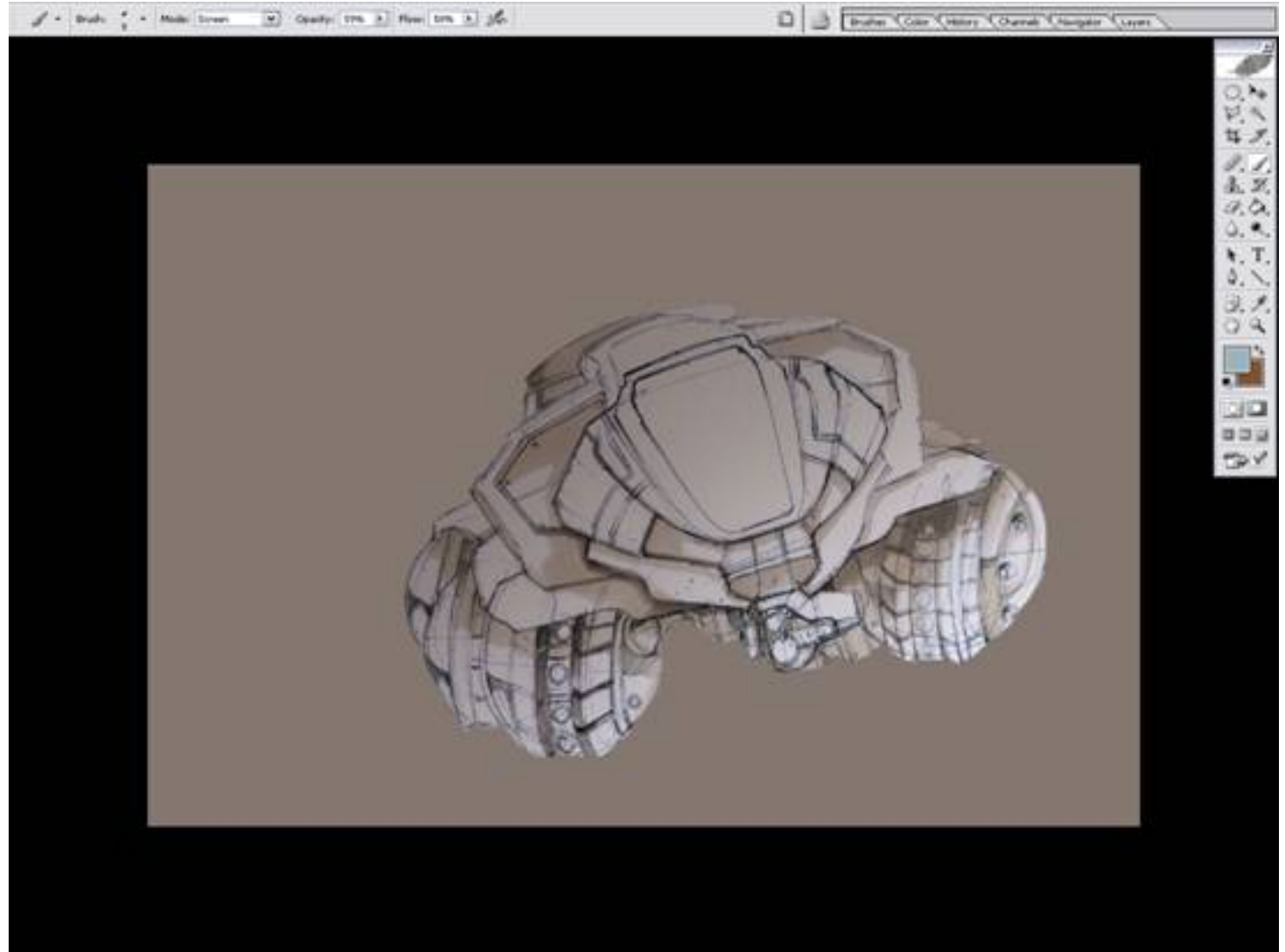
**Level:** Medium-Advanced  
**Medium:** Adobe Photoshop  
**Duration:** 3 hours  
**Canvas Size:** 2000x 1000

Here is the finished product



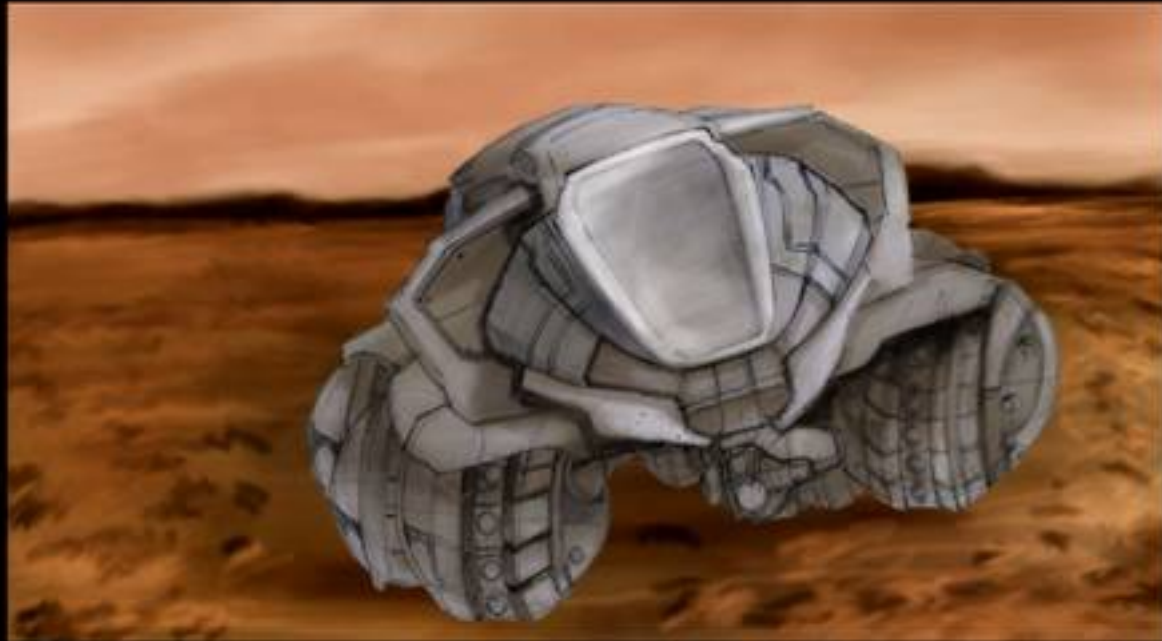
### Step One

1. Vehicle marker sketch scanned into Photoshop and cleaned up
2. Background selected and filled with a faint yellow #84776F
3. Select inverse, and apply a transparent gradient fill across the top of the sketch from one side to the other.



## Step Two

1. With the vehicle masked out, use the largest hard brush you have available (dependant on RAM available), and paint in the following three areas.
  - A/ Red/yellow sky. the Martian atmosphere is relatively thin but exists as a Reddish-Yellow band devoid of clouds
  - B/ Horizon - depicted as a dark band (dark red)
  - C/ Foreground - The mars terrain is littered with rocks and as such, I merely scribbled in faint outlines of objects to represent rocks and erosion signifying usage of the mars terrain by recent movement



### Step Three

- 1/ Select vehicle mask. Add New layer, and within layer options, select **multiply**
- 2/ Paint faint patterns and speckled colours to represent a textured appearance within this level.  
I darken the area representing the fuselage.
- 3/ Finally, Merge all layers



## Step Four

- 1/ Repeat the above step, i.e. Add new layer, select multiply
- 2/ Apply a gradient fill of yellow
- 3/ Merge all layers
- 4/ Apply highlights - use the airbrush tool, size 15 pixels, opacity 15%, screen option and apply highlights to the wheels, and areas where lighting would appear. In this case, the sun is coming high from the top right.
5. Decals and Dark edges are applied to provide sharp relief and definition to the vehicle.



## Step Five

1. Colour correction is applied to the vehicle to present a seamless picture





## Step Six

1. Using the smudge tool, Size 15, opacity 30% one can apply lighten to sections which require lighting, and darken to areas such as the rocks to provide a smooth blending of the background and foreground.
2. A faint smoke plume is applied, denoting movement of the vehicle
3. Using the smudge and blur tool, one should delicately blur the areas where smoke plume and wheels come into contact. The air in front of the fuselage is also blurred and smudge to denote movement of air.
4. Various other areas of the vehicle are given a slight smudge to denote a judder styled camera motion and movement
5. Finally, the last colour correction is applied to present an even picture

