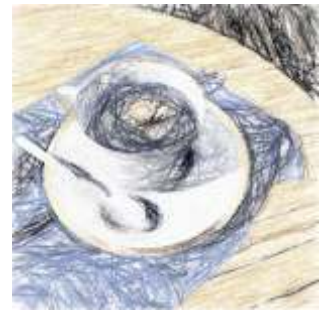


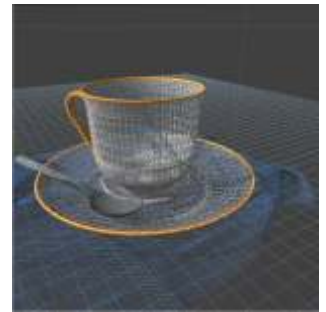
Imaginary Realism

A calculated combination of the familiar and the impossible.



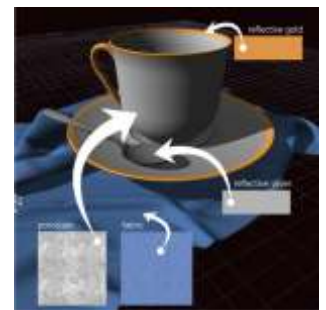
sketch

My artworks are not created from photographs, nor did they begin as photographs. These are original works that I've created using the techniques I'll describe on this page. None of the places in my artwork are real, although some may have been inspired by real places. The worlds in my gallery exist only in my imagination, and hopefully now, in yours as well.



modeling

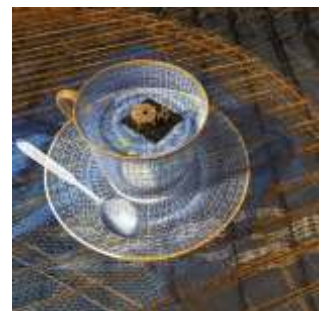
The art of 3D rendering incorporates various traditional artistic techniques, but relies on pixels instead of paint, a computer mouse instead of a brush, and digital geometry instead of clay. Almost everyone has seen 3D renderings these days; whether it's an architectural walkthrough on television or a modern animated movie.



texturing

The images begin with software programs that I use to create digital wireframe objects. The wireframes are created with lines or curves, defined by geometry in 3D space. The objects include almost everything you see when you look at my artwork: clouds, flowers, landforms, people, furniture, animals. Everything starts as a digital wireframe.

Once completed, the wireframe objects are then wrapped with color and texture created specifically for that object. I specify exactly how and where the texture is applied to each object in a scene, and whether it has physical surface texture, transparency, or reflection.



compositing

At this point I use a different set of software to assemble the scene. Objects are scaled, rotated, and moved into position to create the completed environment. Effects such as lighting and atmospherics are applied. In the final step, the scene is rendered. The computer creates a high-resolution 2D image (essentially a snapshot) of the finished 3D environment.



final image

I then use yet another program that simulates natural painting mediums with a computer tablet and pen to carefully work over each image, adding texture and brushwork, and refining details to create a painterly feel.