

Cynthia Decker

DIGITAL ART

Method

3D Rendering

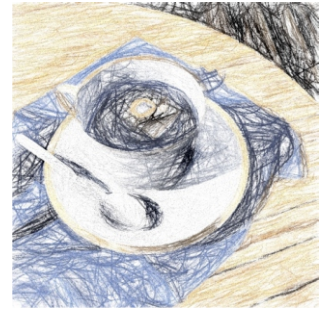
The art of 3D rendering incorporates various traditional artistic concepts, but relies on pixels instead of paint, a mouse or tablet instead of a brush, and digital geometry instead of clay. Almost everyone has seen 3D renderings these days; whether it's an architectural walkthrough on an interior design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

My images are not created from photographs. Although I sometimes use photographs for inspiration, texturing, or references, the images in my portfolio are original works. While some of my work may have been inspired by real places, none of the places in my artwork are real. They exist only in my imagination, and hopefully now, in yours as well.

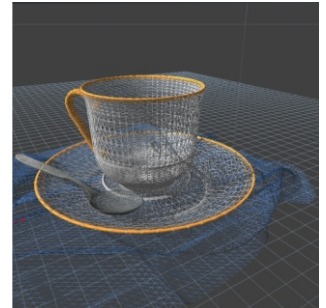
I start with an idea. Then a sketch with pencil and paper. Once I have content, palette, and composition roughed out in my mind, I move to the computer and begin creating digital wireframe objects. The wireframes are created with lines or planes, defined by geometry in 3D space. The objects include everything you see when you look at my artwork: buildings, plants, landforms, animals. All built in digital wireframe. Once completed, the wireframes are wrapped with color and texture created specifically for that object. I specify how and where the texture is applied, and add physical surface features, transparency, or reflection. Think of it like digital paper mache.

At this point I use a different software program to assemble the scene. The wireframe objects are imported and moved into position to create the completed environment. Think of this like building a diorama inside the computer. I will then design and tweak the lighting and atmospherics. When the scene is complete, it's rendered, creating a high-resolution 2D image of the finished 3D environment.

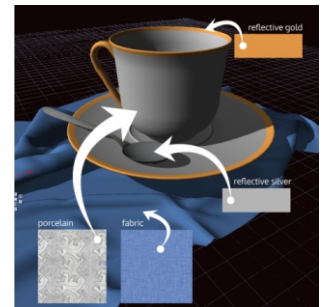
Finally, with a digitizing tablet and using both software filters and hand work, I go over each image carefully, giving it a painterly effect that softens the sometimes cold crispness of 3D rendering. I add and refine details, adjust color and contrast levels, and occasionally crop the image to optimize composition. For my final result, I like a certain organic, hand done quality when you look closely at the work.



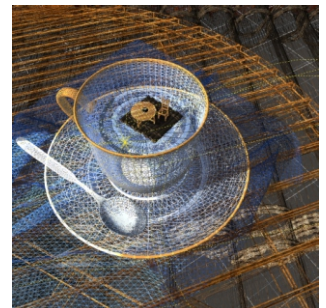
sketch



modeling



texturing



compositing



final image