

8.PIXELS vs Paint Brush



THEATRE COSTUME CLASS

*BY DANILO CEROVIC
FASHION & COSTUME DESIGNER*

SPECTACOLO VET EU PROJECT



PIXELS

VS

*Paint
brush*

ADOBE PHOTOSHOP



ADOBE ILLUSTRATOR



PROCREATE



Z-brush

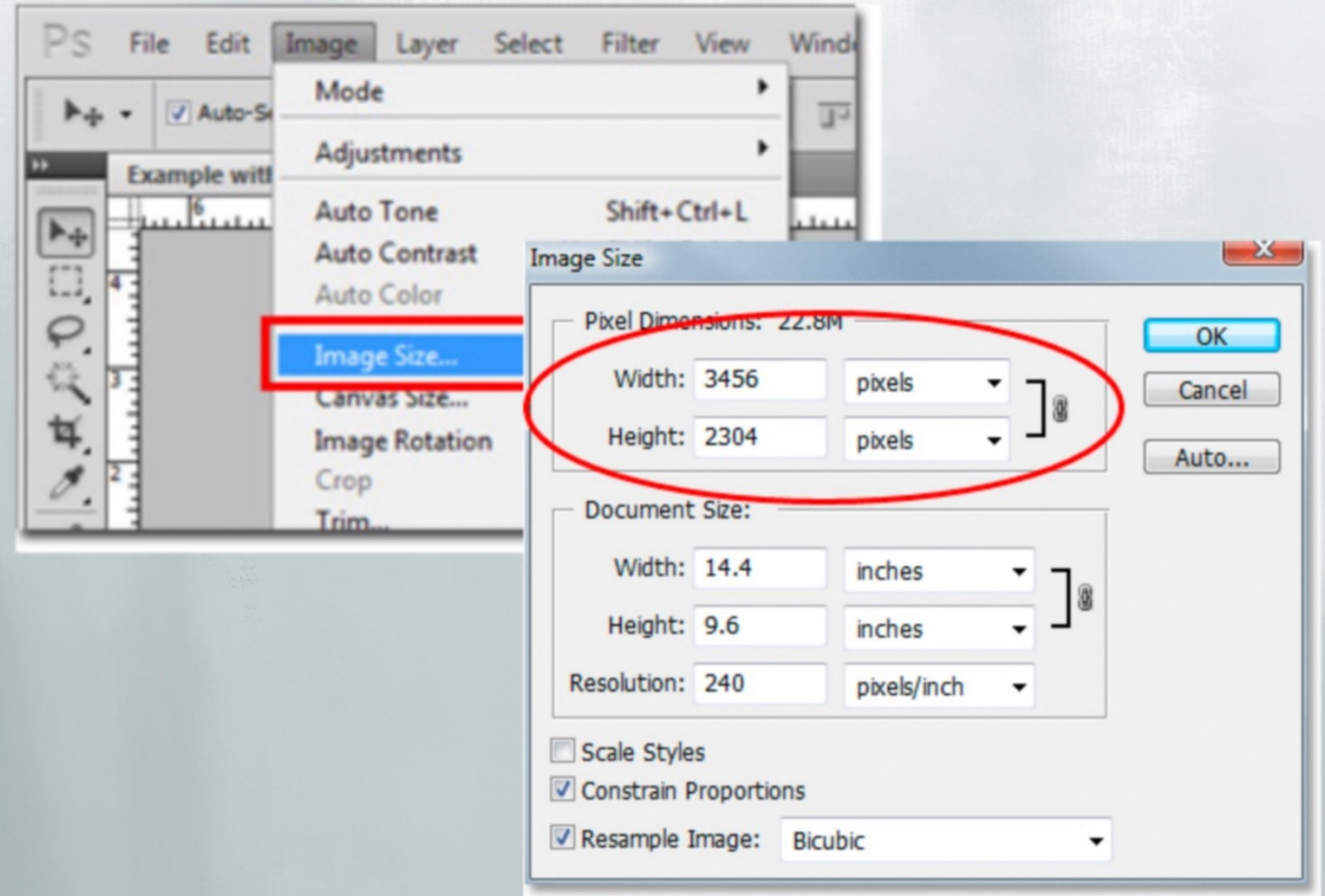
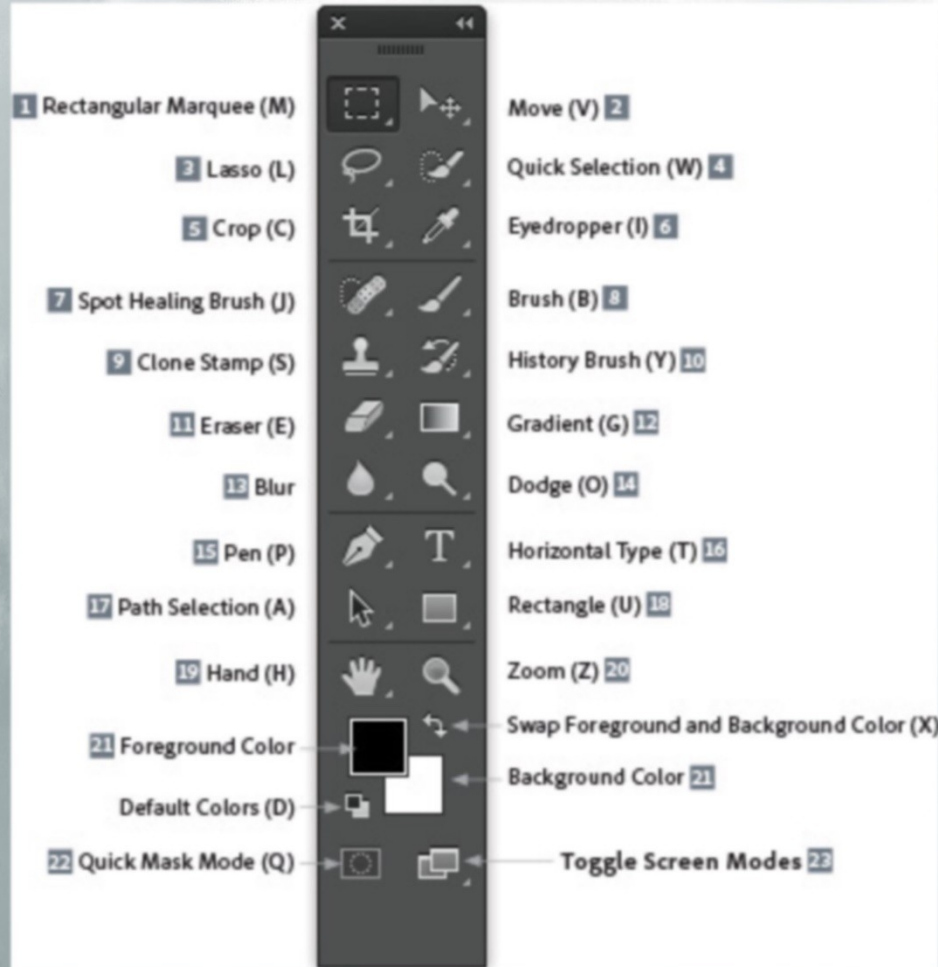


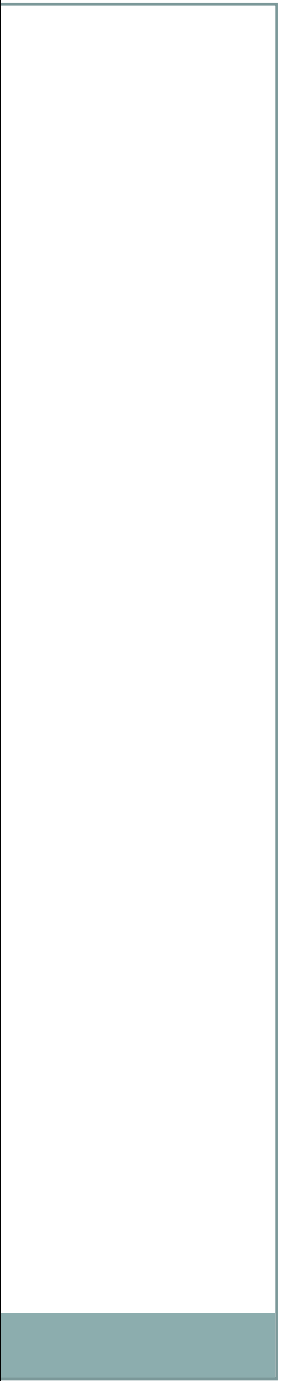
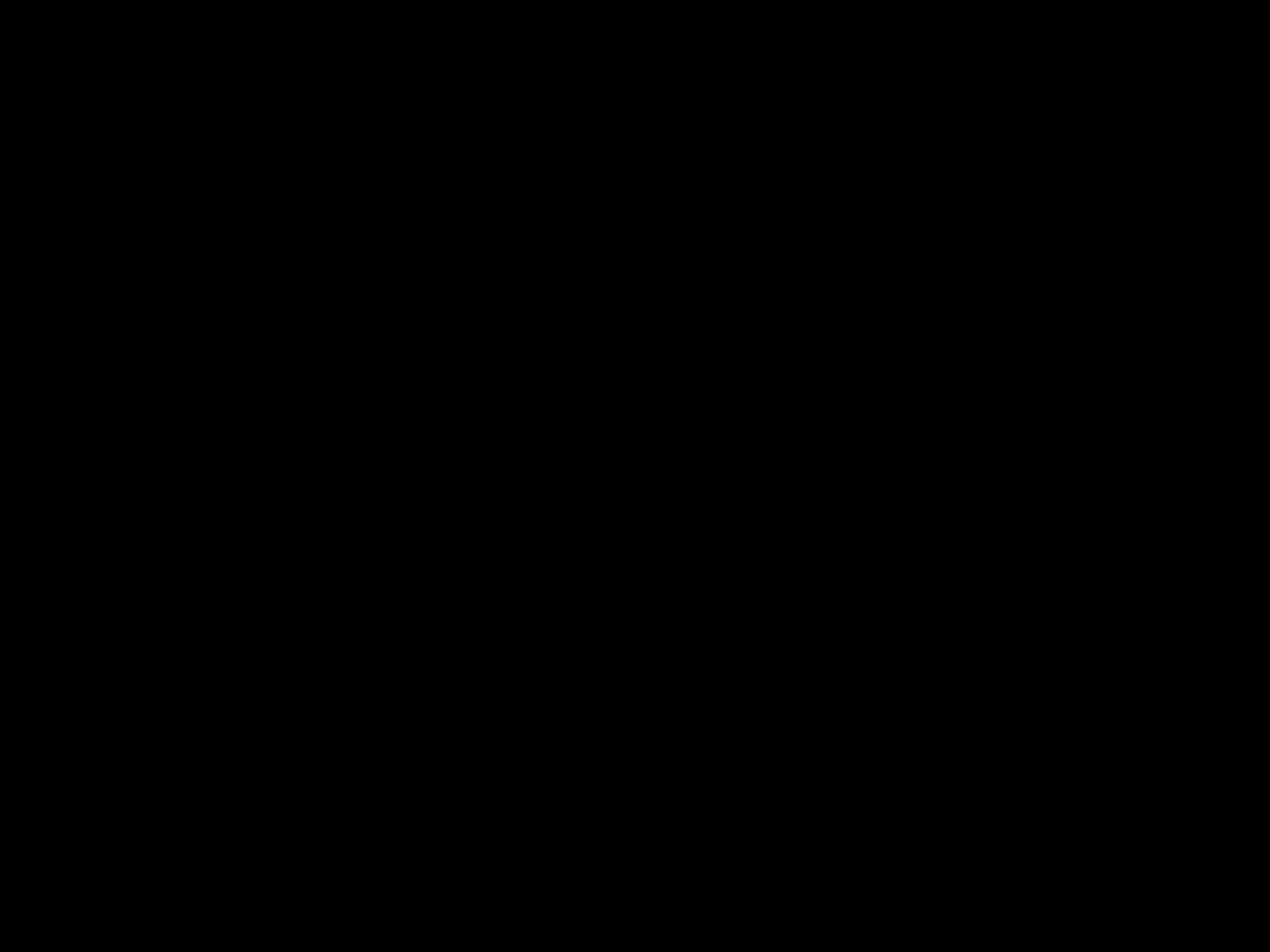
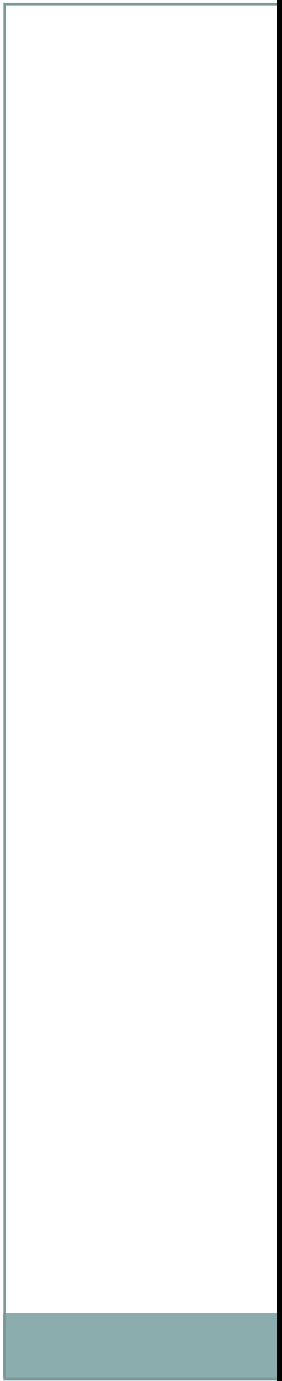
ADOBE PHOTOSHOP



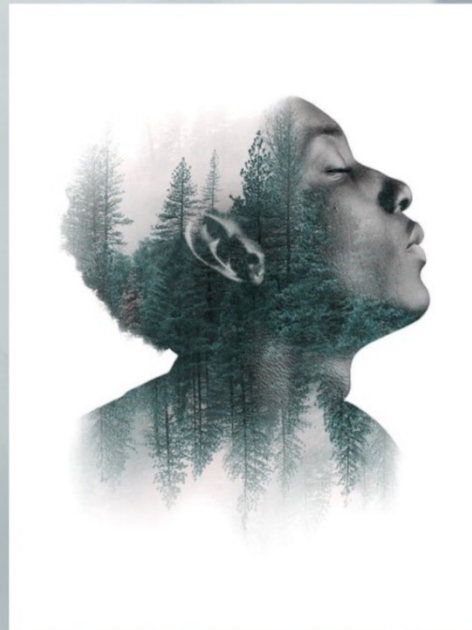
Photoshop is a powerful image editing software developed by Adobe. It allows users to manipulate, enhance, and create digital images with a wide range of tools and features. Users can adjust colors, contrast, and brightness, as well as remove unwanted elements from photos. It supports various file formats, including PSD, JPEG, and PNG.

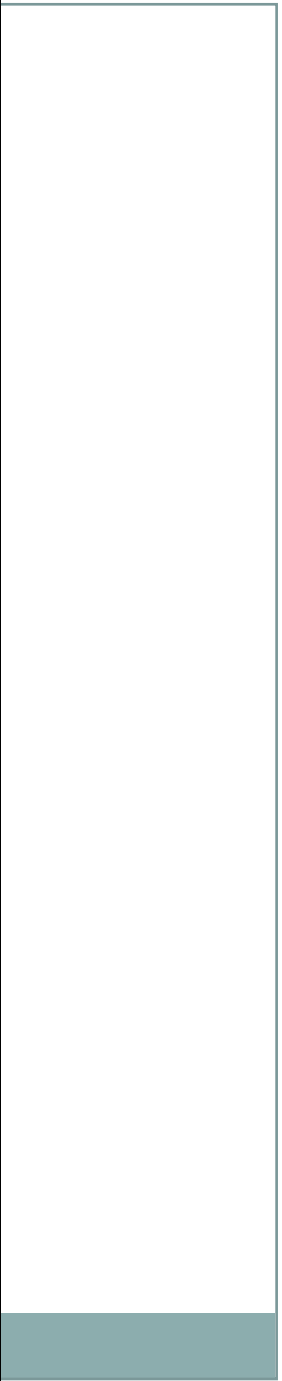
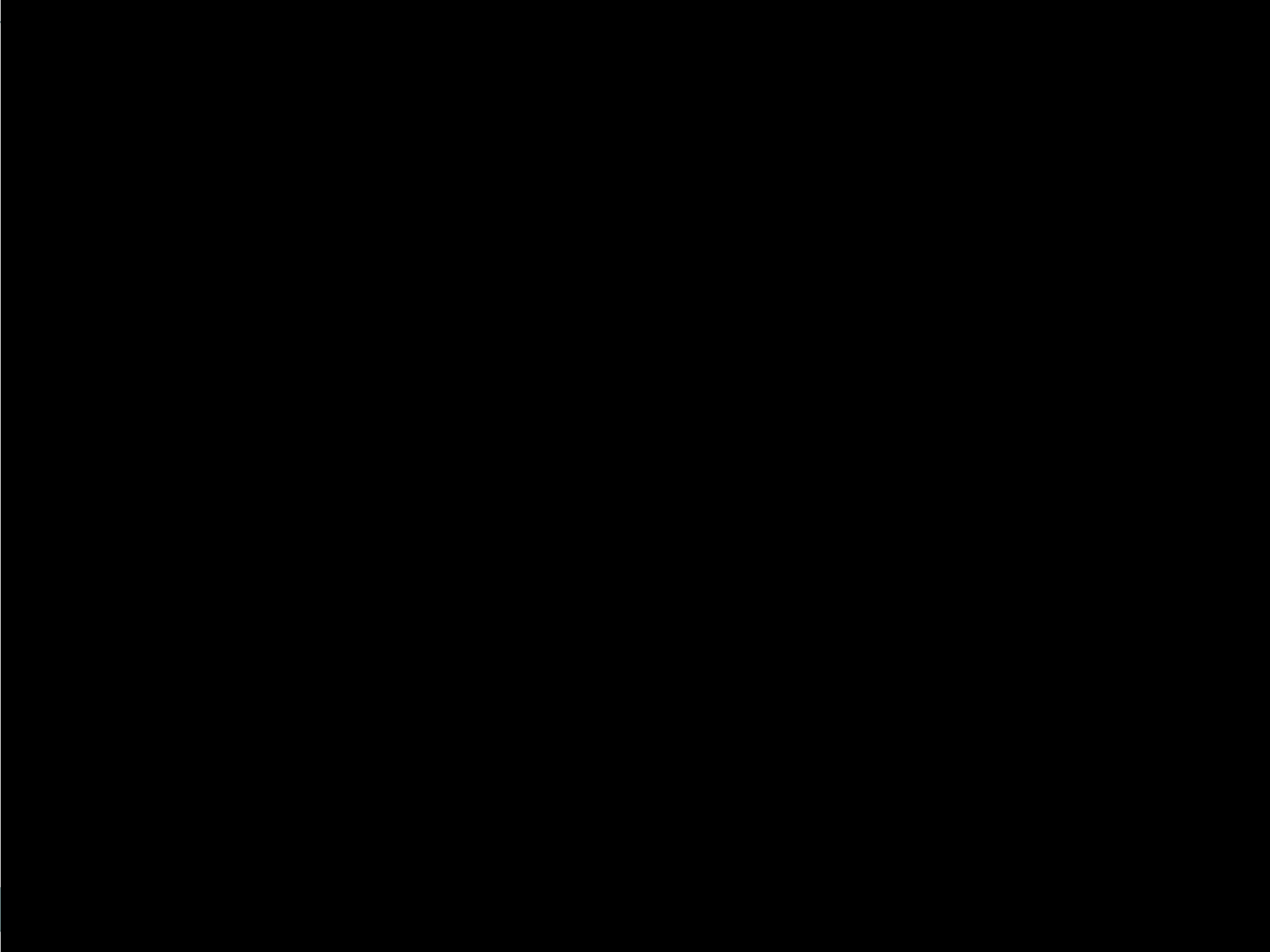
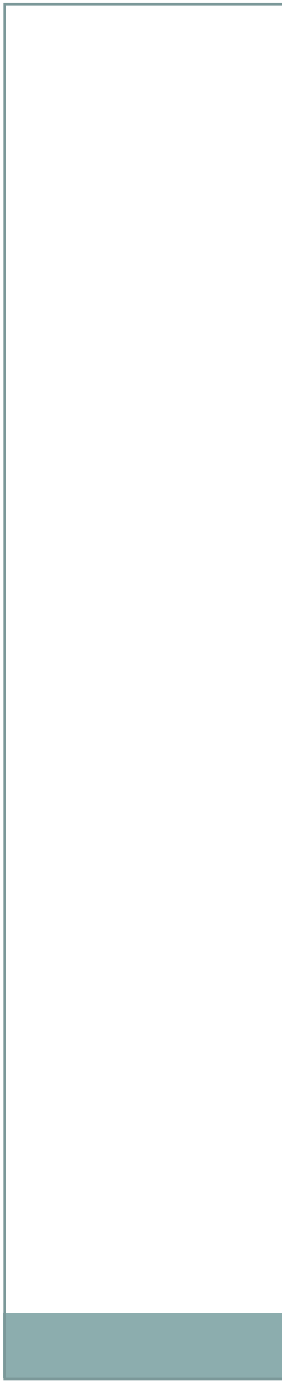
ADOBE PHOTOSHOP



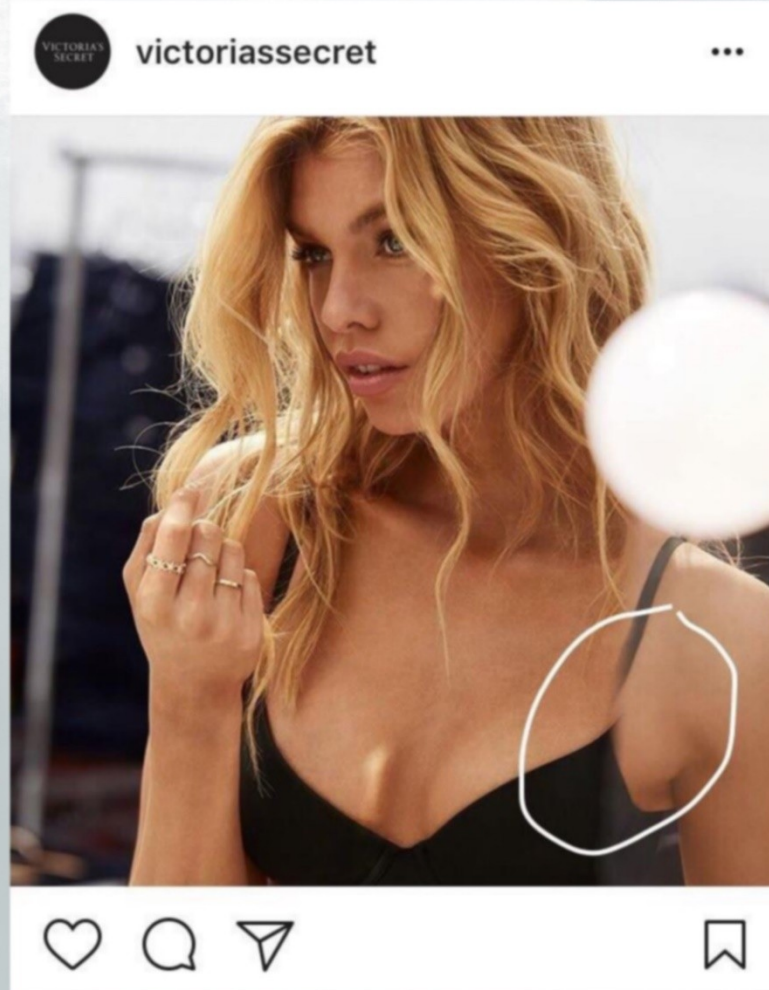


ADOBE PHOTOSHOP





ADOBE PHOTOSHOP



VICTORIA'S SECRET

bras panties sleep+lounge clothing shoes swim beauty sale+specials gifts **PINK**

CLOTHING

Features

- Sweater Shop
- Dress Shop
- The Must-Lust List
- Get the Look

Sexy Steals

- Sweaters \$19 - \$49
- Dresses \$39 - \$69
- Tops \$15 - \$19.50
- Tees Any 2/\$25
- Velour 2/\$60
- Yoga & Leggings Buy 2 & Save
- Denim & Corduroy \$10 - \$20 Off

Dresses

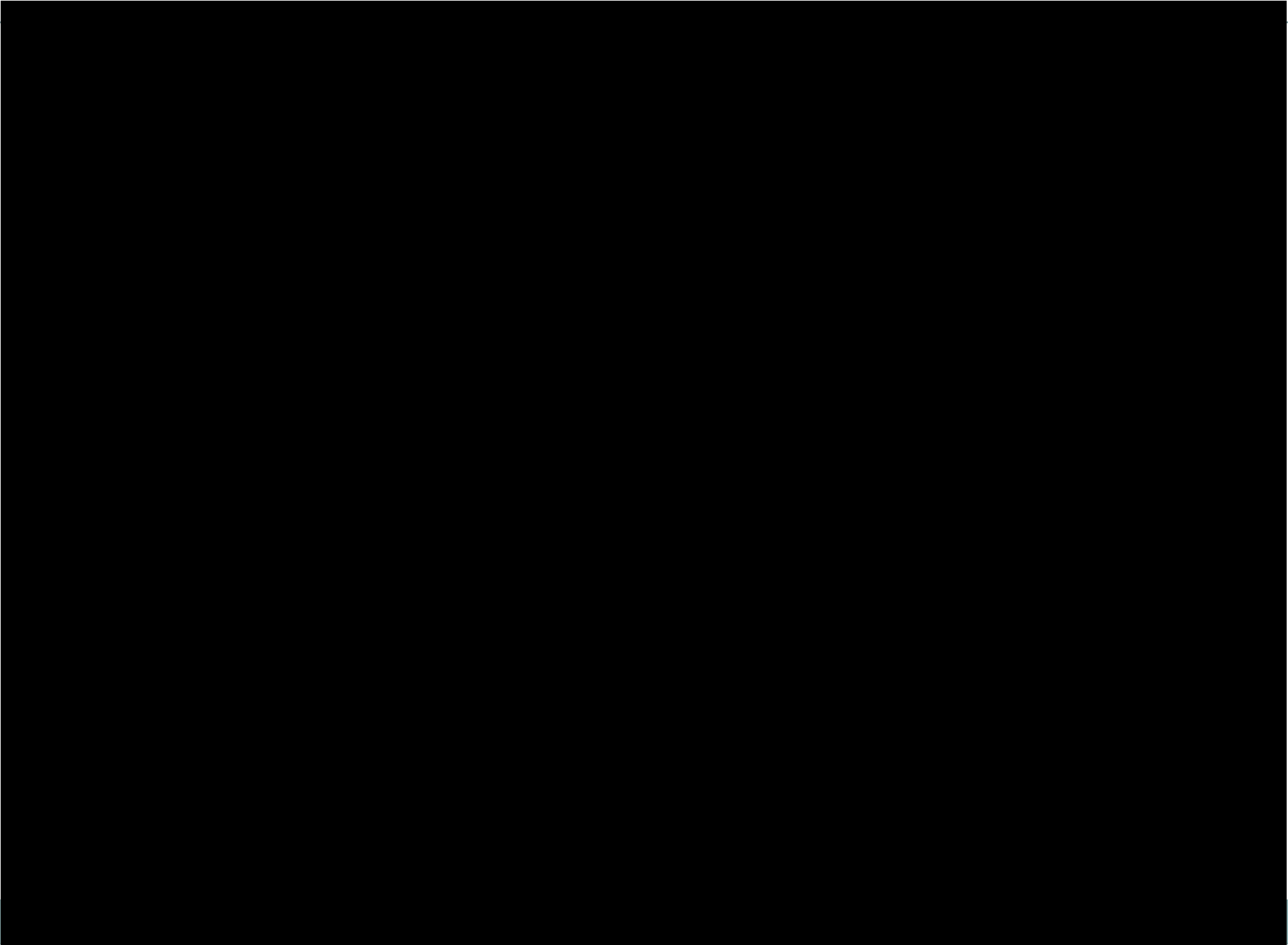
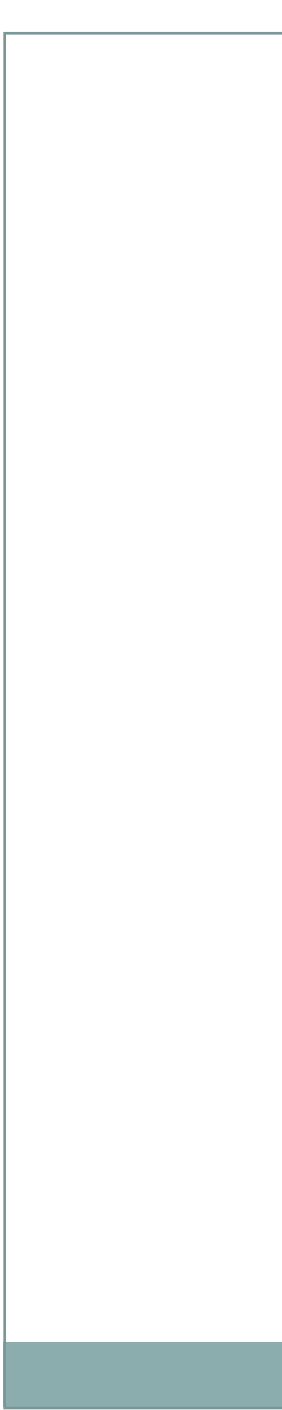
- All Dresses
- Sweaterdresses
- Sexy Dresses
- Casual Dresses
- Bra Top Dresses
- Convertible Collection

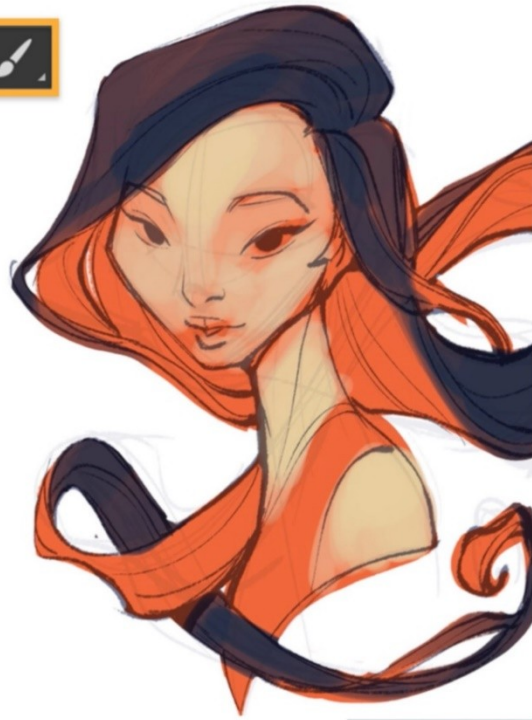
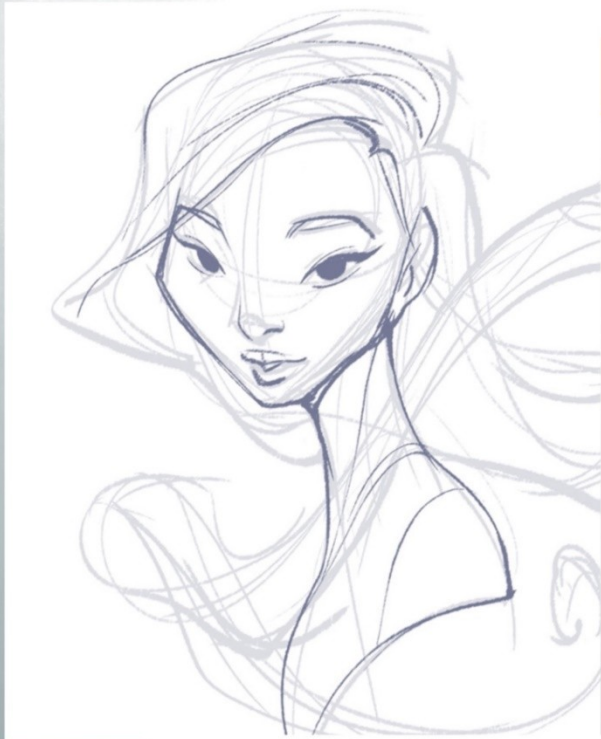
Sweaters

- All Sweaters
- Cardigans & Wraps
- Turtlenecks & Cowlenecks
- V-necks & Scoopnecks
- Cashmere Blends
- The Soft & Sexy Wrap

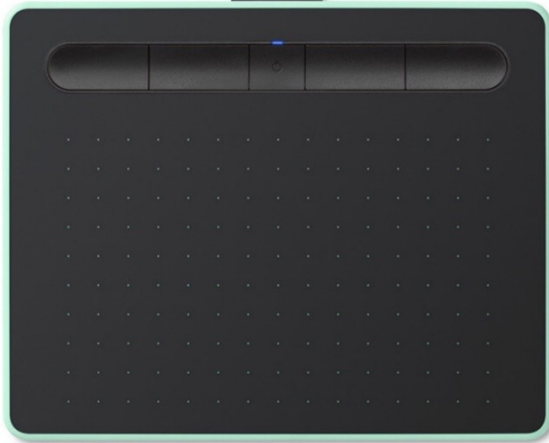
Coats & Jackets







wacom



ADOBE ILLUSTRATOR



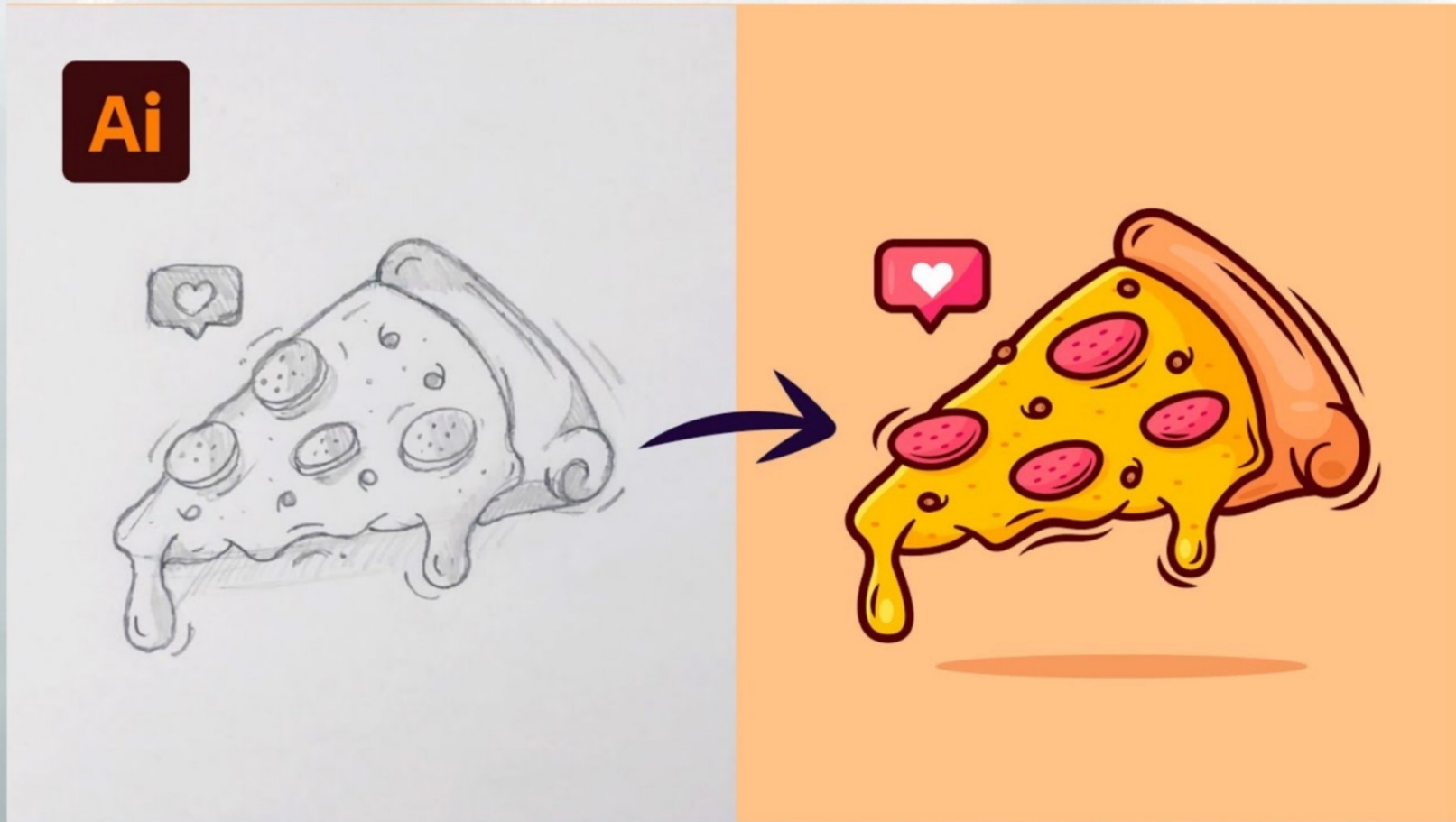
Adobe Illustrator is a powerful vector graphics editor commonly used for creating logos, icons, illustrations, and other scalable graphics. It offers a wide range of tools and features for precise drawing and editing, including pen and shape tools, brushes, and typography options. Its versatility makes it a favorite among designers for both print and digital projects.

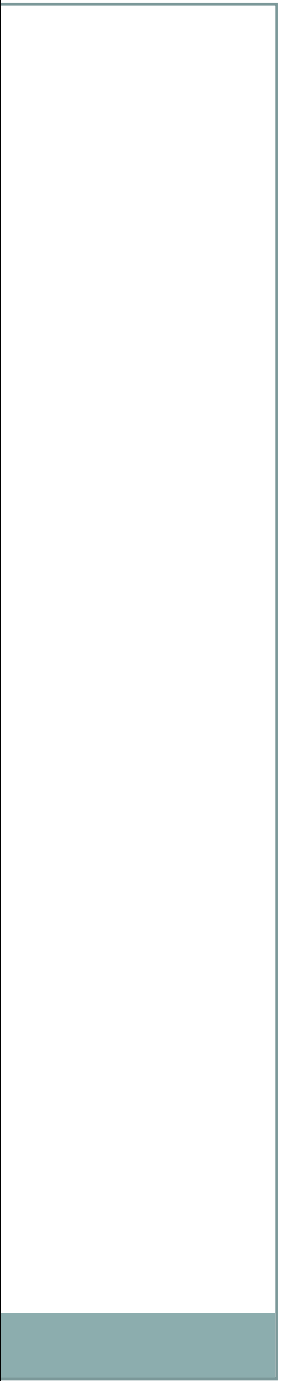
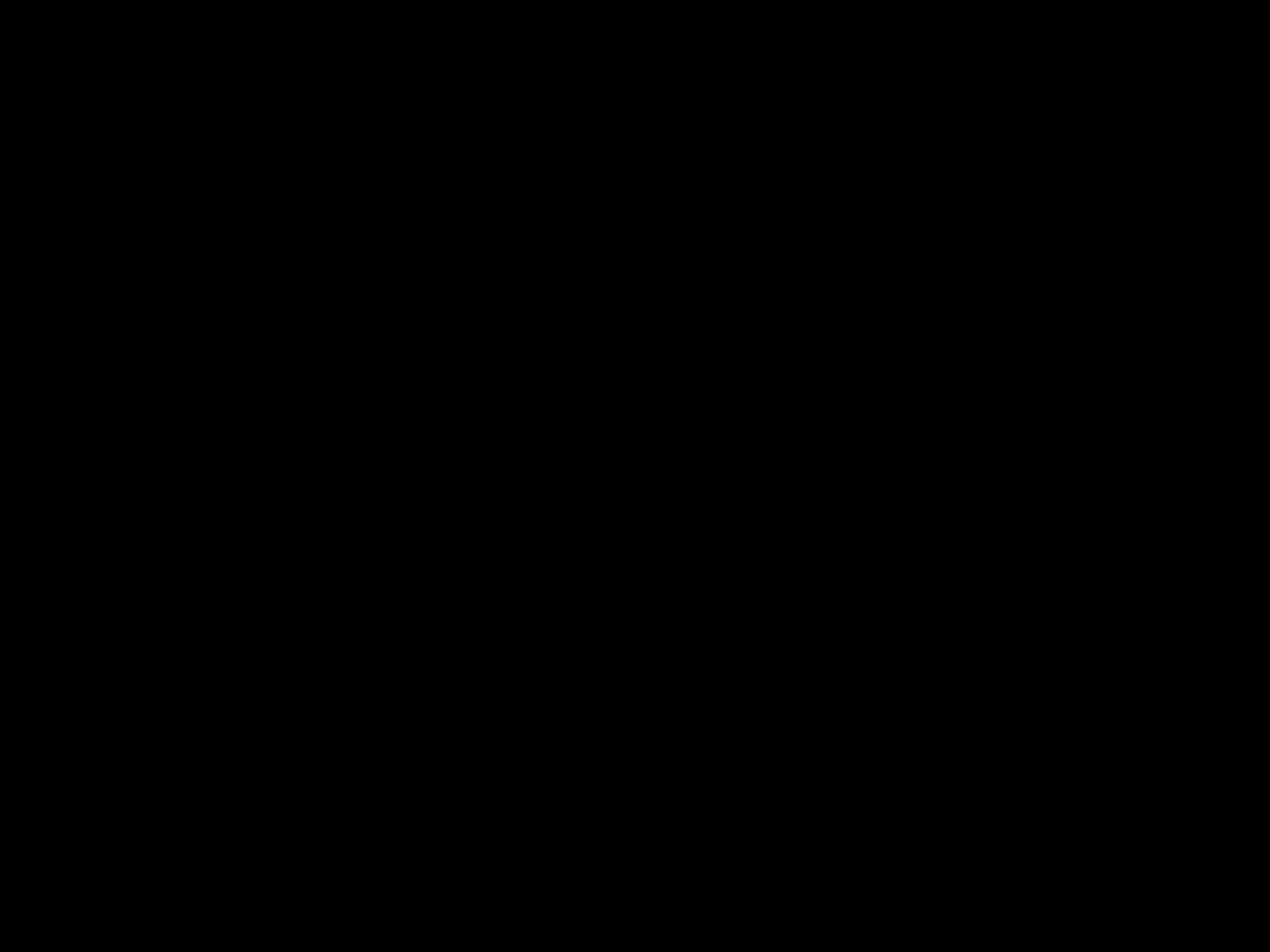
ADOBE ILLUSTRATOR



The Tools panel illustrated

| | | |
|---|--|--|
| Selection (V) Selects entire objects | | Click to convert a single-column Tools panel into a double-column panel, or vice versa. |
| Magic Wand (Y) Selects objects by color | | Direct Selection (A) Selects parts of objects |
| Pen (P) Draws paths with curved and/or straight segments | | Lasso (Q) Selects individual points and segments via a marquee |
| Line Segment (L) Draws straight lines at any angle | | Type (T) Creates and edits horizontal type |
| Paintbrush (B) Creates Calligraphic, Scatter, Art, and Pattern brush strokes | | Rectangle (M) Draws rectangles and squares |
| Blob Brush (Shift-B) Creates closed shapes, or reshapes, in a freehand style | | Pencil (N) Draws paths in a freehand style |
| Rotate (R) Rotates objects | | Eraser (Shift-E) Erases sections of objects |
| Warp (Shift-R) Distorts objects | | Scale (S) Enlarges and shrinks objects |
| Symbol Sprayer (Shift-S) Sprays symbol instances | | Free Transform (E) Rotates, scales, reflects, shears, distorts, or applies perspective |
| Mesh (U) Creates and edits multicolored mesh objects | | Column Graph (J) Creates column graphs |
| Eyedropper (I) Samples and applies paint or type attributes | | Gradient (G) Changes the position, length, radius, or angle of existing gradients |
| Live Paint Bucket (K) Recolors faces and edges in a Live Paint group | | Blend (W) Creates shape and color blends between objects |
| Artboard (Shift-O) Creates and reconfigures artboards in a document | | Live Paint Selection (Shift-L) Selects sections of a Live Paint group |
| Hand (H) Moves the artwork in the document window | | Slice (Shift-K) Defines slice areas |
| Fill (X) The color, gradient, or pattern that fills the inside of a path | | Zoom (Z) Changes the zoom level of the document |
| Default Fill and Stroke (D) (white fill, 1-pt. black stroke) | | Swap Fill and Stroke (Shift-X) |
| Gradient (⇨) Reapplies the last gradient fill | | Stroke (X) The color or pattern that's applied to a path (click to activate) |
| Color (⇩) Reapplies the last solid stroke or fill color | | None (/) Removes the current stroke or fill |
| | | Screen Mode menu (F) Lets you change the size of the document window and the onscreen environment for Illustrator |



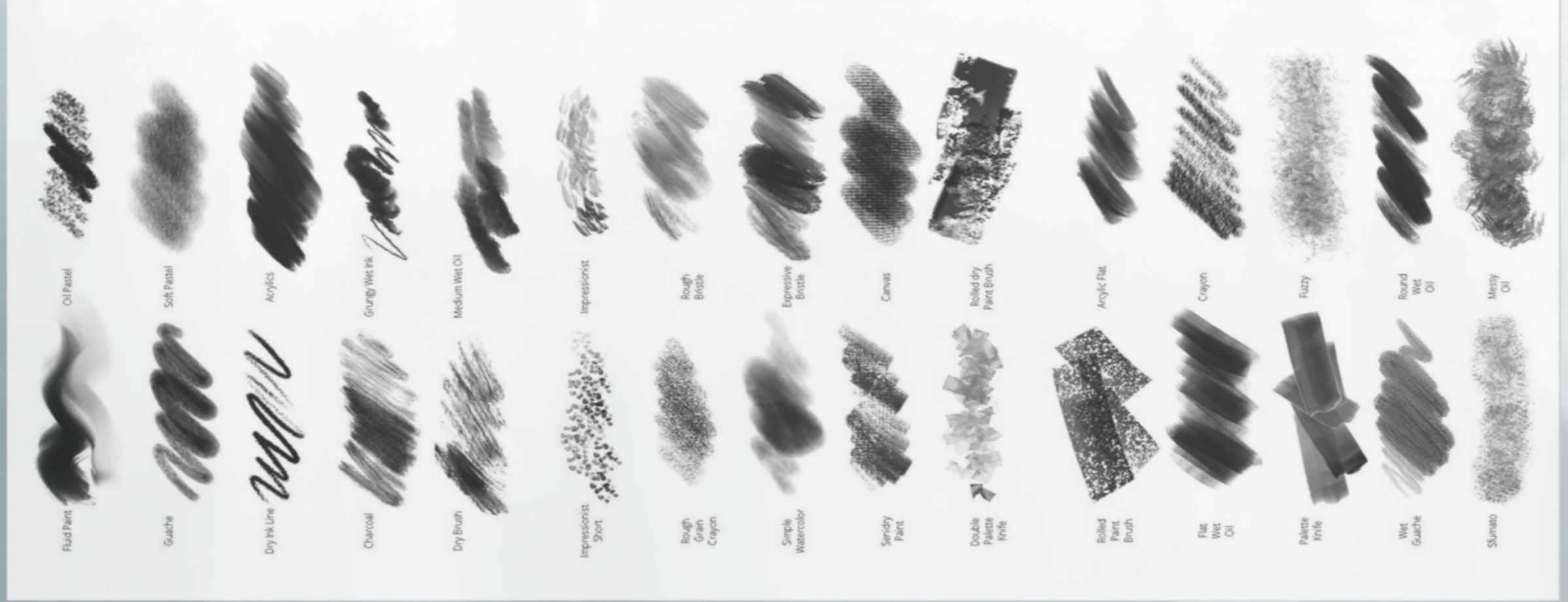


PROCREATE

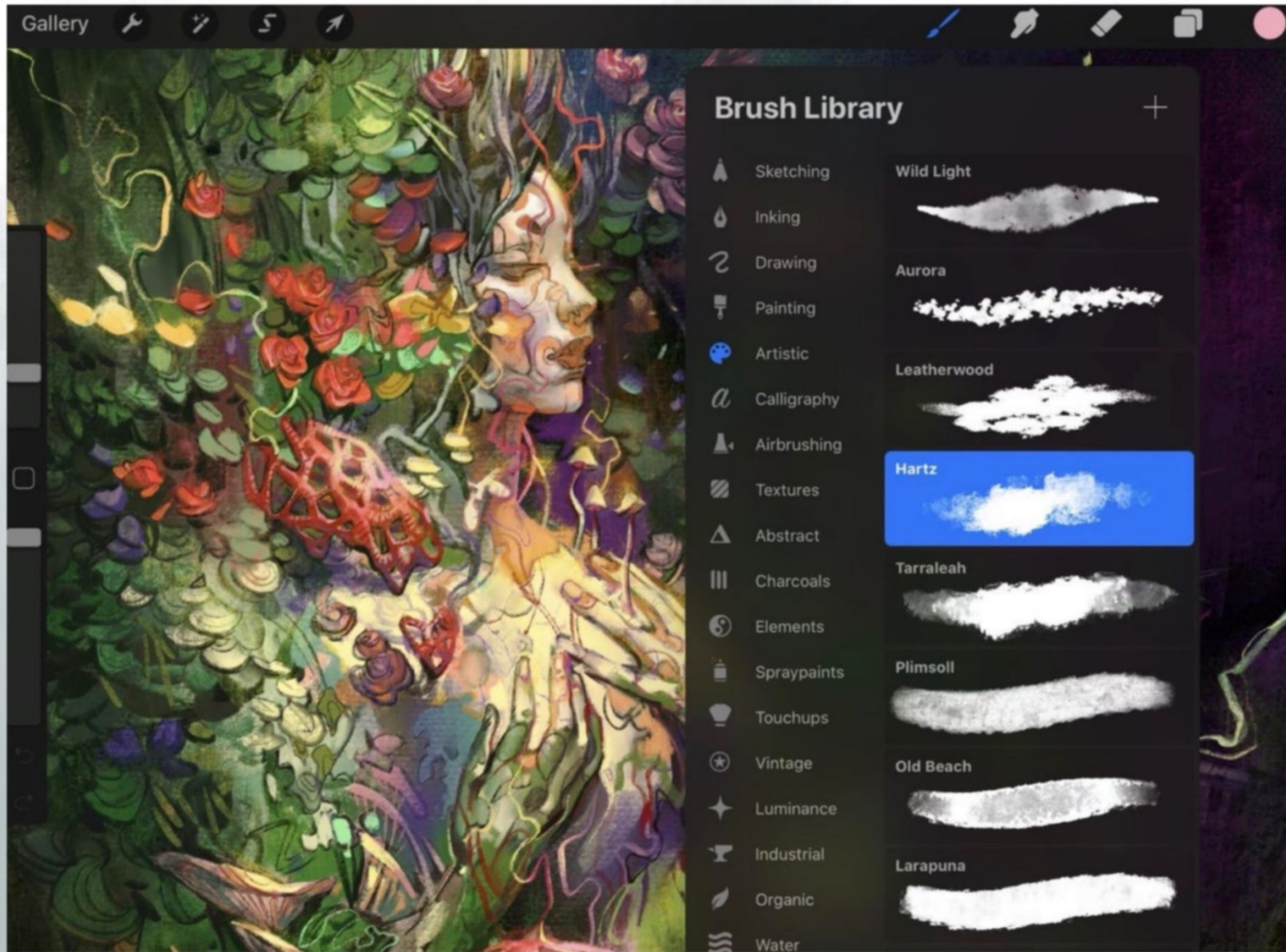


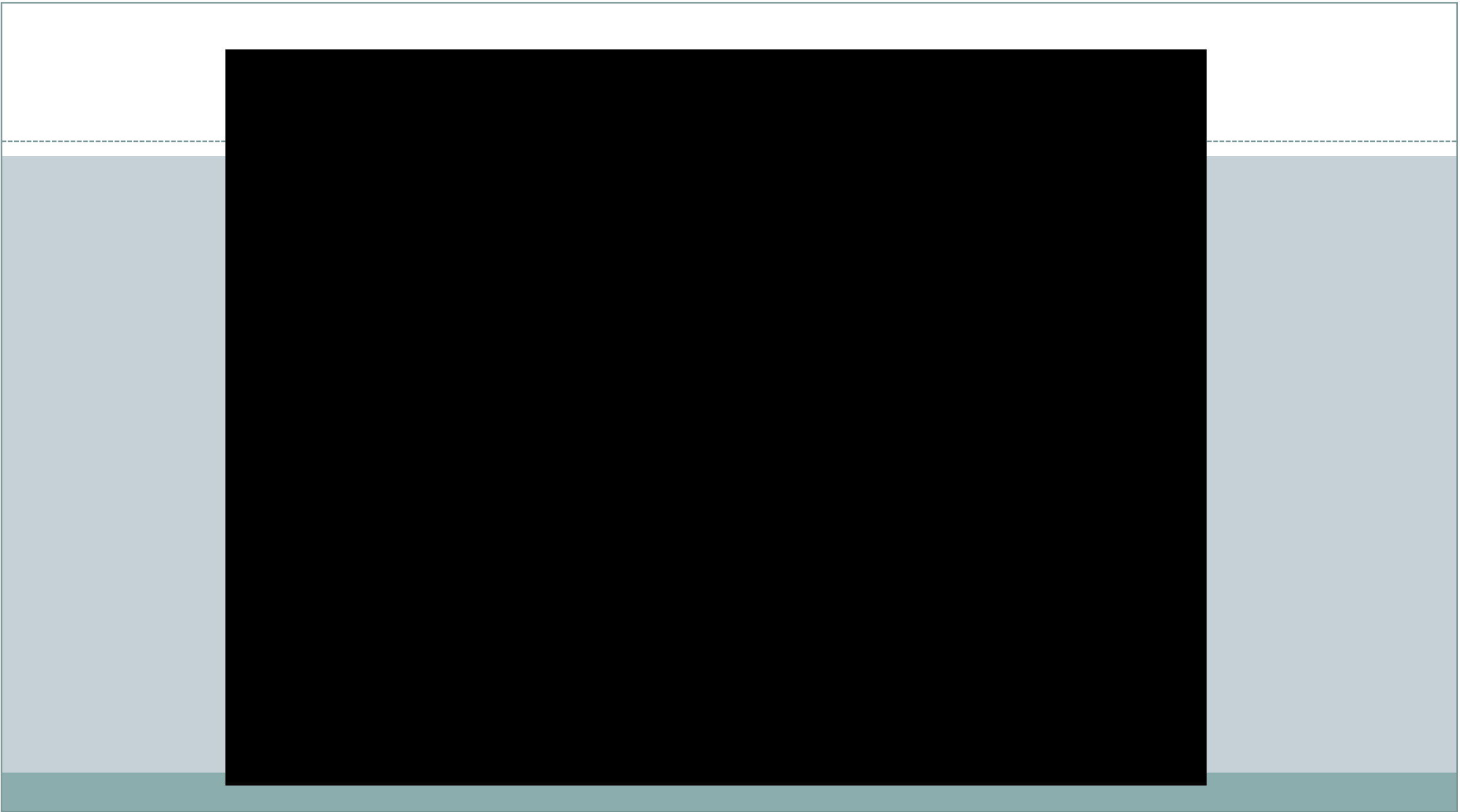
Procreate is a powerful digital art app designed for iPad, offering a wide range of brushes, tools, and features for artists. It's popular for its intuitive interface, extensive customization options, and support for high-resolution artwork.

PROCREATE



PROCREATE

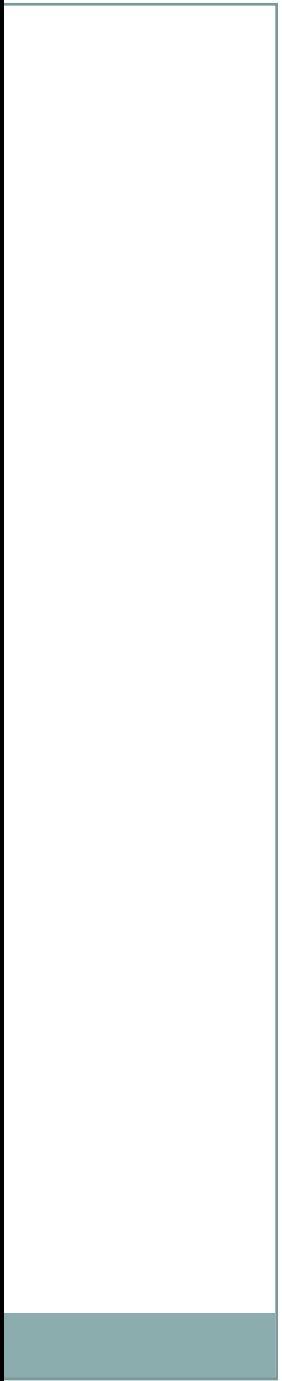
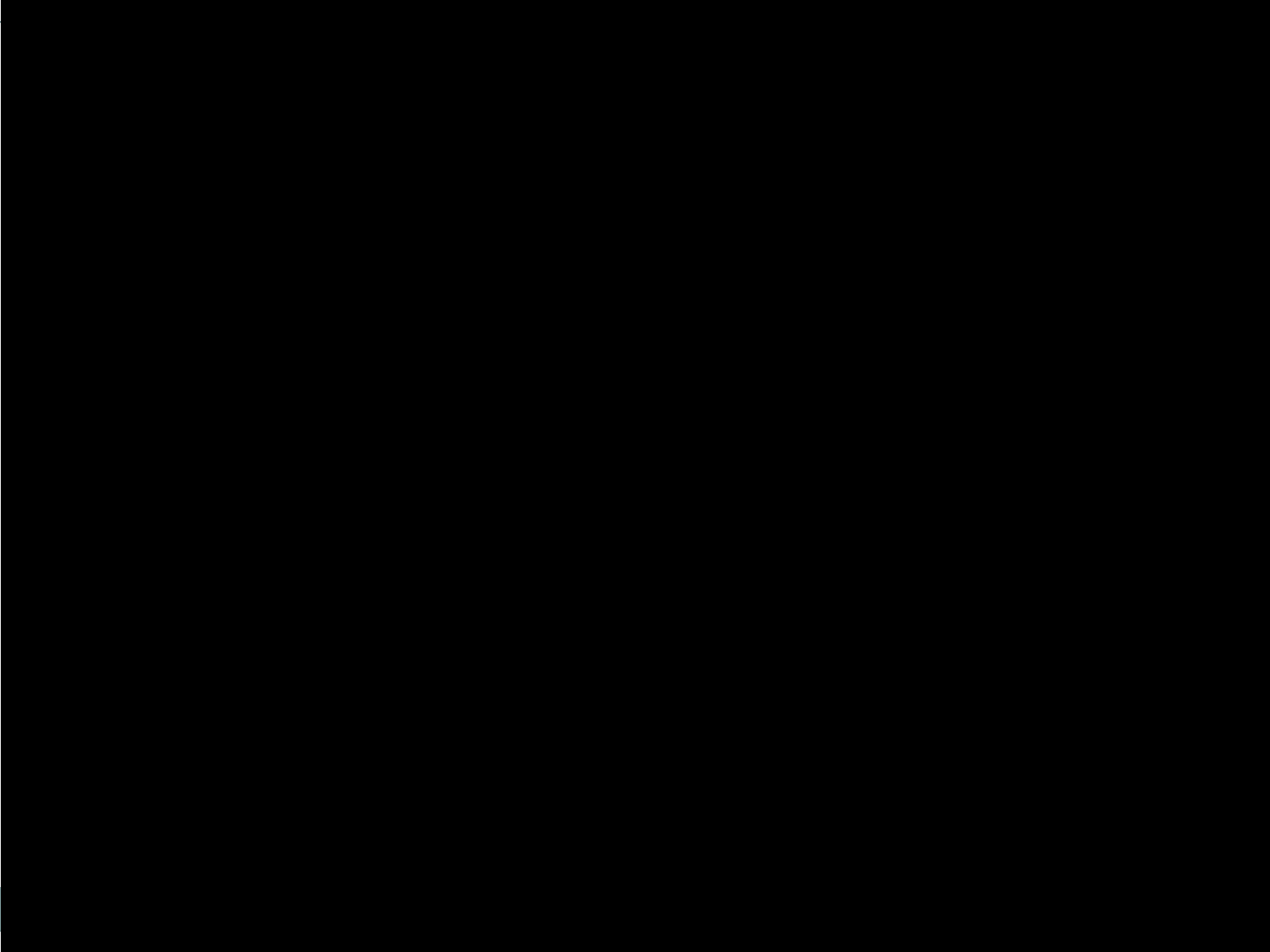
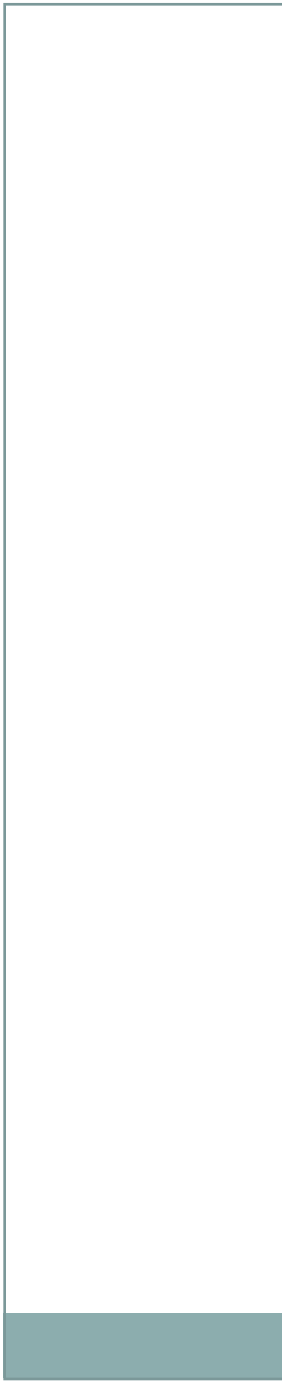




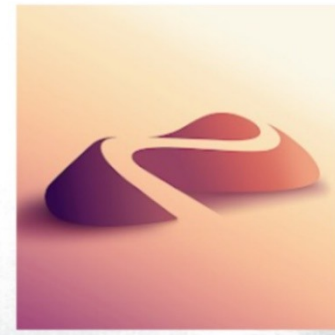
Z-BRUSH



ZBrush is a digital sculpting and painting software widely used in the film, video game, and animation industries. It's known for its powerful tools for creating highly detailed 3D models, textures, and sculptures. ZBrush uses a unique "pixol" technology, which allows artists to sculpt with millions of polygons without facing performance issues. It also offers features like DynaMesh for dynamic tessellation, ZRemesher for automatic retopology, and a wide range of brushes for various sculpting tasks. Overall, it's a versatile tool for artists and designers to bring their creative visions to life in the digital realm.



NOMAD SCULPT



Nomad Sculpt is a 3D sculpting app designed for tablets and mobile devices. It's popular for its intuitive interface and powerful sculpting tools, allowing users to create detailed 3D models with ease using touch gestures. Nomad Sculpt offers features like dynamic tessellation for high-resolution sculpting, a variety of brushes for different effects, symmetry tools, and the ability to import and export models in various formats. It's a great option for artists who want to create 3D art on the go or for those who prefer a more tactile approach to digital sculpting.





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Home Page LightBox Live Boolean **Edit** Draw Move Scale Rotate **Zadd** **Zsub** Zcut

Mrgb Rgb M Zadd **Zsub** Zcut Focal Shift -14 Draw Size 46 Dynamic ActivePoints: 6.648 Mil TotalPoints: 8.69 Mil

Rgb Intensity Z Intensity 33

DamStandard

Dots

-BrushAlpha

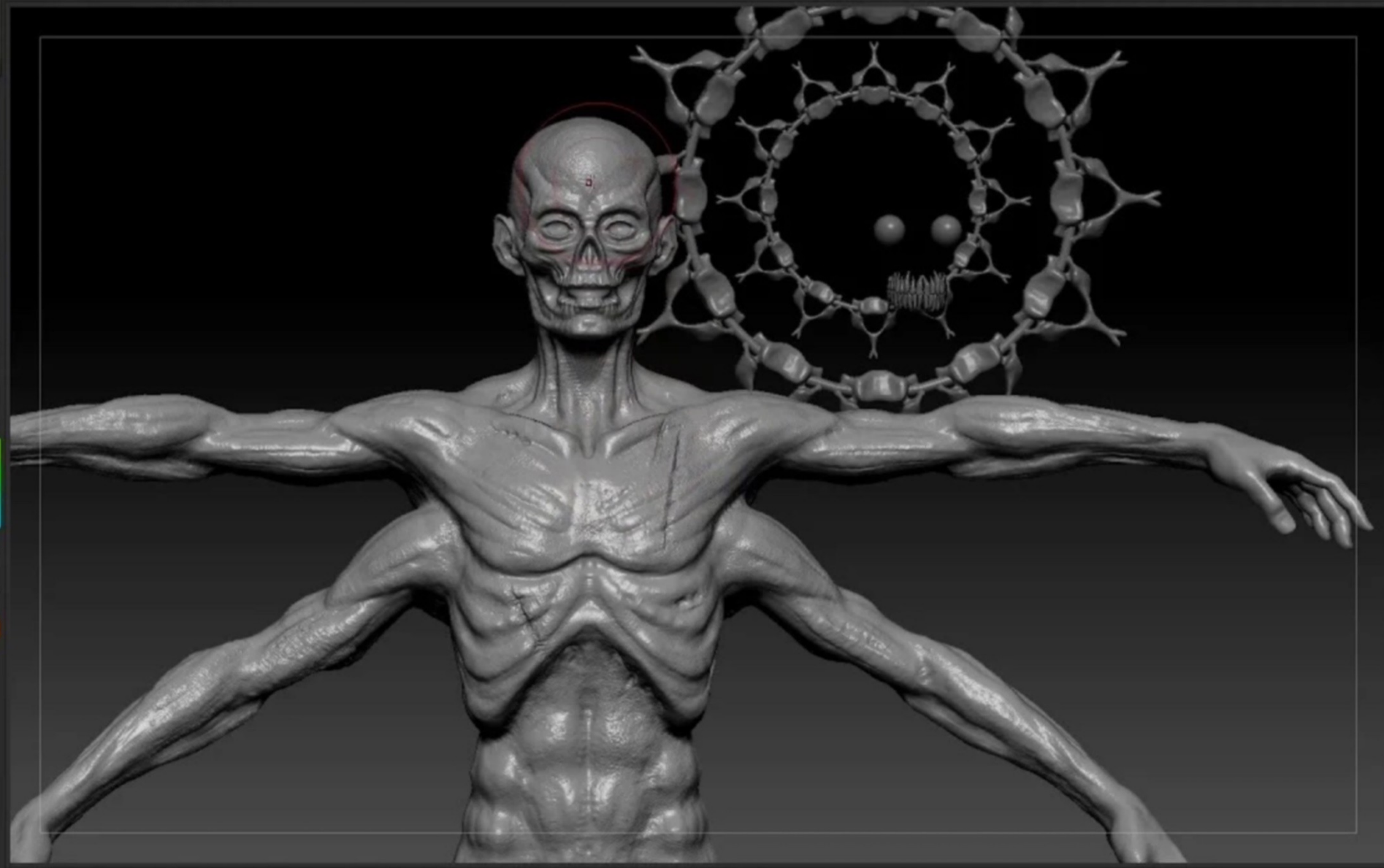
Texture Off

BasicMaterial2

Gradient

SwitchColor

Alternate



SPix 3

Scroll

Zoom

Actual

AA-Hit

Perp

Floor

Lock

L 3mm

XYZ

Q

Frame

Move

UseCO

Rotate

Line Fill

ICLP

Transp

Dynamic

Solo

Tools

old_textor_25

4

Subtool

Geometry

Lower Res Higher Res

Sub 5 Cage Box

Del Lower Del Higher

Freeze SubDivision Levels

Reconstruct Subdiv

Convert BPR To Geo

Divide **Smt** Sub ReUV

Dynamic Subdiv

EdgeLoop

Crease

ShadowBox

ClayPolish

DynaMesh

Tessimate

ZRemesher

Modify Topology

Position

X Position 0

Y Position -0.01034

Z Position -0.00194

Size

MeshIntegrity

ArrayMesh

NanoMesh

Layers

FiberMesh

Geometry HD

Preview

Surface

Deformation

Masking

Visibility

Polygroups

Contact

Morph Target

Polypaint

UV Map

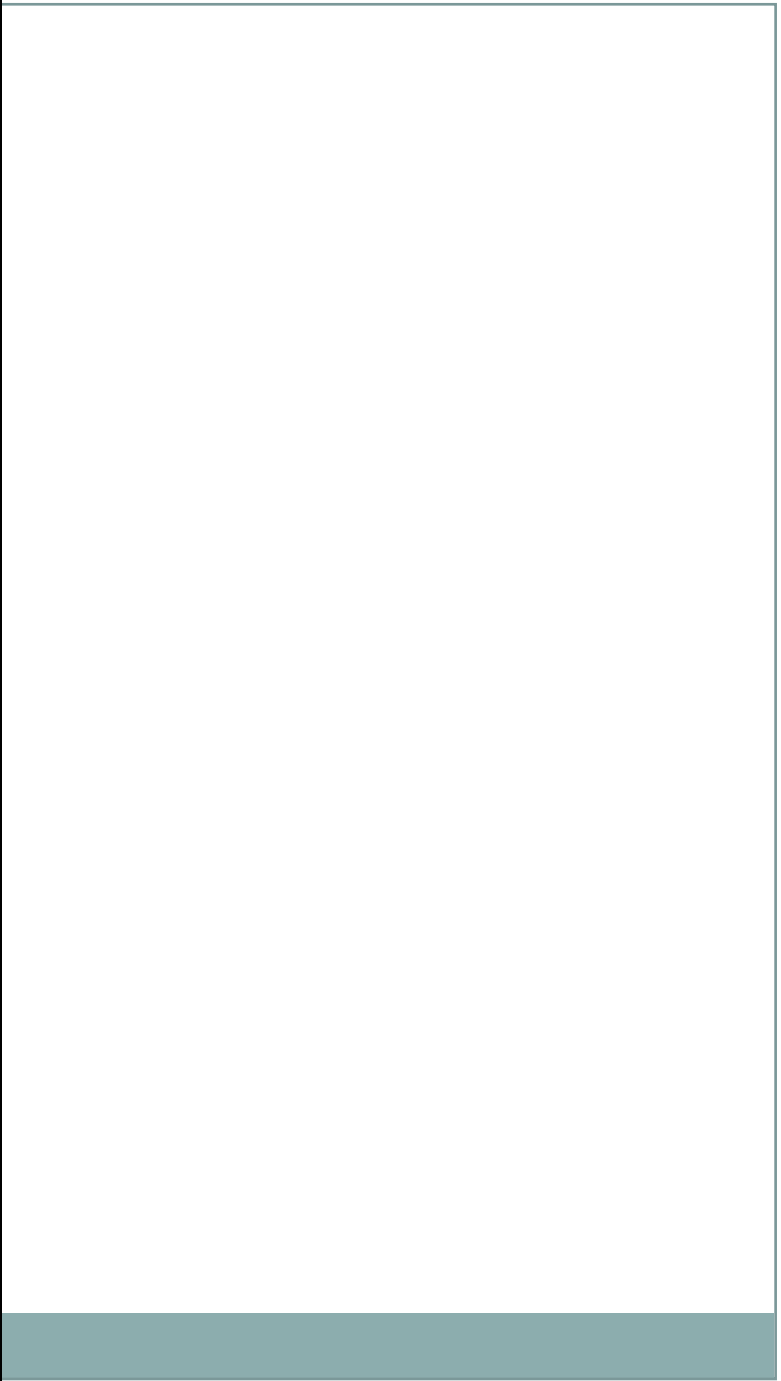
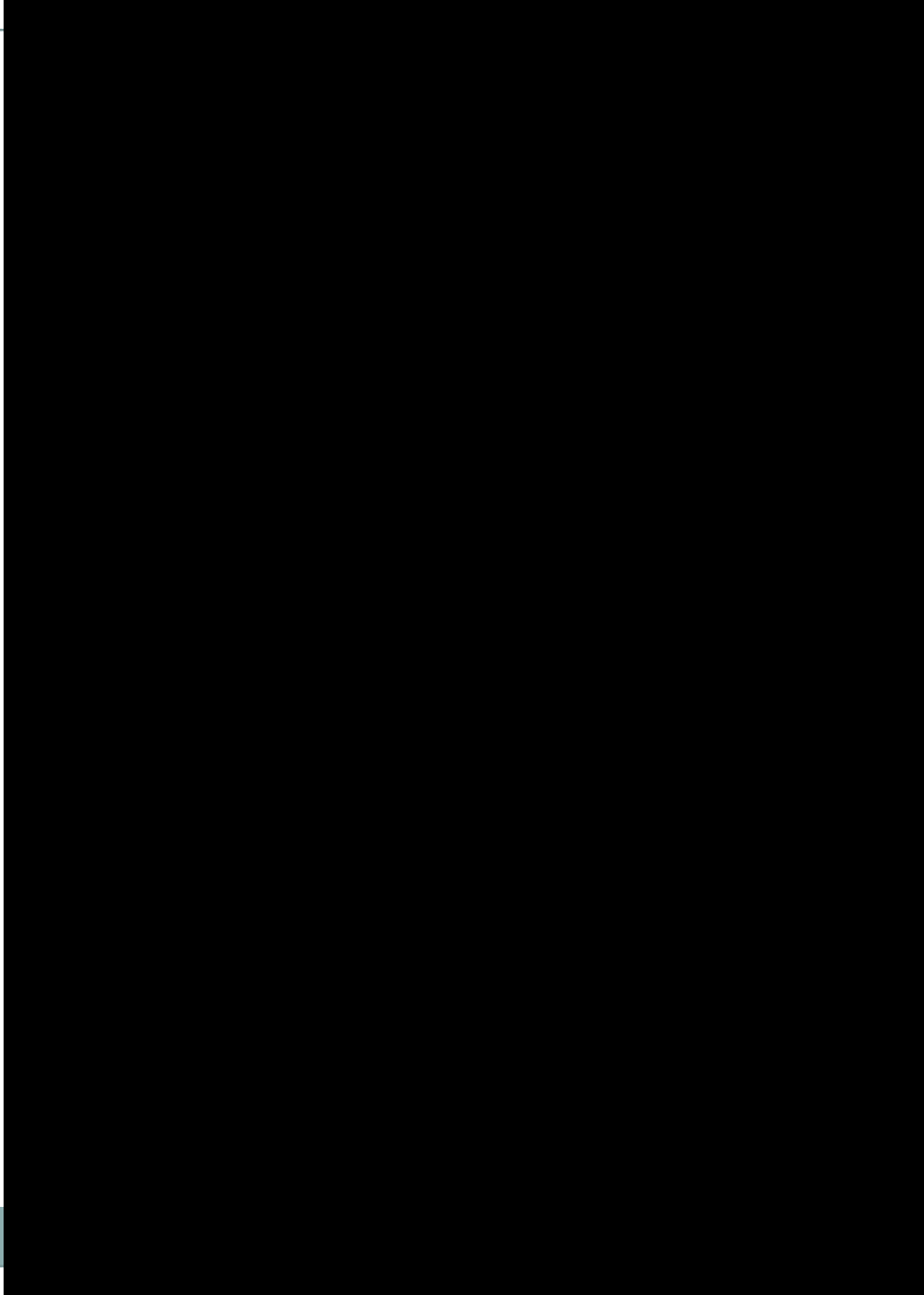
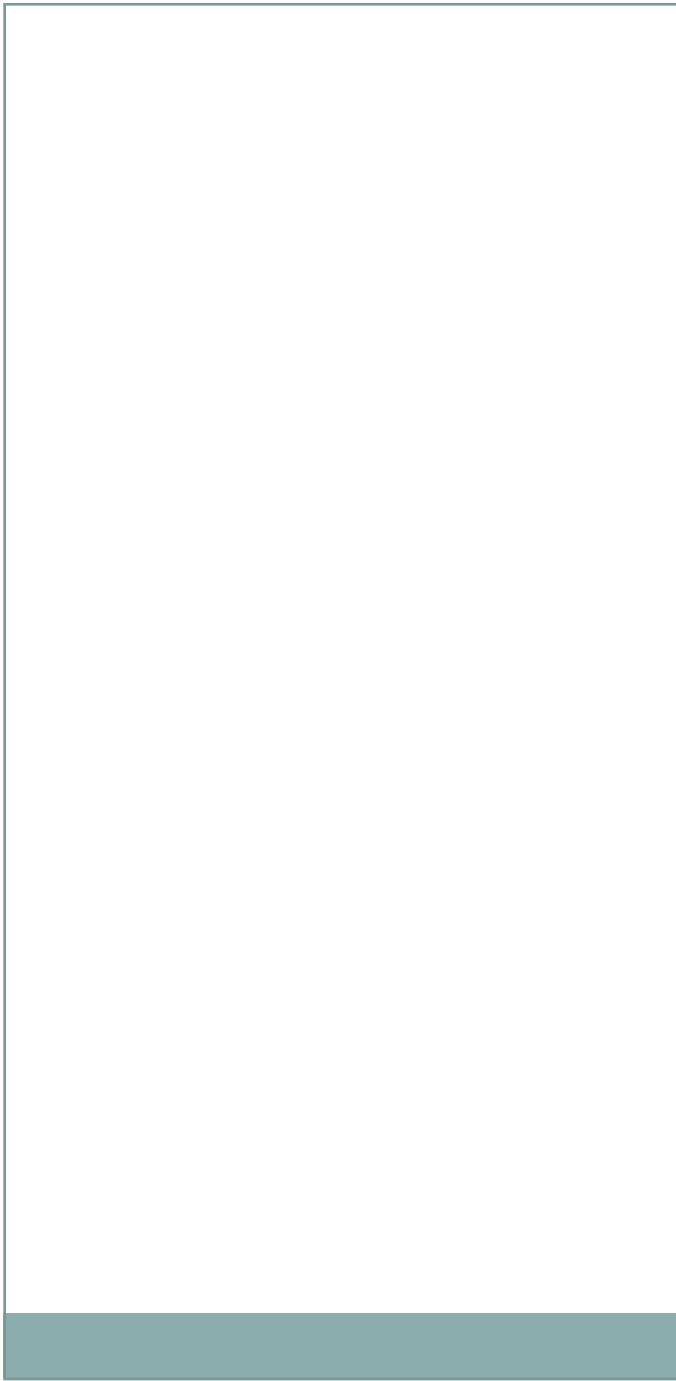
Texture Map

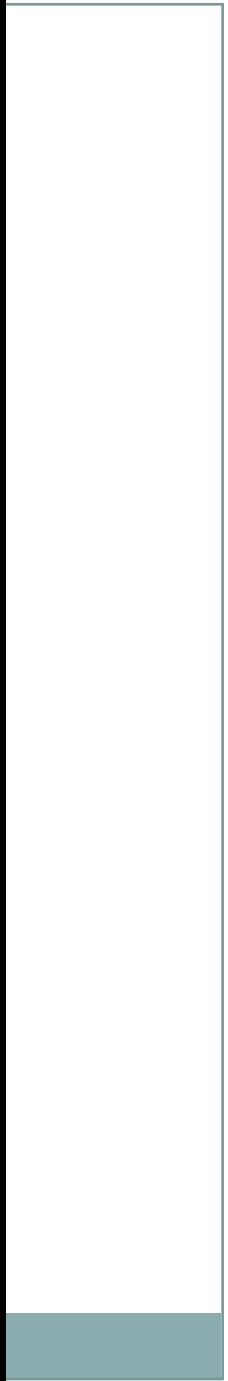
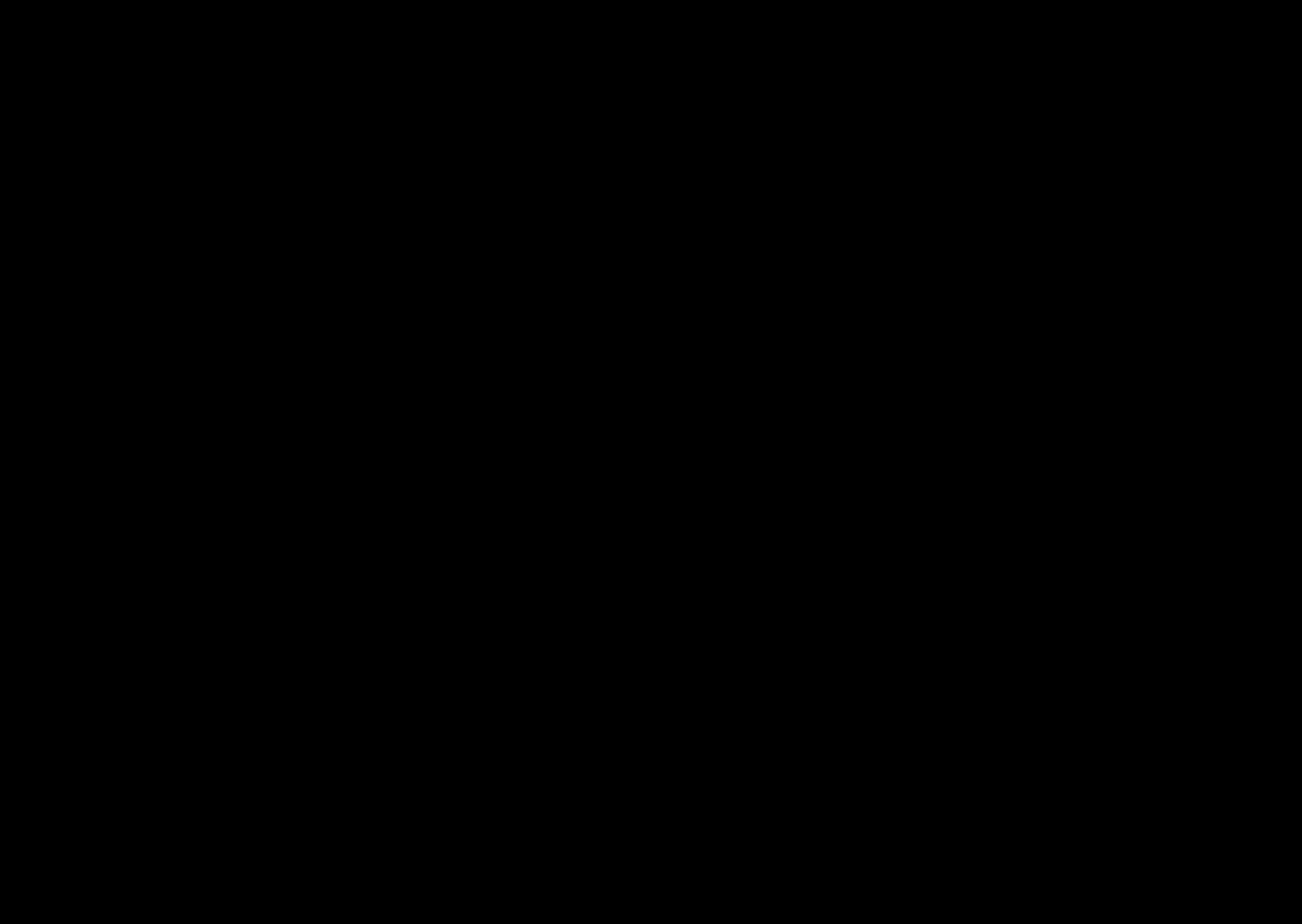
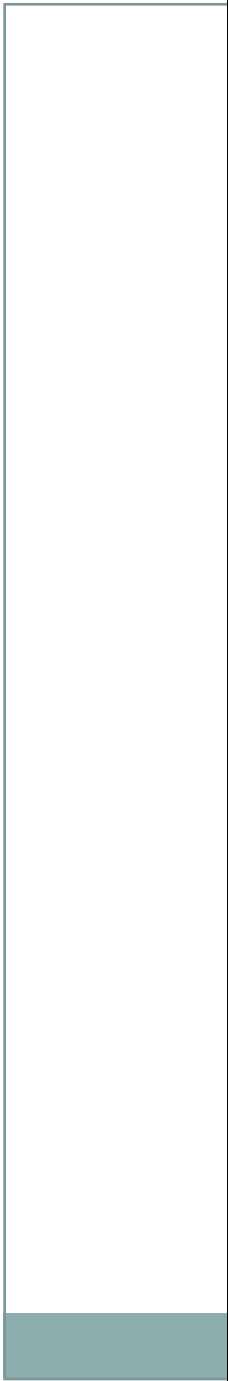


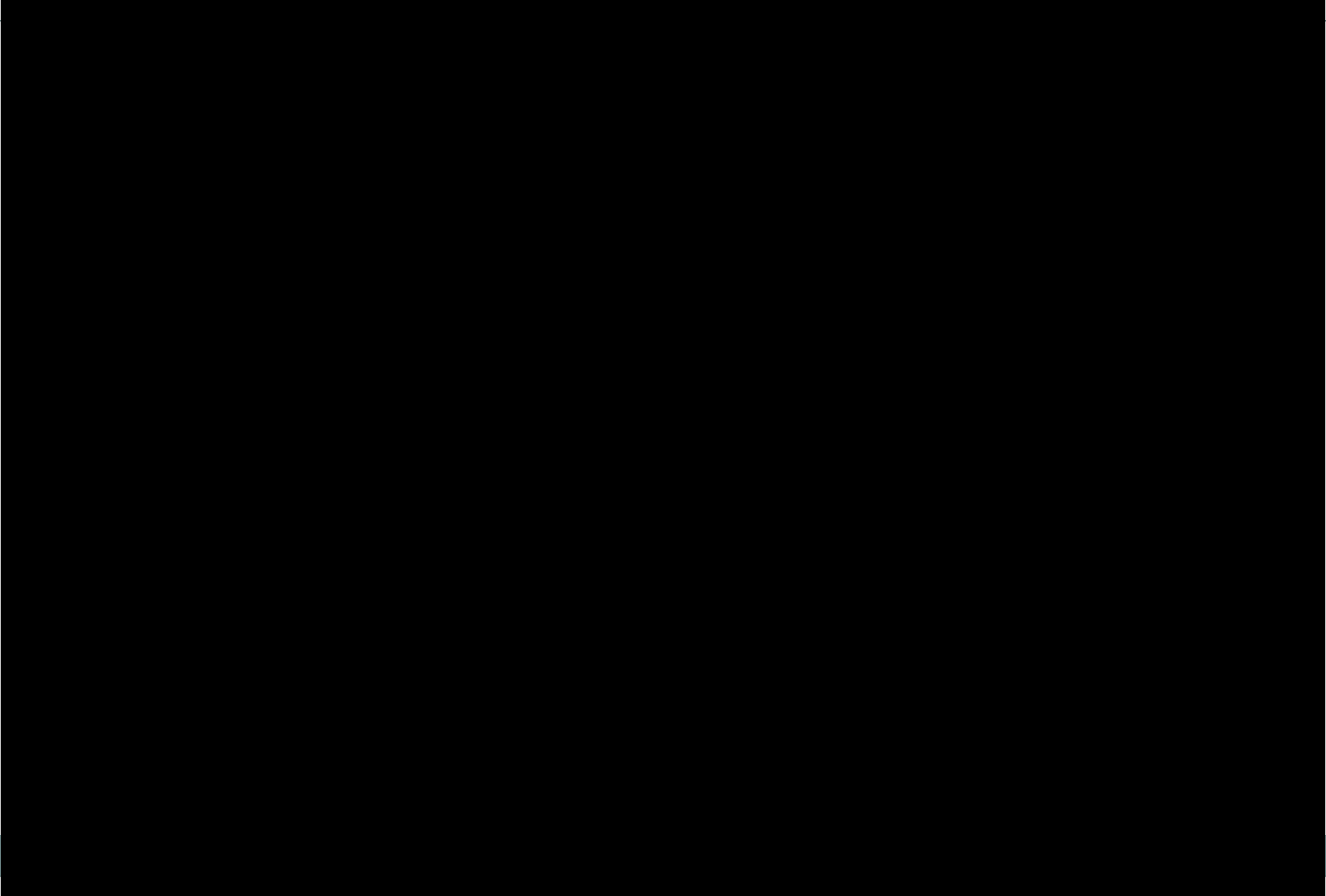
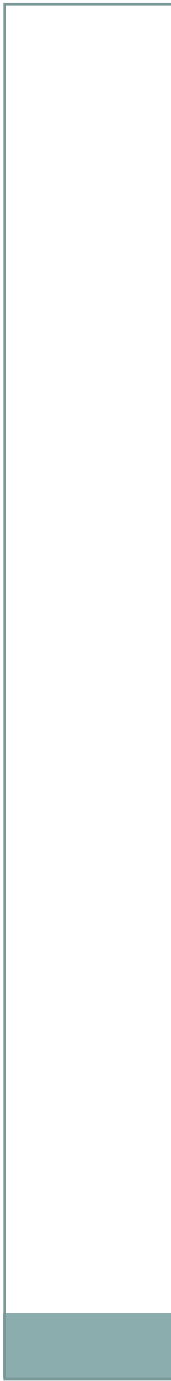












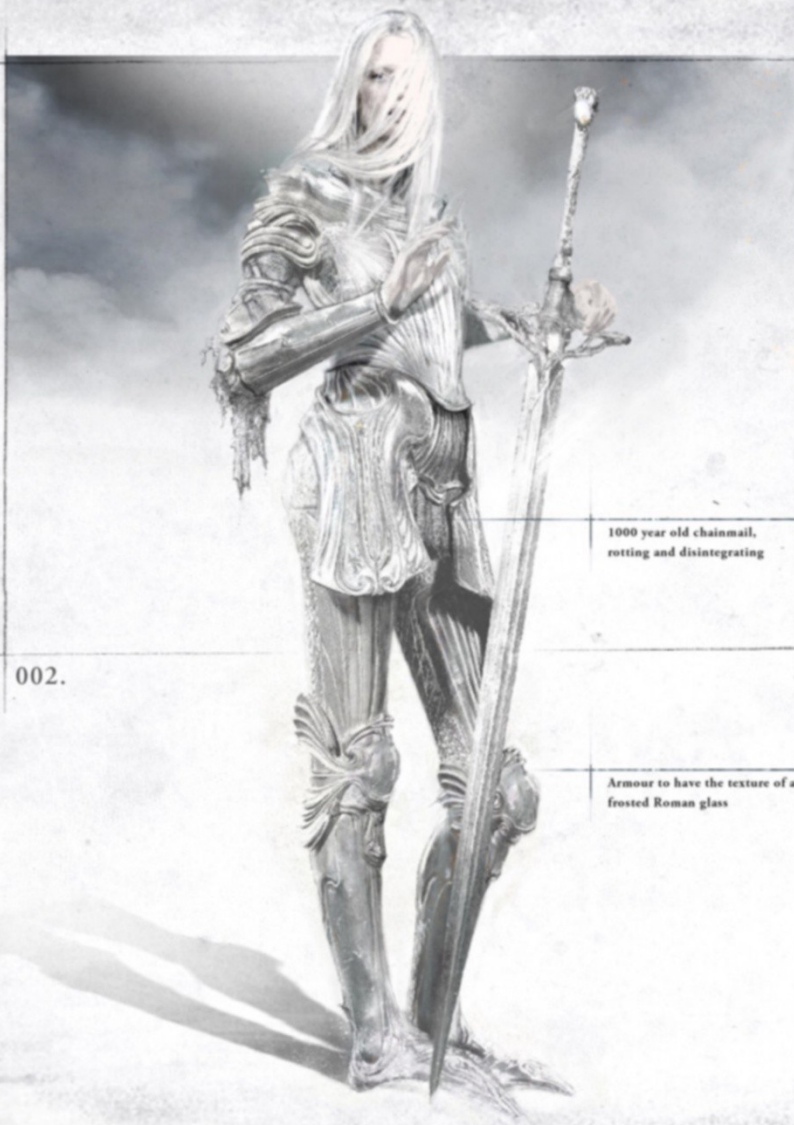
CONCEPT ART IN COSTUME DESIGN

Concept art in costume design plays a crucial role in visualizing and developing characters for various forms of media such as films, video games, and theater. Costume designers collaborate with concept artists to translate written descriptions or ideas into visual representations. This involves creating sketches or digital renderings that explore different styles, colors, textures, and details for costumes. Concept art helps filmmakers and creators make informed decisions about costume designs before they are finalized and produced. It also serves as a guide for costume makers and wardrobe departments during the actual fabrication process.

CONCEPT ART IN COSTUME DESIGN



GALADRIEL



002.

1000 year old chainmail,
rotting and disintegrating

Armour to have the texture of ancient
frosted Roman glass



They carry as relics phials of the light of Eärendil's star .

KH

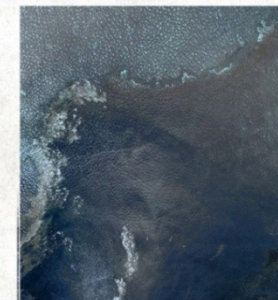
Bilbo



Costume_Bilbo0531



KW

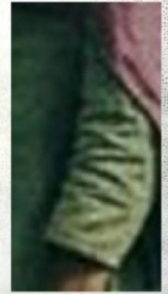


DISA



KH

NORI



KW



OPPENHEIMER
COSTUME DESIGNER: ELLEN MIROJNICK
CONCEPT ART: BENJAMIN IP



OPPENHEIMER
COSTUME DESIGNER: ELLEN MIROJNICK
CONCEPT ART: BENJAMIN IP

D U N E





Graves

10.11.12





Queenies

10.11.12







REBEL DREAMER | FABULOUS GODMOTHER K
COSTUME DESIGNER: ELLEN MIROJNICK | CONCEPT ARTIST: BENJAMIN IP



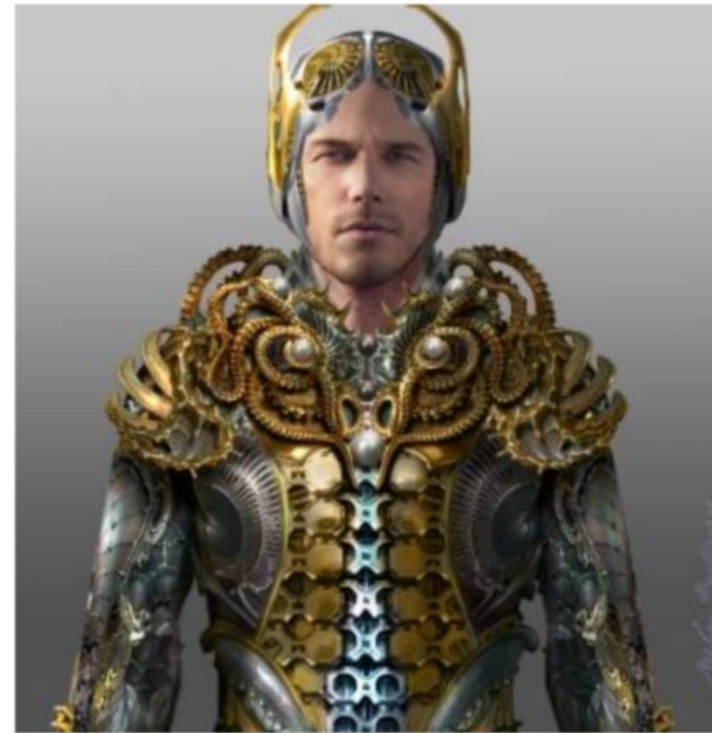




G18
Ramonda
George Vostrikov 04.07.2021



G01
UN
George Vostrikov 05.25.2021



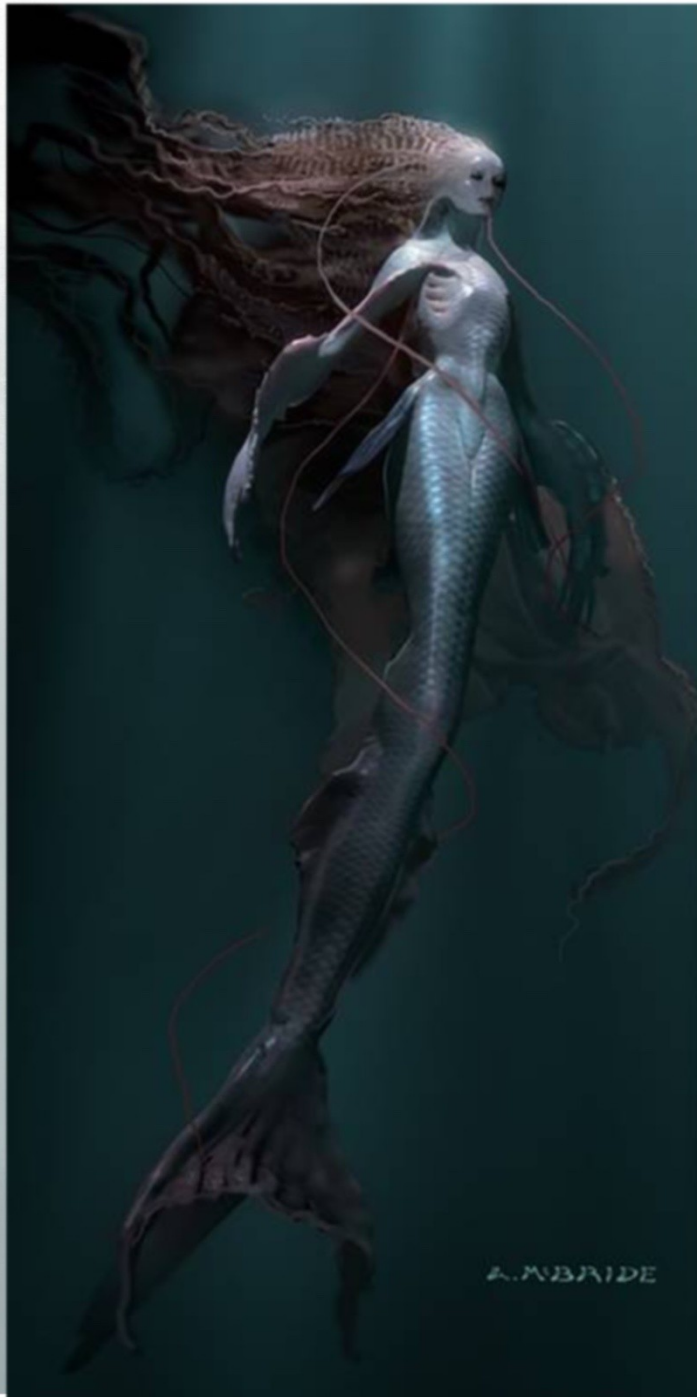
Something's fishy: a glimpse at the finalized concept art for Syrena, the mermaid in *Pirates of the Caribbean: On Stranger Tides*



MOVIES

Concept art for the *Pirates of the Caribbean* mermaid

Mermaids turn up for the first time in *Pirates of the Caribbean: On Stranger Tides* (out May 20), and there's a predatory aspect unseen in other mythology. "They're gorgeous, sexy, and vicious!" says producer Jerry Bruckheimer. (Pictured here is concept art for the creature Syrena in her water form. Onshore, she adopts the more human appearance of French-Spanish actress Astrid Berges-Frisbey, above inset.) As Johnny Depp's Capt. Jack Sparrow searches for the fountain of youth, Syrena agrees to help him. But as for their relationship, Bruckheimer laughs: "Fleeting." —Anthony Breznican



A. MBRIDE



MBRIDE



A. MBRIDE

STRIPPED
BACK IDEA



SILVER
INLAY

SILVER
BOOTCAPS



RUSTBUCKET
IMMORTAN STRIPPED BACK
leri greer

#655



RUSTBUCKET
warboy and pup
leri greer

#292









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Virtual World

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5 November 2023

Thank you

