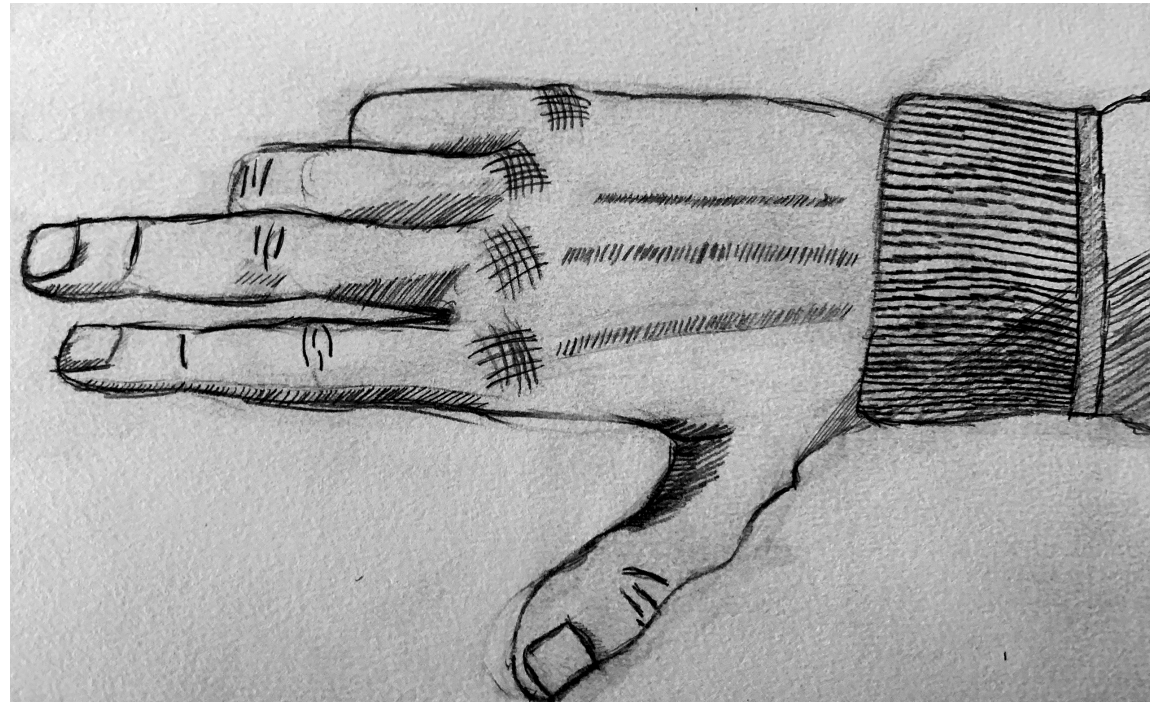


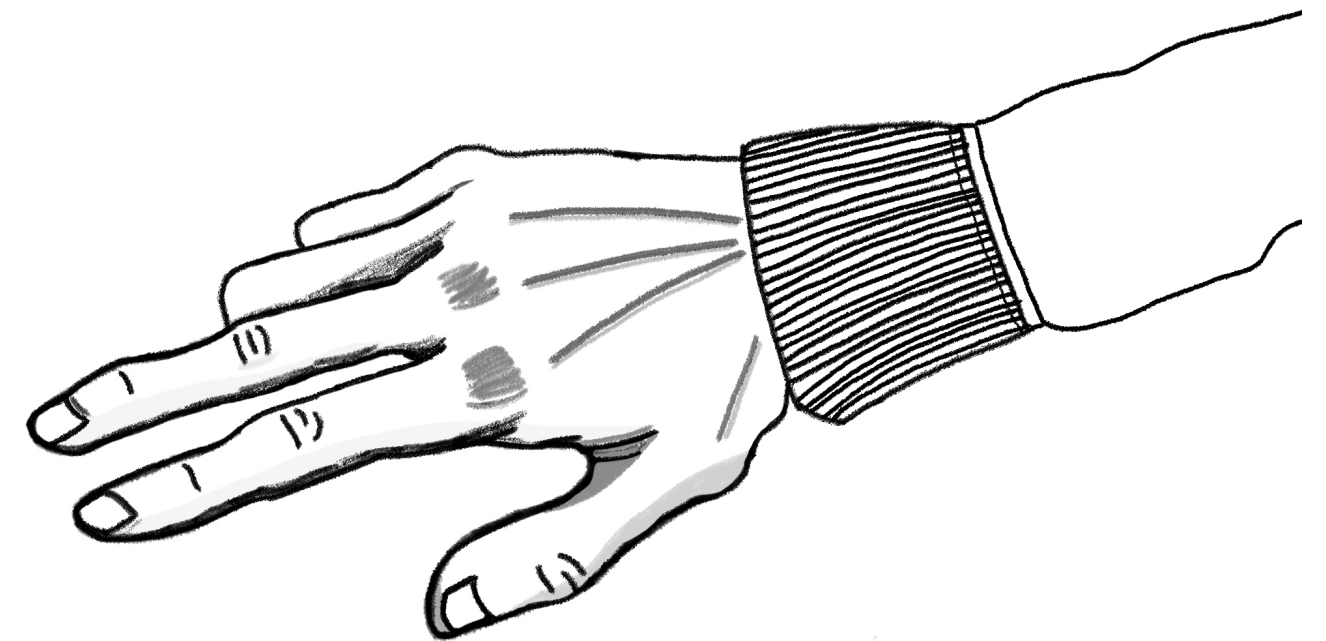
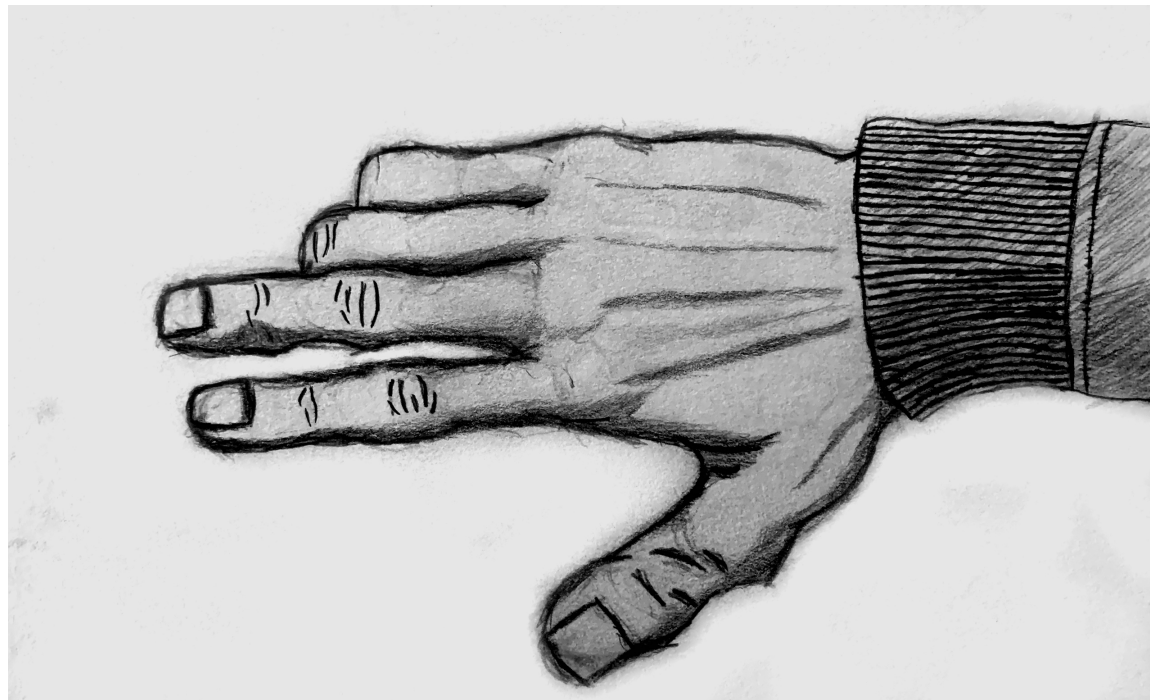
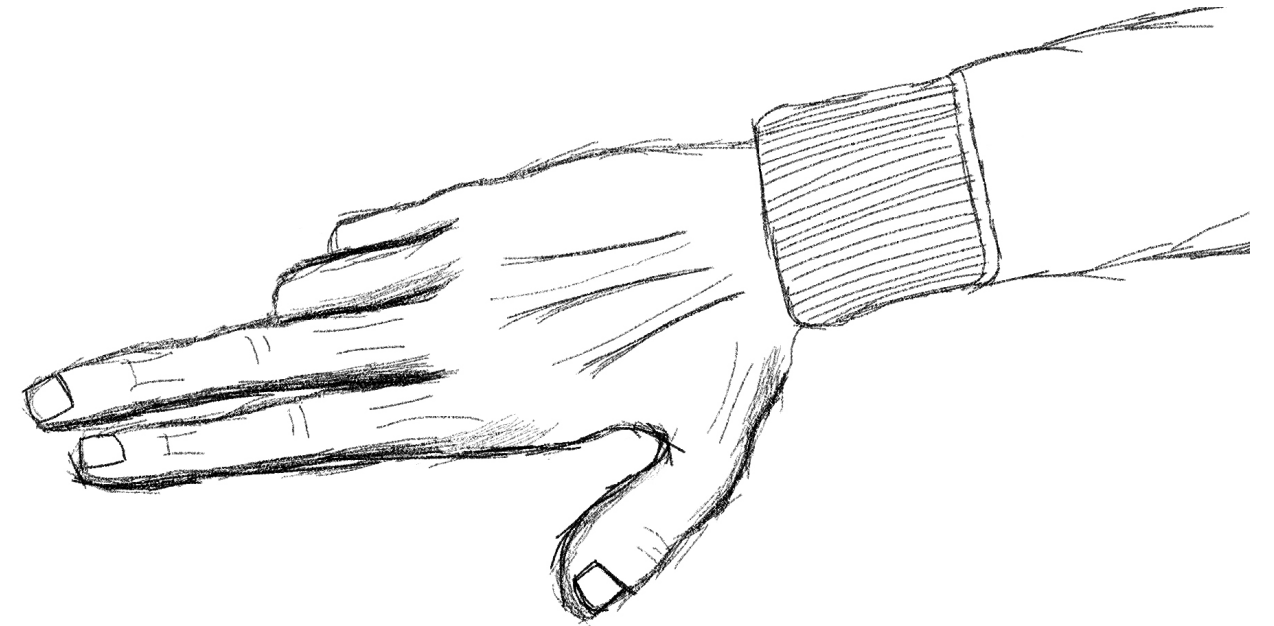
Creative Workflow



Traditional Master (Final)



Digital Master (Final)

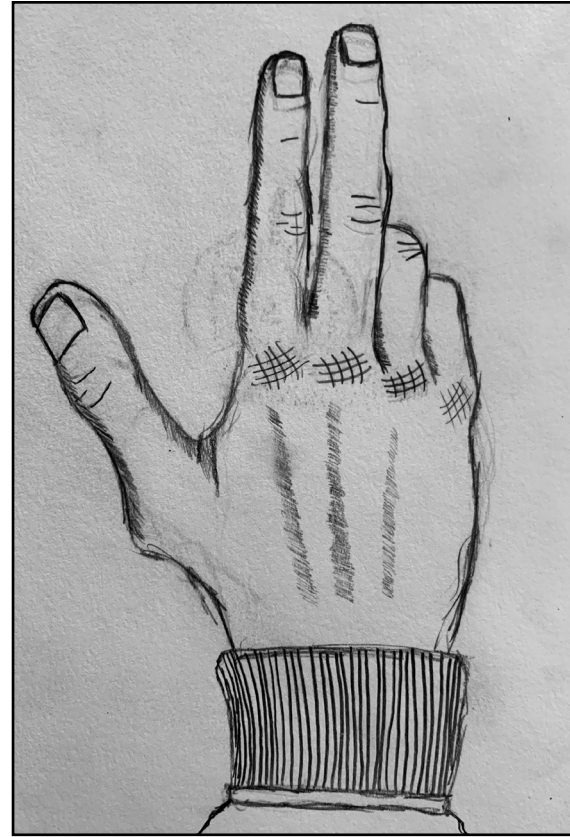


Traditional My Style (Final)

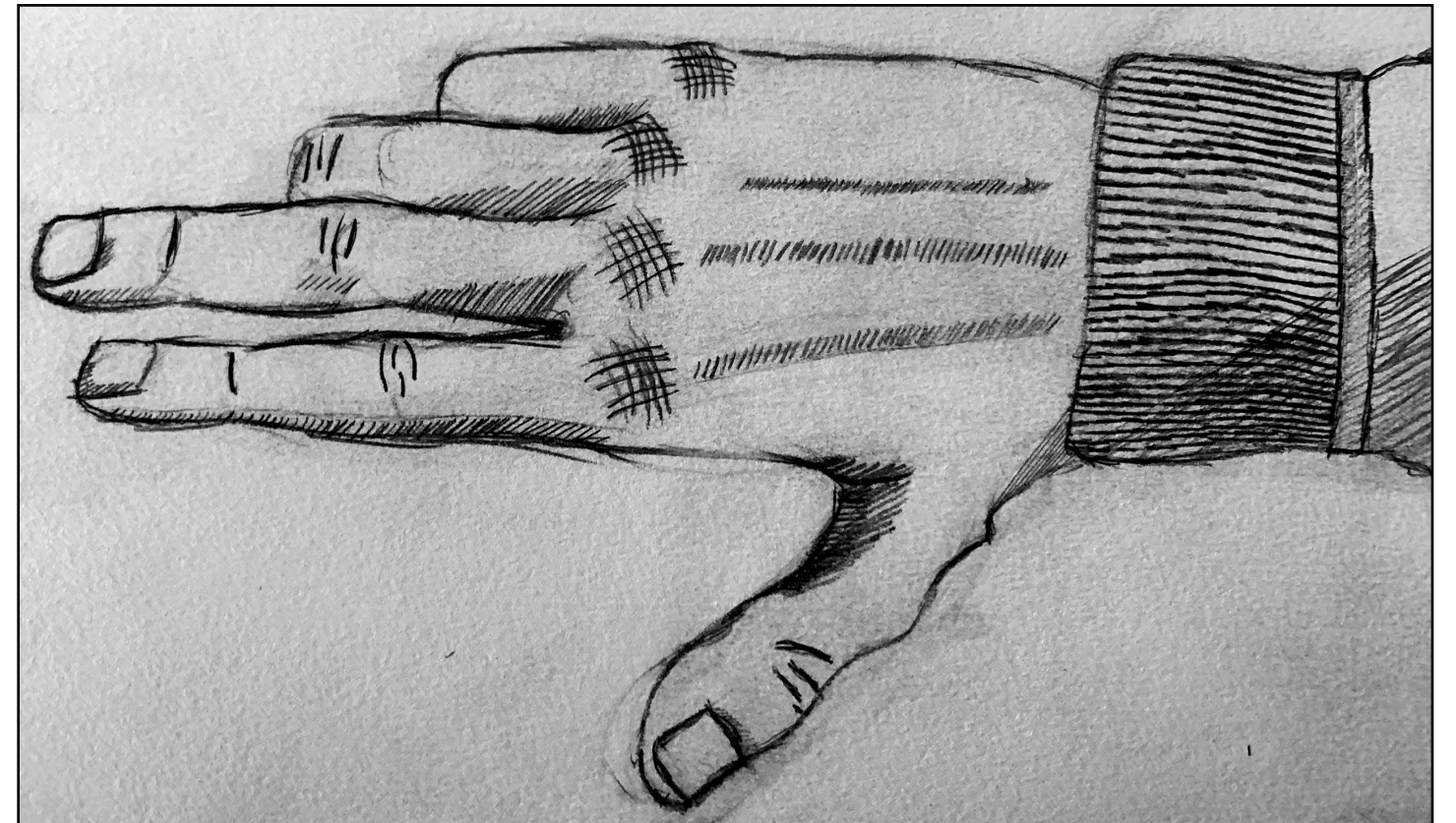
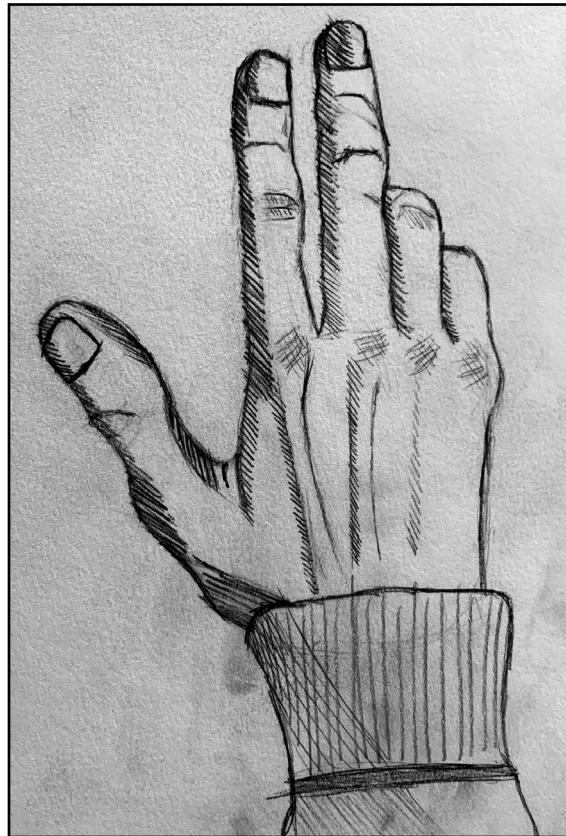
Digital My Style (Final)

Creative Flow

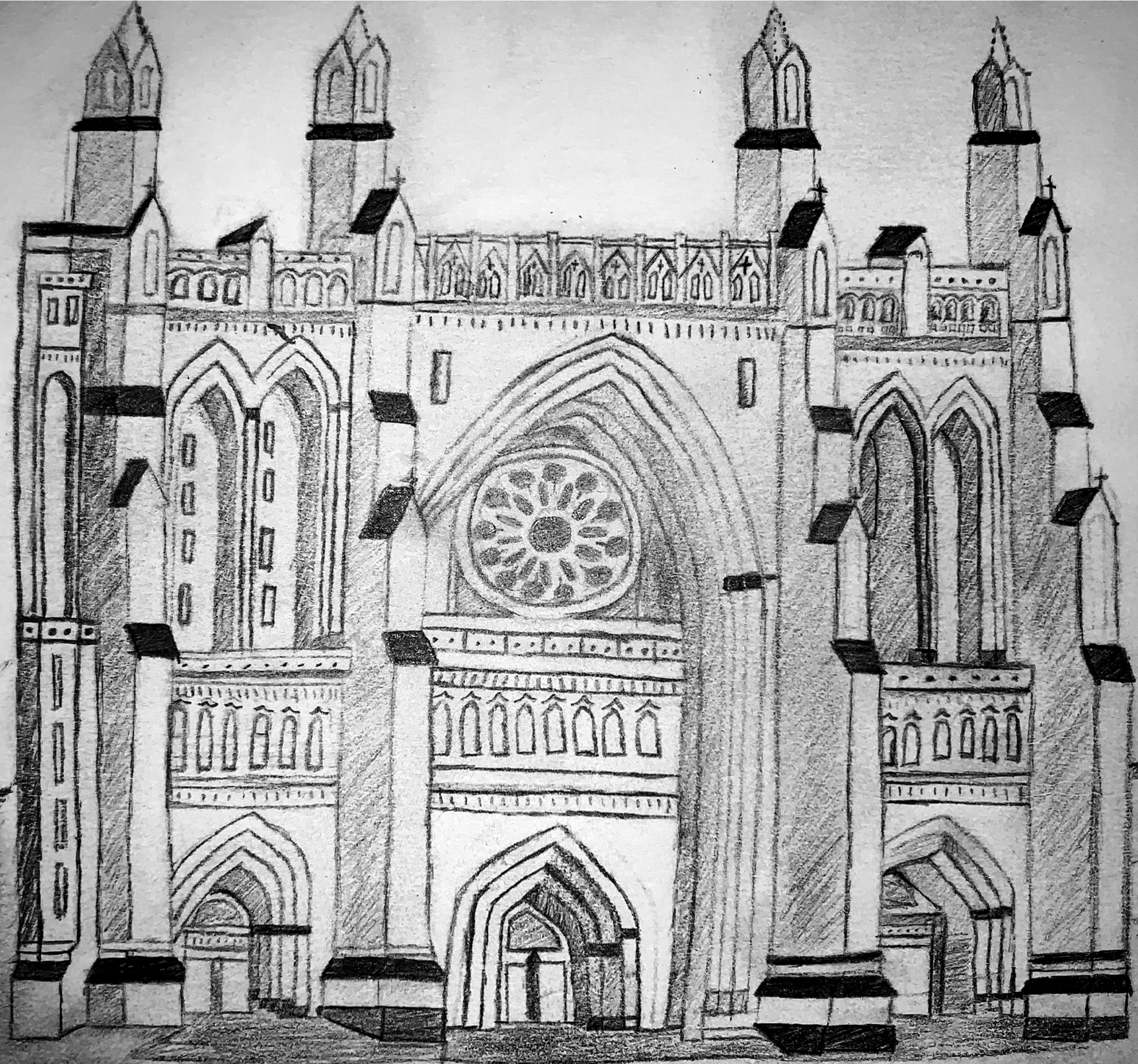
This was initial sketch of the style of Gege Akutami. I tried to replicated the way he did shading by doings lines to emphasize shade but there wasn't enough spacing between each line to the point it just looked like normal shading.



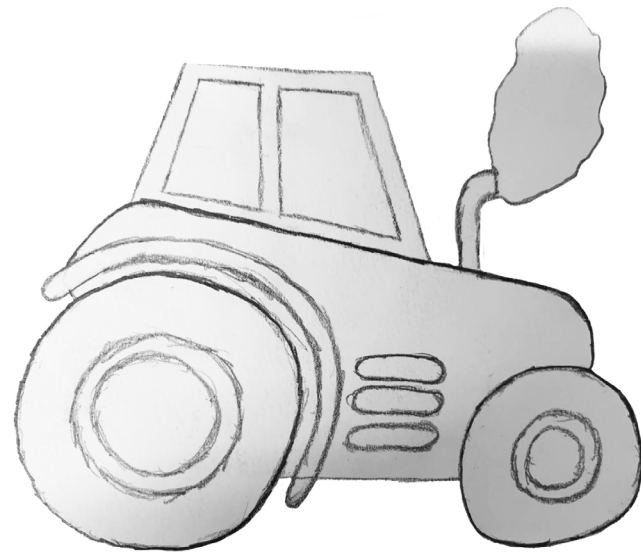
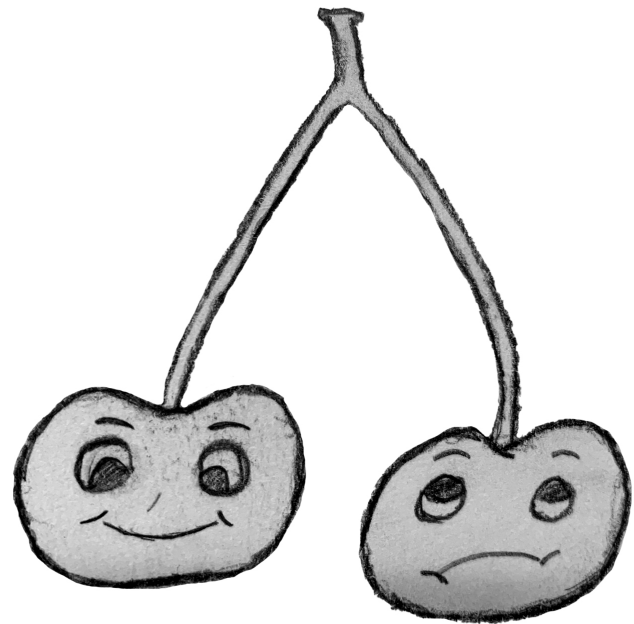
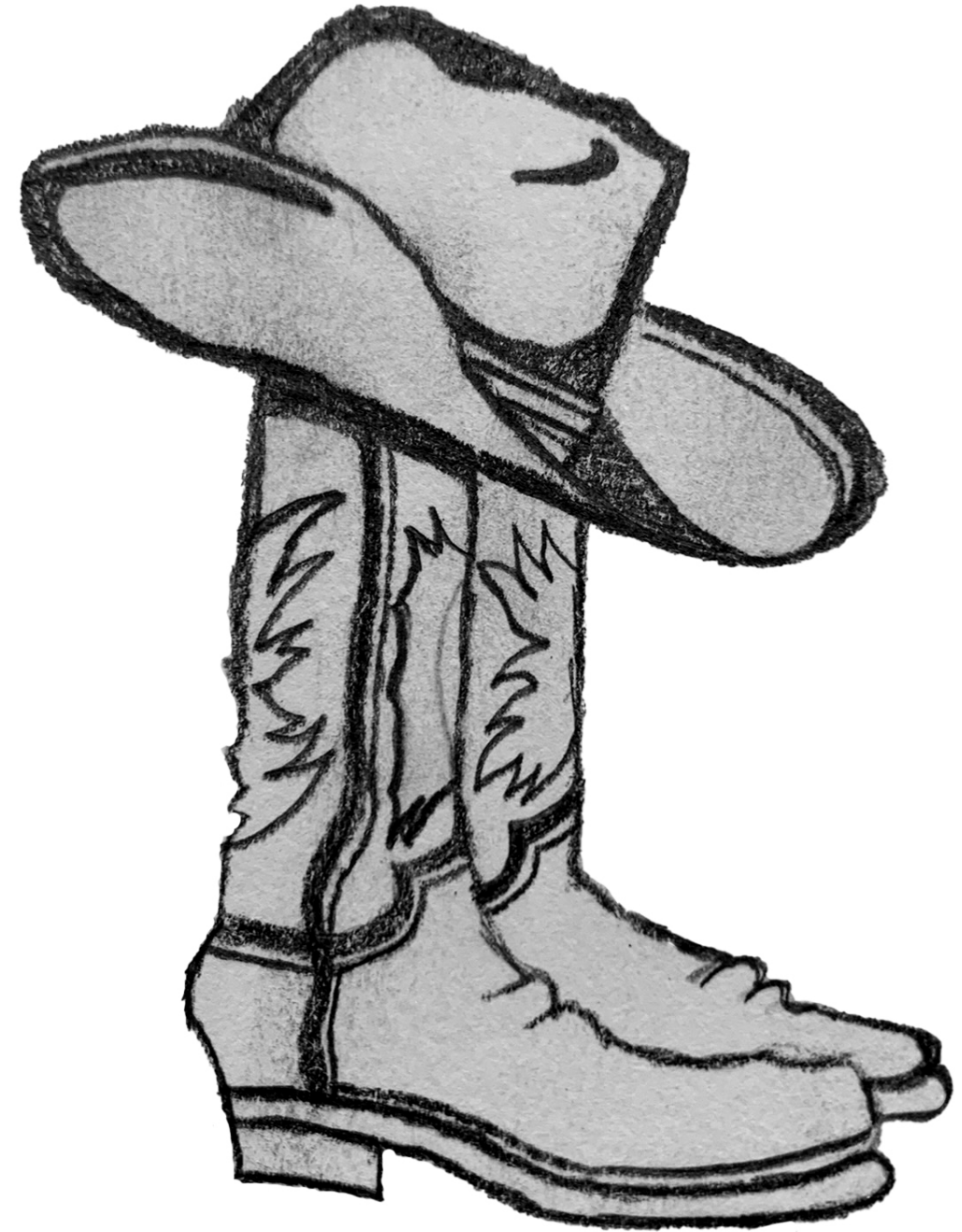
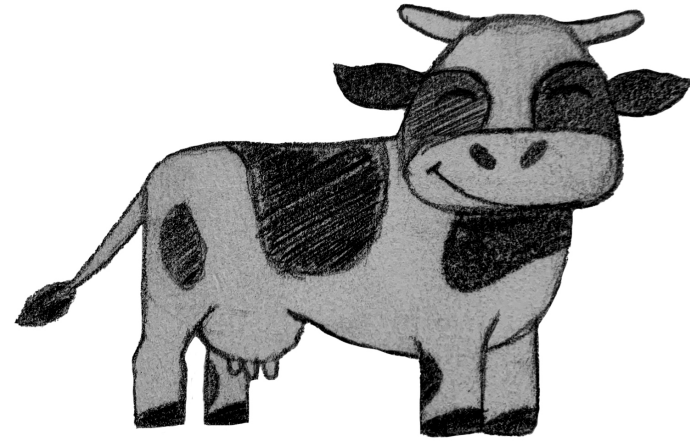
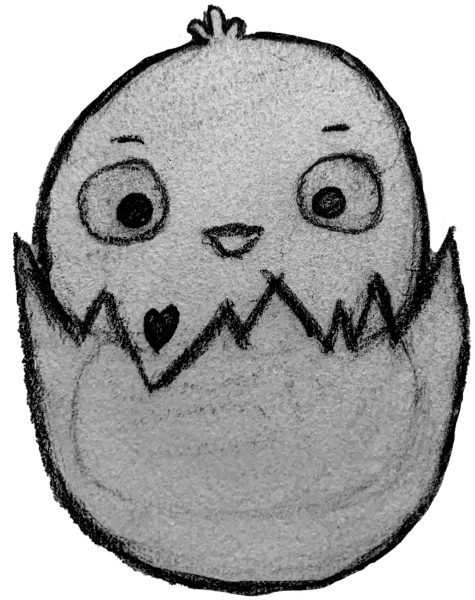
For my second attempted I put more space in between my lines for the shading. It was a little better but I still found it too close. I tried to replicate the way he draws his joints and how he represents them with only one line that dictates the movement and the direction but it didn't turn out how I wanted.



This was my final drawing for the hand. I was a lot happier with the shading. I kinda messed up the tendons they come out really flat and don't have any depth to them. For my fingers I got the shape I wanted. Akutami makes really blocky fingers and I tried to replicate that. I didn't emphasize the joints the exact same way as him only incorporating it for the last joint of my pointer and middle finger. For my knuckles I didn't really understand how to do them in the same style as Akutami so I kind of just tried to do something different to emphasize that my knuckles were there and add some depth. I don't mind how it turned out but there are definitely better ways to show the knuckles and make them look more interesting.

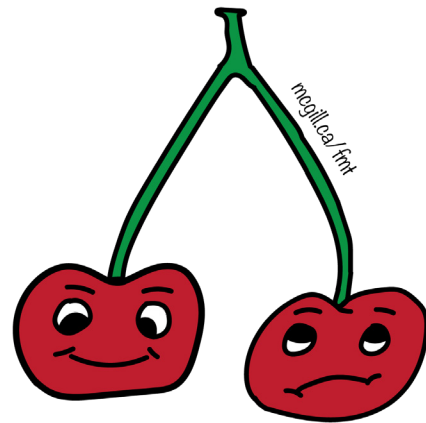
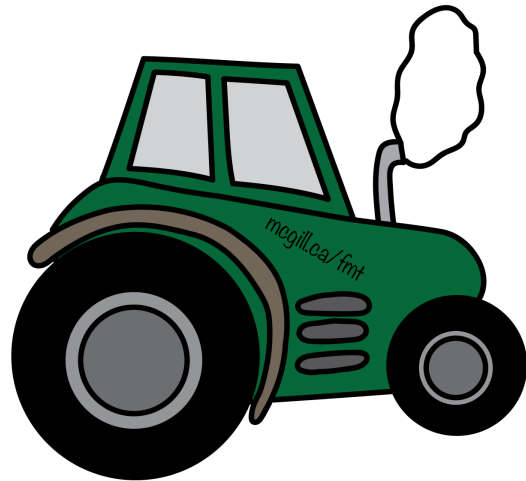
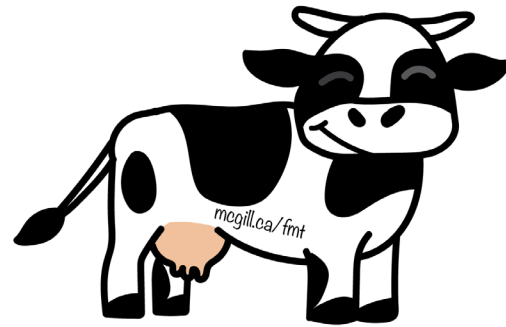
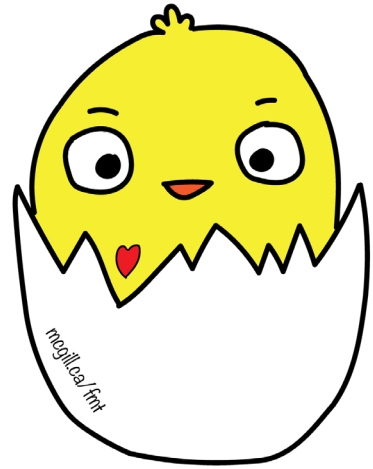


Stickers Sketch



These are the sketch versions of my stickers I drew them in theme of farming.

Stickers Digital



These are the digitized versions of sketches.