

Developing a Complete Design

I put this together to explain graphically how I go about creating a design on my Mac computer, using a program called Intaglio. This is software developed to utilize the unique graphic capabilities of Mac.

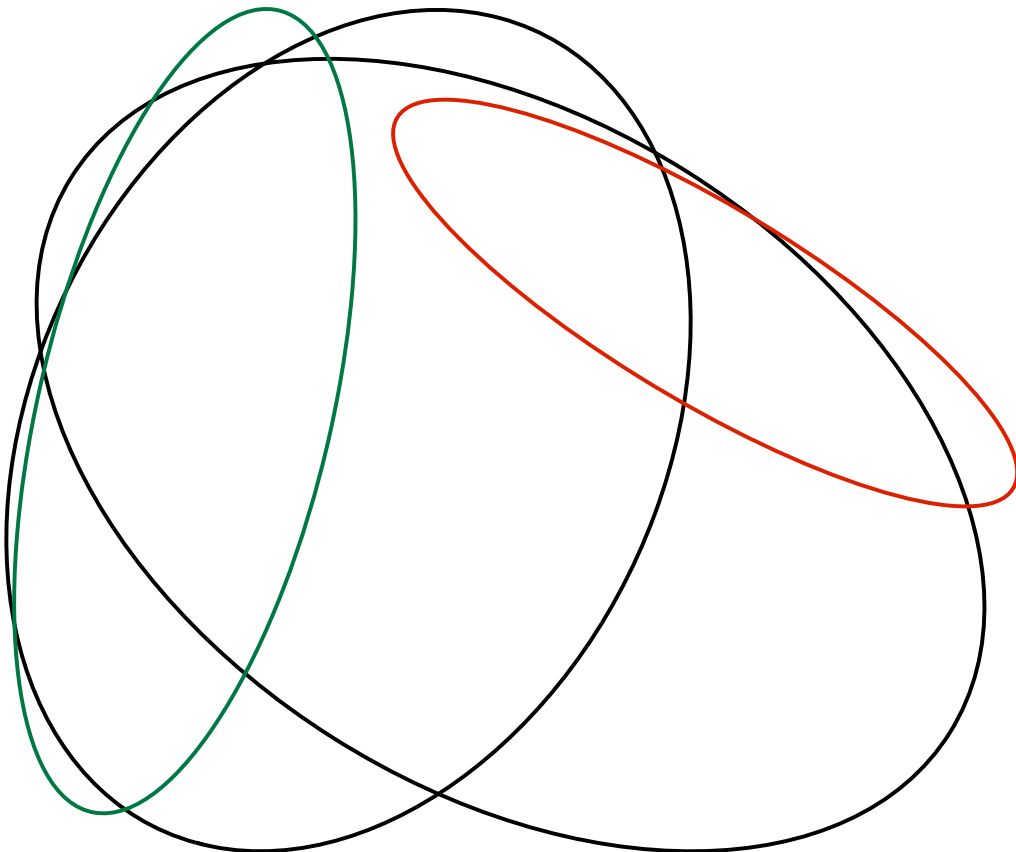
First, I place a high value on smooth flowing lines with curves, I start by creating a series of basic ovals and circles that I think will form the basic outlines of my subject.

Then I create the outline of the subject, generally following the curves of the ovals and circles were appropriate. This is followed by specific details of the subject, and the coloring and shading for those details. For this part I usually change the scale to about 4 times the finished size. Sometimes I have to go back and adjust the basic ovals and circles.

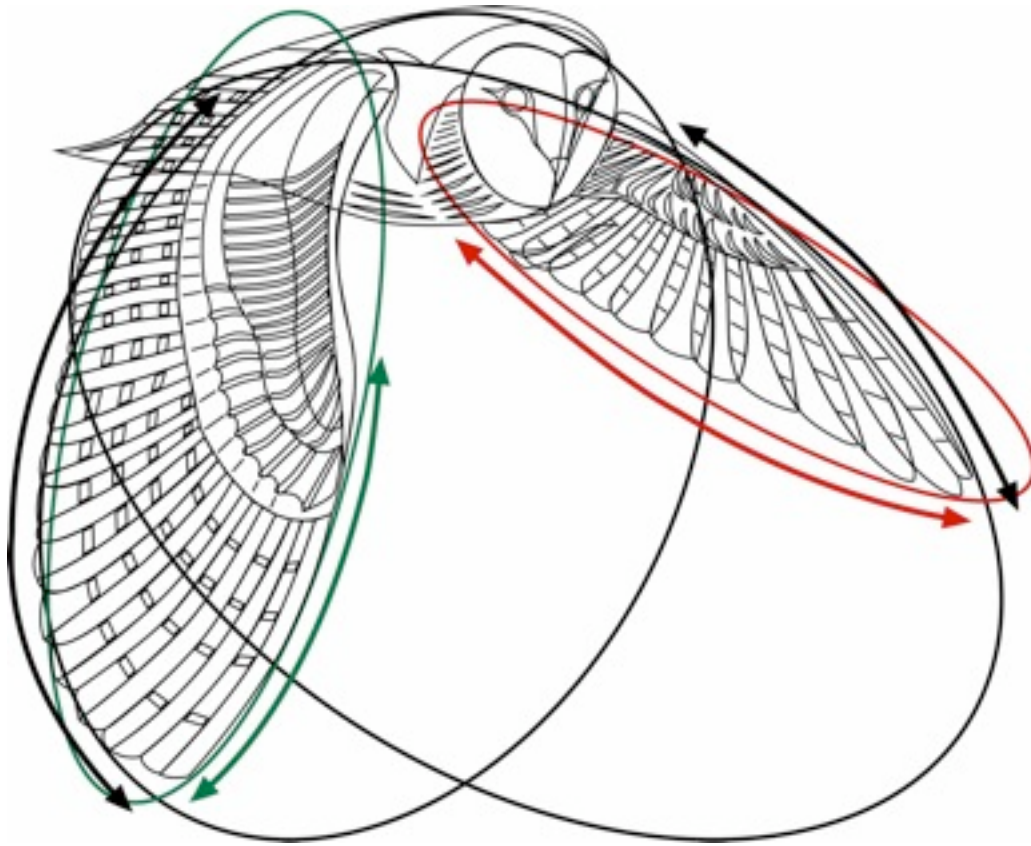
In the end I look at what I want to do for a background , if there will be one.

In the example that follows you will see something I did while creating an Owl in Flight in a Misty Forrest.

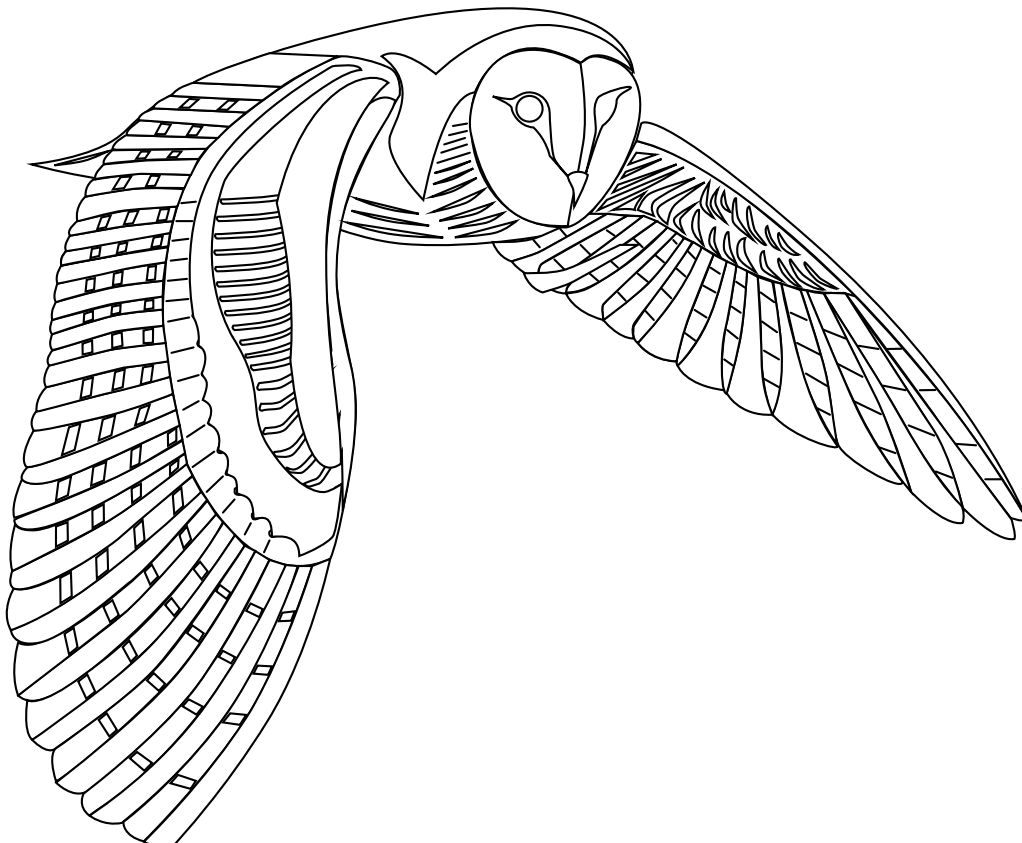
The first graphic shows the basic ovals that I started with. The two black ovals described the overall view I wanted for the outside of the owl wings. The red oval described the inside of left wing, and the green oval the inside of the right wing. The ovals are just used as guides to make smooth curves, and the actual drawing switches from one oval to another, and in some cases are ignored as I see they do not work.



In this next graphic, you see the basic owl shape along with the detail lines, and how they fit into the basic ovals I created earlier. The black, red, and green lines with arrows show the portions of the ovals that we use as guides. Not precise, but I have to just go where my energy takes me. This graphic is actually the first layer of the ovals with the second layer of the owl set under it so you can see how they relate. In actual practice, I create the second layer on top of the ovals.

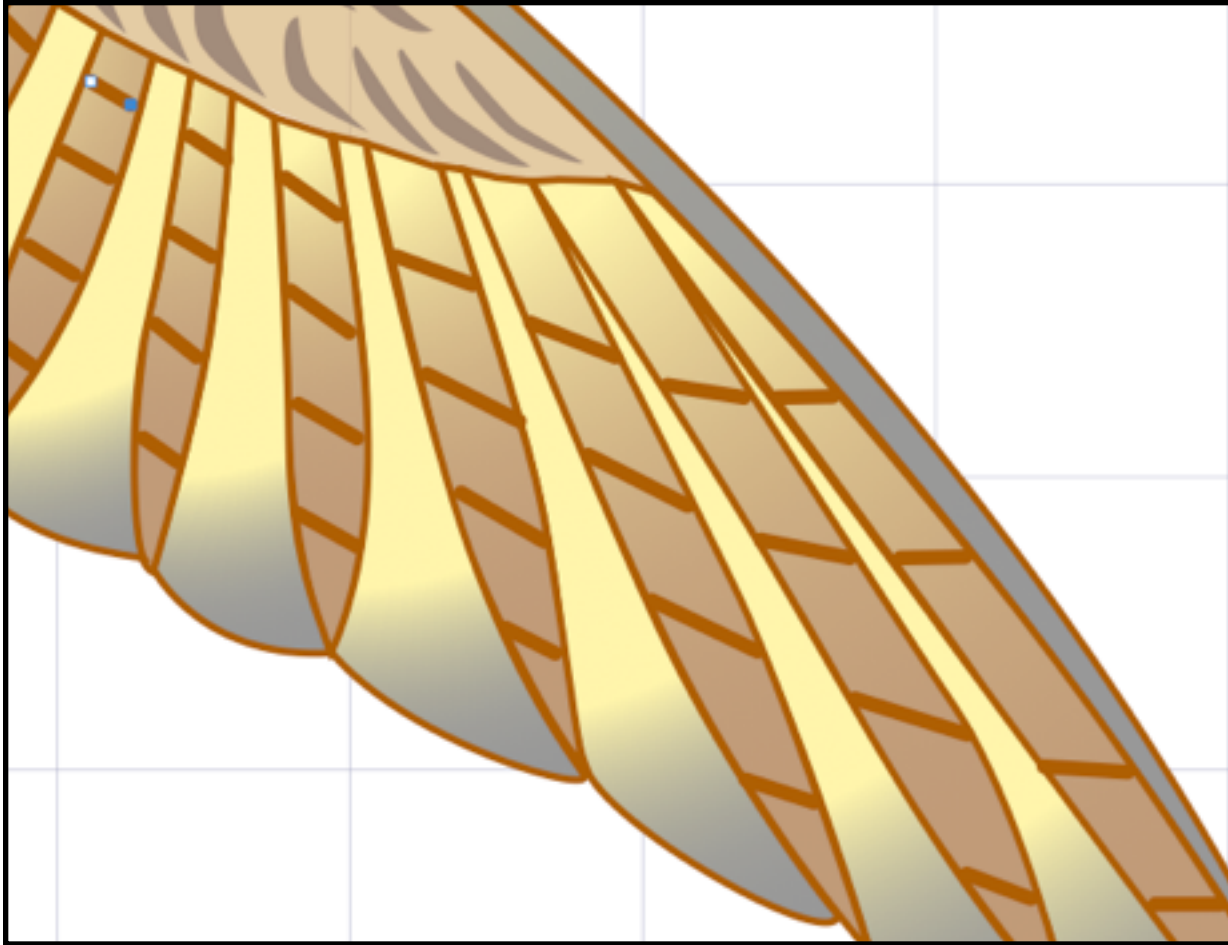


In the next graphic I have removed the basic ovals from view, and you see the owl with the details prior to the actual coloring and gradients for each portion.



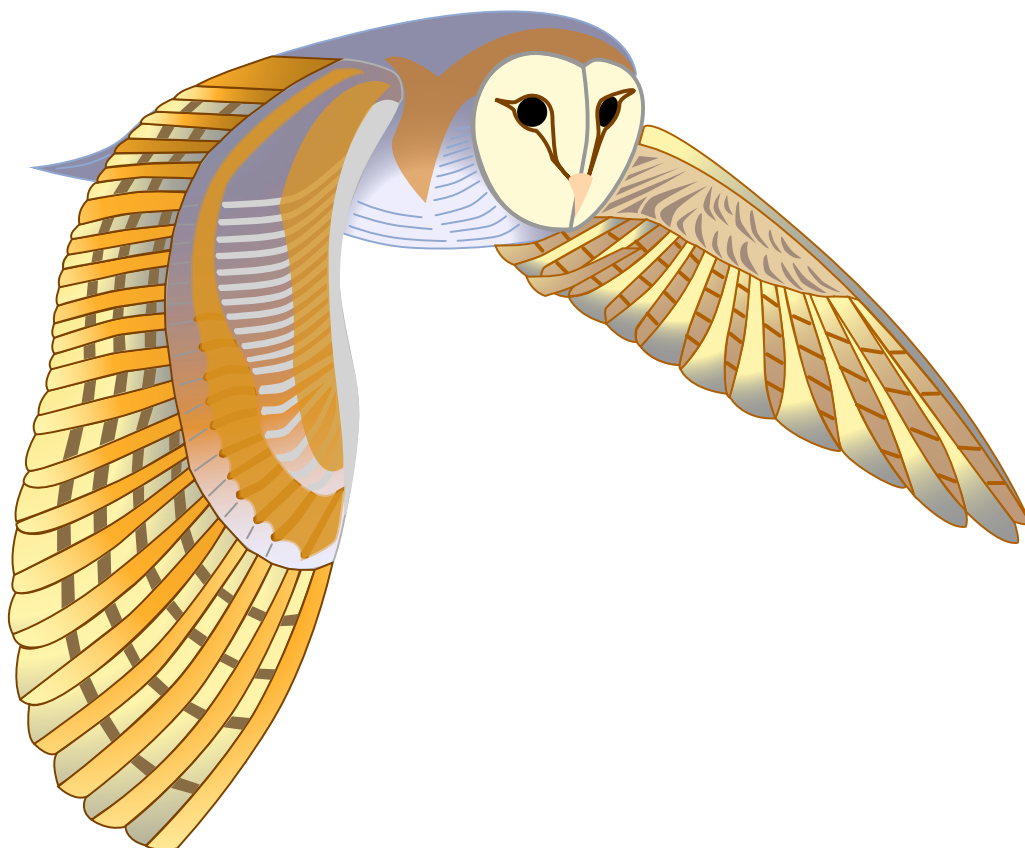
The graphic section below shows the details in a portion of the wing on the right, the owl's left wing. Here the individual elements are defined or outlined, and the coloring or color gradient selected. the gradient colors are defined, and the direction of the shading are controlled in a separate panel, then transferred to the drawing.

I can control the colors, their shade, and any combination of colors that I want in a gradient for each specific detail. I can also control the direction of the gradient, either linear or radial.



This is done at a much larger scale of 4 to 8 times the finished product, in order to have adequate control of the details. The reduction back to the final size still presents the definition created.

The next graphic shows the completed owl with all the details colored in. Some portions of the owl's right wing have several colors layered, with the top colors of varying opacity to allow details under to show through.



Finally, in this design I wanted the misty forrest I had in a picture on my photos file. I put the photo on a layer in back of the owl, and moved the owl around until I was satisfied that it appeared to be flying in the clearing. Glad to share this with you, and hope you enjoy it.

