MATTE PAINTING 2D

http://www.adesconcept.net

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- CHAOS -

When I saw this photograph on the Web I thought of a tower destroyed by a bombardment, and due to the angle of sight I liked the architecture. This photo was found on: http://www.imageafter.com in heading "architecture_exteriors"

- C H A O S -

 The First stage is of knowing what "will be destroyed" in a coherent way. I thus advise you to print the image and cut out with the cutter and a coarse way the parts which could be interesting, but it is not obliged.
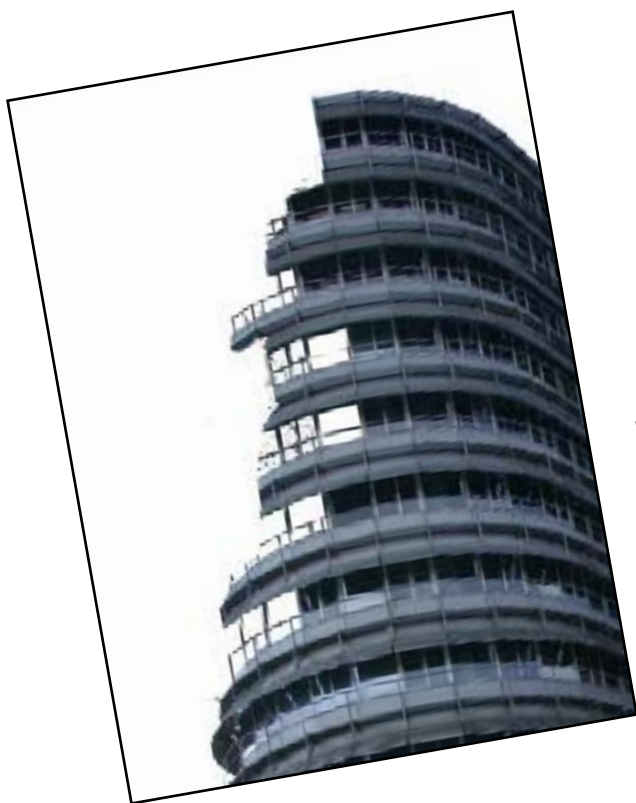
Then I create a mask on the copy of the image, and I start to remove the chosen zones with the "brushes". I thought of leaving details like remainders of parapets, contours of windows and I try to break in a logical way.
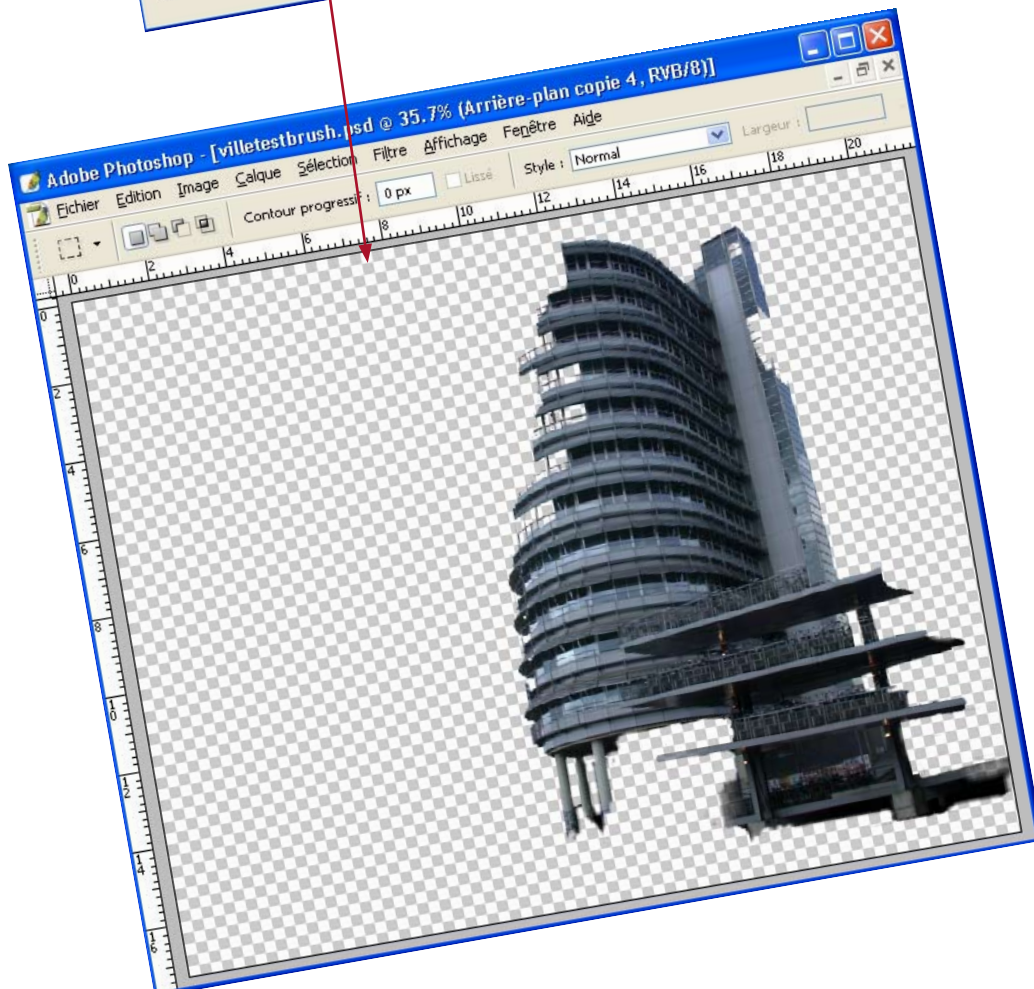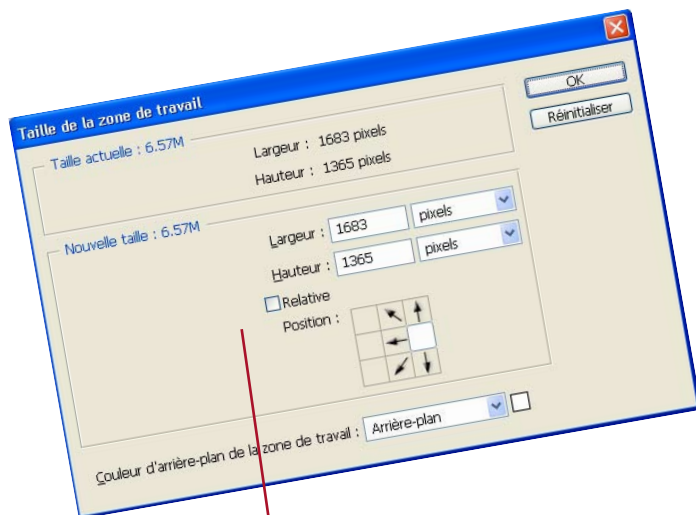

After a good routing and a cleaning of the destroyed zones, I can start to integrate the elements of ruins. For the reference images I searched in the images section of google.

Then, I increased the working area to add elements in the scene, with correct prospects for integration.
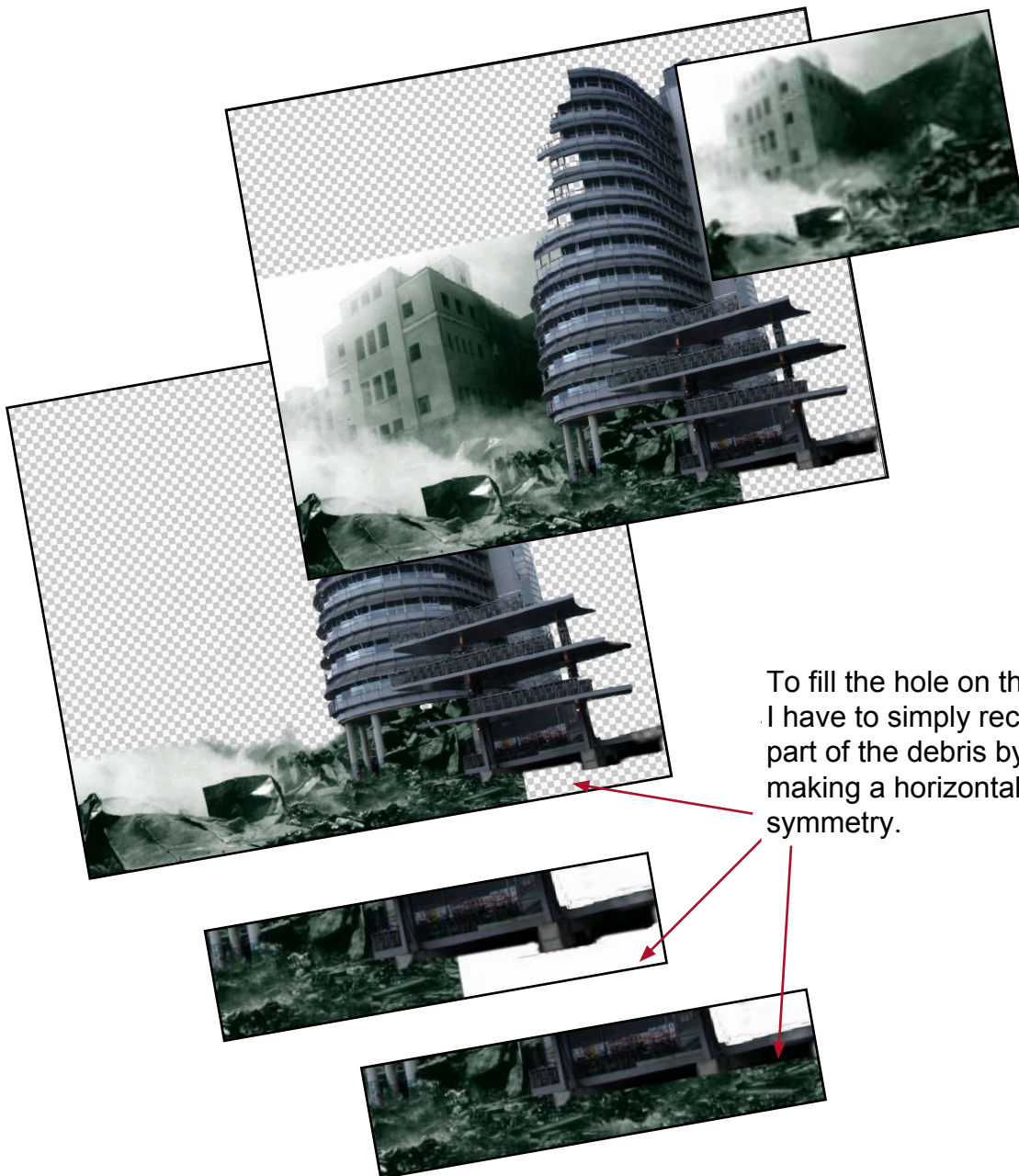
- C H A O S -

I drag the required elements in the scene and apply the mask on the unwanted areas.

To fill the hole on the right, I have to simply recopy a part of the debris by making a horizontal symmetry.
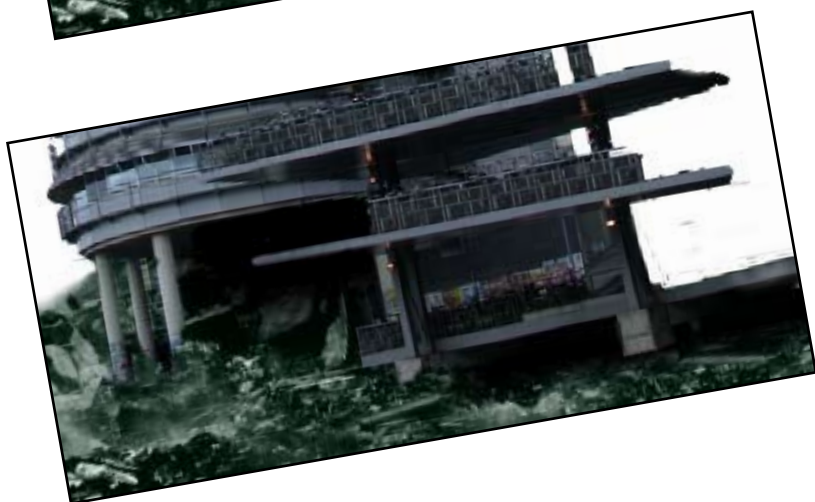
- C H A O S -

I removed the excess debris from the building base by painting with black color. Also exceed the roof to give realism.

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The sky was not randomly selected. I wanted enough clouds threatening, dark but with a gleam.

Thus placed it in bottom of the image

I found this photograph interesting, because it had a good prospect, and then could seem to be a carcass of completely destroyed building, I thus integrated it. Found on: http://www.imageafter.com

Then I added a smoke on the top of the image using the brush with a very light flow.
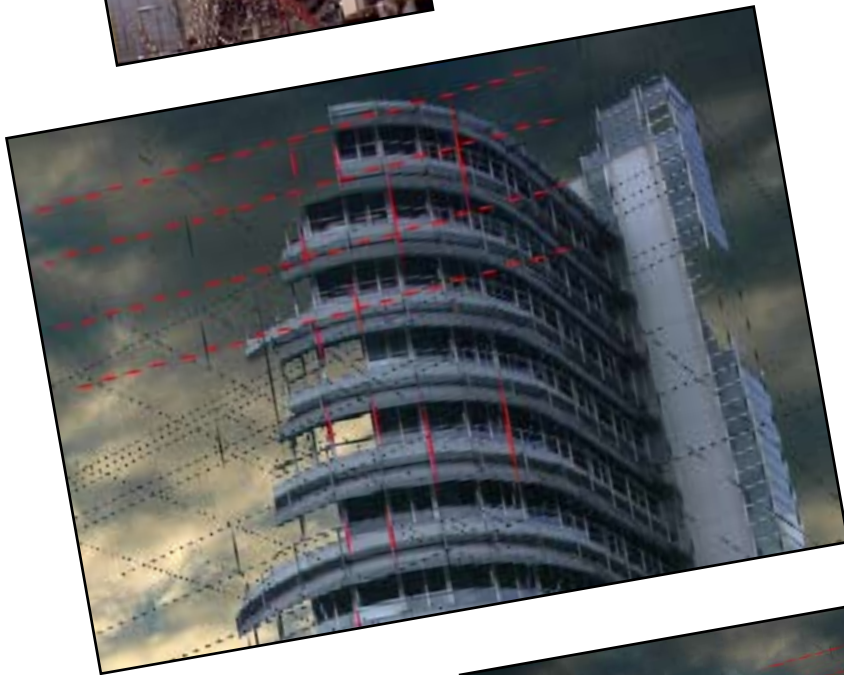
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Best moment, in any case for me, the research of the debris for the tower. And those are placed behind the building. These also find out in google image search.


Then I started to draw the prospects, to place the best possible debris. There are two solutions, either trace them, while following the edges of the building, or you can create a grid with vertical & horizontal features, For the debris of the right part, I recopied a part of the ruins of the tower, then reverse the direction.

- C H A O S -

Then, I added a general colour in the scene, it is a personal choice. You can choose different colour.
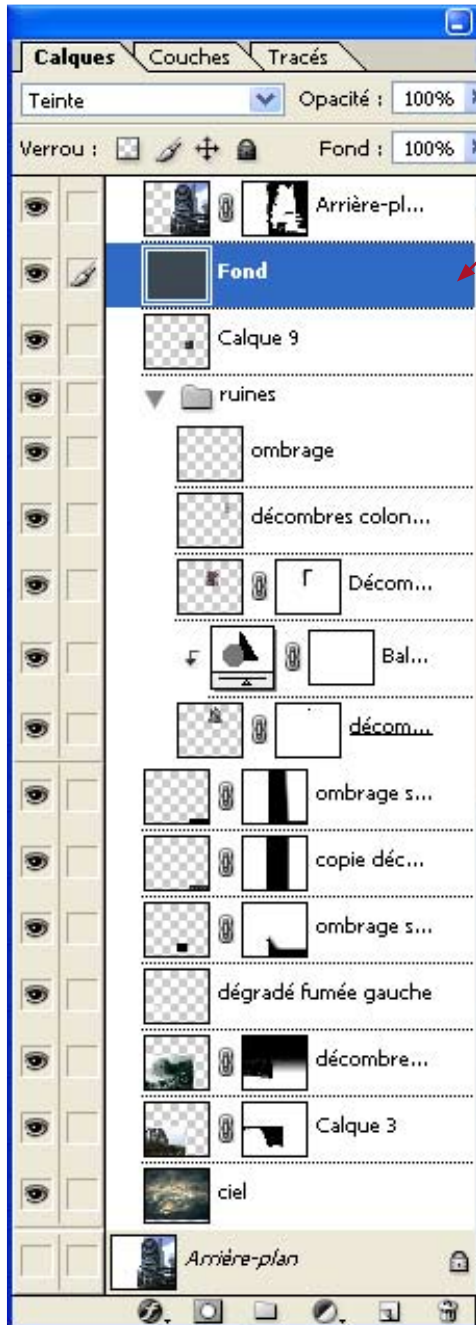
Justification of the choice of the colour: I wanted a colour monochromatic in the gray blue tone to mark the effect of plaster and mixed cement dust, like unfortunately at the time of the attacks of September 11, 2001, when the turns broke down...

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Remove the line of bicycles and a part of ground of the 3rd stage of the car park; I select the zone with the polygonal lasso tool. I took again the necessary details with the polygonal lasso (a little read high in the tower), which I recopied at the good places.
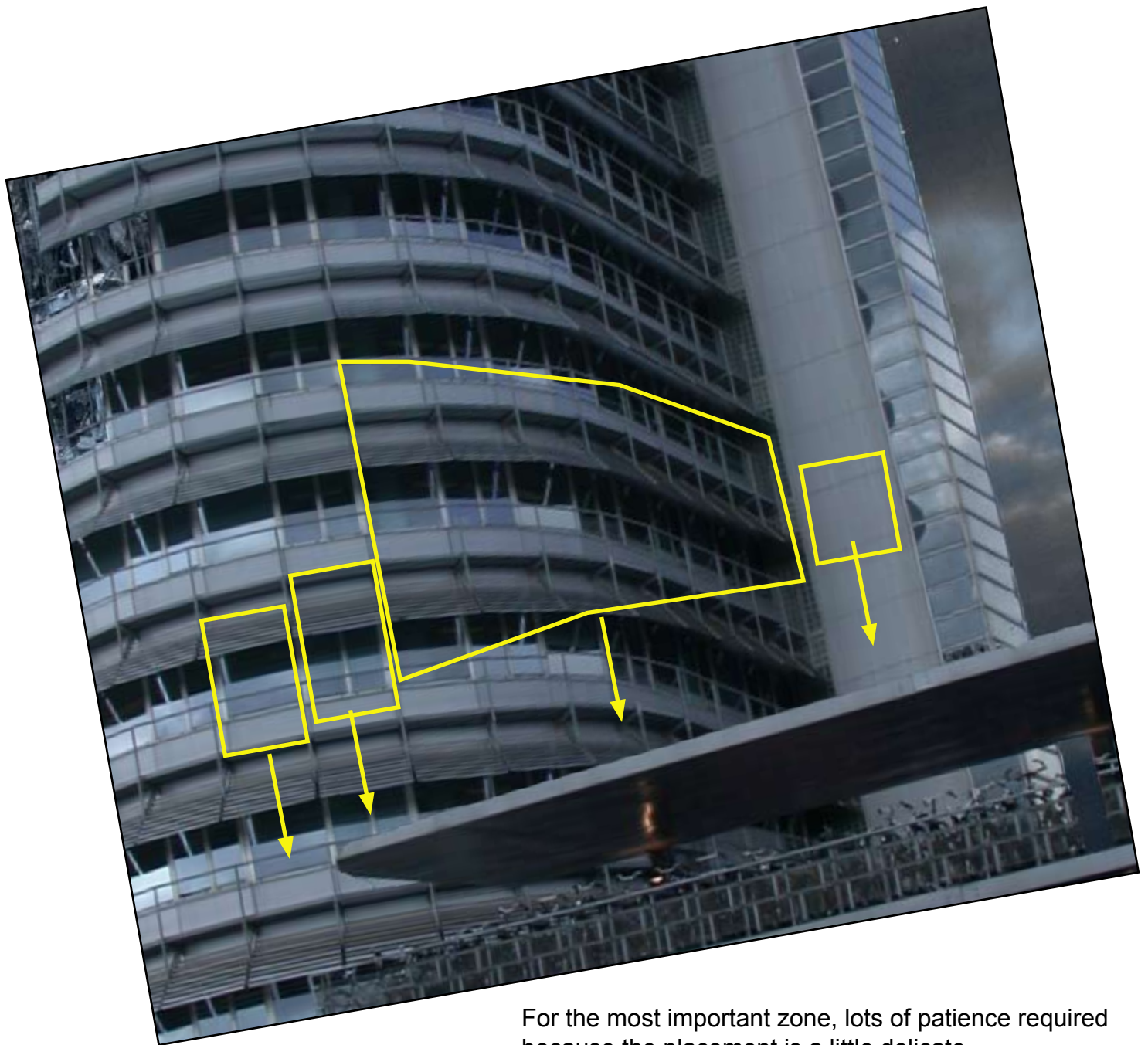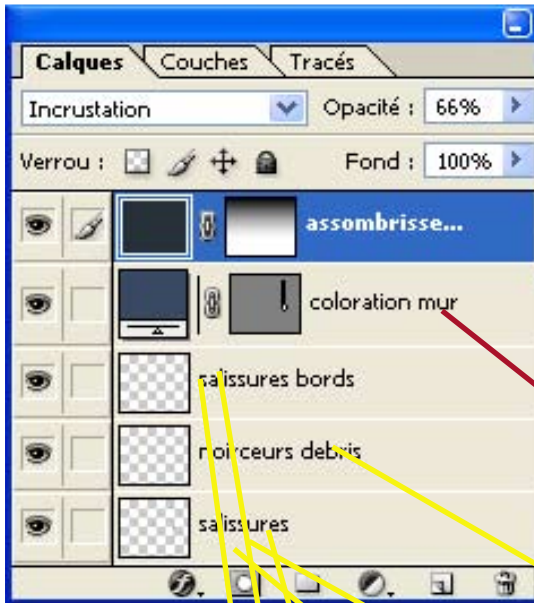

For the most important zone, lots of patience required because the placement is a little delicate.
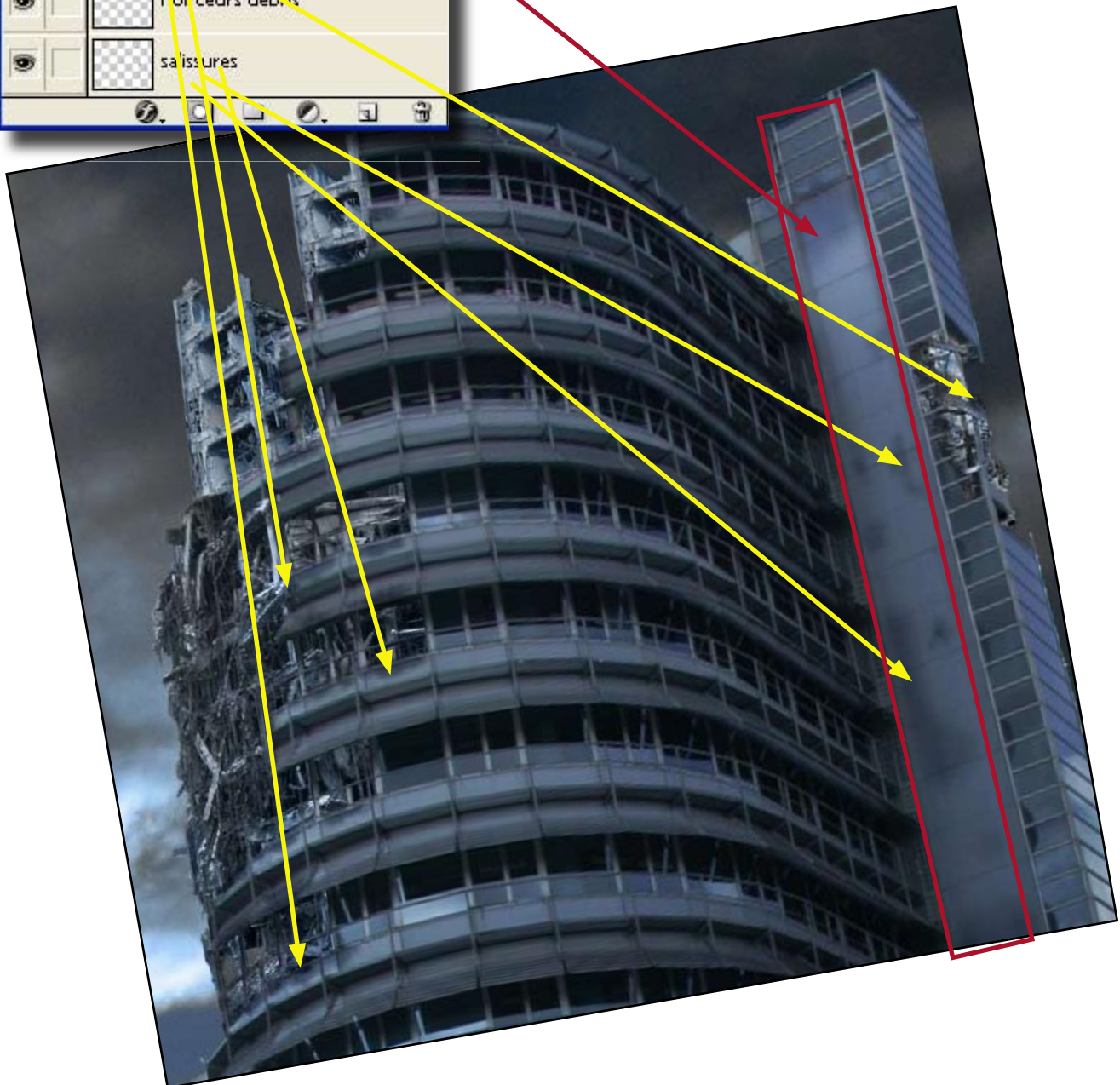
- CHAOS -

I refined certain details, in particular the stains which can be leave by the explosions, or the cement burns.

Dark spots are added in the whole scene. The side of the wall seemed to me too clear; I thus slightly colored in darker blue
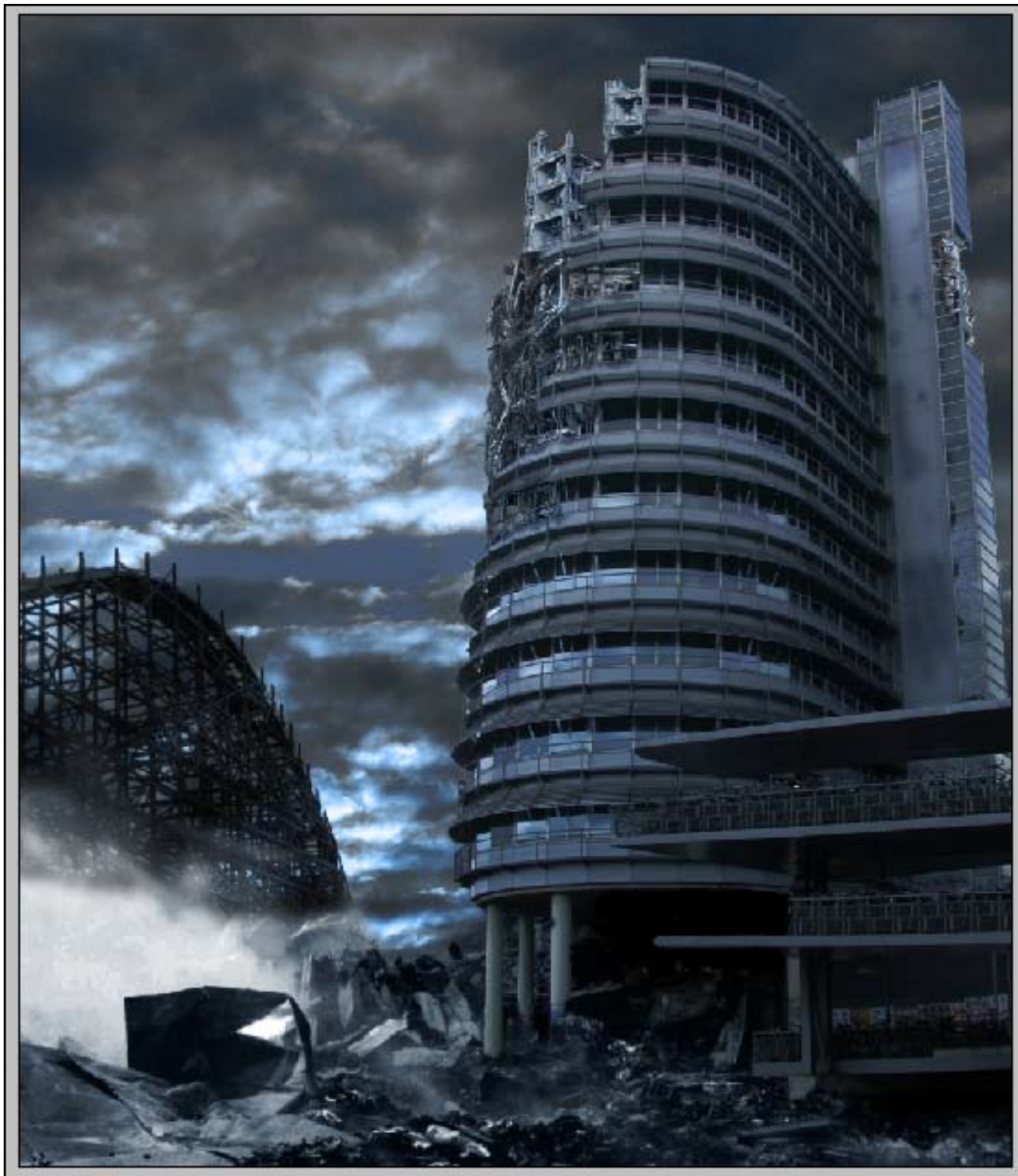
Calques \ Couches \ Tracés

Incrustation | Opacité : 66%

Verrou : | Fond : 100%

assombrisse...

coloration mur

salissures bords

noirceurs debris

salissures

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Voila, here is the final scene ☺

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