Digital Art Introduction

When did digital art begin?

&

The 2 main types of digital art

Artists embrace computer technology in the beginning.

Apple Macintosh

Adobe

Since 1987

Illustrator File Edit Object Type Select Effect View Window Help

Ai Br Essentials

Path Stroke: Basic Opacity: 100% Style: Transform

gradient.ai @ 135% (RGB/Preview)

Gradient

Type: Linear

Stroke:

Opacity: 10%

Location: 11.73%

Stroke

Weight:

Cap:

Corner: Limit: 10 x

Align Stroke:

Dashed Line

dash gap dash gap dash gap

Arrowheads:

Scale: 100% 100%

Align:

Profile:

135% 1 Selection

Adobe

Since 1990

Ps File Edit Image Layer Type Select Filter 3D View Window Help

Feather: 0 px Anti-alias Style: Normal Width: Height: Refine Edge... Essentials

Dock.jpg @ 100% (Hue/Saturation 1, Layer Mask/8) *

Properties

Hue/Saturation

Preset: Default

Master

Hue: 0

Saturation: 0

Lightness: 0

Colorize

Color Swatches

K 0 %

Adjustments Styles

Add an adjustment

Layers Channels Paths

Kind

Normal Opacity: 100%

Lock: Fill: 100%

Hu...

Background

100% Doc: 2.25M/2.25M

Mini Bridge Timeline

COREL™

Began in 1991

Corel Painter 12 File Edit Canvas Layers Brushes Select Shapes Effects Movie Window Help

Real Watercolor
Real Wet Filbert

40.0 80% Grain: 40% Concentration: 100% Setting Rate: 50% Weight: 95%

Recent Brushes

Painter Brushes

- Dry On Dry Paper
- Fractal Dry Erase
- Fractal Dry
- Fractal Grainy
- Fractal Wash Fringe
- Fractal Wash Wet
- Fractal Wash
- Grainy Wet
- Light Bristle
- Light Fringe
- Real Grainy Wash
- Real Oval Wash
- Real Pointed Bristle
- Real Wet Bristle
- Real Wet Detail
- Real Wet Filbert
- Real Wet Flat Fringe
- Real Wet Flat
- Real Wet Sponge
- Real Wet Wash
- Rough Edges
- Scratch
- Splatter Dry
- Splatter Wet
- Wet Eraser
- Wet On Wet Paper
- Wet Pencil

Dab Profile | Brush Calibration

General | Size | Spacing | Angle

Real Watercolor | Real Wet Oil

Brush
Wetness: 50%
Concentration: 50%

Water
Viscosity: 5%
Evaporation Rate: 0%

Pigment
Settling Rate: 60%
Weight: 99%
Pickup: 10%

Paper
Roughness: 100%
Flow Resistance: 100%
Dry Rate: 100%
Granulation: 100%

Wind
Angle: 331°
Force: 0%

Accurate Diffusion
Delay Diffusion
Pause Diffusion
Animation Step: 3

Computed Circular | Hard Media

RealBristle | Static Bristle

Airbrush | Artists' Oils | Impasto

Color Variability | Color Expression

Navigator

500% 331°

Layers | Channels

Default Ignore 100%

Canvas

Mixer | Color Set Libraries

24

Papers | Paper Libraries

Basic Paper
H: 213 Px.
W: 203 Px.

100% 100% 50%

The start of Computer Art

Scientists and Programmers

The start of Computer Art

Outgrowth of the outer space, and military fields

The start of Computer Art

Artists discovering the computer in the 80's & early 90's were guilty of playing with the tools

Computer Art today...

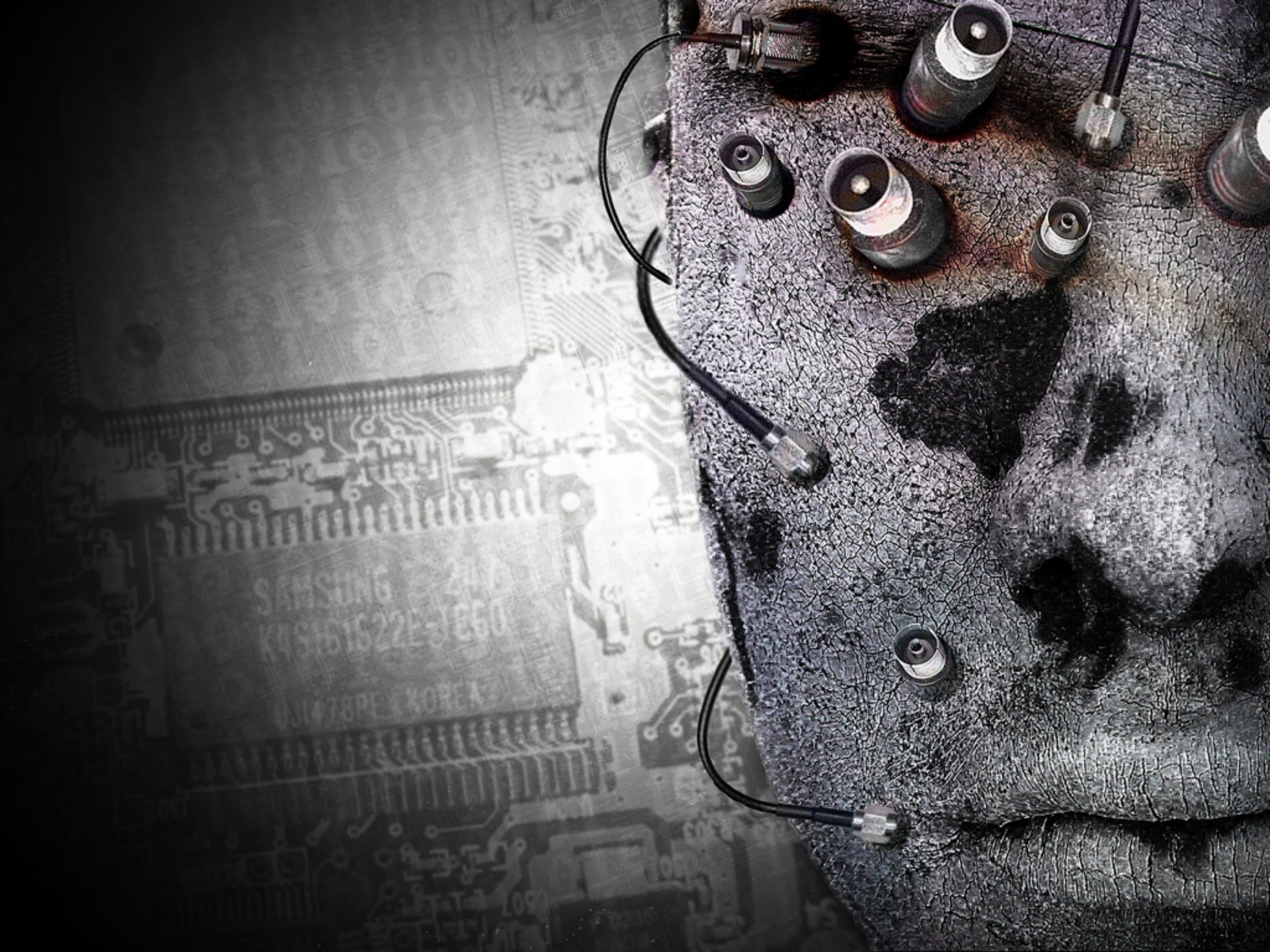
Artists from the late 1990's began exploring the art they can create with the digital tools.

Computer Art today...

Art created by a computer is only as good as the artist who is creating it!

Brad Pitt

NBA



Computer Art today...

The computer is only a tool to create art!

Just like paint, pencils, chalk, or clay used with traditional media

Computer Art today...

You are the artist, not the computer!

2 types of digital art

Bitmap or Raster Art

Bitmapped Images

Composed of Pixels, similar to a real photograph

Bitmapped Images

Generated with a paint program or scanned-in from an original

Bitmapped Images

Resolution dependent

Bitmapped Images

Resolution determines the size of the file and the "sharpness" of the image

Bitmapped Images

Cannot be enlarged or resized without some loss in quality of the image

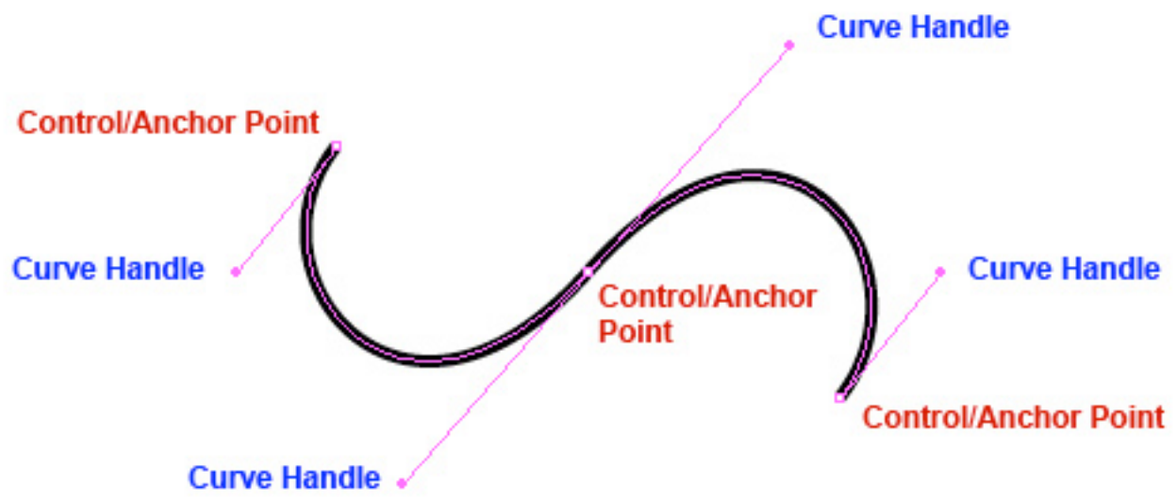
Vector Art

Vector Images

Created with mathematical formulas

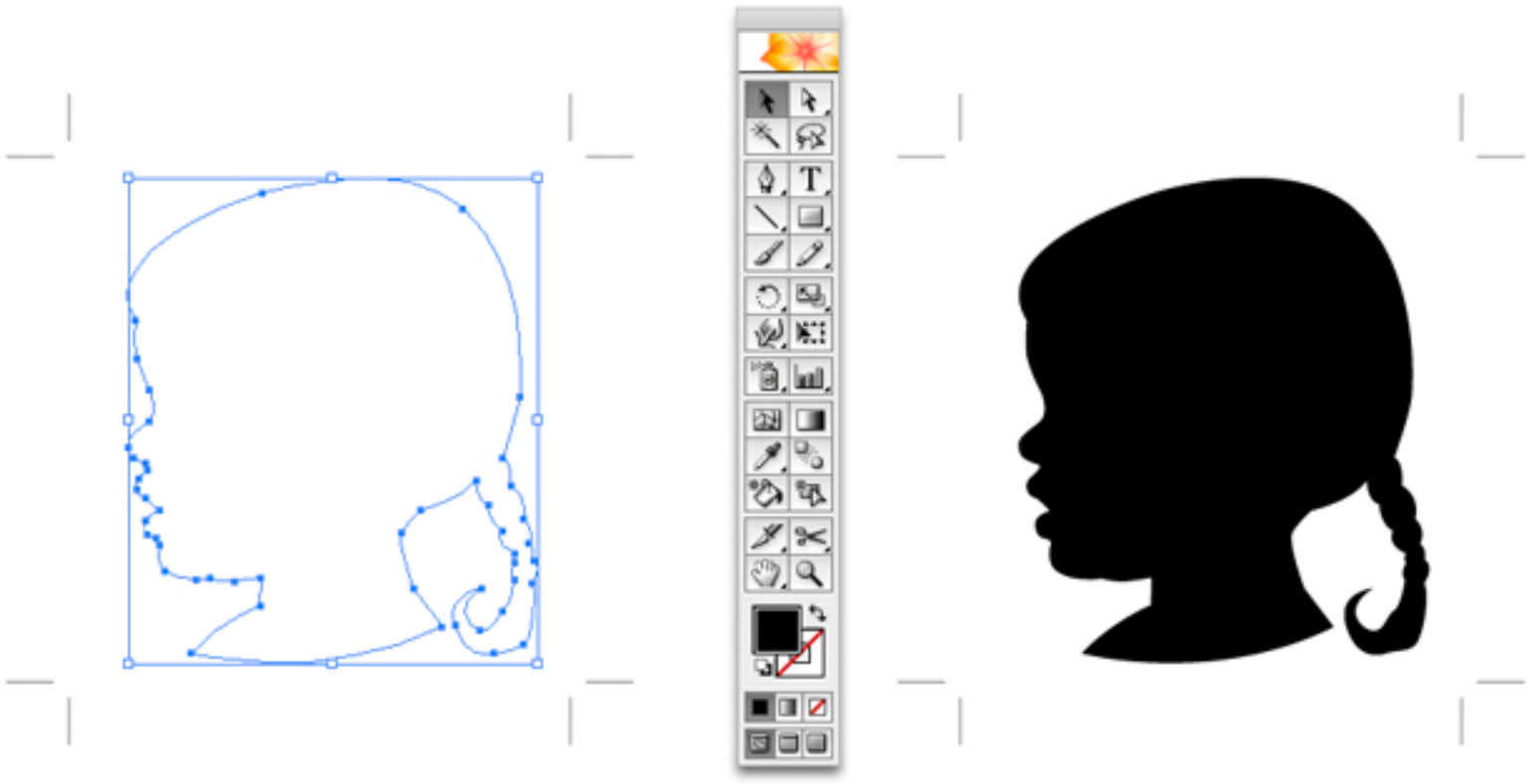
Vector Images

Made up of paths, with a start and end point, and contain straight lines, curves and angles.



Vector Images

A path can be a line, a square, or freeform shape.



Vector Images

Do not contain Pixels

Vector Images

CAN be enlarged or reduced without any loss in quality

dodge viper srt-10

Done by Redxibi:: www.redxibi.deviantart.com