



THE PROCESS

HALF-LIFE 2



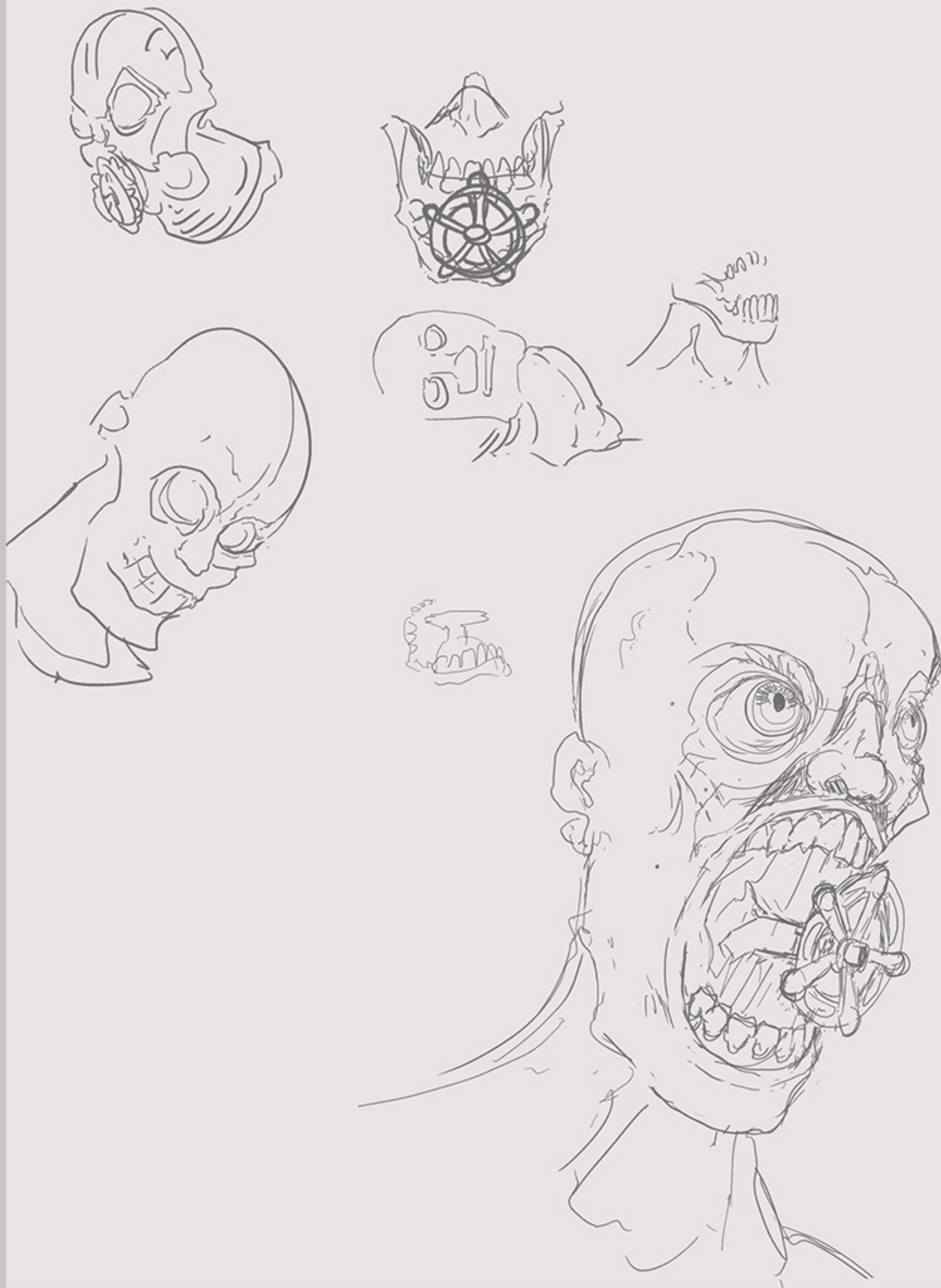


# THE PROCESS

1.

I wanted to draw my own version of the Valve logo guy, so as always I have to start with some rough sketches.

Generally they stay very loose, and with this one I had an image in my head already of how I kind of wanted it to look so I only drew a few tiny images before landing on the pose I wanted.









# THE PROCESS

3.

More refining of the sketch. I enlarged it to the final size and added a head crab and touched up the spine details. At this point I can see if everything that worked at a smaller scale still reads well or if more tweaking is needed.

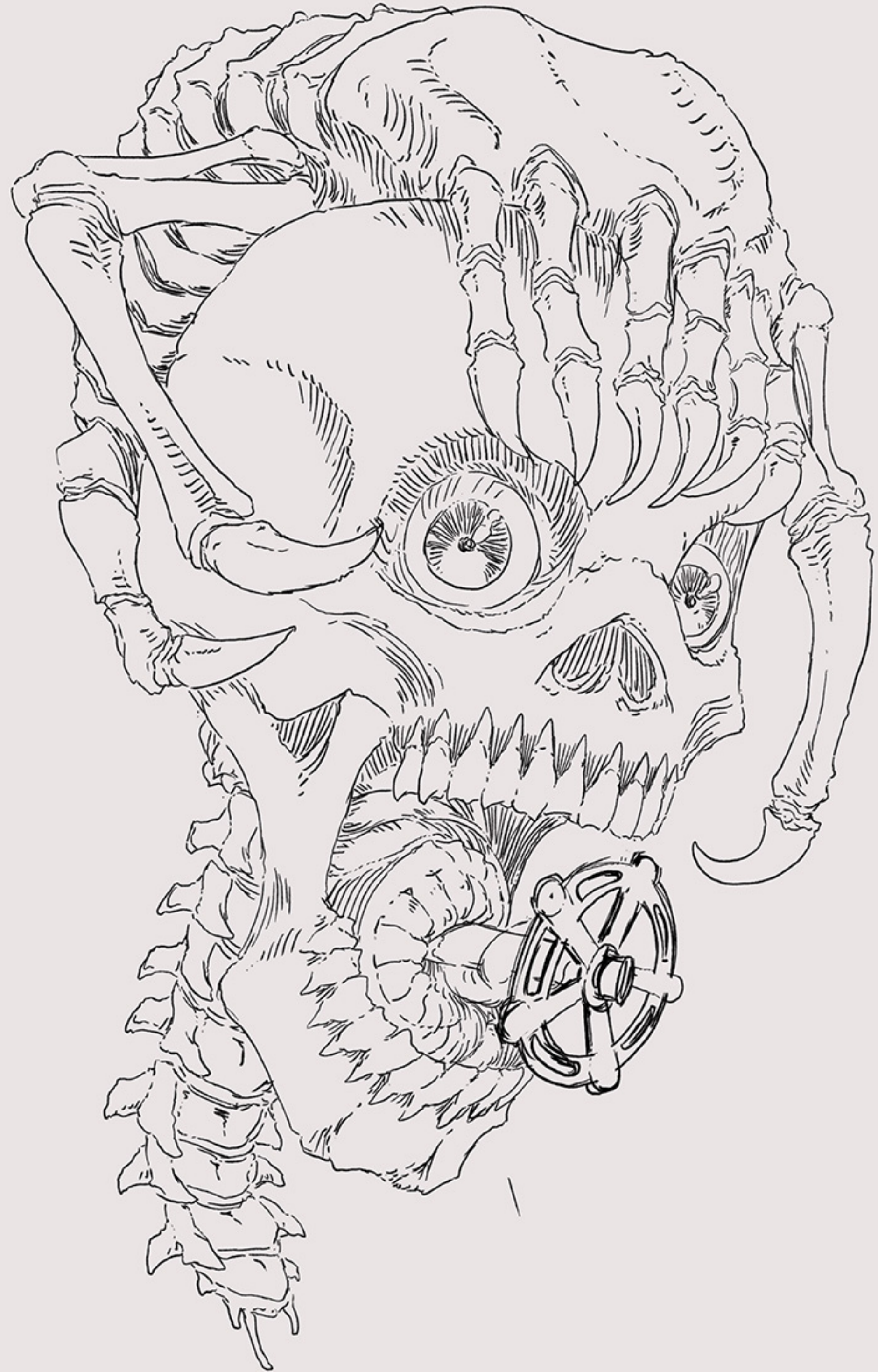




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4.

Another refinement of the last sketch, working out what lines should be focused on and what is just unnecessary noise. Sometimes I'll skip this stage and go from the first big rough to the final lines but that means I'll be sorting out extra issues that could have been resolved by going through this extra rough step.

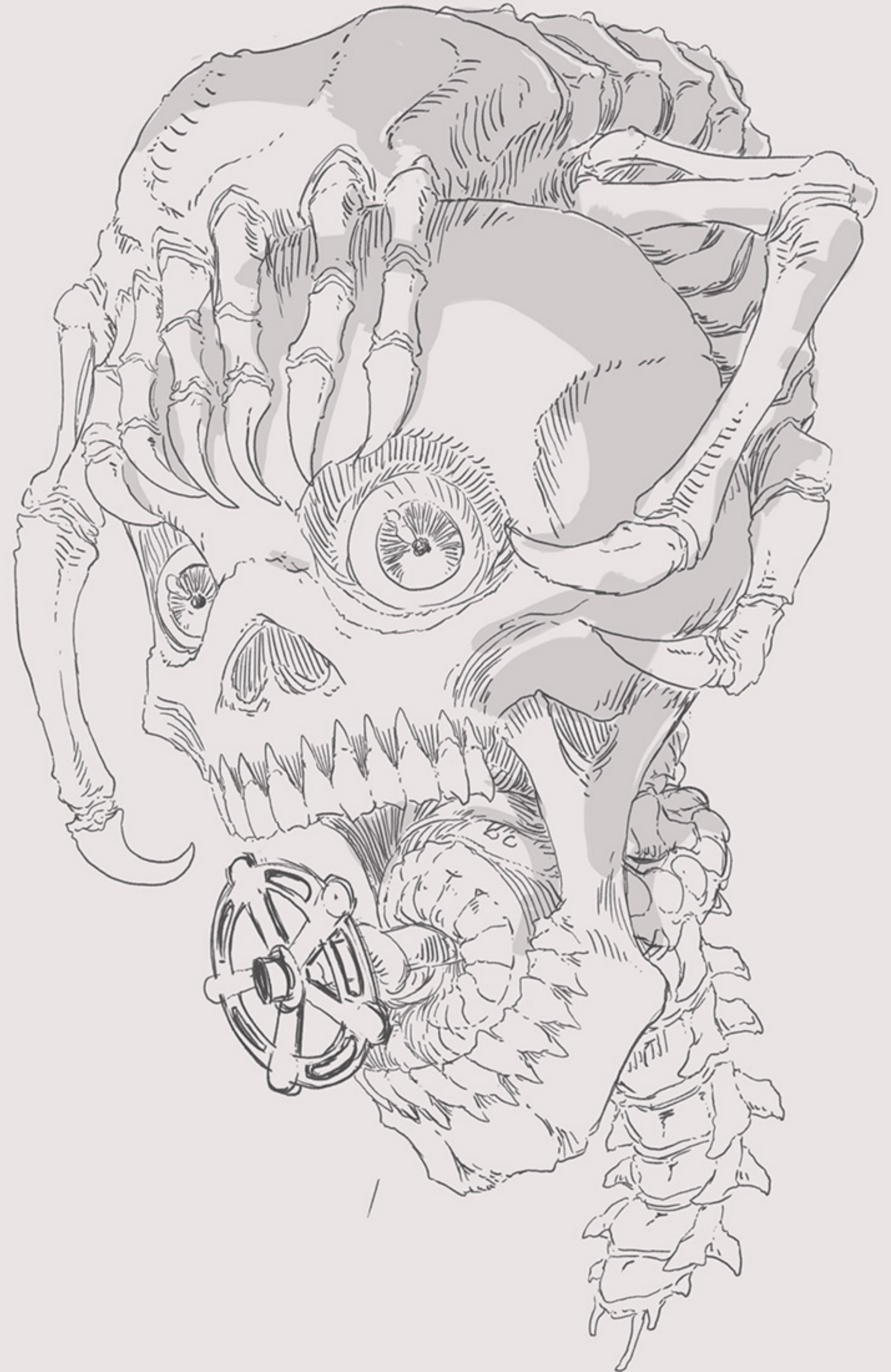




# THE PROCESS

5.

Before getting into the line-work I wanted to figure out the lighting situation as well. As I was planning on having the shading at the same black level as the lines this was important to put in place. Also switched the direction of the skull, was getting Evil Dead 2 poster vibes and it just fit so I ran with it this way.





# THE PROCESS

6.

Line-work stage. Everything has been cleaned up and more detailing has been added. I'll try to follow the major strokes of the rough but all the smaller detailing is created based on the existing shapes to emphasize textures.





# THE PROCESS

7.

Blocking in the colors. I had one color in mind when starting, the red for the valve, but the grey is just used as a placeholder or base to work off of. I don't generally have a palette in mind when starting, I usually throw a few base colors at it depending on the tone I want, in this case I started with a yellowy brown. It may not stick around but I can build off of it and play around.





# THE PROCESS

8.

Stuck with the yellowy brown and used that and the red to build up the rest of the design. With smaller pieces like this it can be fun to work within two primary colors and have a third color thrown in to add a bit of interest and break things up. The blue makes the eyes pop but doesn't stand out too much or distract from the overall design.





# THE PROCESS

9.

After the colors are done it's on to the highlights and shading. The black is doing most of the shading work but a bit of darker color here and there can help push those parts back a bit while the highlight will pop more important areas forward. The white highlights add that little extra shine that brings things from being flat and dry to a bit more wet and squishy.





# THE PROCESS

10.

Added a black background and red border to make the focus strictly on the skull. At this point the artwork is finished, last touch is adding the text to link back with the Evil Dead 2 poster idea.

With that we're all done!

