

Digital Painting: The Trouble-Free Appearance of Virtual Thought and Pretends

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The intention to create traditional painting and illustration of one's imagination need time and hues materials. Now a day we got terrific technological support that could be helps us as time and expense saver. A rising art appearance as digital painting is functional by means of a computer, a digitizing tablet, stylus, and software in which traditional painting techniques are become easy to work as expressive way. This study investigated the extent to which digital painting is more suitable with respect to time, cost and labor. Several paintings were created manually using pencil, color in the first stage and then produced the same painting digitally. It was found that the digital painting has several advantages over the manual painting such as manipulation, color combination, and other aesthetic sense. This approach is easy to implement an artist's imagination and virtual thought.

Field of Research- Digital painting, matte painting, manipulation, virtual, technology

1. Introduction

Digital painting is a system for generating an art digitally in addition to a technique. At the same time, as a method of creating traditional painting we use acrylic paint, oil colors, ink and various colors on canvas of natural fiber cloth, paper, polyester etc (Aleksander, 2012). Digital painting refers to up-and-coming art form where conventional painting methods were used by the help of computer device.

Digital painting is nothing other than an additional painting medium as oil color, water color, impasto, tempera, pastel etc. The main difference between digital and traditional painting is the non-linear process. An artist can often organize their painting in layers that can be manipulated separately in digital media. In addition, the capability to unfasten and recreate strokes free art from a linear process. However, digital painting is restricted on how it employs the methods and study of conventional painter. The reasons are the surface differences and lack of physicality. To use digital painting programs, we can create astonishing artwork that comes together with the traditions of conventional media and marvelous opportunities (Beccia, 2012). Some of these palette consisting of millions of colors, almost any size canvas or media, as well as erasers, pencil, spray cans, brushes, combs, and a verity of 2D and 3D effect apparatus.

Digital artists need to adapt the process of visual art. It is really time consuming to create some glow, explosions, dreamy environment in traditional painting. By using

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verity of software we can create it very easily (Sum, 2013). A computer graphics software program has a virtual canvas and virtual painting container of brushes, colors and other materials. Digital art has squeezed relevance of digital technology in the recent time. Photoshop and Corel Painter have turn out to be more basic software, and graphics tablets become frequent hardware, assist more efficient implementation methods. Former to this, any quantity of predictable standards such as water color paints, oil paints, acrylic paints, pencils, charcoal etc. were used. Left over to this, lots of modern paint correspondences are planned to generate the blending of color in the similar technique mix together. Established media is frequently dominant to a digital artist's capability to create use of software (Shamsuddin, 2013).

Digital Painting is inclusive package; there is character, surroundings, light-shadow, texture etc. To express conceptual thought digital painting is very helpful. It took comparatively shorter time than traditional painting. So, now a day's it is become popular for conceptual visualization. There are facilities of software's that we are using for some extra ordinary visual effects and unbelievable environment. The exact visual uniqueness of a digital painting can be traced support to the software. They contain clearness, balance, deformation, duplication, texture, trimming (creating virtual 3D illusions), exact circles, ellipses, squares and additional forms. We are using it most generally in conceptual design for movie, TV and various kinds of games. Digital painting software such as Corel Painter, Adobe Photoshop, Art Rage, GIMP, Krita and open Canvas provide artists an analogous environment to a substantial painter- a canvas, painting tools, combination palettes, and a huge number of color alternatives.

We should have fundamental base about Drawing in Digital Media. If we keep in mind these simple thoughts as we are drawing, we will perceive a remarkable, optimistic change in the value of our sketches. The first thing we can get better figure work is to draw always. This should sound understandable and yet most of us become comfortable with a level of proficiency that is far below our abilities. We can practice drawing from the living figure regularly. This is only way to impart a sense of life drawing from a living figure. To begin a drawing, lightly put spots on the paper it will helps to define the furthest points of the topic. Place a spot on paper that communicates with each spot of the body that extends farthest from the body's middle point. We can start always through the general and work toward the exact. It is not mandatory to practice drawing as the eyelashes. In fact, we do not need drawing any of the tiny details that actually insert nothing to the character. Sometimes we require formulating our proportions accurate in drawing. Surprisingly, many pieces of figurative art have awful proportions. All the available in order sense, we can apply for learning it. If we have proper knowledge on average human appear like, we will get chance for deforming the figure to fill our definite requirements. We need clear concept on exterior anatomy. This kind of knowledge will also help us to design nonhuman characters as well (Seegmiller, 2004).

The following section (section 2) summarizes the relevant literatures on traditional method of painting and mechanism for creating computerized painting with their features and advantages. The third section focused on the methodology where

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examples of images, manual paintings and digital paintings are presented. The results and conclusions are given in section 4 and 5 respectively.

2. Literature Review

The area of digital painting appearance beautiful art works at the side of demonstrations of artist's thought. Artists are able to create a wide range of subject matter from futuristic and beautiful practical ideas. An in-depth resources section brings all the equipment we need from computer hardware and software. A detailed essential method section provides to both novice to the digital medium and those who desire to brush up on their abilities. Working with computers to produce art has countless compensation. The capability to 'undo' something if it goes incorrect is the first one lots of people think, however there are many additional things that extremely grateful when painting on computer. Layering, history and the ability to save a piece and then go untamed with it if desire to try something innovative purpose that truly miss if go back to working traditionally (Tonge, 2008). There have been numerous current efforts to digitize fine art paintings and additional art sections. With the World Wide Web, it is currently probable for any person to increase admittance to digitized art pieces through the Internet. It is as well becoming potential to analyze art works at a bigger scale (Li, 2004). New-fangled modalities to obtain paintings comprise tremendously high resolution digital photography, multispectral imaging, and digital radiography. All these have precise compensation and carry extra information to learn of paintings. Multispectral imaging for example facilitates an intention of color measurement, which is additional precise than usual RGB, by given that considerably wider gamut in order. Subsequently providing more accurateness on colors, it is moreover allow studying the painting at wavelengths that recline beyond the noticeable domain, which can guide to a more affluent study (Cornelis, 2011). In view of the fact the appearance of modern computers, to design and expand an interactive and user pleasant digital painting surroundings has been the extensive cherished vision for researchers in computer graphics and human-computer interaction (Songhua, 2005).

Artist should find out the tips, tricks and techniques that really work for concept artists, matte painters and animators. Digital artists get mentorship as facilities into the world of digital painting today with some of the greatest digital art in the world. They can get professional digital painting methods, such as speed painting, convention brush conception and matte painting (3dtotal.Com, 2009). Elementary art presumption is enclosed together with classic topics such as composition, story-telling, portraying emotion, lighting, and color. These components are help to create a successful image (Aleksander, 2012). To generate characters, scenes, and close-ups to designing digital paintings we got the most up-to-date techniques, lays out the tools to do it all (ImagineFX, 2011). Digital painting facilitates the conventional painter to paint new knowledge with little skill in traditional painting. But a small number of digital painters are capable to rise above the machinery knowledge to generate aesthetically pleasing compositions that address conventional design elements and content. In view of the fact that digital painting is latest and not yet well understood, significant questions are posed that may not yet be accountable. Digital painting has offered the viewer with new ways

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to view painting shedding some light on the art viewing virtual experience (Tavano, 2011).

New media artists are taking advantage of the artistic significance by developing their sense to create artwork (Aguilar and Lipson, 2008). The appearance of paintings get worse the perceive image quality without smoothness sometimes. However, one can use digital imaging techniques to create and make it smooth on digitized paintings. Such a "virtual" restoration can make available evidence to art historians, museum curators and the common public on how the painting would look like. Moreover, it is able to present virtual thought as well (Giakoumis, 2005). The provision of digital painting has developed a lot in the past years. The paint applications supply a large gallery of paint purposes, frequent settings for brushes, paints, layers and have alternatives to digitally supplement for the painting development. Even though digital painting proposes several compensations, traditional artist should try out digital painting (Vandoren, 2008). Digital painting has been approved by various artists due to its recompenses in excess of conventional media (Chu and Tai, 2002). Typically the assignment of confirmation paintings has been completed by art specialists and enthusiasts with detailed information of the artist (Jacobsen, 2012). The definitive goal for digital and fantasy artists, who want to take their skills out of this world such as Photoshop, Illustrator, and Corel Painter, apply the latest techniques to produce a variety of mythical and futuristic creatures, fight scenes, habitats, and close-ups (ImagineFX, 2011). Each digital project maintains the same way as a painter steps up to canvas. Texture is vital components of digital painting because texture and lighting create the mood (Demers, 2002). Now artists use technical tools that permit them to work as logically and impulsively as they were using conventional tools. These are pastels, watercolors, oil media, and gouache. With the current growth of the tablet market, there are more tools and more sophisticated features are available. That was the desire of artists and use of them. The same as much art materials, artists need to apply traditional drawing and painting (Threinen-Pendarvis, 2013). This creative genius need guide toward painting perfect portraits, dramatic landscapes, and stunning still life's and any virtual things in short time at all. These are the common advantages in digital painting, as generate the 3D look of conventional oil painting with 2D software tools, paint with Impasto brushes and add Oil Splatter for interesting effects. Sometimes clouds, water, cliffs, etc. are merging them into landscapes, without trouble. To create small multiples such as pebbles or leaves with the various objects, custom brushes and textures digital media is very useful. To paint night scenes, including moonlight, candle glow, and mysterious backgrounds is very simple in this media. We can use the Liquid Metal plug-in layer to generate brilliant jewelry and other shiny objects, concepts to completed projects with step-by-step (Seegmiller, 2008).

3. Methodology

The core objective of this study was to found in the artist society in various animation studios. It is found that artists are using physical and digital both media as paint their necessary part of art works. It has completed the study in two phases.

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Firstly, we get the development of a character in physical drawing and painting. It has taken more than fifteen days (drawing with pen and then painting by oil color). It has found very exactly that, to complete this kind of physical painting need space, huge time, expensive materials, suitable weather, etc, as result painting quality is not that much satisfactory how artist expected. Need to spend more time to finish it as artist had planned to create a virtual painting (Figure 1(a) and (b)).

Secondly, artist got training on software and had started to paint it digitally by use the software Adobe Photoshop. It is make different point of view that artists had got. Surprisingly, artists were able to paint through software as he dreamed within short time (Figure 2). Possibly they obtained some ideas first time as training on learning software and received advantage from modern electronic medias.



(a)



(b)

Figure 1: (A) Drawing with Pen (B) Painting with Color



Figure 2: Digital Painting

4. Findings

There were six artists in that training program (organized by Kentostudios); four of them were fine artists. Fine artists were enjoyed the digital painting system. In digital painting we got lotsof facilities as we can use any kind of texture, readymade effects, custom effects, lots of brushes, etc. Artists can create brush however they want. there are some restrictions in manual or physical painting that we cannot create brush, it is take large

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time to mix colors, long time to complete painting because materials are sometime need to be dry.

The advantage of software, it is very easy and we can do in short time this kind of digital paintings. We can create very realistic and attractive painting by use this kind of software's facilities like we can apply lots of effects from filter in short time to enhance our painting (Figure 3). In this case fine artist's outcome is better than none fine artist, because of



Figure 3: Filter Options in Software

their artistic sense and physical skills as well. To be a physical or digital artist this is mandatory to have senses in principles of arts, elements of arts, aesthetic sense, drawing senses, etc. We can create digital painting to show out virtual thought digital media in short but we cannot get the feeling of touch like traditional painting in digital painting. Value for traditional painting will always be there.

5. Conclusion

In this study we found that, to pretend virtual thought in proper way digital painting is very helpful and easy way for the artist's society. This is main motive to demonstrate a method to enhance digital painting. In prospect, it will develop the skills of Bangladeshi artists through interactive learning resources. The effectiveness of digital painting will make large groups in this country near future and assist to develop concept art, illustration, comics, etc seeing that world class. Within the scope of this study few examples have been presented to illustrate the results. Further study should investigate more details with different types of manual and digital paintings.

Surrounded by this research, It is predictable that there are limitations and the gap in this field such as no academic training system. Artists are interested to learn and use

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this technology to express their thought but lack of technical and equipment support. This study will assist to the artist who wants to do something innovative through technology.

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