

Forum:[Hack Forums](#)

Thread: [Ghost in the shell](#)

AvessoVision - June 2, 2017, 8:02 am

Yes, I have been quite, quite inactive, as well on the graphic side. I got caught on life and did not have the will to start anything, until lately.

I made this so you can see the process behind it. I sometimes start with a simple image (I usually find them on Pinterest) and go wild from there. (If I can.)

I don't know if it's finished yet, but here's the progress so far.

Pretty much everything has been done by hand, with a mouse. Yes, I have resized the images to 500px.

Spoiler [\(Click to View\)](#)Spoiler [\(Click to View\)](#)Spoiler [\(Click to View\)](#)Spoiler [\(Click to View\)](#)

Final version (almost. maybe.)

Spoiler [\(Click to View\)](#)

LackThereof - June 2, 2017, 9:51 am

This really looks awesome. The yellow mask doesn't look quite right, but the small details like the eye tattoos make it really unique and amazing.

AvessoVision - June 2, 2017, 9:58 am

(Jun 2, 2017 09:51 AM)LackThereof Wrote: [\[CITE\]](#) This really looks awesome. The yellow mask doesn't look quite right, but the small details like the eye tattoos make it really unique and amazing.

Thank you and yes I am aware of that. For me it's a bit crooked I think. Yet drawing them without pen tool was something else, since mouse tends to slide lines from time to time, but I do like the rough outline over the Illustrator lines. (Which I also use for some other portraits). I've been a vector guy at first, but I find that freehand is really relaxing and gives you more ways to open to your ideas. As for the golden mask; I tend to play with the chromas until I get one that appeals to me. So far I went through three chroma sets.

Cheers.

Elduin - June 2, 2017, 9:58 am

It's a unique design and I like that the mask matches the background of the drawing.

The small details in the face also improves it.

The shoulder/back Should get some more detail because right now her shoulder looks massive.

Jiren - June 2, 2017, 10:12 am

Wow that looks pretty sick, as users said above just a few changes and would be good

AvessoVision - June 2, 2017, 10:51 am

(Jun 2, 2017 09:58 AM)Elduin Wrote: [\[CITE\]](#) It's a unique design and I like that the mask matches the background of the drawing.

The small details in the face also improves it.

The shoulder/back Should get some more deatil because right now her shoulder looks massive.
Thank you. I haven't yet come to the body and I might change the blouse to something else or some sci-fi elements but I will need to google for that.
Cheers.

(Jun 2, 2017 10:12 AM)Jiren Wrote: [\[CITE\]](#) Wow that looks pretty sick, as users said above just a few changes and would be good

Thanks mate. Yes this is not the final version. I work on it whenever I have the right mood so I won't mess up. But I have a few changes in mind. I just need the patience to work with.
Cheers.

Goals - June 2, 2017, 10:34 pm

The last version looks sick af. So retro!

AvessoVision - June 3, 2017, 8:02 am

(Jun 2, 2017 10:34 PM)Goals Wrote: [\[CITE\]](#) The last version looks sick af. So retro!
Appreciate it.

- - -

I have come closer towards the final version and I am pretty pleased with the way it turned out.
Spoiler ([Click to View](#))

gringo - June 3, 2017, 9:10 am

I really enjoy your style, keep up the good work man.

AvessoVision - June 3, 2017, 10:34 am

(Jun 3, 2017 09:10 AM)gringo Wrote: [\[CITE\]](#) I really enjoy your style, keep up the good work man.
Much appreciated. I have worked this style out of a few attempts at free hand, and trust me they were really bad. I used to do vector (GTA style artworks) but then I kind of fell out of it and decided to find my own path.

Cheers.

| SASS | - June 3, 2017, 3:38 pm

WoW looks really cool, also loved the process images to see what you did. Really cool work, keep that hard work bro!

AvessoVision - June 3, 2017, 11:42 pm

(Jun 3, 2017 03:38 PM)bigboy93 Wrote: [\[CITE\]](#) WoW looks really cool, also loved the process images to see what you did. Really cool work, keep that hard work bro!

Much appreciated mate. I will be doing the process screens from now on my works. Maybe people will get inspired and give it a try.

priceputu - June 3, 2017, 11:47 pm

awesome image, cool bro ..,

Motusora - June 4, 2017, 2:47 am

the lines looks pixelated .

why it doesn't have shadows and lighting ? or it's just your style ?

crypticanon - June 4, 2017, 3:02 am

looks pretty good , give it some dimension with some shading

AvessoVision - June 4, 2017, 3:15 am

(Jun 4, 2017 02:47 AM)Motusora Wrote: [\[CITE\]](#) the lines looks pixelated .
why it doesn't have shadows and lighting ? or it's just your style ?

You can see the previous works in my signature they do not have shadows/lightning. They are flat. It is not pixelated, it's a 5px round brush without pen tool (mouse movements only). Vector portraits with clean lines are outdated to me. Check out Instagram popular artists having the same technique, making flat art. I find it very interesting, hence the style I'm trying to perfect.

Cheers.

(Jun 4, 2017 03:02 AM)crypticanon Wrote: [\[CITE\]](#) looks pretty good , give it some dimension with some shading

Thank you.

Final version is in the first post. No shading required as it's a different style from the vector illustrations.

Cheers