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SkullTraill - March 28, 2018, 5:09 pm

[\[img\]http://upload.vstanced.com/images/2018/02/16/xLE.png\[/img\]](http://upload.vstanced.com/images/2018/02/16/xLE.png)

Welcome to works wednesdays everyone. This is our weekly segment where one of us posts a particular piece of artwork or design that we've created accompanied with an in-depth description of the process behind the piece. This is designed to be less of a tutorial (that's what Tutorial Tuesday's are for, after all) but more of an insight into the process of a particular piece.

Each week, a member of works will share one of their projects and explain the thinking behind its design. We hope that this will teach you about the importance of thinking in the design process. We'd also, of course, appreciate any feedback you may have on the work itself (this is RMG, after all, and nobody's perfect)!

[Find out more about works here.](#)

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

Description: This piece is an example of how I sometimes take really mundane and simple elements, put them together in a good but relatively ugly compoition, and then improve the aesthetic using post production. I hope to teach you more advanced and specific post production techniques in a future tutorial series I'll be calling "Aesthetics and Post-production" so keep an eye out for that. But for now let me just elaborate on the process and decisions I made for this piece.

Alright, so the inspiration for this came from seeing a short video clip someone had posted somewhere. The video was from a movie called "Enemy", which featured a [big spider in a cityscape](#). The audio was from a track called ["Death Squad" by Pertubator](#). This combo gave me some really creepy vibes and I really wanted to capture that in my art.

Composition was extremely simple. I took a picture of a cityscape, rendered it out using the pentool to remove the sky which had many clouds that I didn't want in my piece. I replaced the sky and clouds that I just removed with my own gradient. Next, I took a screenshot from the movie, a scene with the spider in it, I then traced the spider and made a shape out of it using the pentool. I filled this shape with a simple off-black colour. Next, I added the "moon" which was just a circle with a gradient.

So far everything's been super simple, and honestly, at this stage the piece looked like garbage. None of the elements really blended in, and nothing was cohesive. The real trick was in the post

processing. I did so much, about 15 different layers of color correction, adjusting it so that the image has a night-time/late-evening feel to it, rather than looking like it was in the day-time as the stock photo was. I also added a few more gradient overlays, to adjust lighting to be more dynamic and subtly draw focus to the spider thing. Additionally, I added some subtle light leak textures, glitched the image a little bit with some distortion to give it a bit more of an ethereal/paranormal/creepy vibe. Tied it all in with a little more color correction and finished with a healthy application of film grain and a very subtle grit texture on top.

And that's how this piece was created. With some extremely basic and simple elements, some decent compositing, and plenty of post production.

[img]<http://upload.vstanced.com/images/2018/02/16/xLL.gif>[/img]