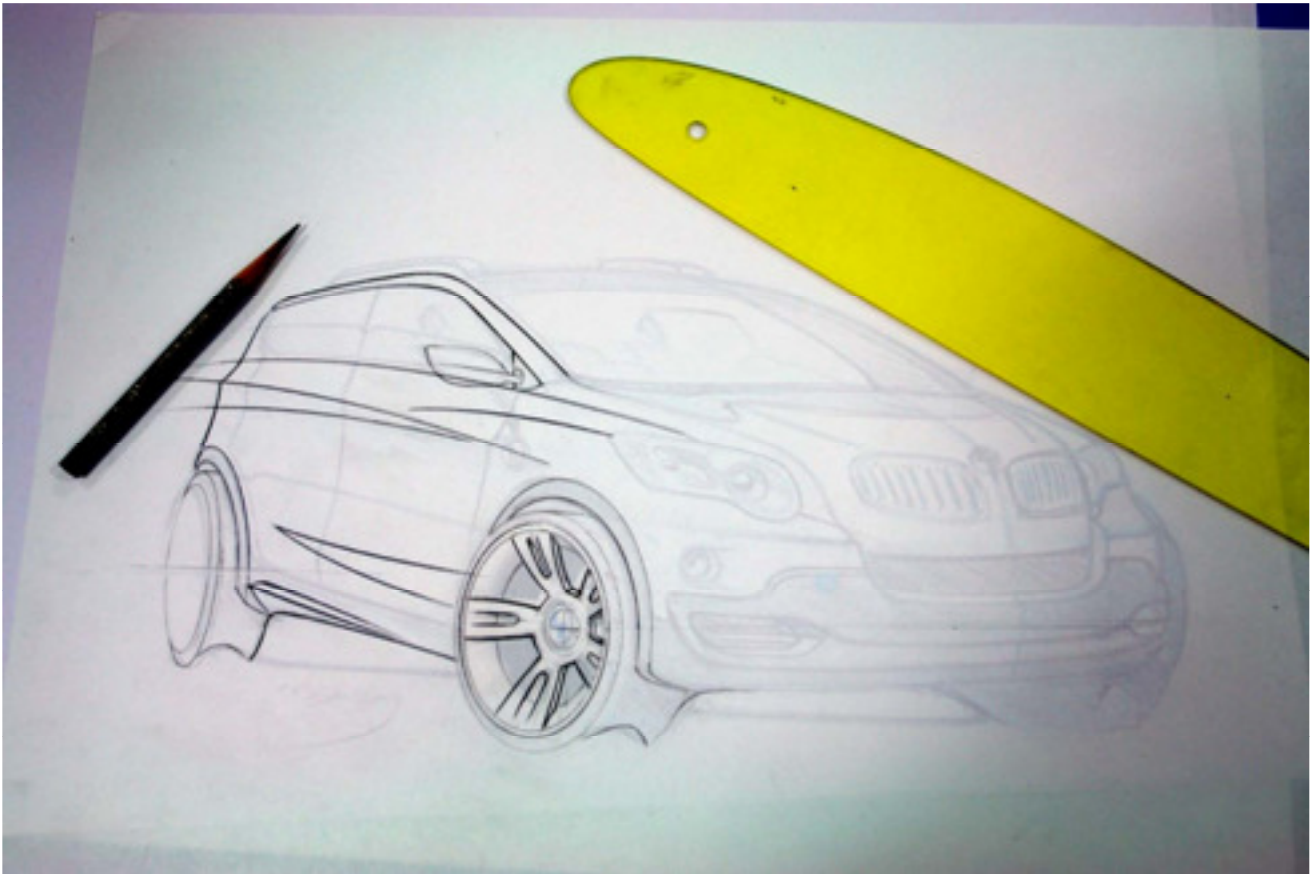


QUICK RENDERING Technique using Photoshop- By Pankaj Dhamane

In this tutorial we are going to learn how to render a car in Photoshop like marker rendering. This tutorial will teach you "loose rendering" technique of Photoshop.

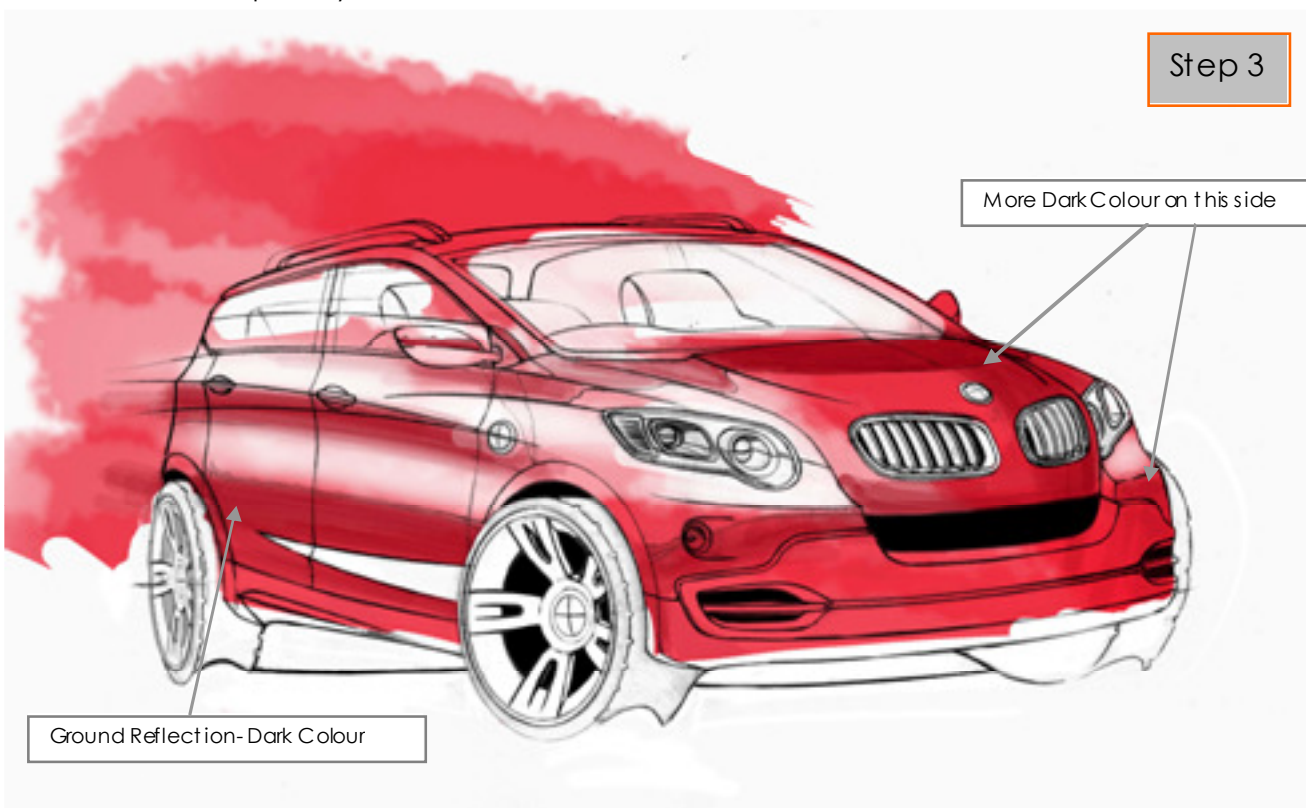
Step 1. Select one of your thumbnail sketches and refine it. (Probably we will talk more about sketching in some other tutorial.). Scan it and do some cleaning in Photoshop. For any type of rendering whether it is hand or digital the base sketch must be good enough in terms of perspective and line quality.



Step 2. Here we are ready with clean line work. Now you can use this sketch image for any type of rendering. Fill black colour in the areas like air dam, wheel spoke negative space etc. Keep this layer at the top and in multiply state so that you can render the car without losing the line work.



Step 3. You have to decide the light source and depending on that think of shadow and highlight of the scene. It will be helpful if you are clear about the reflection in sketch itself.



That will help to put right contrast of colour while rendering. I have decided the light source is at front and directing at an angle towards the car. Keep the Surfaces blank (White) facing the light source so that more contrast is achieved. I have decided body colour to be red.

Step 3



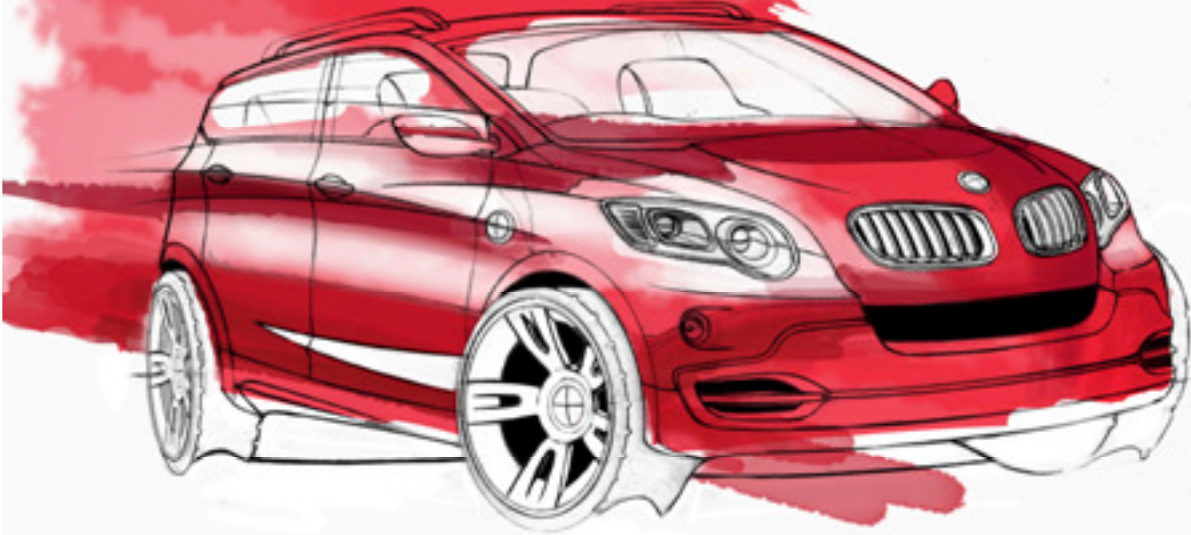
Use brush- **Watercolor Textured Surface** and select **pantone colour 1788C** (Or any thing of your choice) and darken the areas of reflection and also shadow .

Step 3



Go over it again and again to achieve the contrast in shadow area and defining the depth in the surfaces. Do not worry about excess colour going out of the outline, you can always erase it.

Step 3



Step 4. When I am through with the body colour, I go for Cladding parts which are dark colour, may be dark gray or black. Add little highlight to the surfaces exposed to the light source to give depth to the parts. You can use Dodge and burn tool to add highlight and to create shadow. The wheels are rendered in warm gray with again leaving some black area to create contrast.

Step 4



To create more contrast and depth in the scene I have added shadow. You can run dark gray or simply black colour to create the shadow effect. If you feel the black is getting too dark you can play with layer opacity.



Step 5. Go on filling the interior with colour suiting to the exterior; adding depth by going over again and again to create contrast. You can create different layer for each step like body, Interior, Cladding etc. Layer management helps for better rendering.



Step 5

Step 6. Give glass effect by playing with the transparency effect. You can go dark towards shadow side and keep immediate portion transparent to create contrast.



Step 6

Glass Reflection- White transparent immediate to dark colour on shadow side to show curvature of glass

Same thing can be done in DLO where bottom can be dark and upper half of DLO transparent. Add blue towards shadow side on hood, glass and roof to give sky reflection effect. Details like this help in adding depth in the rendering.

Step 7. The final stage is adding more details. Add warm gray colour in Headlamp and then add more white to create reflective effect. You can create transparent effect in the Glass lens by adding tint of Blue and playing with the layer opacity.



The chrome grille is the last part I would like to do. To create highly reflective effect I have created horizon line and upper part as exposed to sky treated with sky blue and lower part which shows ground reflection is treated with warm gray.

And here we are ready with quick rendering. I hope you enjoyed this tutorial.

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