

Living on a Heart Grunge

by Dhanank Pambayun

Dhanank Pambayun is a digital artist who lives in Jogjakarta, Indonesia. He started his career in 2002, building a personal website, www.tragikpixel.com, which evolved into www.tragiklabs.com in 2005. After trying a variety of different jobs, from graphic designer to animator, he focused on digital artist as his occupation.

Dhanank's work is composed of complex compositions with a high level of detail. Each piece combines vintage looks, disharmony, rich color, and both decorative and grunge effects.

His artwork has been featured in outstanding graphic magazines and websites, as well as in commissioned work for major brands.

His inspiration for *Living on a Heart Grunge*:

"These days, my influences include Tim Burton, Mati Klarwein, Raden Said, and Isaac Newton—they all inspire my taste, ideas, and style. I really love mysticism and computer graphics, so I mix them into my artwork."

Living on a Heart Grunge was commissioned by Adobe and created using Adobe® Illustrator® CS4 software.



I first sketch an artwork on paper, and then scan it at 200 dpi. To make the outline and shadows of the sketch cleaner, I adjust the color in Adobe® Photoshop® software. Then I place it into Adobe® Illustrator® software and lock the layer containing the

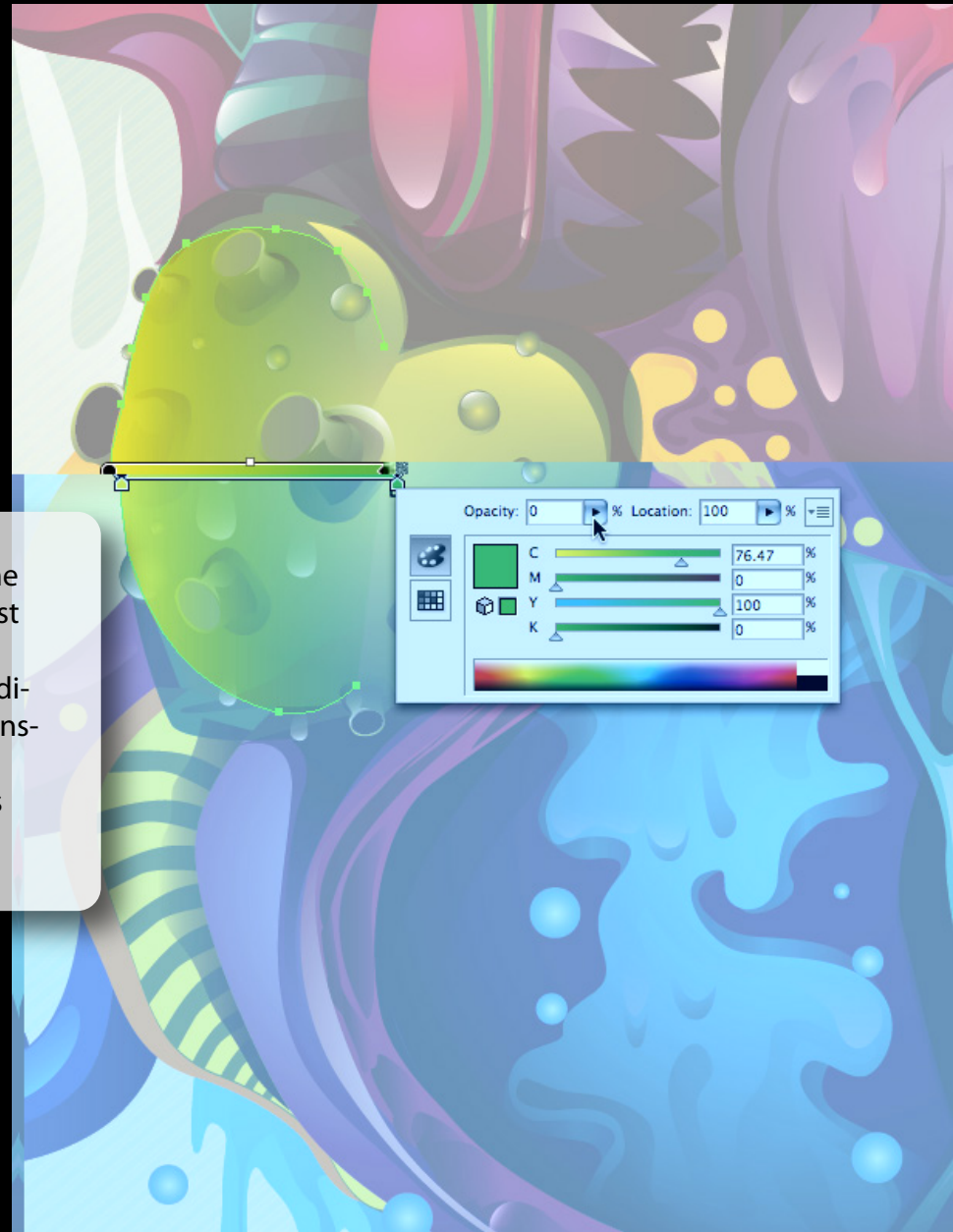


I create a new layer and start tracing the sketch with the path tools (Pen, Pencil and Line tools) and various shape tools, and fill the objects with different colors. Using Object > Arrange, I send objects backwards or forwards, or in front or behind while painting.

After filling the objects I've traced with solid colors, I remove all the outlines and leave just the solid filled objects. At this stage I also add or remove objects until I feel I have enough to begin detailing the artwork with shading and highlights.



Now it's time to give the artwork some depth. I use the Gradient tool to adjust the gradient options directly on the gradient object. I can change the gradient style to linear or radial, set the transparency for individual stops with the opacity slider, or adjust the gradient's angle or aspect ratio.

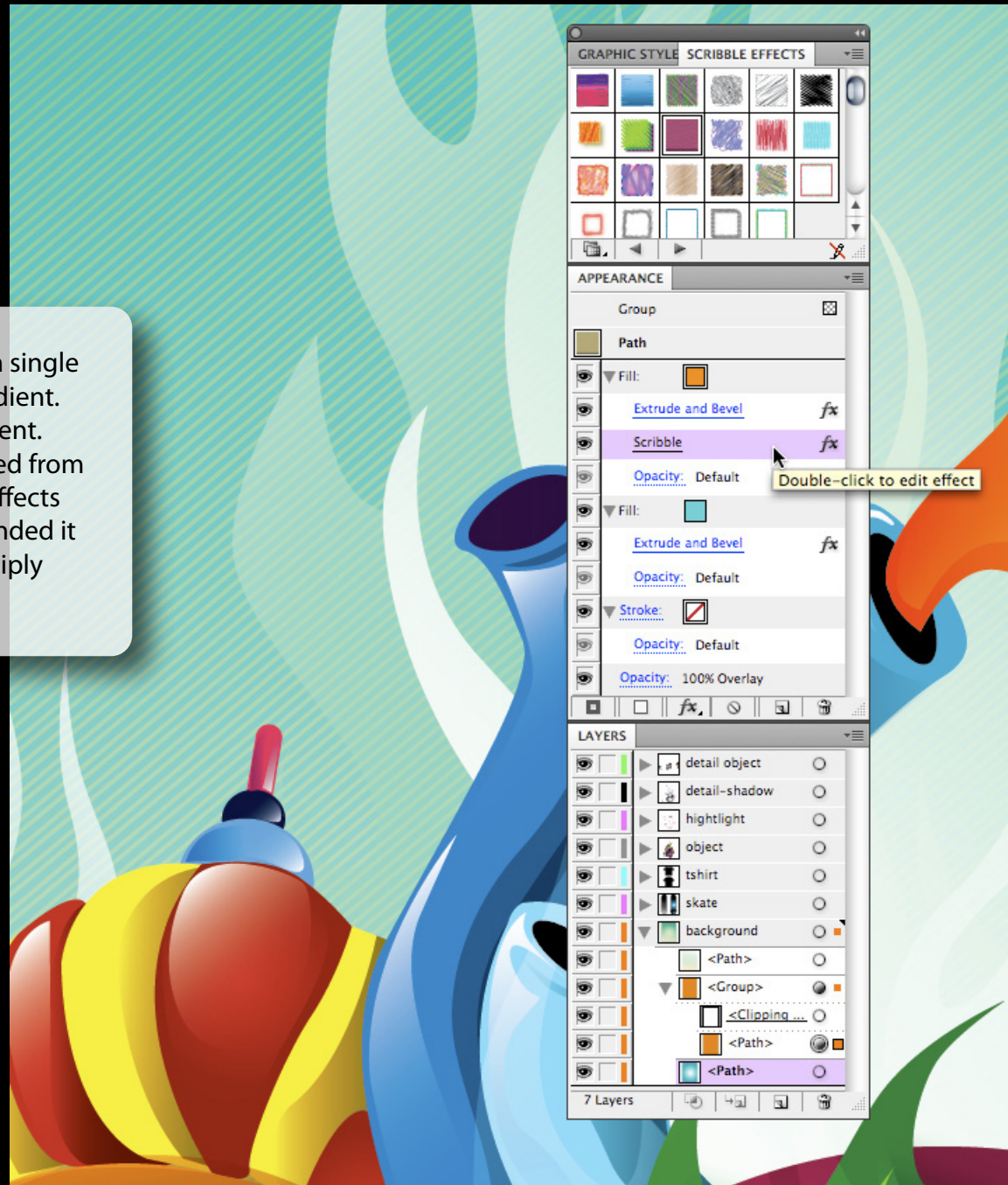


After I'm done with the artwork shading, I want to make the artwork come alive. I put in highlights and add additional objects for more detail. I like to create a new layer for these new objects.

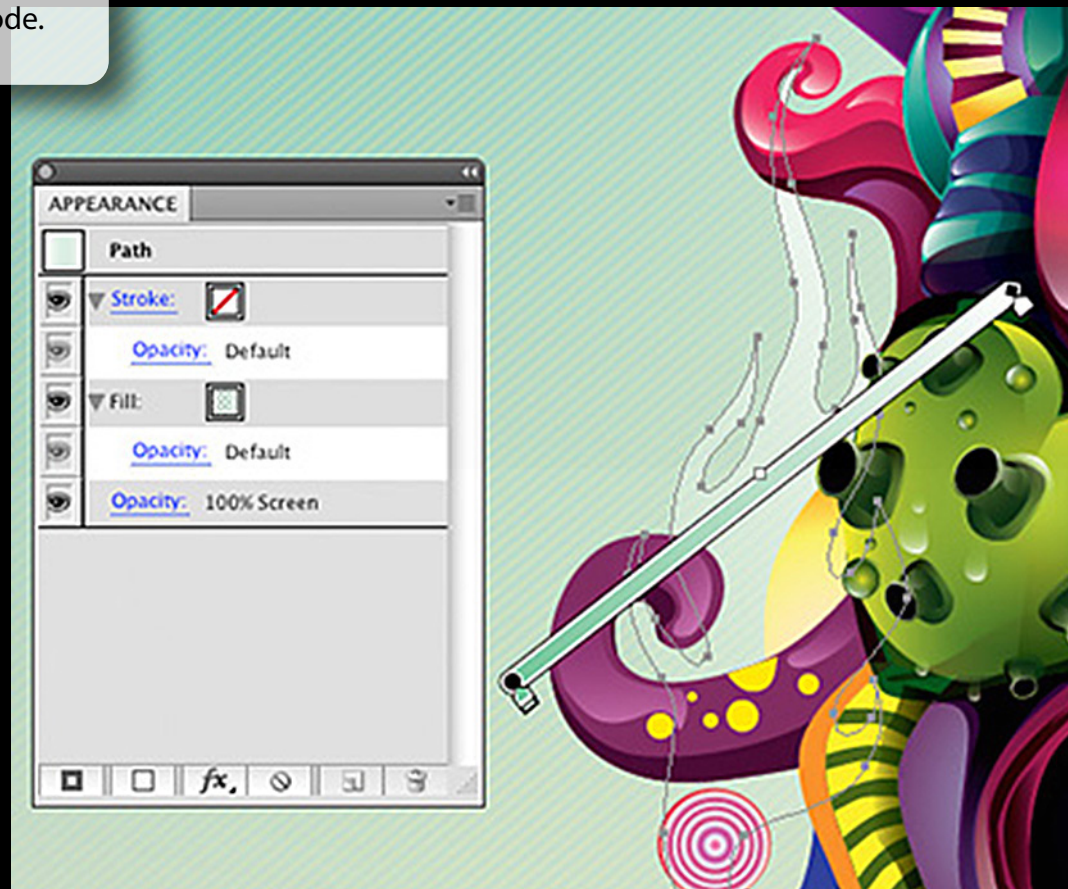
For the pipes, I created two additional objects. I then duplicated the fill and, using the Gradient tool, changed the gradient color directly on the object by double-clicking on the color stop.

For highlights on the objects, I first draw them with the Pen or Pencil tools and play with the gradient. For example, if you want to make an object glossy and shiny, set the gradient to black and white, then select Screen for the blend mode in the Transparency panel.

For the background, I used three objects on a single layer. The top object is filled with a linear gradient. The bottom object is filled with a radial gradient. The middle object has a Scribble effect applied from the Graphic Styles panel. From the Scribble Effects library, I selected the Scribble 9 style and blended it with the bottom object by selecting the Multiply blend mode from the Transparency panel.



The white flames are the same object as the orange flames, I just duplicated it, changed the gradient to black and white, and selected Screen for the blend mode.





Now that my artwork is complete, I can quickly make a grayscale version using the Live Color feature. First I duplicate my finished artwork and place it on a new artboard.

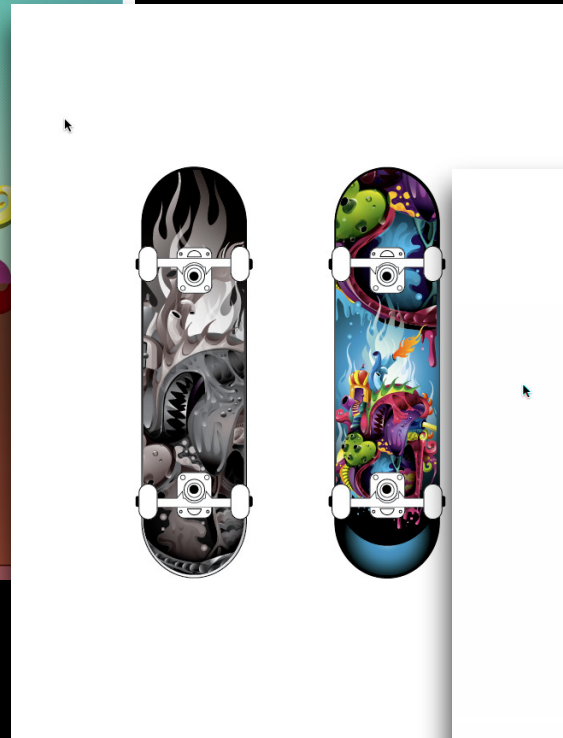
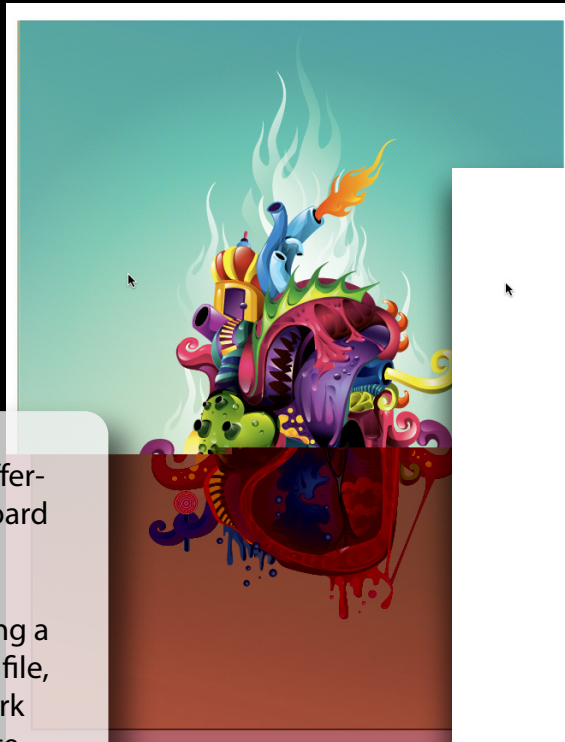
Using **Select > All in Active Artboard** to select my duplicate artwork, I open the Live Color dialog box by clicking the **Recolor Artwork** button in the Control panel.

When the dialog box appears I select **1 color job...** from the Preset menu and choose black as the replacement color. My artwork colors automatically change to the corresponding tints of black.

Now I apply my artwork to different types of output: a skateboard and a T-shirt.

I create a new artboard, making a total of three artboards in my file, and copy and place my artwork versions on templates for skateboards and a T-shirt.

For the T-shirt artwork, I use Live Color to change and adjust the colors to achieve a completely different look and reduce the number of colors needed to screen print the shirt.



Adobe Systems Incorporated
345 Park Avenue
San Jose, CA 95110-2704
USA
www.adobe.com

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