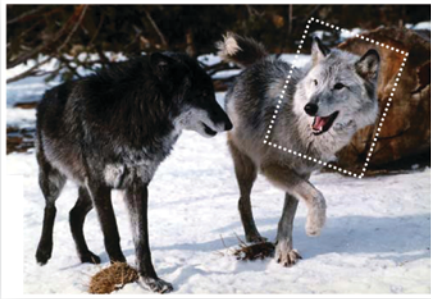


**Reasons for Caution:**

- Copyrights held by the creator of the photo/illustration
- Clients may recognize the source
- Clients want illustration, not cut & paste photographs. The more unique our images, the better we look
- Mistakes can perpetuate themselves through repeated copying (don't trust any single source unless provided directly by the client)

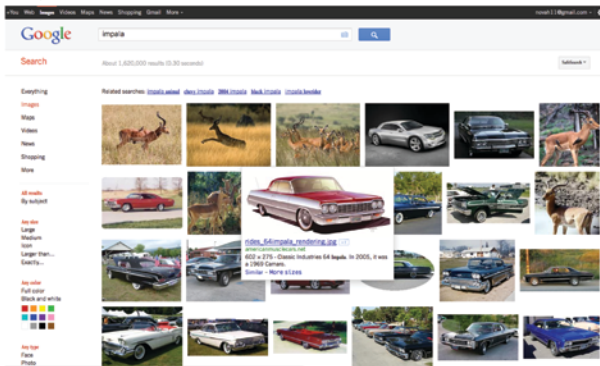
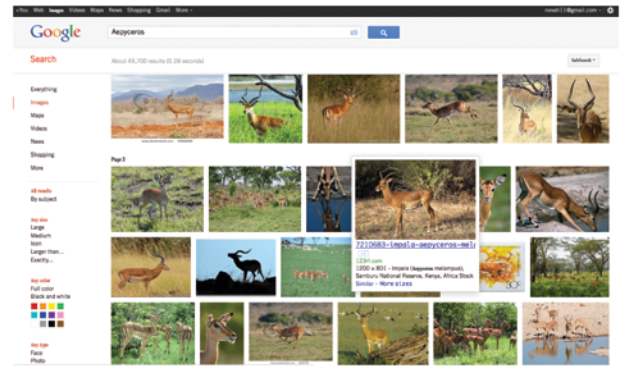
When choosing a reference:-

- Start with a sketch! Avoid letting photo references influence the final piece too much. Find references that supplement your sketch, not the other way around.
- Use *at least* two or three sources. Example:

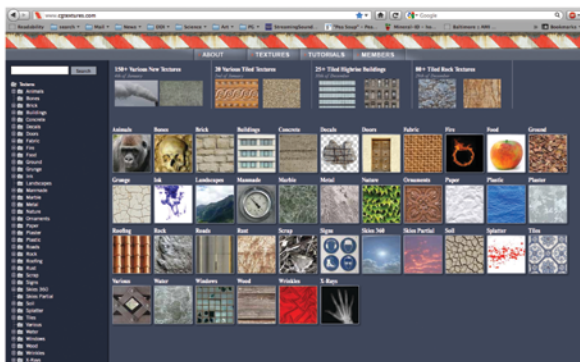
*Photo #1 for proportions**...colorized based on a 2nd photo***Final**

Repainted, other changes made to tilt of ears, how open the mouth is, etc.

- Search deeper than page one of Google Image search. Search other databases such as flickr or links from Wikipedia.
- Be aware of your source. Go beyond the Google Image Search page and know what website is hosting it.
- Make changes thoughtfully, average out natural variation for the 'idealized' example
- Consider changes that can be made from the provided manuscript. Read accompanying text or caption to understand the goal of the illustration
- Adjust your search terms for more specific and accurate results. For biological references, use scientific names instead of common ones:

*A search for "Impala" (viper, mustang, etc) gives mostly cars**... using the genus name "Aepyceros" gives better results!*

- Use free texture sites, but treat those photos as copyrighted images, too. They should be used only as part of an image, and never as the full illustration.

www.cgtextures.comwww.mayang.com/textures



Keeping a reference folder:

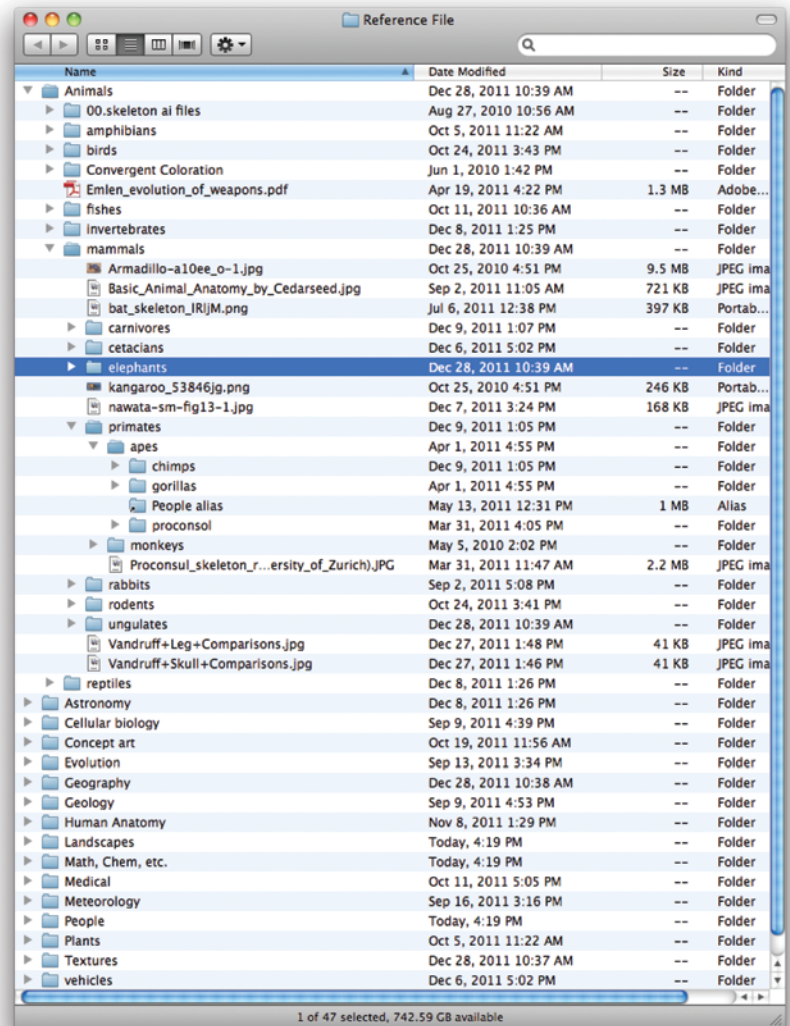
- Keep original file names when possible to track down sources
- Organization can be done in many ways.
(I prefer to categorize based on taxonomy but use whatever method makes the most sense to you.)
- Some websites have limited downloads/day with their free account, so hang on to the files for later use

Repurposing artwork:

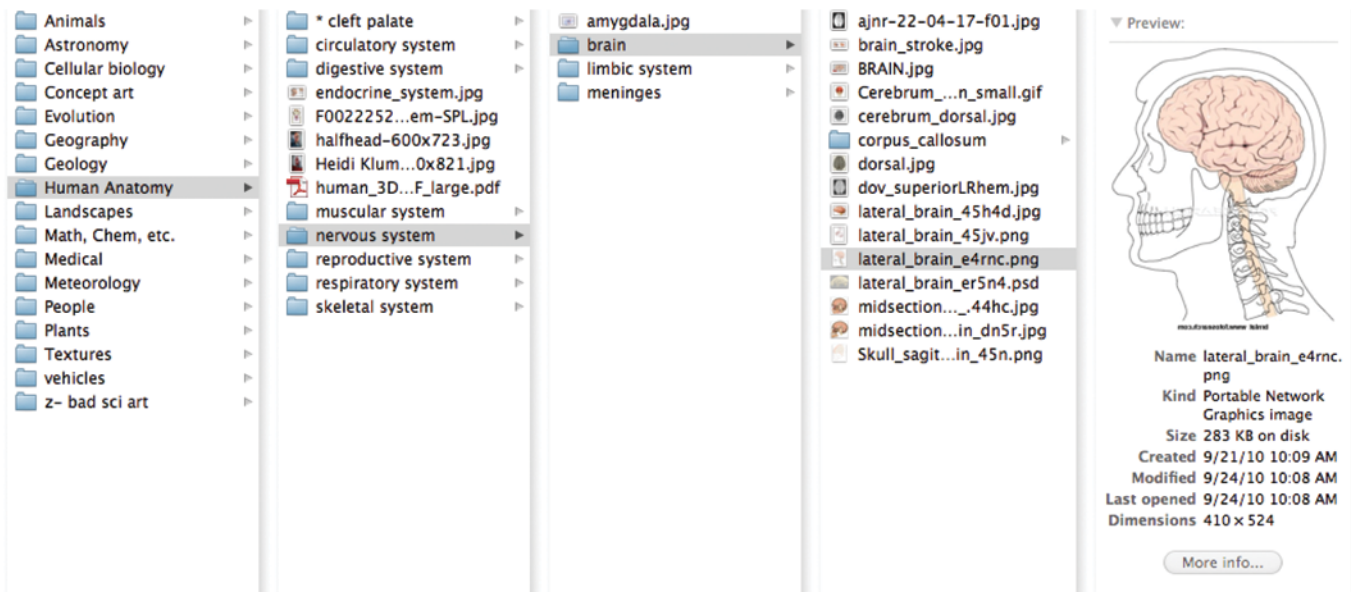
- Store copies of useful illustrations in the reference folder as well, but...
- Be careful to observe the same copyright rules as you would picking up an image from online or anywhere else. Again...

Reasons for Caution:

- Copyrights held by the creator of the photo/illustration
- Clients may recognize the source (especially from a competing textbook!)
- Clients want illustration, not cut & paste photographs. The more unique our images the better we look
- Mistakes can perpetuate themselves through repeated copying (Did I say that already?)



*Suggested categories for a reference folder
(yours may differ based on the type of work you tend to do!)*





Piecing it together:

- Pulling from multiple photos for speed & accuracy while creating a unique image
- Ask yourself, 'have I taken anything more than information?'
- From these illustrations, I have referenced:

Bike (adjusted to look more like a mountain bike... thicker tires, front wheel shocks)

Shoes (repainted to look more like a kid's shoes)



*Shirt, arms, pants, helmet
(all repainted to palette colors)*

*Pose was adjusted, angle of
arms changed, bend in leg*

Bike shocks, seat, handlebars



*Child's face (widened eyes,
raised eyebrows, repainted)*



Bike tires (not copied, just a visual guide)

*Pavement is from CGtextures, given
perspective and faded back*

ground (with added grass)

color reference



*reference for
proportions...*



*Rock with new
edge outlined,
saturation
lowered*



*... with a better head and
tail from a second photo*

*mountains
(horizon edge redrawn
with hard eraser)*

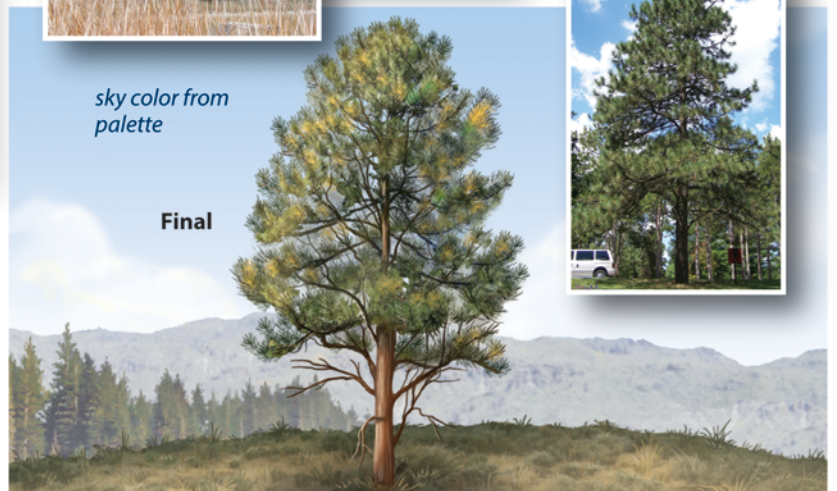


*trees
(shifted color balance)*



*sky color from
palette*

Final





These are just first steps in preparing the photo reference. Take all steps possible until you have taken nothing but information from the reference!

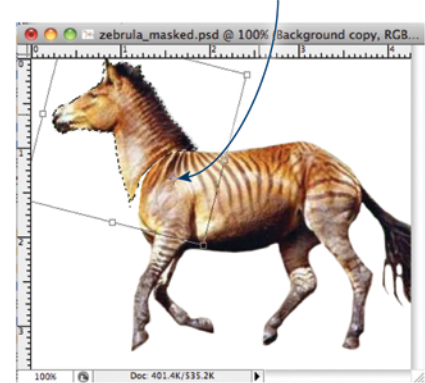
Adjust the following where possible:

- Pose & Proportion

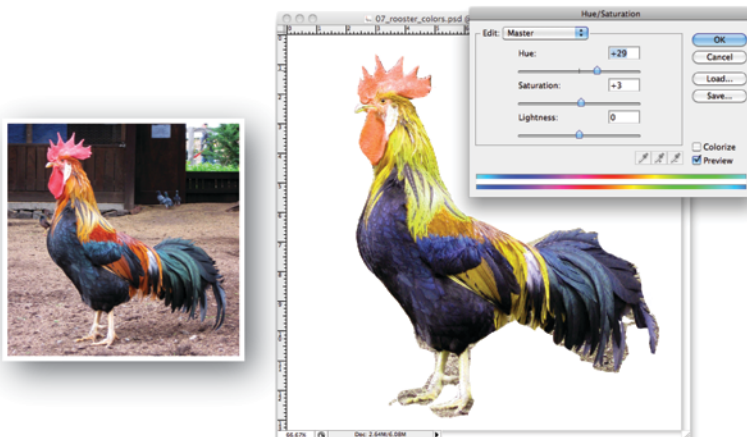
Create and apply layer mask



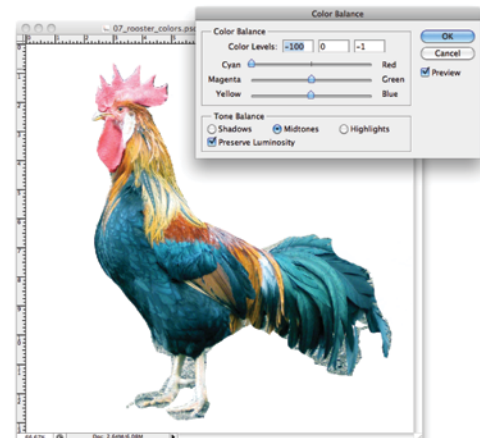
Transform selections based on the organism's or object's joint locations



- Color (includes lighting, patterns & textures)



Hue changes the entire color wheel of the image



Color balance gives the control to move all colors in a desired direction (towards cyan in this case)

Follow these same rules if you intend to trace the image in Illustrator

Reduce saturation and repaint with palette colors

- For brighter, more illustrative colors
- For consistency throughout a book

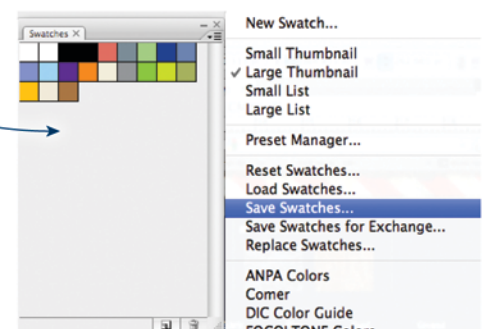
Blur image by at least 2 pixels before repainting

- Clears all pixel information
- Allows you to paint in your own details
- Lock pixels first to maintain a clean edge

Compare your final illustration to your photo references

- Is there any way the photographer would recognize his work?
- If they had your .psd file could they prove you sourced their photo?
- Does the illustration look out of place with the style of the job?
- Have you taken any creative decisions or anything besides 'uncopyrwriteable' information about the object/organism from the photo?

If you answered yes to these, consider taking a few extra steps to ensure your illustration is unique!



copy color swatches and save a .aco file with the job name for easier access to the palette from Photoshop