

Conventional Digital Art Creation Work Flow

A complete workflow from mind to final Photoshop refinement

Artistic Process for Creating Conventional Digital Art

*Using Adobe Photoshop • Mandelbulb3D • Vue d'Esprit
(Many others exist however these have been my primary tools)*

Creating high-impact convention artwork requires a structured, imaginative workflow that brings together 3D fractal rendering, digital scenery creation, and final artistic polish. This process blends creativity with technical skill to produce visually striking, gallery-ready pieces.

1. Concept Development & Inspiration

Begin by exploring themes, emotions, or visual ideas that match the tone of the artwork you want to create.

This stage may include:

- Brainstorming ideas
- Gathering references from nature, film, or other artworks
- Exploring fractal forms, landscapes, or abstract shapes that could enhance the final piece

The goal is to establish an overall direction before production begins.

2. Sketching & Composition Planning

Create quick thumbnail sketches—either digitally or on paper.

These sketches help you:

- Experiment with composition
- Position the focal point
- Plan the balance between fractal elements, landscapes, characters, or visual effects

Thumbnails serve as a blueprint for the entire workflow.

3. Generating 3D Elements

Mandelbulb3D – Fractal Structures

Use Mandelbulb3D to generate complex fractal shapes, patterns, or environments.

During this step you:

- Explore fractal parameters
- Adjust lighting, surface textures, and camera angles
- Render high-resolution fractal images for later compositing

Vue d'Esprit – Digital Environments

Use Vue d'Esprit to create wide landscapes, skies, atmospheric lighting, or natural scenery that complements your fractal art.

You can generate:

- Terrain
- Clouds and skies
- Light sources (sunsets, volumetric light, haze)
- Backgrounds or mid-ground environments

Both Mandelbulb3D and Vue elements will become major components of your final composition

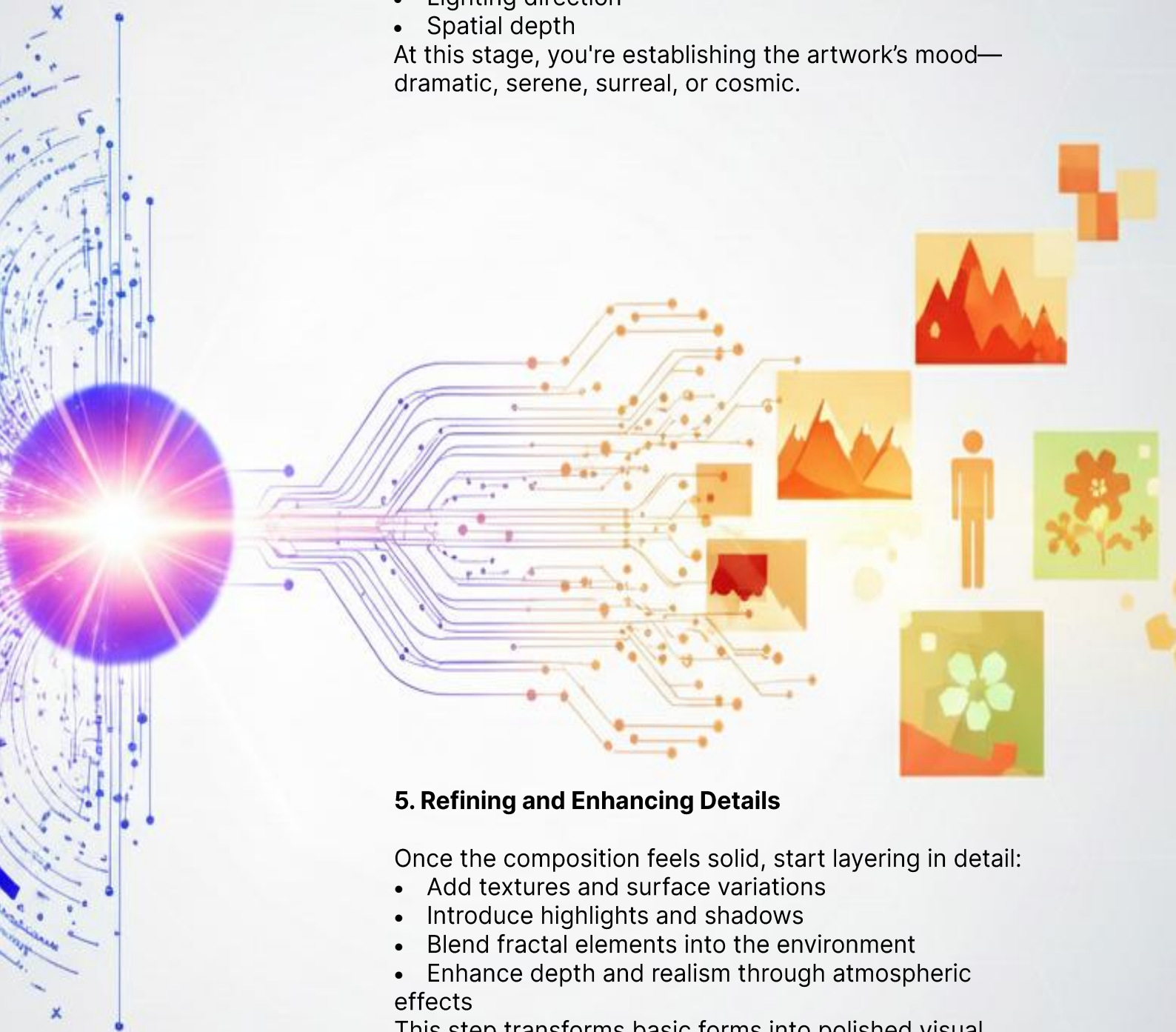
4. Building the Main Layout

Import your rendered assets into **Adobe Photoshop**.

Begin blocking in:

- Major shapes
- Colour harmonies
- Lighting direction
- Spatial depth

At this stage, you're establishing the artwork's mood—dramatic, serene, surreal, or cosmic.



5. Refining and Enhancing Details

Once the composition feels solid, start layering in detail:

- Add textures and surface variations
- Introduce highlights and shadows
- Blend fractal elements into the environment
- Enhance depth and realism through atmospheric effects

This step transforms basic forms into polished visual components.

6. Final Adjustments & Artistic Polish (Photoshop)

This is where you push the artwork into its final, professional stage.

Using Adobe Photoshop, apply:

Colour & Lighting Adjustments

- Colour grading
- Curves and levels
- Selective colour changes
- Gradient overlays

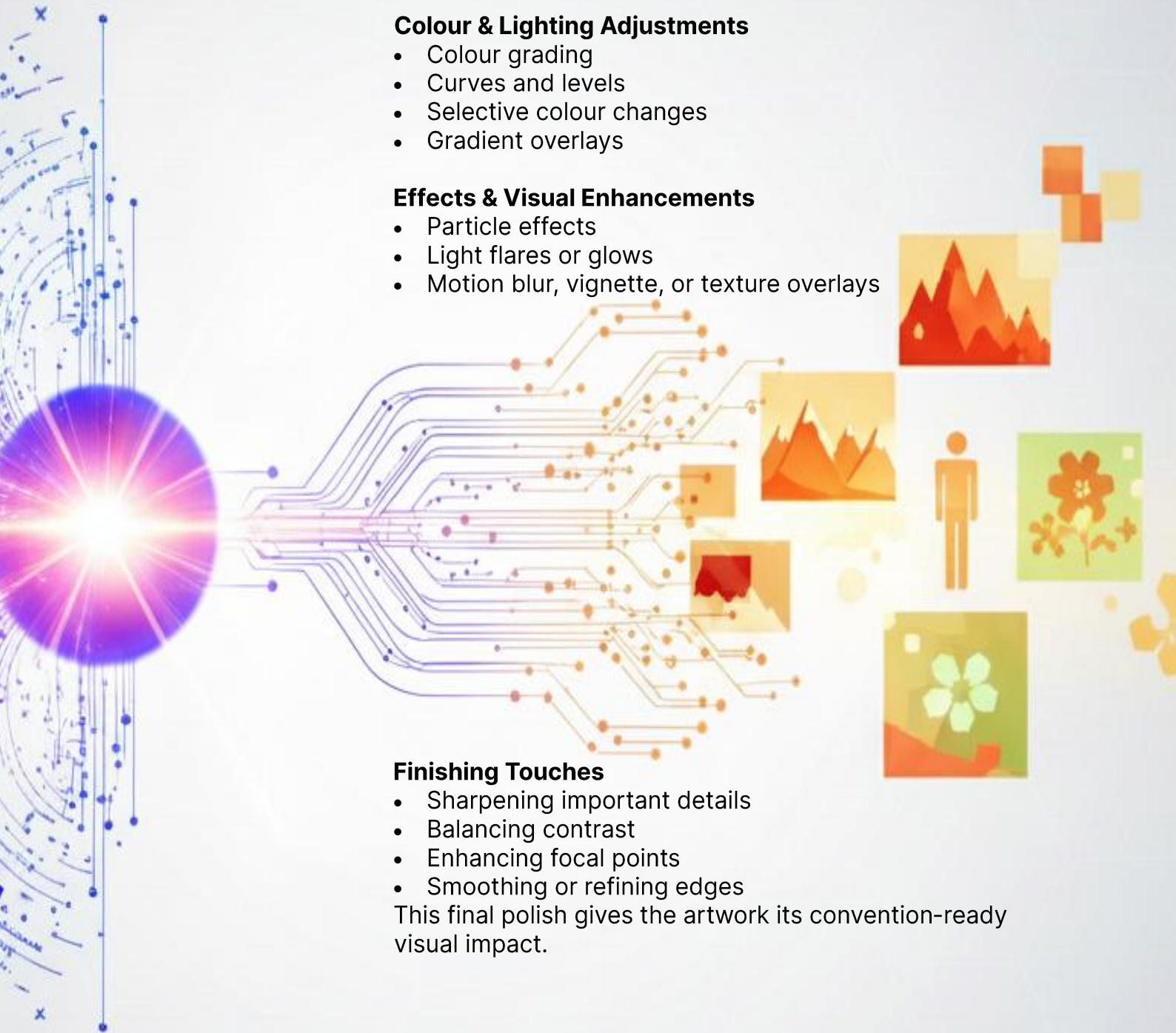
Effects & Visual Enhancements

- Particle effects
- Light flares or glows
- Motion blur, vignette, or texture overlays

Finishing Touches

- Sharpening important details
- Balancing contrast
- Enhancing focal points
- Smoothing or refining edges

This final polish gives the artwork its convention-ready visual impact.



Art Techniques Used Throughout the Process

Layering

Keep elements on separate layers for full control during editing.

Blending Modes

Used to build lighting, shadows, texture overlays, and atmospheric depth.

Brush Variation

Different brush types help create:

Texture

Organic shapes

Painterly strokes

Special effects

Masking

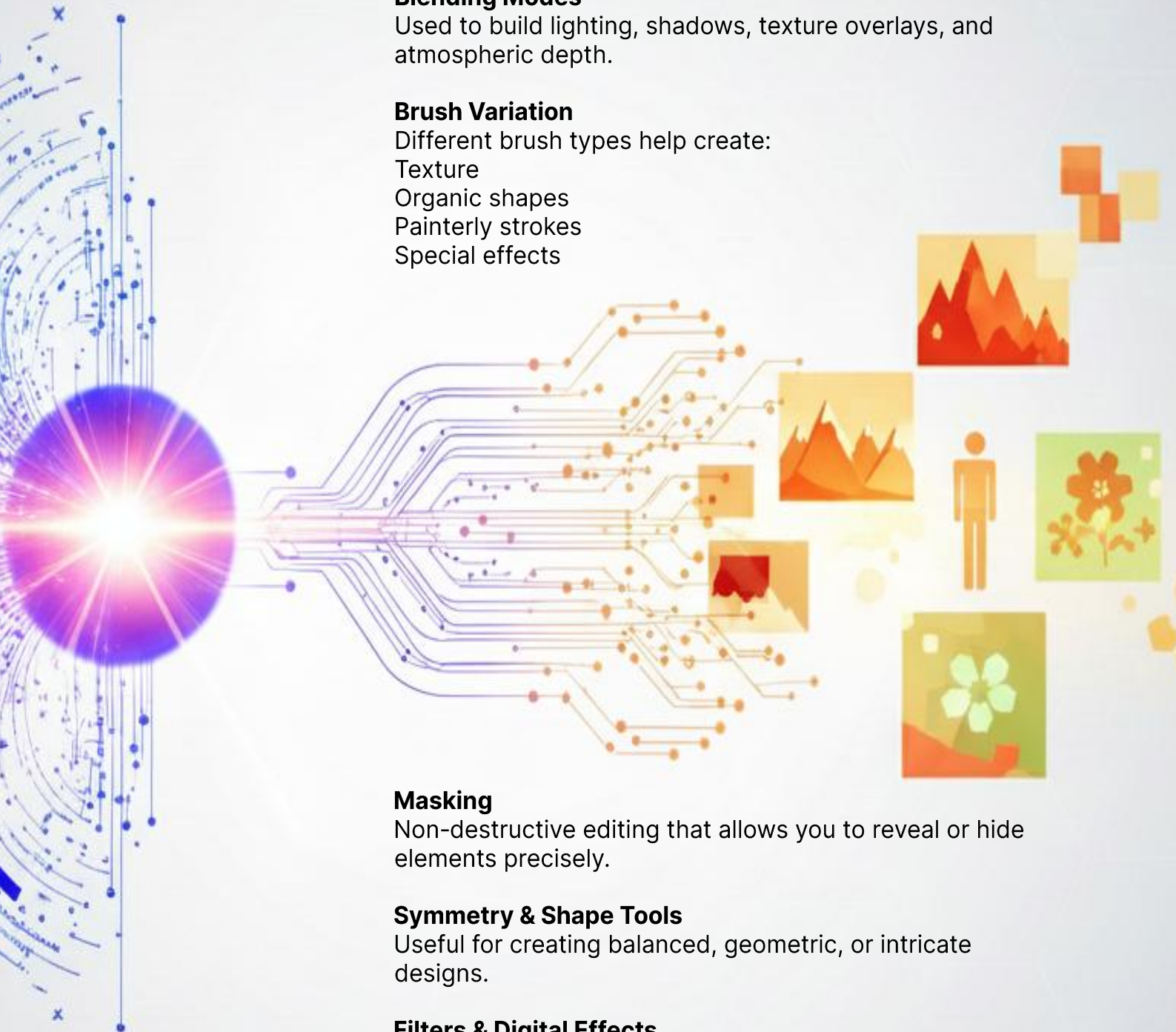
Non-destructive editing that allows you to reveal or hide elements precisely.

Symmetry & Shape Tools

Useful for creating balanced, geometric, or intricate designs.

Filters & Digital Effects

Applied to enhance colour, clarity, mood, or create surreal distortions that complement fractal and landscape renders.



7. Export & Review

Export your final artwork in the required format (JPEG, PNG, TIFF, PSD).

Perform a final review for:

- Sharpness
- Colour consistency
- Clean edges
- Print-ready quality if preparing for convention displays

Once approved, your artwork is ready for sharing, printing, or showcasing at your next convention.

