

“Sketching Dream”

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1. Creative Work Name

“Sketching Dream”

2. Name of Artist or Designer

Rayut Soonkool

3. Background or Significant of the Project

Nowaday world growth very fast. Many people may forget the past and look over its value. Sometime just look back to the past, you’ll found the happiness.

4. Project Objective

Encourage people to make an effort.

5. Concept

“Tomorrow is result of today”

6. Process of Design or Art Works

6.1. Research

Searching many designs of automobile and compare between new and old designs, which have most compatible.

6.2. Style References

Analyze style and technique to express the idea. Bring many techniques Photo shooting, retouching and drawing in computer.

6.3. Design

Sketch in computer to combine vehicle design, select 1 composition and make a photo shooting by using light 45 degree

from in front of the car.

Observe lighting on car texture from the environment while we start retouching, adjust color and lighting by photoshop program.

Drawing Volkswagen’s part. I have to shooting texture paper and I make drawing line in program illustration export to photoshop and paste onto paper texture the use blending mode.

Compose 2 parts together in photoshop program.

7. Material and Techniques of Design or Art Works

Materials that I used was, 29.7x42 cm, 4 colors process on paper, all techniques are in Adobe Illustrator and Photoshop

8. Picture of Designed Works



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9. Knowledge After Finished Produce Art or Design Works

Knowledge that I gained are;

Viewer's interpretation from artwork, Artist doesn't want to communicate to the viewer in only one idea. They can understand or get the point from their own experience. Some don't understand, some think about development or dreaming.

Retouching car model look real and learn process of photo shooting, set lighting, set camera and the most important skill which is observing from real environment.

Retouching many texture, paper, skin, metal and other materials.