### Digital M in inture Paintings

Visual Communication Project - 3

Submitted in the partial fulfillment of the requirements for the Master of Design degree in Visual Communication by Sherline M . Pim enta 02625014

Guide:Prof.KirtiTrivedi Industrial Design Center Indian Institute Of Technology, Bombay

**April 2004** 

### Approvalsheet

The Visual Communication project 3 entitled:

### DigitalM iniature Painting

by *Sherline Michael Pimenta* is approved in the partial fulfillment of the requirements for the Master of Design Degree in Visual Communication.

Guide
Chairman
External examiner
Internal examiner

### Acknow ledgem ents

I would like to thank my Guide Prof. Kirti Trivedi for his keen interest, guidance and patience throughout the course of this project.

I would also like to thank the faculty of IDC for their suggestions and cooperation and the other staff for all the help.

I am most thankful to all my classmates and friends who have been a constant encouraging source and provided emotional support in times of "give up" situations.

Most of all I would like to thank my parents and brother who have been reassuring, supporting and backing me throughout this project.

At the outset of this report I express my gratitude towards all the people who have helped me complete this project.

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### Prologue

It all began with my summer training at the museum, that's when I came across the world of miniature paintings. While I worked there my curiosity got the better of me and I began reading up books and collecting more information about this painstakingly created miniscule art form.

Being an illustrator myself, I tried to copy the drawings and began studying the techniques involved in painting a miniature. Later, I took up miniature paintings as my project 2, this gave me even more opportunity to make a detailed study and further explore the paintings. As part of my project 2, I looked into the various aspects of miniature paintings such as how they came into existence, their purpose, how they were created, the materials and tools used, the categories, the themes and topics and finally what is happening on the contemporary scene today. Going through works by the Singh twins, I made a note of the treatment and themes.

At the time of my project 3, an interesting suggestion was put forth by my guide Prof. Kirti Trivedi that by using digital medium for creating miniature paintings and exploring the possibilities of painting and viewing.

The concept is to create a digital miniature painting to be explored and experienced in a new way by the viewer.

Thus began to experiment with my illustrating capabilities on the computer and finding new software possibilities to create 'digital miniature paintings'.

At the end of it I created visual stories with 'digital miniature paintings' that allowed the viewer to explore the paintings in a new way.

### Abstract

Miniature paintings are viewed through a magnifying glass, where one sees the finer details of the painting. Taking a cue from this, the idea of 'digital miniature paintings' got evolved. These paintings are created by digital illustrations which are to be viewed on the computer screen. One can explore the painting by clicking on certain areas, which zooms out to reveal a new painting.

# Aim & Objective

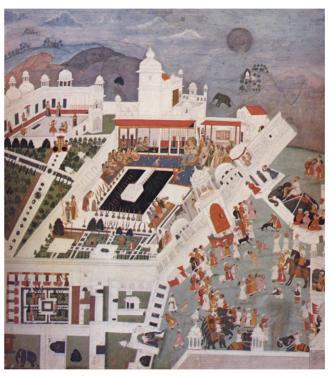
To create an interesting digital miniature painting where one can explore, experience and reveal the new visual story.

There is something about this intricate piece of art that has always drawn me towards it and left me mesmerized. These paintings, fit for the eyes of a king have lovely stories in them... They tell a story or is a record of a particular event. These paintings were mainly as part of folios. There was a certain way in which these paintings were executed, they had some characteristics that distinguished them from other art forms. Some of them are...



Every figure is enclosed within an outline that can be thick or thin.

Colour is filled either flat or gradient.



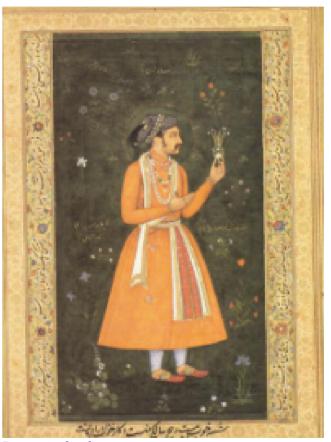
Unique way of using perspective



Patterns are not in perspective but are drawn as they appear



Objects are constructed to give a feel of what they are for eg. the leaves of trees.



Decorative border







Unrealistic picturization to make a point.



Repetetion of the same figure in the picture to narrate multiple incidents in the same picture.

### DigitalM iniature Paintings'

"A painting is created by using digital illustrations and it tells a story which can be zoomed into to reveal further stories"

#### **Features**

- -Decorative border
- -Illustration in detail
- -There are certain predefined areas where one can click and reveal the new visual story
- -One painting will lead to another that may not be connected to the painting which you initially started viewing
- -Presence of an element of surprise in every new painting
- -Animation and Music

### Constraints & Considerations

Viewing medium: computer screen Keeping this in mind the dimension of the illustration is decided and judged. Colours and animation are also accordingly decided.

#### Decorative border:

A border which stimulates the viewer and gives an introduction to the image it encloses. Therefore care is taken while deciding the elements of the border.

### Exploring areas:

Certain predefined areas are created in the painting which on a click opens up to reveal a new zoomed in level of the visual story. This new painting will in turn have other clickable areas that will open up still other paintings to reveal the whole story.

#### Other effects:

One will be able to experience certain animated graphics and music will accompany the painting.

#### Options panel:

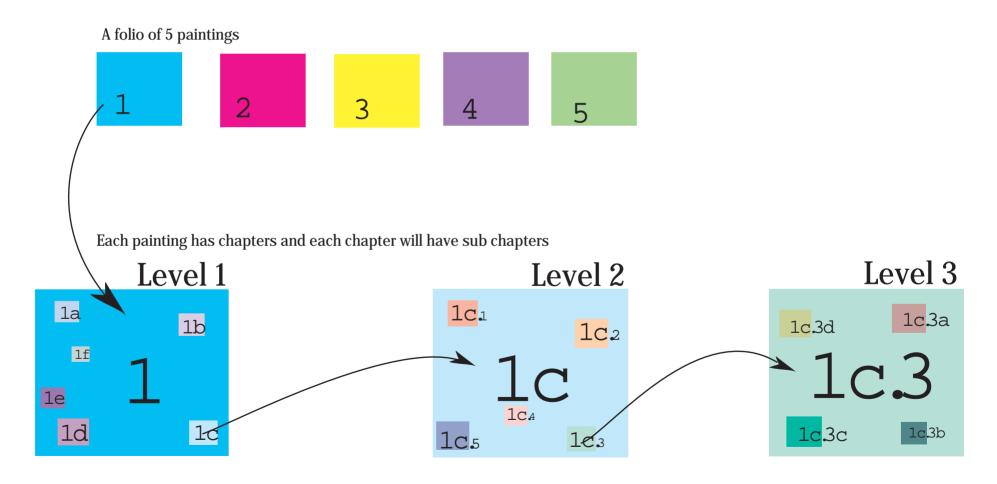
The main focus should be in the painting and the presence of an option panel will not only be distracting but will also create unnecessary confusion. Therefore a very minimalistic panel will be provided that wil give very basic options to explore.

### Constraints & Considerations

#### Ease of use:

Anyone should be able to view the paintings with ease. This group would include children, elderly and even who does not know how to use the computer very well. Moving the mouse and exploring (by clicking) is the only activity required to view the story.

### Ideation



### Software exploration

The softwares had to be very carefully selected to meet the requirements that were decided. Macromedia's Freehand and Flash were the softwares thus decided would be suitable. Being sister products from the same company they would be compatible with eachother.

Parameters for selection of the softwares were: Image quality: Freehand being a vector based software the pixelation possibility is low.

Low file size: once the file is converted into an executable file ( .exe ), the file size reduces drastically and it thus becomes easier and faster to load.

Viewing possibilities: Being a Flash exe. file it can be easily viewed on most computers.

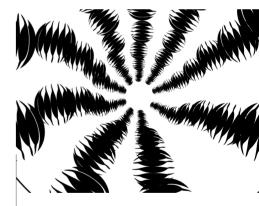
Other positive points: animation, buttons for creating clickable areas and a lot other actions are possible in Flash.

Illustration possibilities: Freehand being easy to pick up helped me to quickly realize the possibilities and limitations of illustrating in this software.



Overall shape of something enlarges to reveal new shapes





Shape repeated at decreasing scale within itself

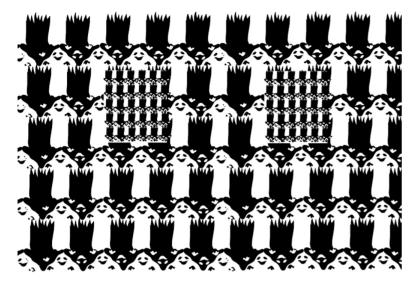


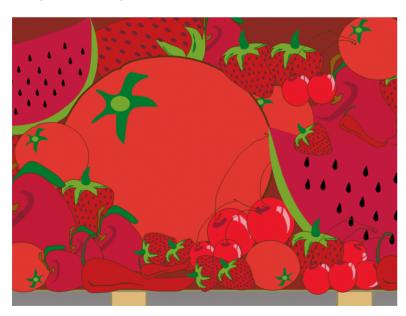
Image as foreground and background

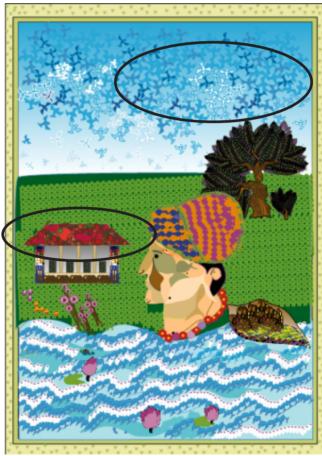


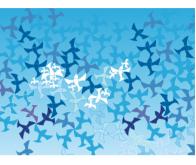
Colour changes on zooming in to a different level



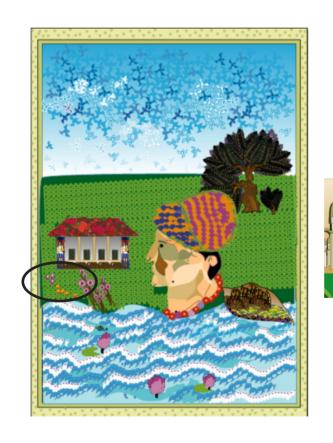
### Unexpected new objects same colour

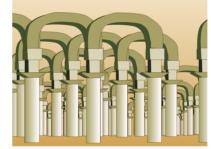


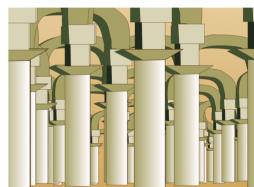




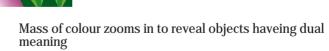
Repition of same form with variation in colour and size to create new object



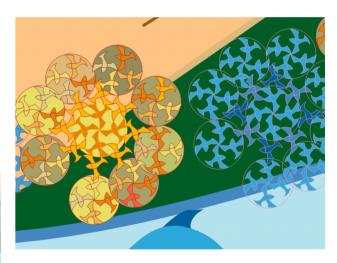




meaning change when zoomed in

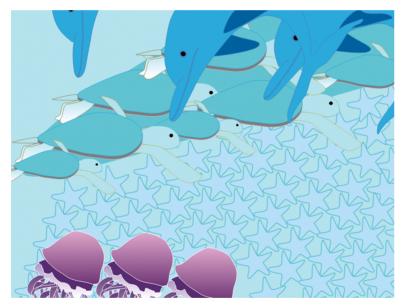






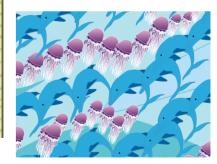


Outline coburdefines the object but when zoom ed in there is actual object cobur is different



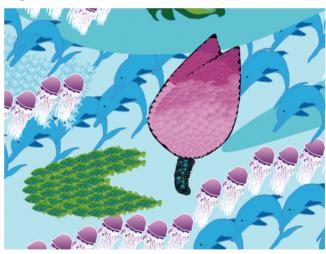


Cluster of various objects to give a feel of some entirely different picture by repetition and arrangement.

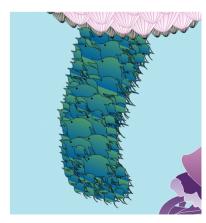




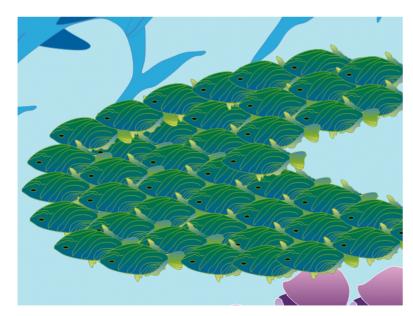
An object when zoom ed into is made of a cluster of objects.



Clusterofobjects varying in size

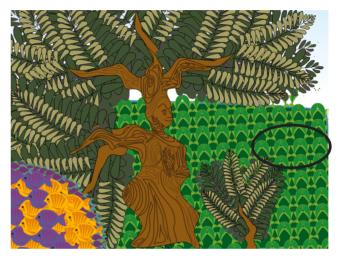


Clusterofobjects in sam e size

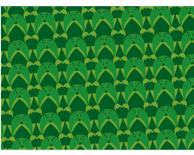




Clusterofobjects in same size but variation in cobur

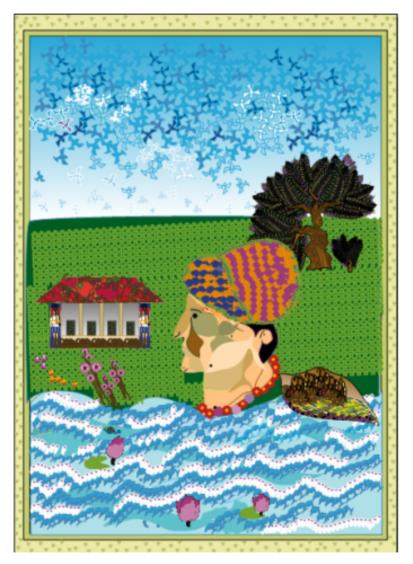


The form retains the same shape but reveals a different object on zoom ing in



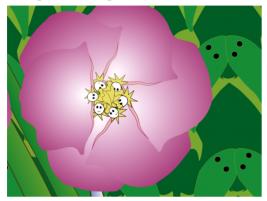
Repetition of the same shape to create a texture

Technique exploration



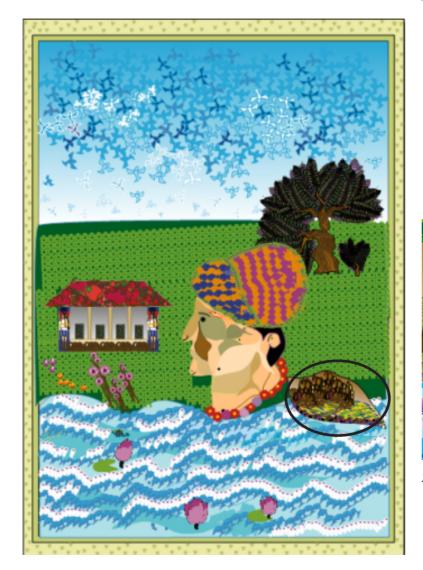


Change in m eaning associated when zoom ed in



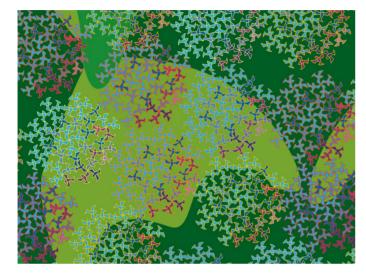








An object when zoom ed in tells a different story



Technique exploration



Objecten larges and transforms into some other object as hidden details become visible

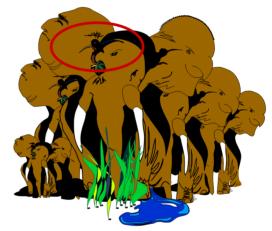


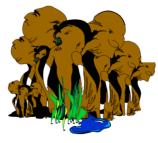


Technique exploration

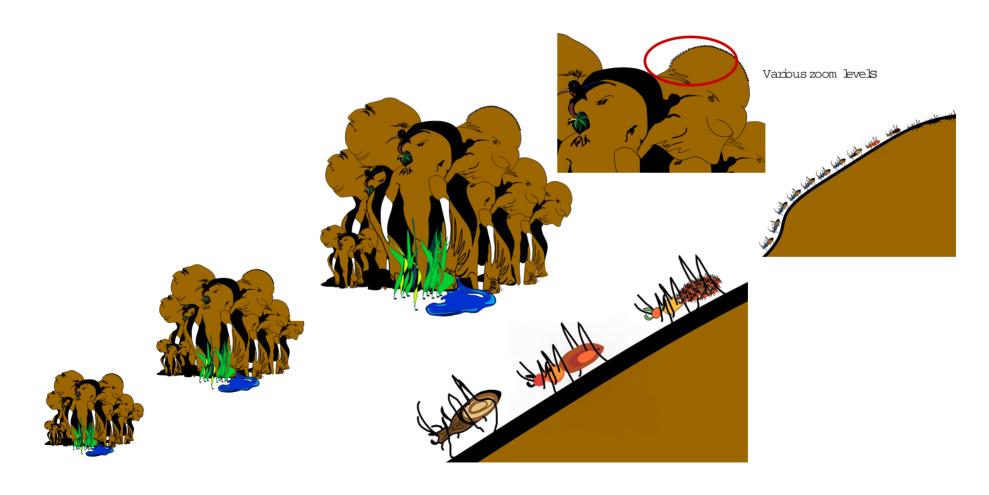


Various zoom levels



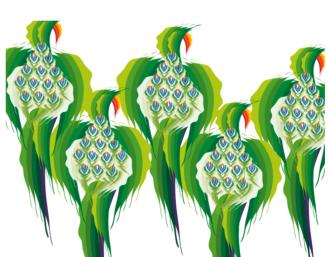






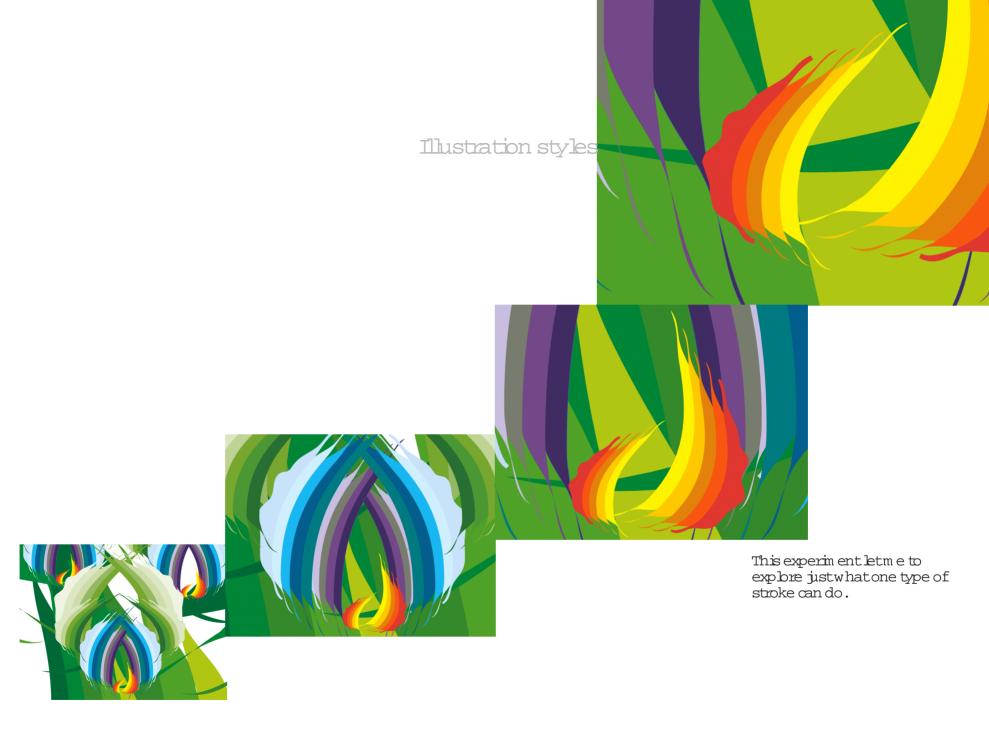
# Illustration styles



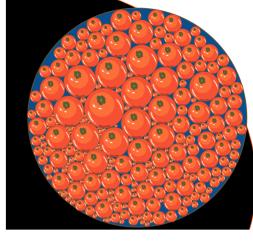




I just drew one basic stroke and experimented by varing size, coburand composition.

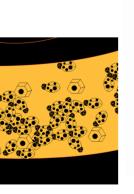






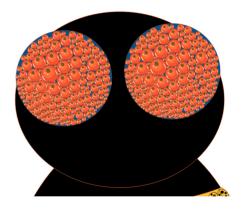
W hat can only fillw ithout an outline letmedo?

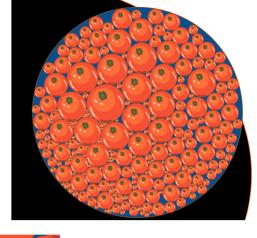
W hat can Ido w ith only one coburand black (filland outline only)  $% \left( \frac{1}{2}\right) =0$ 





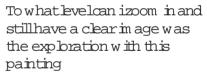






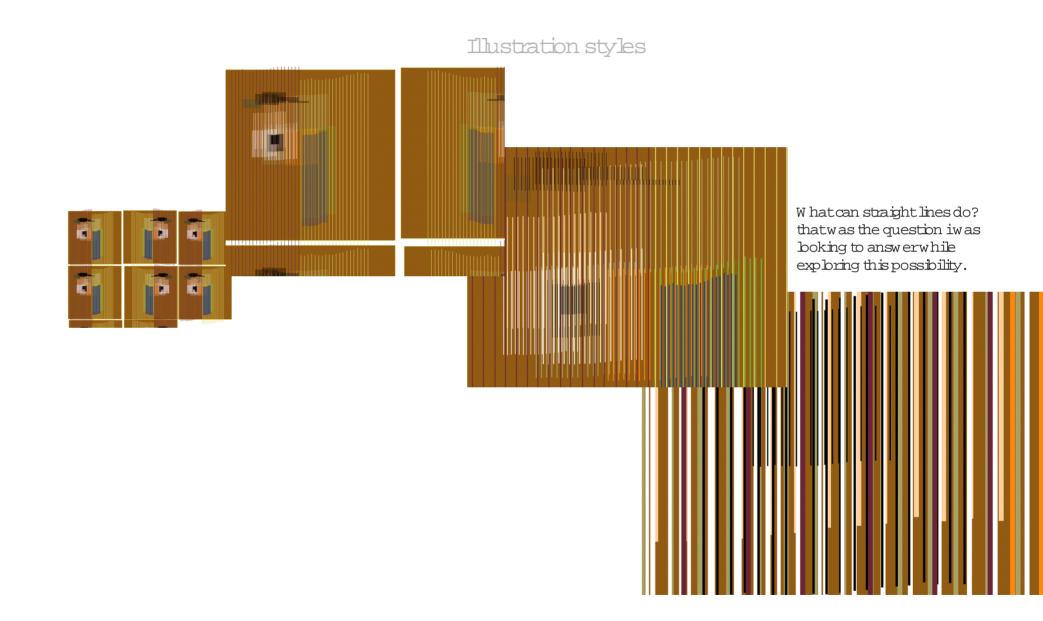
# Illustration styles

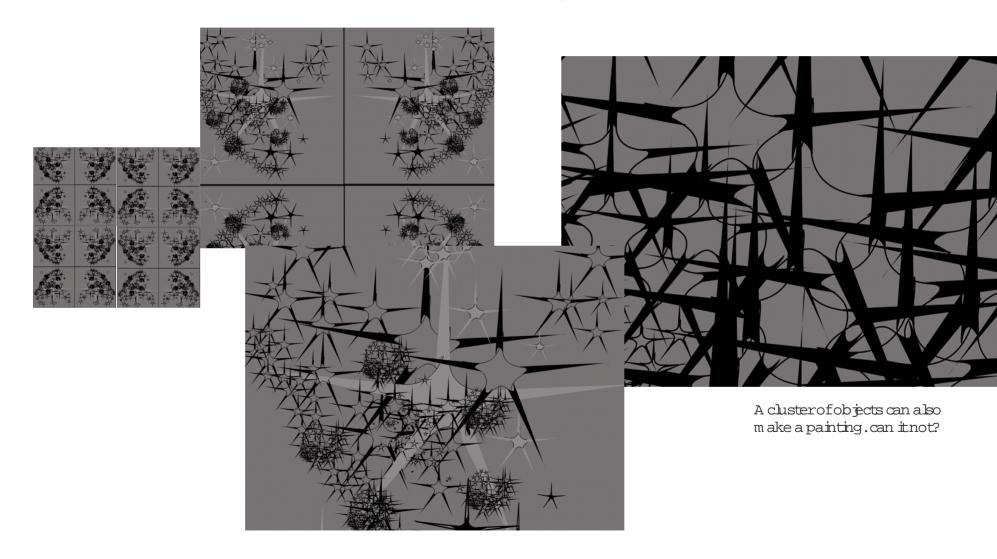


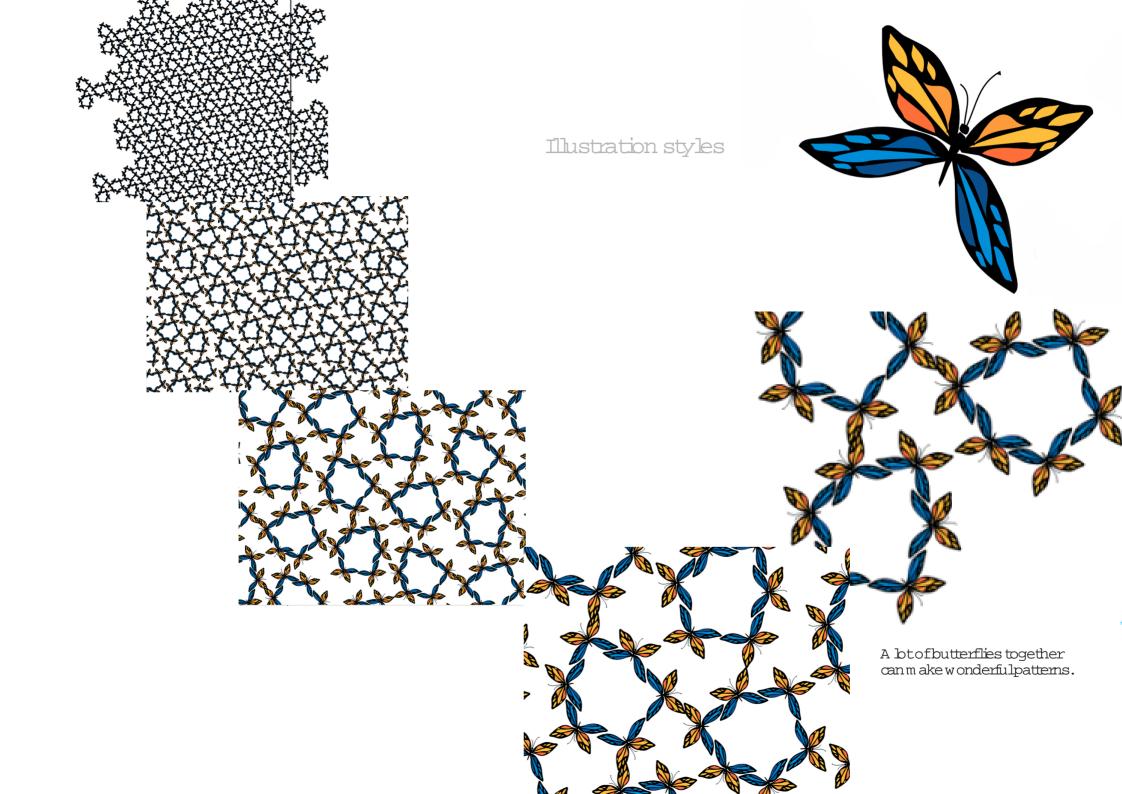






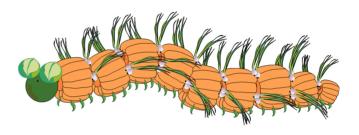


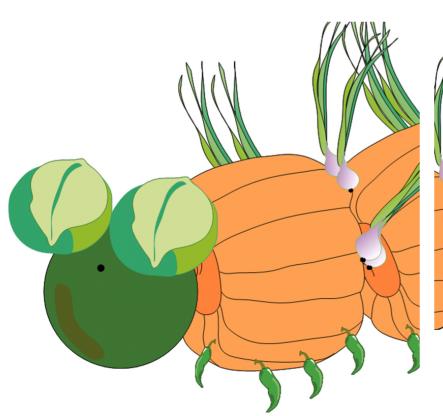


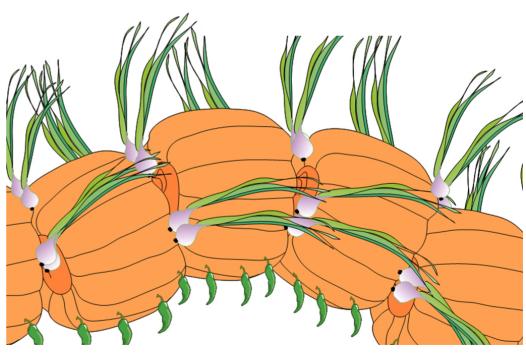


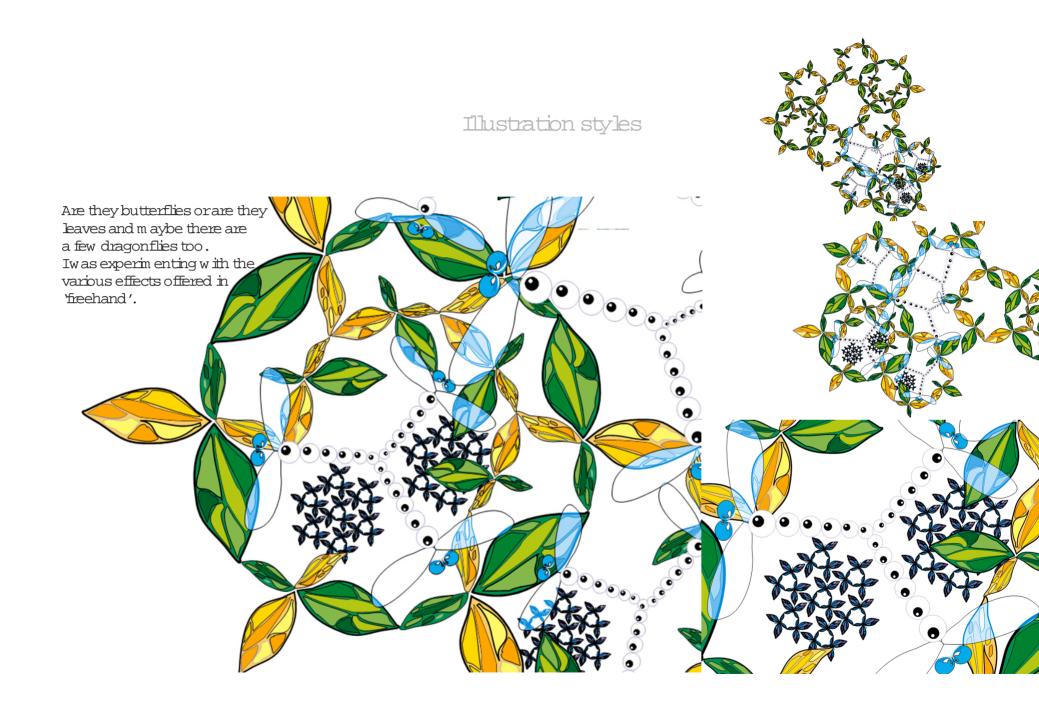


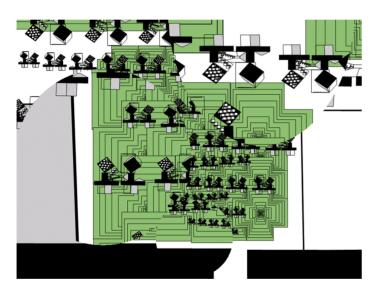
Flatfillw ith outline..whatcan Im ake itdo form e?

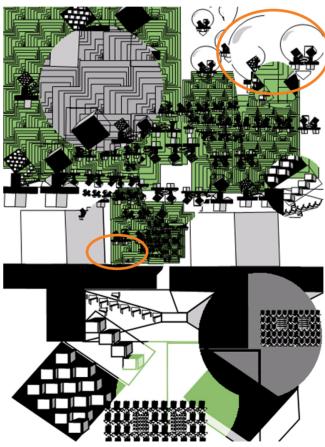


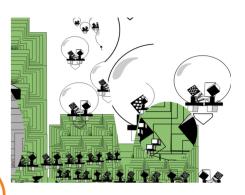












Playing with geometric forms to create a painting and geta 3d feel to it.

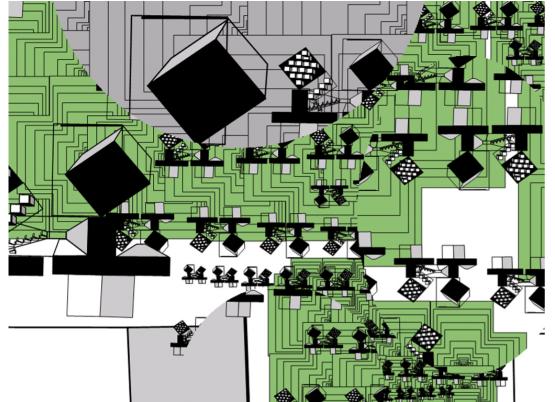
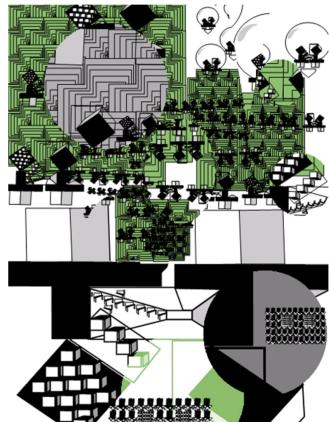
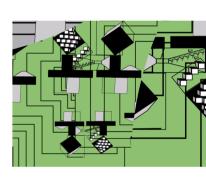
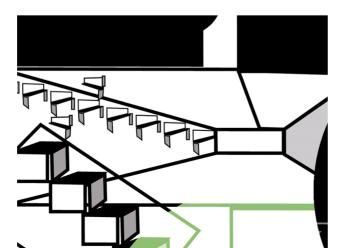
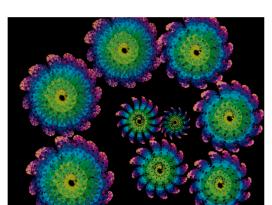


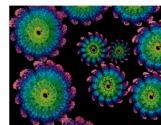
Illustration styles

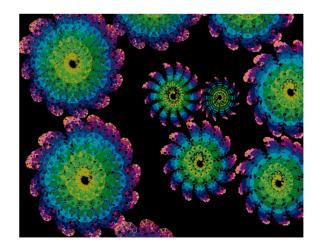


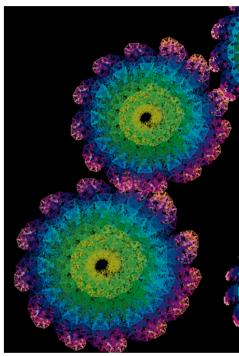






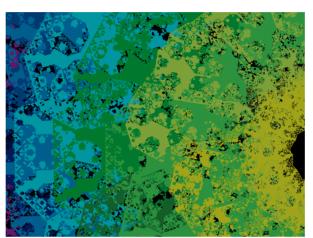


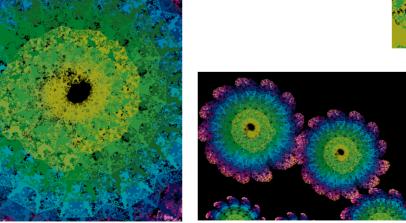


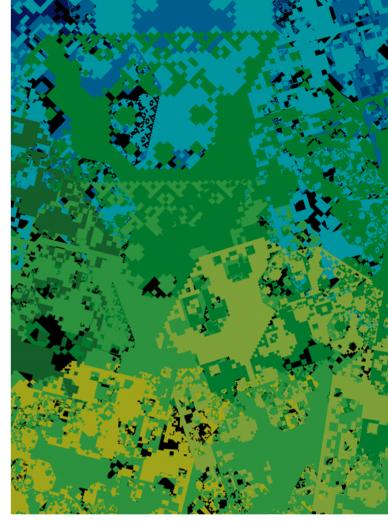


A basic shape was first created and at each step as the shape increases in size the complexity of the shape also increases.









Continued incream ent in size and complexity allowed kinds of patterns to emerge.

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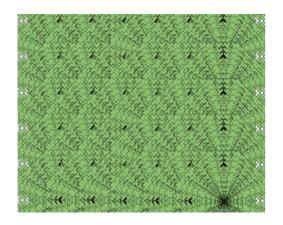
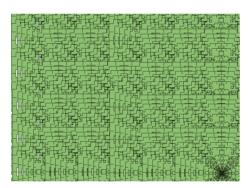
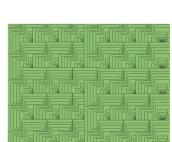
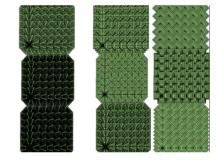


Illustration styles











Squares get fractalized and complex patterns em erge which when zoom ed into creates an visual illusion of depth.



Iwanted to create a feeling ofdepth and 3d objects. This was also to see how Icould get a transparent effect, like that of bubbles.

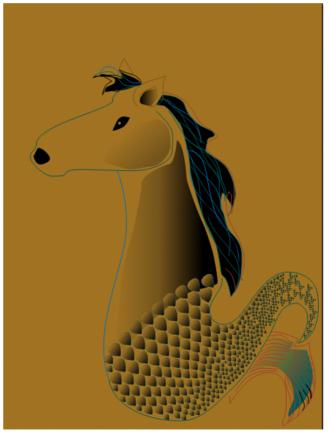
A neverending journey that takes you through a series of spears.



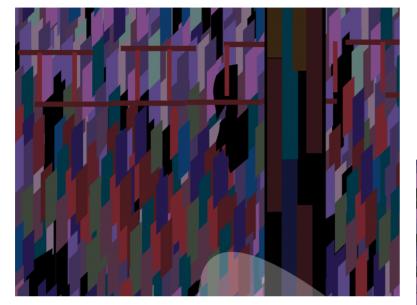
Solid strokes that by them selves are just an individual mass of cobur. Look at them together and a shape is formed that is not quite but boks like something you can identify.







Itried out a combination of styles to find out the possibilities ican achieve.





Using a btofunequal strokes of various coburs that are almosts in ilar in tone a picture has been painted. The shoe is realistic to create interest and find the relationship and link in the background.

"Living W ater" is a folio of digital m iniature painting revolving around the them e Water'. W aterprovides life to m any beings. It is something that makes me happy, I love playing with waterand it's surroundings from a dew drop to a tear..to the vastocean.

Our "blue planet" is covered with 75% of water. This precious liquid creates new form s and reflects various moods. Thave tried to capture some forms that water takes and the different moods.

There is a story involved in each of the painting that unfolds as the viewer explores it.

Living Water'
One fine rainy day
Deep under the ocean
By the pond
In tears
Mystic water

#### One fine rainy day...

One fine rainy day as iwalked through the forest. There was a lightdrizzle, the flowers were in fullbloom.

Everything boked pleasant and fresh.

Life was awakening,

Sparkling rain drops were falling allover the place like diam onds, emerals and sapphires.

To compete against this were the ruby red bugs coming out of hiding to have a bok and butterflies singing songs of happiness

But what is this when I have a cbser bok...

#### Deep under the sea

One day Idecided to go and see what Iwould find under the deep blue sea.
An am azing splatter of colours I found, fishes of the most beautiful hues, shells that opened to mysterious places and a sea horse with a tatoo.

#### At the pond

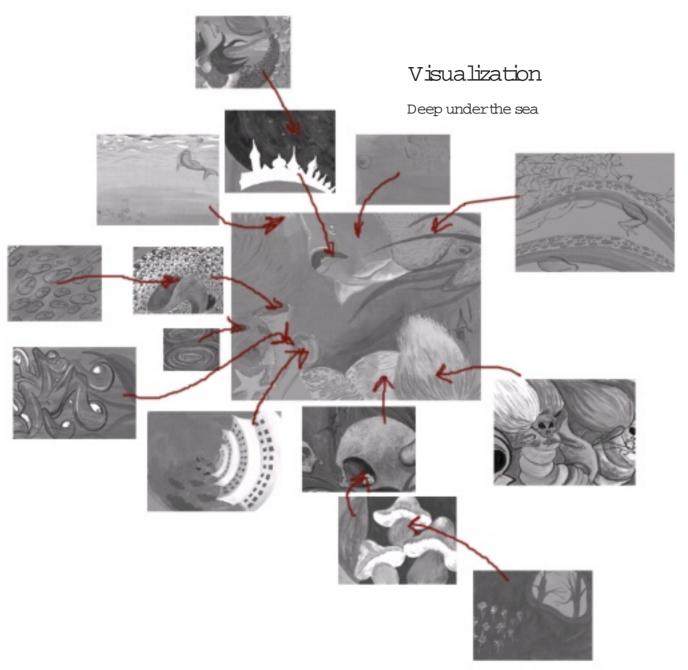
Ifollowed a toad one day, he took me to his place of stay, it was a little btus pond, and I was offon a journey that took me way beyond...

#### In tears

In the depth ofhereyes isaw it, som e sadness ...idon'tknow what, the eyes overwelmed with an emotion, an ocean oftears are ready to drop ...

#### Mysticwater

Then one night ihad a dream,
Iwas in a very mystic land,
som ething Ihad never seen before...
so marvelous...
there were magical creatures and a very
mysterious waterfall...
at least it boked like water,
Im not sure though...



This is the story of the things iencountered when iwentfor small trip deep under the sea.









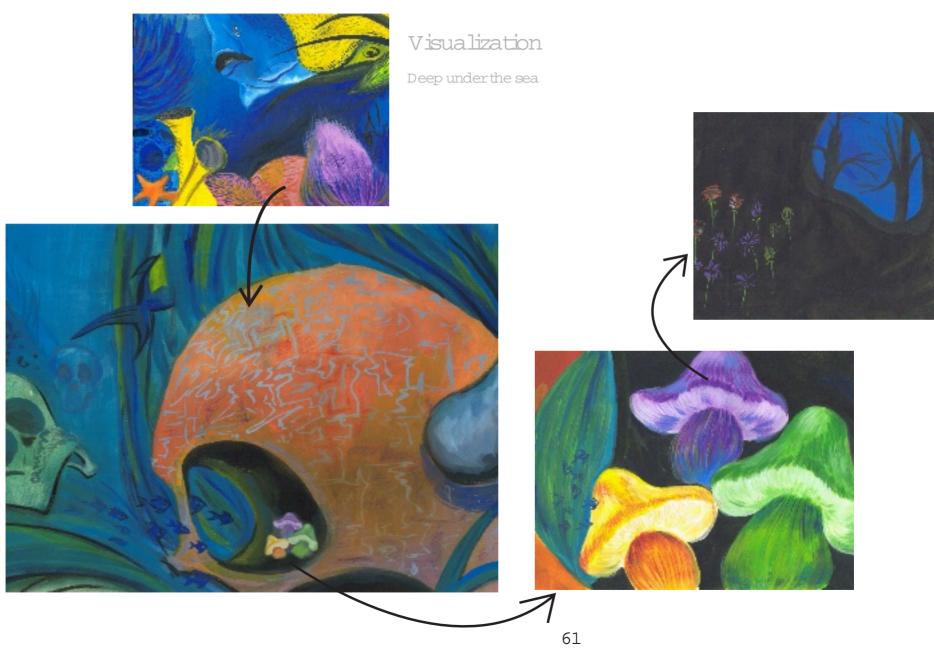






Visualization



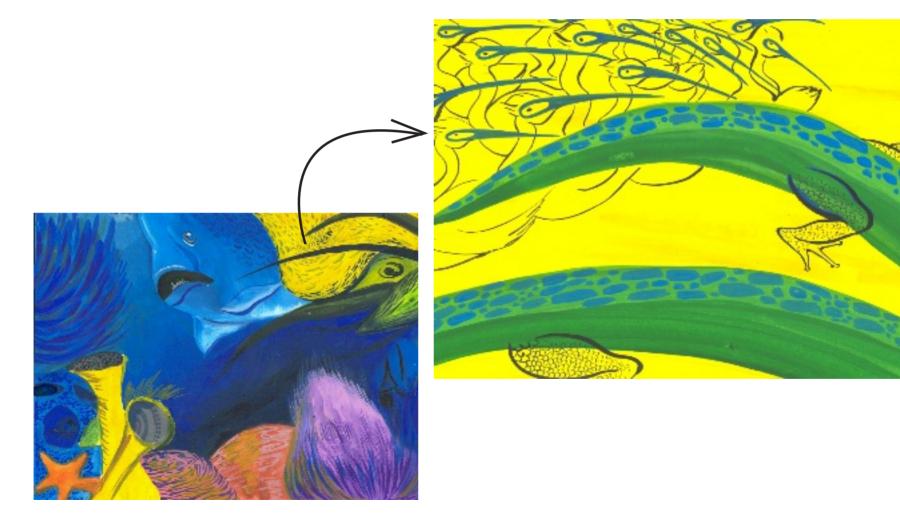


















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Edited by
Yam anashiTosho
Ota Yasuto
HoriM otoaki
Exhibition: Disguised Vision
Realised and organised by
M useum of M odern Art, Kam akura
Japan: The Tokyo Shim bun
1994

Edition: Asahi Shim bun Catalogue de l'exposition "Retrospective M egritte" Conception Graphique: Kijuro Yahagi Paris: C. Herscovici/SPDA, Tokyo ADAGP, 1994

Movies: Finding Nemo The PowerofTen