

Introduction

The goal of this project is to explore human anatomy and fashion through the medium of digital illustration. Because society moves at such a rapid pace, the pacing of people's lives also moves quickly. Individuals are less likely to take time to appreciate the people or the world around them, so they may be quick to judge based on their first impression. As a result, one's fashion ba

Resource

- **TB Choi** - [Project City's Advance Fundamental Class](#)
- **Sinix Design** - YouTube tutorial
- **Charles Bargue** - Drawing Course
- **Rinotuna** - Twitch Stream

Process

Applying the method of studying traditional drawing to digital illustration:

- Familiarize with digital material (tablet and Photoshop) through studying from an online class (TB Choi) and sculpture under drawing study (Charles Bargue).
- Using references on Pinterest related to the research to bridge the study and personal interest.
- Combining reference images to create figures through the acquired knowledge of the human body and fabric.

Result

