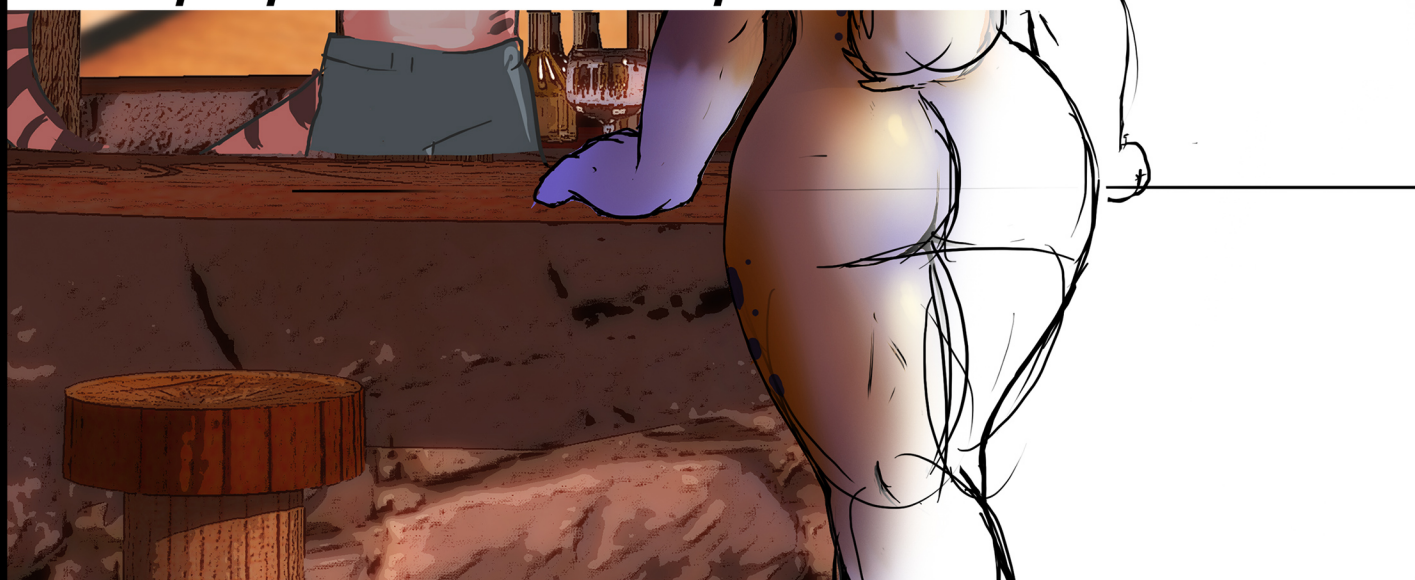




DRAWING IS A PAIN

DrayJay Draws a Bunny



FOR MATURE AUDIENCES



This image fell together quite easily. The focus here was “grumpy bunny” and “butt”. Sasha is a male, and he’s got the kind of body that would make girls (and guys) blush. So when starting off any of your drawings, remember to keep the important things in mind. What’s the mood? What is the setting? Is this an intense image? or a soft image? etc.

Reduce the idea down to it’s simplest emotional form and move from there.



I like to use a thin brush to make the lines, using quick clean strokes to make a bunch of nice smooth curves. I place my non drawing hand on my keyboard so that I can hit "ctrl+Z" every time I make a mistake.

Mistakes are frequent, but eventually you'll nail down that perfect curved line and the world suddenly becomes a tiny bit less terrible to live in.

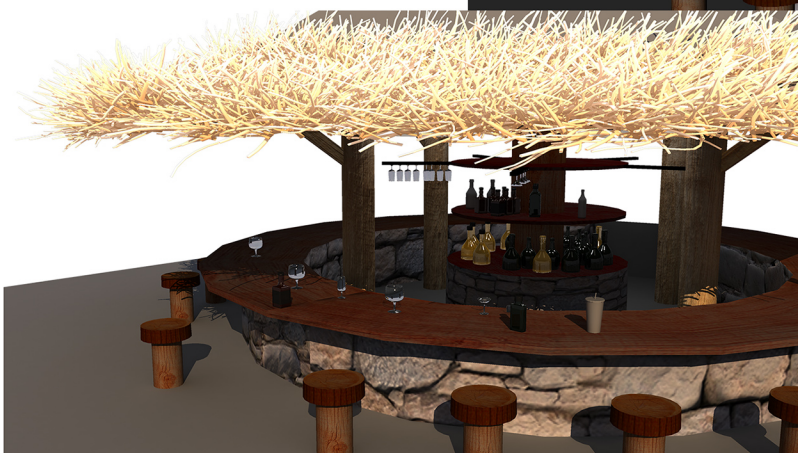
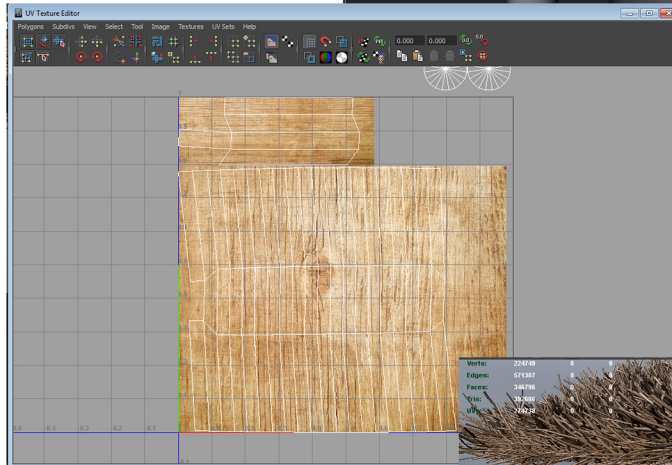
There was this one time I thought I could undo various things in real life. It turned out to be the best dream ever because I undid Scientology and everyone cheered and clapped. That was a good dream.



Sasha has a unique color set. Though he's a bunny, his body coloring looks more like some type of prehistoric beast. His eyeballs are black too. As black as his heart.

3D modeling and rendering are becoming standard practice for my work.

Here's me practicing how to make textures again. I'm probably doing it wrong.

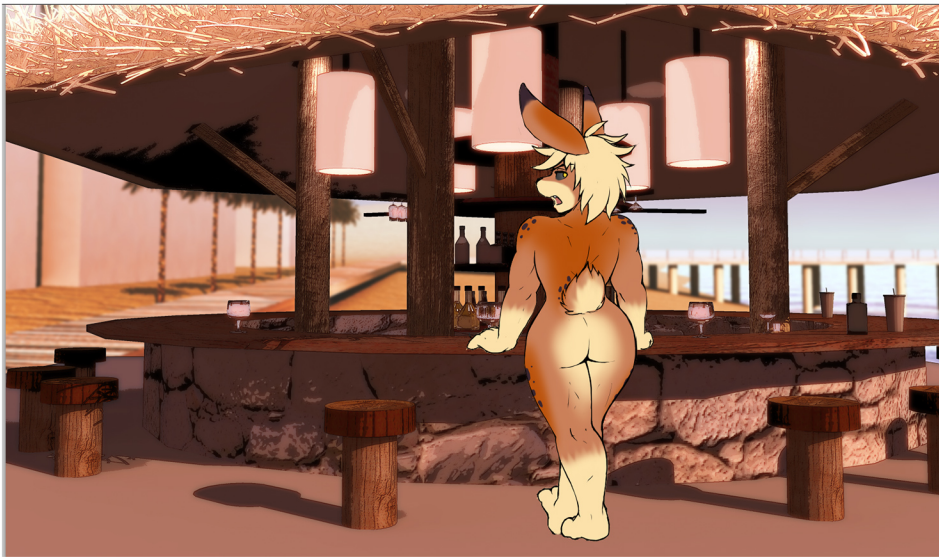


Don't worry, those fancy glasses are actually just plastic. You typically don't want glass near the beach, especially stuff that breaks easily. If I don't clarify that I'm sure someone who works and lives near the coast will point and do that creepy body snatcher scream. You kids are maybe too young to get that reference.



This is the first time I toyed around with distortion and glass like materials. Looks strange up close... kind of like all the human characters in Mass Effect. "coughMirandacough"
The aliens get a free pass for avoiding that uncanny valley.









This is what you came here for.