

## Introduction

- When we draw, we are representing something 3D in a 2D format. Therefore, the concept of depth would be lost if you do not use methods to maintain that perception even if it is not really 3D.
- There are many ways to achieve this effect. In this tutorial I will show you 5 basic ideas.
- I hope that you find it useful and that you apply them. Therefore, at the end of the tutorial I propose a couple of **tasks**.



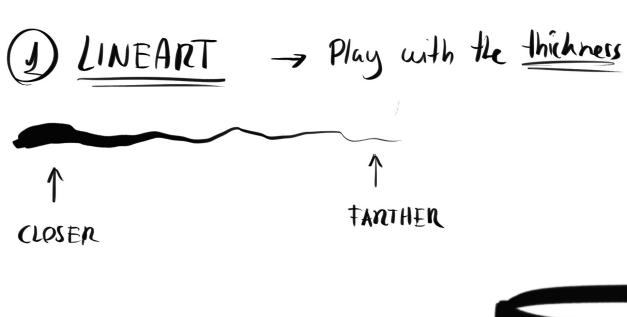


### LINEART

Just working with the lineart we can change the perception.

Keep in mind that the real world has no outlines, so this is a technique that is used in drawing, especially in **comics**.

Play with the thickness of th lines. The thickest line will be the closest to the viewer.

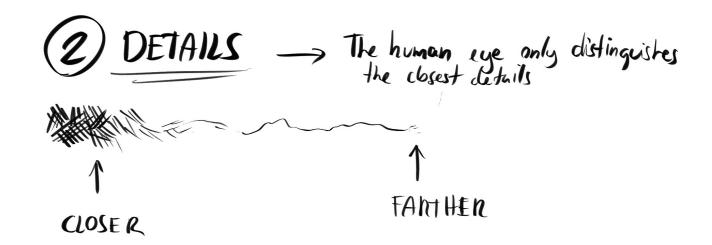




#### **DETAILS**

The human eye only distinguishes the closest details and the definition is reduced as the object moves away from the subject.

If we want to make a very detailed illustration, it is better to focus on the details of the foreground, and to ignore those in the background.



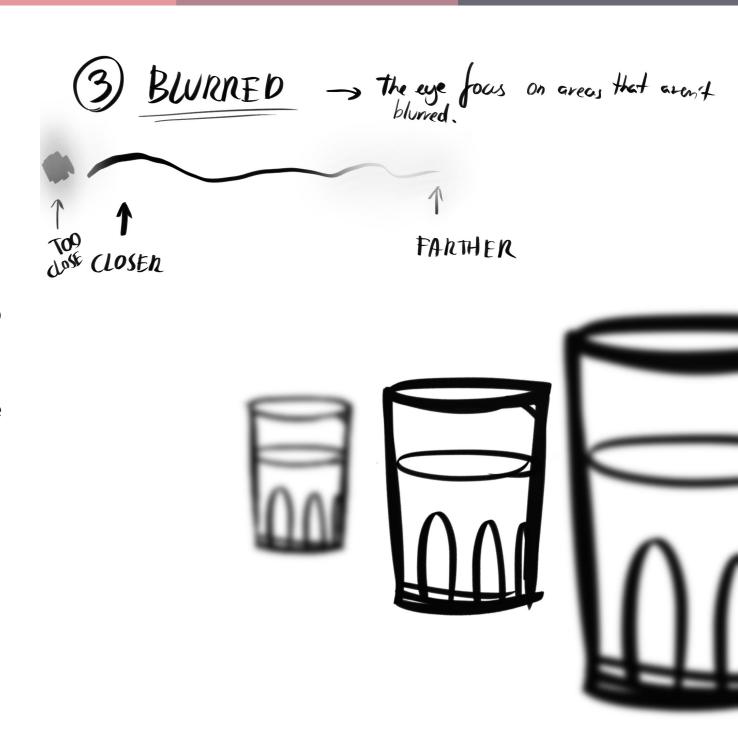


#### **BLUR**

Have you filled your background with details and you feel sorry to erase it?

What I do in this case is to make a copy of the layer, and unfocus the old one. In this way I do not lose the information.

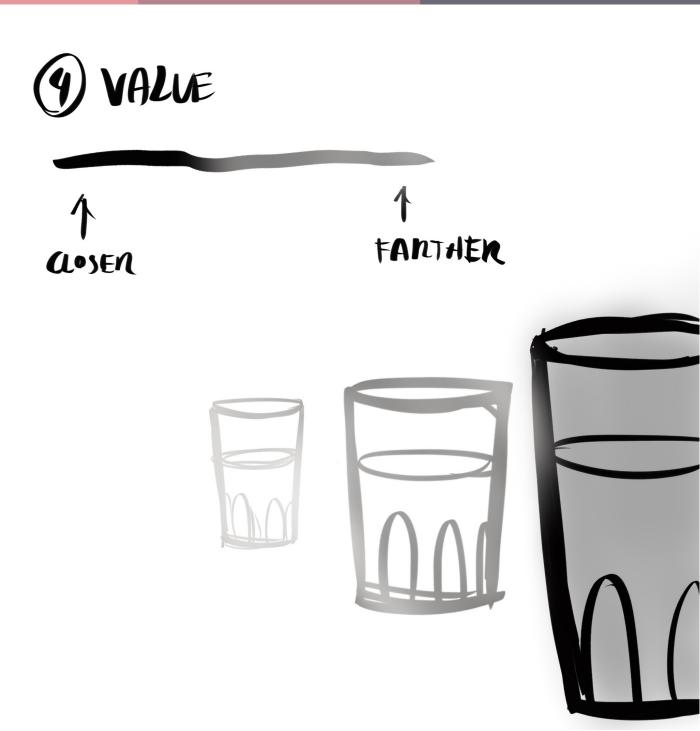
In fact, this option is the easiest thanks to the **Gaussian blur**.
It is also the most appreciated in **photography**.



## **VALUES**

The tones tend to be clearer as we move away from the object.

This is more noticeable in huge distances such as cities or landscapes.



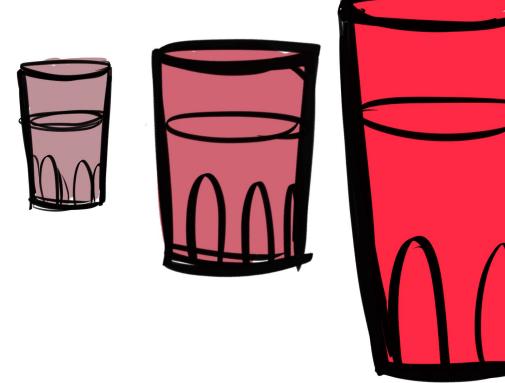


# SATURATION

This is also widely used in illustration and is easy to identify in photographs.

In fact it is the most realistic, since as you will have seen if you have gone to the mountain, the background tones become less saturated and cold.





# **COMBINATION**

And you can combine them!!!
Probably you will get a more realistic effect!

Of course, you do not have to see these concepts as something separate.

You can combine them to give a more realistic look!



