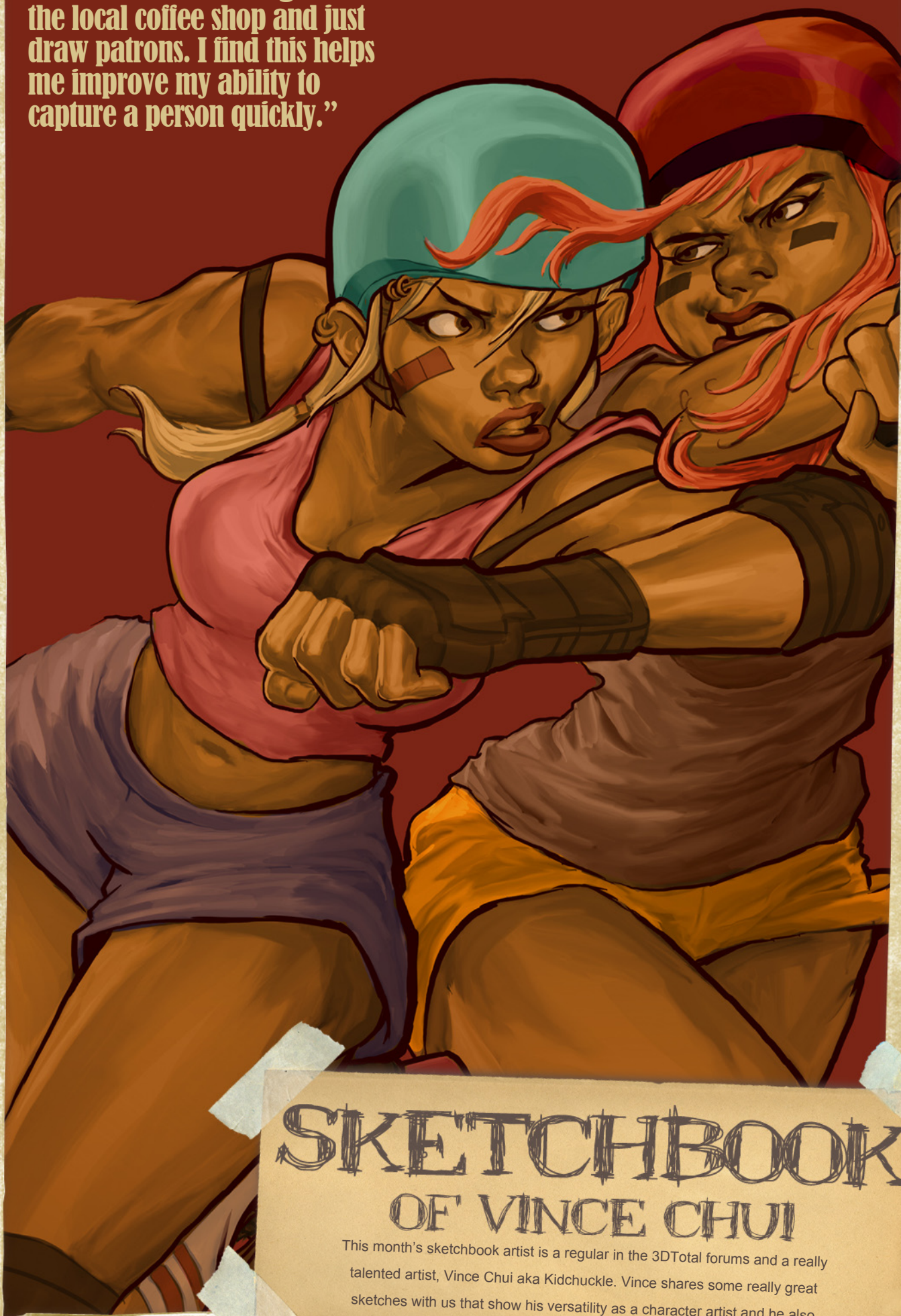


"Other times I like to go to the local coffee shop and just draw patrons. I find this helps me improve my ability to capture a person quickly."



# SKETCHBOOK OF VINCE CHUI

This month's sketchbook artist is a regular in the 3DTotal forums and a really talented artist, Vince Chui aka Kidchuckle. Vince shares some really great sketches with us that show his versatility as a character artist and he also shows us how he develops his sketches to create great final images.

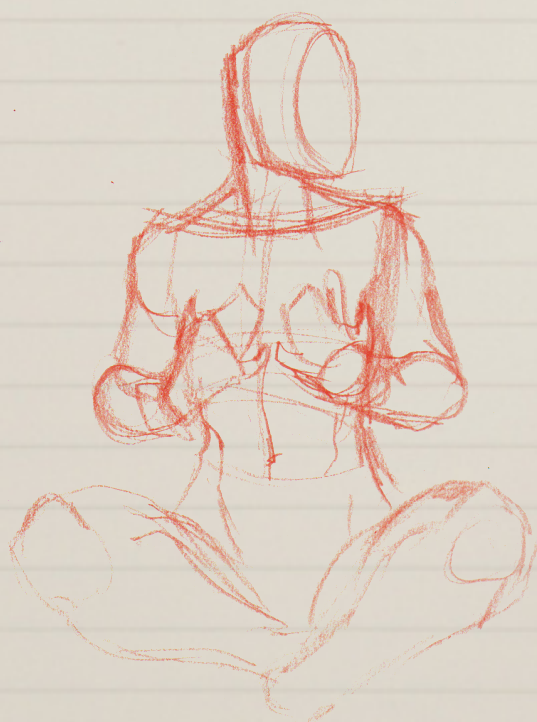
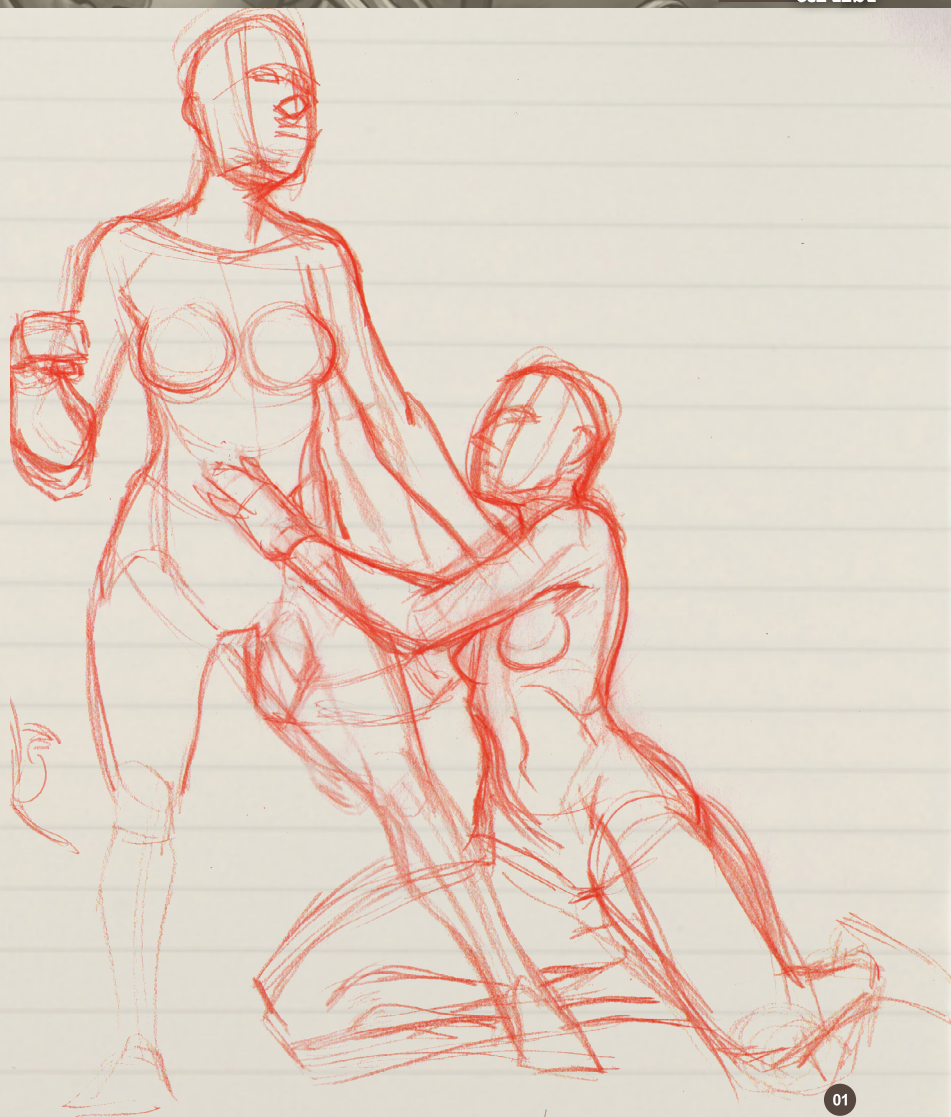
## SKETCHBOOK OF VINCE CHUI

### SKETCHING

My name is Vince Chui aka Kidchuckle. Sketching for me means a couple of things: learning and studying, day dreaming, planning and work/fun.

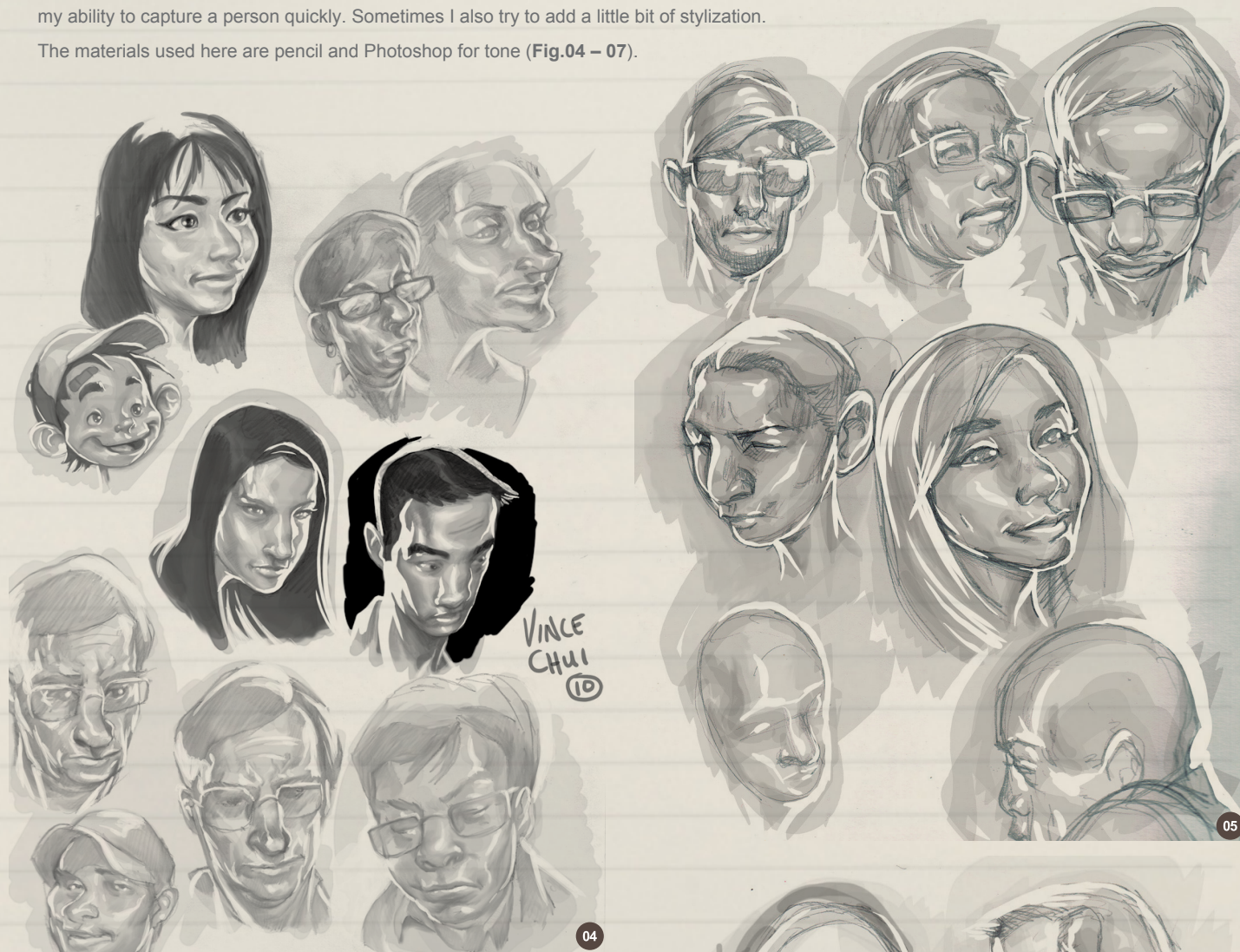
The sketching tools I use have changed a bit over the years. I've moved over to digital, but I'm still quite fond of the old sketchbook and pencil.

There are a couple things I like to do when I sketch. I like to do life drawing when I can. Here are a few quick studies from life drawing with a model. I do it to help me improve my speed, observation, poses, and structure. The materials used are red pencil and paper (**Fig.01 – 03**).

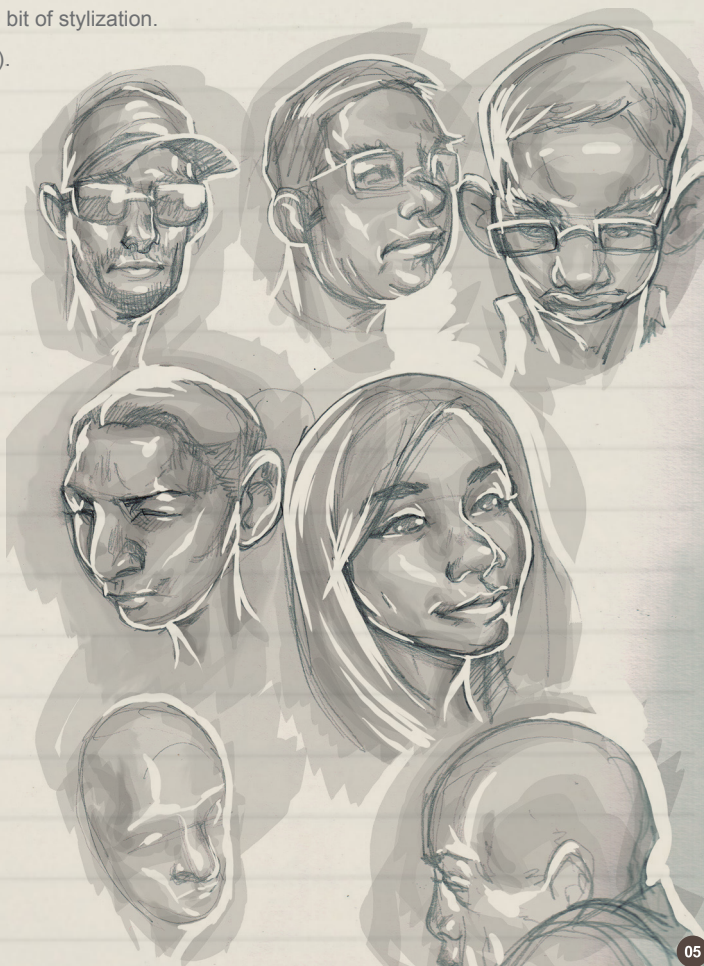


Other times I like to go to the local coffee shop and just draw patrons. I find this helps me improve my ability to capture a person quickly. Sometimes I also try to add a little bit of stylization.

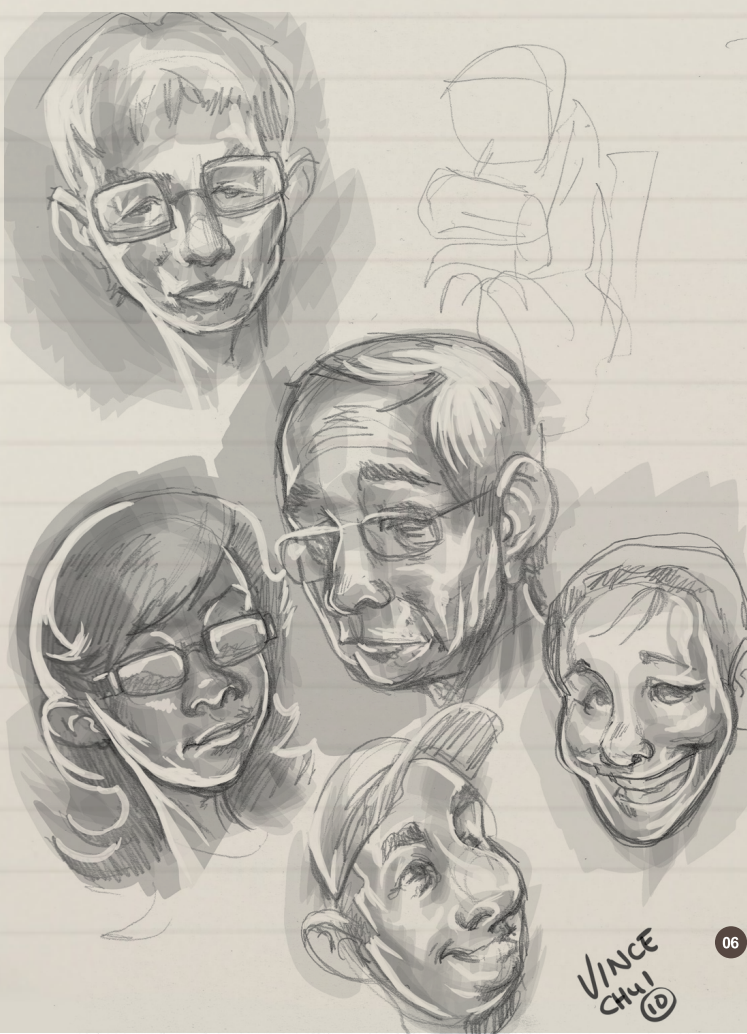
The materials used here are pencil and Photoshop for tone (Fig.04 – 07).



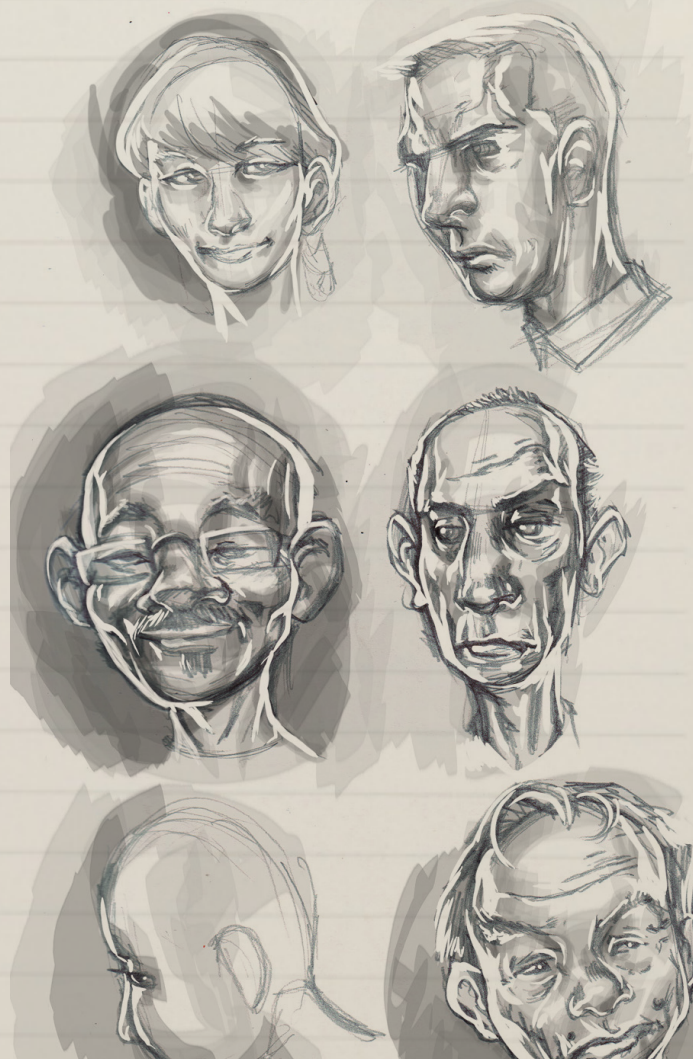
04



05



06



07

The zoo is also a great place to practice the more unusual things that we don't see day to day in life. The materials used here are pencil and Photoshop for tone (Fig.08 – 09).



Sometimes I do creative exercises. These were done for Design a Character club. I partake in some of their sketch challenges. The challenge was to use basic shapes as a base to design your characters

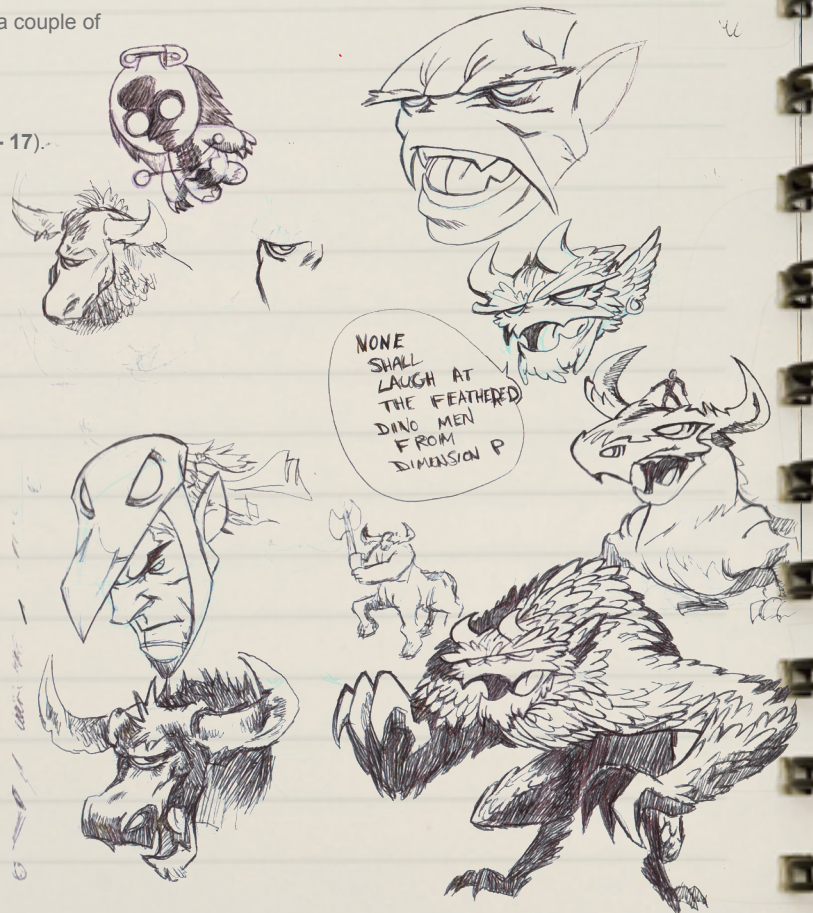
Photoshop was used for these (Fig.10 – 12).

Sometimes I just like to explore and see what I can create. Here are a couple of random fun goofy designs from my sketchbook.

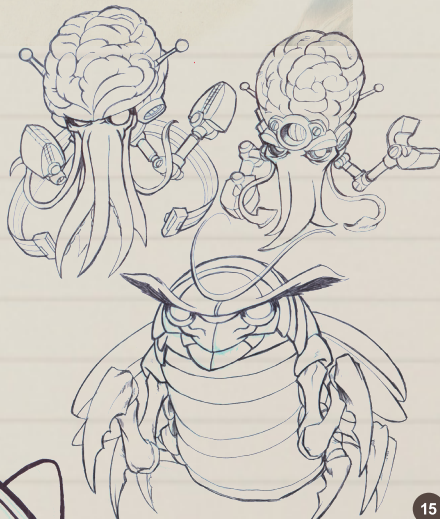
Materials used are either pencil or ink (sharpie or ball point) (Fig.13 – 17).



13



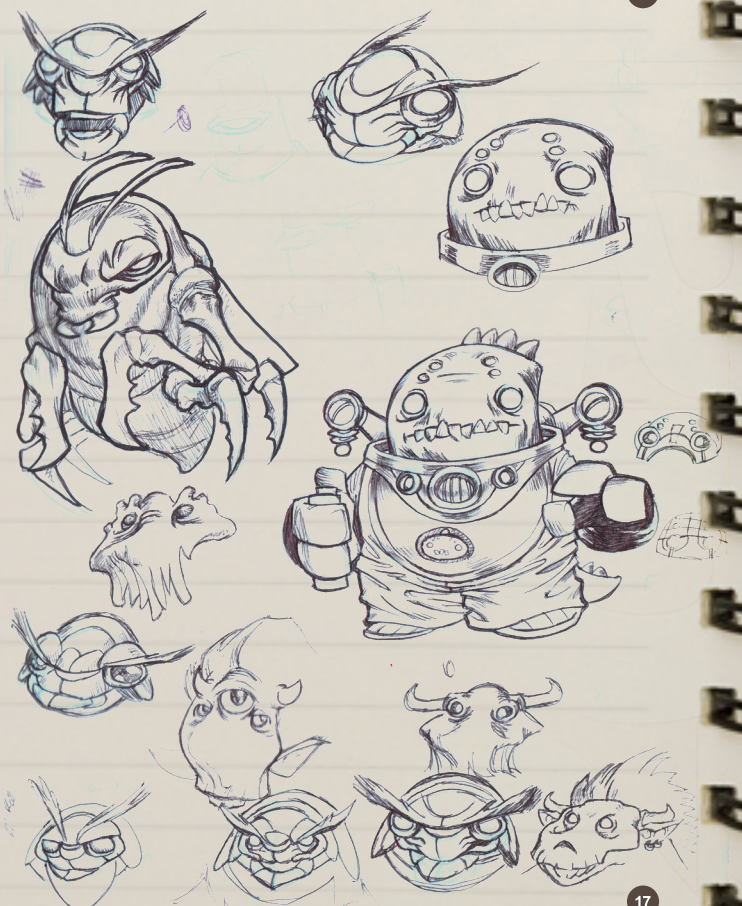
14



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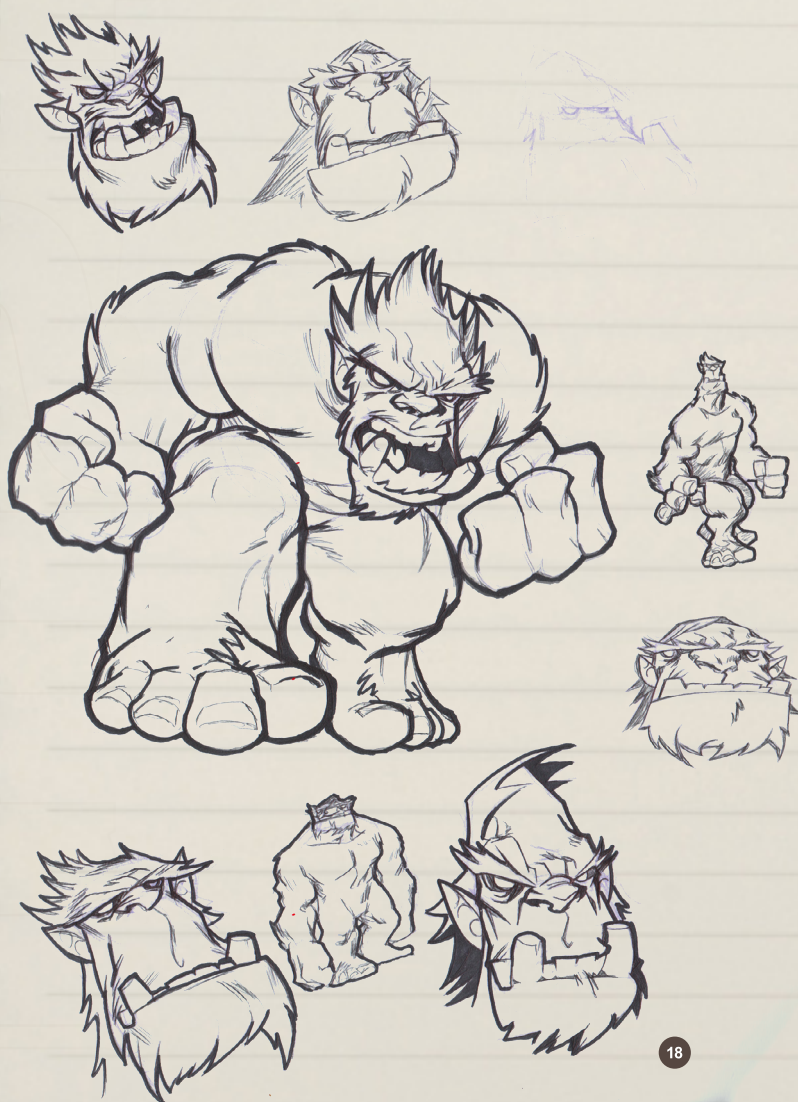
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Sasquatch is an old piece, but I had a lot of fun developing it. Here are a couple of developing images (Fig.18).

This is more or less the style I was happy with (Fig.19).



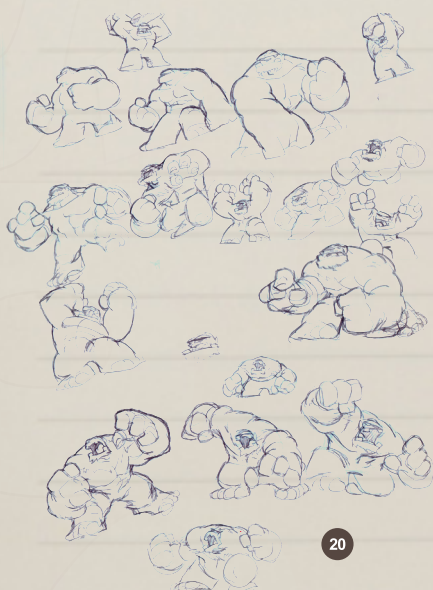
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Here are some explorations with poses and getting the feel of the character (Fig.20).

Here is a finalized rendering of him (Fig.21).

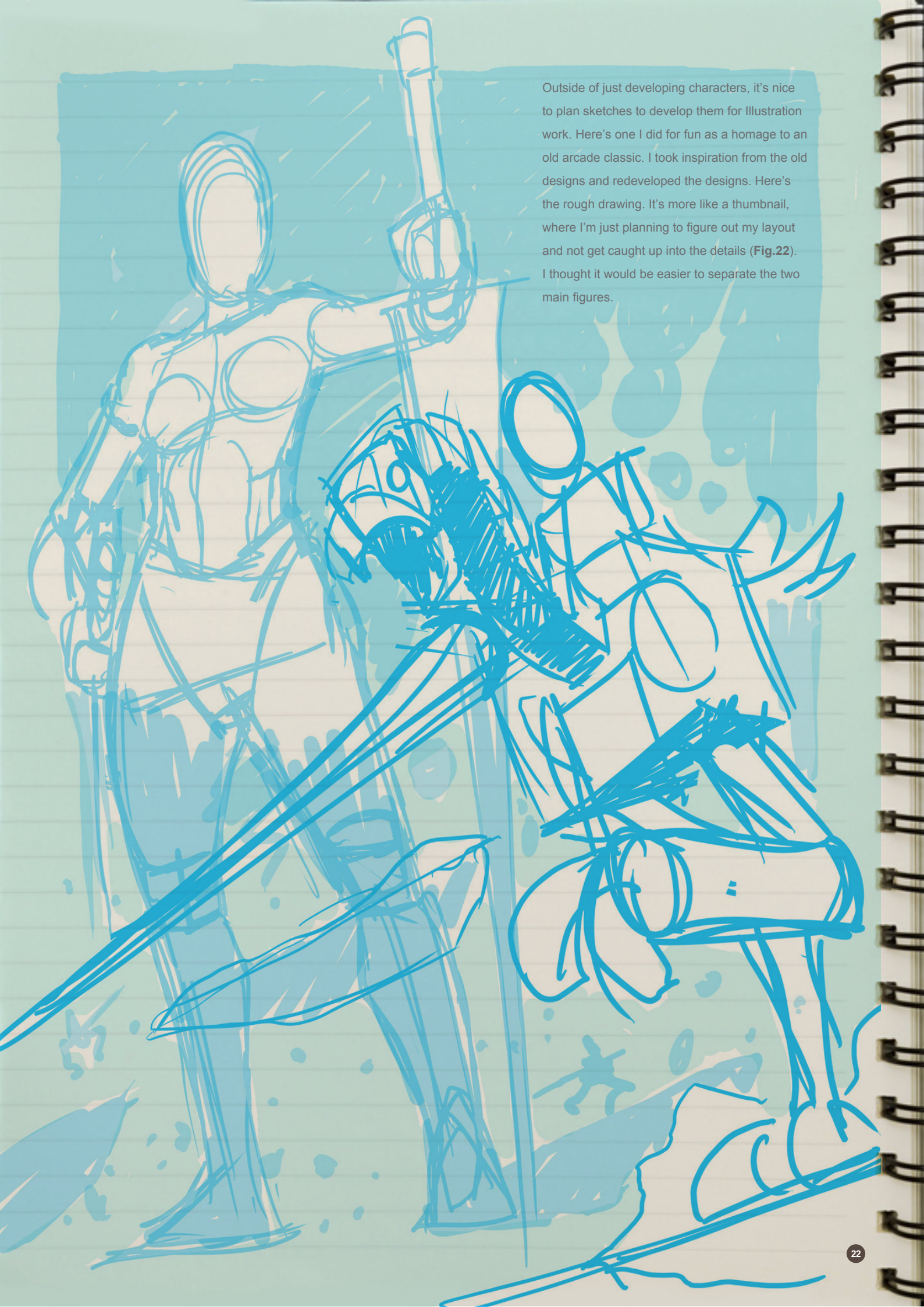


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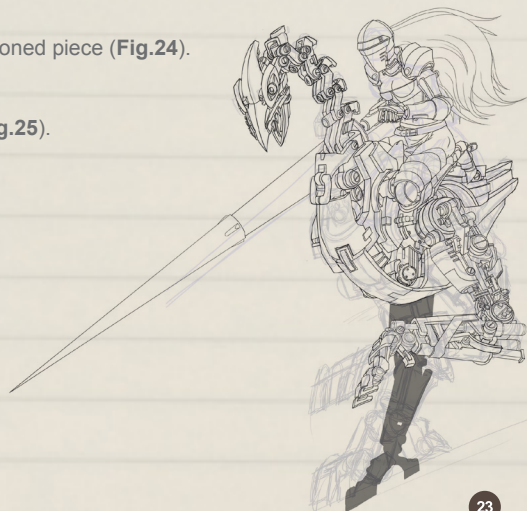
Outside of just developing characters, it's nice to plan sketches to develop them for Illustration work. Here's one I did for fun as a homage to an old arcade classic. I took inspiration from the old designs and redeveloped the designs. Here's the rough drawing. It's more like a thumbnail, where I'm just planning to figure out my layout and not get caught up into the details (**Fig.22**). I thought it would be easier to separate the two main figures.



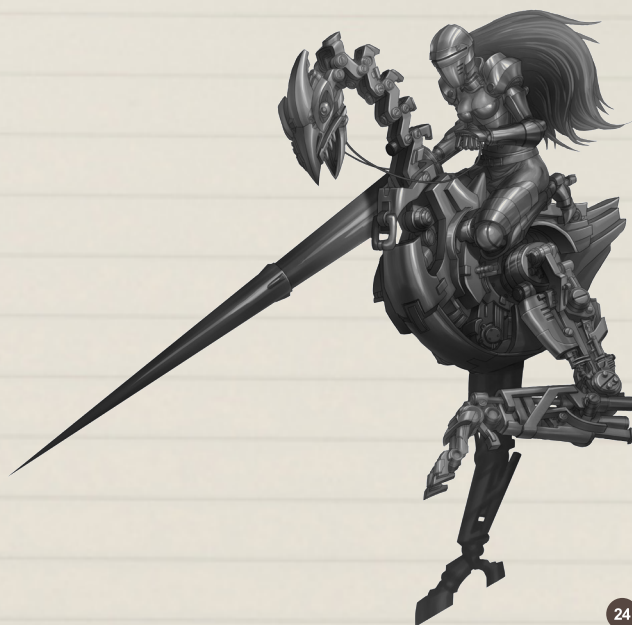
Here's the rider and the Ostrich, I've worked up the details (you can still see the rough line work) (Fig.23).

Black and white toned piece (Fig.24).

Color version (Fig.25).



23

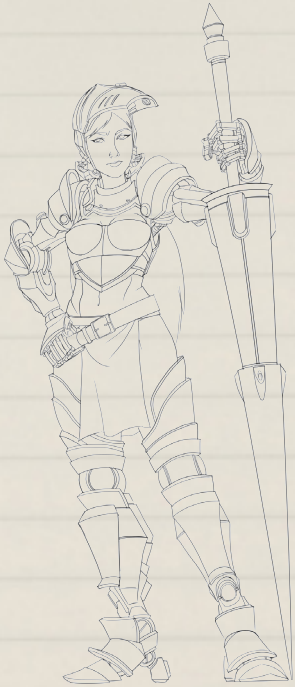


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Here's the rider alone in similar format (Fig.26 – 28).



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And then lastly here's the final Image with both the main figures and a background (Fig.29).



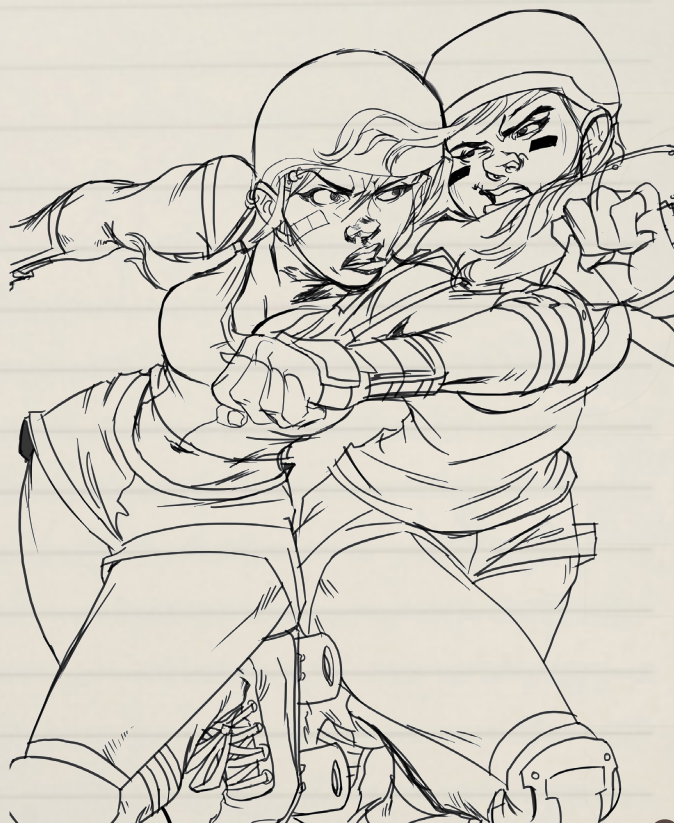
VINCE 09  
CH41

Here's another one, where I stylized the girls a bit more. I decided to make them rugged beauties, with a bit of a caricature feel. Also I wanted to bring in a bit of retro feel to the poster using a limited color palette. Here's a loose sketch (Fig.30).



Then I started to work on some loose tone to work out my forms (Fig.31).

I then worked on toning down the line work and blending it into the tones, as well as thickening the tones and smoothing them out to really develop the shapes (Fig.32).



30



31



32

I then start to drop in my colour palette using blend modes in Photoshop to quickly block in the colors. I then flattened my layers to simplify my Photoshop file (**Fig.33**).



# TORONTO ROLLER DERBY



This is the final stage. I start to build up my saturation and punch out my highlights (Fig.34).

## VINCE CHUI

For more information please visit:

<http://www.kidchuckle.com/>

Or contact them at:

[kidchuckle@sympatico.ca](mailto:kidchuckle@sympatico.ca)