

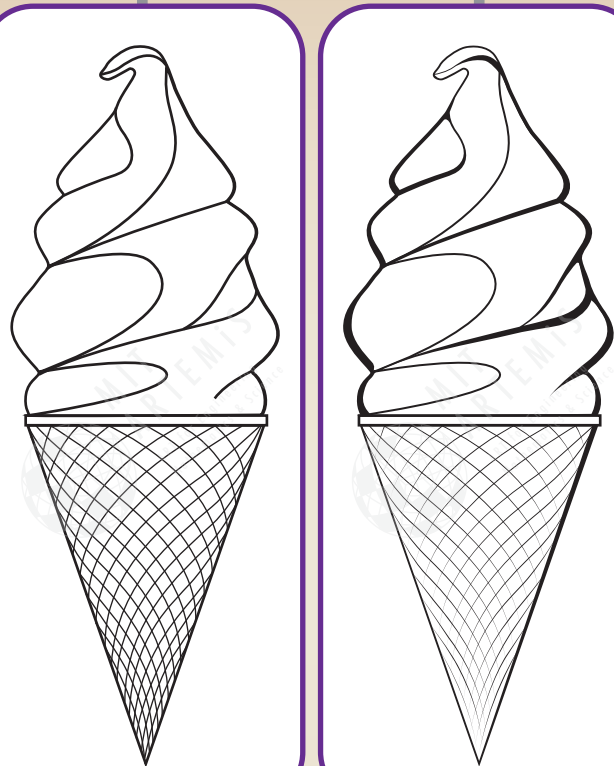


**MIT
ARTEMiS**
ART for Engineering
Mathematics & Science
<http://web.mit.edu/artemis>

Choose a Flavor

What type of art style is best for your project?

Line drawing



x
(0.5 hours)

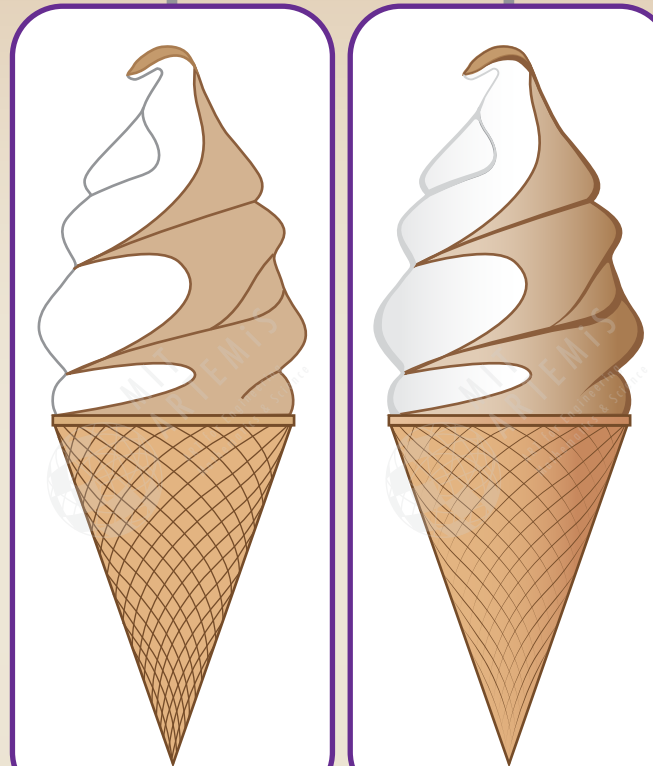
Illustrator (vector: can scale to any size without losing clarity; versus raster, which cannot be scaled up without looking pixelated)

- All lines same thickness

- Different line thicknesses
- Tapered line endings

- One color for lines only (in this case, the single color is black)

Simple color



3x
(1.5 hours)

Illustrator (vector)

- Lines can be same or different thicknesses

- Solid colors

3.5x
(1.75 hours)

Illustrator (vector)

- Simple (2- to 3-color) gradients

Complex color



4x
(2 hours)

Illustrator (vector)

- Fewer lines; color variations establish shape borders

- Complex gradients, blend shapes, simple gradient meshes

Photorealistic



8x
(4 hours)

Illustrator (vector)

- Little to no lines; color variations establish shape borders

- Complex gradient meshes
- Drop shadow effects

9-10x
(4.5-5 hours)

Illustrator (vector),
Photoshop (raster)

- Smoother blending
- More details
- Filters (eg. plastic wrap)

3D



20x
(10 hours)

Maya, Mudbox
Photoshop (raster)

- No lines

- More color variation from lights and shadows

Increasing time to complete, colors, details, and realism