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Analysis of Computer Fashion Illustration's Prospects

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Abstract

This paper mainly discusses the creation of Computer Fashion Illustration; Tools of creating Computer Fashion Illustration; the comparative analysis between traditional fashion illustration and Computer Fashion Illustration. Finally in the informationalized era, the Computer Fashion Illustration will have a vigorous prospect. I hope this article would provide for confidence and strength to engage people who aspiring in creating Computer Fashion Illustration.

Keywords: Computer Fashion Illustration; Digital; Prospect;

The Emerge of Computer Fashion Illustration

The appearance of Fashion Illustration isn't used for the appreciation of fashion people but for advertising of new fashion clothing which is produced by the manufacturers in the ages the camera hasn't been invented. Fashion Illustration becomes an independent art category at the end of the nineteenth Century and the beginning of twentieth Century, during which a large number of artists emerged.

In the traditional paper intermediary era, fashion magazine is the main carrier of Fashion Illustration. At that time there are a lot of Fashion Illustrators emerge: George Barbier, René Gruau, David Downton and so on, whose works amazing generations of fashion followers. (Fig.1).

In 1980s, with the development of computer technology, some European and American computer loving young artists paint fashion illustration with AI, PS and other graphics software. Those Computer Illustrations are published on fashion magazines or fashionable commercial posters. (Fig.2) During this time Computer Fashion Illustration and Fashion Illustration which is drawn by traditional materials in the paper intermediary each account for half of the country.



Fig. 1 David Downton



Fig. 2 Jason Brooks

At the beginning of twenty-first Century, with the update of mobile terminal equipment of the Internet technology, the Internet has subverted the traditional media to make orders of fashion magazines dropped. The main carrier of Fashion Illustration has changed from paper intermediary into the electronic magazine, a variety of fashion websites or major E-business platform.

The Computer Fashion Illustration which is drawn by the computer is a product of the development of history. It quickly and effectively becomes the main way to express fashion image.

Tools of drawing Computer Fashion Illustration s

The rapid development of electronic communication technology and portable mobile terminal equipment makes the advantage of traditional media disappeared. The spring of Computer fashion Illustration is coming .

Computer software developers constantly improve the performance of painting software, as well as the corresponding accessories -hand-painted plate, (such as Wacom).And the Apple develops iPad Pro combined with Apple pencil make fashion illustrator more freely in the creation .

There are several main softwares to draw Computer Fashion Illustration.

Photoshop, Painter which make bitmap.

Software which Makes bitmap graphics, it can't arbitrarily change the pixel but has a powerful brush tool can simulate a variety of traditional painting style, and the different styles of brushwork can be mixed together which produce an unexpected visual effect. Bitmap illustration can be very delicate and realistic, so the color of the skills mostly uses traditional processing methods.

Bitmap software can not only simulate the traditional drawing tools, but also use the layers, channels, paths, filters and other tools, which can achieve image synthesis, image editing, color adjustment, color correction and image effects and so on, through which makes the works very expressive.

Illustrator, Coreldraw, Flash make vector graphics;

Vector graphic software uses straight line and curve to describe the image. Vector graphic has no relationship with pixel, so you can zoom it in or out freely without distortion. The fashion Illustration drawn by Vector graphics software is simple, generous, color contrast, strong sense of form and so on.

3DMax and Maya make three-dimensional graphics modeling.

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