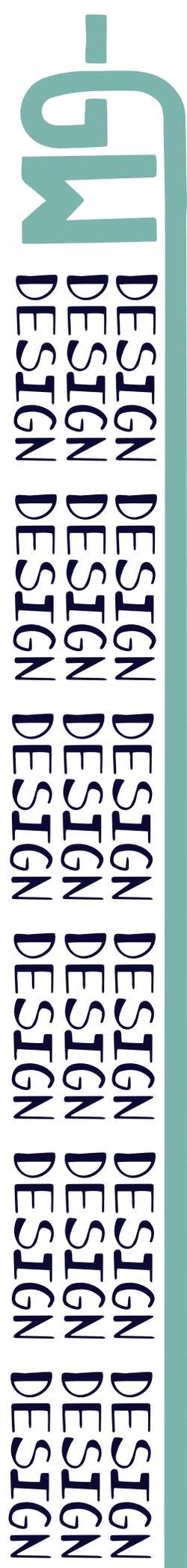


TABLE OF CONTENTS

Introduction	(3)
Research	(4)
Brainstorming	(5-6)
Revisions	(7-8)
Final	(9)
Conclusion	(10)



INTRODUCTION

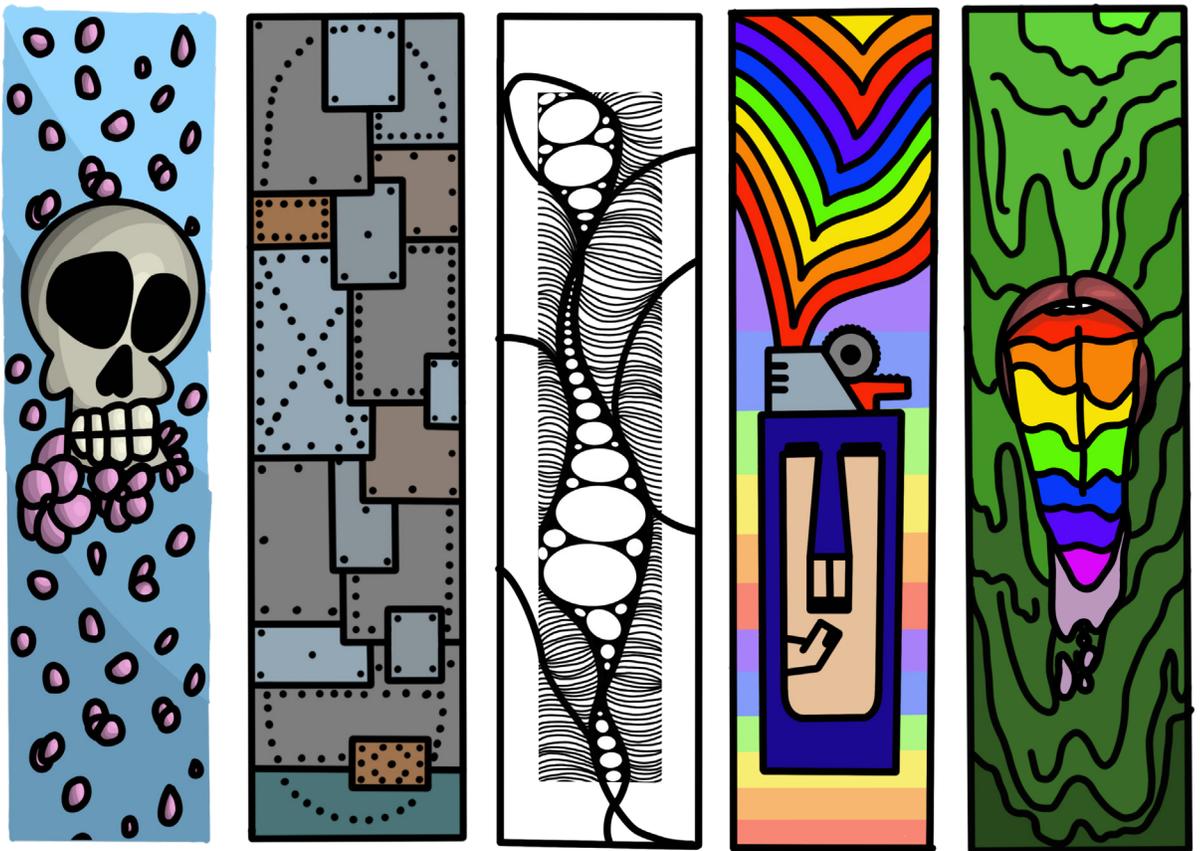
When I was younger, I used to create and paint custom decks and sell them to people around our neighborhood, along with my dad. We made a lot of different designs, and I saw a lot of other decks over that time. So going into this project with my prior knowledge, I felt confident in my ability to create digitally rendered skateboards.

For these five, I wanted to make them fit my style with thick lines and intricate line art while also keeping the essence of skateboard design, a simplistic grunge aesthetic. However, unlike most current skateboarding brands and designs on the market, I did not include any text for personal preference and stylistic choice.



REVISIONS

On my final revision, I cleaned up all of the designs and rendered out the colors more to shape the inside of the line. With the skull skateboard, I focused more on spacing and adding more petals so as not to impede the design by the board's trucks. I cut the box for the flowing line's design and extended the thick lines to make the smaller lines pop more. I rendered the mouth further and increased the stroke around the mouth to help make it stand out from the background. Finally, I reworked the background with a pastel version of the rainbow flame on the lighter design.



CONCLUSION

This project was super fun to work on and see the final results living on skateboard decks. I was satisfied with the results and enjoyed making skateboards digitally; it was a completely different experience than making them by hand. It reminded me of my love of skateboard culture and designing things based on it.

