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INNOVATIVE METHODS OF ILLUSTRATION CREATION

Illustrations are of great importance for a book success. A good choice of materials for illustrations and appropriate execution techniques considerably increase the buyer's interest in a book. A big breakthrough in technology gives a lot of opportunities for next-level illustration creation. With the help of computer programs, artists are able to do something that is impossible to be done with ordinary means. Innovative illustration techniques include: Digital Painting Vector Graphics and 3D graphics. So, we are going to have a look at the following: working with layers, their properties and overlays, laws of composition, chiaroscuro, perspective, vector drawing programs and 3D- illustration.

The essence of an editor's job is working with layers, their properties and overlays. Works should be saved at all stages of drawing process and in different versions. Variety of brushes is collected in one program, with different effects such as blur or glow, they additionally have a variety of line patterns. The palette also has many colors and shades, the pipette function allows you to copy colors from photos or other projects. Such programs allow to unite projects with photographs and texture them. Object shapes can be distorted and scaled. Among other things, the programs have an abundance of filters and effects, dynamic range fine-tuning and rear-type noise generation. All the above mentioned affects the quality of the final result.

In order to draw well on a computer, you have also to be able to apply the laws of composition, chiaroscuro, perspective. There are brushes that imitate natural materials, such as watercolor and other paints, pencil, ink, pastel, etc. Due to that, the

works of many artists, made on both a computer and a paper are very similar to each other, but creating illustrations in a computer program takes much less time.

In vector drawing programs, the mouse creates lines with key points (bezier curves) that are easy to edit and customize. The main property of such graphics is the possibility of infinite scaling, in which the image remains of the same quality. In programs, besides, you can correct the thickness of lines, modify the shape of objects and their colors, which is actively used in the printing industry.

3D- illustration is one of the most progressive types of illustration, actively used for animation. Creating objects includes many steps; first of all, the shape of the object and the overall composition and angle adjustment. Next, the textures should be given to objects, such as transparency or haze, then the light and other details are adjusted. And last, the image is rendered and finalized in accordance with the requirements.

In conclusion, we should say that efficient editors' work requires regular application of innovations, along with quality and time. Though the process of mastering programs can be difficult, the result looks spectacular. A constantly increasing amount of illustrators is starting their work in editors' sphere and then providing trainings on how to work with special programs, the number of which is growing rapidly and, thus, giving more opportunities to artists.

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