

ESTABLISH YOUR SIGNATURE STYLE

ARTIST CRISTIAN ERES DISCUSSES HOW HE CREATES HIS SURREAL IMAGES USING A MIX OF BLENDING OPTIONS AND THE GRADIENT TOOL

Spanish graphic designer and digital artist Cristian Eres always liked to draw, but discovered a new way of expressing himself when he started using Photoshop. Read on to discover how he adapted his signature style over time.

PLEASE TELL US A LITTLE BIT ABOUT YOUR HISTORY IN DIGITAL ART

I started creating surreal photomanipulations about ten years ago, but I found my style when I started creating vector art while studying graphic design. I graduated and then started making digital art for art collective The Luminarium. This year I joined the prestigious art collective Depthcore and I had my first commission for a big firm.

YOUR STYLE IS QUITE ABSTRACT – TELL US MORE ABOUT YOUR IMAGES

My style is inspired by the shapes of nature. I create organic, fluid and dynamic shapes that I merge [to create] abstract figures. I tend to create artwork using a wide range of colours and gradients, which give both a surreal and natural ambience. I love to challenge myself and adapt my style into whatever suits, but I especially love working with typography and creating surreal landscapes.

YOUR IMAGES INVOLVE A LOT OF MOVEMENT. HOW DO YOU APPROACH EACH IMAGE THAT YOU START?

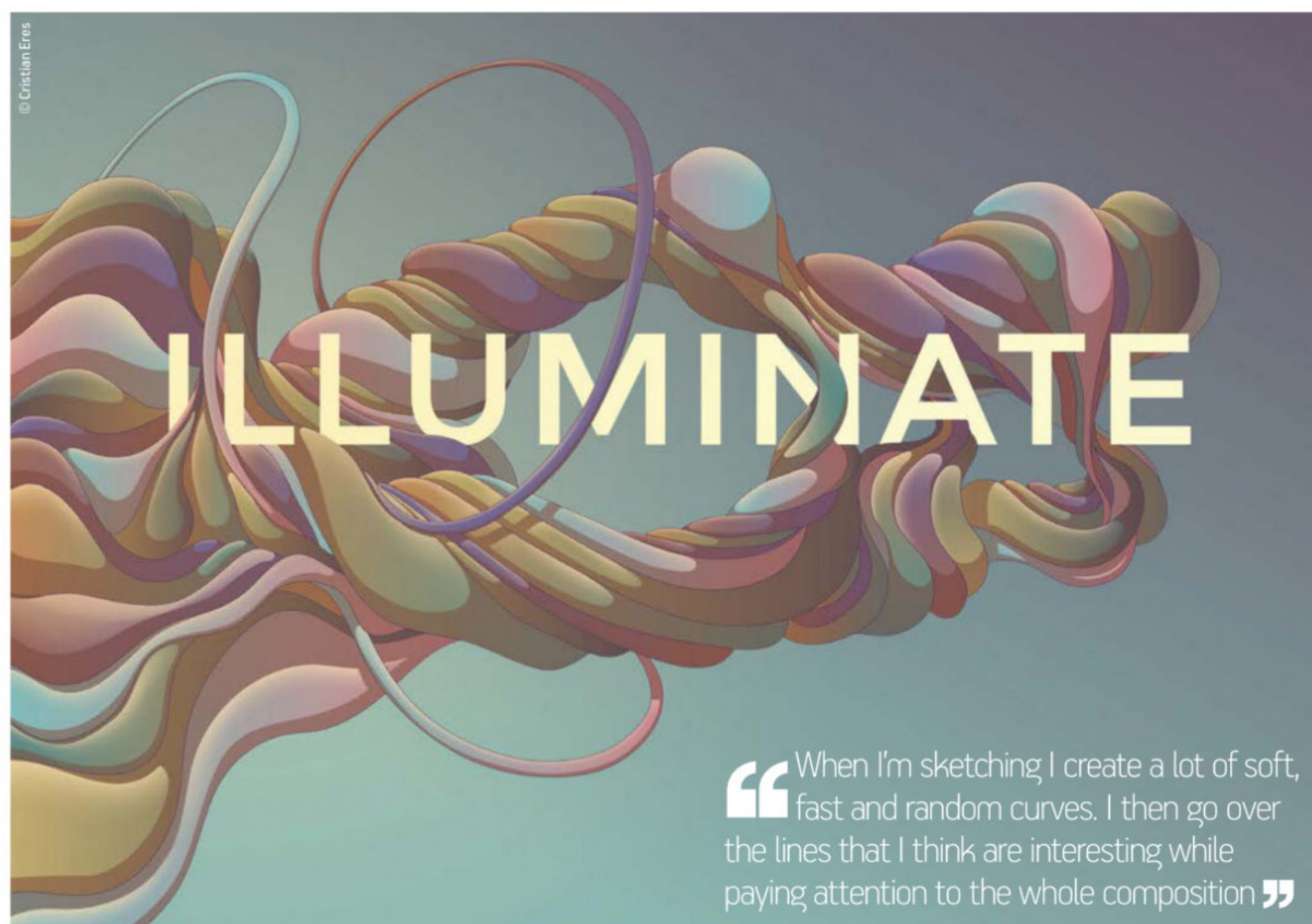
When I'm sketching I create a lot of soft, fast and random curves. I then go over the lines that I think



OUR READER
CRISTIAN ERES

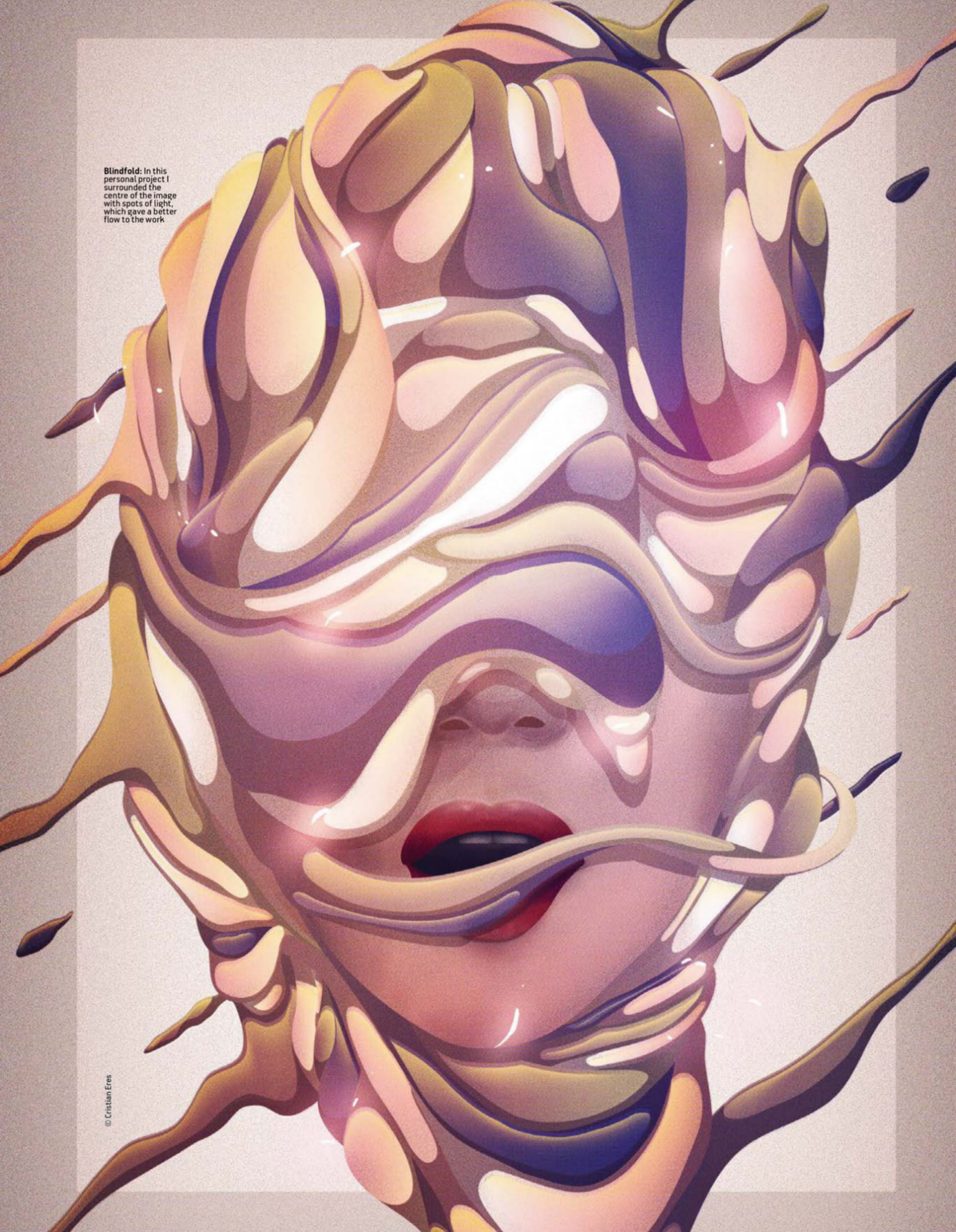
www.cristianeres.com
[@cristianeres](https://twitter.com/cristianeres)

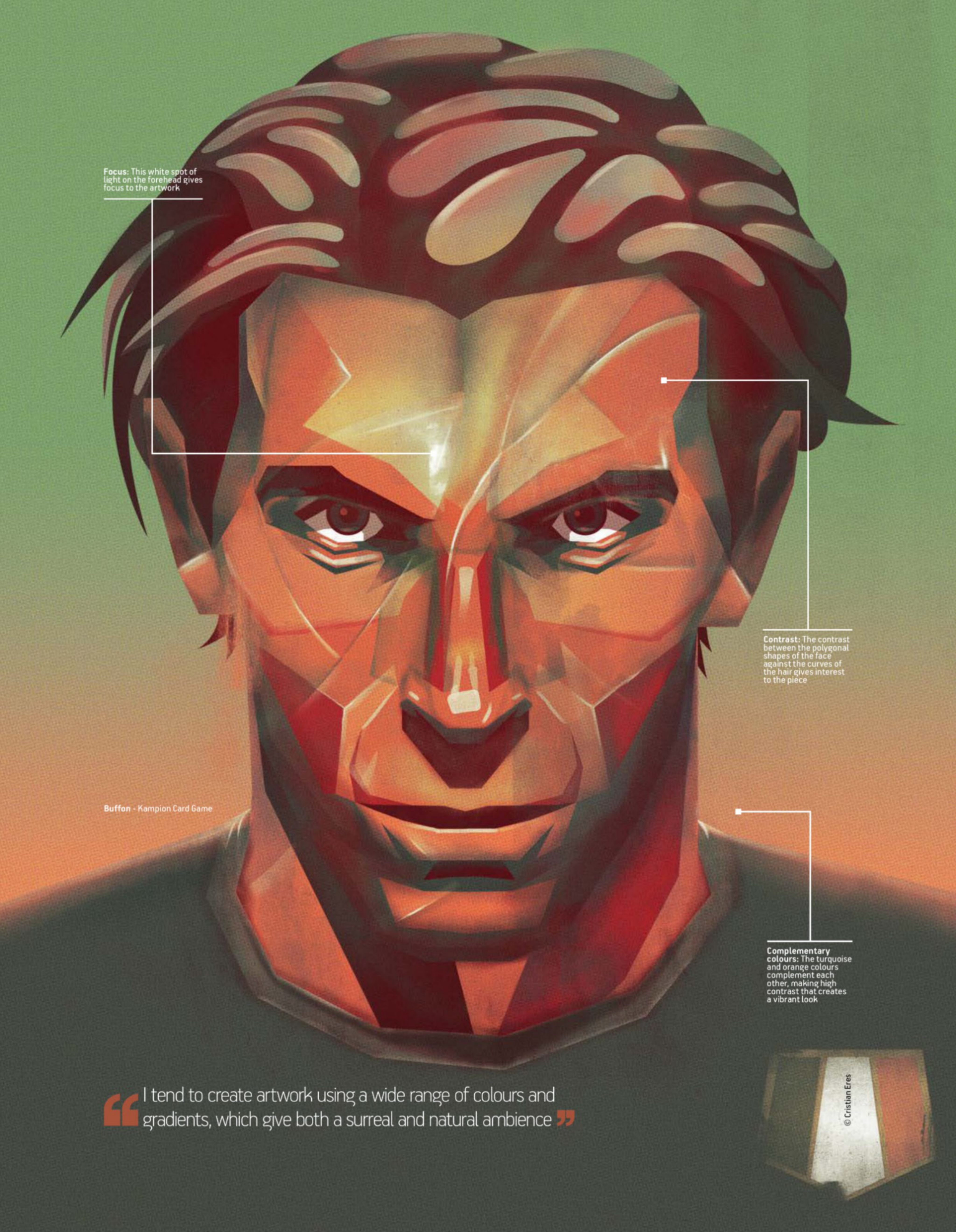
Illuminate: This work was submitted to the 22nd exhibition of the art group The Luminarium. It combines abstract shapes with clean typography without losing the unity of the piece



“When I'm sketching I create a lot of soft, fast and random curves. I then go over the lines that I think are interesting while paying attention to the whole composition”

Blindfold: In this personal project I surrounded the centre of the image with spots of light, which gave a better flow to the work





Focus: This white spot of light on the forehead gives focus to the artwork

Contrast: The contrast between the polygonal shapes of the face against the curves of the hair gives interest to the piece

Buffon - Kampion Card Game

Complementary colours: The turquoise and orange colours complement each other, making high contrast that creates a vibrant look

“ I tend to create artwork using a wide range of colours and gradients, which give both a surreal and natural ambience ”

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► that are interesting while paying attention to the whole composition. A lot of these shapes are inspired by nature and pictures that I save in my Tumblr. I love the shapes of the Grand Canyon.

WHAT DO YOU BELIEVE IS THE MOST IMPORTANT ASPECT TO PAY ATTENTION TO WHEN CREATING AN IMAGE?

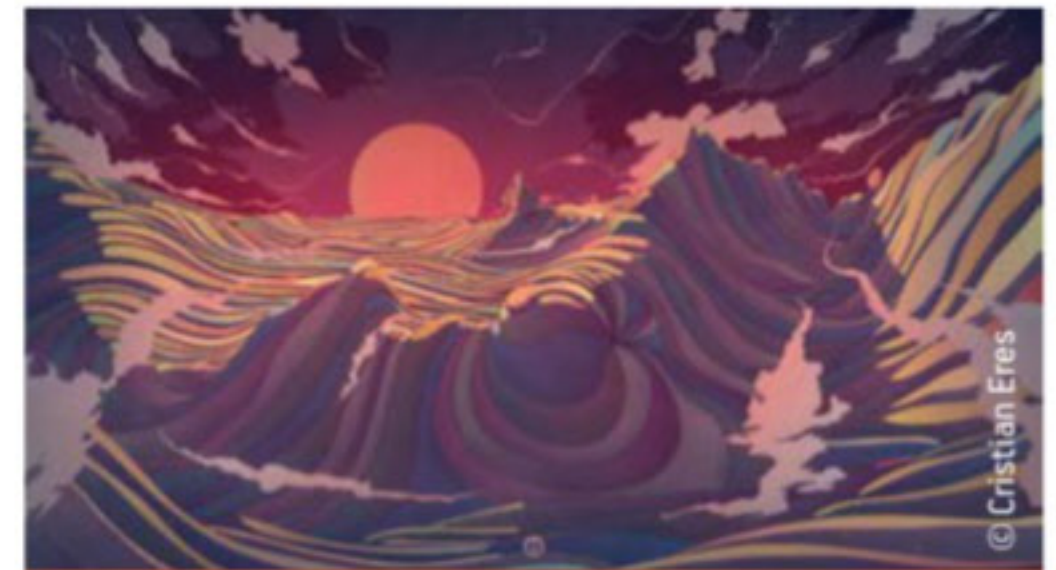
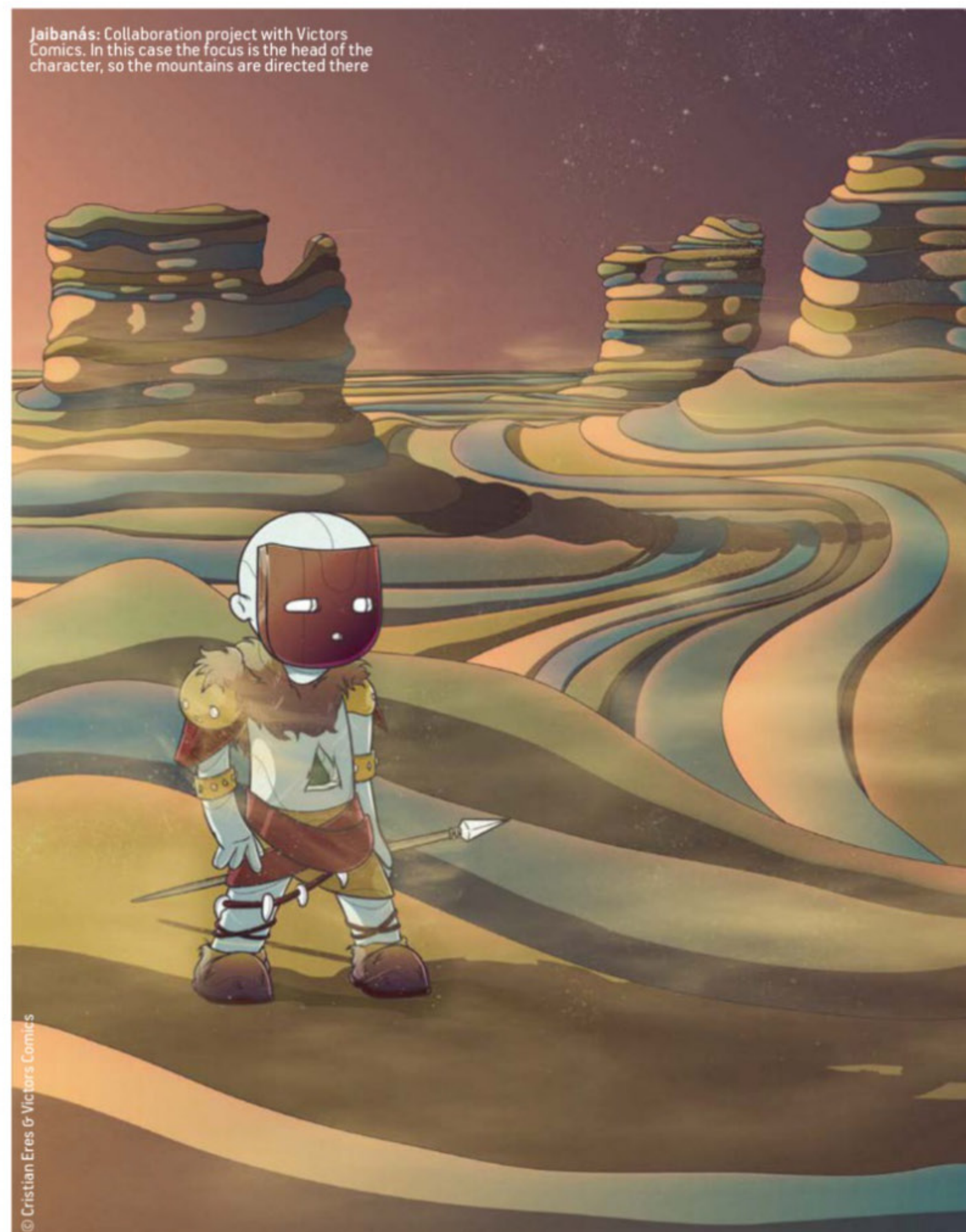
The most important area for me is to spend a lot of time on the drawing phase. I never draw directly on a tablet or computer – I need to draw on paper first. It helps me think of how the lines will merge and what the composition will be. I usually create a lot of quick sketches before I draw the final composition and once I have an idea, I look at how

lines merge, the rhythm, movement and negative space in the image.

WHAT DO YOU THINK IS THE MOST USEFUL PHOTOSHOP TOOL OR TECHNIQUE WHEN CREATING YOUR ARTWORK?

I really love the Gradient Map tool. I think it is the best way to control each level of colour and light and it's very versatile when combined with the blending options. For creating light effects, I usually combine the Selection tool and Photoshop brushes: I select the part that I want to work on and then paint it in. They are both tools that you can change and personalise and with these options, creating lights and shadows, or adapting textures, is an easy job.

“Just sketch out random curves without taking too much care and try to merge them, making a figure. Create a lot of pieces like that and allow yourself to take risks!”



DESIGN TIPS
CREATING A LANDSCAPE

When creating a landscape you should take special care to find your focus point. You may use the sun as a focus for example, or a character. A good idea could be to also surround your focus with the mountains.

Take care when choosing the light direction. Try to create the lighter areas of the artwork near the focus or central point. You should also consider creating at least three planes of mountains, as this will give a better perspective to your piece.

WHAT'S THE MOST IMPORTANT ADVICE YOU WOULD GIVE TO AN ARTIST LOOKING TO PRODUCE THE SAME KIND OF WORK?

Draw a lot. My style is inspired by the organic shapes of nature and I've drawn lots of organic shapes into my sketchbooks, but I've also experimented drawing a lot of abstract shapes. Just sketch out random curves without taking too much care and try to merge them, making a figure. Create a lot of pieces like that and allow yourself to take risks. With time this process will give you a sense of beauty and it will eventually become easier for you to draw appealing subjects.

WHAT'S NEXT FOR YOU?

I'm currently working on a short series of portraits and after that I'll start the Desktopography wallpaper for this year. I'm also going to create an illustrated book that will feature tips for designers, for which I will be collaborating with two important Spanish illustrators. I'll keep creating personal work, but I would like to keep evolving my style and to keep adapting it into new ways and mediums.

Water: This piece was submitted to the 21st exhibition of The Luminarium. In this case I adapted my style to give it a more fluid appearance

