2D Hyperrealistic Cat Project

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The *Hyperrealistic Cat* project was given to me by a packaging company based in Paris. The brief was to create the new representative cat for a cat food company and their packaging.

There were three cat projects in total. The first two projects were carried out by hyperrealist artists (including me), and for the third project, the agency asked us to work on several photographs of cats. Originally, the customer wanted a cat with lots of expressions (a cat that could smile, of a specific breed, and that would look like a family cat but with some independence. This sort of cat didn't exist and therefore it was impossible to take photos. That is the reason why we decided to make hyper-realistic illustrations. Finally, after lots of discussions and meetings, the client, who had never used hyper-realistic illustrations before, decided not to use our illustrations and to work from photos instead.

Sketching

Picto 1
After a quick and rough drawing created by the agency and approved by the client, I start to collect information to help me drawing the cat. I do some quick sketches then I start a more precise drawing, knowing at that stage the type and the breed, its position and fur. At this point I haven't yet started to work with any color.

Picto 2
I re-work my sketch with a light table to get a more accurate drawing, improving some parts. I then scan my work and import it to Photoshop at production resolution, on a white background.

picto 2

Coloring

I often work with Pantone CMYK, as my document will be printed. My screens are calibrated with a probe and calibration software that guides me to set the white point and other parameters. This creates an ICC Profile that I can add in ColorSync and use in my work space.

I make sure that I have plenty of documentation to help me choosing the colors.