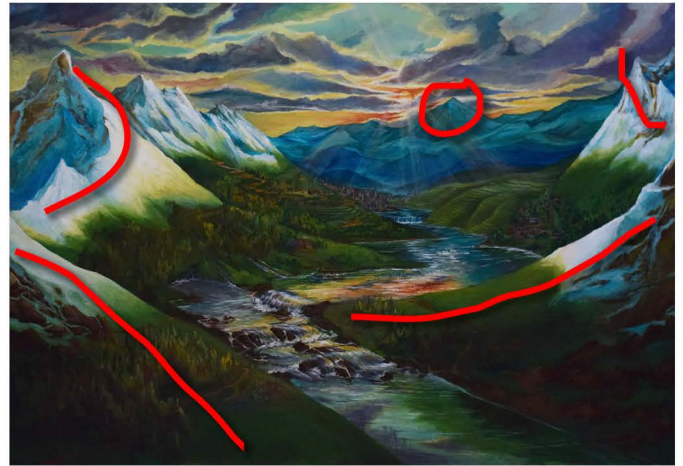


How Kelso Turns Her Landscape Painting into a 3D Model.

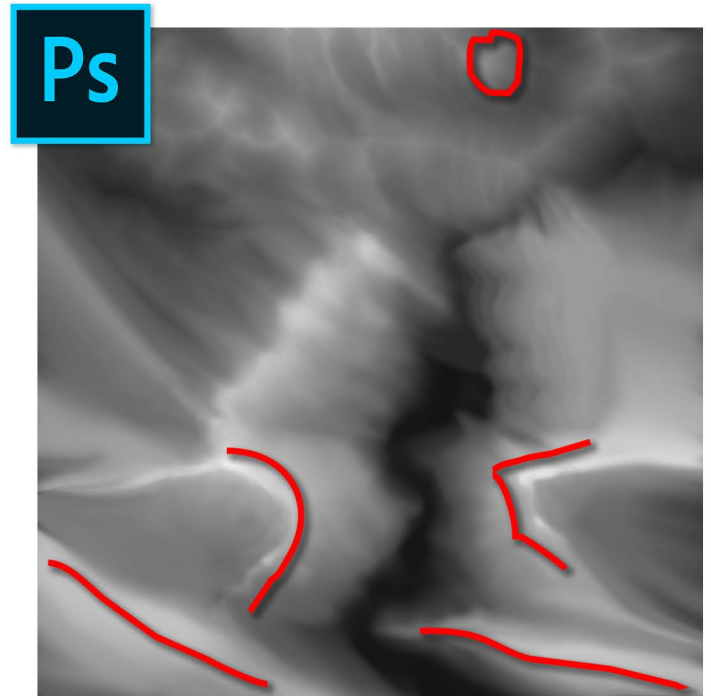
Step 1

Use painting as reference. There is not technology that can “scan” this and create a 3D model of this, so I create my topographies from scratch. Here is one of my acrylic paintings from 2014. It is not of a place that exists/there is not existing topographical data of it.



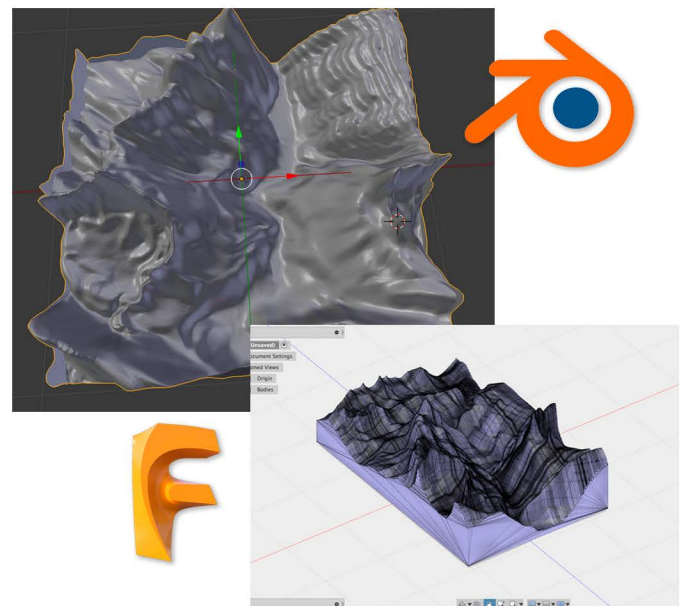
Step 2

Essentially creating a “bird’s eye” heatmap. I draw mine, literally, in Photoshop with a drawing tablet. The highest elevations are white and lowest are black, to get detail you just have to be very careful about maintaining the different gray shades in between. I use a soft round brush for most of this and vary the opacity of the brush strokes and layers a lot. I show in different colors here how different landmarks from the painting are represented.



Step 3

Transpose the map onto a plane in blender and adjust the rendering as you please! I also go back and forth between this step and the last a lot - once I see the 3D version I go back and look at my reference painting and tweak the heatmap and then redo Step 3. Once I’m happy with the model, I save it as an object, import it into Autodesk Fusion 360 where I do a bunch of other small things to make it print ready.



Step 4: Print and paint!