

Digitallzed and vectorized



Setan 2021  
Book 75  
Automatic Drawings  
STEFHANUS EMBRICANUS



High, here is a new Guckbook. I hope you will have some pleasure with these brand new WORKS OUT OF OLD SKETCHES. This Guckbook is about digitalizing images and the art of turning analogue sketchwork to digital unique works. Not reproducing, no, developing is the idea behind these graphics. And of cause it is about tryout and exercise.

### Impressum inartum:

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# Digitalized and vectorized automatic Drawings by Sefan 2021

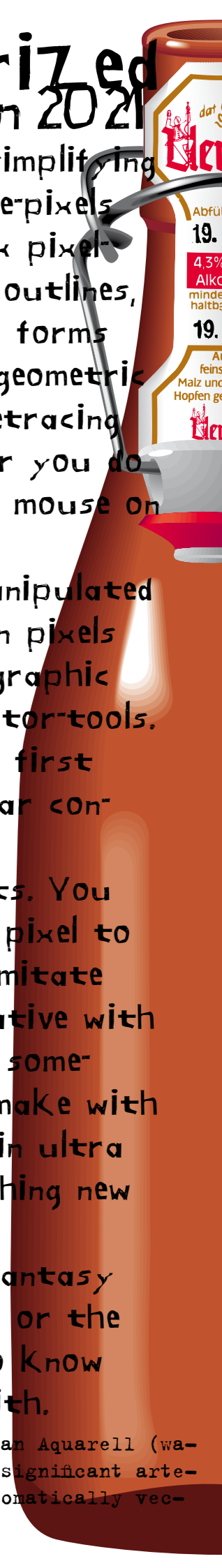
Transforming pixels to vectors is a process of simplifying images. To change some bitmaps, (that save image-pixels by each other,) to linear constructions, (that fix pixel-groups as objects, inside linear forms made with outlines, which are fixed by points,) simplifies colours and forms and the size of data in the document. It is like geometric drawing with points, curves and straight lines. Retracing tools can convert pixels groups automatically or you do it with your hand, point for point with pen and mouse on a template beyond or out of your mind.

I took some pencil-sketches and other works, manipulated them in different ways with programs working in pixels for the use of retracing tools, to get a vector graphic as result. Than I manipulated the work with vector-tools. That is the difference to my freehand-works, my first vector works, that were built by hand from linear constructions on an empty page.

Retracing tools have different settings or presets. You can change the parameters and methods for the pixel to vector converting. It's not necessary for me to imitate the original, no it is more my interest to be creative with this tools, to do something new and different to something old. Photorealistic works are possible to make with vector tools, its useful for iconographic images in ultra large sizes, but that is not like exploring something new for a new art.

I do try out the use of these tools to develop fantasy and creativity and not for perfection of a work or the Knowledge about the program. Sure you have to know what you can do with the tool your working with.

**On the left:** Heartman, automatically retraced and converted from an Aquarell (watercolour). The result is close to the original but has it's own significant artefacts. **On the right:** Bottle handmade in vectors, the label is automatically vectorized from the original.



# WORKING IN DOODLES



Sketch 2017

The difference between pixels and vectors is recognizable in the printing of large graphics. A vector graphic is a small set of data, that you can print enlarged in each sizes the printer allows, without losing clearness and sharpness of lines and forms. Images out of pixels are in a solid resolution, to enlarge the image without losing sharpness is limited. It looks unsharp or pixelated if you enlarge the image more as the fixed resolution



Pixelwork 2020

allows. Pixels of an image are saved one by one in a Bitmaps. Vectors describe an outline out of points with curved and straight connections. The line build the form and you can fill the form with different contents like colours with or without graduations or further line-constructions from outlines and fillings. Vectors have no resolution of the objects they describe. The resolution is added by the printer or the graphic card, that interprets the



Vectorwork 2021

code, creating the image. Images out of pixels are send pixel for pixel as output. Large images with high resolutions have lots of data. Vectors have only a few postscript data and for each resolution the same size that describe the image. Basic differences in handling the data of the image to describe are making the differences for the tools you work with and for the result you get. It is helpfull to know your tools for to get what you want.

from my sketchbook



coloured with pixels



Retracing automatically means to set the parameters for the automatic job. It starts with the resolution and the sharpness of the template, high resolutions create a lot of pixel groups and data. Sharp edges give the outlines a rough form with many points. The result gets more detailed, good for a fine, from the original adapted retraced copy. To loose details means to give room for fantasy. So, to create something different means

to change and to add something, that makes the lost to a win. Unimportant details get lost and make room for new elements. That is abstraction, it's surrealizing your work and the image your work is made from. It makes it different. To to do that job in vectors allows me to make from a small sketch a grown up graphic that can get produced in large sizes.



To develop from a small sketch a work, that is the traditional way of creation. To do that digital seems to be new but it follows the same rules as all kind of creaton. To have an idea, to work it out by creativity, to correct the mistakes and use the tools and materials to produce the idea as good as you can. Working with digital tools and using the specifications

of digital tools leads to different results, that changes the look of an image, but not the topic behind. What you do and why you do a work of art is directed by the idea you have. The uniqueness of the idea behind the work and the unique way to visualize the idea, is the art of the creator. How the idea gets realized and what it effects is the art for the receptor.



*automatic*

Converting pixels to vectors is like collecting pixels to groups and building objects out of the groups. This transforming is an automatic abstraction. The object is and looks different to the pixelgroup that it is made from. The less groups are formed from pixels with different colours, the more the image gets abstracted and posterized. The forms of the pixelgroups get their own shapes as new element of the image that's automatically created.



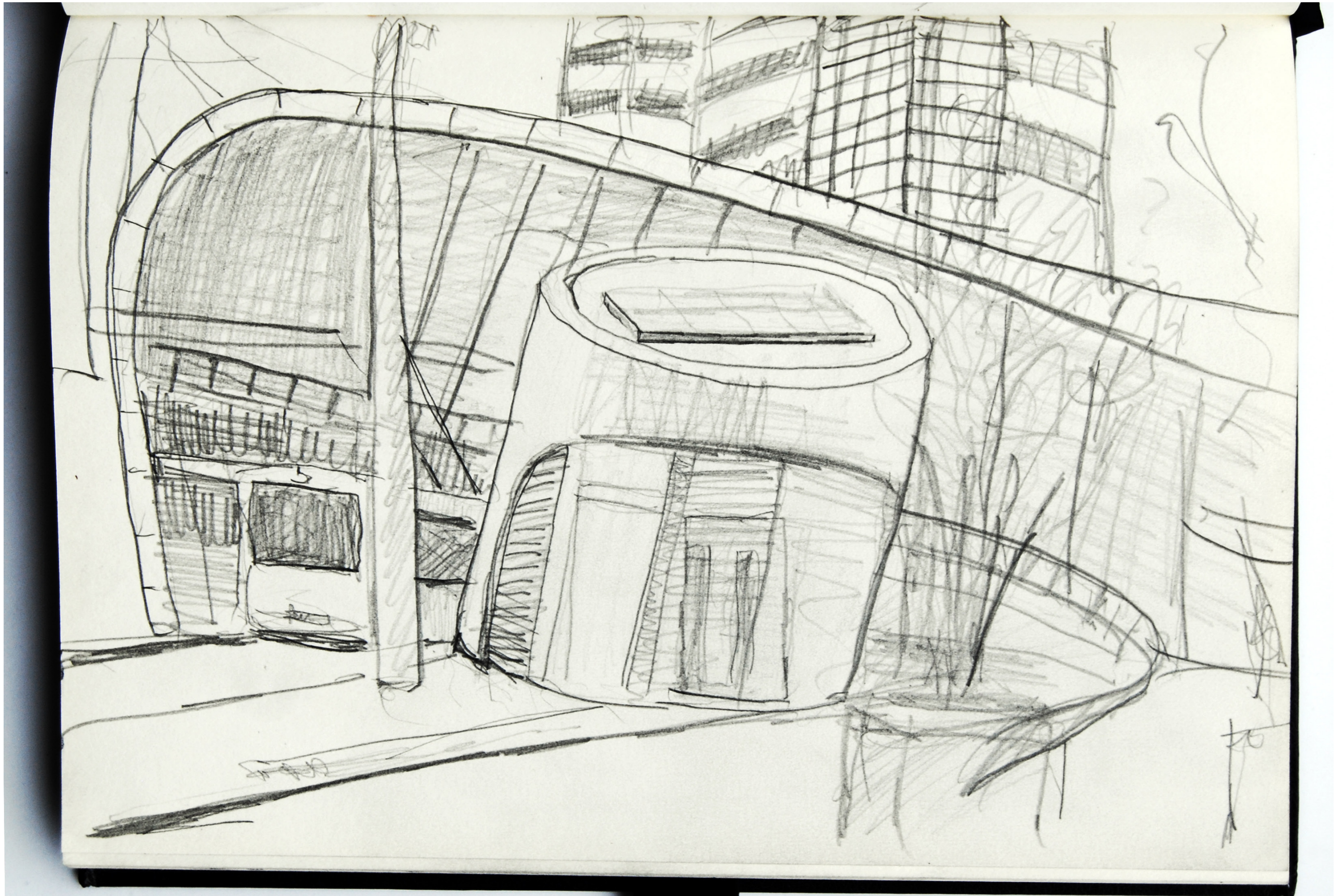
*manipulated*

Man in the train, from a trairndoodle pencil sketch

*abstraction*

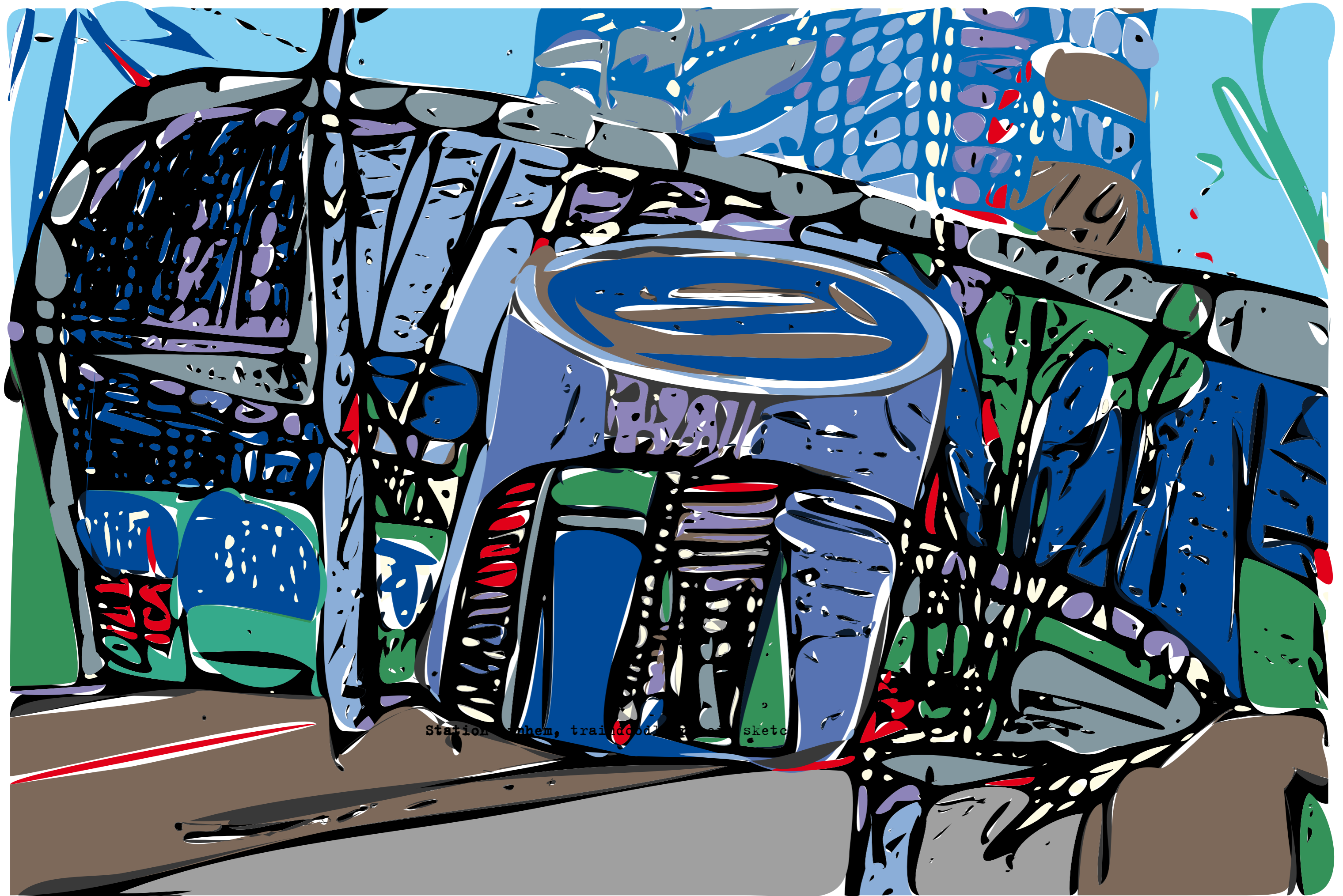


*digitalized*



Station Arnhem, trindoodle pencil sketch





Station Arnhem, traindoodle sketch

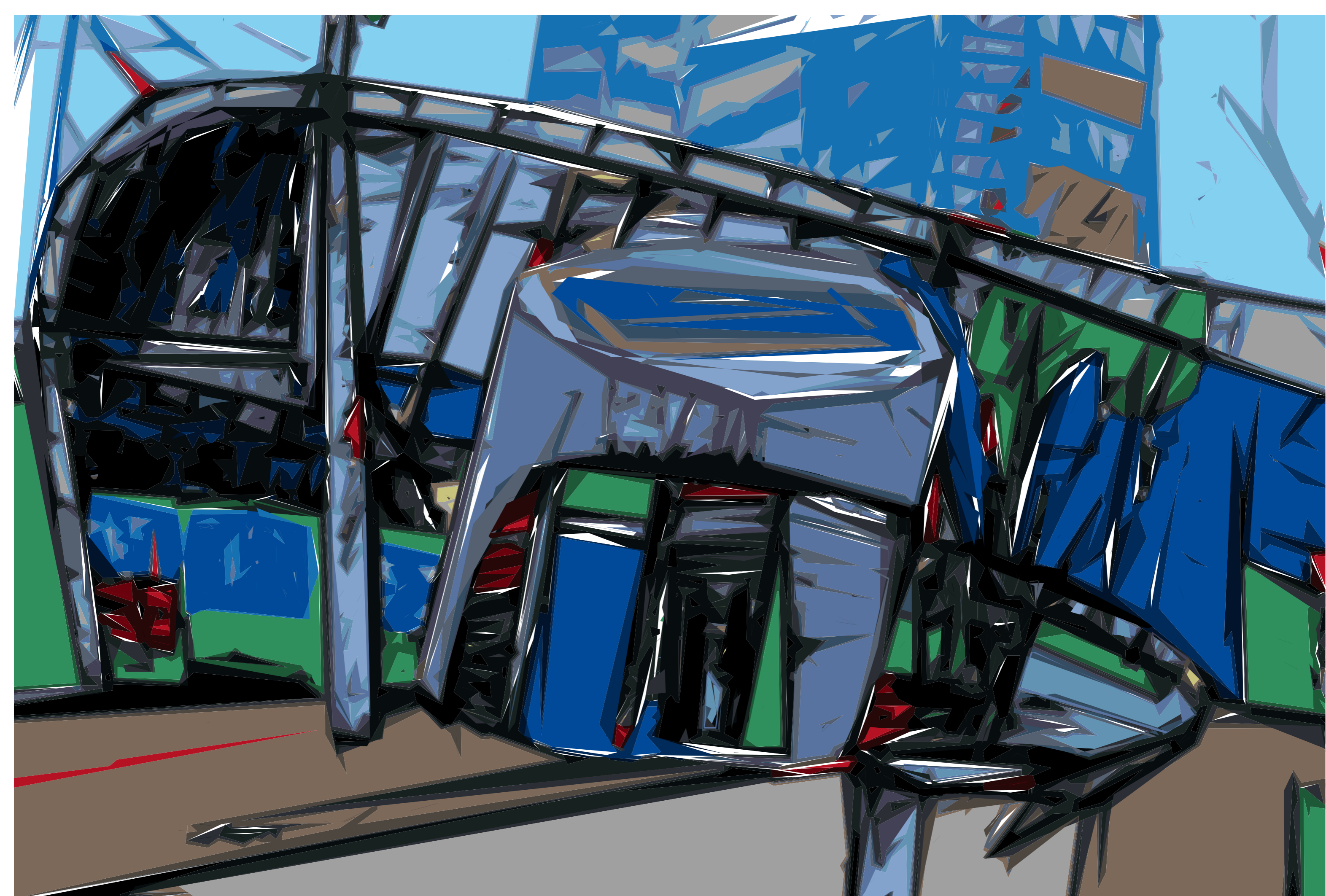
Station Arnhem, from a traindoodle pencil sketch

Station ①



Station Arnhem, from a trairndoodle pencil sketch

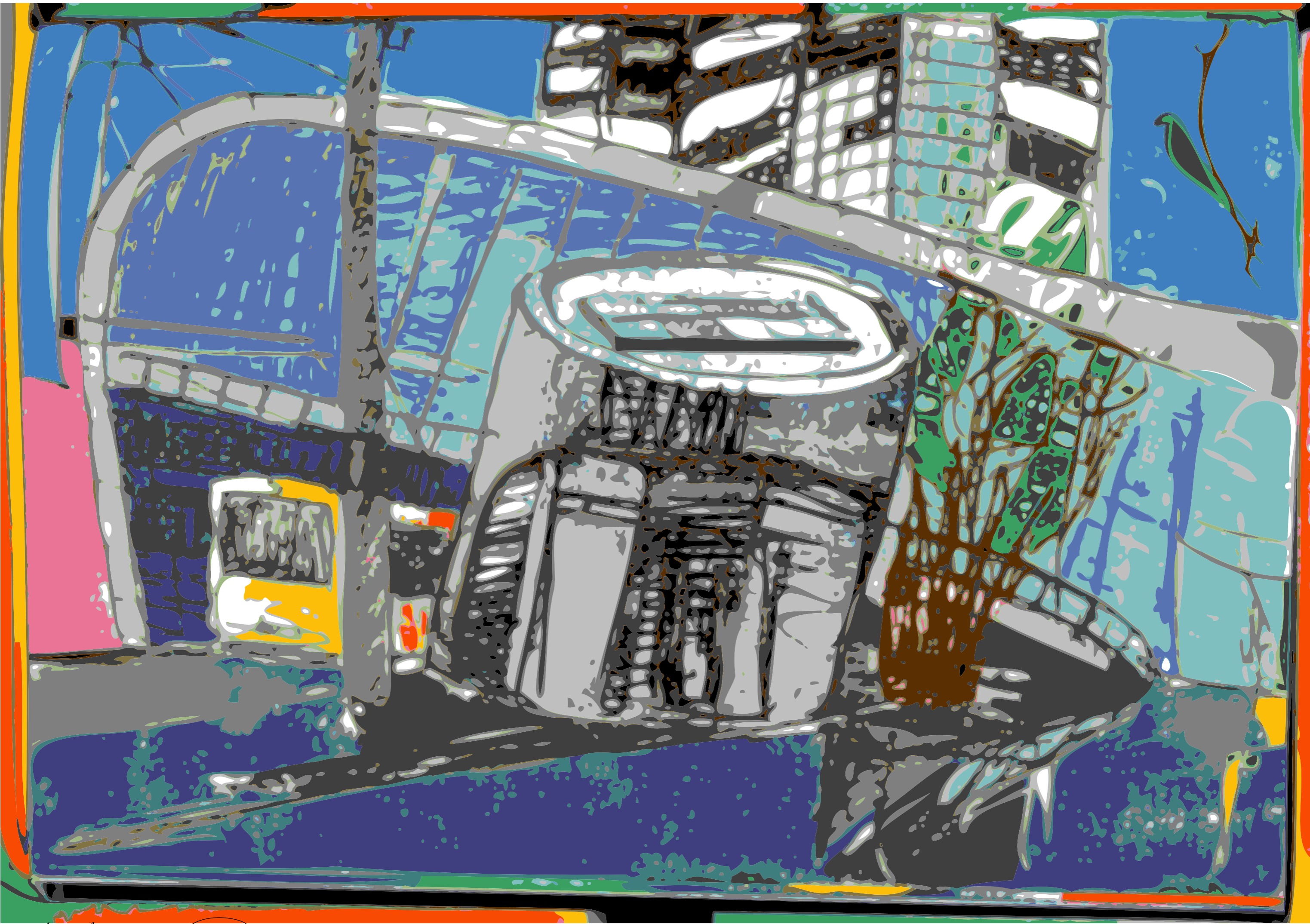
Station 2



Station Arnhem, from a traintodoodle pencil sketch

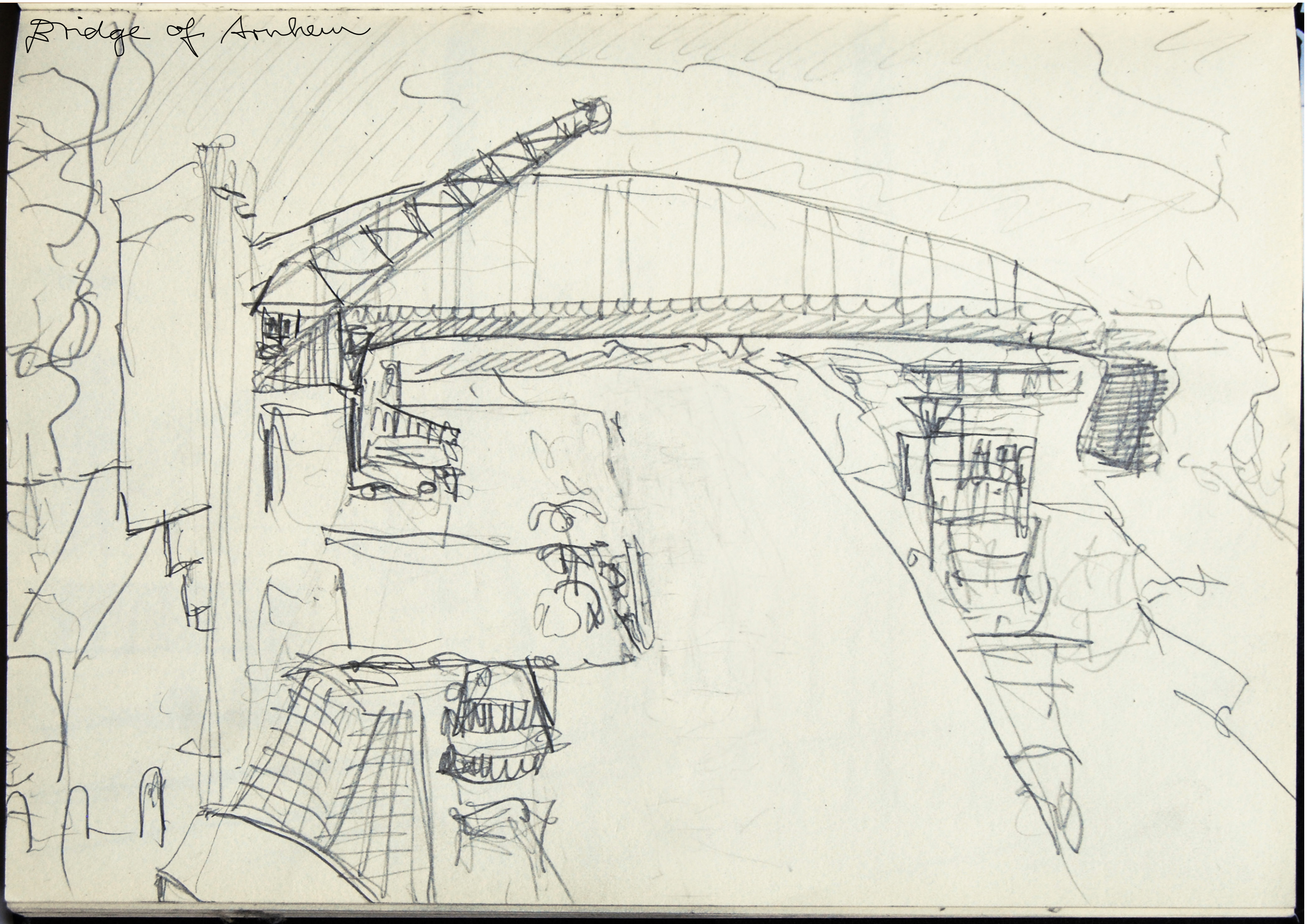
Station ③

Station Arnhem, from a traindoodle pencil sketch



Station 4

Bridge of Arnheim



Die Brücke von Arnheim, trairndoodle pencil sketch

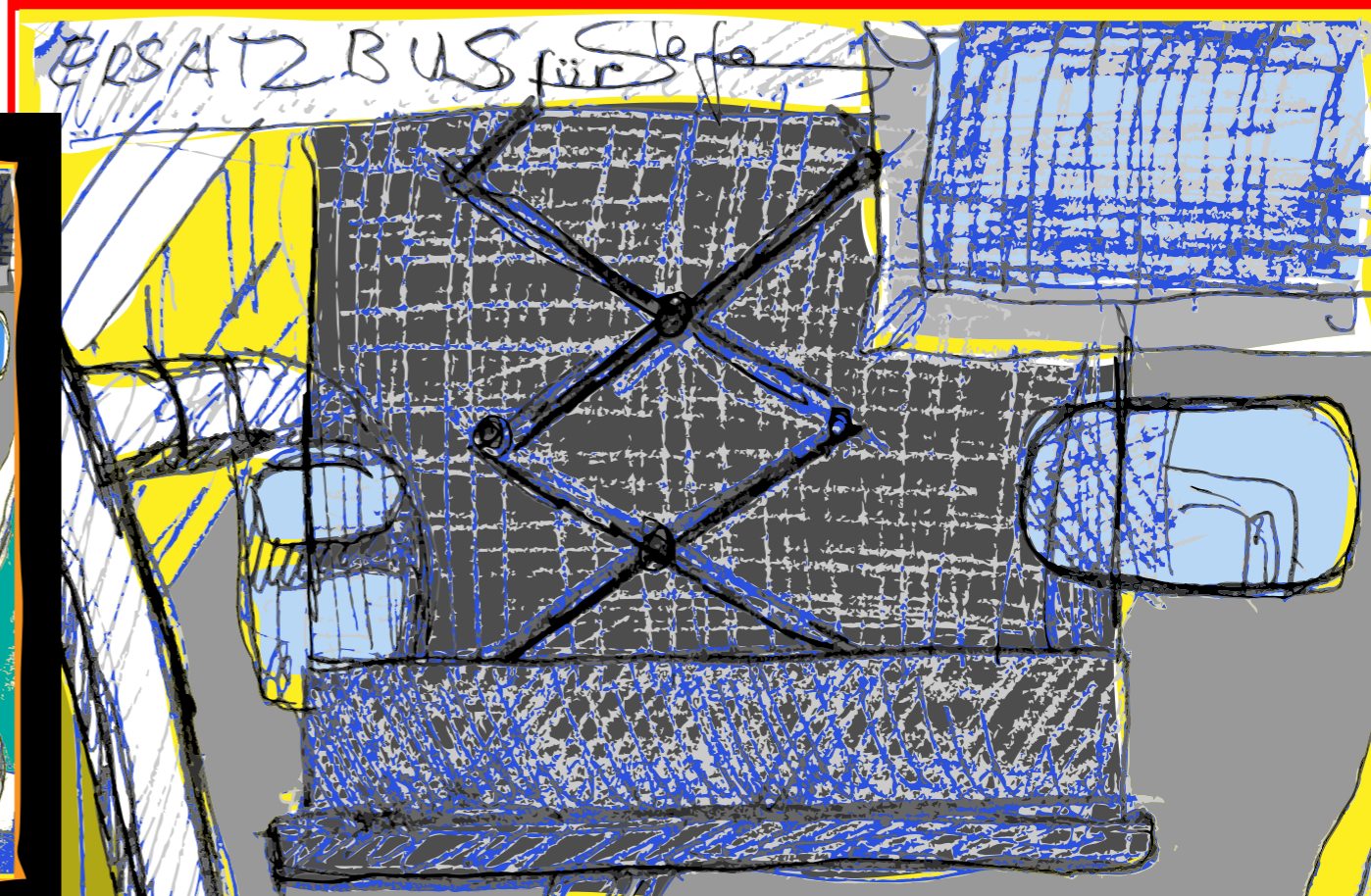
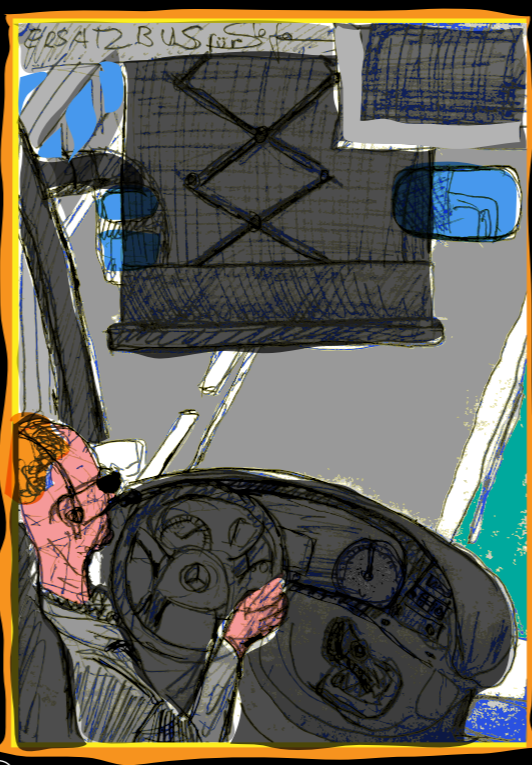
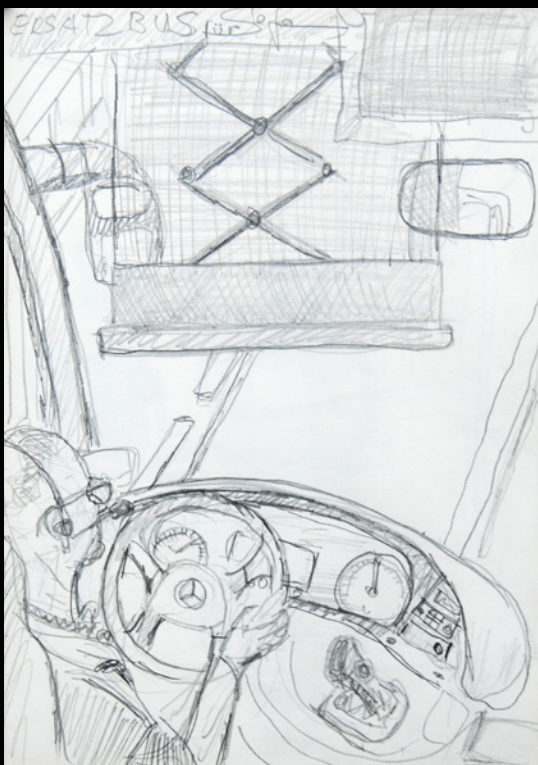


Brücke von Amurum coloured pencils



Bottleke von Ankeun vectorized

# ERSATZ BUS



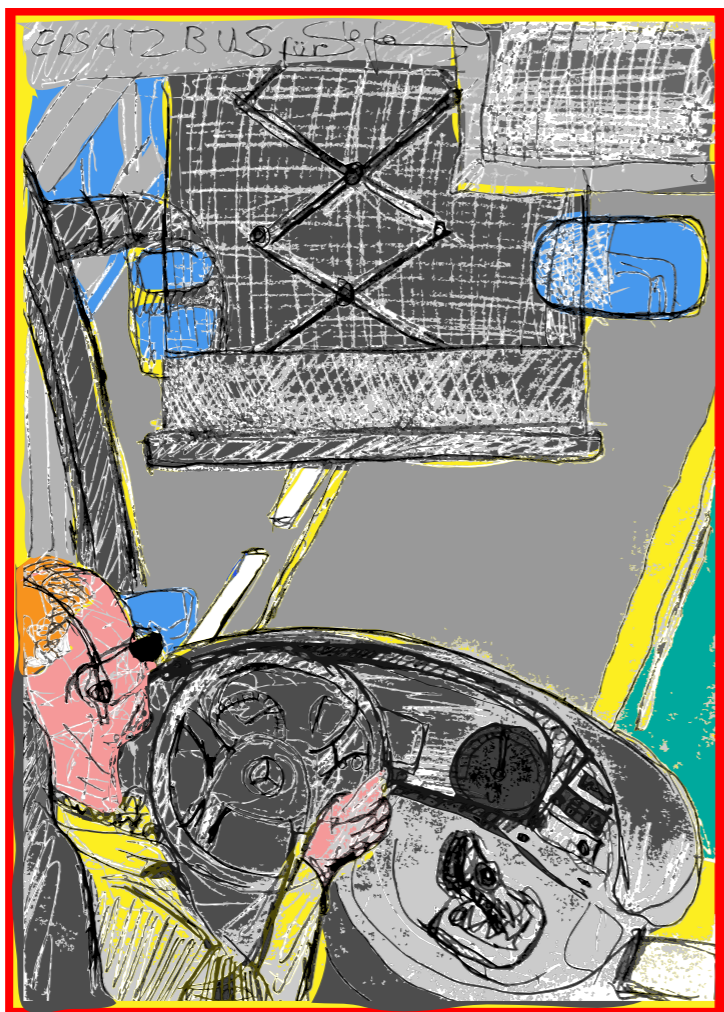
①

②

③

## Colouring my traindoodles

After photographing and digitalizing some of my traindoodles I coloured them first with easy tools in my Photoshop, to get some coloured pixels, to vectorize them in illustrator. I manipulate the result by reducing the number of points or adding some lines and forms. Abstraction happens by simplifying and the results give the ideas for the digital manipulations. Developing and changing my style is something I'm working on. So the manipulation of digitalized images take influence to the



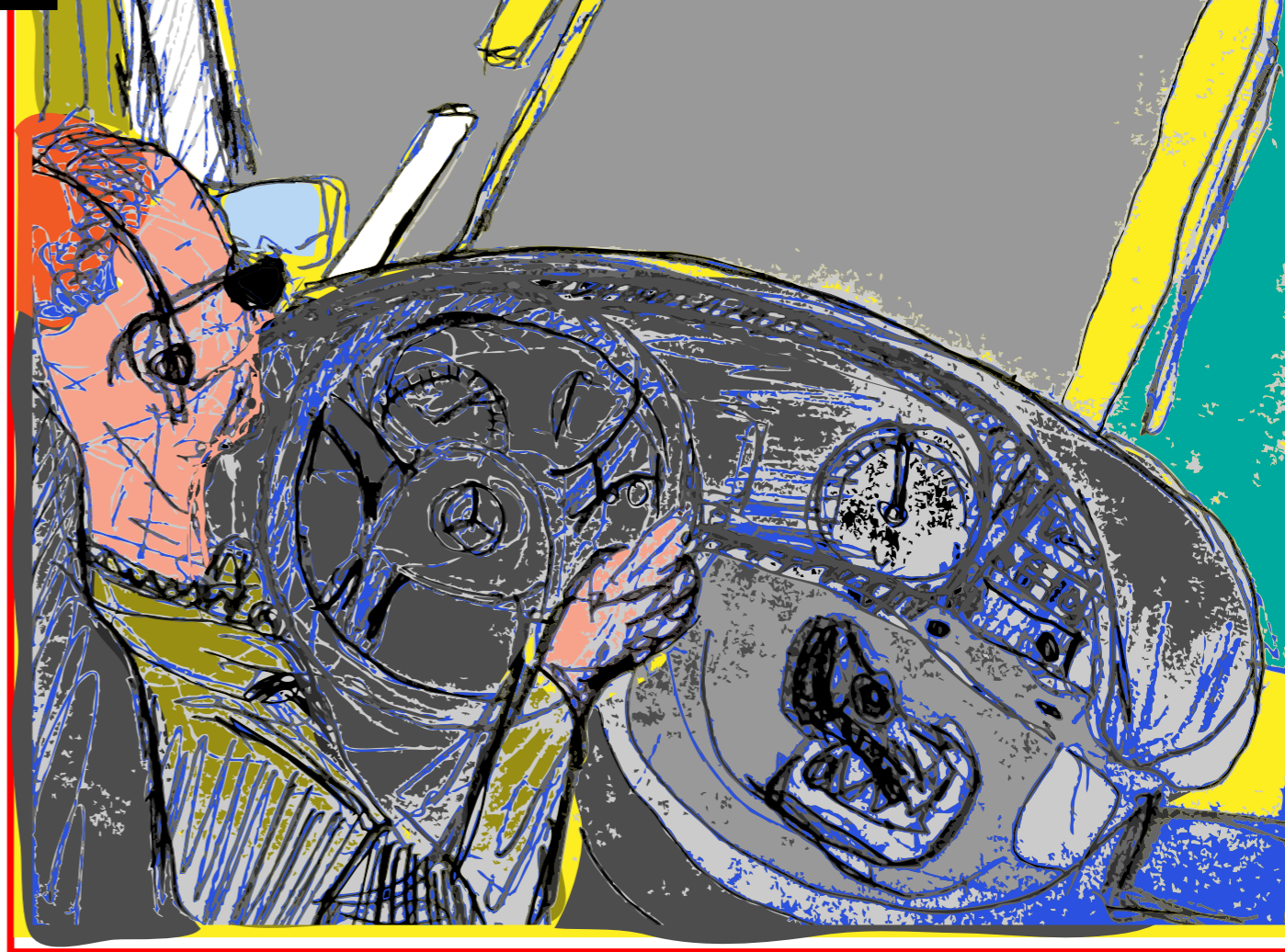
Drawing No. ①

grayscale  
6 tone pixels ②

Colours by  
vectors  
No: ③ ④ ⑤

vectorizing, digital manipulation can influences the working process of a whole series. Routines I can use for several works to give the images a common line that is following through the series. The way I use my tools makes the style of my work.

④



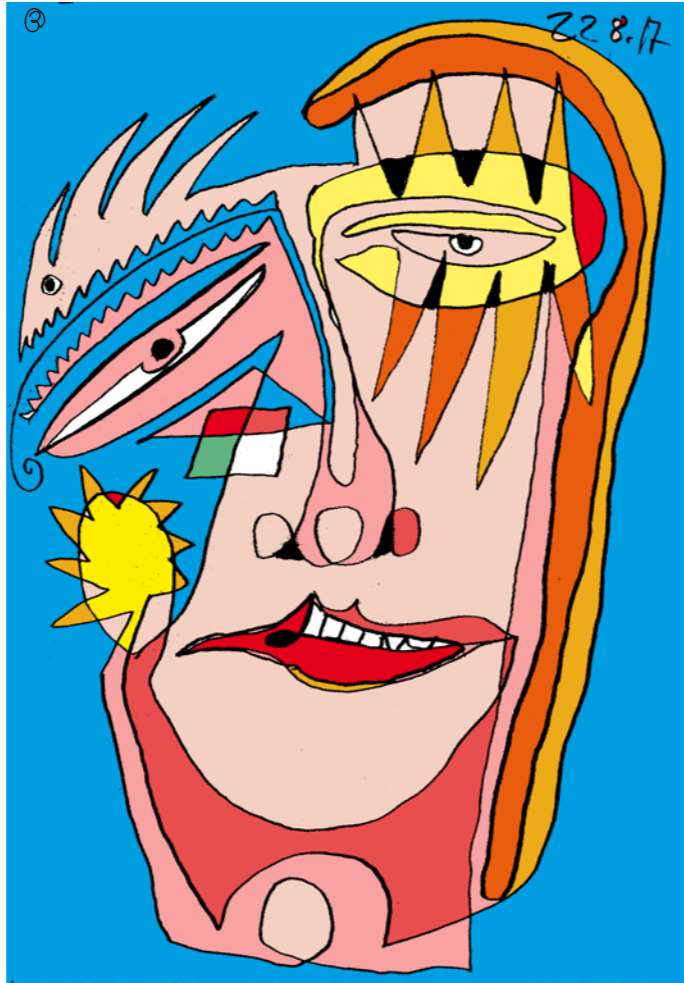
⑤



Drawing



Pixelwork



in black and white pixels



vectorwork

Translation and variation



G



# DEUS ex MACHINA

Inspiration is not falling from the sky and also not something you get told by God or a holy power. It is something out of your mind, your experience and the way you have learned to look to the world around.

Ideas, that come like manna from the sky, are not your own ideas. To do something own means, transpiration and thinking.

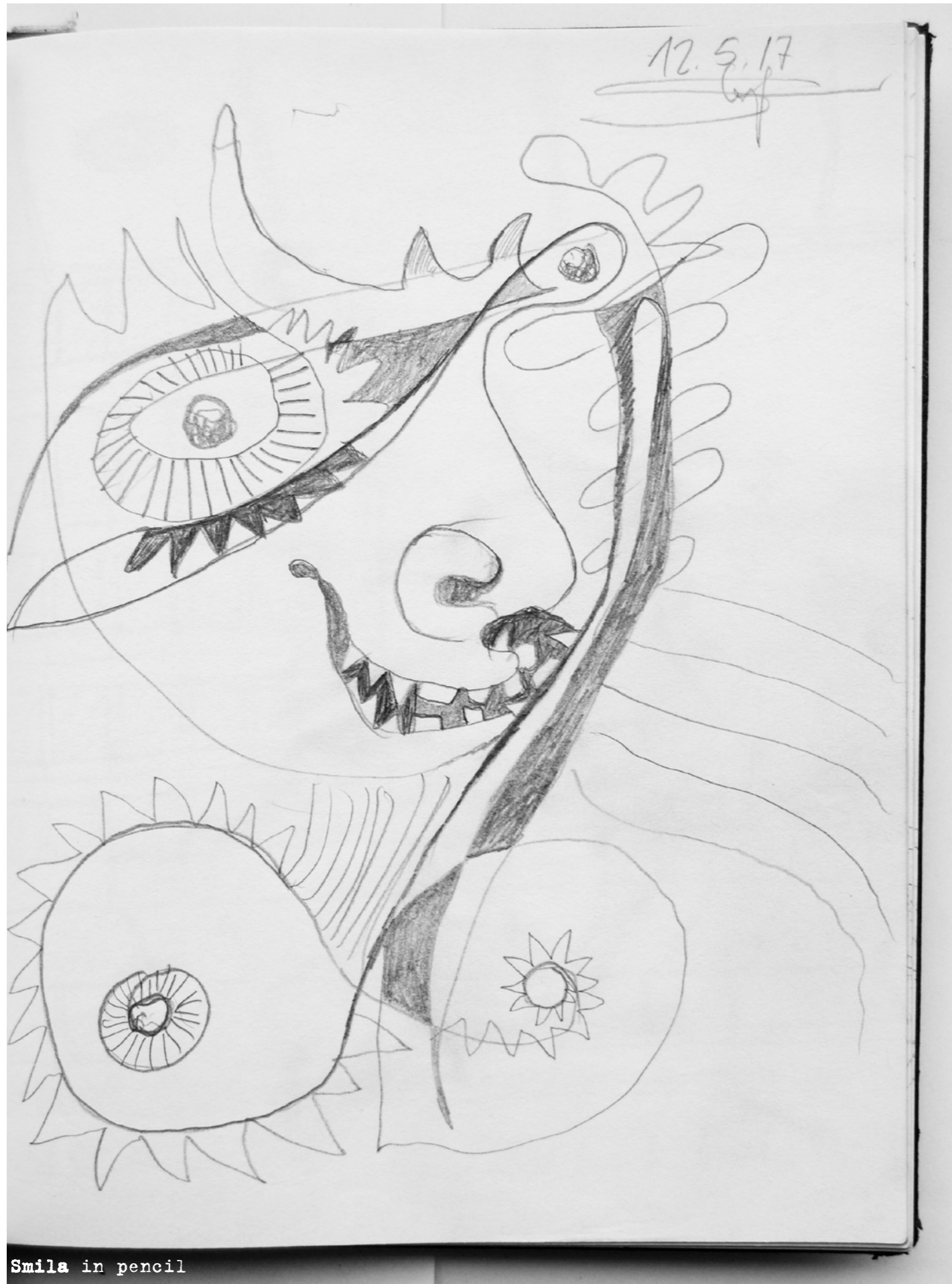
Progress goes step by step with a lot of work. Inspiration is not a button on your keyboard for a self working program. It is the thought, that is standing behind a new idea, there is no program, that does the job. If a computer-program does the job of fantasy it would make the artist useless. If a program with fuzzy-logic could do the art, what direction art will go. Will computers go to look at that computer made art for enlarging their computer-minds.

Art without the human factor could make the world better but without that factor for whom, for computers only?

FuzzylogicART would be for a new species with Fuzzylogic Minds. IF computers are making art, they become the leading species and we humans feed them with energy till the end of our days. We would serve the fuzzylogic of a machine. Maybe we are doing that, without knowing that we are the servers of a new species we have created with the internet as environment to connect us with the

**FuzzylogicGodMachina.**





Smila in pencil



Smila with bold colours



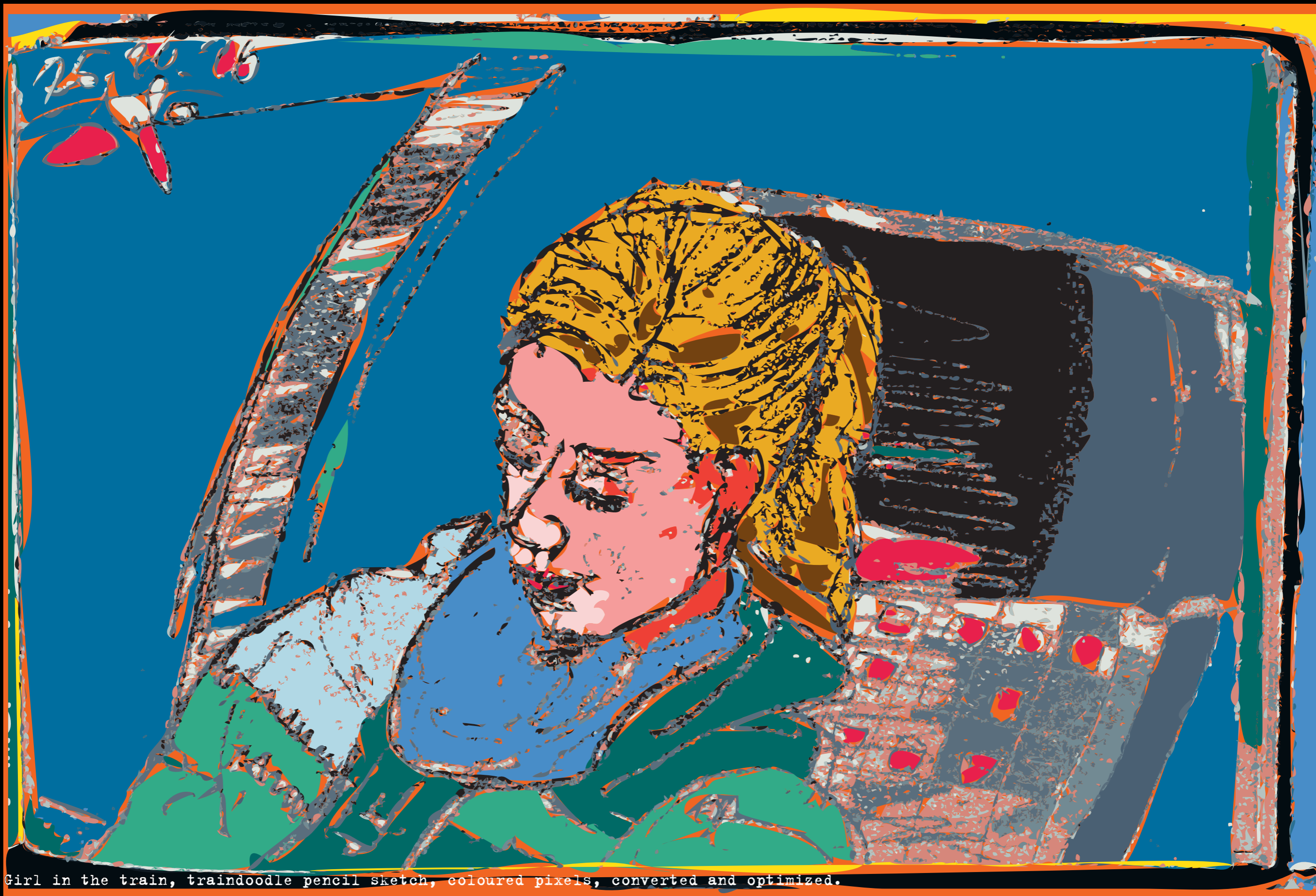
Girl in the train, trindoodle pencil sketch



Girl in the train, trindoodle pencil sketch and coloured pixels

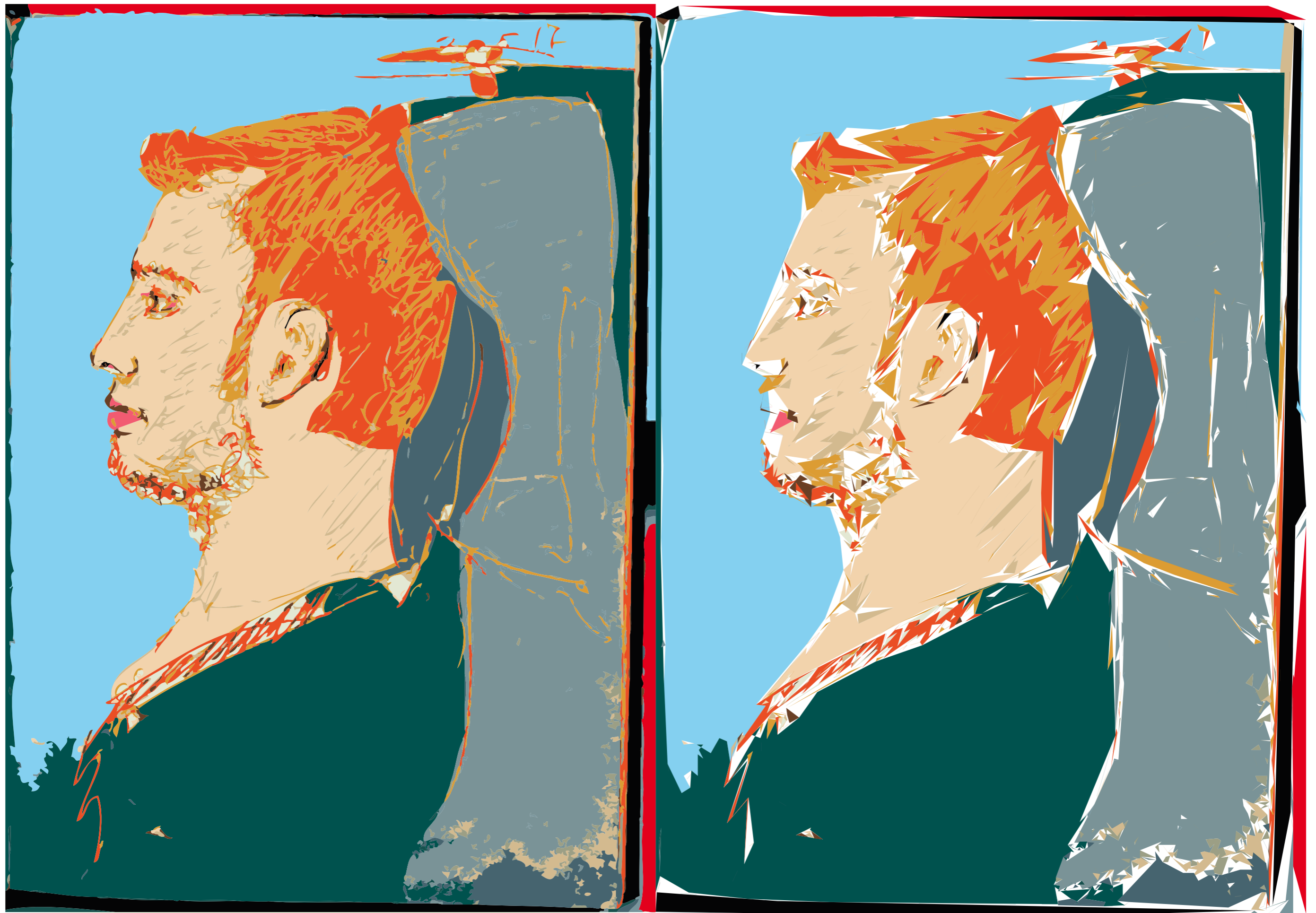


Girl in the train, trindoodle pencil sketch vectorized in black



Girl in the train, traintodoodle pencil sketch, coloured pixels, converted and optimized.

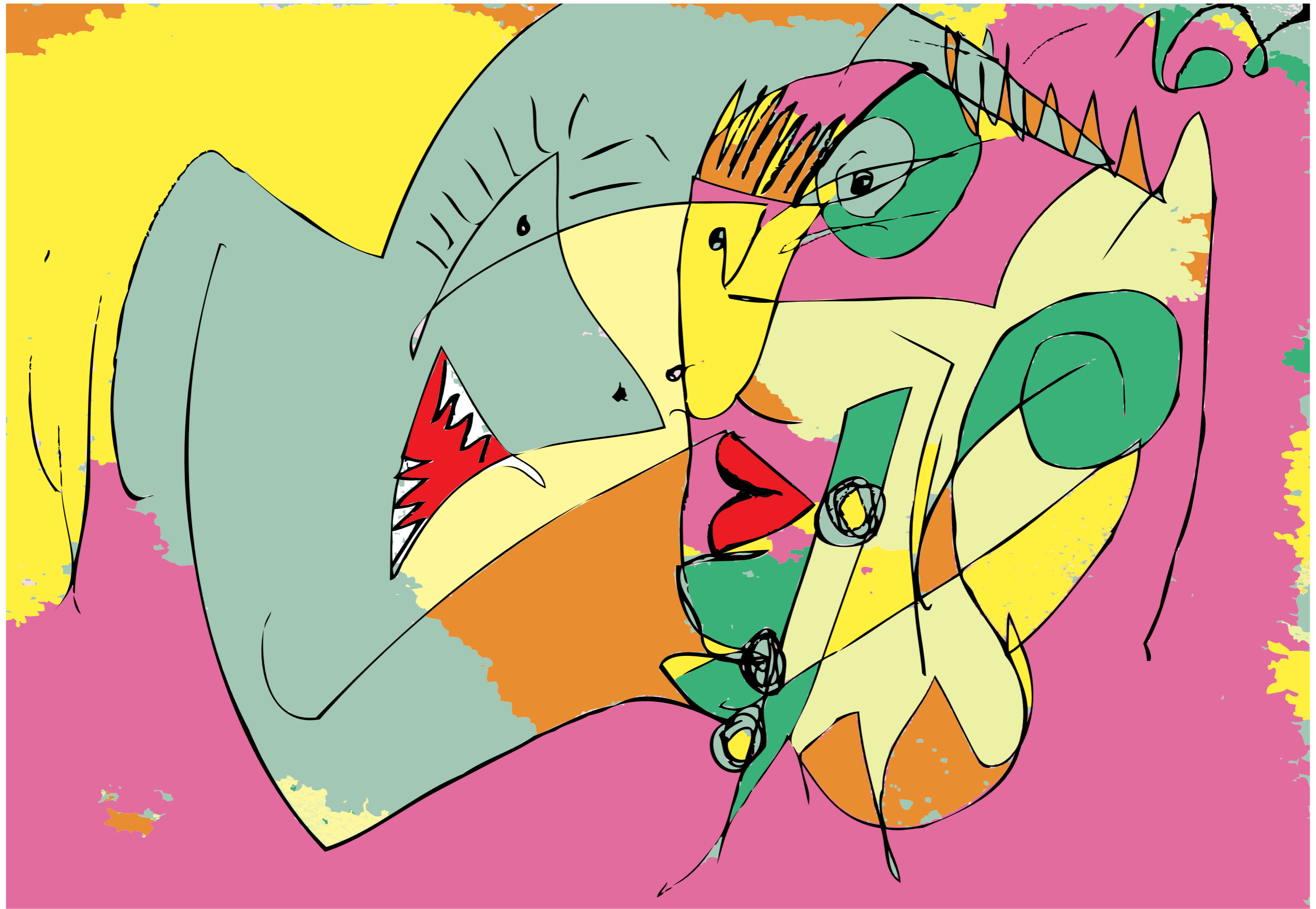




Man in the train, from a trairndoodle, two variations



In the train, from a traindoodle, pencil sketch to digital abstraction.



# The Hitl-Factory

There is a Hitl-factory in Germany producing a lot of new Hitls. Here are some Pixel-hitls and some Vector-hitls from my (Hitl)TRAFactory. If you are blowing up the pixel-hitls they are not sharp. They are not so dangerous as the Vector-hitls. Blown up, they are sharp as a blade and dangerous as nuclear Heads. Some have only:  
-Braunkohle im Kopf-. Some big Brownies are dreaming of taking over the world. Smaller ones think more national or local.  
**Watch out: There is no Antihitl and there is a little Hitl in everyone. Don't let him grow, first he will take over your mind and than your world.**

vectorized, pixelhitl from a pencilsketch







Stefon 2021



FAA 505

4817

DATE OF THE DRAWING

2021



*Penarell*  
digital cleaned

Transformed to  
*Vectors*



watercolour, simplified in colours



converted to vectors

*Simplified*



Changing the tools means to change the style of working. To use new chances to do things different and do something new. Only to reproduce

Art has not to be perfect, it has to drive the direction.

It has to go forward to find the path that is leading to new destinations.



Change of the style by vectors

works or styles is hanging on the idea of perfection. But that is not my aim.

*Josep Lluís Hualde*

more digital manufactured elements

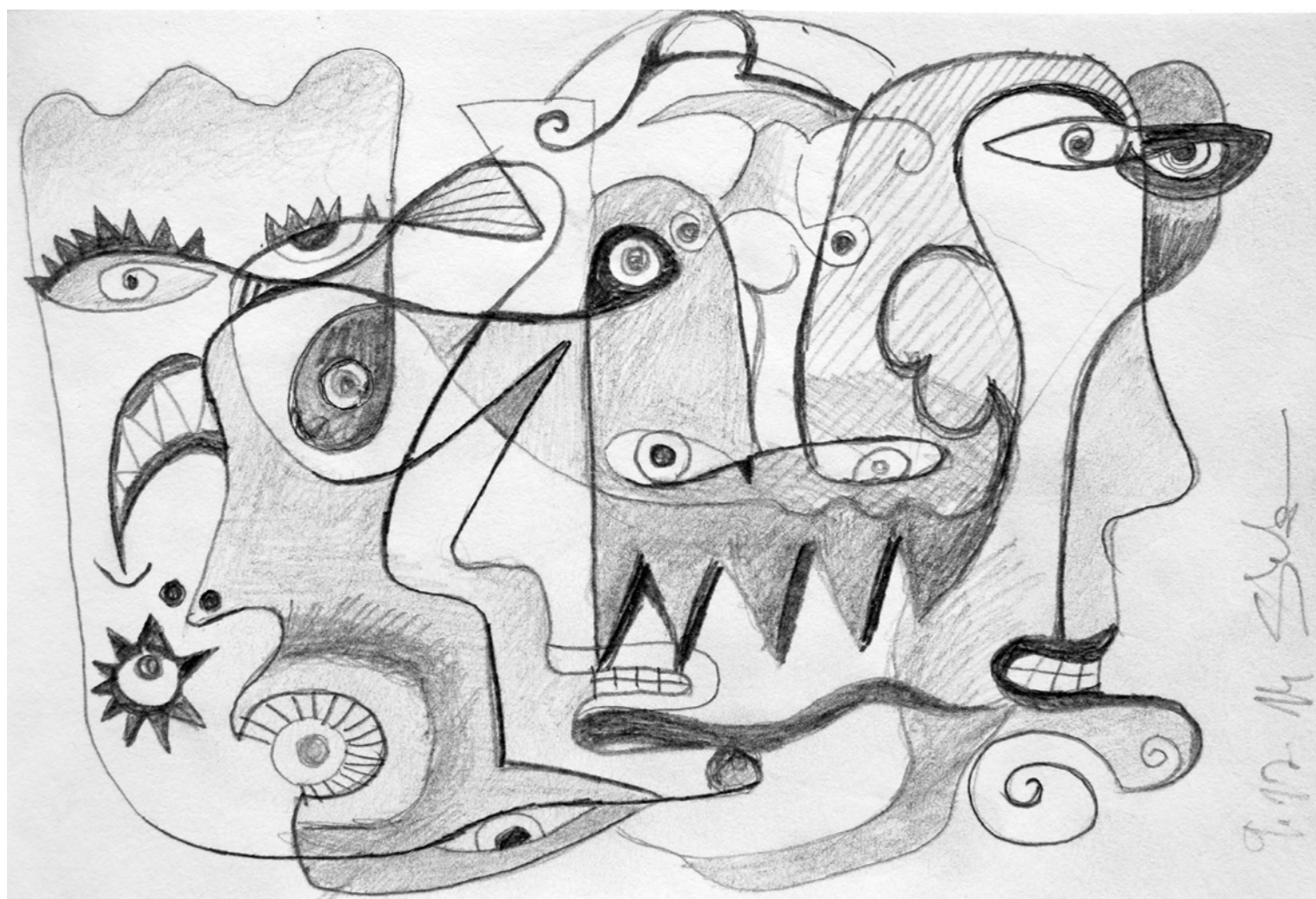


variation of the work

Drawing, pencil

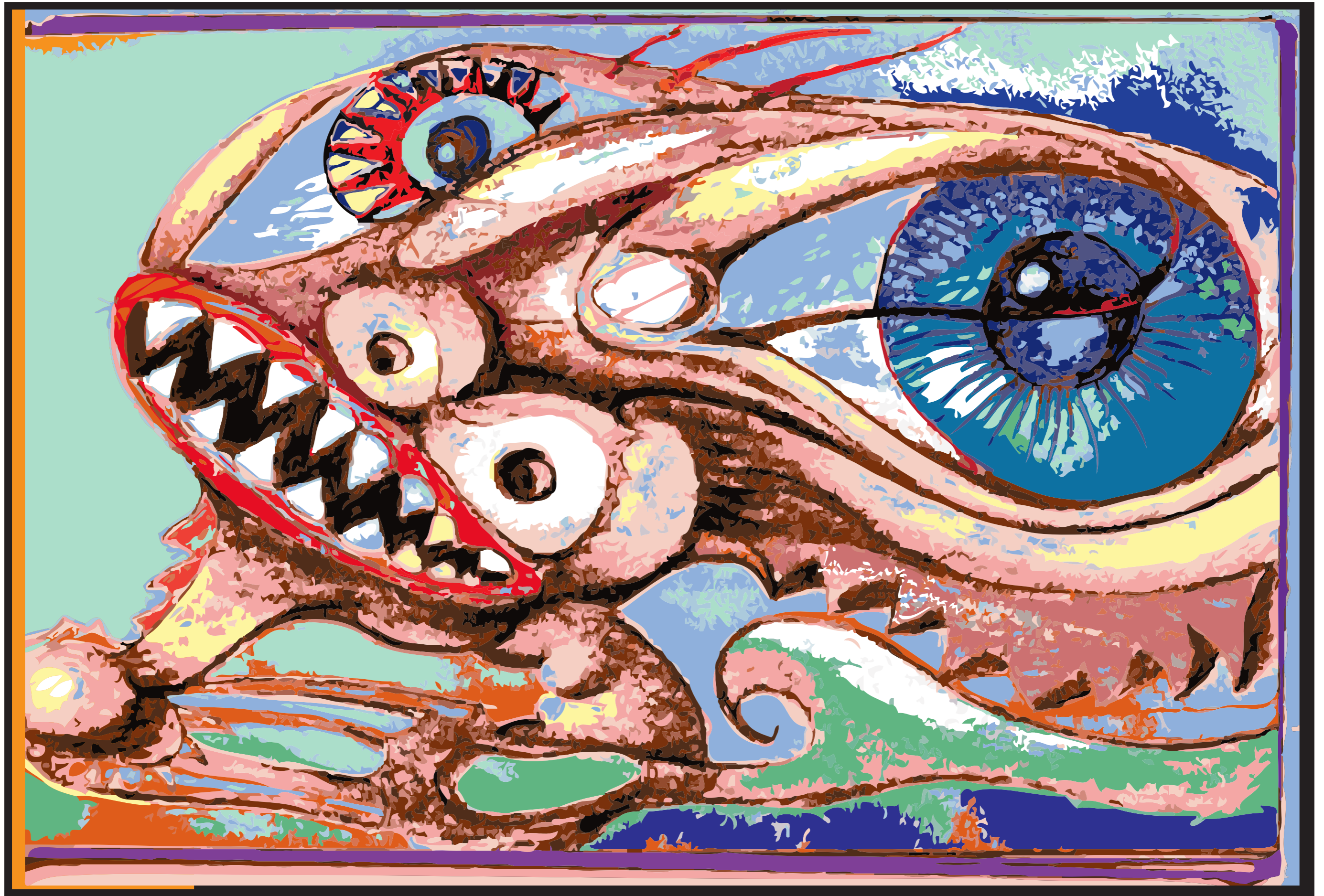


In high resolution with coloured pixels (aus dem Eimer) in photoshop



Drawing, pencil

Drawing, pencil with coloured pixels



Monster, from traindoodle. Retraced in low resolution with lage pixelgroups, recoloured



Drawing, translated to a coloured vector-work.

*Date of the Sketch*



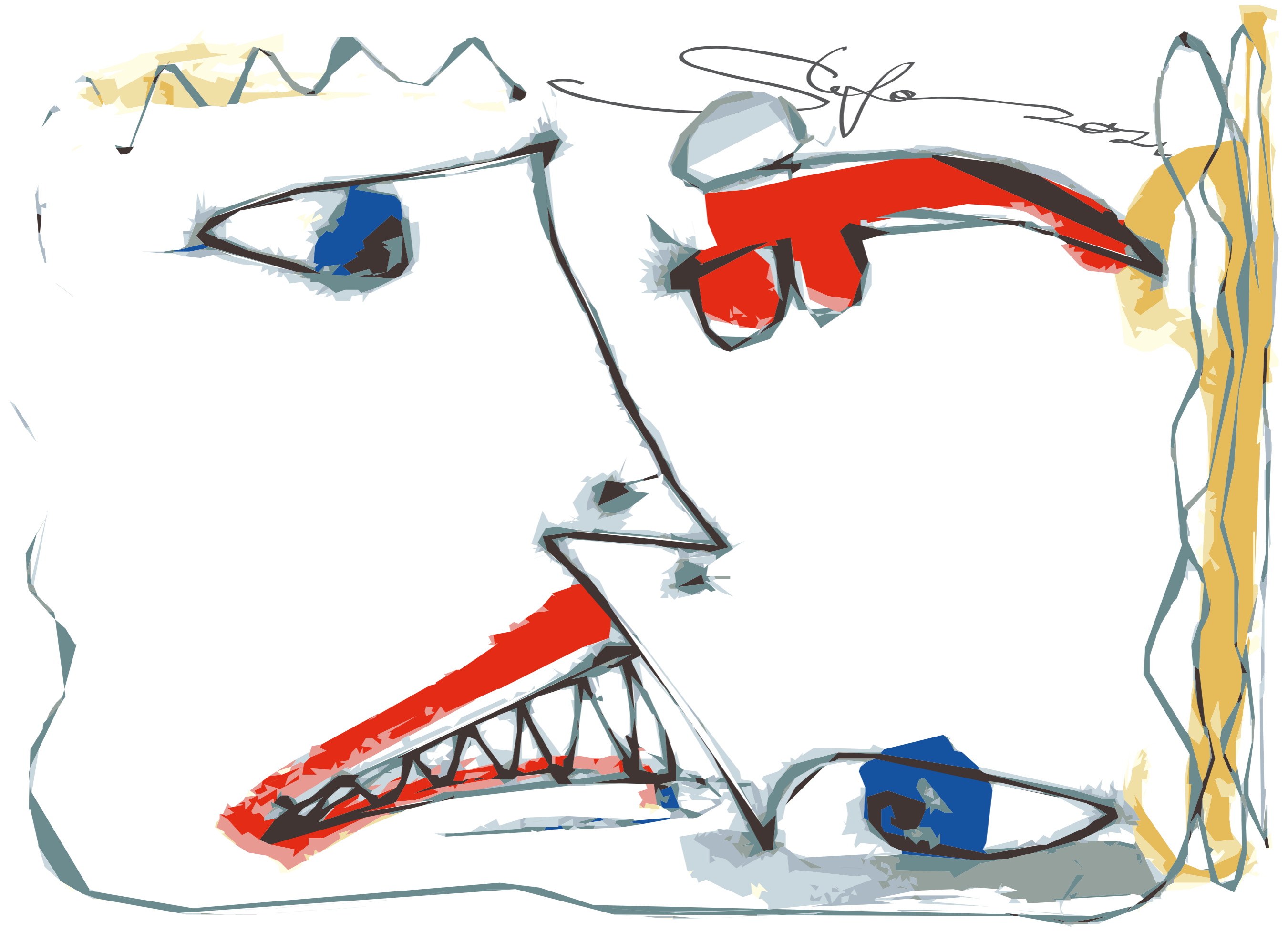
*Sketch 305 2004*

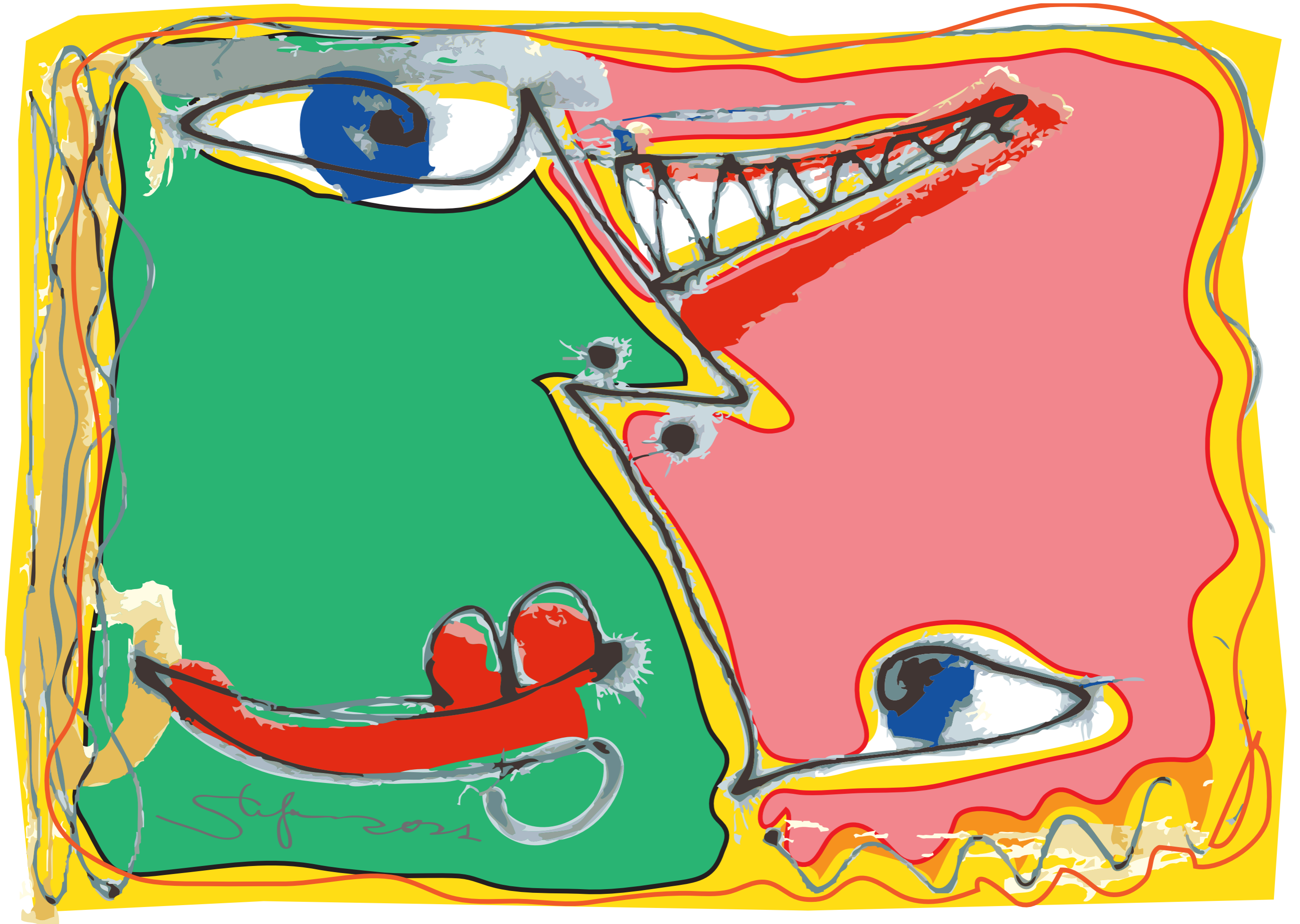


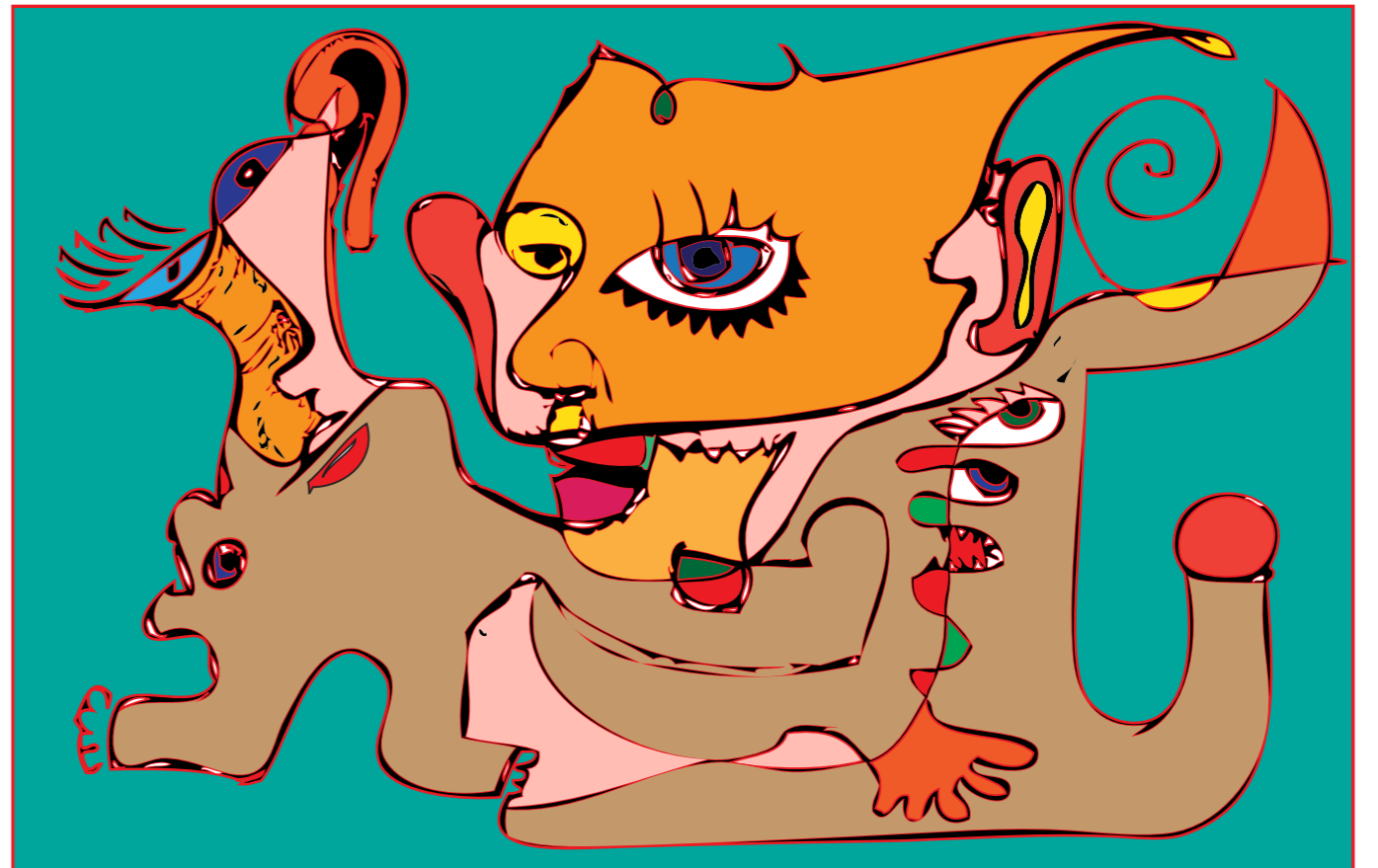
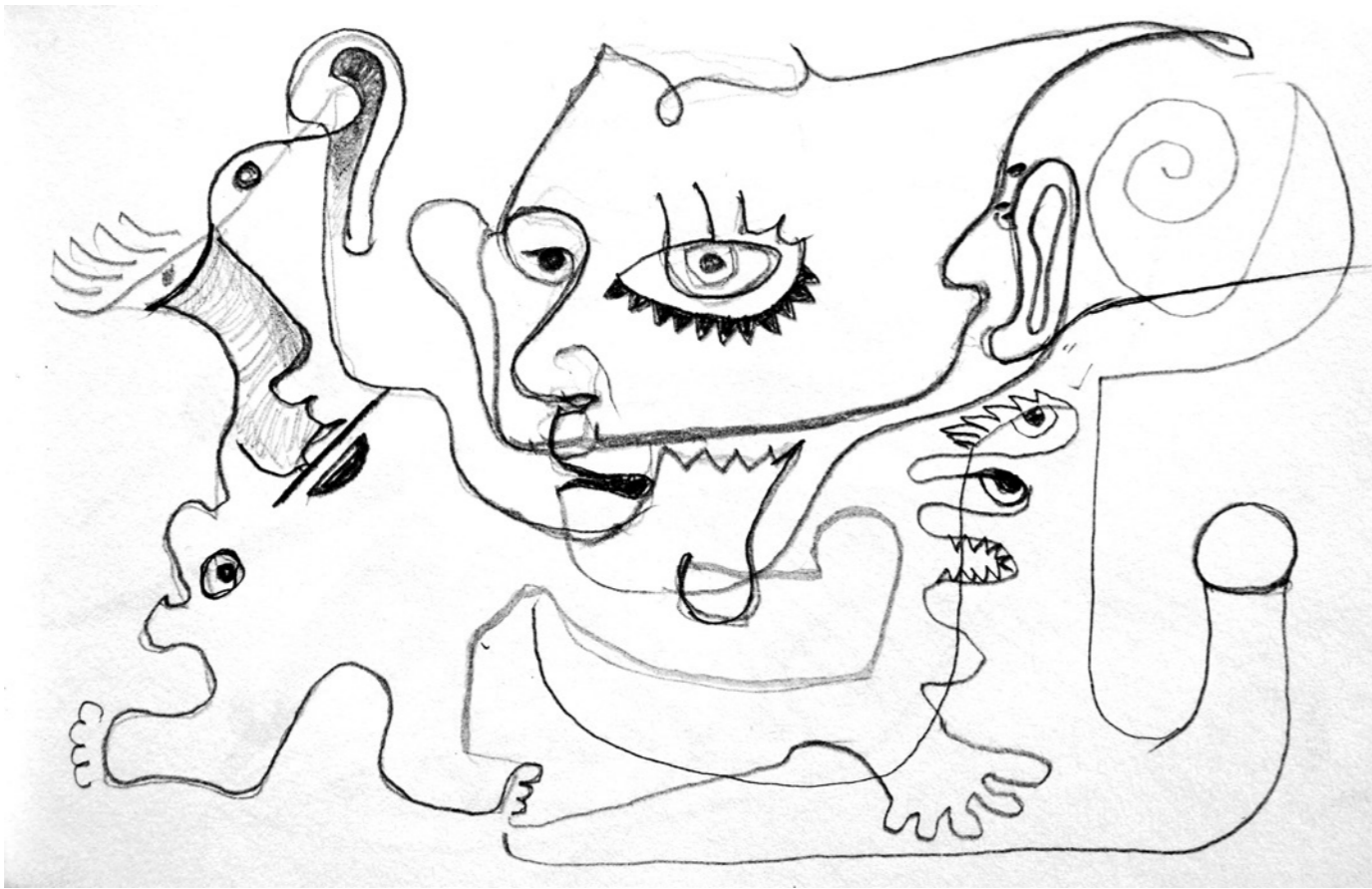


















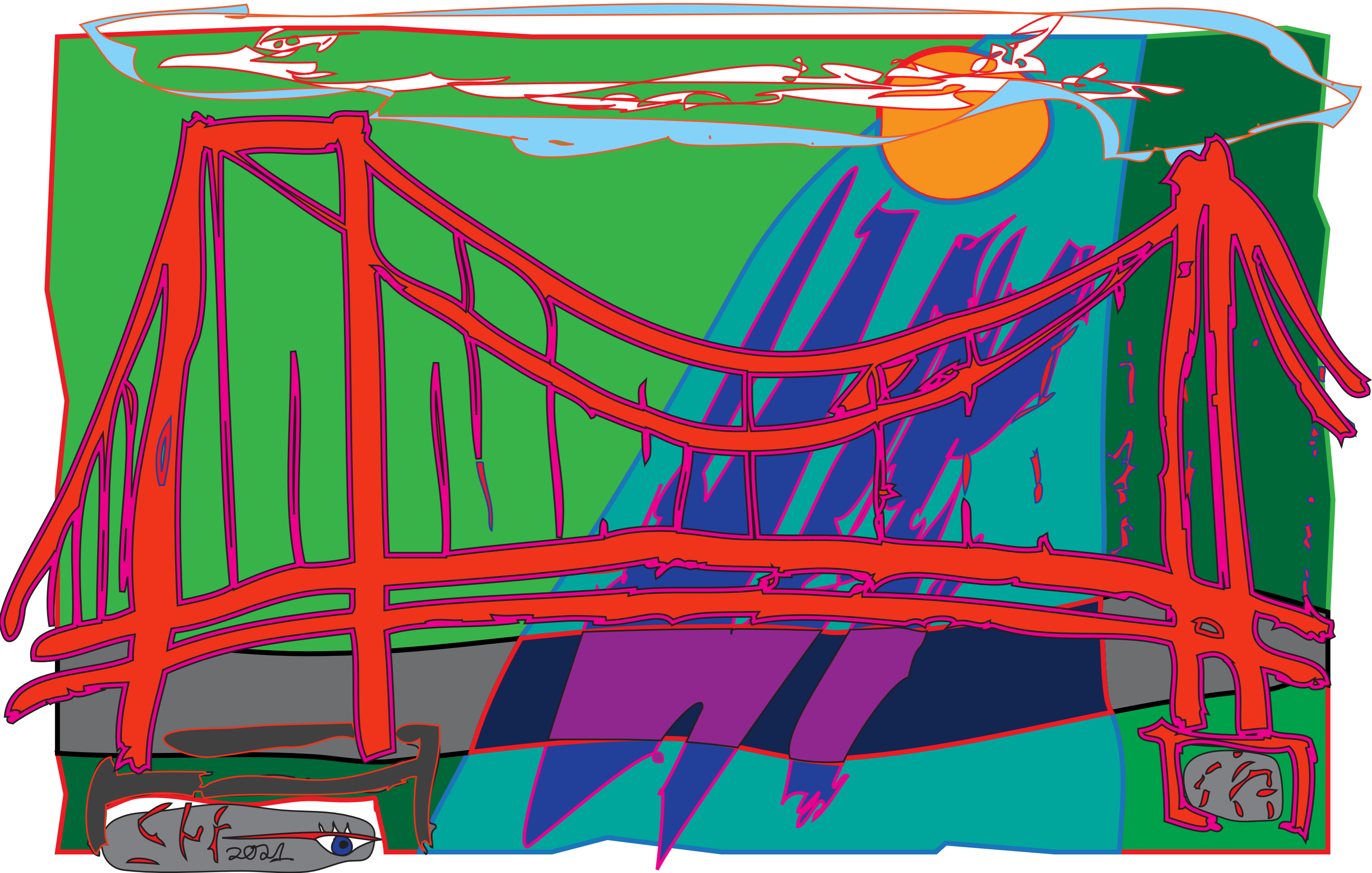














S. J. 2024





Digitized and vectorized  
automatic Drawings

VECTOR 2021

SketchBook Pro

STEPHANUS EMBRICA