**Evaluation concept art of my fmp project: gods of rock**

I made three posters for my fmp which was originally going to be 6 and a soundtrack but given the time limit i had to narrow it down to three gods Zeus hades and Loki. I started to do Zeus which was heavily inspired by the god of war Zeus. Then I did hades with a skull and a background which I painted myself. Then Loki which I drew and painted myself using photoshop and illustrator and watercolour paints.  I was anxious while doing these because I wasn't confident that I would be able to fix the problems I would encounter. However, when I did, I felt proud and confident that I managed to finish the production on time.  When I was creating Zeus, painting him in photoshop i managed to use the magic wand to get the exact section coloured the way I wanted. On the other hand, when I tried to add texture to Zeus, I struggled with it and just couldn't get it done so I had to skip it. With hades the digital part went well and i did that with no technical problem however with the background i had to practise doing upside down sunsets which was a lot harder than it sounds and merging colours however I managed to do it i did struggle with it and it took me a about 2 hours to do. The background for Loki did well with no problem. Meanwhile Loki himself didn't go as i planned so i had to redraw a rough outline on illustrator and base Loki on that outline i did which wasn't the best i could do but it was all I could do in the time limit I had. I think that the mixer brush and the gradient tool would have helped me with the whole production books from the library would have helped me research more and give me a different perspective on the gods which is what I tried to do with this production to see the goods in a different perspective; my perspective.  In conclusion, next time I will do more research and explore the software more to take my project further and make it the best it can be because it does look like I have rushed it towards the end which wasn't my intention, but it is what it looks like logically.