

SKETCHBOOK 005

January
2024

DAN
LEYDON

Hi!

(there's me -->)



this edition of the monthly sketchbook is a hum dinger, I've been excitedly chasing better design principles so this translates to more focused colour palettes, more use of shape and pattern and using the player art as a piece of a larger whole throughout. Really inspired by HATTIE STEWART so check her out if you don't already know her work.

Thanks for following what I make, have a **great** day!

Software used: Procreate, Photoshop, Illustrator, After Effects

Hardware used: iPad Pro, Apple pencil, iMac

**DAN
LEYDON**





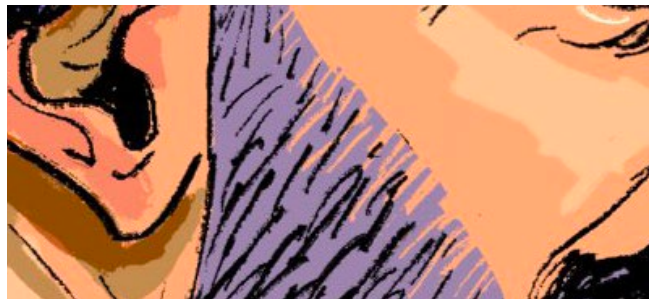






feels like this is better than my usual portrait work

cool beard details here ----->









this felt like such a bummer when i made it, feels really uninspired and like i'm just trying to copy 'professional' looking art i've seen in other places



here's where it takes off, the elements i've drawn and added around hwang really make this pop and feel more visually exciting.



i feel there's more of ME in this, maybe every artist feels like they have an untapped potential inside themselves and the whole point is getting at it but i feel like i'm getting near something fun and original with this approach





already better than most things i've done in a design sense







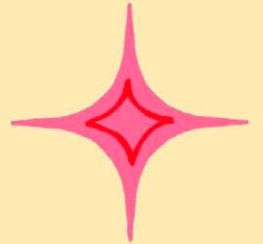
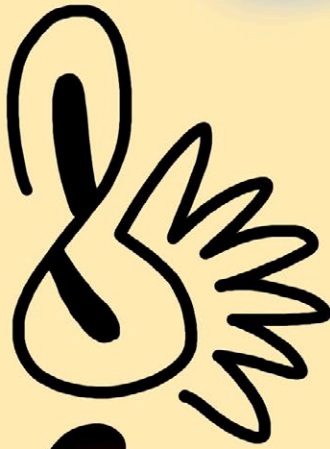


really pleased with the balance here, also the linework on the subject was so much fun to make, i also braved drawing some cool flames, i like how everything in these pieces is self sufficient i.e. all hand drawn, like a mural, no type faces are used





VIRG



Vita

VIRG



Van
DIJK

VAN DIJK

DJK

VIRG



VAN
VIRGIL
DIJK



trying to spend less time on the player art so it doesn't look laboured, i mean how much detail do limbs need really??? once likeness is achieved you can vibe off that detail level for everything



i'm hoping i can use player art as a centrepiece to plan layouts around and really get proficient at spotting a good layout design wise, THEN i can concentrate on upping the quality of the player art



the D and the I in 'dijk' at bottom right are the best things in this because i made constructed them from shapes and then drew over them with no plan after, that addition of spontaneity to a geometric shape seems kind of fun to look at. could take that and move forward with it



trying to get punchier colour palettes, my overall aim for YEARS has been to mimic vector with my hand drawn stuff



















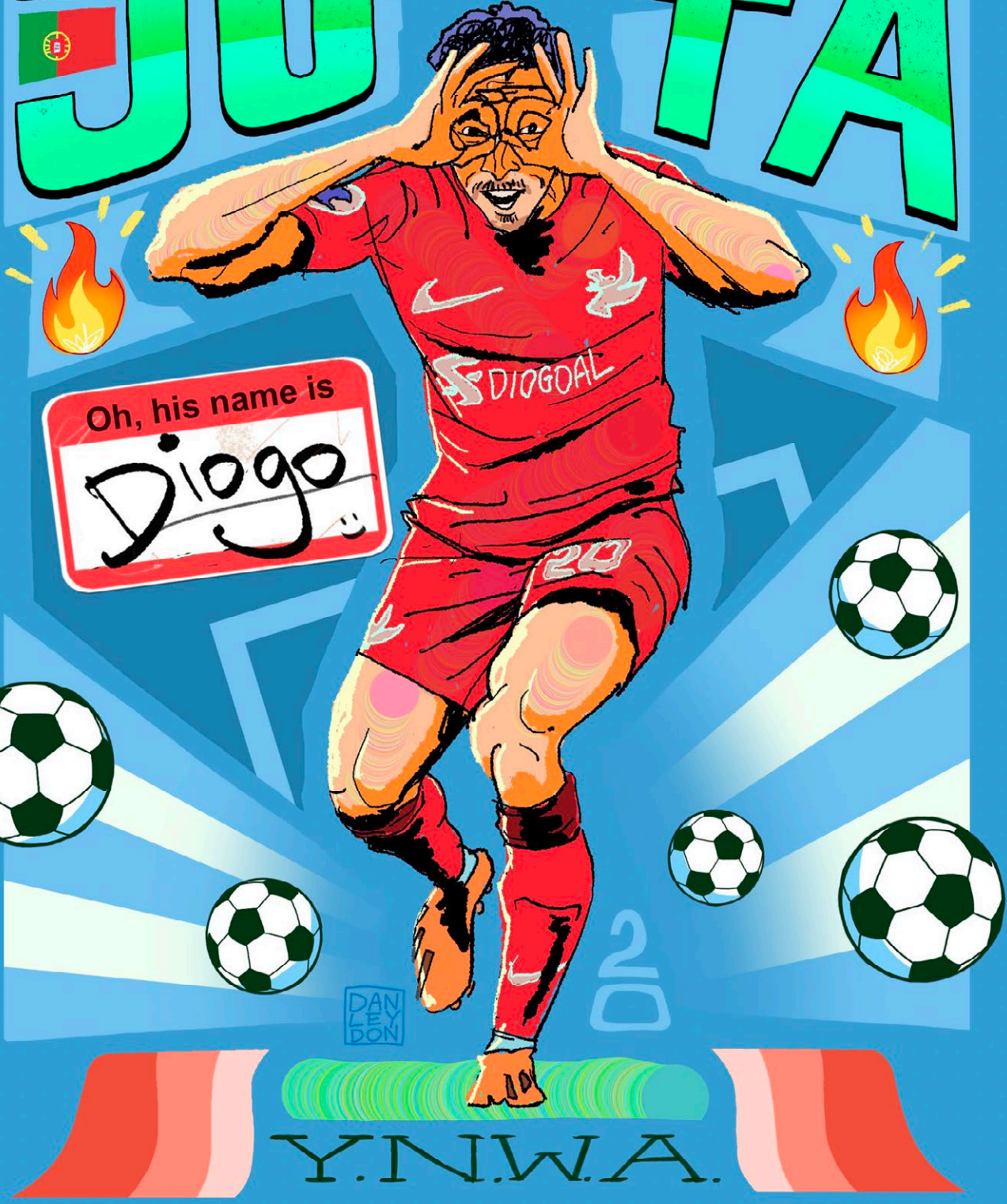


classic case of thought it was good when i made it, now i hate it



JOTA

DIOGO









drew this when the klopp news broke, was great while it lasted, good luck big man

ABOUT DAN

I'm Dan, an illustrator and motion designer based in Sligo, Ireland. The majority of my work revolves around sport, usually football or soccer. My art, which is produced in a vibrant and dynamic range of styles, reflects my working method; I'm adaptable and enjoy thinking on my feet.

I've created artwork for MLS celebrating Messi moving to Miami, a set of trading cards for Topps, a pack of illustrated stickers for Whatsapp, a magazine cover for Red Bull and I created animated GIFs for a Messi World Cup TV advert for Gatorade. I'm also proud to say I worked extensively with the late, great Grant Wahl, providing editorial artwork for his footballing reporting.

You can see all my work on my website and socials.

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