

Tips and Tricks for when working on projects

For artists, or anyone who wants to just work on something. Having a few notes in mind before you start this endeavor have a look at a few things.

You can just pick one tip to integrate into your daily system, or even just use the whole series as a system that does a feedback loop unto themselves.

These are just my personal notes and observations taken from a few years or so of just starting and finishing projects weather they were successful or not.

Planning-a simple series of tasks

It can range from rather elaborate 10 page documents to a simple sticky-note. But the planing aspect should help you with mapping and scooping out the situation you might getting into.

It's so you might not get too lost in the mist of work and have a certain level of knowing what to expect when grinding.

Some notable things to consider are scope of work, what is the objective, what type of materials and tools are needed, how to approach certain issues if they do rise up, what are the deadlines?

These are some aspects of what it's like to work with projects. Let alone how the pipeline works.

Have a Checklist-from To Dos to Things to Buy

A list of tools/things to buy to start. Even a list of subjects to cover so no ideas are forgotten. This can expand into the procedure level too.

e.g.

- List of subjects
- Sketches
- Digital Mockups
- Penciling
- Inking
- Coloring
- Scanning
- Touchups
- Resize
- Print/Views
- Deployment on market or sites.

A systematic approach makes sure no key things are left behind.

Take time off from Home-Telecommute

Perhaps being at home all day isn't the answer in this day and age. Not only is the human body designed to move, but the brain needs movement anyways to think up of good solutions. Telecommute is just taking a walk but with way more steps and carrying equipment along to bring the work with you where ever you go.

Working in novel environments might provide insights.

Ideally the workspace will be more minimal, less distractions and more focused on the project.

Deadline

Stop watches or even a calendar to keep track of progress. Sketch-works should be done within a mere hour or less, but can be extended if they are in series, perhaps up to a week at most.

Finished work tends to be done within a week or less, unless it's part of a comic panels/pages, or a client's project that is larger scale than what is done on the standard line.

The purpose of deadlines is to cut out excess time that is wasted. It's about making the most of what little time we have on this earth.

Incentives to get stuff done is time after-all.

Make Buffer

For if things gets too much. Take a break, give some breathing room to think about the composition and overall progress of the project. Maybe a night's sleep of just thinking about the sketch could spark a different approach to making it work.

Like, the problem with grinding for few weeks all in one go, is that being so stuck in one type of activity instead of taking a simple break and having 2nd thoughts every few days or so might actually veer off course.

Grinding tends to make people blind to the original objective since, people can be fixed on one small task too much to a point of over-doing it.

It's akin to just stirring and kneading the bread-dough too much instead of just letting it rest and rise so it can bake properly.

Just having a more methodical approach improves the final product then a simple "winging it"

Have an Objective

Whether the project is going to be part of a product line to just a sample work to submit to a few clients in search of larger scale assignments.

Always have a mission statement or simple key word of why(or why not) this project was initiated.

Focus and Focus

Regardless of whatever the current situation dictates, just stay focused on the project. It's not always about deep work like Cal Newport would say it, but just having a bearing on the compass is the way.

How it will be navigated is debatable,
but as long as the red needle is pointing the north to be.
The goal is doable.

Grit your Teeth-Just Continue Regardless

It could be day 20 or week 3 to even a couple months of work in progress. But, if the project's outlook seems to be not worth it regardless due to the fact money problems will always be an issue or the results isn't lining up with the mission statements.

Grind away,
since the battle is always different from the planning in the briefing room.

Planning helps, but having the ability to grind is important.

The road to victory is accomplished via the roughing of trenches and beyond, not just with sheer planning and gearing up.

A Still Goal Post- Chop the Legs

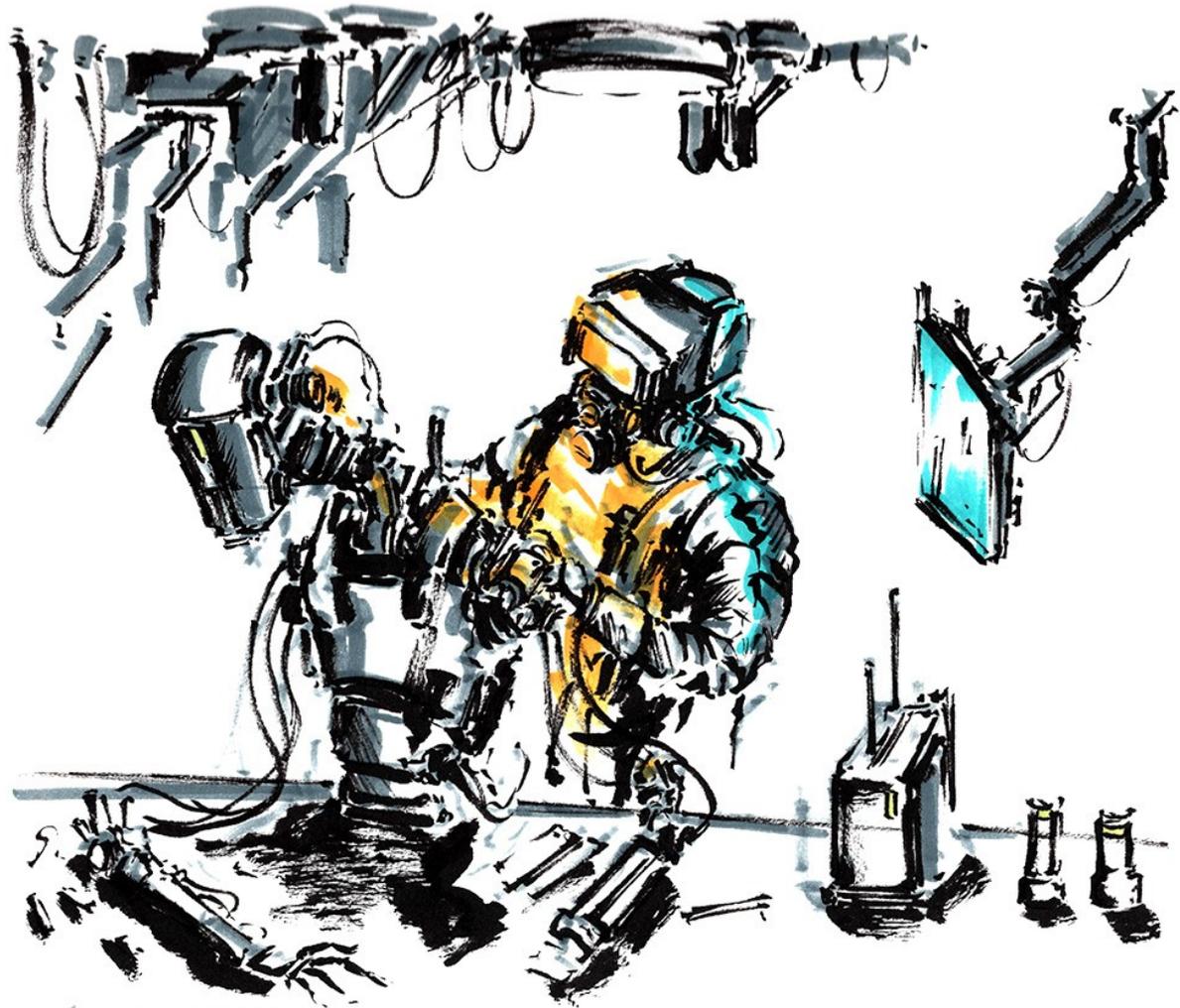
Perhaps, it's one the worst things to get. A goal post that is always moving, never still enough to get to. Having a deadline is one thing, but sometimes, the project is so large or you decided to over-invest in it makes it not worth it.

Learning to just stop at a certain point is often the right thing to do.

Always Remember your Why

Sometimes, if not almost always, people tends to lose sight of why they started. But knowing even on a simple sticky-note in the back of a laptop, to back of the mind state.

Knowing your why could be the key motivator of taking up and following through the project.



YA
YUTACUSTOMS1@GMAIL.COM
HTTPS://YUTACUSTOMS.COM/
HTTPS://WWW.ETSY.COM/CA/SHOP/YUTACUSTOMS

*Figure 1: *by the end of the day, if the project haven't been initiated in the first place, nothing could have not been done at all. Mind as well give up if nothing is the option.*

Some links(if still working)

<https://www.carryology.com/insights/insights-1/tools-for-working-from-anywhere-with-tim-ferriss/>

<https://tim.blog/2016/03/29/deloading-phase/>