

# 1. The Sketch



## 2. Line Art



Pacific Rim's Jaeger cockpits were the reference material for this piece because I'm very predictable

The line work for Orion and the machinery hooked to his back are on a different layer from the background. Foreshadowing is a literary device where-



### 3. Color Blockout



I drew this for Orion's reference sheet thinking I'd never actually use this design. Clearly, I'm a clown.

## 4. Shading Pass



My first pass of shading, no matter the style I'm drawing in, is always done with a multiply layer and some kind of reddish hue.

Now, normally I go a lot more in depth with this step but on the next page, you'll see why the shading pass is rather minimal.

## 5. Highlights



The highlight pass is where the real game begins with this particular piece.

It was nice not having to do that much in the way of shading but, my god, I was in the trenches trying to get the highlights to look somewhat passable.

## 6. Wow, Cool Hologram!!



This is the mech Orion's piloting. I wanted the aiming reticle to just be a hologram facsimile of the cannon on the mech's back because that shit's metal as fuck.

7. Just a little paint, as a treat (also more hologram stuff)



I didn't want to go too overboard on the overpaint with this piece.

There actually was a lot more overpaint on this piece but I ended up scrapping it once I realized I was starting to lose sight of the linework.

## 8. Blur Effects/Pushing Depth of Field (final result)



Here's the pay off for the Foreshadowing goof on page 2. Anyway, the last step was to simulate depth using well managed layer groups and Gaussian blur effects.

I'm notoriously bad at layer management so it's a miracle the DOF step was as painless as it was this time around...