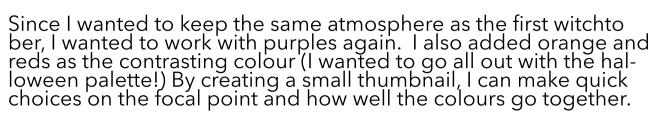
MIDNIGHT SPELLS PROCESS





With this painting, I fell in love with this reference photo and knew I had to do something with it! I wanted to build off the world from the first Witcthober with a focus on the interiors!



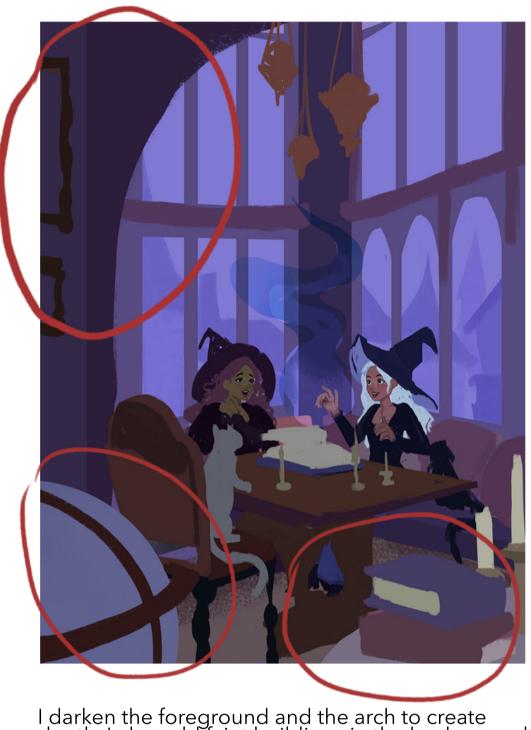




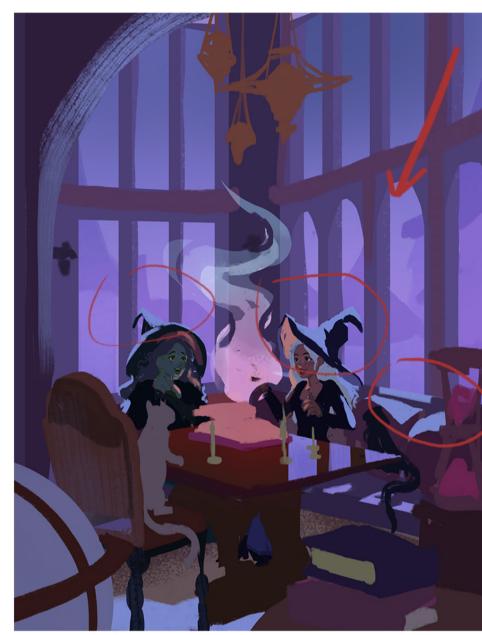


Since this piece is going to have a lot of details, there will be a lot of layers involved especially for the objects in the foreground.

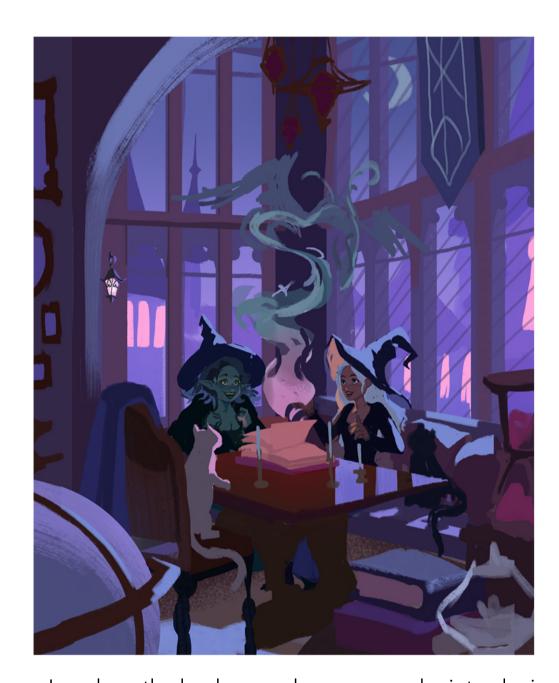
I quickly block in the main characters and focal point in the composition. I also decided to add some familiars next to them to fill in the space (i also think this adds a nice touch to the storytelling!)



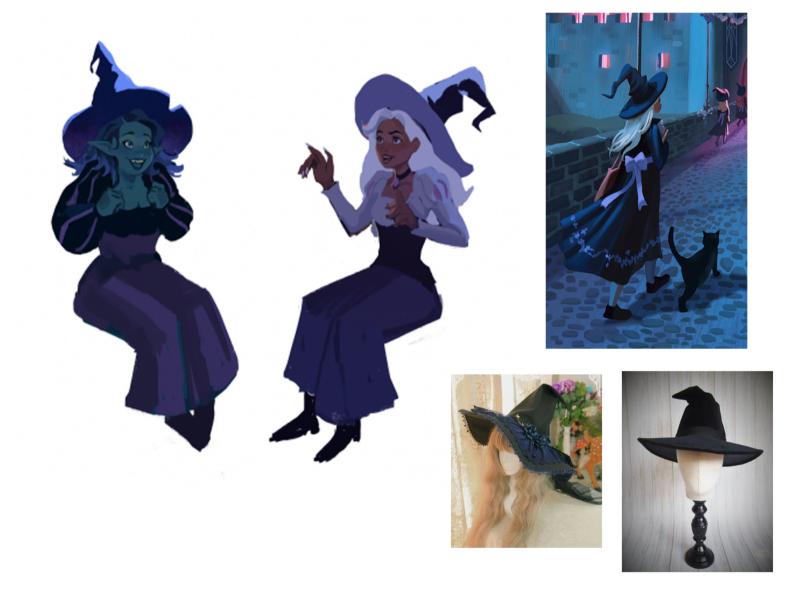
I darken the foreground and the arch to create depth. I also add faint buildings in the background. I try to keep the background quite loose since I don't want to pull away from the main focus.



From here, I start to introduce lighting coming from the window. Since I was working with that reference image, I try to replicate the same lighting but in a night setting. So the lighting would be hitting the pillows, table, and the back of their hats.



I work on the background some more by introducing some warm lighting coming from the building's windows. To add to the magical aura of this piece, I transform the smoke coming from the book to a faint drawing of a dragon.



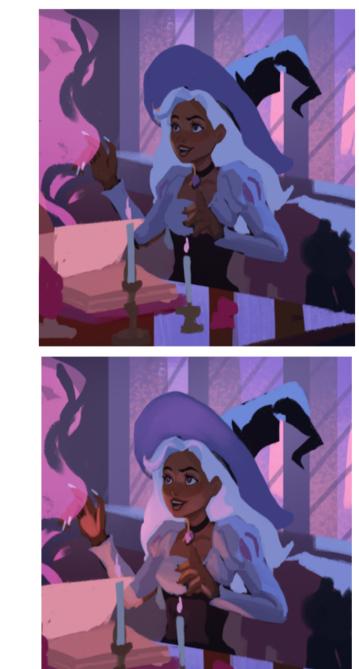
Once I've established the composition and placed all the objects I want in the painting, I render the characters in another file. I like to spend my time conceptualizing the characters on its own so I can work on their expressions, gesture, and design. I try to keep the same elements from the first painting and carry it over to their designs.



Once I'm happy with the characters, I add them back into the painting and begin to render the details in the background and foreground.



Working with a dark magical scene is always quite fun and challenging because there are endless possibilities to bring focus to your subject I want to introduce another light source coming from the book that way the characters will receive a secondary lighting that makes them come to life



I always try to be mindful of where the character is situated. Since she is close to the window and the magical book, she will be receiving two sources of lighting, that way this will makes them feel like they're part of the scene!



To make the dragon spell feel more grand, I add some mystical blue smoke behind it. I also add more fun elements to the objects. Adding these small details and adjustments (ex: throw pillow design, dragon hour glass) will help amplify the magical atmosphere.







The last few stages are cleaning up some of those objects, adding patterns, and refining the details around the room. I also added sparkles to the dragon to make it seem more magical. I've also added a soft glow coming from the candles and book.

