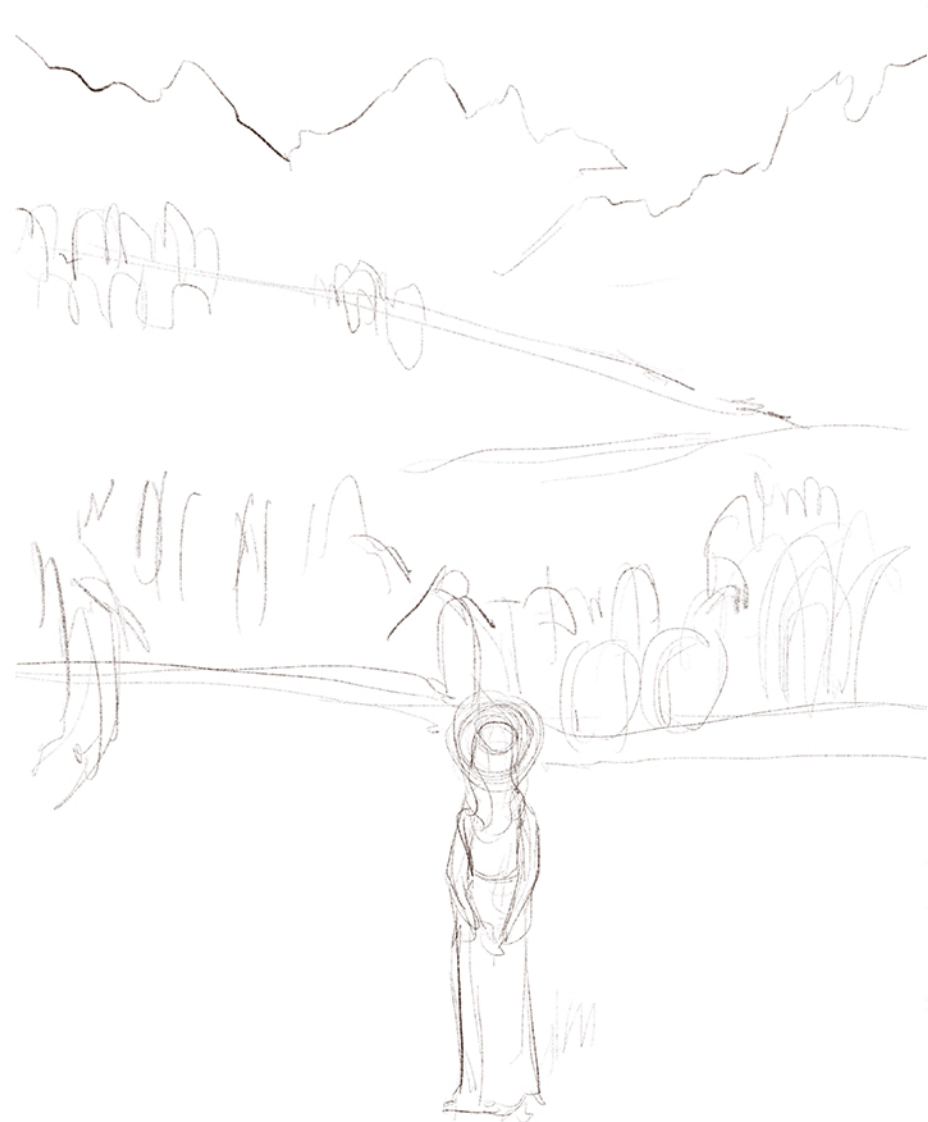
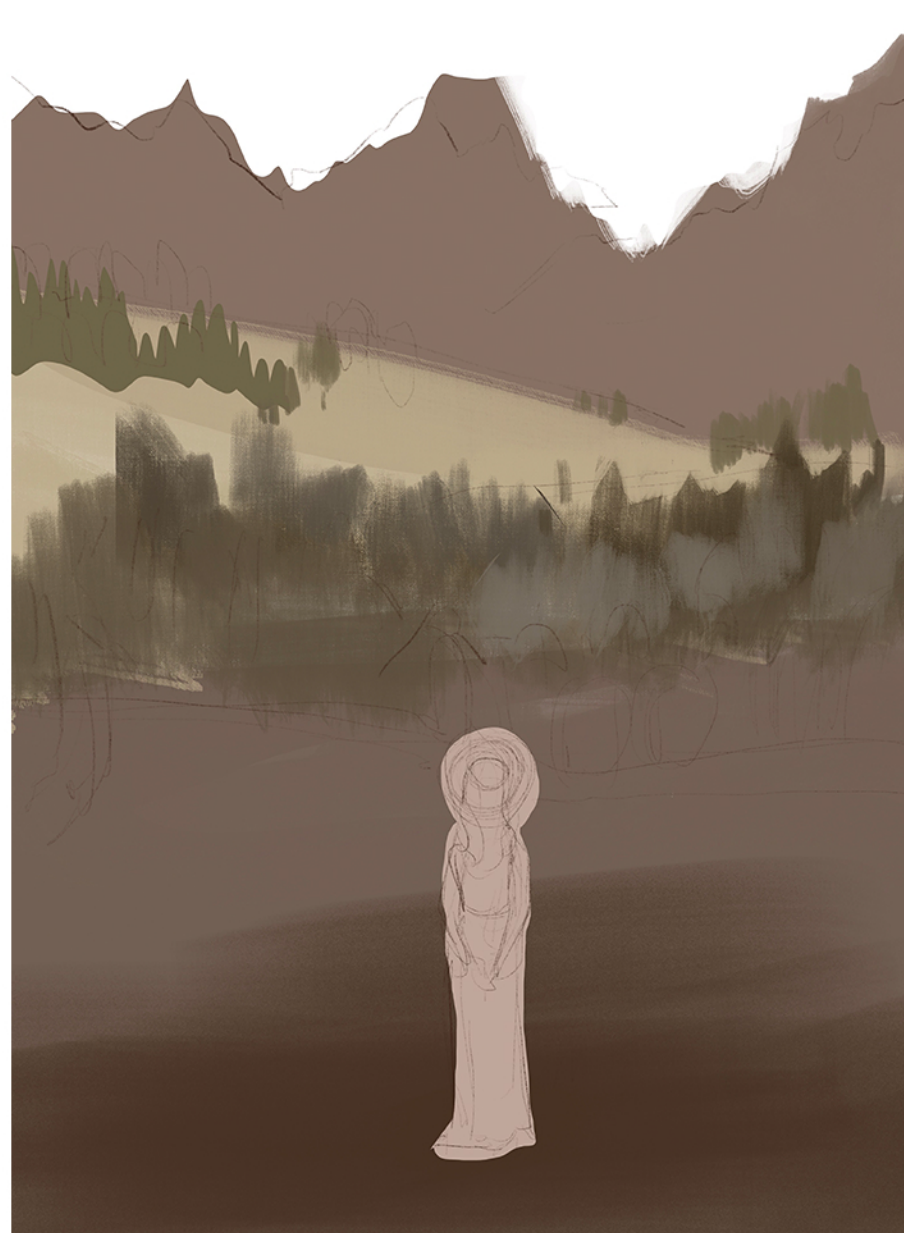


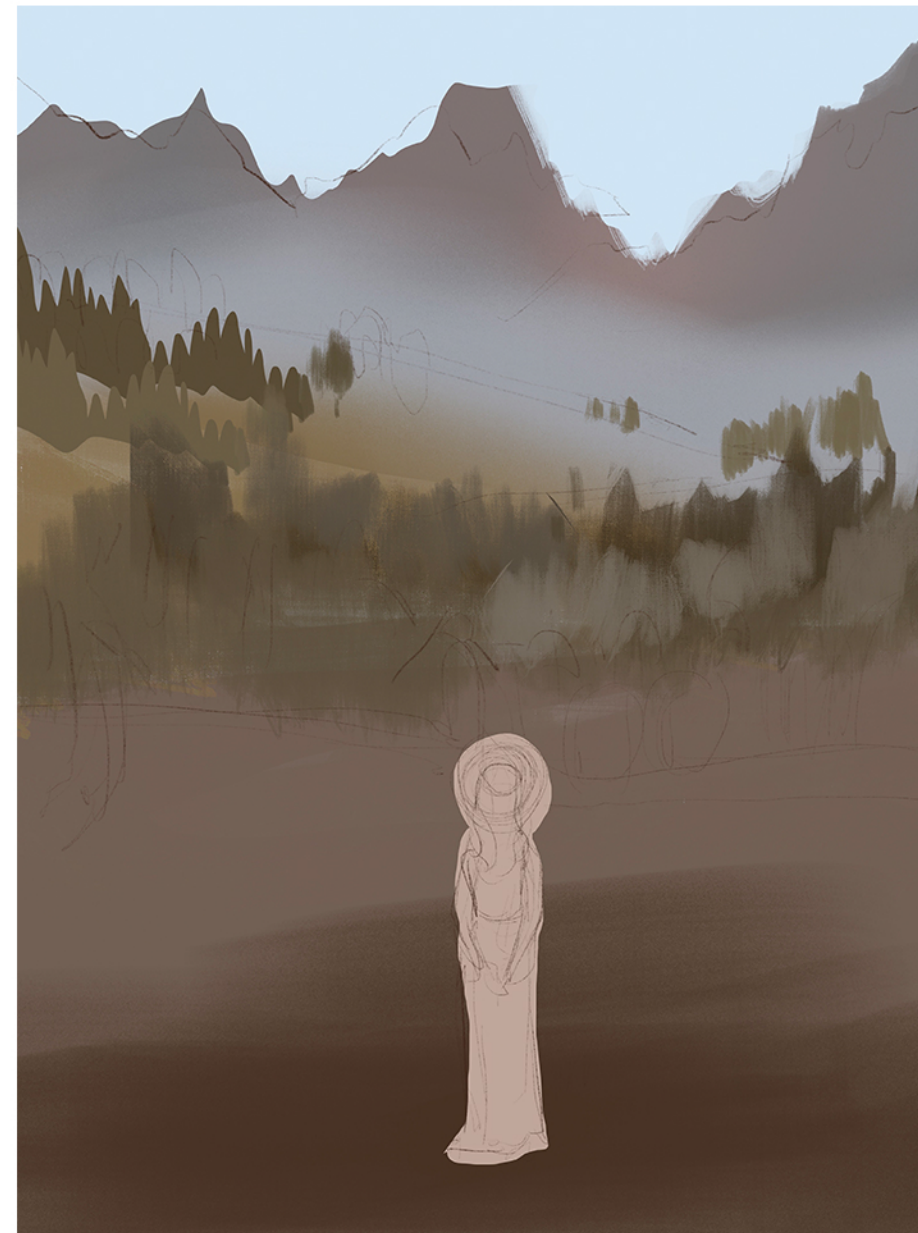
# WITCHTOBER PROCESS



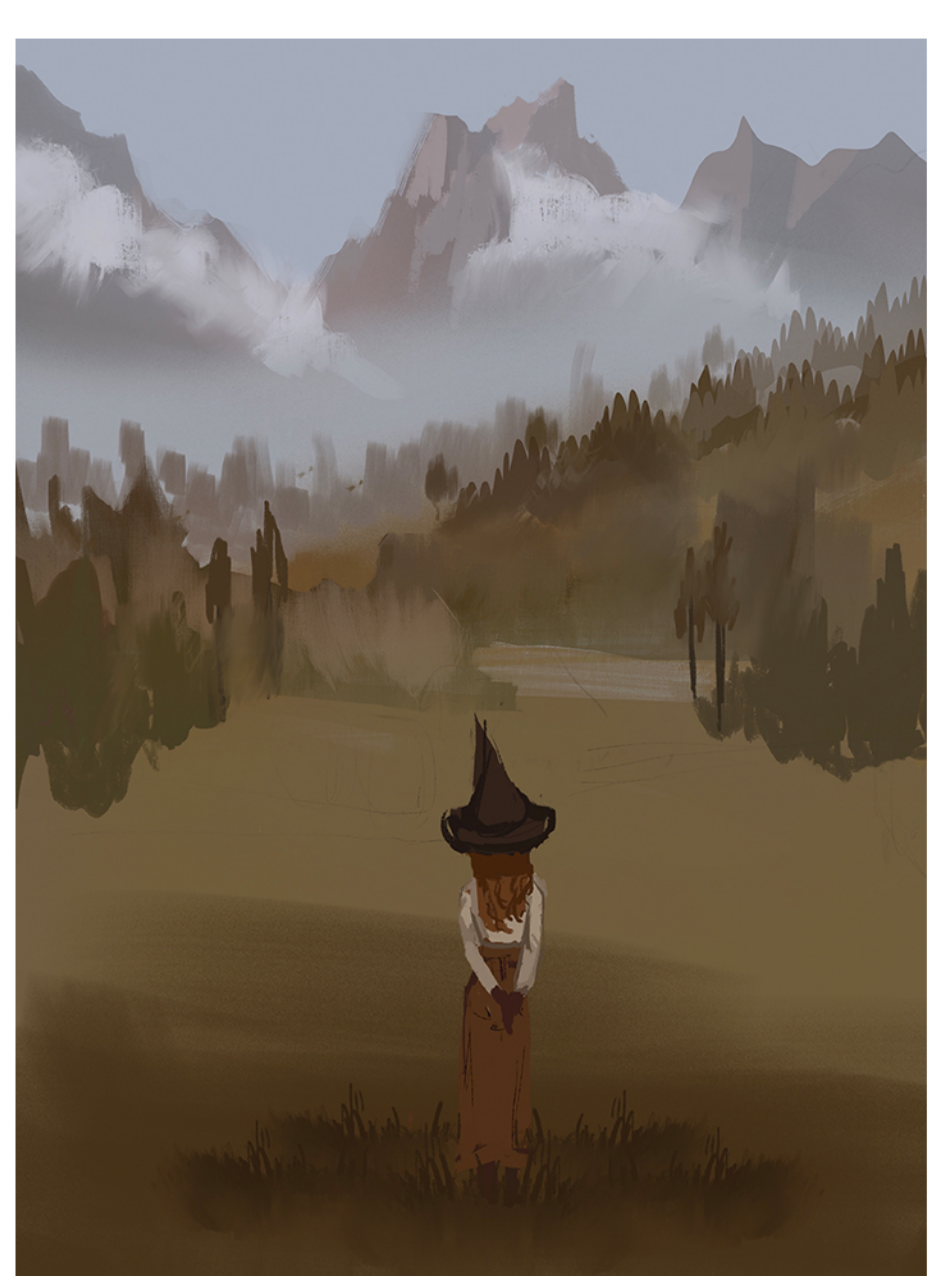
1. Using the graphite pencil, I lightly sketch the composition of the painting



2. I use 3-4 layers to separate the background (mountain and ground), subject (witch), and trees. I use the Salamanca brush to quickly add brush strokes to indicate the position of the trees.



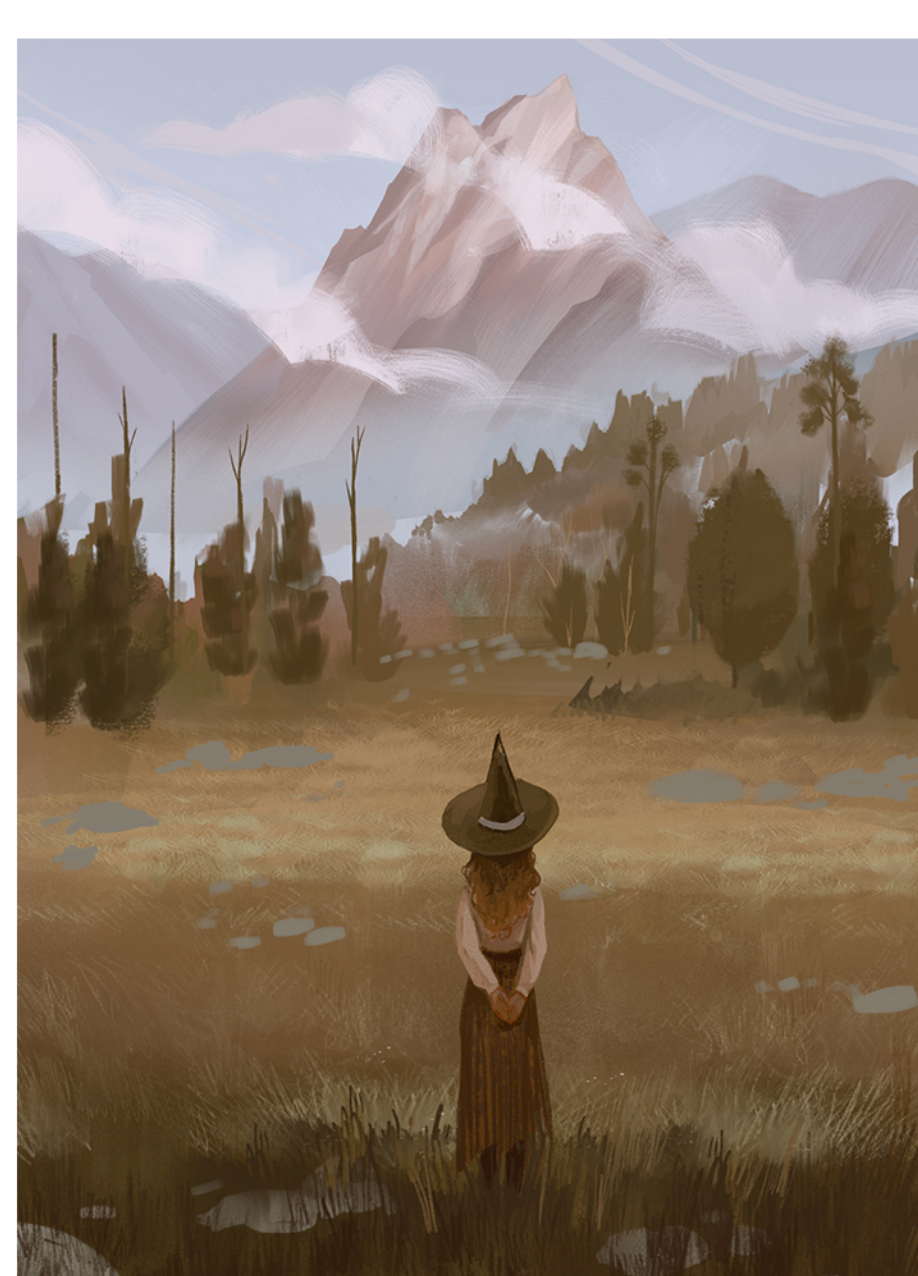
3. Behind the trees layer, I add a soft blue glow using a large sea and fog brush. I also changed the background colour to a cool blue and adjusted the colour of the mountain as well to a cooler tone.



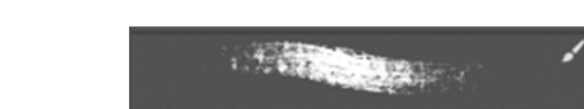
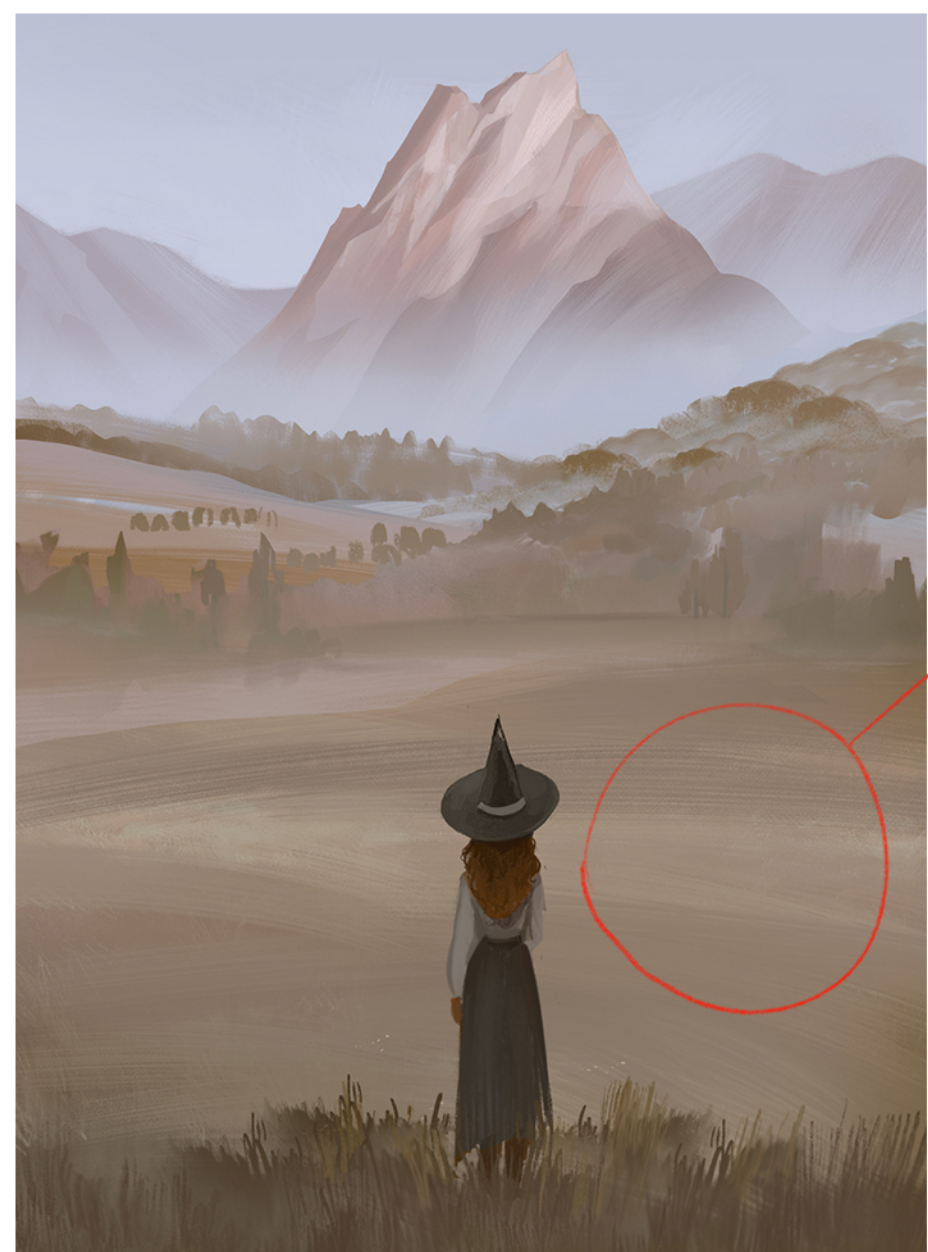
4. Using a combination of different brushes and the smudge tool (salamanca, picasso glaze), I make quick rapid brushstrokes to paint the trees. I also add more definition to the mountain by adding rough brush strokes to create texture and refine the character a bit more.



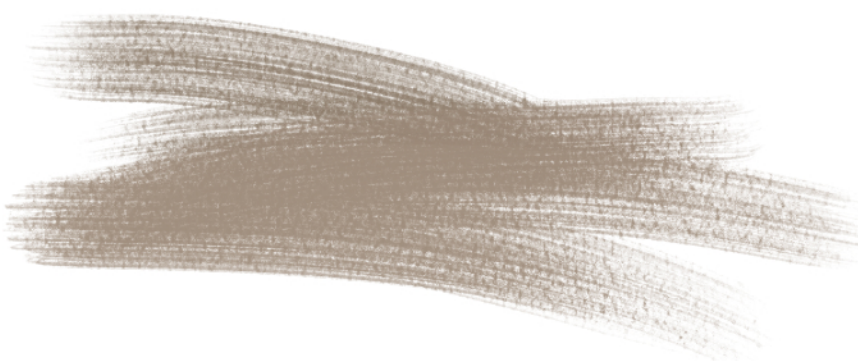
5. I experiment with different textures to test out how I'll paint the foliage in the foreground. I use the graphite pencil and 6B pencil to create wispy grass in the ground. I also added a warmer tone to the mountain to create contrast against the cool background.



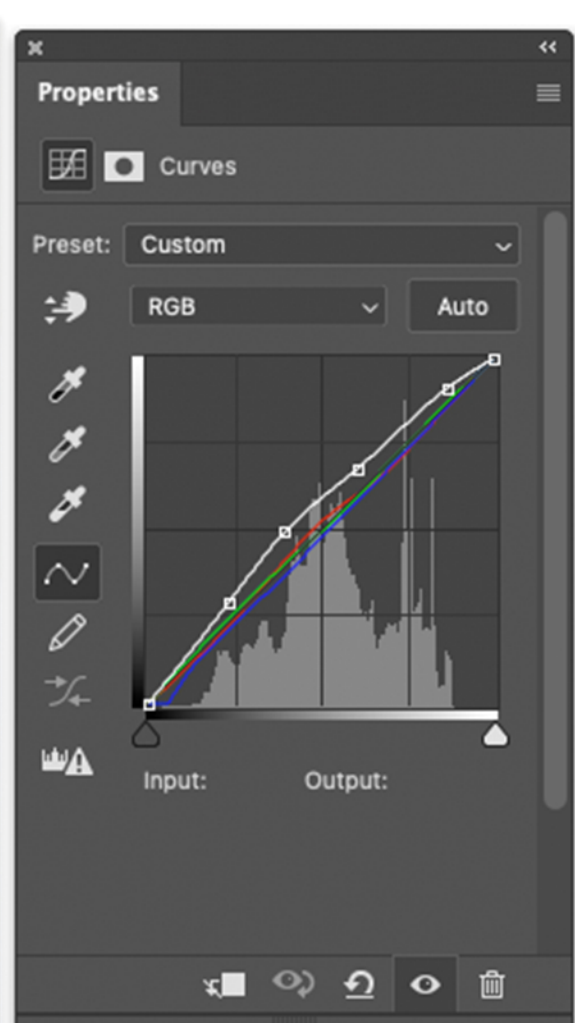
6. I transferred the file to Photoshop to make adjustments to the colours. On top of all the layers, I add a brightness/contrast adjustment layer to brighten up the painting. The biggest change I made here are the mountains. I want to create some atmospheric perspective so I made sure the middle mountain has more contrast and darker values. To create the illusion of distance, the mountains in the background fall in a similar tone range as the sky, this will make it look like it's receding in the background. For the middle mountain, I made sure to use sharp edges using the lasso tool to create rocky textures and to make it stand out amongst the other mountains.



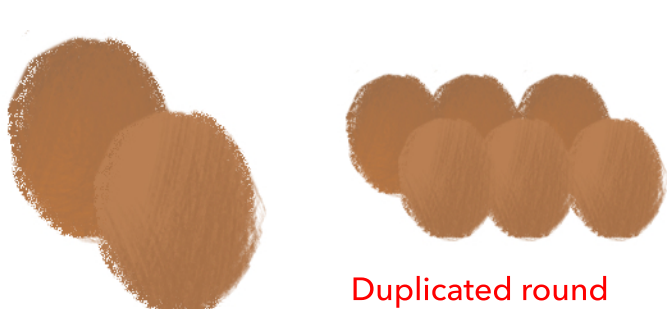
Using this gouache brush, I make large strokes to create plains. As you can see I deleted the wispy grass since we wouldn't be able to see that much detail from a distance.



7. After spending time painting the mountain, I change the composition to make the mountain feel grander. I delete the foliage and trees layer and add small brushstrokes to show trees at a distance. I also make adjustments to the witches' clothes. I feel the warmer palette doesn't really make her stand out so I changed her clothes to darker grey.



8. The colour palette looks a little dull at this stage so I use the curves adjustment layer to brighten up the image. I don't make too many drastic changes to the other colours but I do adjust the reds a little to give it a slightly warmer tone.



Duplicated round shapes

adding frayed edges the form to create variation in the trees

9. Using the gouache brush I make round organic shapes to create rows of trees. What's great about digital art is that you can duplicate your trees! So to save some time, I duplicate those rounded shapes to make rows of them. The trick is to alternate some of these shapes by changing up the forms a little so it doesn't look like it's been duplicated.



10. At this stage, I continue to refine those trees. I also add a soft glow (large airbrush: opacity: 10-20%) in front of the red trees to create an illusion of distance.