



Step by step

That's all!

you!



Sketch

This is a commission I did the past month, one of my favorite. It is going to be another grayscale to color.

For these, I usually send a colored version with the idea of the final tones.



Lineart

In the lineart phase I used the "Lines" customized brush, and as I usually do, I made the lines quite loose, and more detailed in the eyes and other parts of the face.

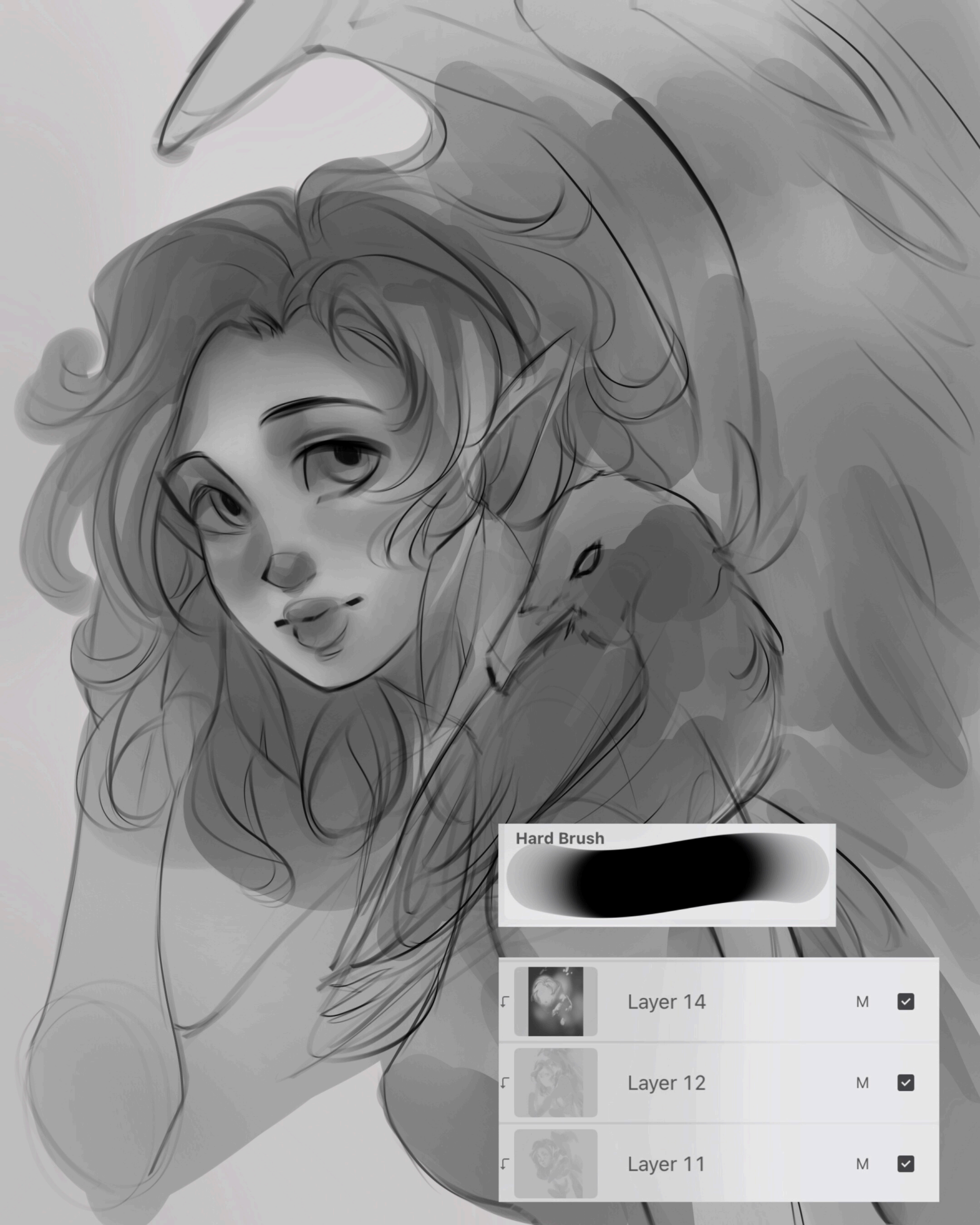


Base Shape

I started with a base shape with the figure of the characters in a light gray.

I add some volumes with the airbrush in the eyes, forehead, lips, nose and cheeks.

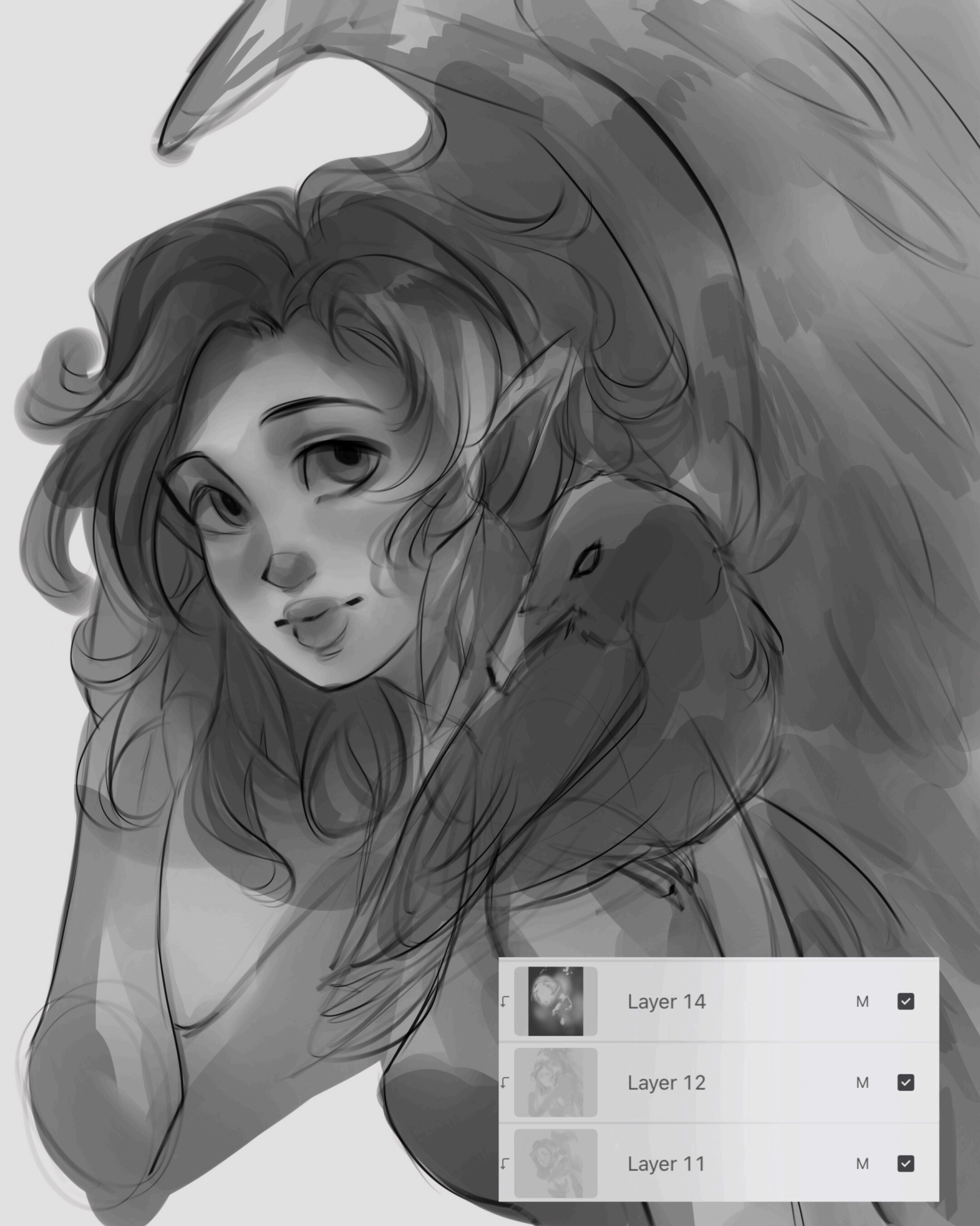
I will be focusing on her face.



Shading

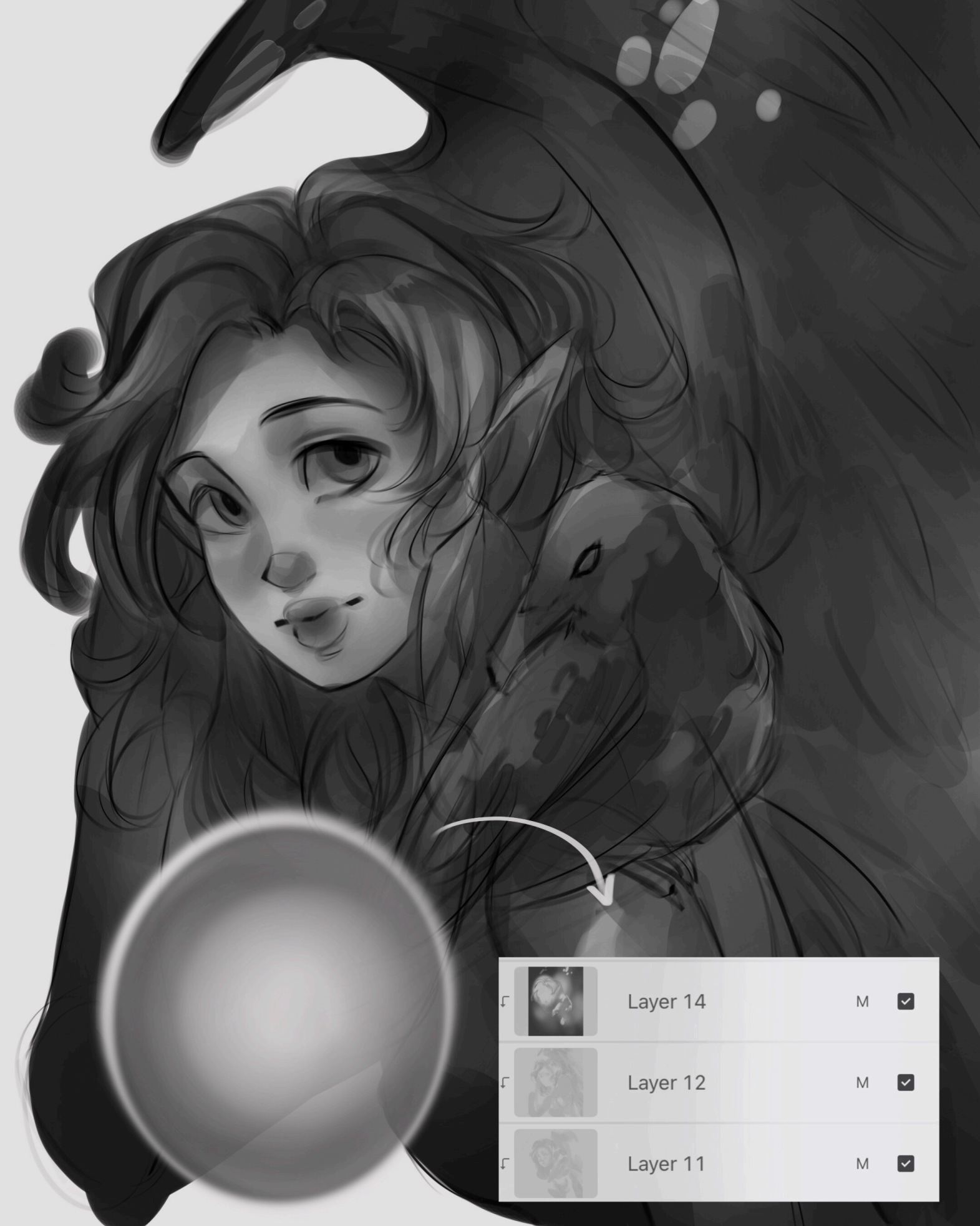
I add different layers in Multiply mode, keep adding more depth with each new layer.

For these layers, I just do a combination of the Hard Brush and Airbrush, both are customized from Procreate.



Shading

I kept adding more brushstrokes, keeping in mind that the lighting is coming from the front. Also, the time for blending is done with the same hard brush, but in the blender mode.



Shading

I add a new layer with a really dark grey, to the point it looked so dark.

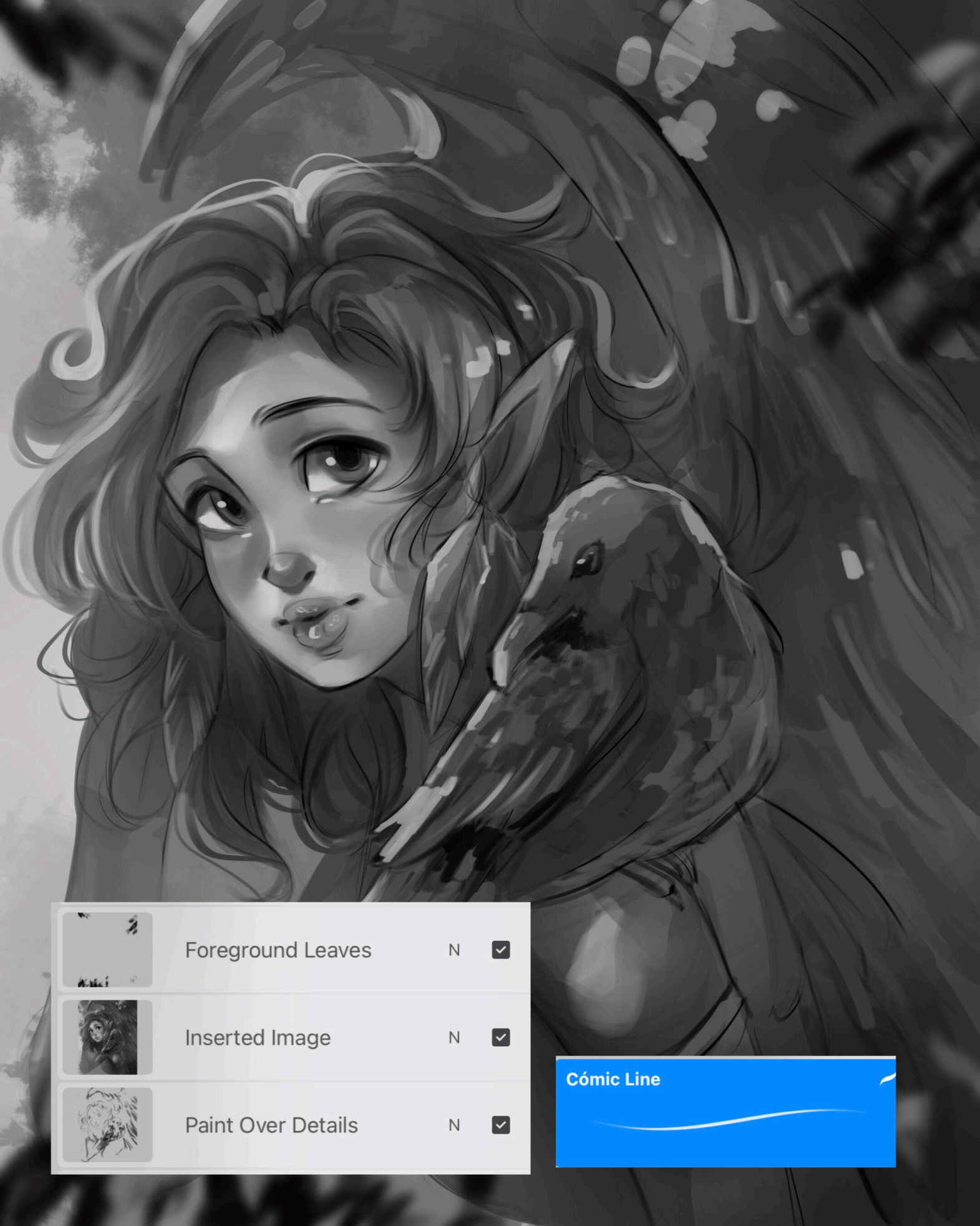
For this, I just painted like a "ball", erasing the centre (which was the girl's face).


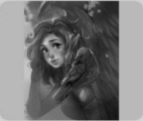



Shading

I just added a light grey, around the character, to make it look less dark.

I also added some "lighting" effects in some areas, erasing these parts in the darkest layer.

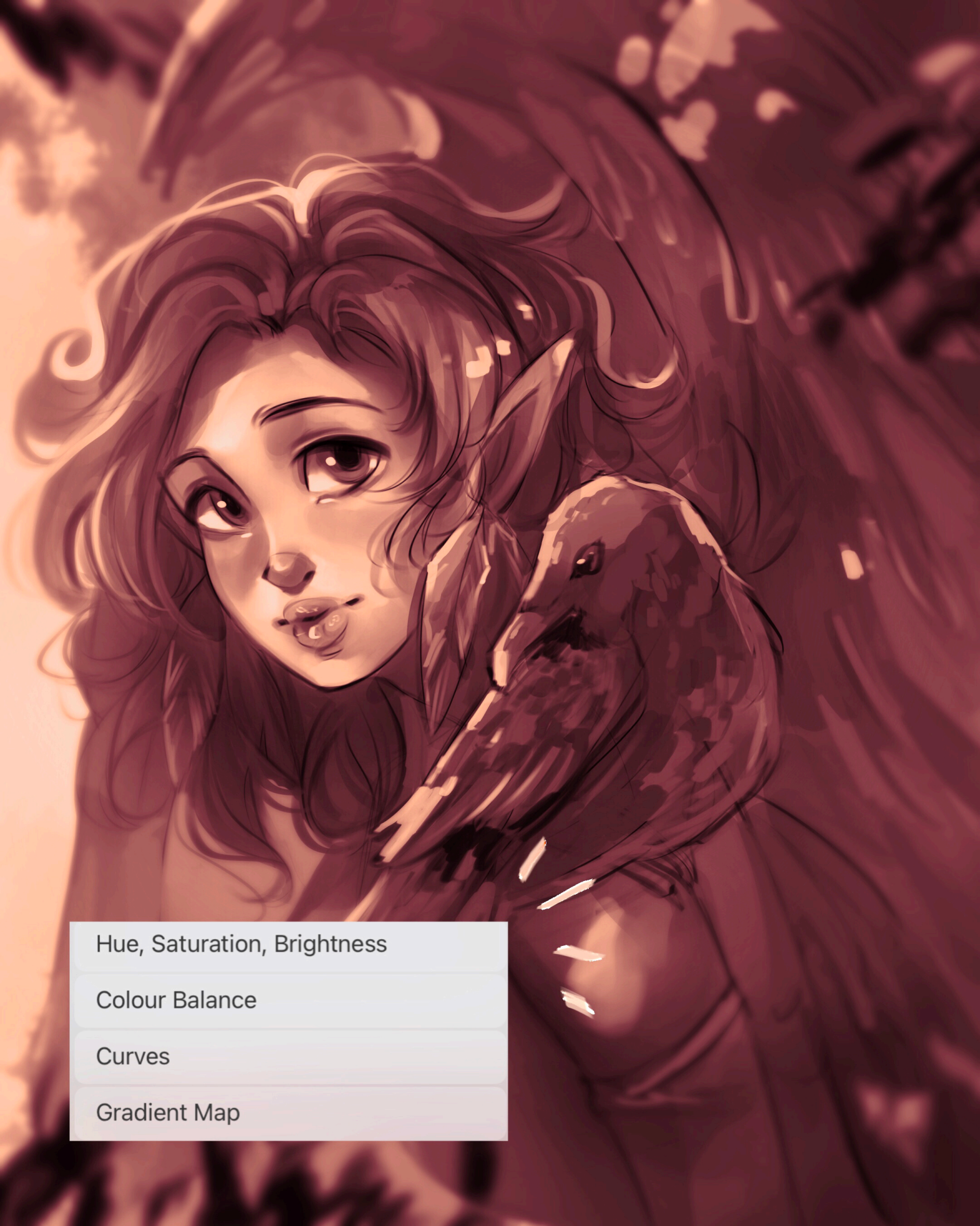


	Foreground Leaves	N	<input checked="" type="checkbox"/>
	Inserted Image	N	<input checked="" type="checkbox"/>
	Paint Over Details	N	<input checked="" type="checkbox"/>



Shading

The next layer is basically: painting over. I add all the details and correct everything I don't like, all in the same layer (normal mode). I keep adding details with a customized brush. Always using grey tones. I always save and insert the finished piece to start working on color from this point.



Base colors

The base for the coloring is a modification using one of the filters that all programs have: color balance, curves... this way I turn the grayscale into a warm / sepia version.



Adding tones

I add new layers in overlay and soft light mode, using different tones, mostly red and purple. Red is the color that always add to the blush and the skin. It's the most natural one!



Final touches

Again, the comic line brush helps me to all the details. All the changes between this layer and the previous one, is an unique layer in normal mode, just painting and correcting. Also, I added soft brushstrokes in a Soft Light mode layer with purple and green, to modify the tones.



That's all! I hope this was helpful for you!