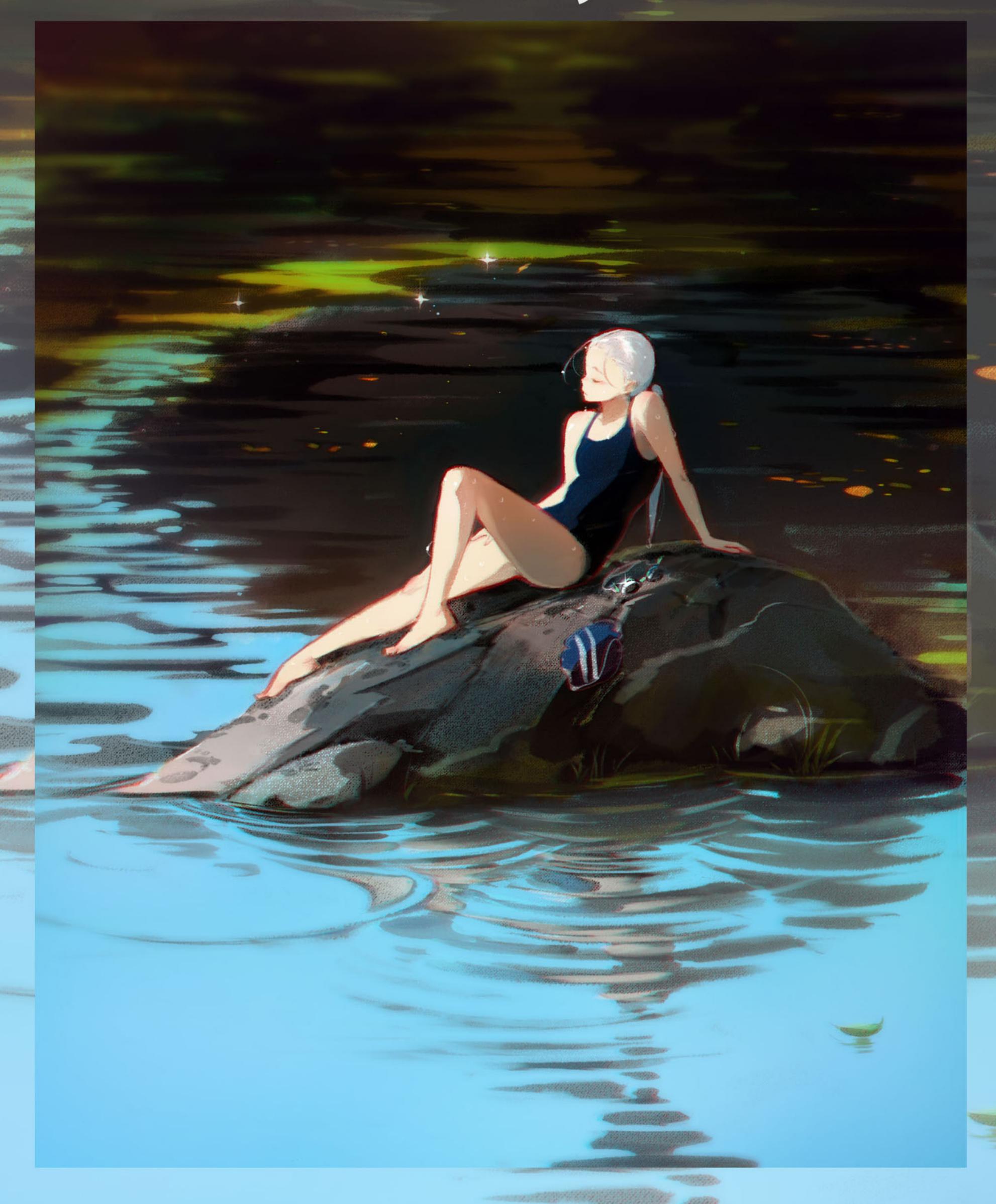
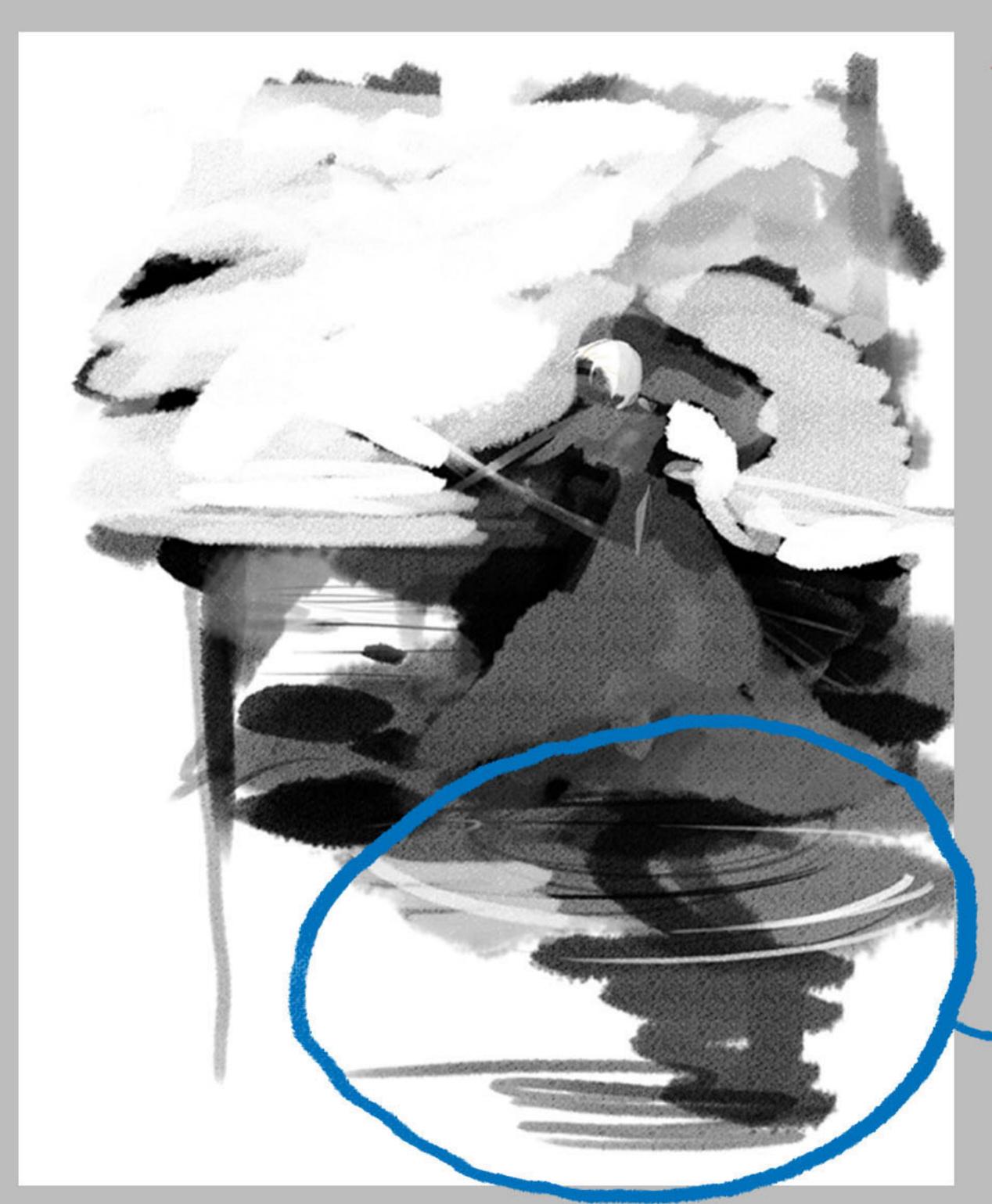
# Water and Reflection Study







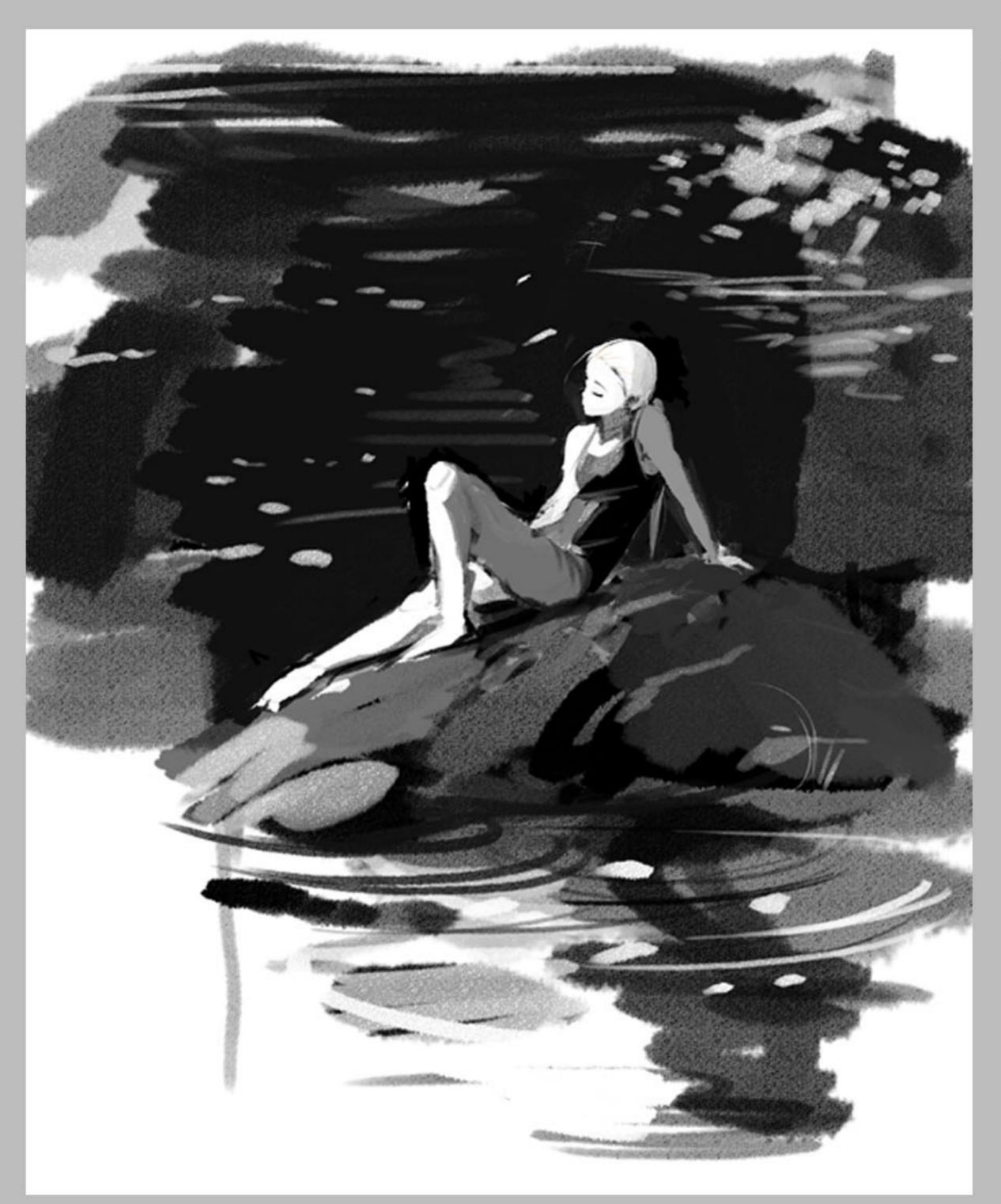
#### Process

For this art, ( with the brush "Stump Pencil )I wanted to convey something natural and deep but with a touch of magic. And as you can see, I jumped directly into a scribble of a person looking at a landscape. Leaving as a message to myself, how much I wanted to draw something with water in this drawing.

Notice how dark the reflection gets when is close to the person.

2

But if you're an undecided artist like me, you're definitely going to change the first thing you draw. In that case, I now turned that woman into a girl wearing a swimsuit lying on a rock in the middle of a lake.





The color of the water even for this situation, does not necessarily need to be black. That depends a lot on the kind of water you want for your drawing.

It was hard for me to decide between a milky water and a dark-reflective water.

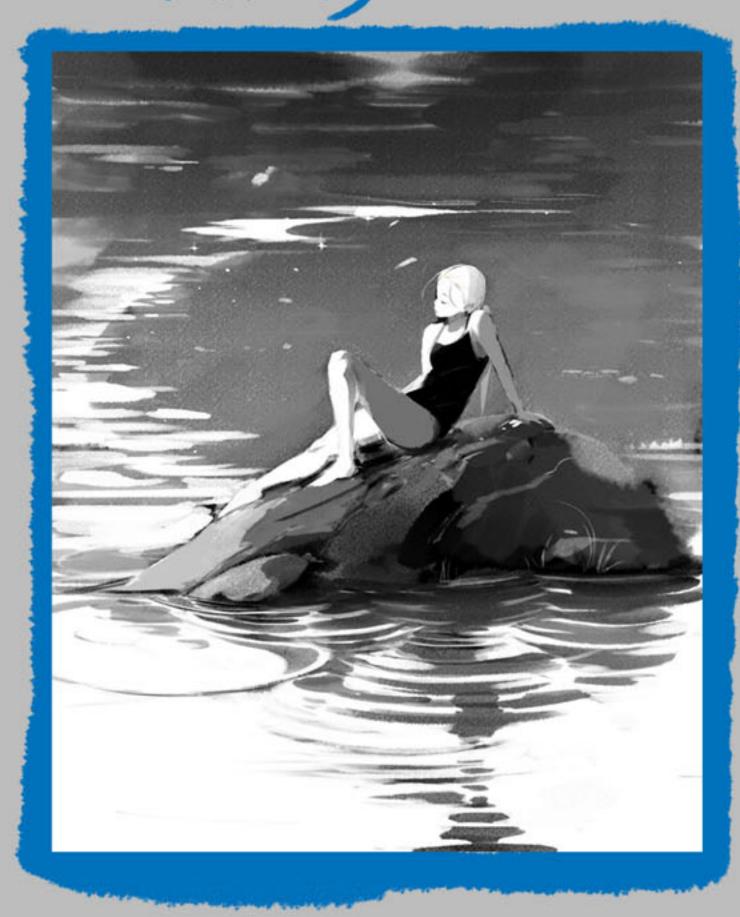
But I chose black because I felt more familiar.

It's up to the artist.

Don't be afraid to try other options. Maybe you end up enjoying it even more than the first version

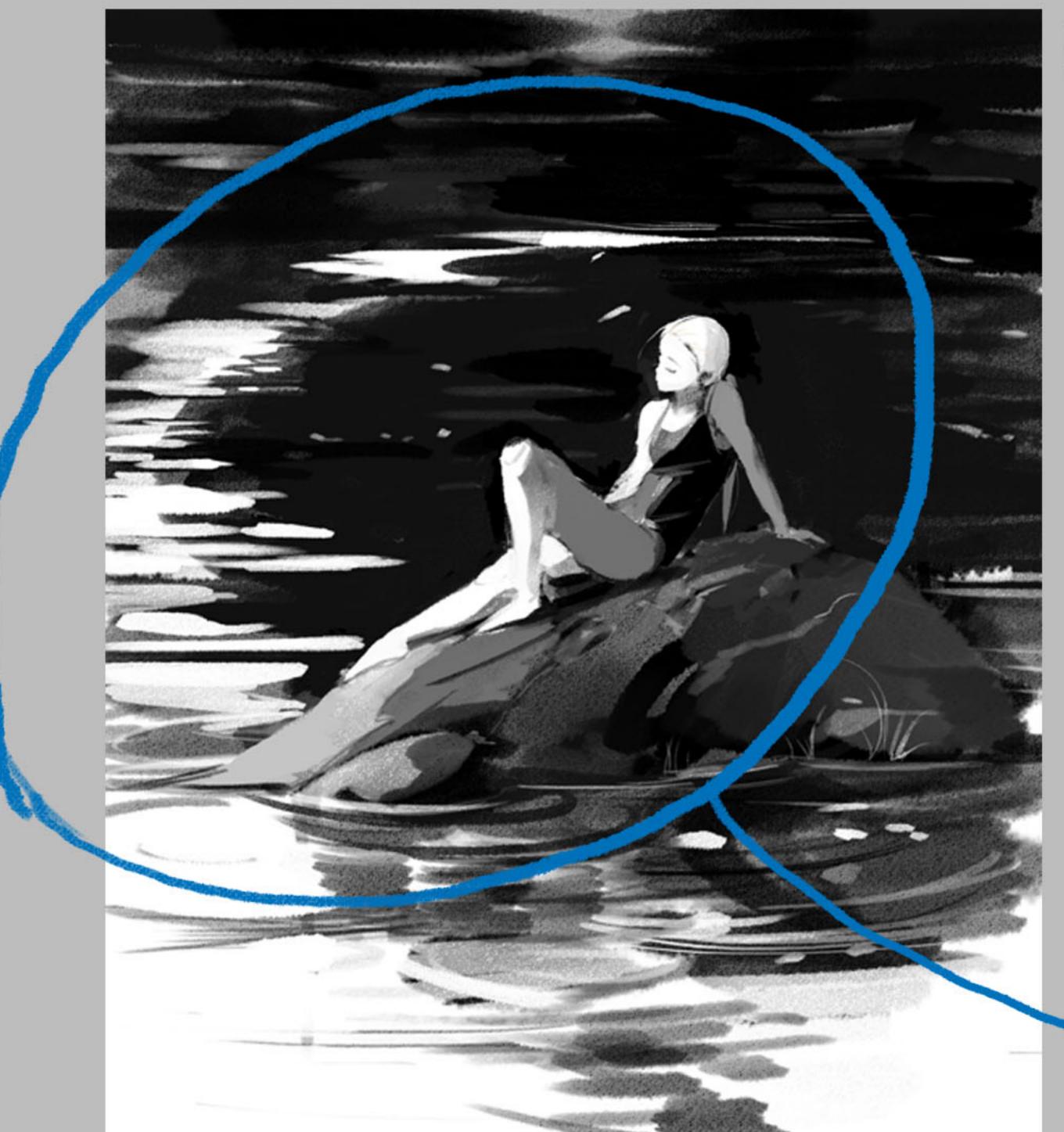


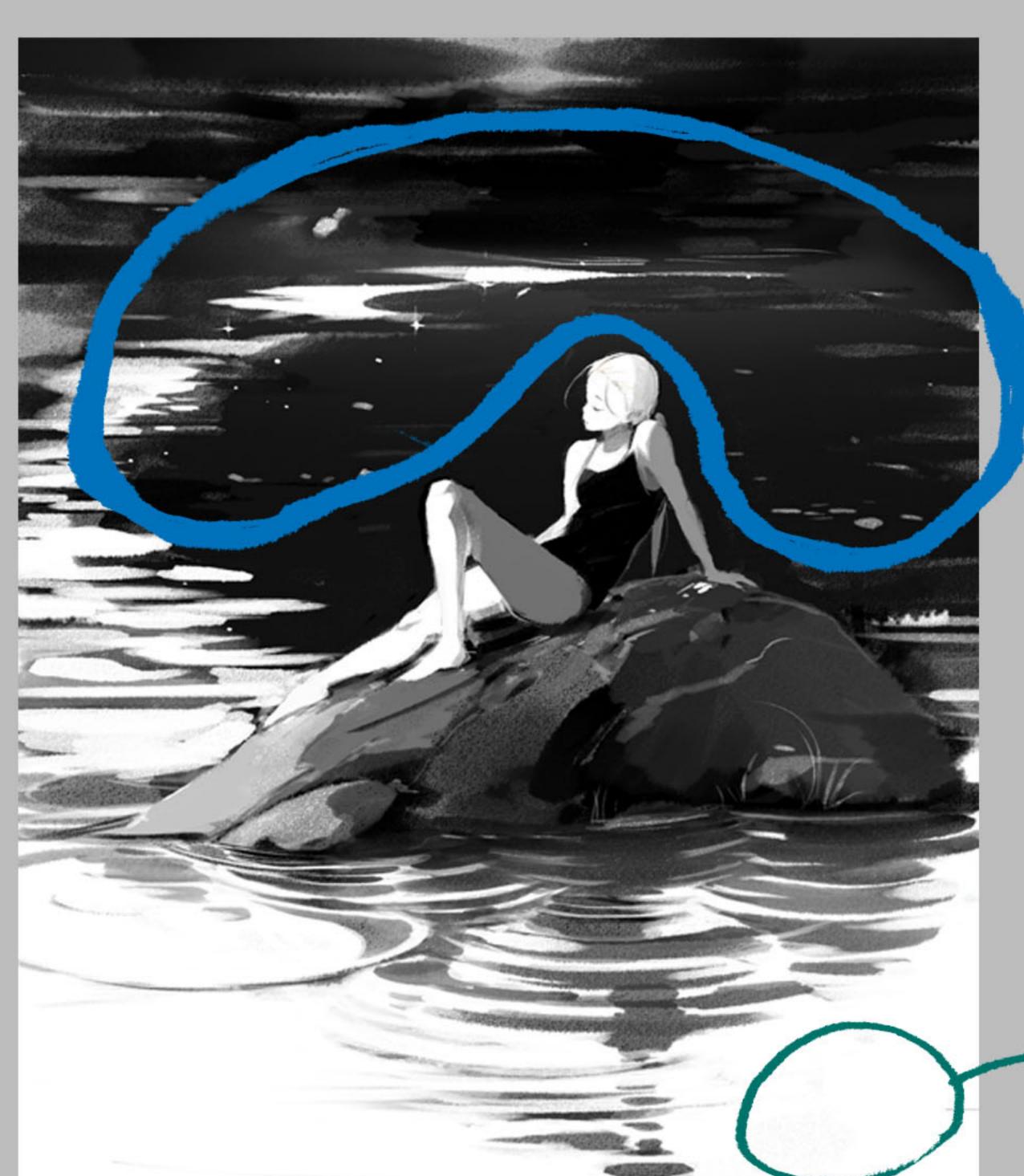
#### milky water



Just to make it work look a little magical.

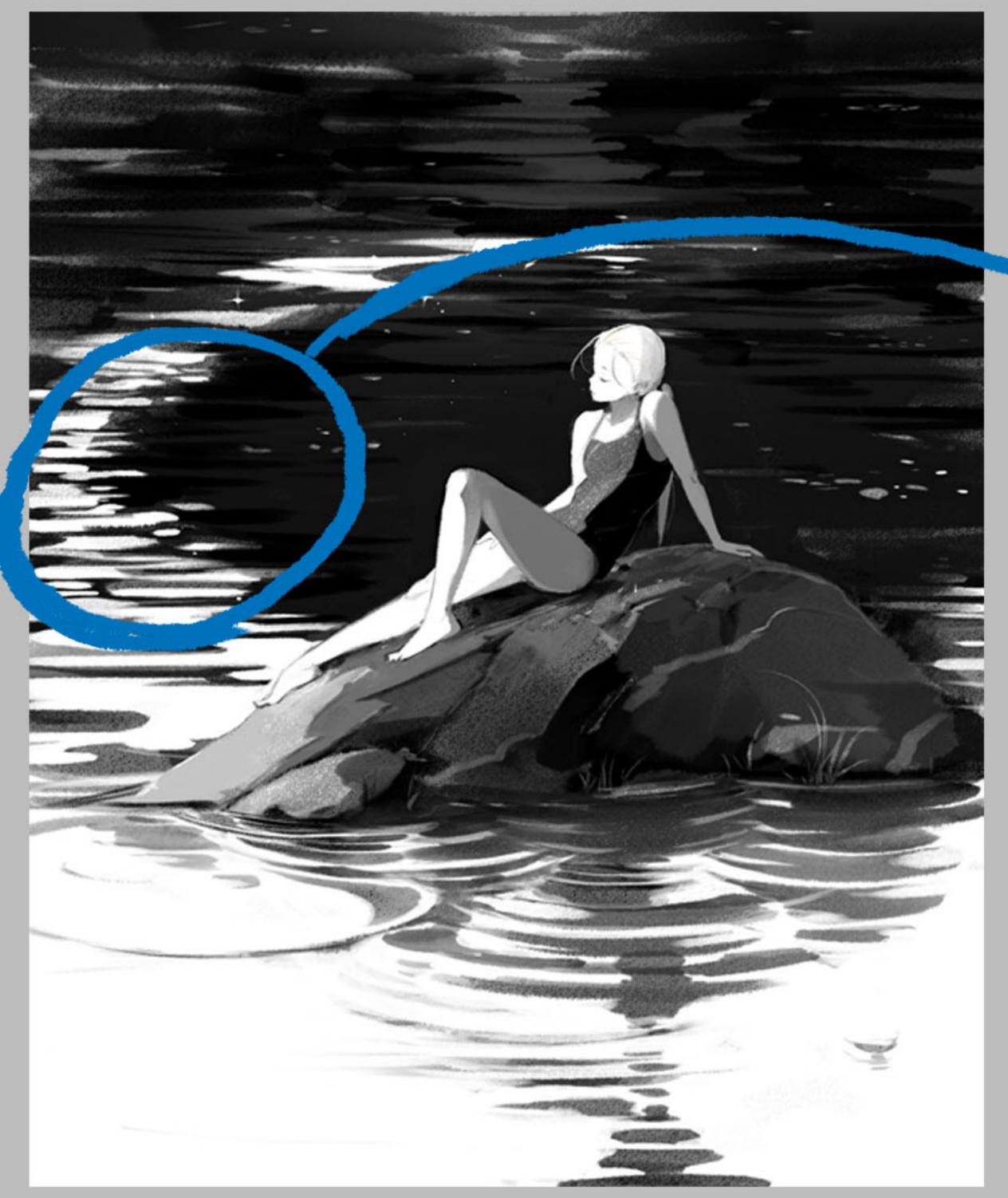
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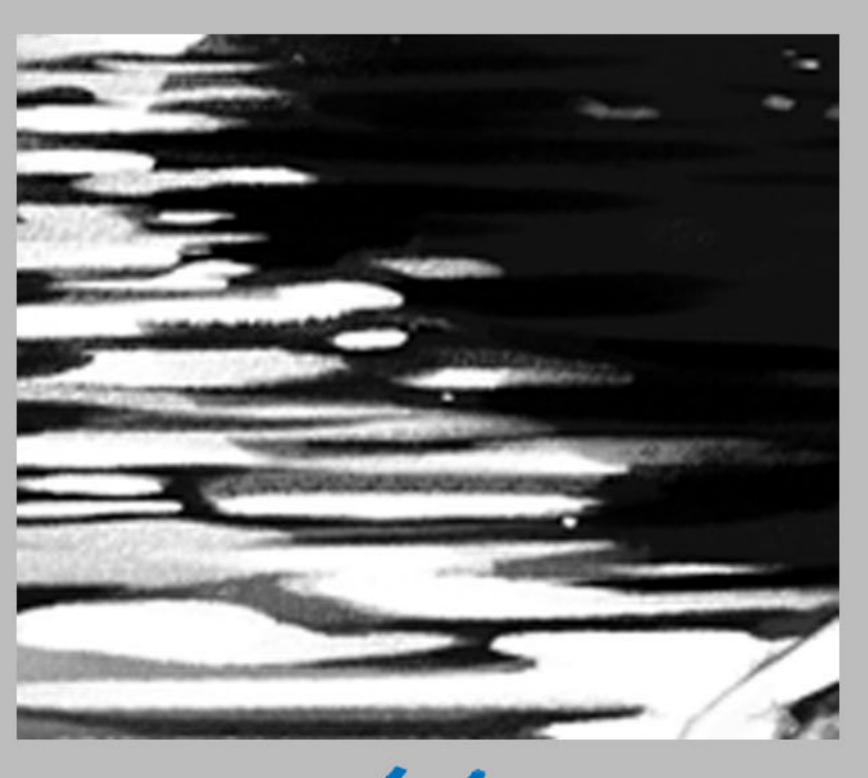




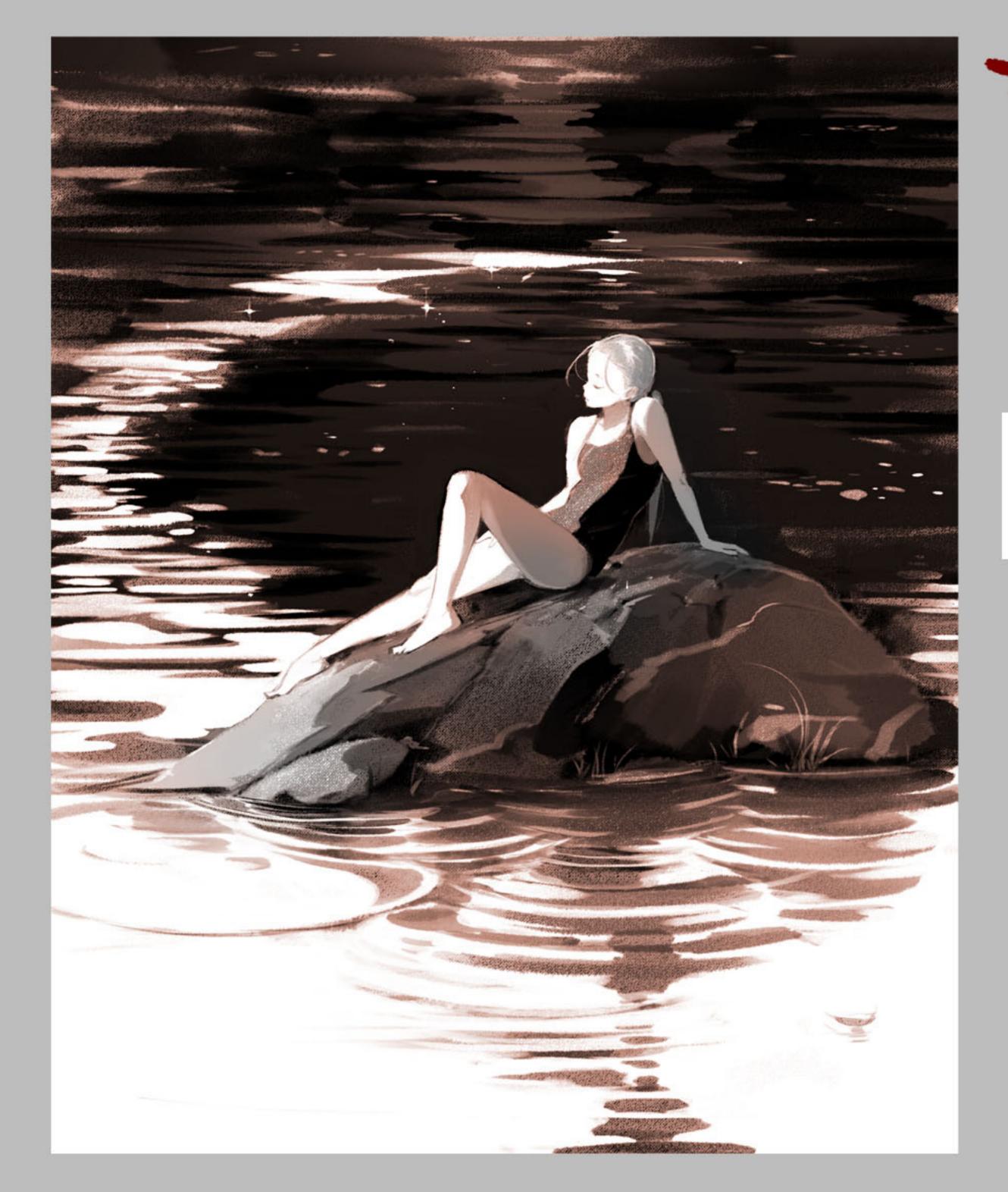
give that smooth
light touch on The
background To
show how distant is
the lake. (with that
brush "Soft
Round Pressure")

The white color would be the reflection of the sky.

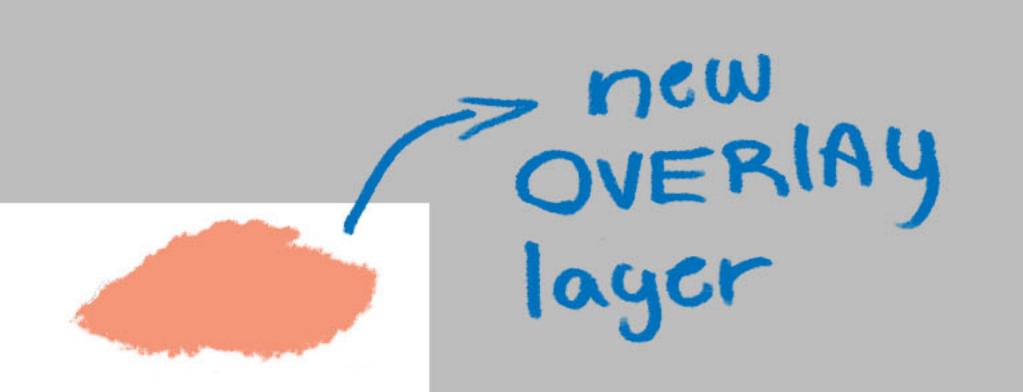




my lake is moving. so to show that, I added black between the white color (light reflec.) to look like waves.

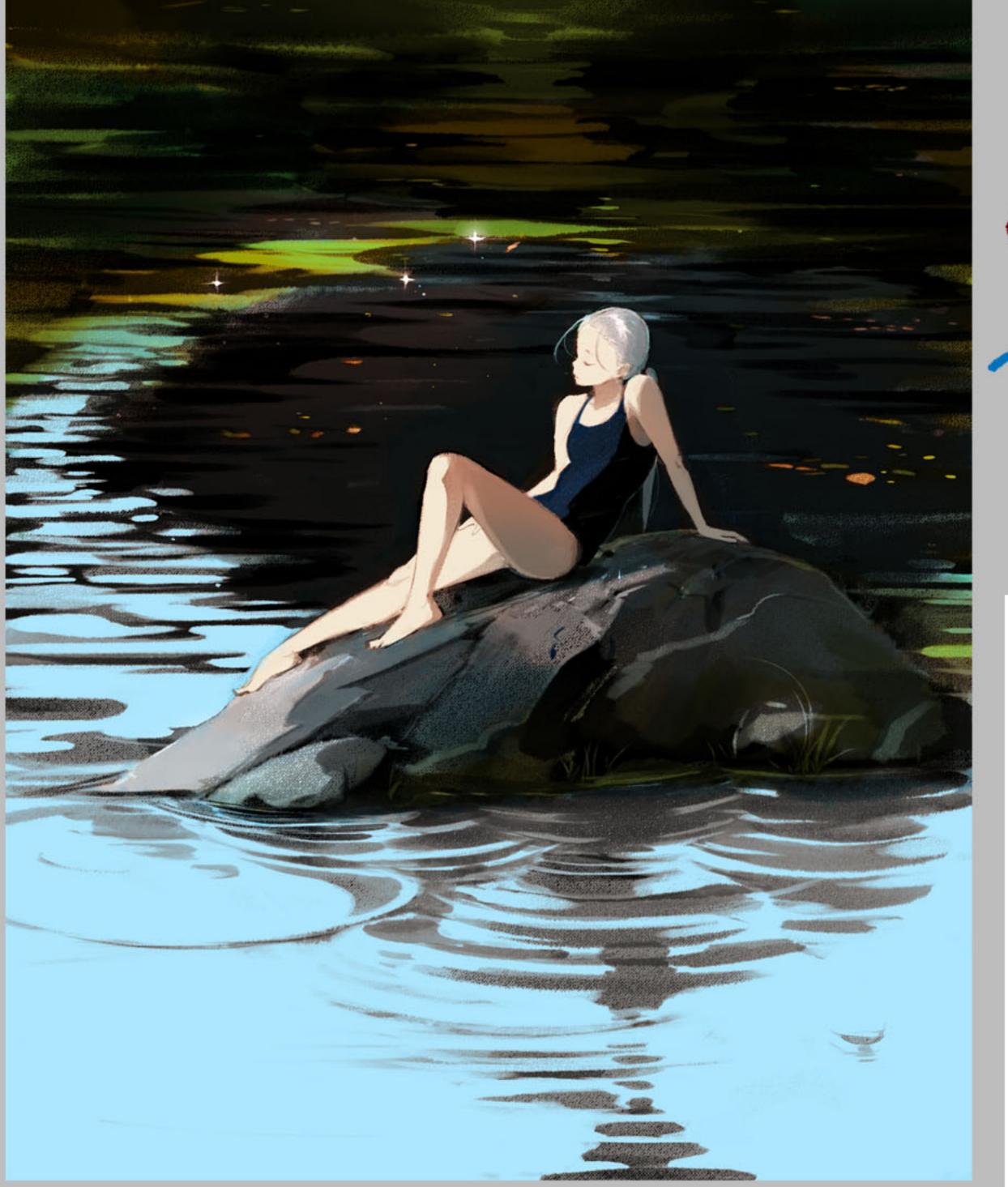






I chose the orange color to give that special warm touch, breaking that grey feeling. But there's a few areas that won't be needing it so much, like the rock, because I don't want it to look too brown.

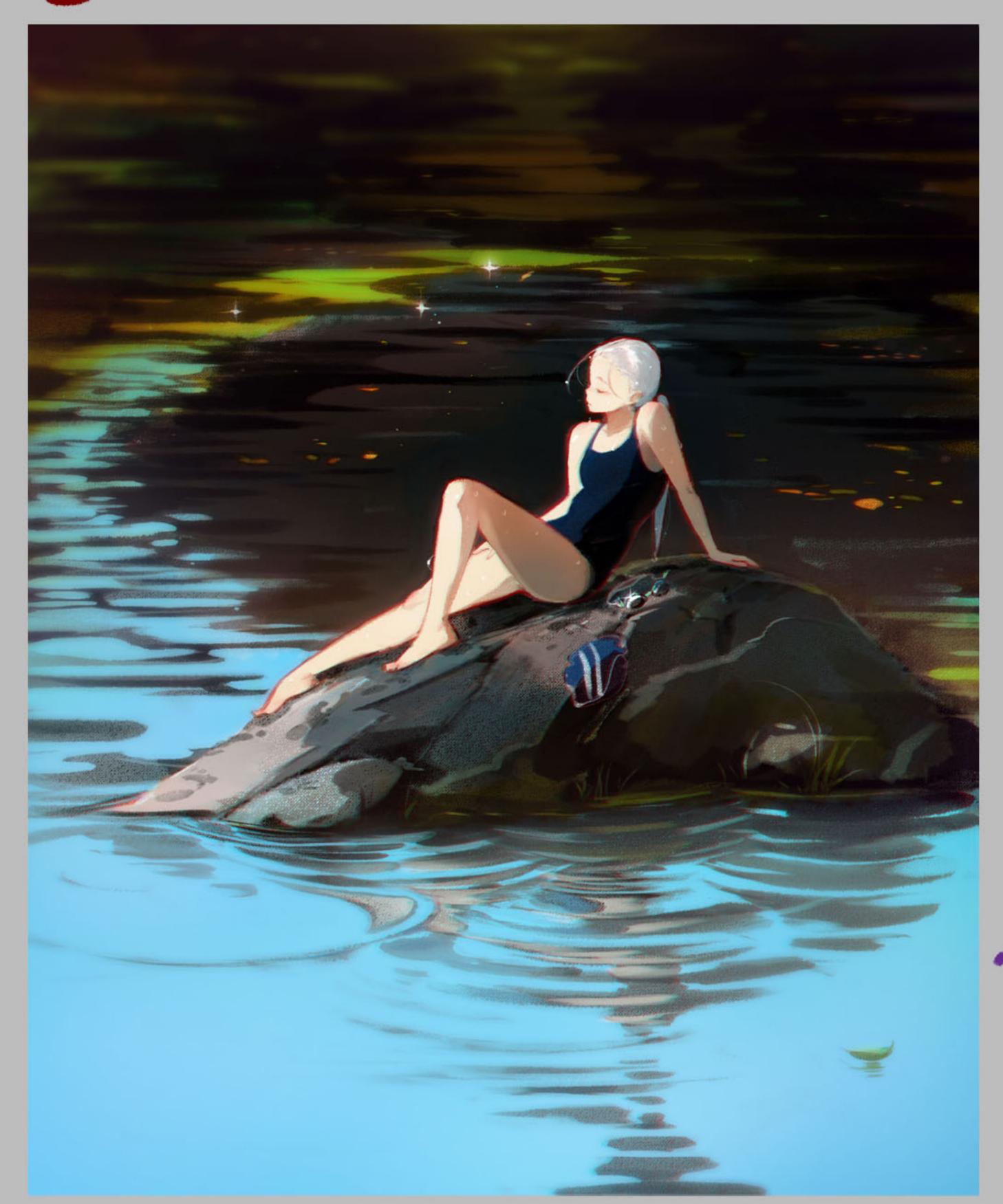
And sometimes it might disappear with some lines that are weak.



Multiply /ayer.

> Blue sky
> Plants or Tree reflection
-> Skin
> dry leafs
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## Adding details:



Acessories to show a



> try turning

off "G" and"B"

from "Blanding"

options

and move it to

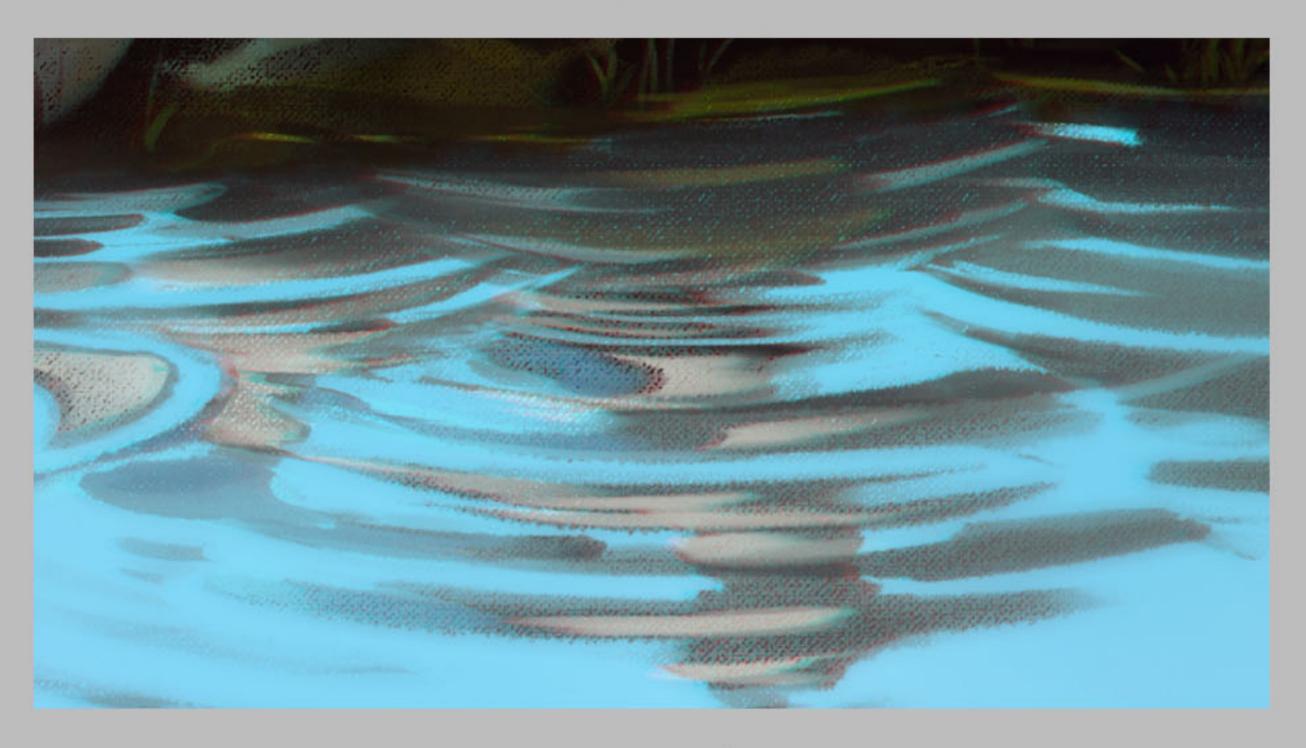
little, Just 3D

give that

give that

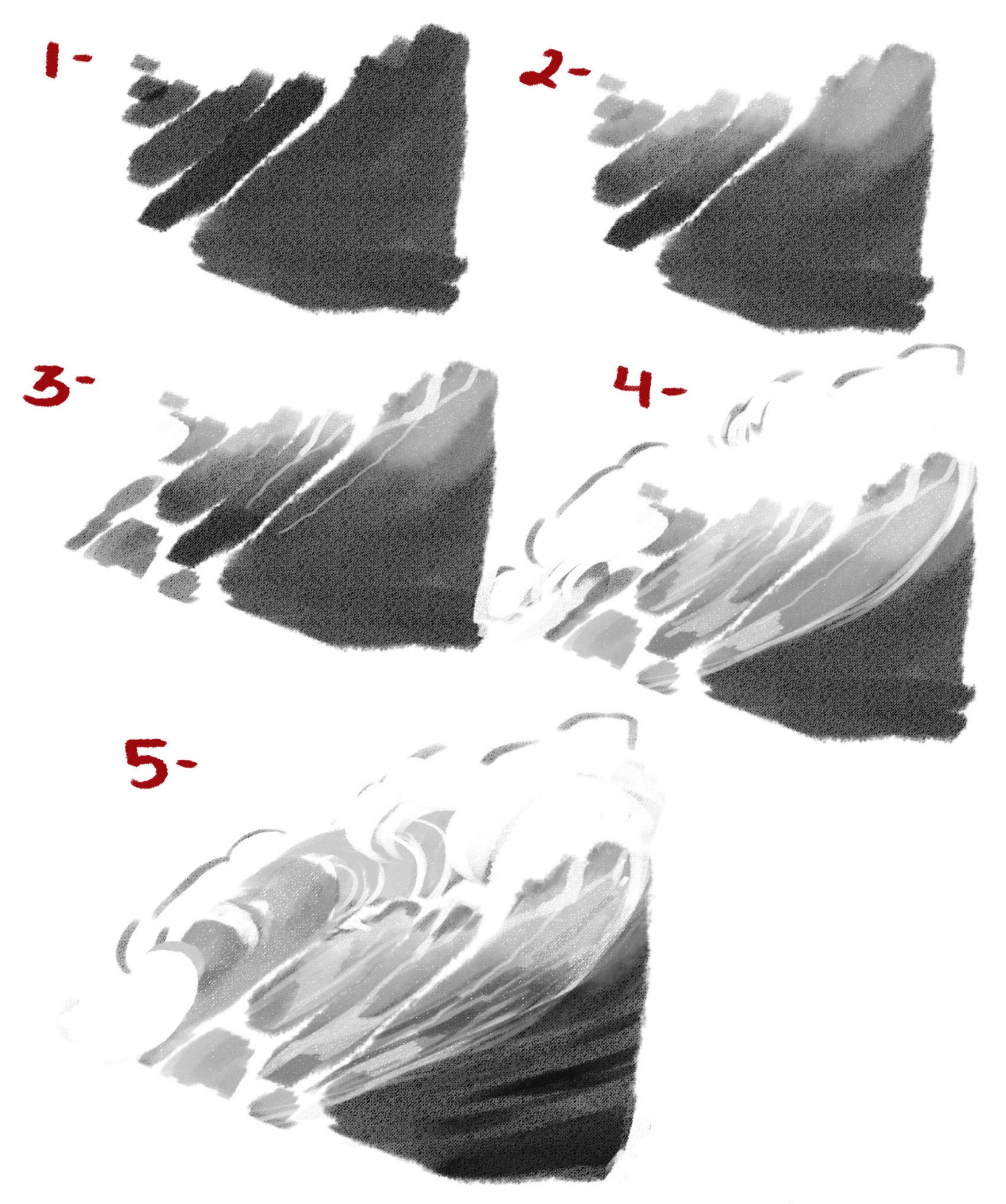
I increased the saturation level to make colors more vibrant.

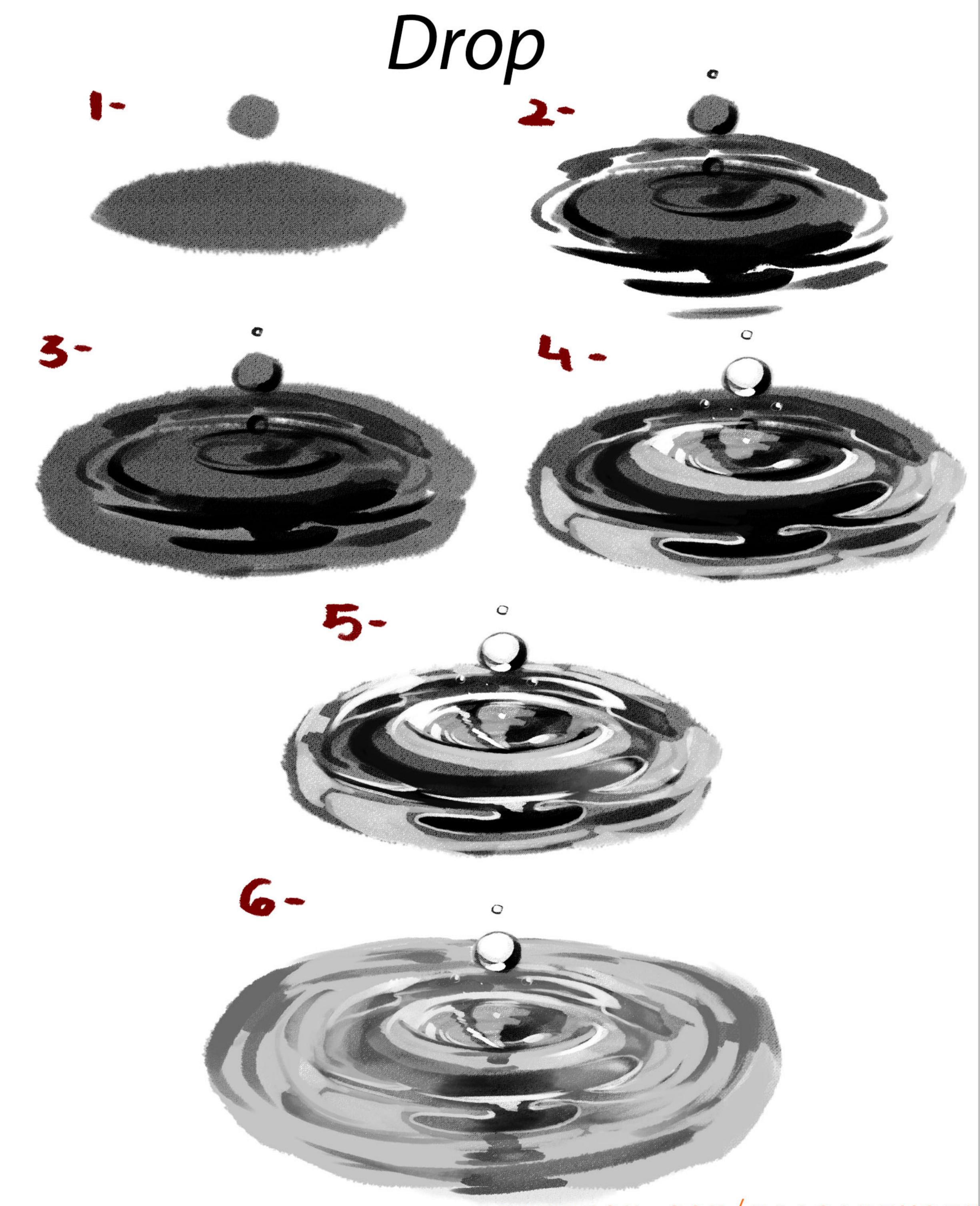
### adding Skin color on the water

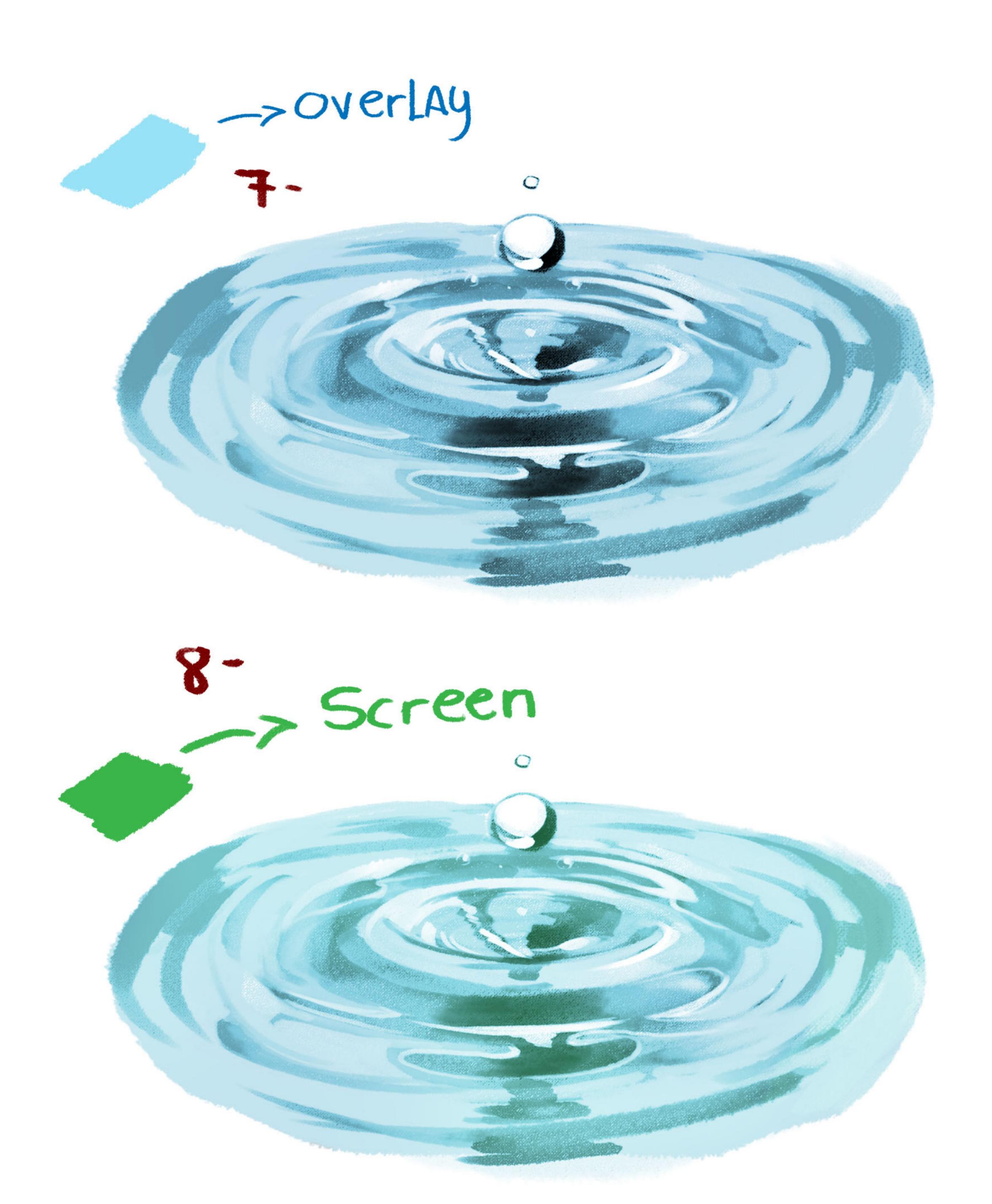


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# Waves







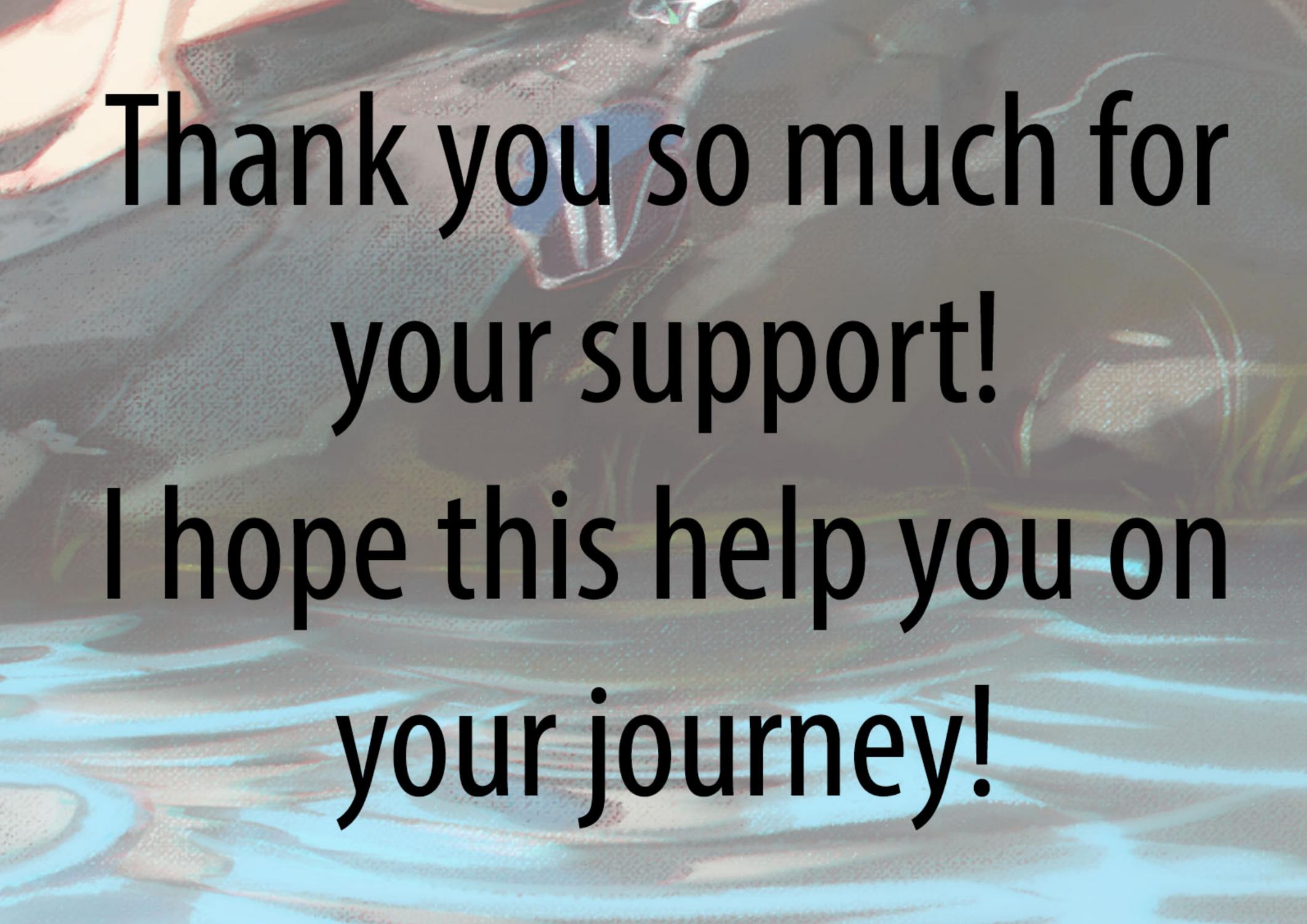
Be free own. Splash



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