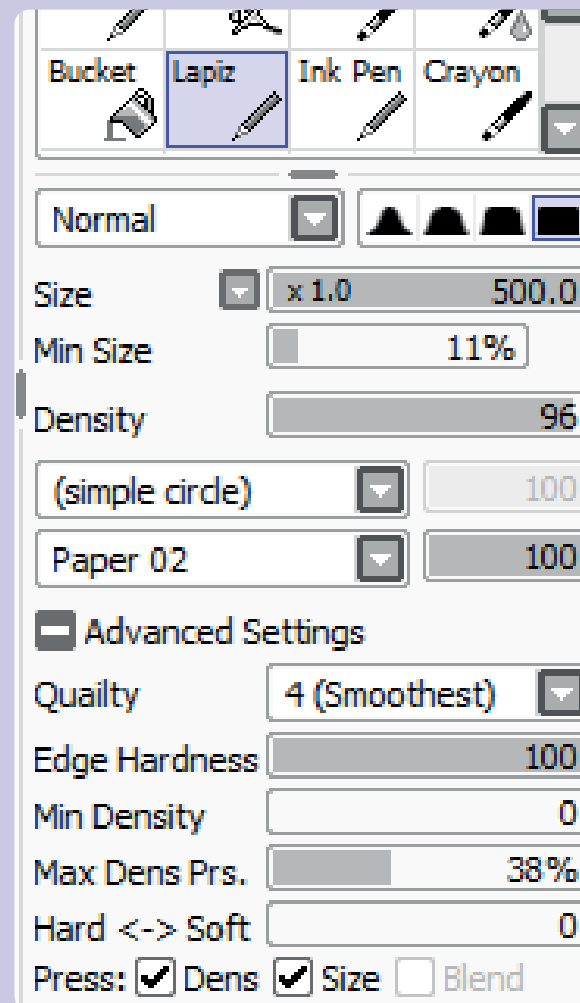


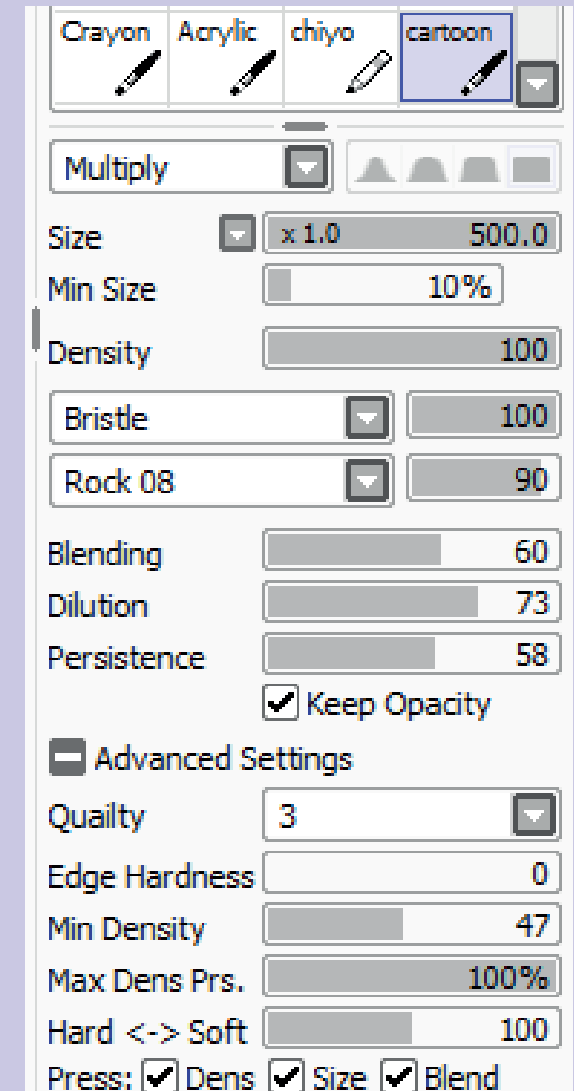
Step by Step

Brushes used for
this drawing

1) Pencil



1) Cartoon brush





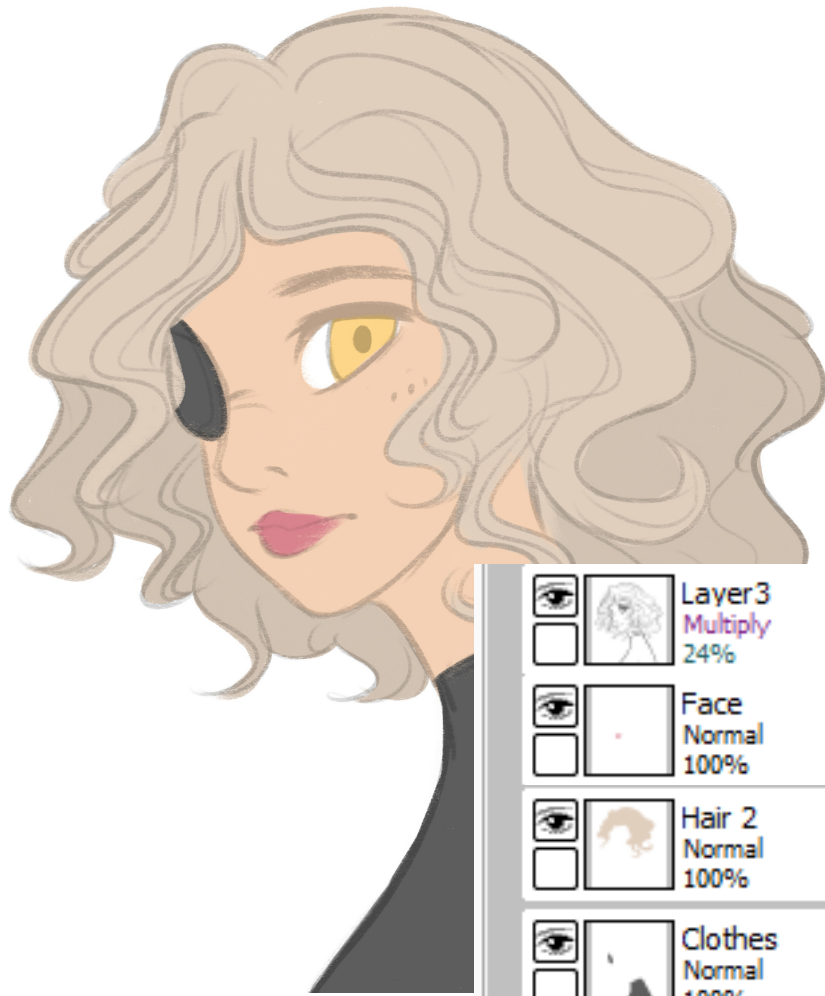
1) Sketch

This sketch was really rough. I just pretended to show the general position of the character.



2) Lineart

I cleaned the lines in a new layer with the **Pencil**. This tool has textures so it has a pencil look.



<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Layer3 Multiply 24%
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Face Normal 100%
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Hair 2 Normal 100%
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Clothes Normal 100%
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Skin Normal 100%

3) Base color

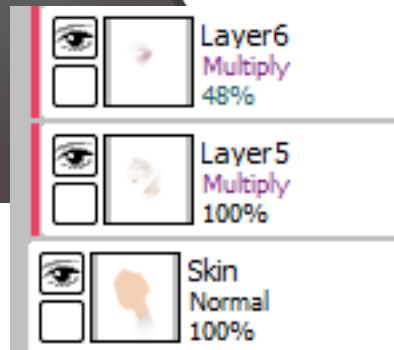
In this drawing, I tried a different method. I placed the Lineart on the top in Multiply mode with 24% opacity, and I added the color in different layers.



<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Layer11 Multiply 44%
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Layer9 Multiply 74%
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Hair Normal 100%

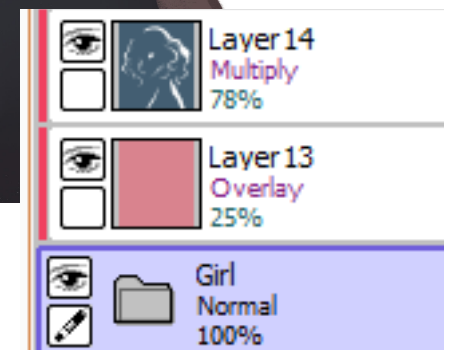
4) Shading (1)

For the hair I added two more layers in Multiply mode, creating some textures.



4) Shading (2)

I did the same with the rest of parts, combining the use of the **Pencil** and the **Cartoon Brush**.



5) General shade

I included all the colored parts in an unique folder and added a Multiply layer of dark blue (Clipping Group) and erased the bright areas!



6) Overlay tones

Again with Clipping Group, I added a new layer in Overlay mode, and added with the Airbrush the colors blue and orange.



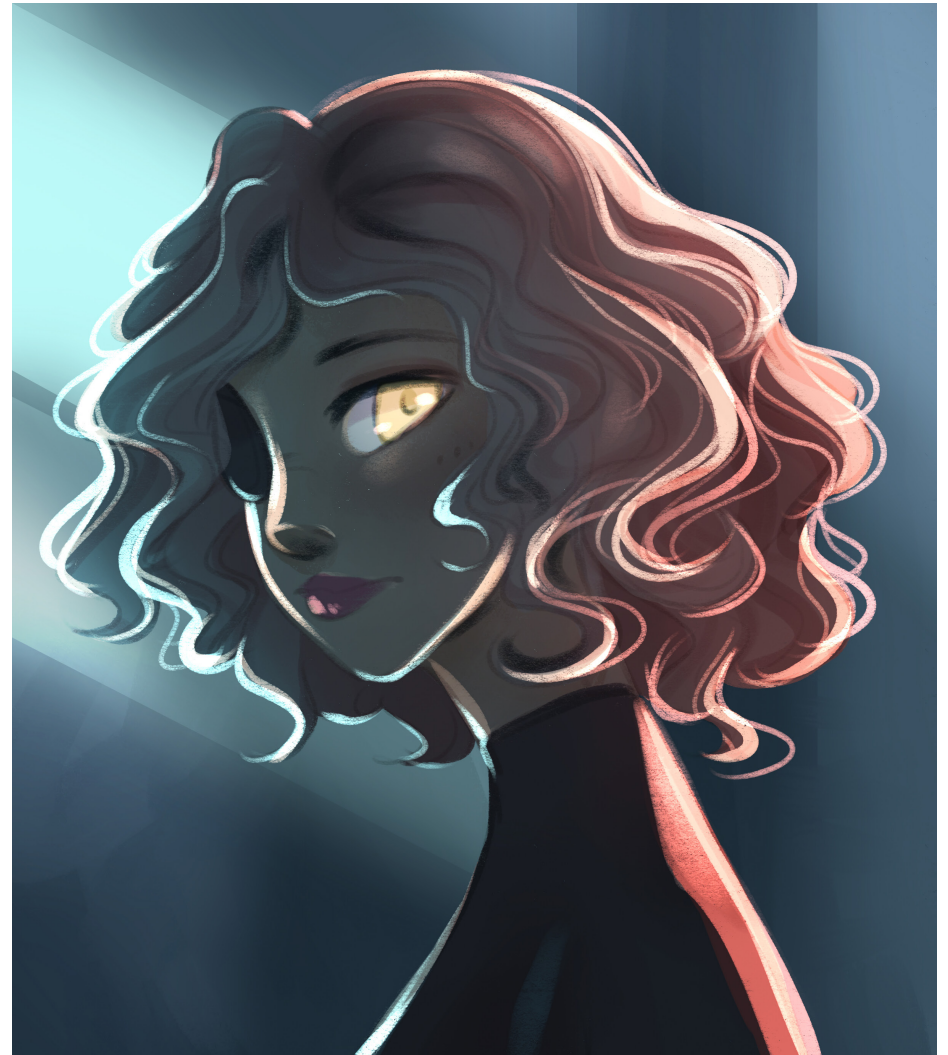
7) General shade

In order to intensify the darkness and make more contrast, I duplicated the Multiply layer on the Overlay one, again in Multiply mode.



8) Background

I added a really simple background with different textures, playing with the selection tool.



9) Lighting

To empathize the lighting, I made more brightness with the Pencil, in a new layer in Luminosity mode.



10) Balance color



This is a must in my process. If you aren't very happy with the general colors you can add a new Overlay layer with that specific color!



11) Photoshop

Changing levels, balancing colors and adding gradient... Taking advantage of all the options that Photoshop allows you can greatly improve the final drawing.