



Step by step

**Jinx**

# Brushes used:

Coloring, hatching shading, details



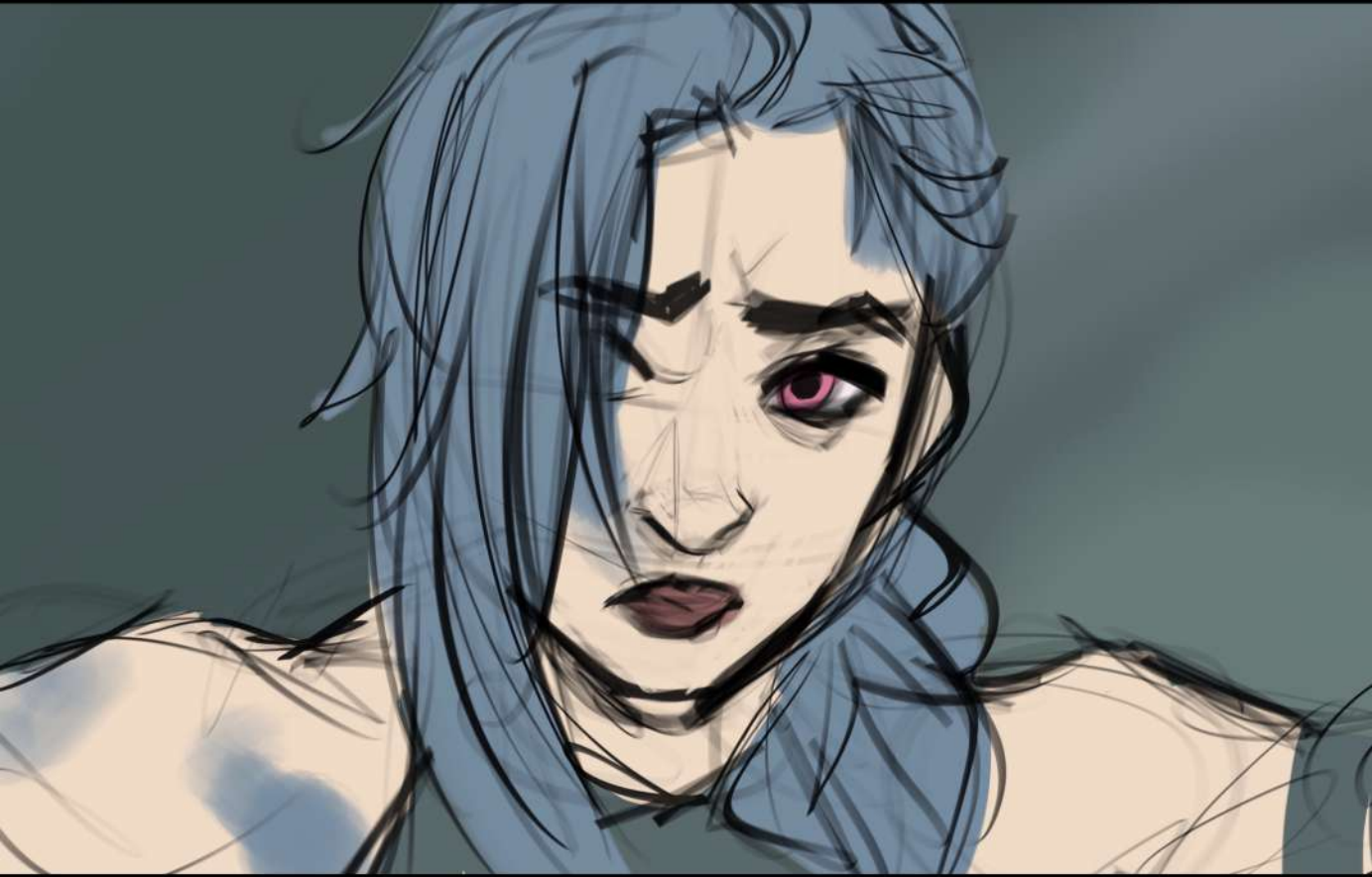
Highlights



Sketch and lineart

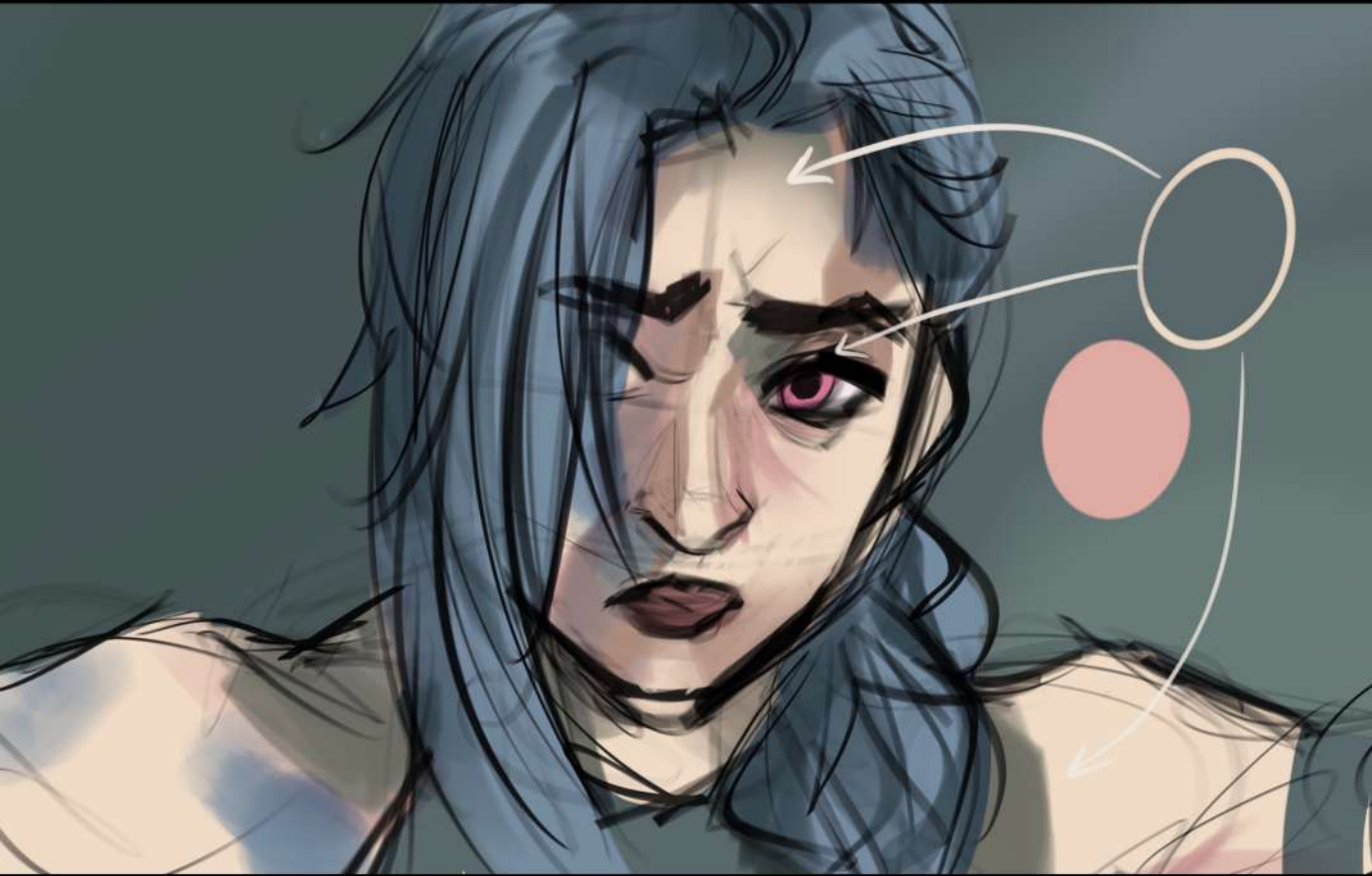


These brushes have been shared for +7\$ tier patrons in previous month! I will be sharing in the next post these same brushes again for them in case they would like to have them again!



## Sketch and color

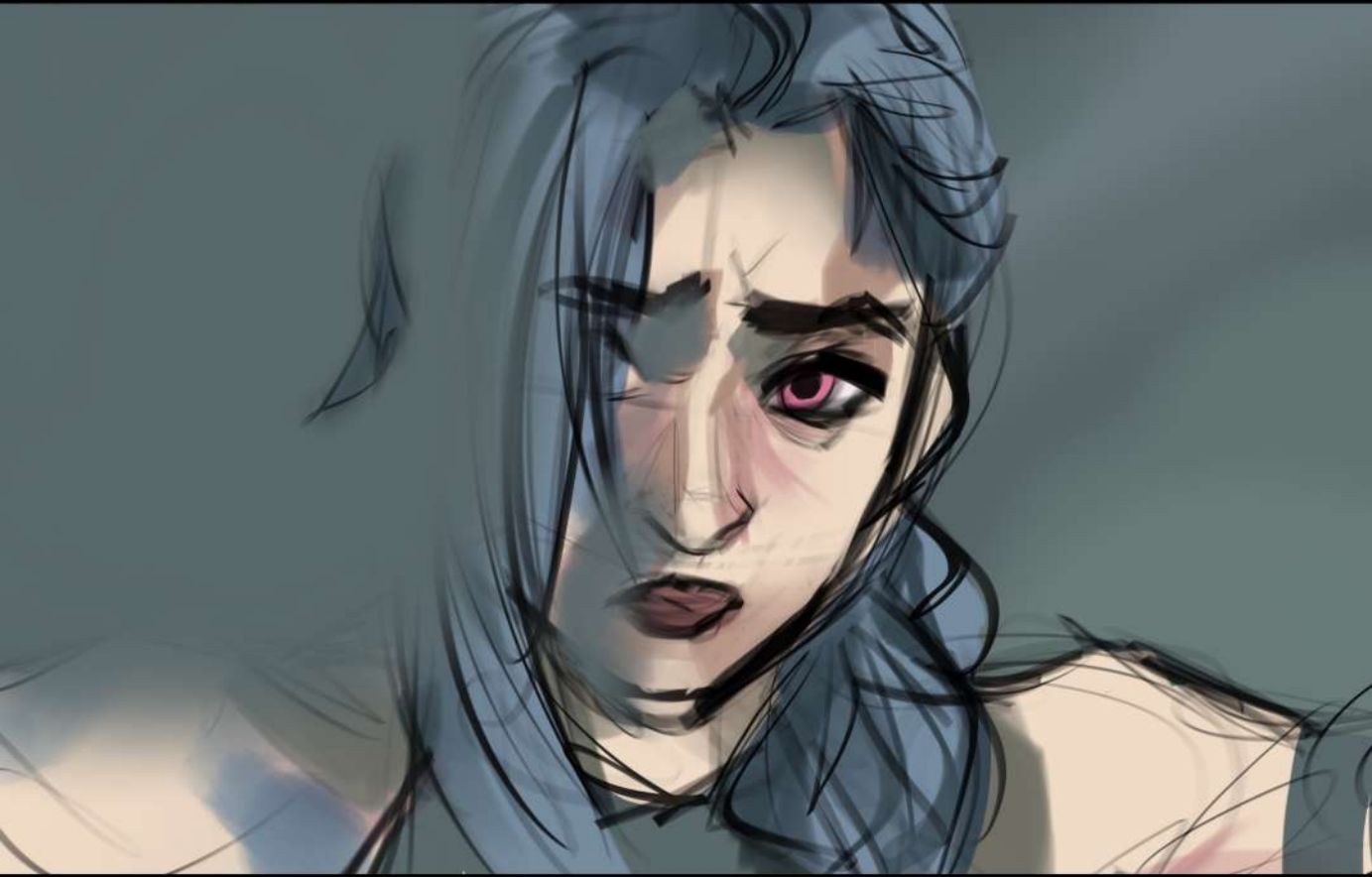
For this drawing I started as usual with a rough sketch. The difference here is that I actually cleaned the sketch with the same brush I was using, instead of painting over the lineart. I wanted to use this sketch as a base. Also I painted all the colors in the same layer, under the lineart/sketch layer.



## First Shading

In the image of reference (that I'm so sorry I lost!) the character has two types of shadows: the purple/pinkish ones, and the environment ones, which in this case, are these greenish tone.

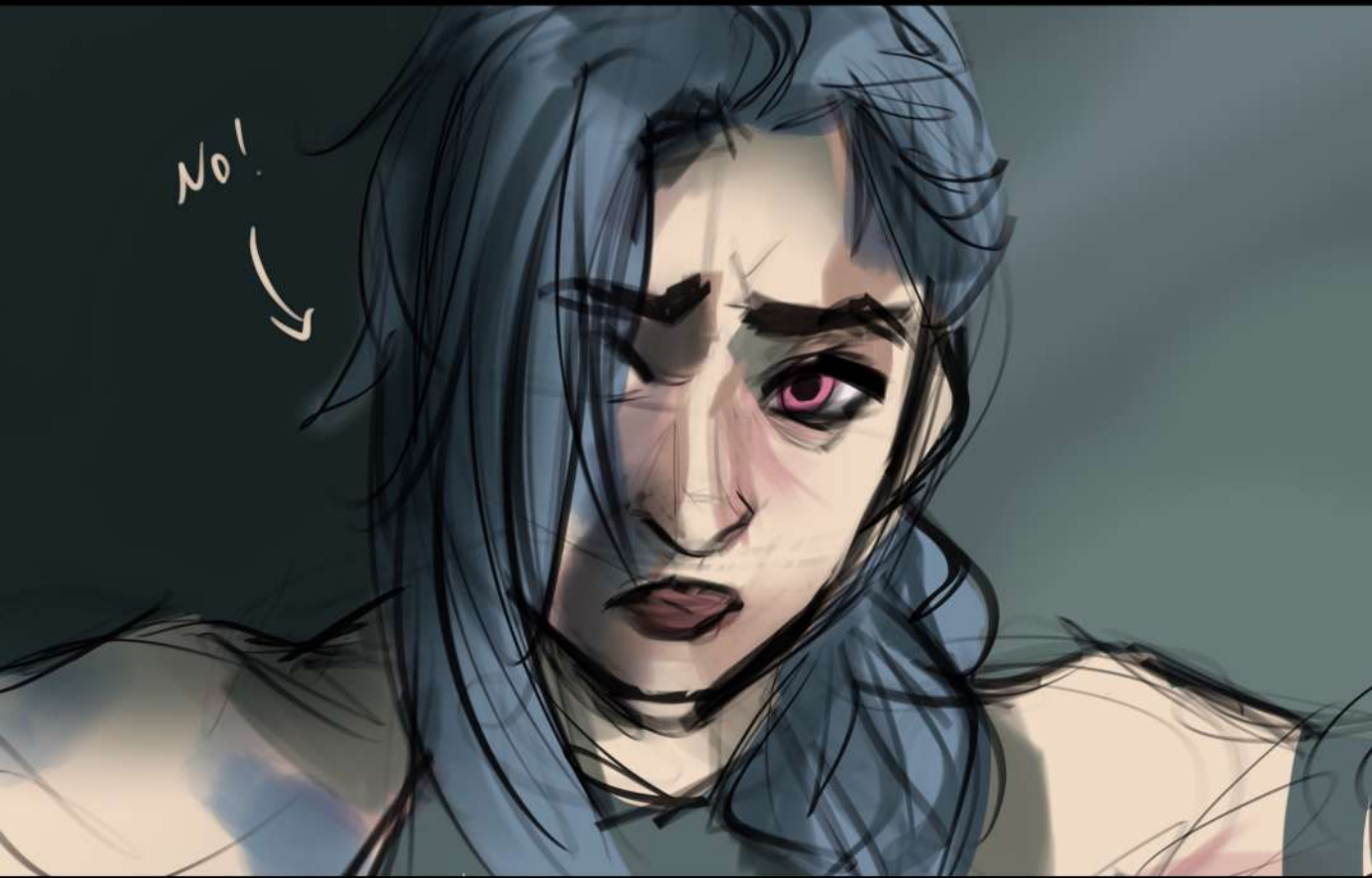
So I painted some of these colors, starting with a pinkish tone for the skin.



## Environment Shadow

The character will be covered by a dark shadow, which will cover some parts and leave other in lighting.

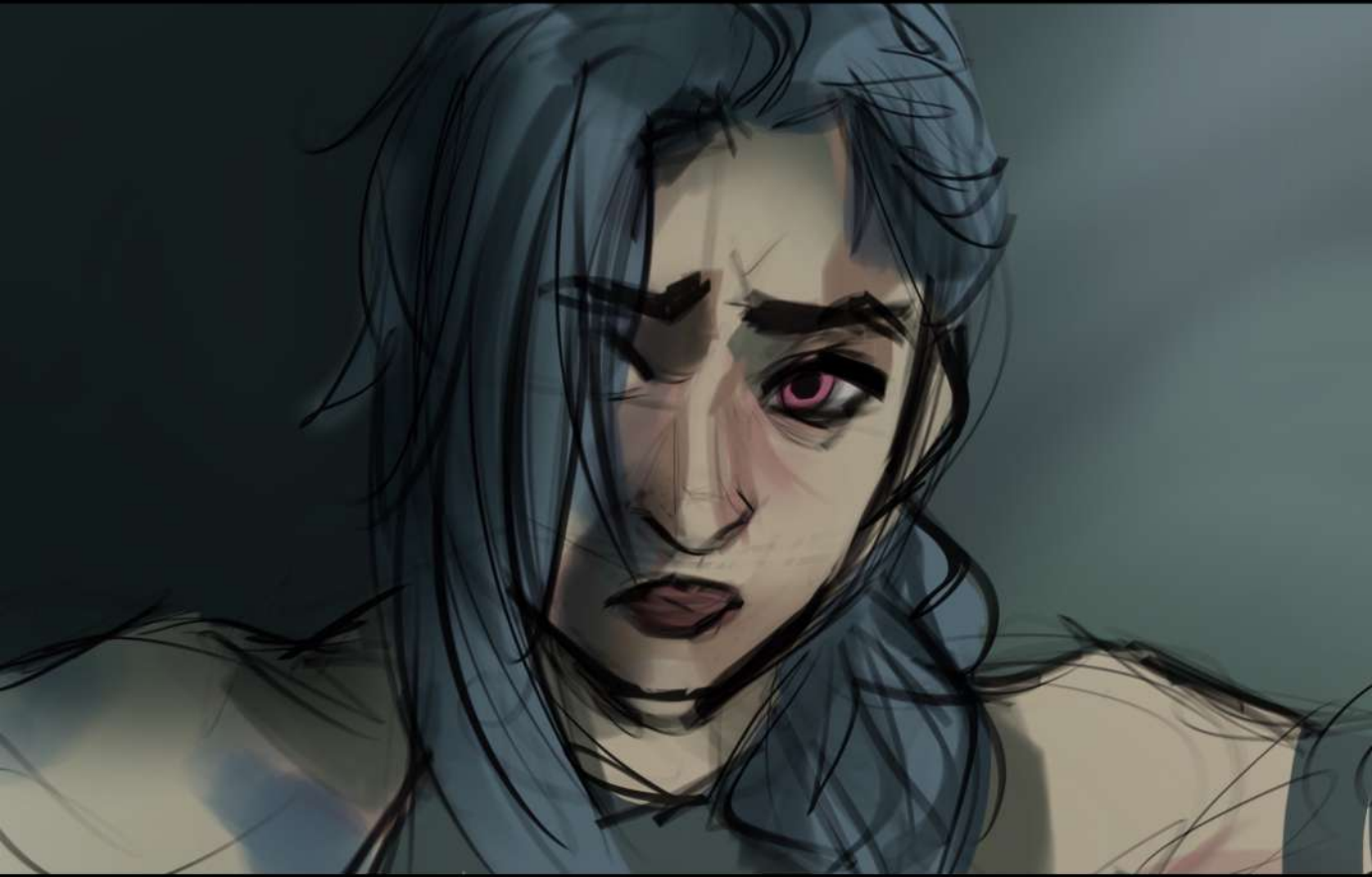
This first page shows how the same background tone has been used in normal mode to define these shadowed areas.



## Environment Shadow

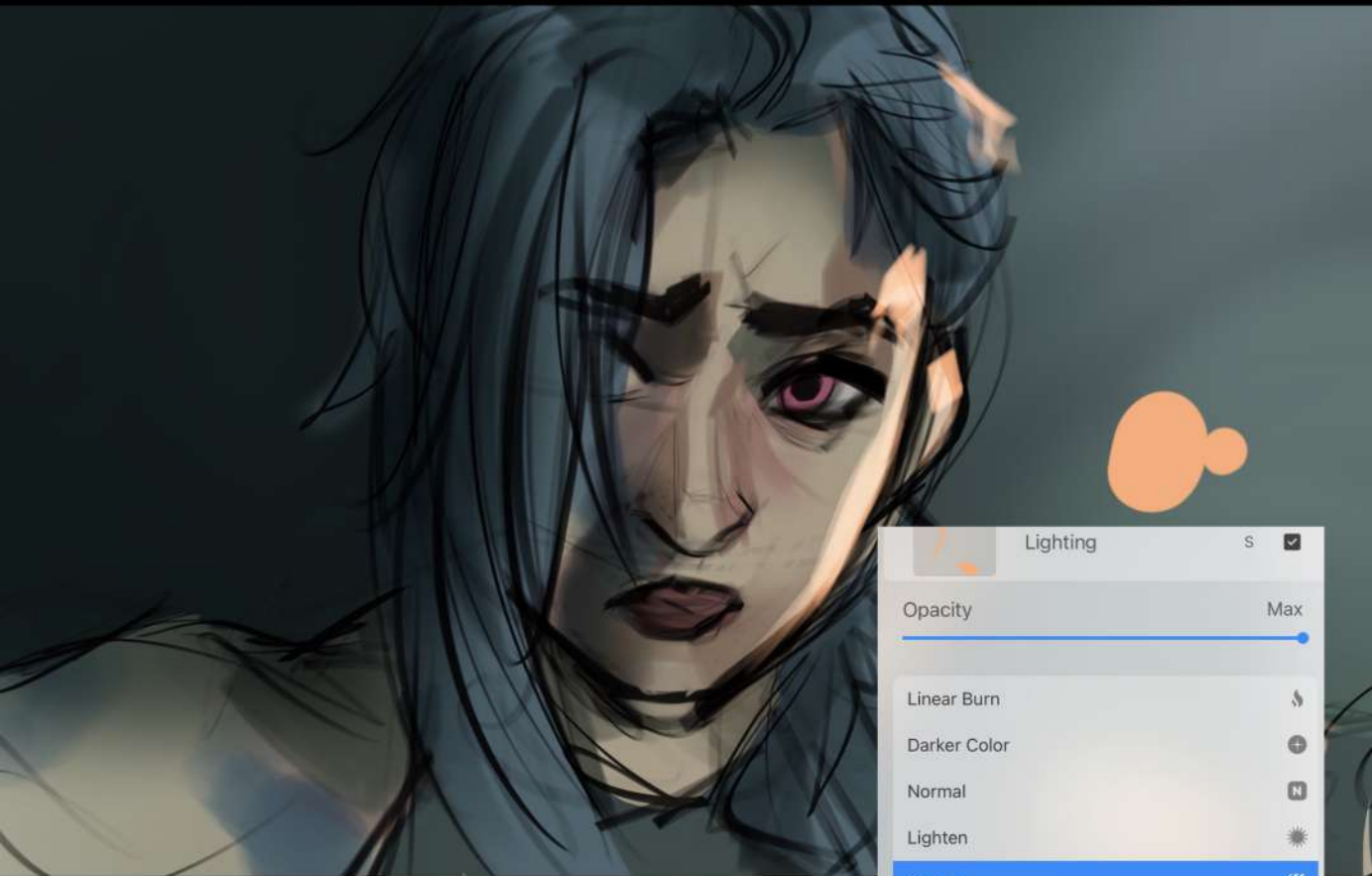
and now, this is the same layer, as Multiply made instead.

The idea is to give some contrast to the piece. Also keep in mind to leave some hairs in the left side without painting, so the shape of the character is now completely blended with the background.



## Environment Shadow

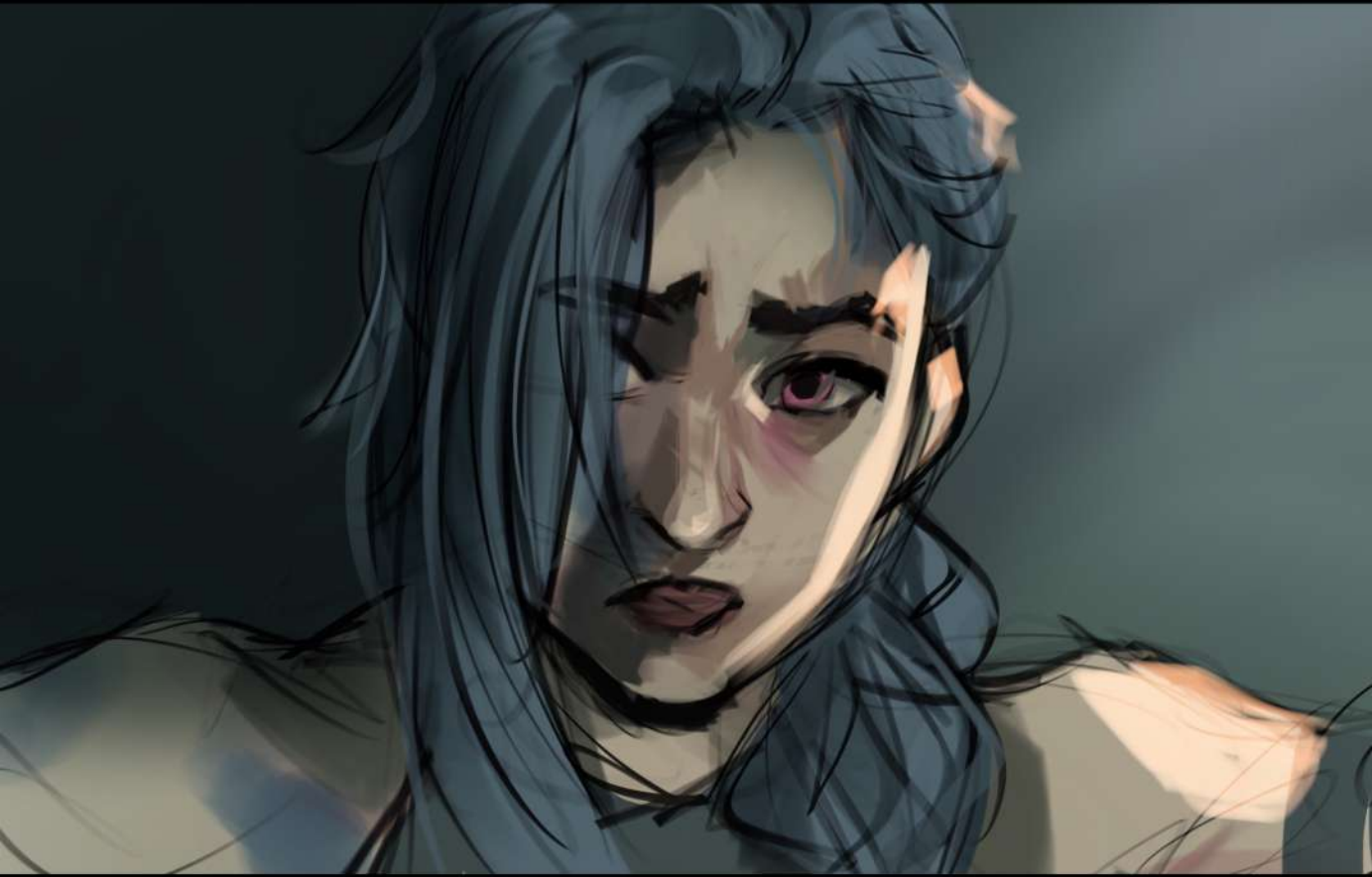
I add now an extra layer over the whole drawing with the greenish tone, low opacity, in Multiply mode.



## Lighting

This time I add the lighting differently comparing to previous times. I use the Screen layer mode and paint one side of the character, with a orange tone.

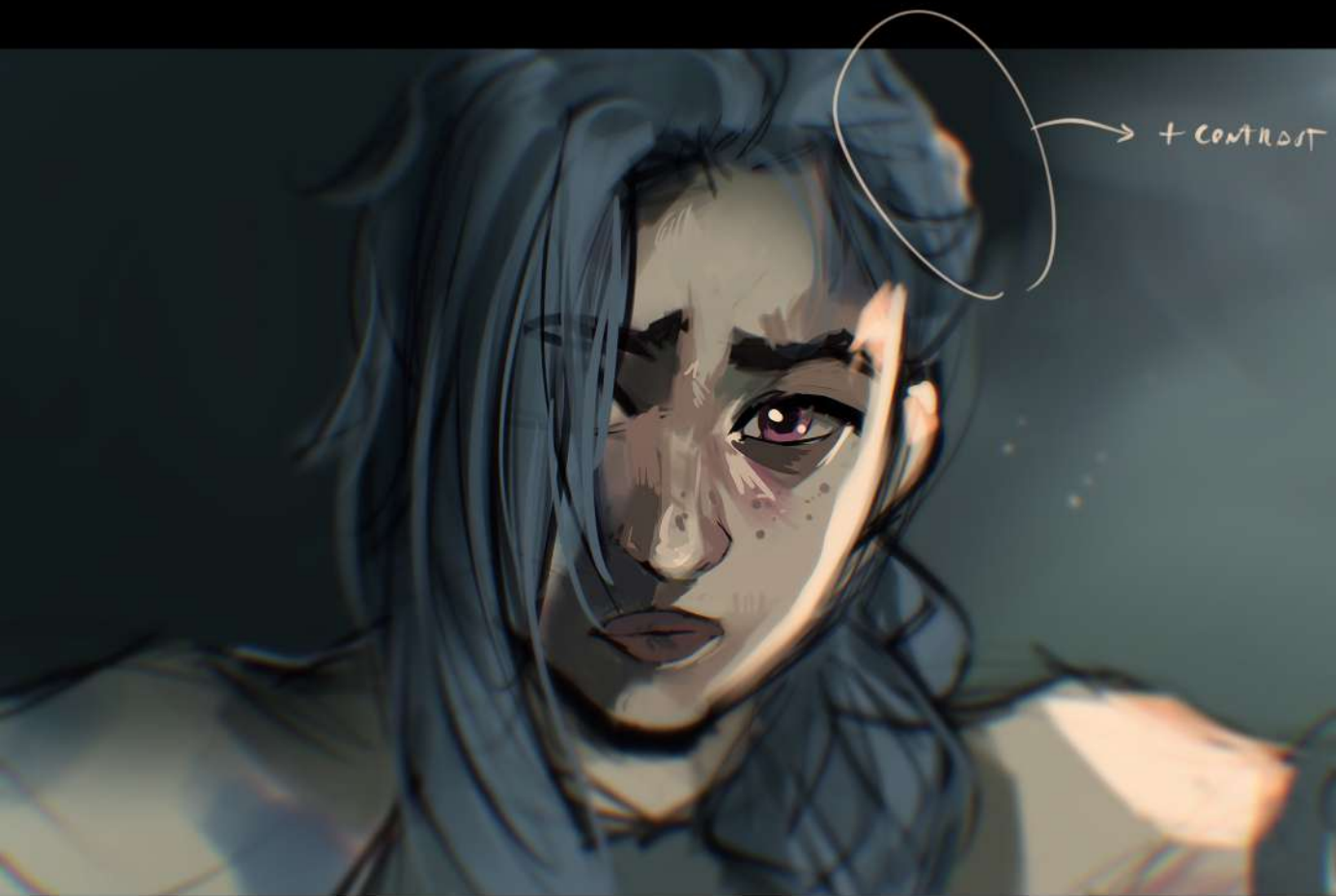




## Rendering

From this point I started to add details with the default brush Script, building the render of the character. The technique I use is hatching and sometimes, blending softly.





## Last touches

I keep adding more details in the same Normal mode layer, picking the colors around to make a transition with the hatching. I added the highlights and the freckles, and also, I painted and blended some darker areas around the hair to define better her shape. The last step, as usual, was duplicating the finished piece to apply the Gaussian Blur around the face.