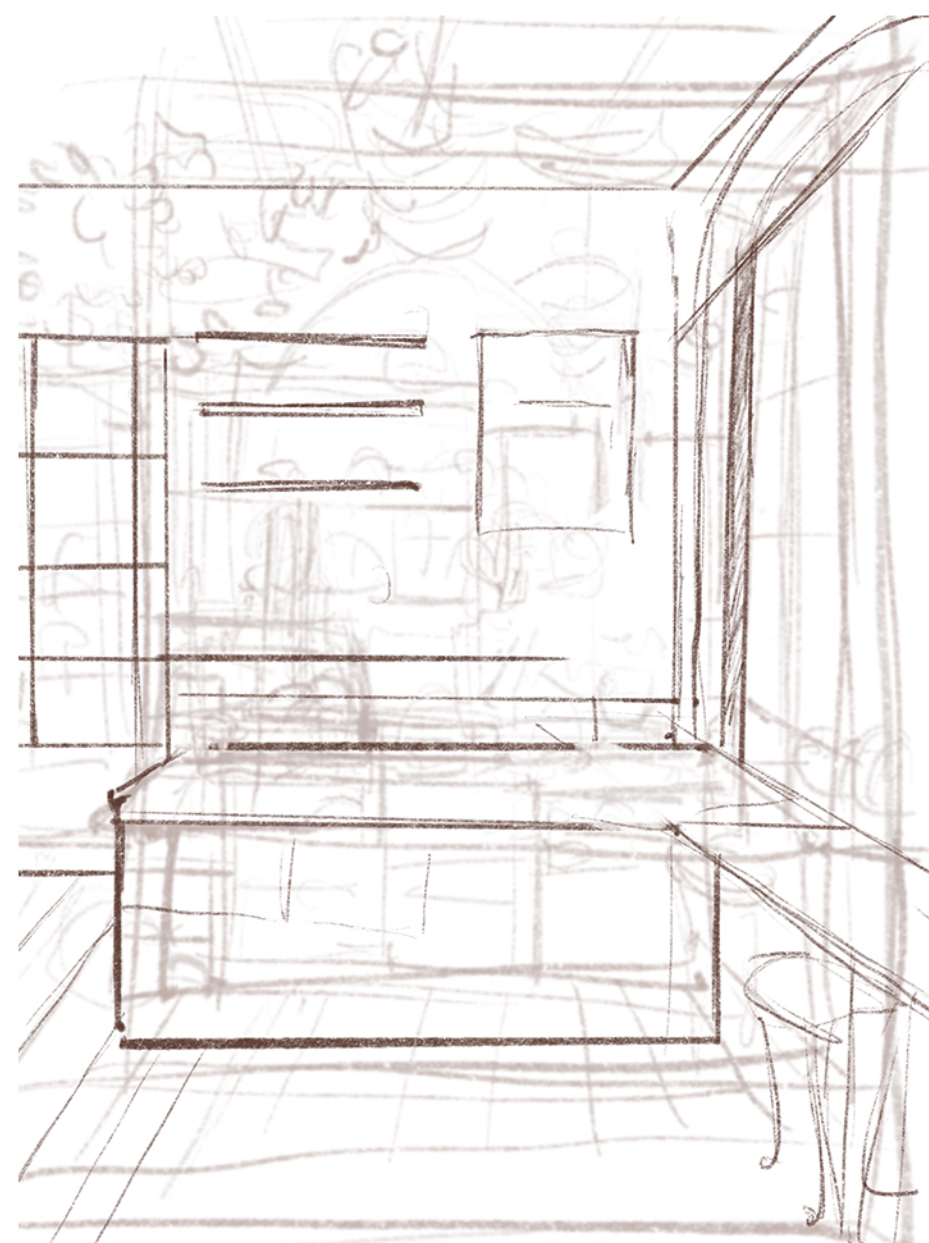


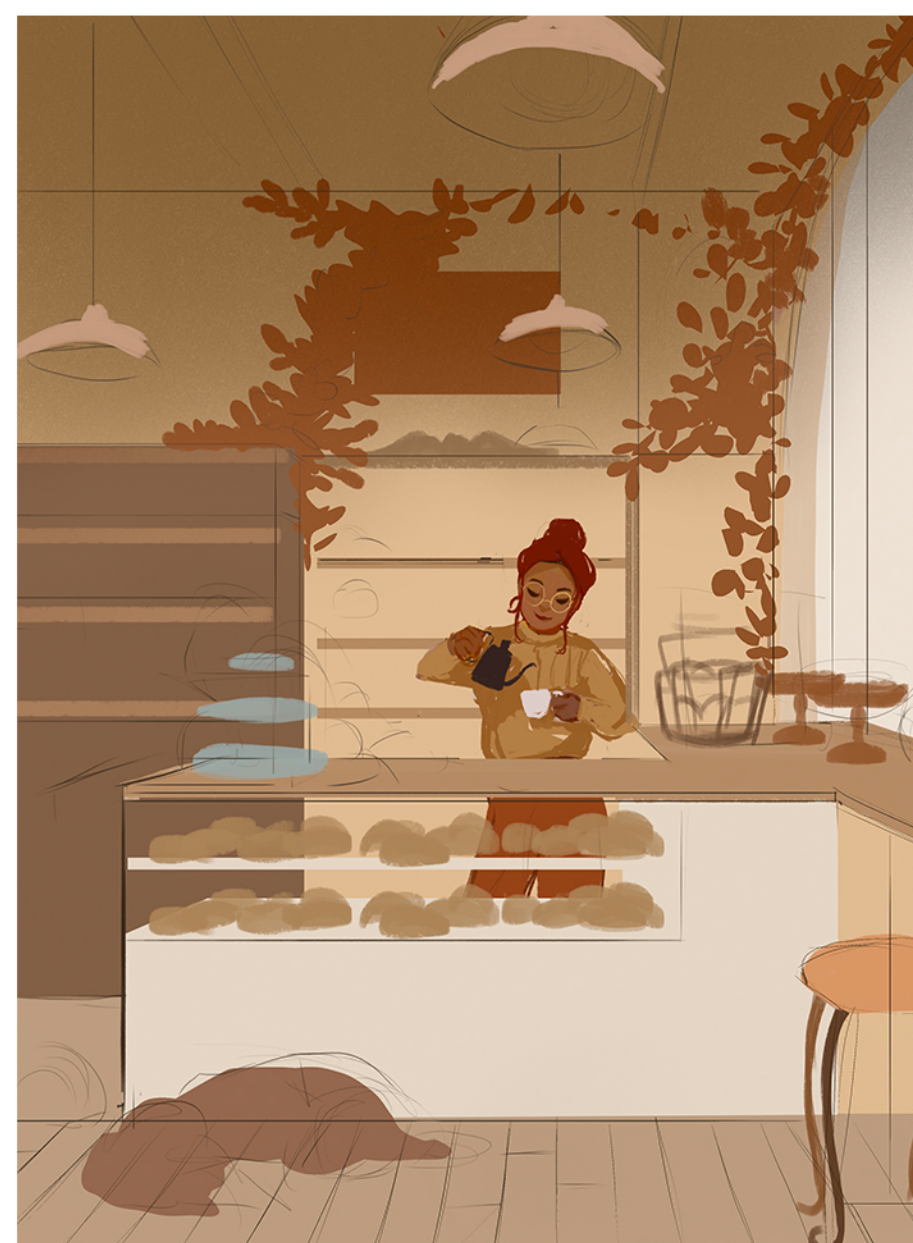
# FALL BAKERY PROCESS



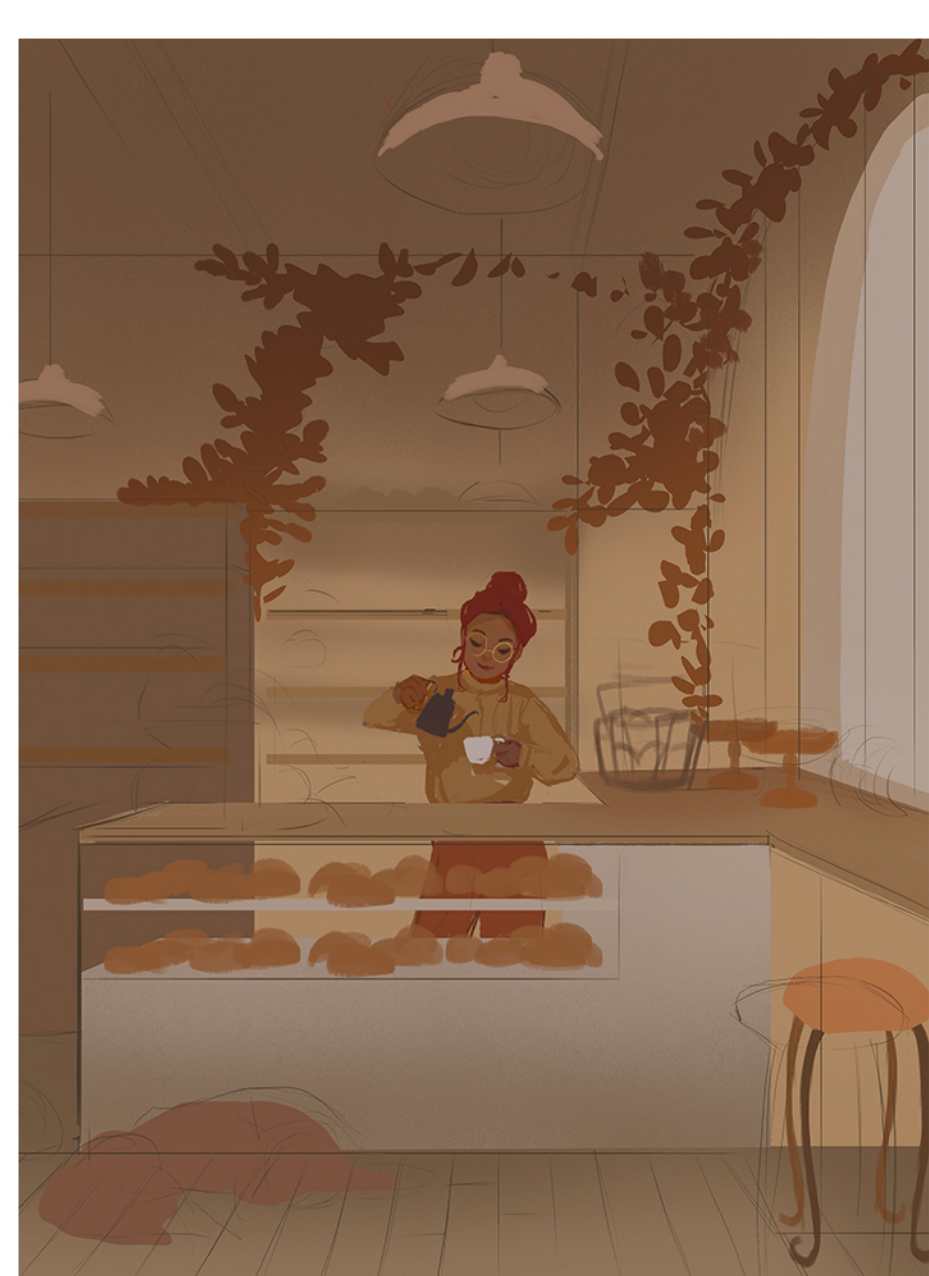
1. I lightly sketch the bakery with a graphite pencil brush



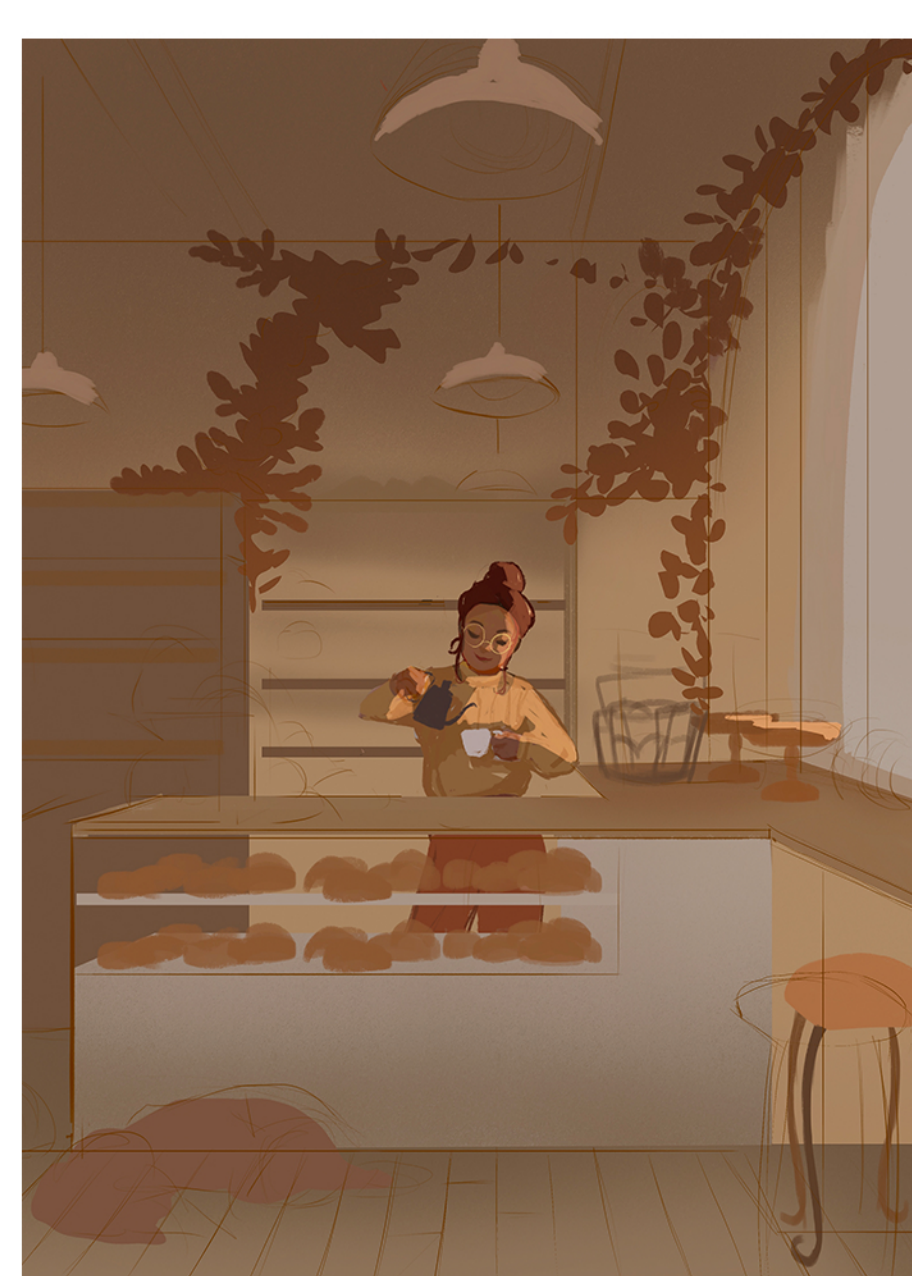
2. I block out the large shapes using the lasso tool and Picasso brush. I use a very limited colour palette at this stage to avoid getting carried away with the details



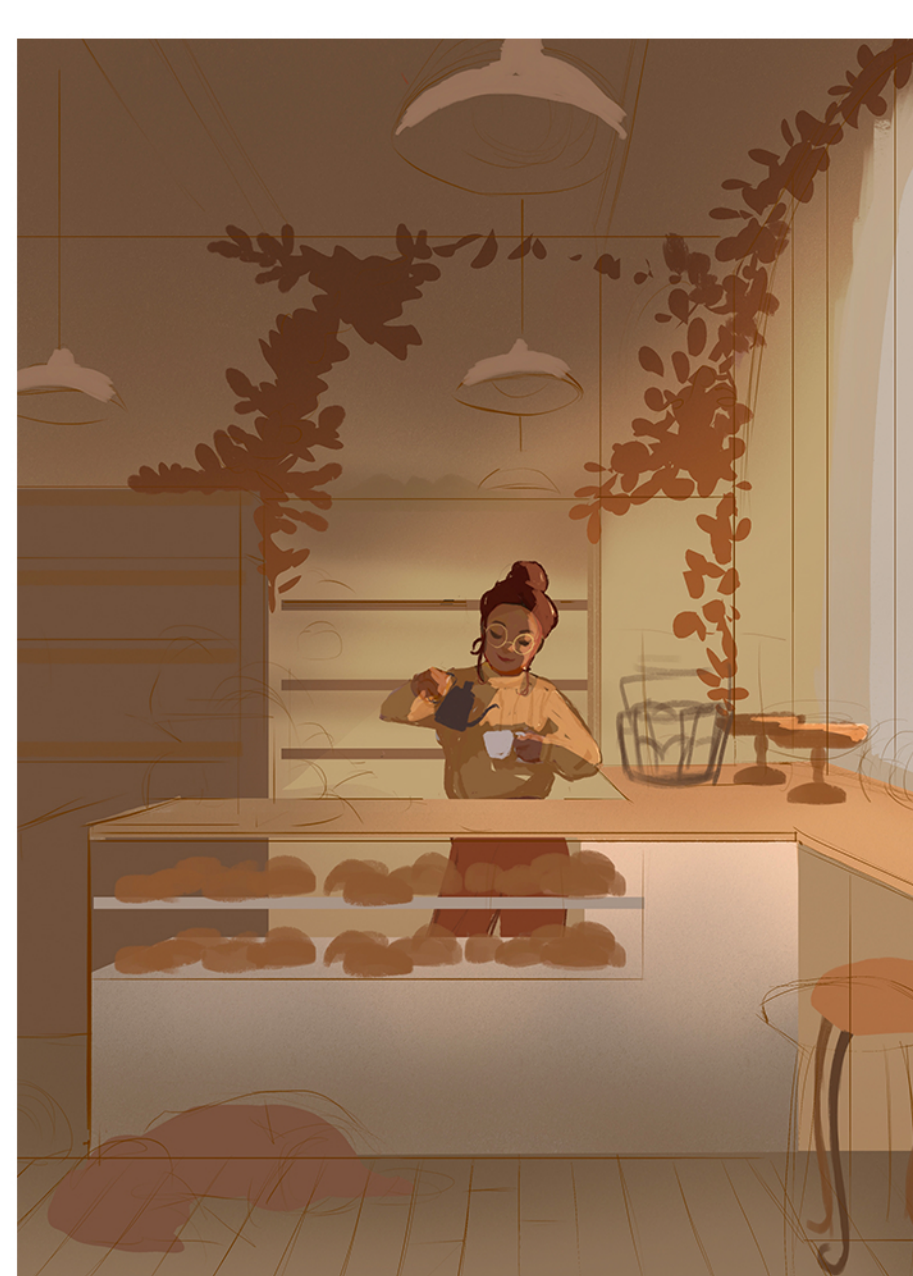
3. I focus on rendering the character since she is the focal point of the painting. I decided to change her outfit to a cozier style (sweater + loose pants!) I also added a dark gradient to darken the background.



4. On top of all the layers, I create a new layer and fill it with a brown colour and set the layer mode to multiply and lower the opacity to 30%



5. On a separate layer, I use a lasso tool to block out the lighting on the character and fill with yellow then change the layer mode to "Add." This quick method of adding lighting will help quickly block out which areas need lighting.



7. I continue to add details in certain areas and work on the character



8. I add more details to the background by adding more shelves and pastries. I also darken the background a bit more to create contrast. To darken the background, I paint over areas with a large brown brush and set it to multiply mode (I lower the layer opacity so it doesn't look too dark.) I also tweak the hue of the background to give it redder tones.



9. Similar to step 5, I brighten the character again but this time I set the layer to overlay to saturate some of the areas. I brighten the areas near the window since the light would be the brightest there.



10. During this stage, I continue to slowly build up adding more items to the bakery. I also start adding more volume and depth to the leaves on the ceiling. I try not to add too much details when it comes to foliage so I always paint leaves as clumps of leaves instead of adding each one individually. I also copy and paste the leaves to save some time.



11. I make some slight colour adjustments by changing the hue and saturation to some of the areas. I brighten up the floors and counter by changing the colour balance to a warmer tones and saturating it a bit more.



12. I continue to add more details and slowly render the items by adding shadows to them. On a separate layer, I also paint over on top of the character and any area affecting the counter by using a large brush to add a soft bright glow.



13. I transfer the file to Photoshop and add more details and use the curves tool to make adjustments to the shadows and lighting. Although, there's a lot of items in this piece, I always try to make sure to only add heavy detail in focus areas (ie, character, pastries in the front)



14. Unfortunately, I decided to omit the dog since it wasn't working with the perspective :( So I decided to add a fall basket in the front instead to balance out the composition. I also decide to add some whimsical details, including adding smoke to the coffee.



15. For finishing touches, I use Gaussian blur for the basket to create depth of field. I also added some sparkles around the light areas and falling leaves to make it feel more magical.