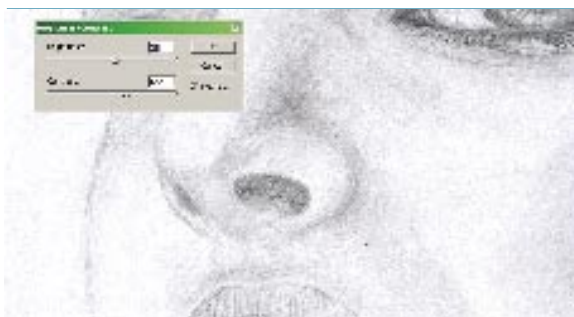




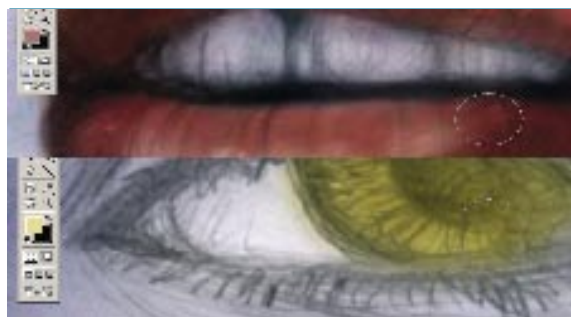
## FROM SKETCH TO COMPUTER GRAPHICS

Realistic shading and painting characters is often a real nuisance for beginner graphics. Each graphic is looking for his own unique style and totally satisfying final effect. Here is a simple method of coloring for those of you, who still feel more comfortable using pencil rather than graphics tablet, and who would like to give their works an interesting appearance.



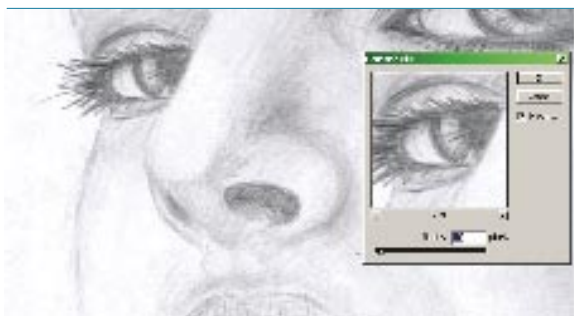
## 01 Preparation I

Let's start. First scan the sketch, paste it into new A4 document (set in RGB mode with white background) as a new layer. Now we clean up the picture by adjusting brightness and contrast (*Image/Adjustments/Brightness/Contrast*). We get rid of rest of the mess using *Eraser Tool* with soft round brush.



## 04 Eyes and mouth

Create 2 new layers, also in multiply mode, for eyes and mouth. Use soft round brush to paint mouth in shades of red and iris in yellow. Hide background layer and merge all remaining layers using *[Shift]+[Ctrl]+[E]*.



## 02 Preparation II

Brighten the picture by adjusting Levels (*Image/Adjustments/Levels*). After that smoothing it a bit using Gaussian Blur (in this case set on 1.3 pixels).



## 05 Merging colors

With use of *Smudge Tool*, we can merge all the pieces of picture together giving it more realistic look. Remember that brush size and kind will vary depending on part of picture you're working on. Don't use one size for whole picture, because your work may look distorted and unreadable.



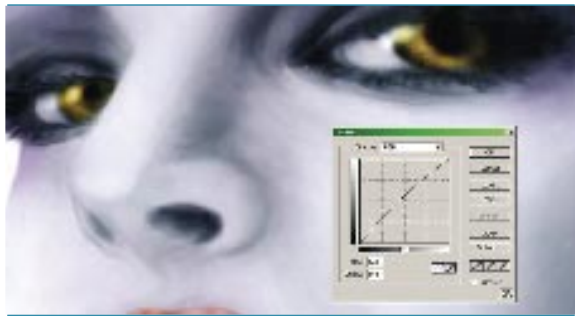
## 03 Skin and hair

Create new layer *[Shift]+[Ctrl]+[N]* and set its blending mode to multiply and opacity on 100%. Paint the hair and skin using soft round brush. Since we create fantastic character, used colors don't have to be realistic. Along with natural skin color we use bright blue and violet and blend them together. You experiment with *Color Balance* too *[Ctrl]+[B]*.



## 06 Glance

To give eyes more of natural look, add a bit of pink shade in eye's white. With use of *Dodge Tool*, we create bright points. Darken the eyelash and create shadow under the upper eyelid by adjusting *Burn Tool*.



## 07 Curves

We lighten the face with Curves [Ctrl]+[M] and by matching suitable settings.



## 10 Make up

We create a new layer in *Multiplay Mode* and we set Opacity on 80%. Using a soft round brush let us paint light Violet shadows on the eyelid and rouge on the cheeks of the character.



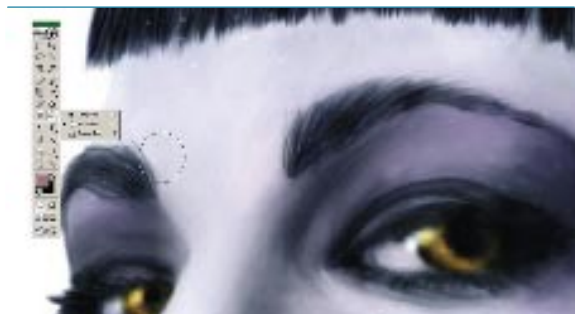
## 08 Light

We lighten lower lip, nose and the line over the lower eyelid using *Dodge Tool*.



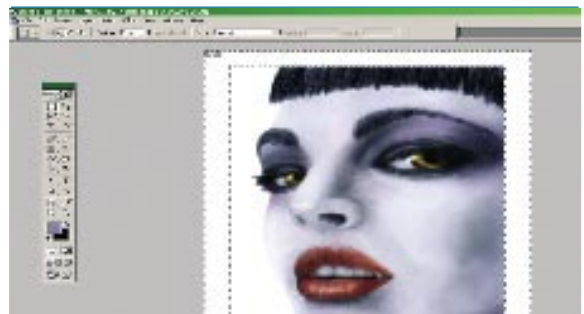
## 11 Details

We go back to the layer with face of the character. Using *Dodge Tool* in the hair, feathers and around the eyes we add some brighter points.



## 09 Shadow

With use of *Burn Tool* we darken eyebrows of character, create shadow under a tip of nose, emphasize bones of cheek and lips.



## 12 Frame

At the end we create on the background layer a frame using *Rectangular Marquee Tool* (with *Add to Selection* setting ON) and we cut the highlighted area using [Ctrl]+[X]. ◀ Finished!

by Aleksandra Wasiukiewicz