



Step by step



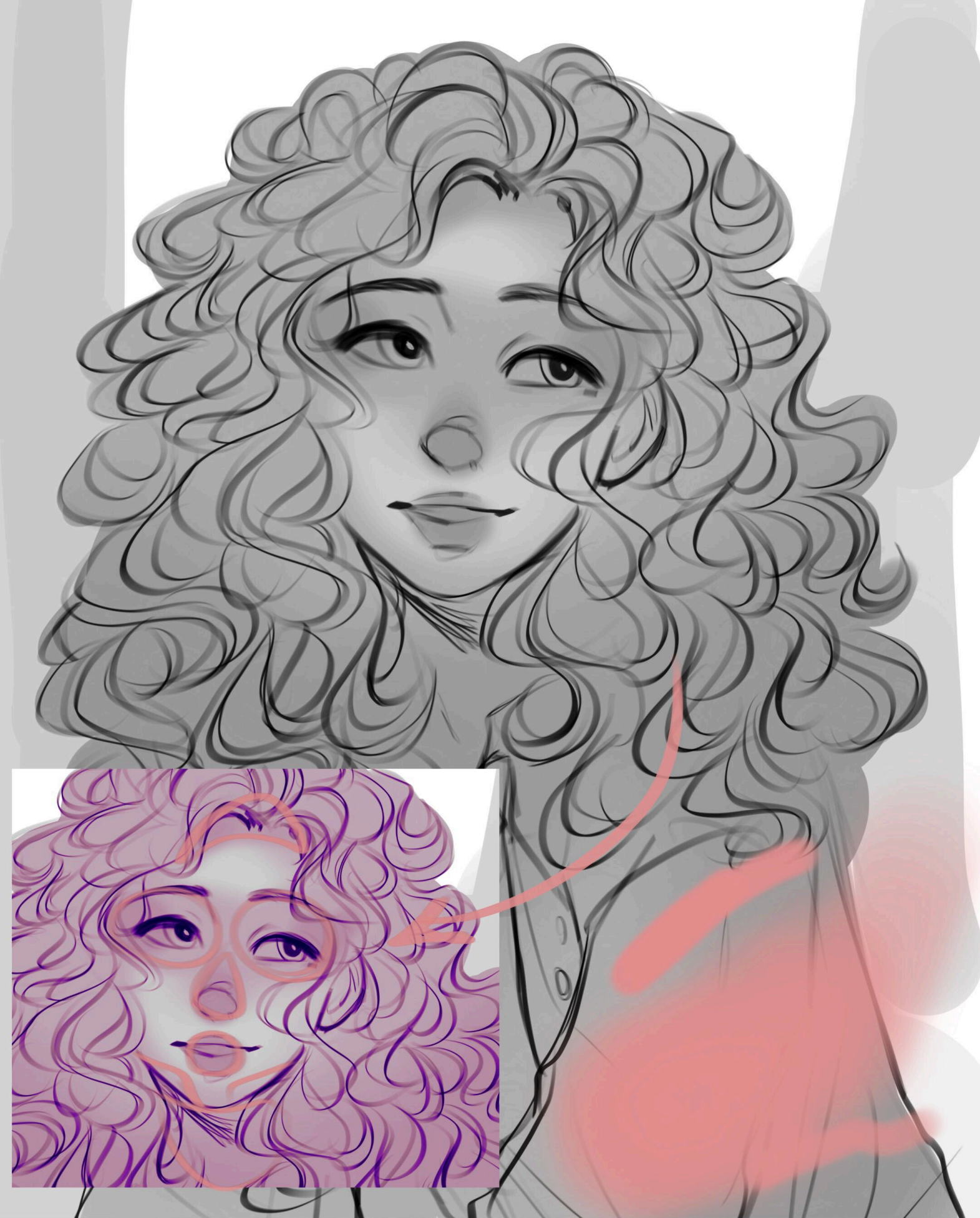
Sketch

The commissioner had really clear the kind of pose they wanted for their girl, so the sketch was quite fast to prepare! I had to change the hair a bit later.



Lineart

For this kind of art, the lineart is quite loose, and as you can see I wasn't that worried about lines crossing and widths. I used my customized brush "Lines" for this.



Grayscale

Over a light Gray shape, I start painting some areas with the airbrush, to start defining volumes. Depending on the size of the brush you can make softer or harsher edges, which is so interesting.



Grayscale

I continue adding layers in multiply mode with grey tones. In Procreate I used the Hard Brush, but you can use any brush that let you play with opacity. Paint little by little with low opacity and blend as well. Also, I gave some lighting areas in the hair.



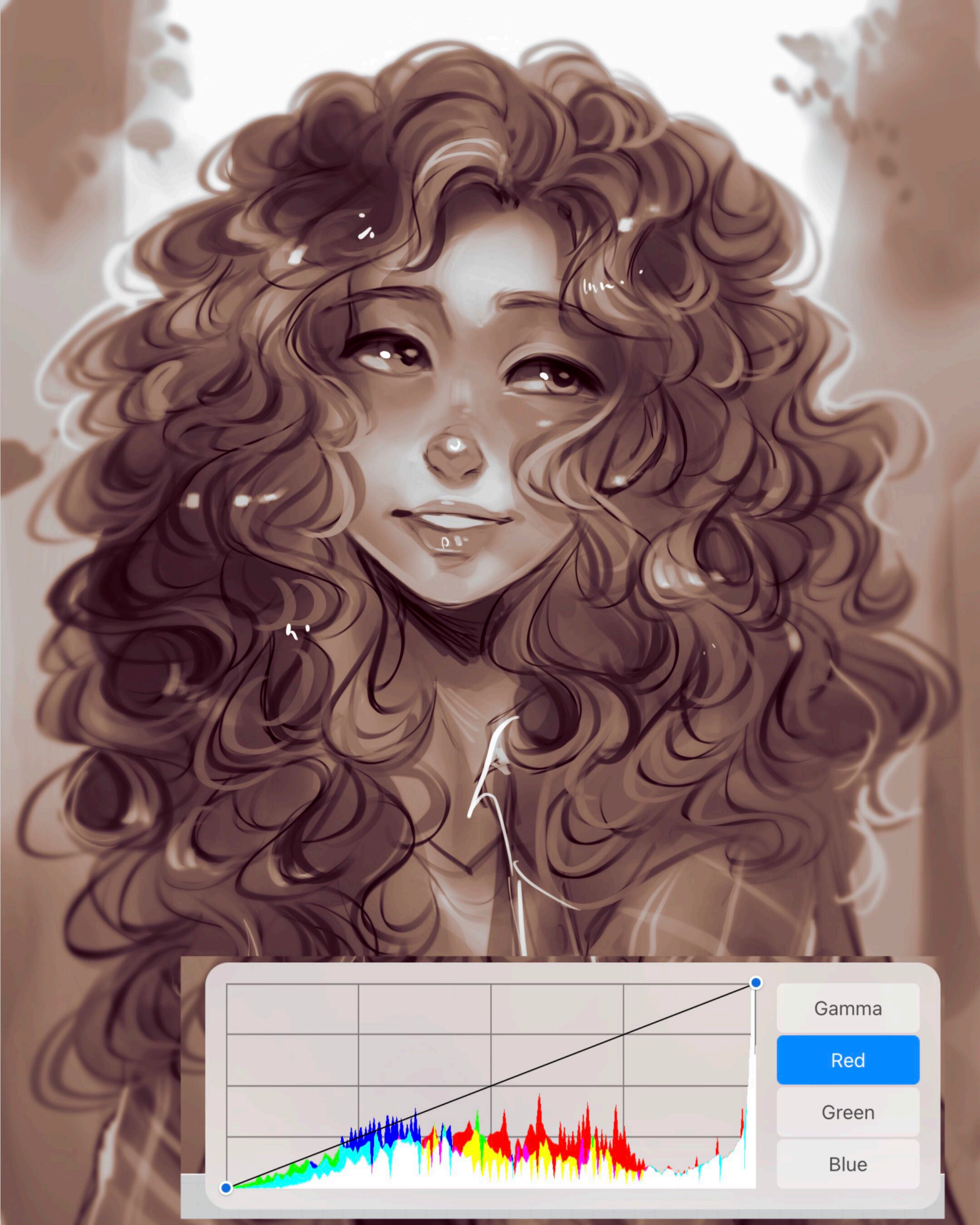
Grayscale

j added four or five layers in multiply mode to add shading, starting with general volumes to move to details. For the hair, I basically painted over and over with different tones, simple blustrokes with a pen.



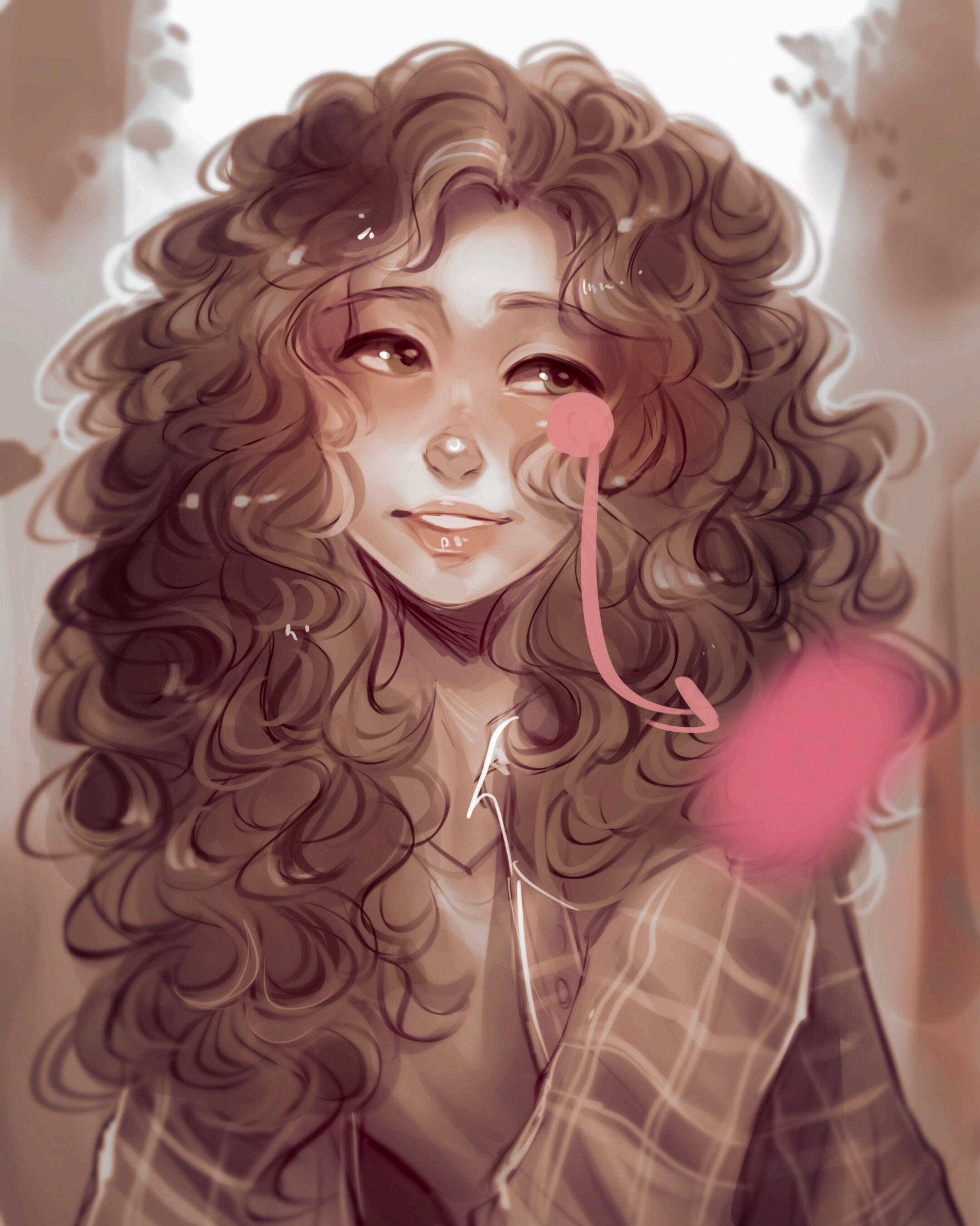
Grayscale

Even if they are small touches, I always like to add some few details of the environment the character is placed in.



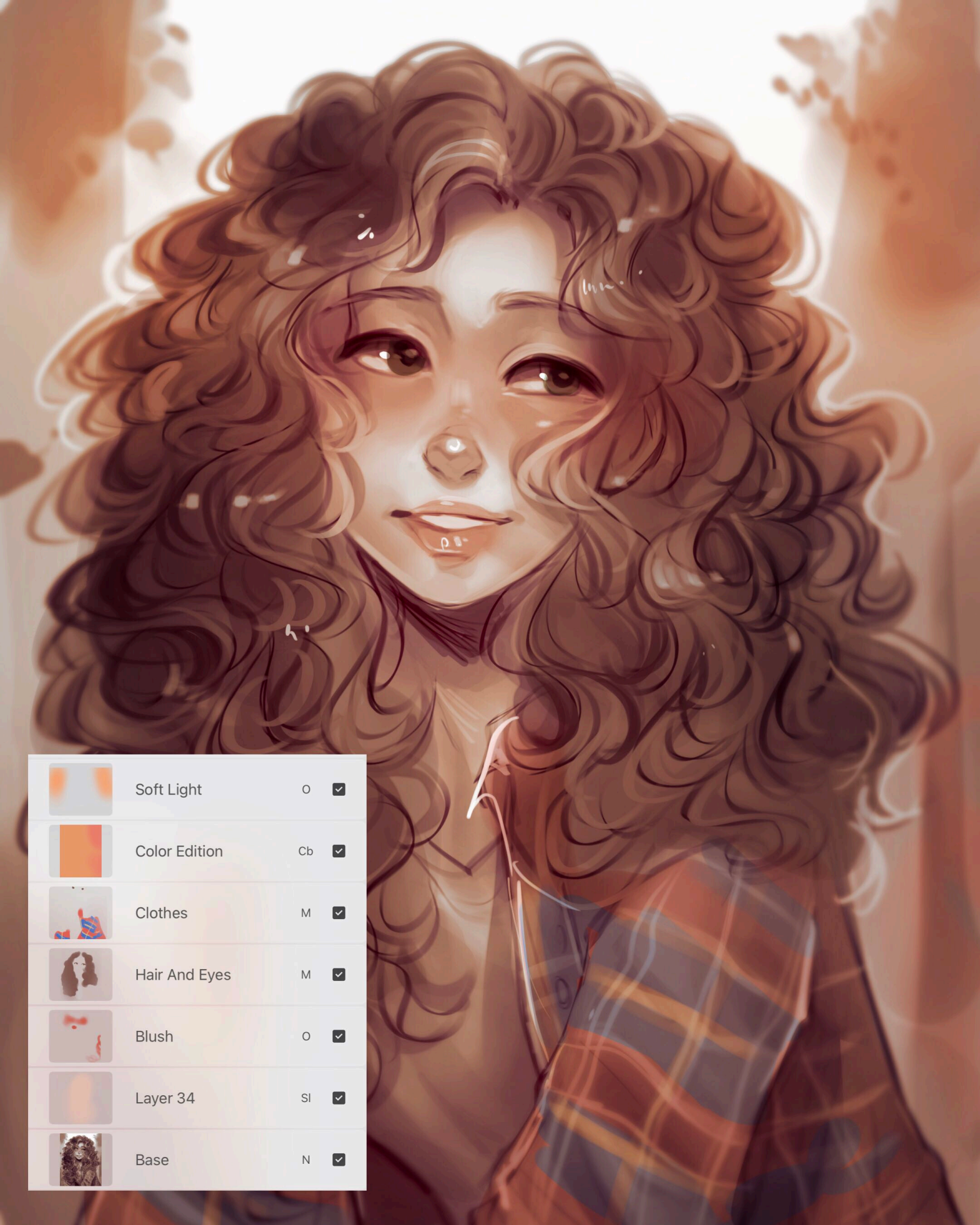
Coloring

I merge all the layers in a layer and duplicate it (just in case), to apply Curves of color, until I get a brownish tone.



Coloring

With the airbrush, I painted with a skin tone the face. For this I used a Sof Light mode, and I added more color adding some red in her cheeks and nose.



Coloring

This drawing don't have a lot of contrast in colors, so I just added some layers in multiply mode for the colors of the jacket and hair, and finally, edited the drawing with a orange layer in Color Burn (low opacity).