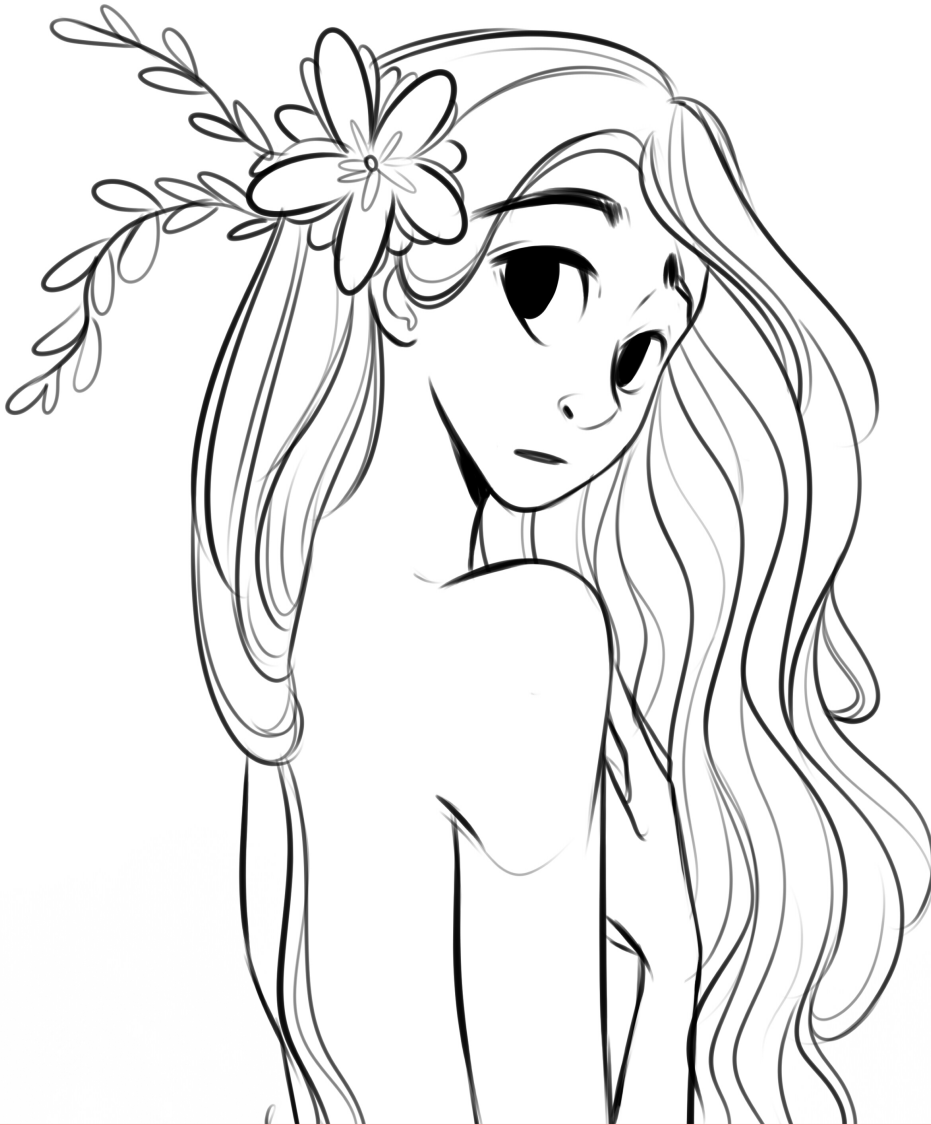




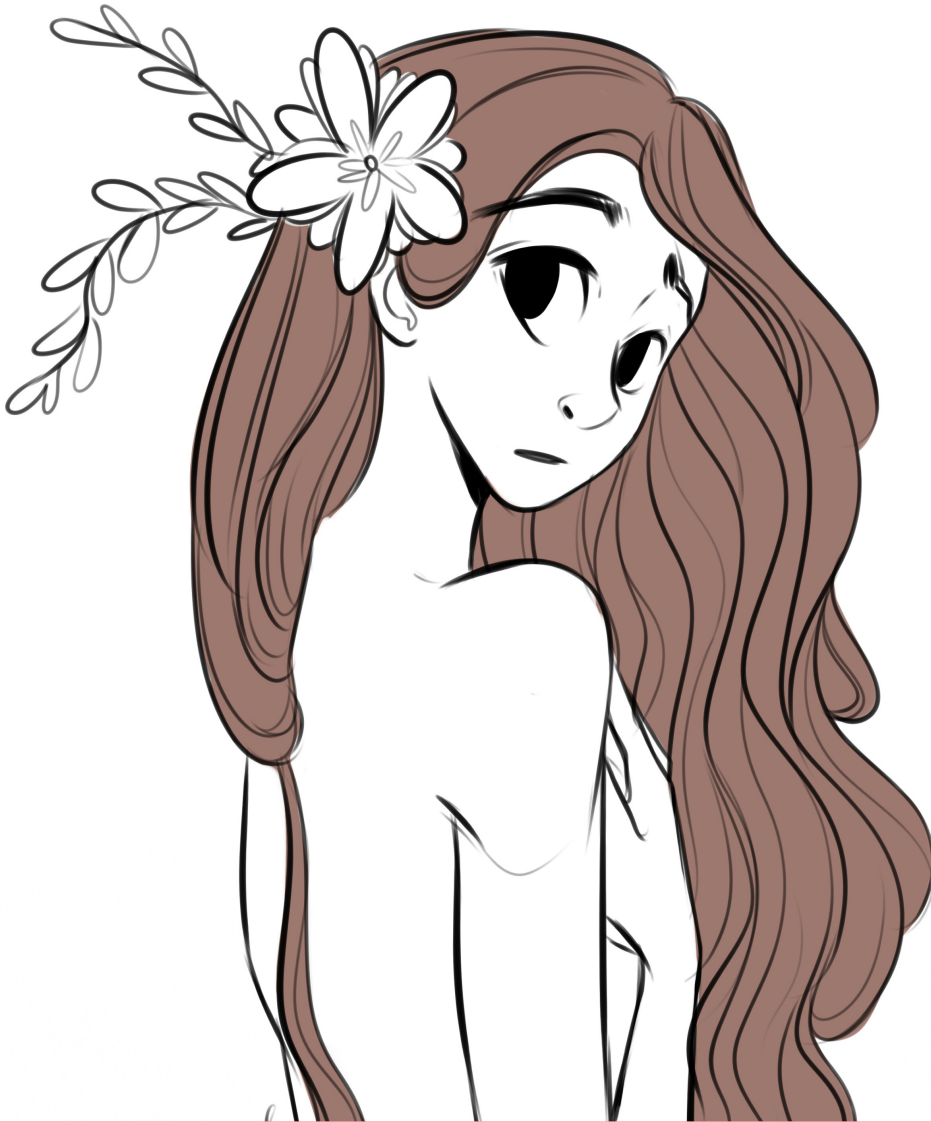
Tutorial

How to do hair



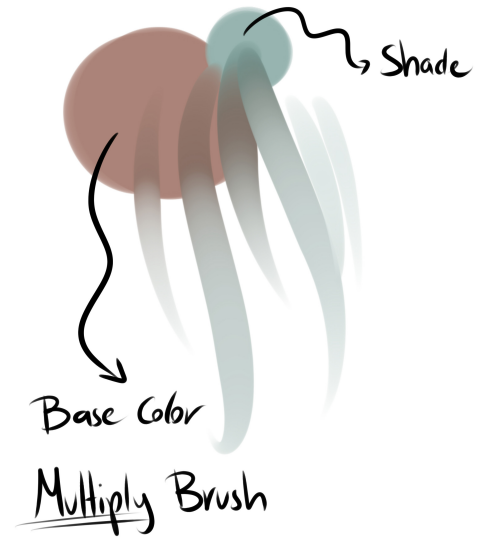
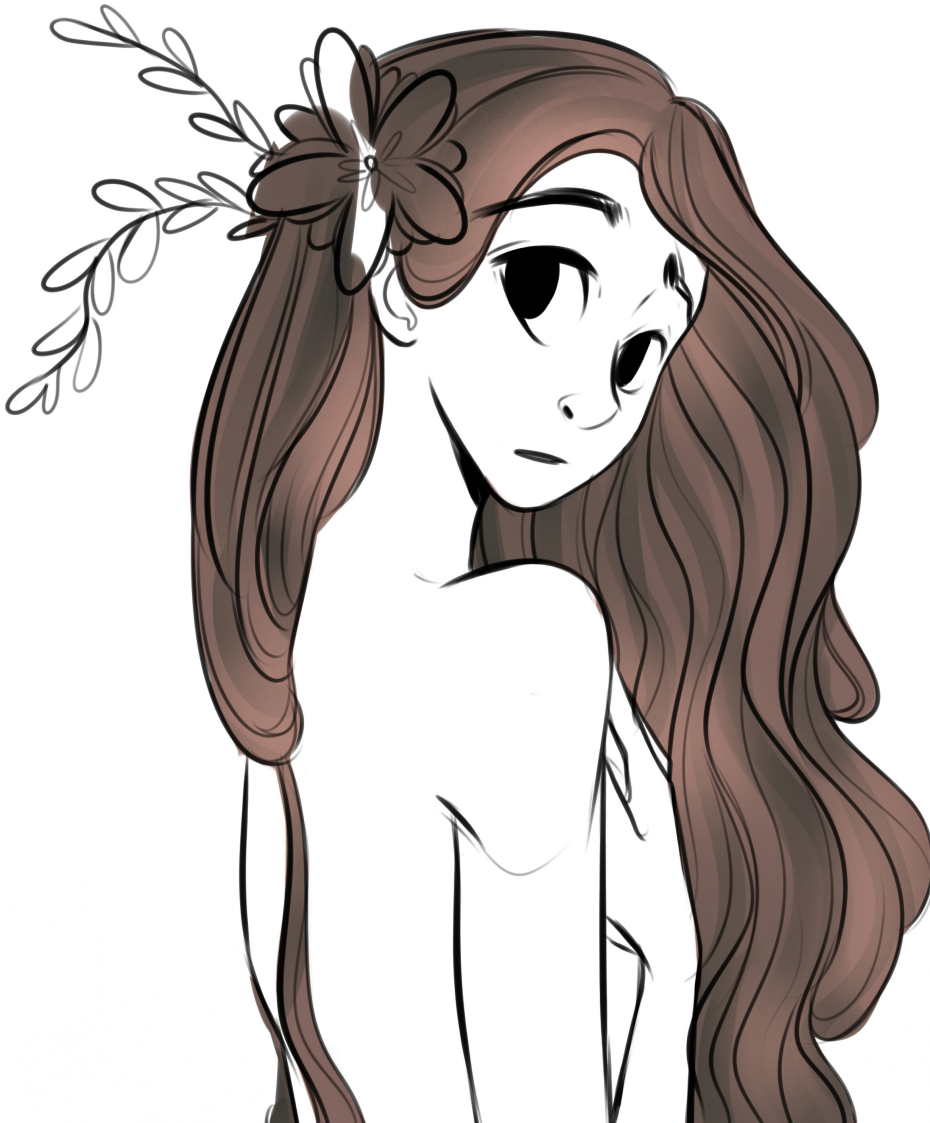
lineart.

Play with the weight of each line to create a flow effect.



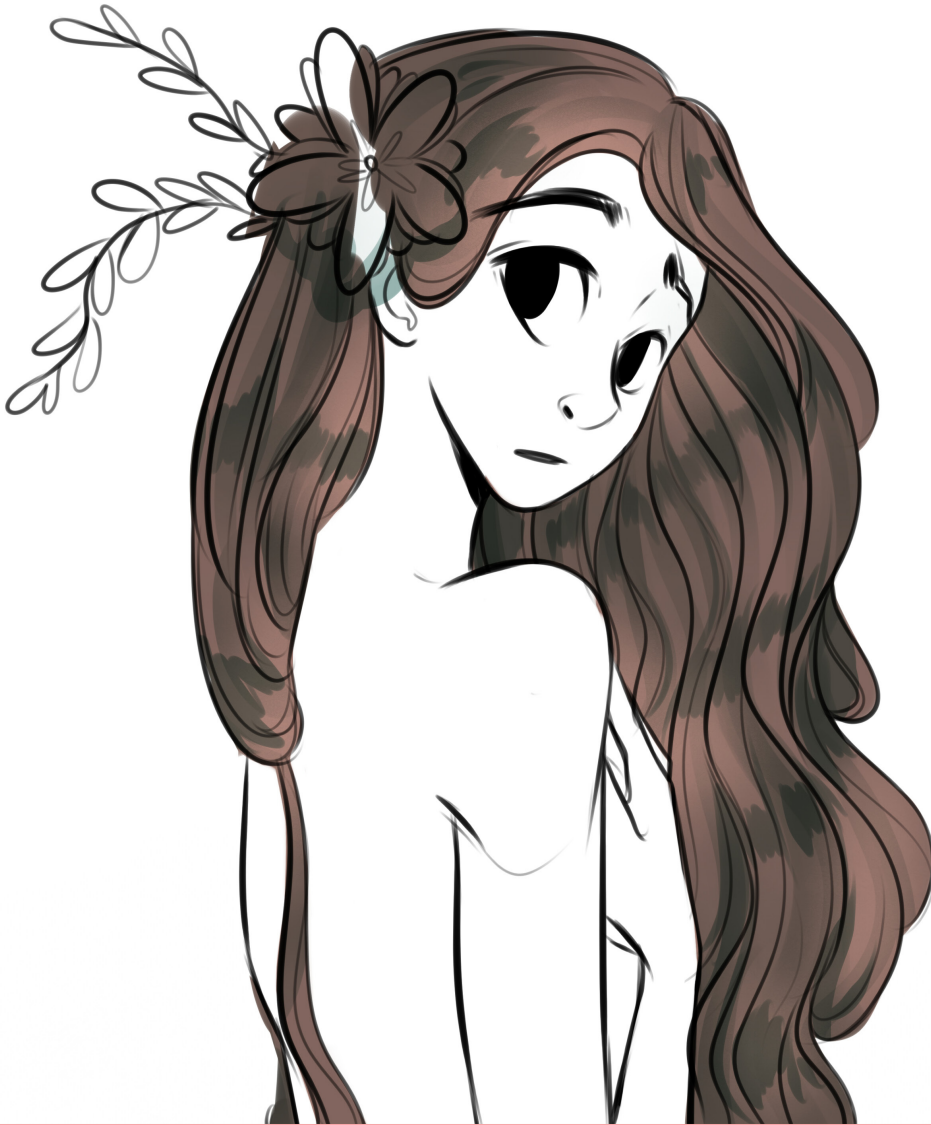
Base color.

Add a base color. You can generate gradients in order to create more volume.



Shading.

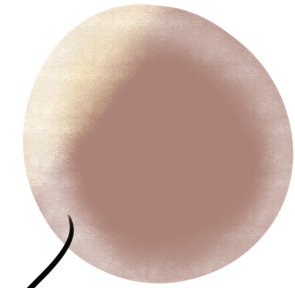
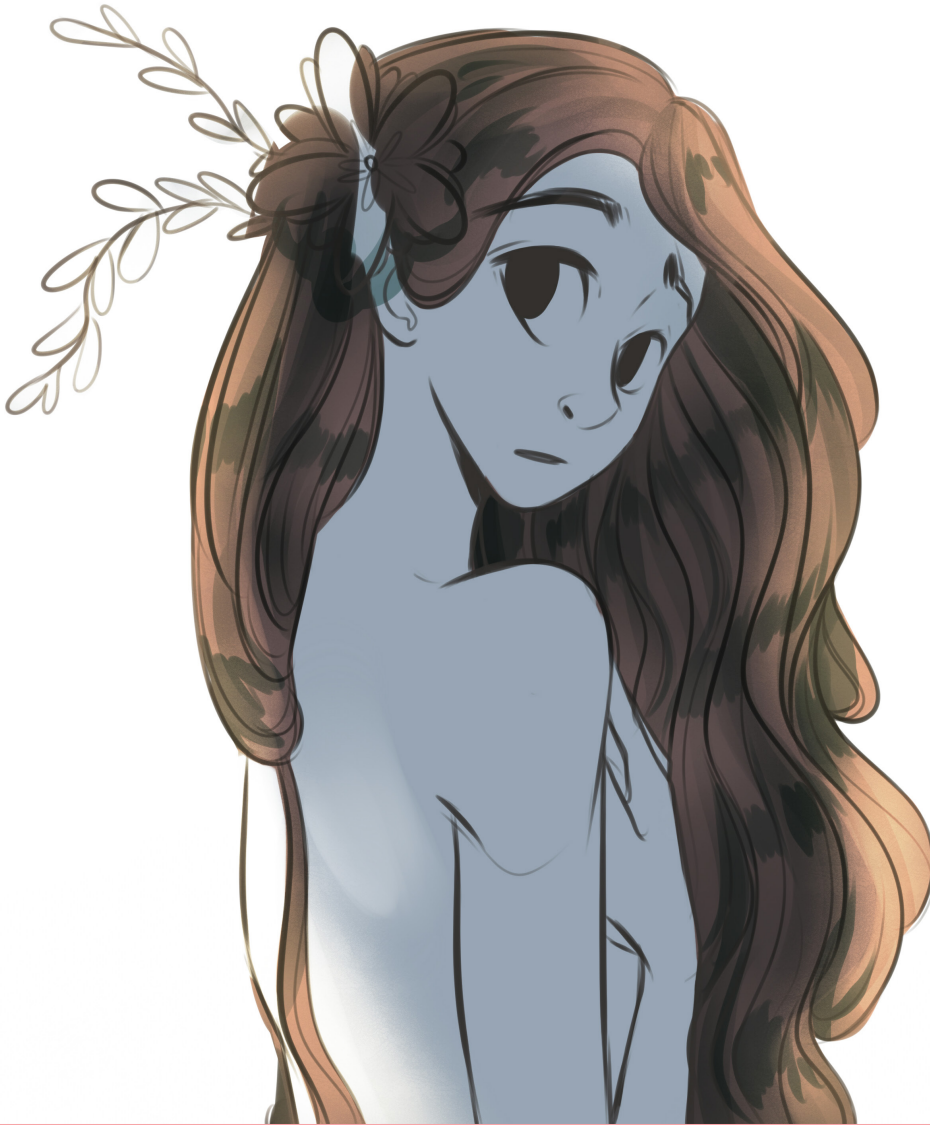
Add brushstrokes with a default pencil. Follow the direction of the hair.



+ Layer → Multiply

Shading.

Add more details in some parts in a new layer. (Multiply)

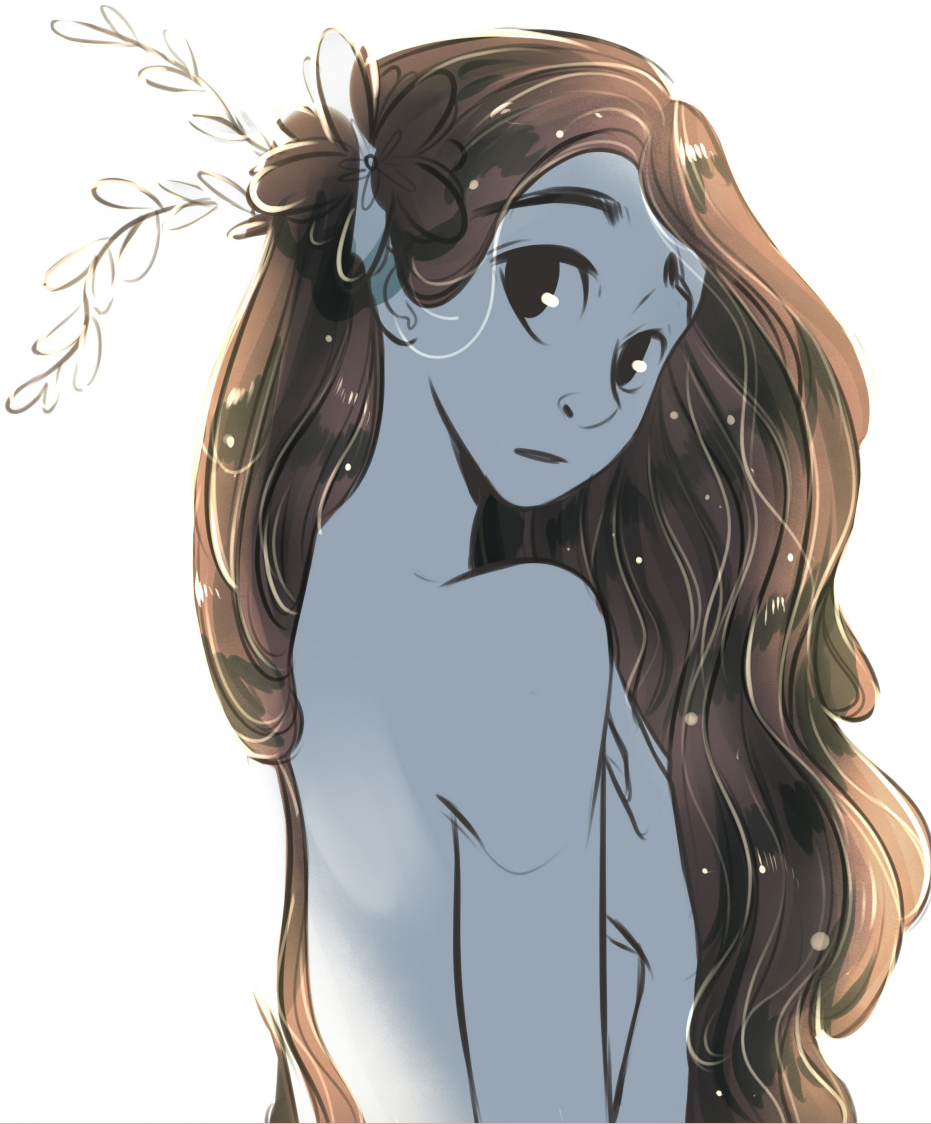


+ Layer Multiply ●
↳ Erase areas

+ Layer Overlay ●
↳ Airbrush

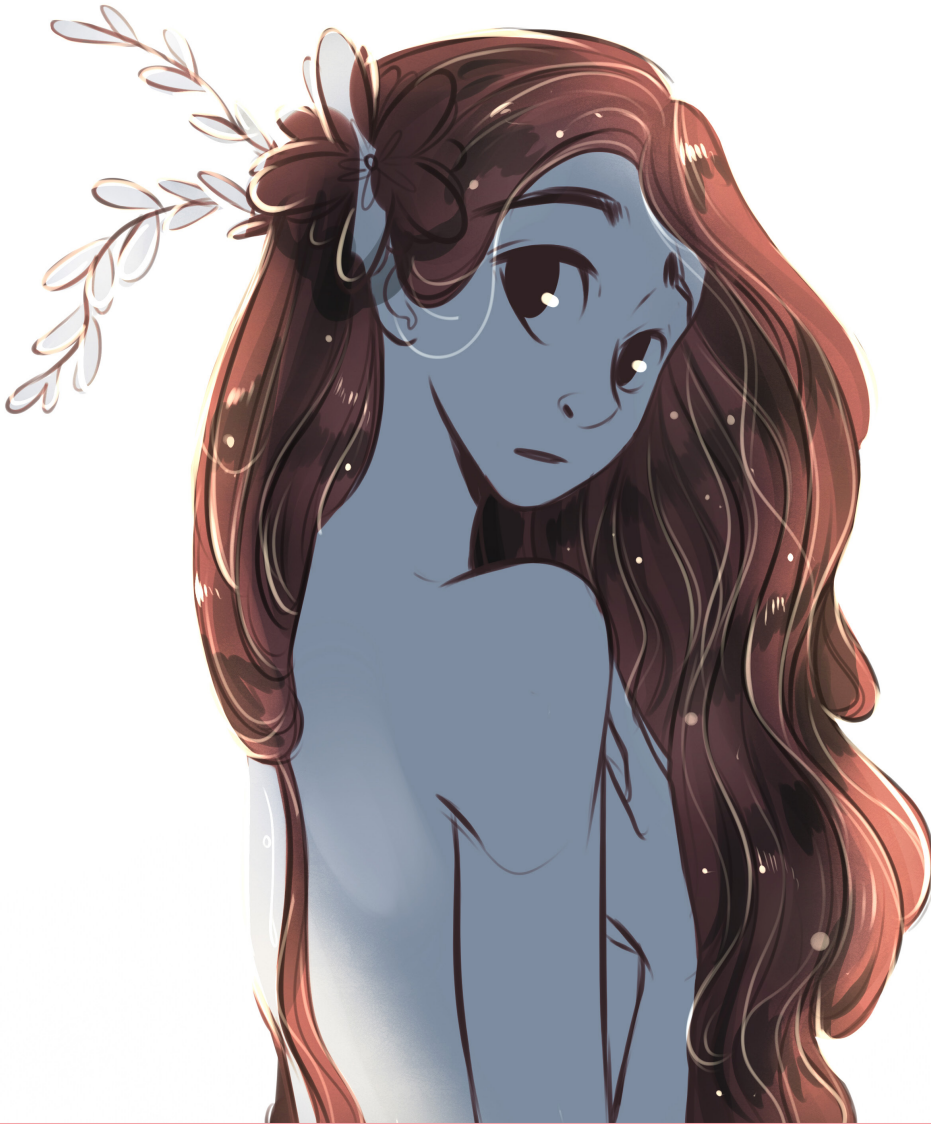
Lighting.

Add a new multiply layer with a base tone. Erase some areas and end adding color with the airbrush in a new overlay layer.



Lighting.

Finish with more details, done with a pen, a new layer in luminosity mode.



Balance.

Add new layers, overlay and multiply to change the general tones.