



STEP BY STEP

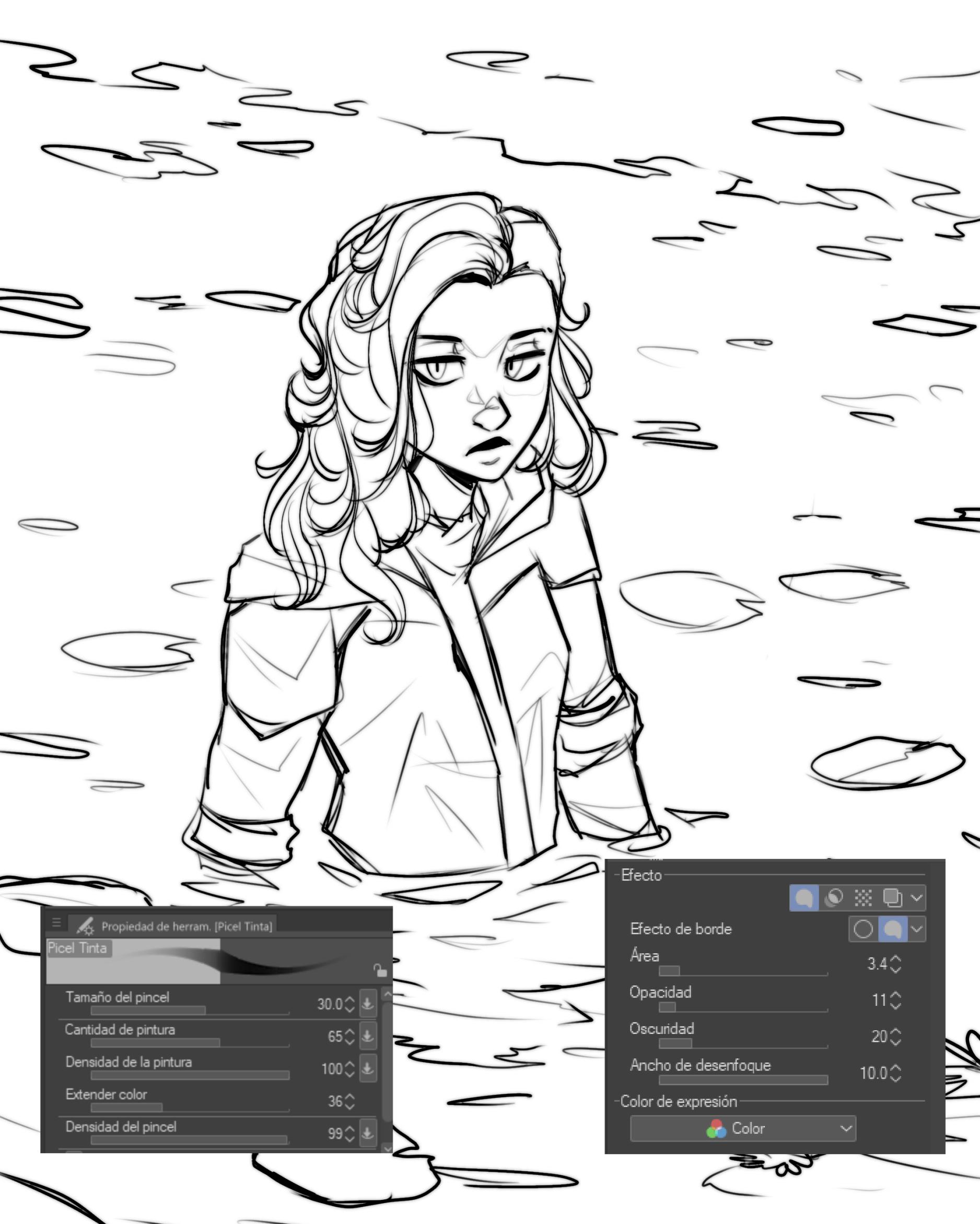
Agua



SKETCH

This time, the idea was quite clear to me: the concept of this girl coming out of the water, looking forward, with her eyes shining. I wanted to capture a moment after some action that the viewer is unaware of. Agua would watch impassively.

For this drawing I was inspired by some photographs that I found on Pinterest.

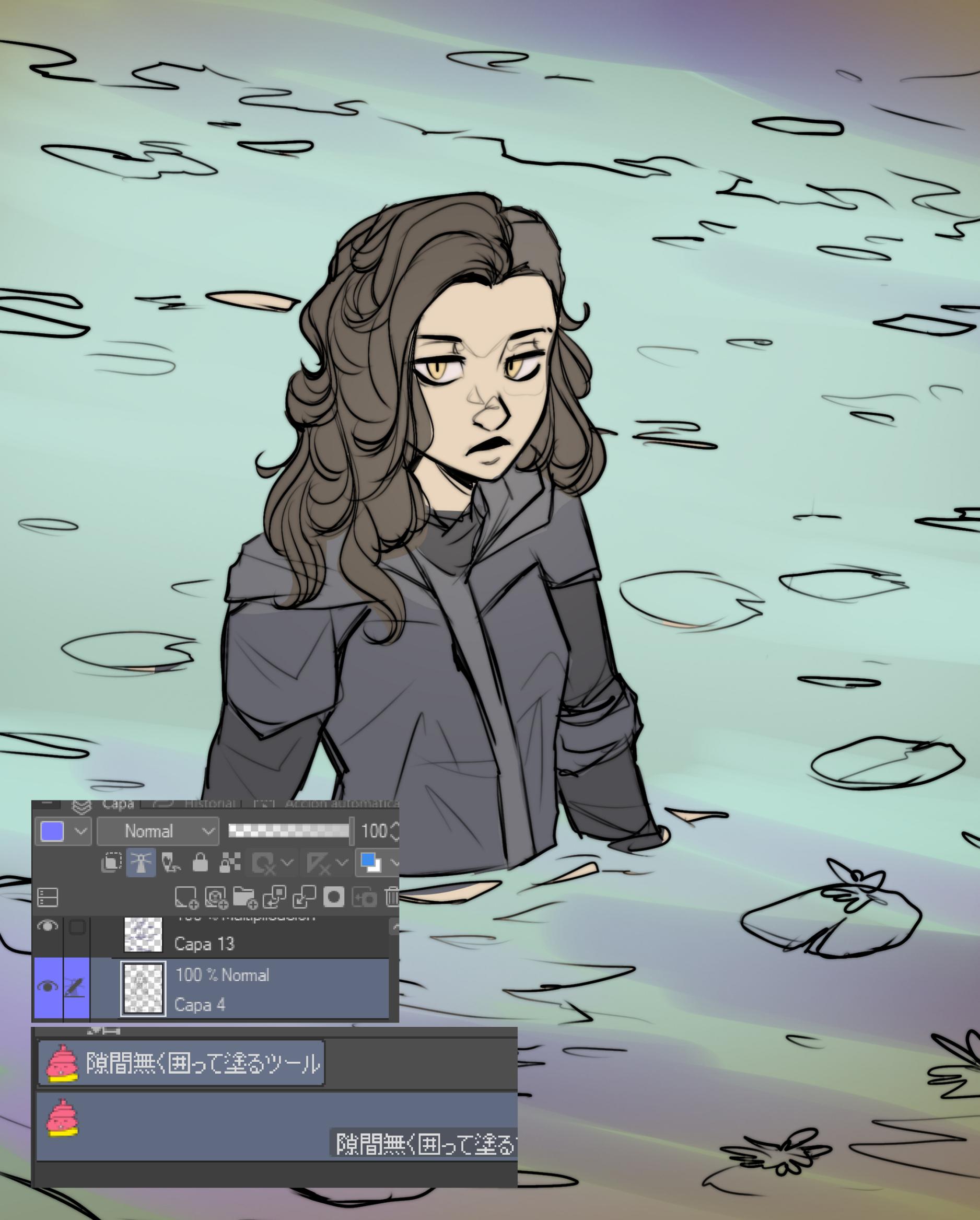


LINEART

This has been one of my first illustrations on the graphics tablet (*Huion Kamba 16 Pro*) and **Clip Studio Paint**. For the line I am using a brush that is a variation of an existing one.

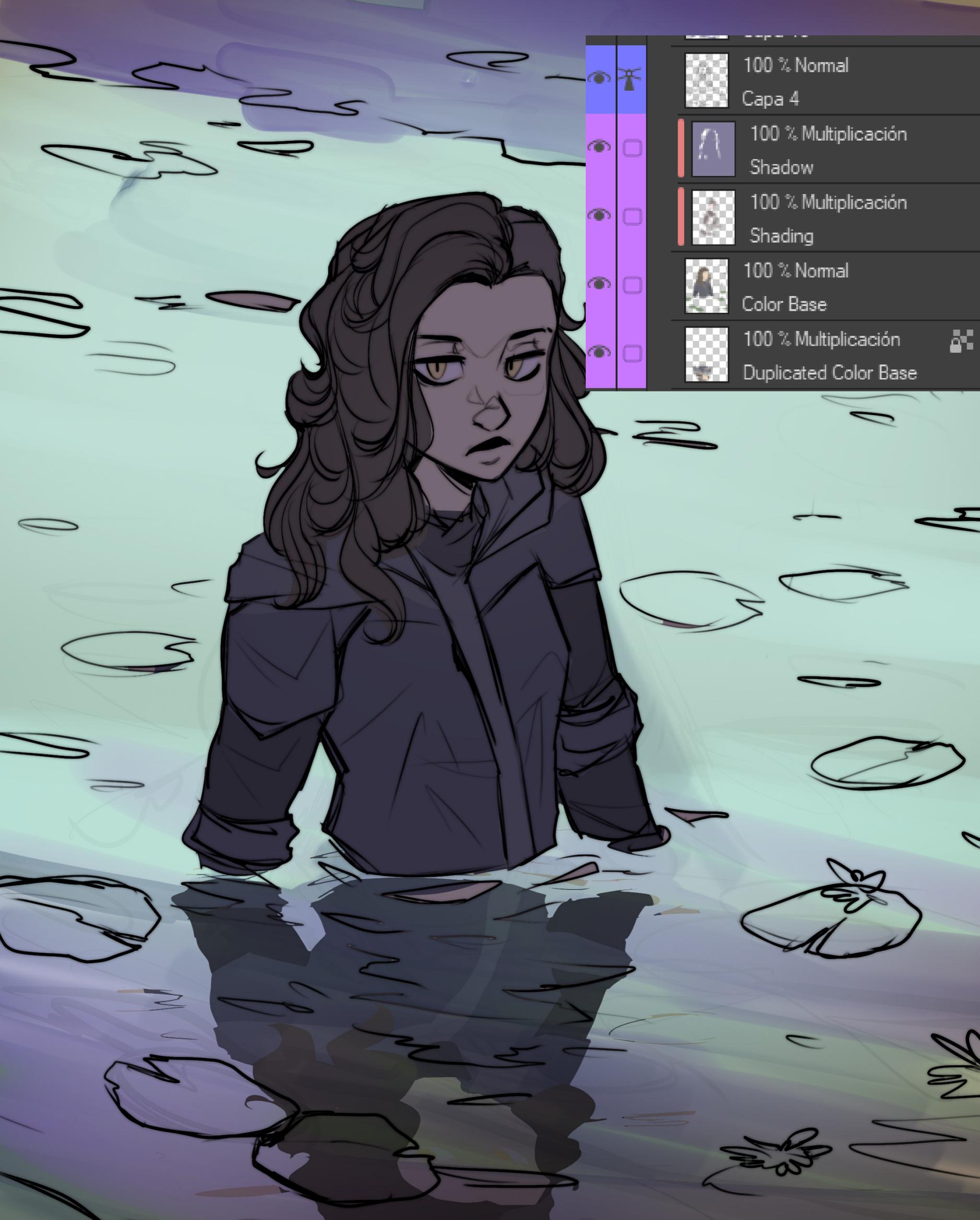
I took the moment to add a layer effect to generate a blur effect.

(See image)



COLOR BASE

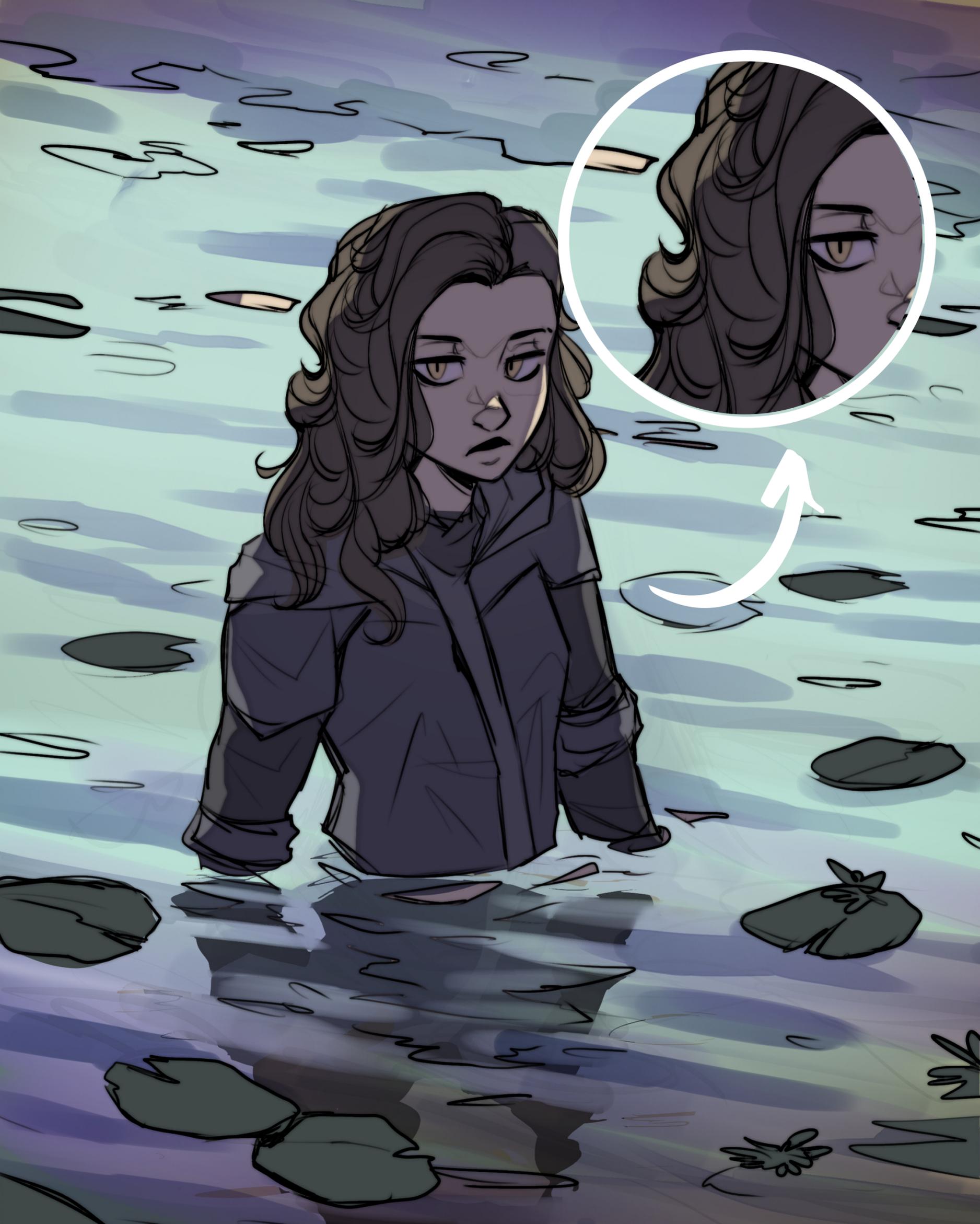
CSP has this awesome tool in their **Assets** (the pink item). This lasso tool allows you to automatically fill the elements closed by the line with the color you have selected. Save a lot of time! Something that I also really like about this program is the ability to **color the layers**. For me, blue is the line layer. It is very easy to identify.



SHADOW

To add more depth, I defined the shadow and the general light. The light would come from the background, so the character would be in shadow.

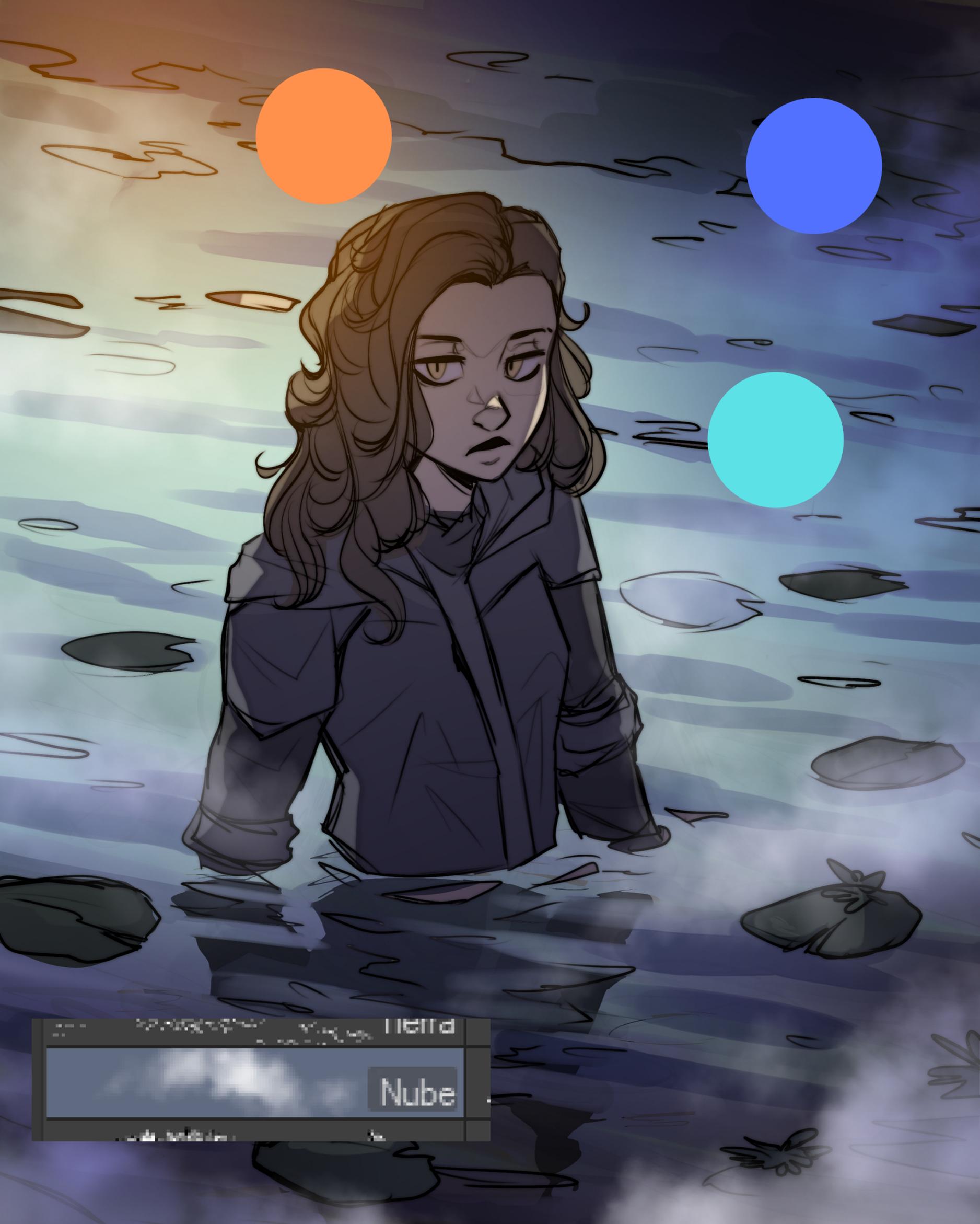
For the **reflection** I duplicated the Base Color layer and inverted it (multiply mode on the blue color of the water)



WATER SHADING

I wanted to keep the background simple. I started to add some brushstrokes in multiply mode on the water. The color was a purple-blue shade.

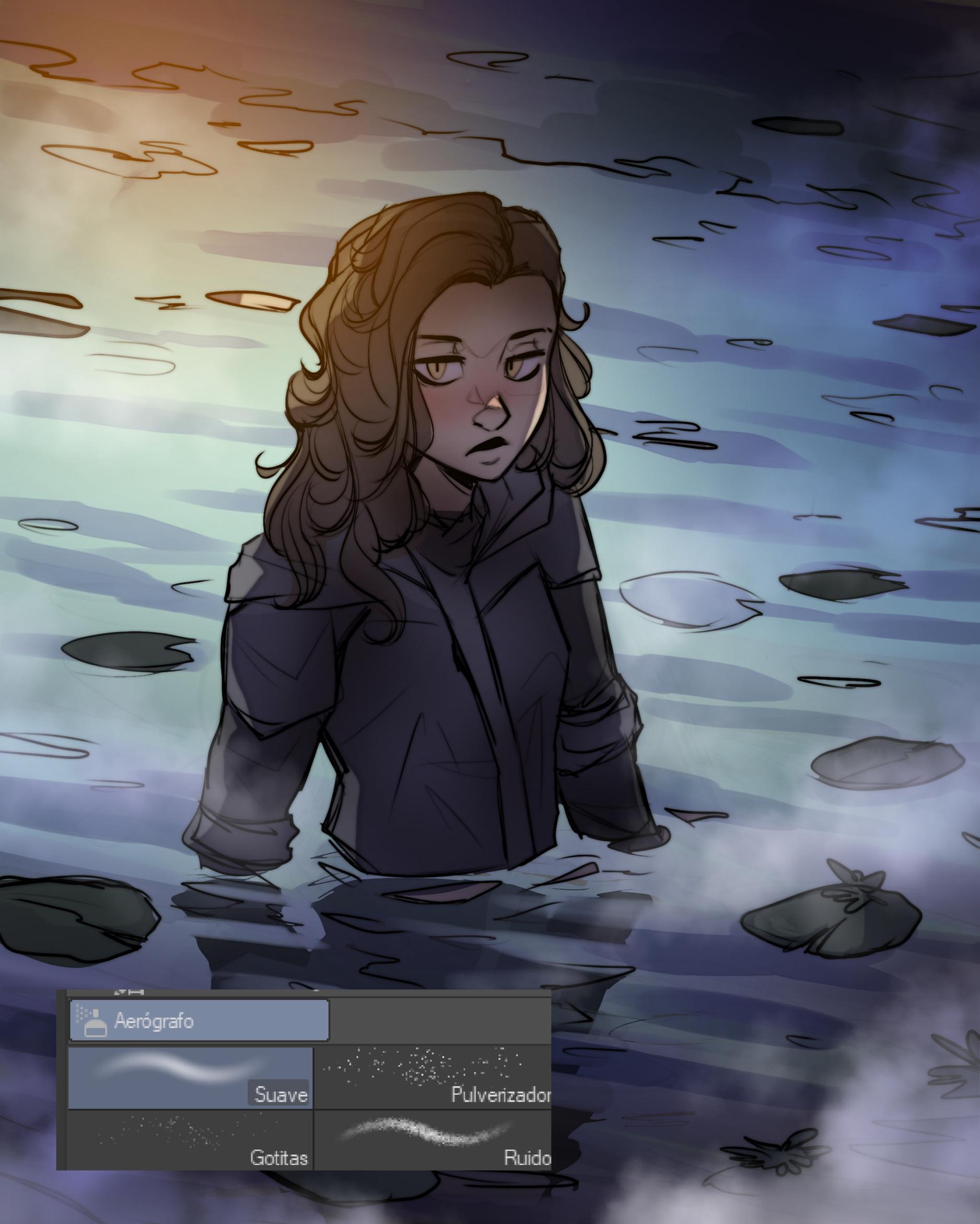
Also, I **removed the shadow** from the outline of the character, to simulate the light.



SHADING

The following layers were a combination of Overlay, Soft Light, and other light modes, with the colors indicated, dividing the drawing into **three color zones**.

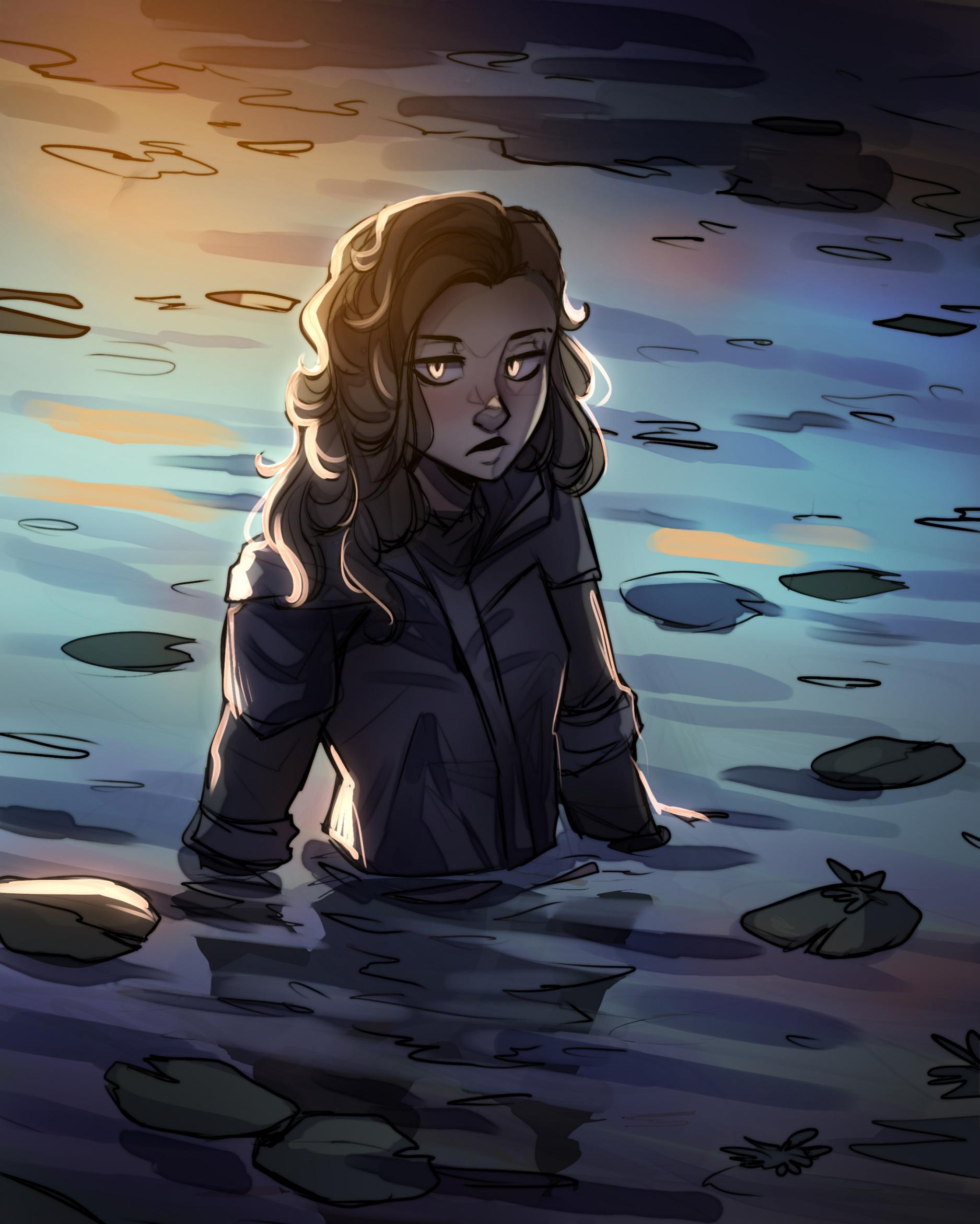
Finally, and to add a little more drama, I included a few strokes of "clouds" coming out of the water (default brush).



GRADIENTS

Since I'm not used to doing shading in this program yet, I wanted to try something simpler.

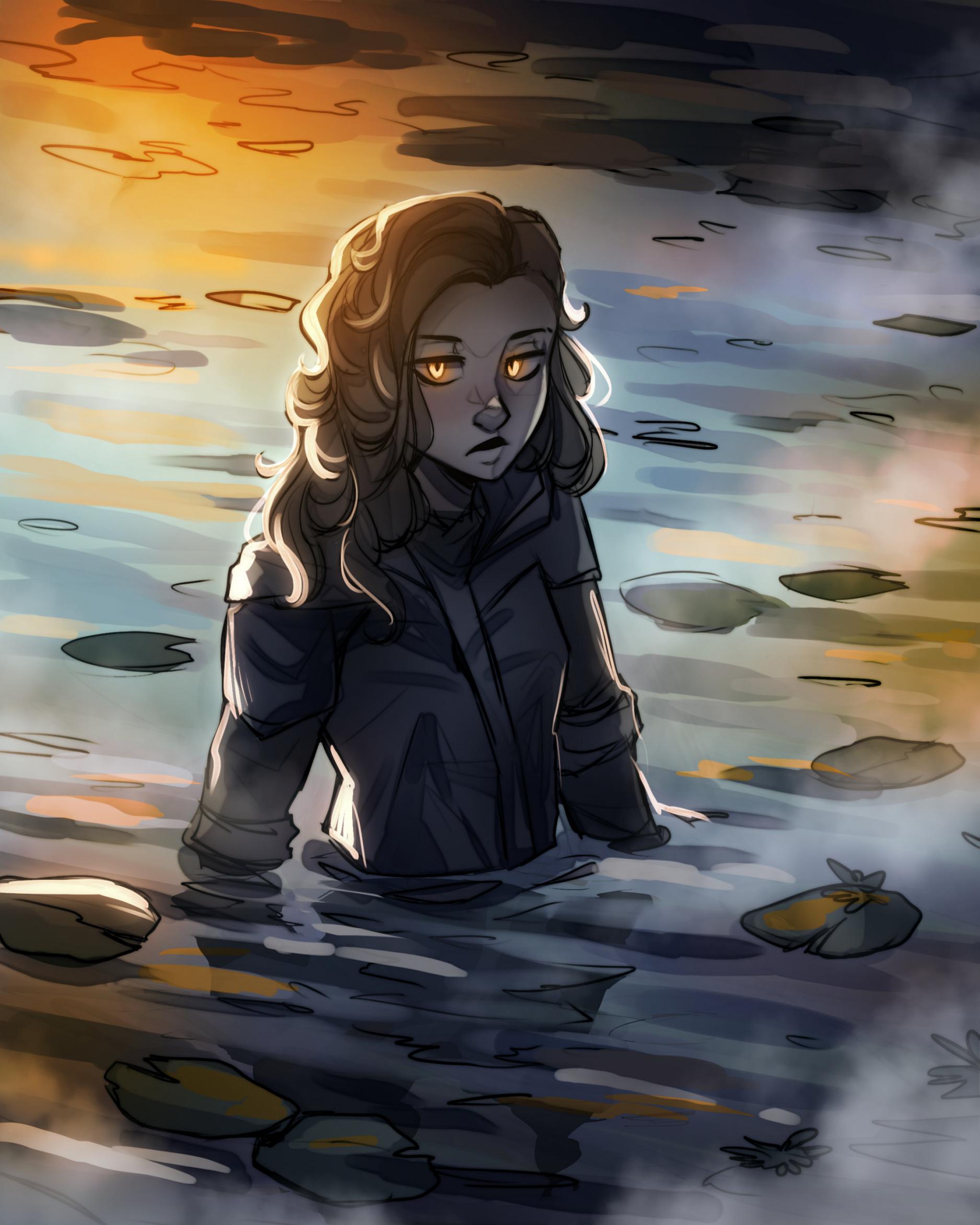
Picking colors from the canvas itself, I added a new layer in multiply mode, and, with an airbrush, I gave the character some volume.



HIGHLIGHTS

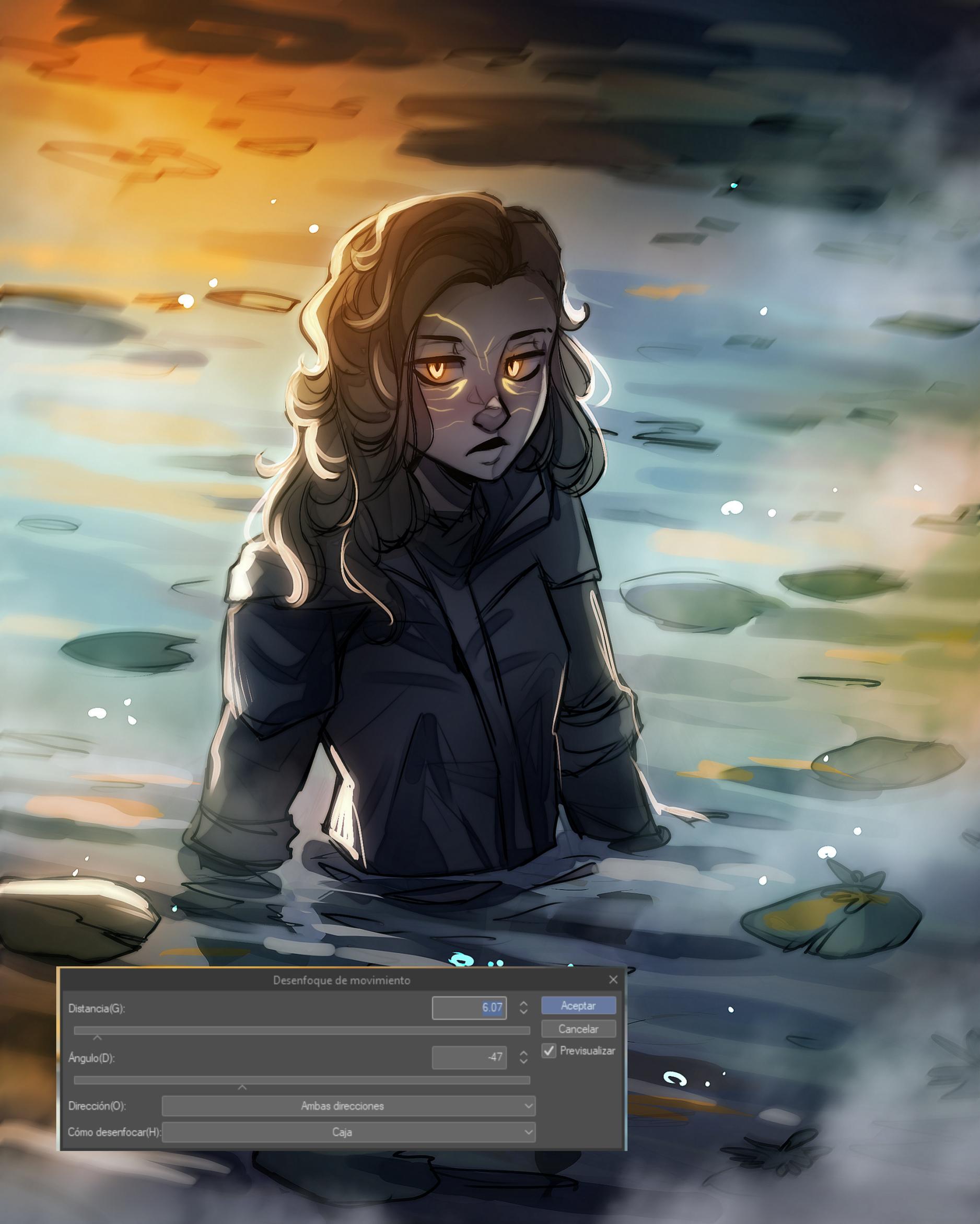
I still don't really like how I use this program for the lights, although I try to follow the same process: with a pen, I add some lines of light (yellow color, Screen mode), **duplicate** this layer and **blur** it.

Also, I wanted the **character's eyes to light up** the same color as the background, for emphasis.



ADJUSTEMENTS

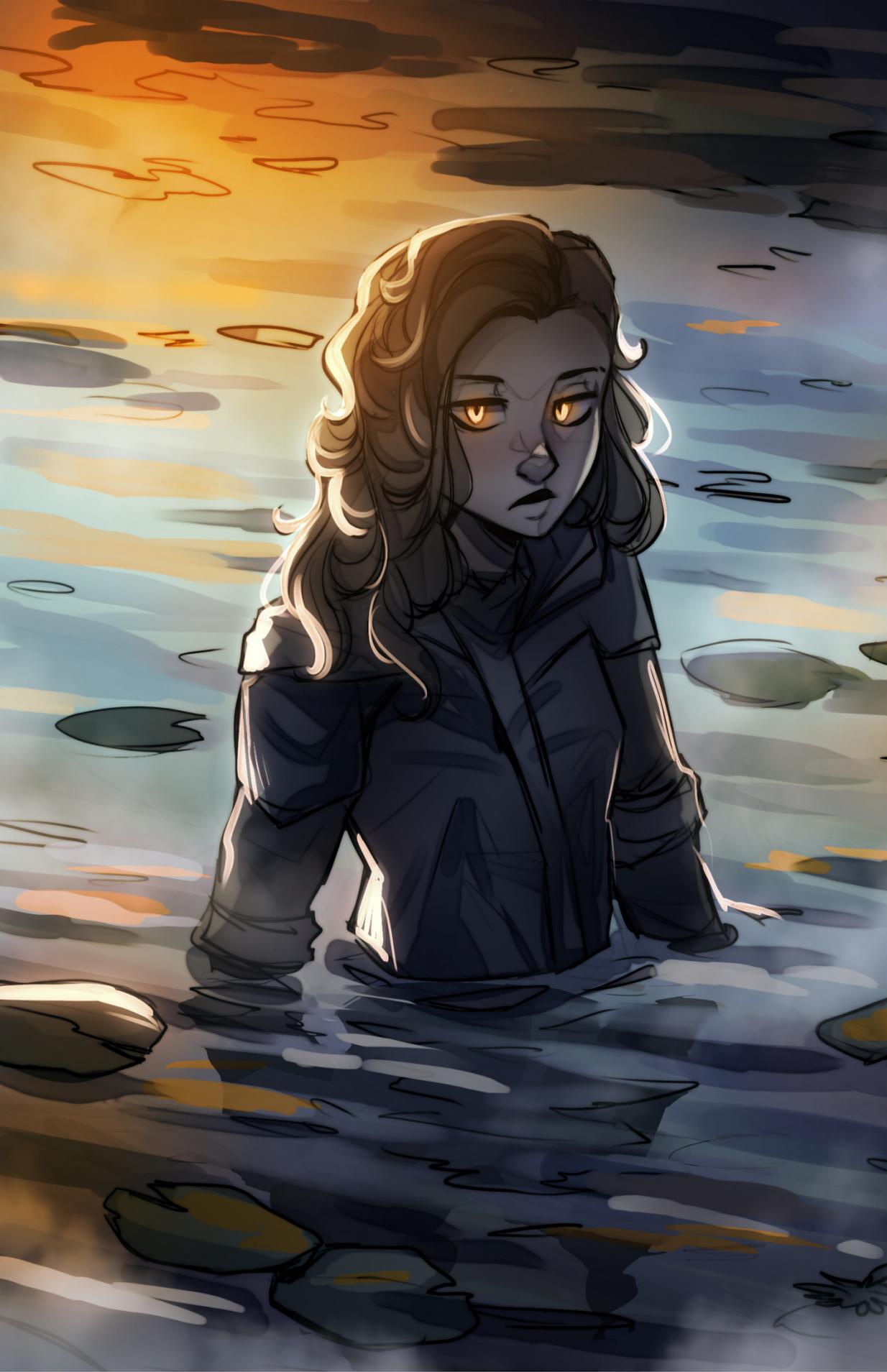
At this stage I started experimenting with adding colors in different layers, lowered the Saturation of the blues, and added more red. With a default brush, I painted over some strokes in the water. I duplicated the "clouds" layer to make it more intense.



LAST EFFECTS

The last touches were:

- I added the **yellow veins** on the character's face (Screen mode)
- I merged all the layers and duplicated it to be able to apply a **motion blur effect** around the character.
- I added in Add mode some **sparkles**



LAST THOUGHTS

Agua

Although I had quite a clear idea of the storytelling, I had planned a much more relaxing drawing, with blue colors. It is possible that I will make another illustration trying only the blue tones, so as not to generate as much tension in the image.

It has been an interesting drawing, mainly because it is one of the first ones I do with the tablet and Clip Studio Paint, but I still have to get used to the brushes!

I hope you liked it tho!