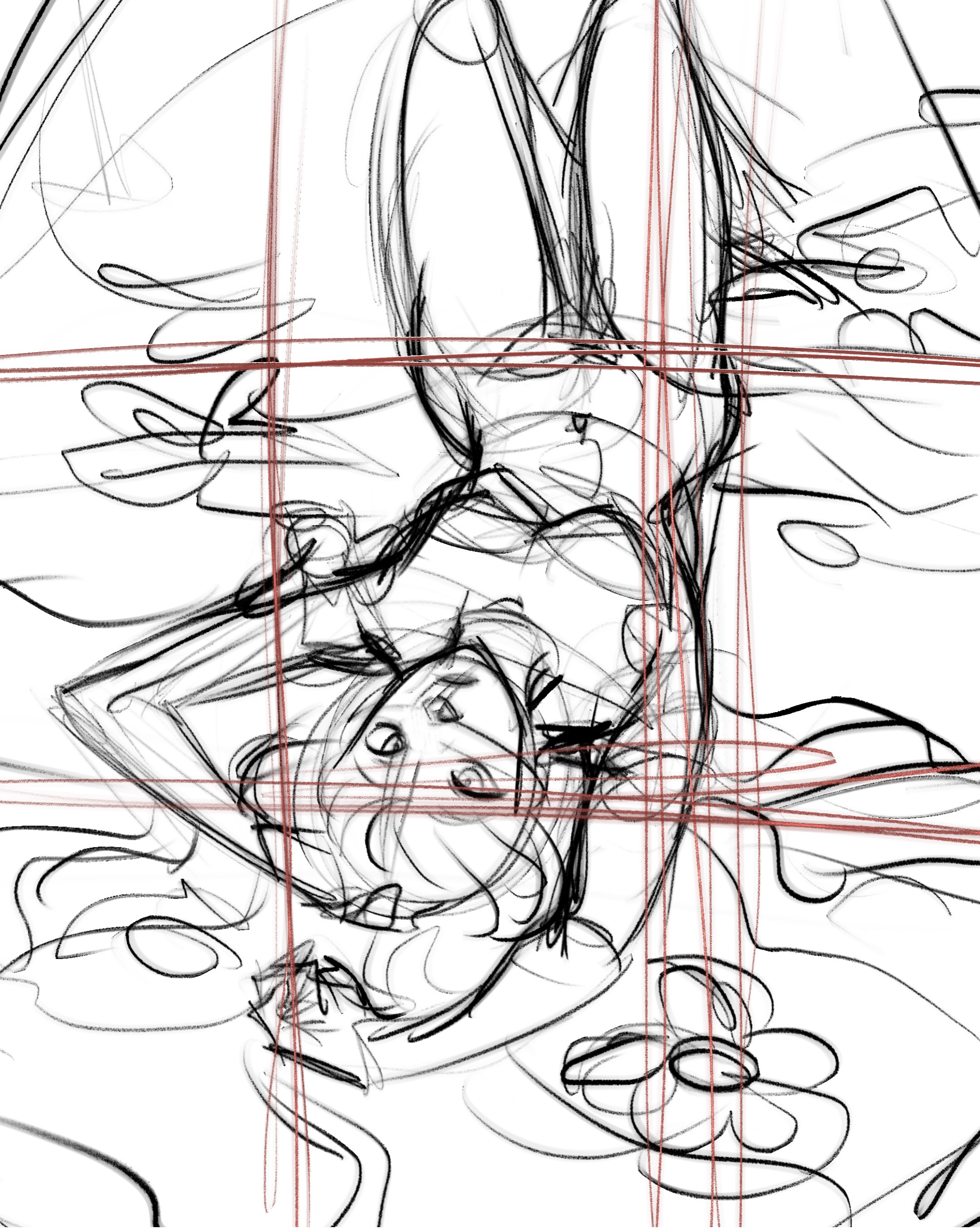


STEP BY STEP

@vulpeyq 's #DTIYS



SKETCH

For this time, I wanted to respect the Third's Rule. I divided the canvas in three rows and columns, and I place the face really close to the center, adding other elements (like the flowers) coincide with the red lines.

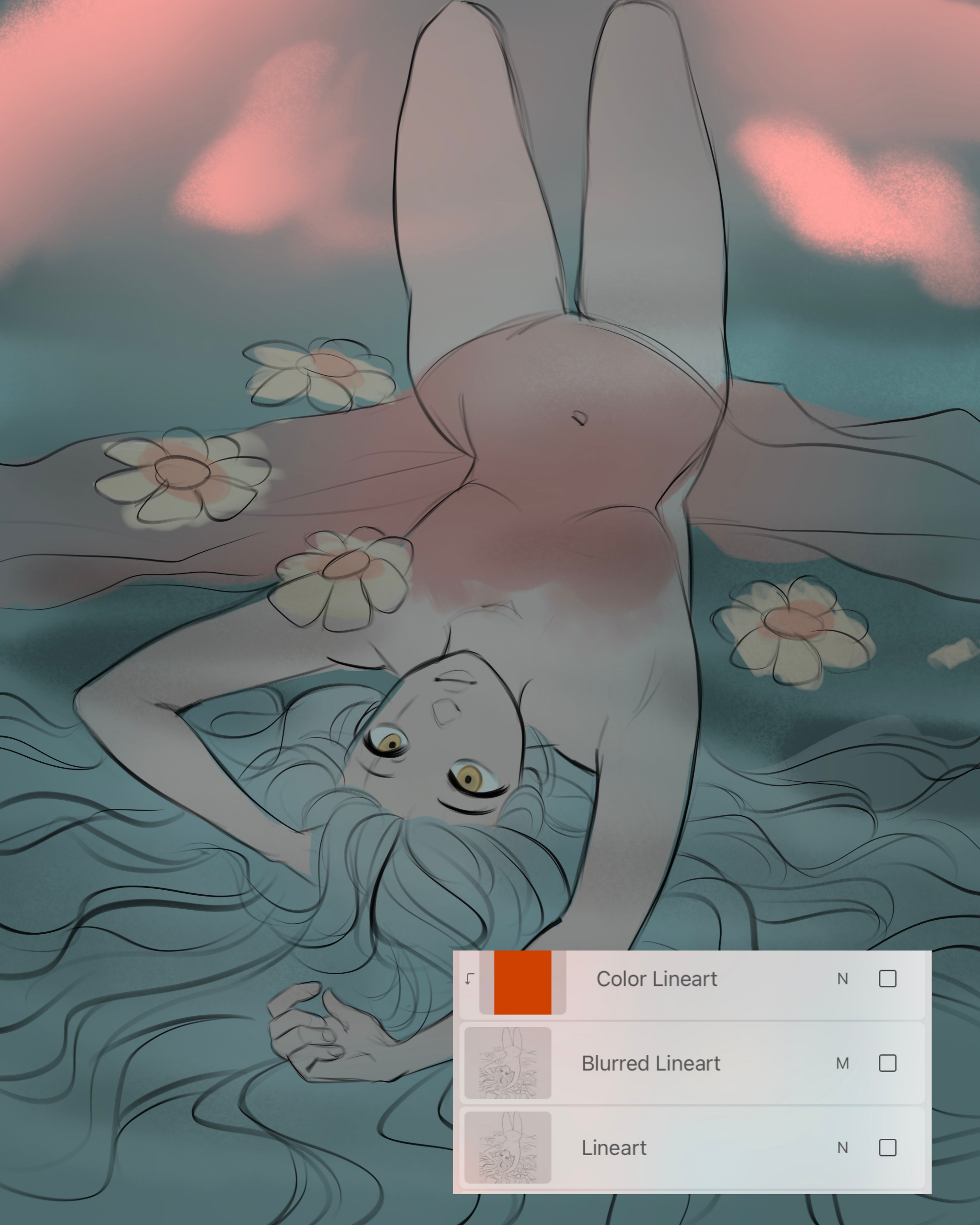


SKETCH

The first step was, doing a sketch with the idea of the pose, trying to be similar to the original DTIYS.

I was looking for some references on Pinterest, as I'm not used yet to this kind of poses!

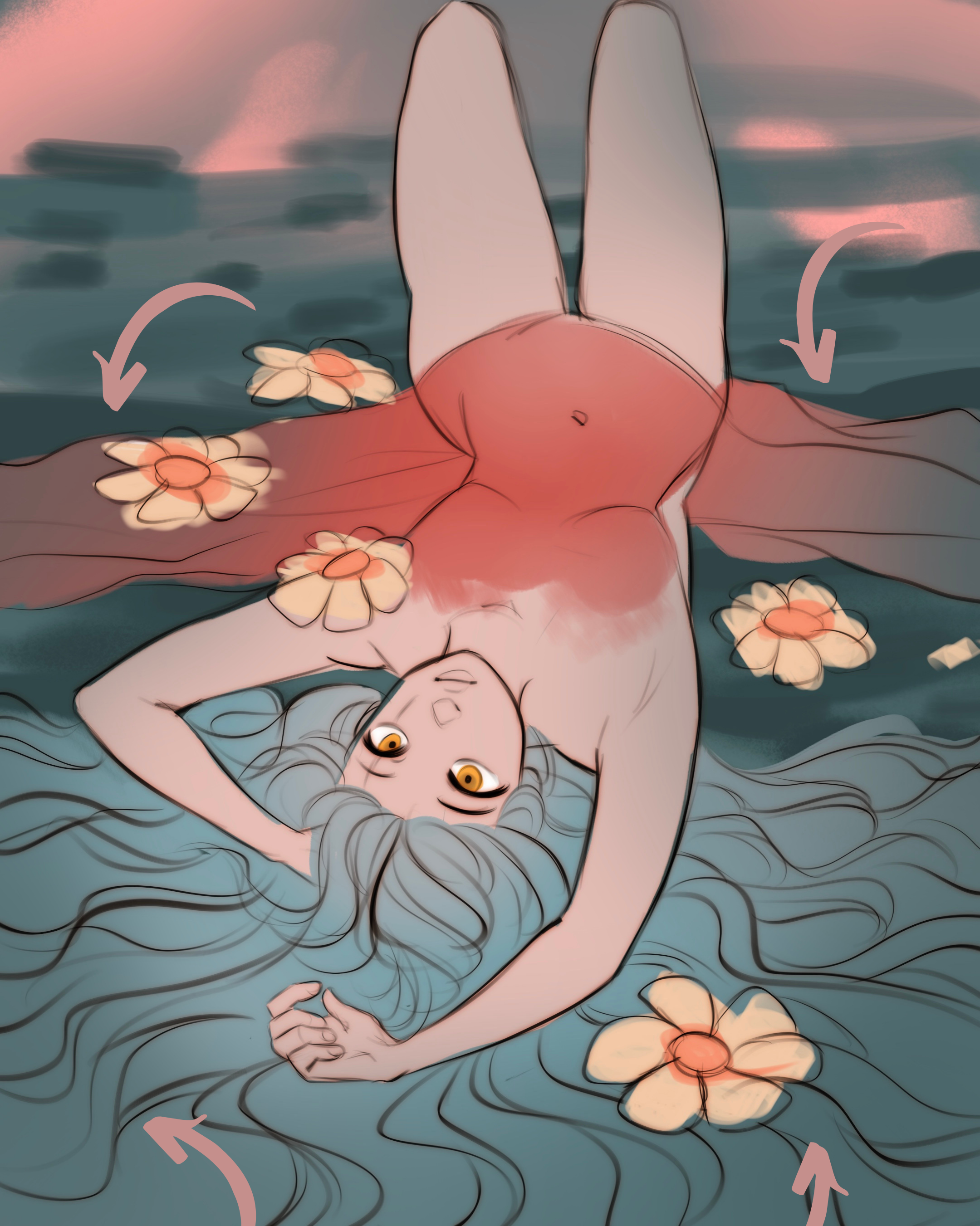
Also I added some colors to define what I wanted to do. Blue and red are quite complementary, so I chose those tones for it!



LINEART

As usual, I painted over the sketch in a new layer, with the Lines brush I customized.

I always do this with the lineart: I duplicated the layer and applied the Gaussian Blurr. I clipped a Redish color layer over the Blurred Lineart, and put this one as Multiply mode.

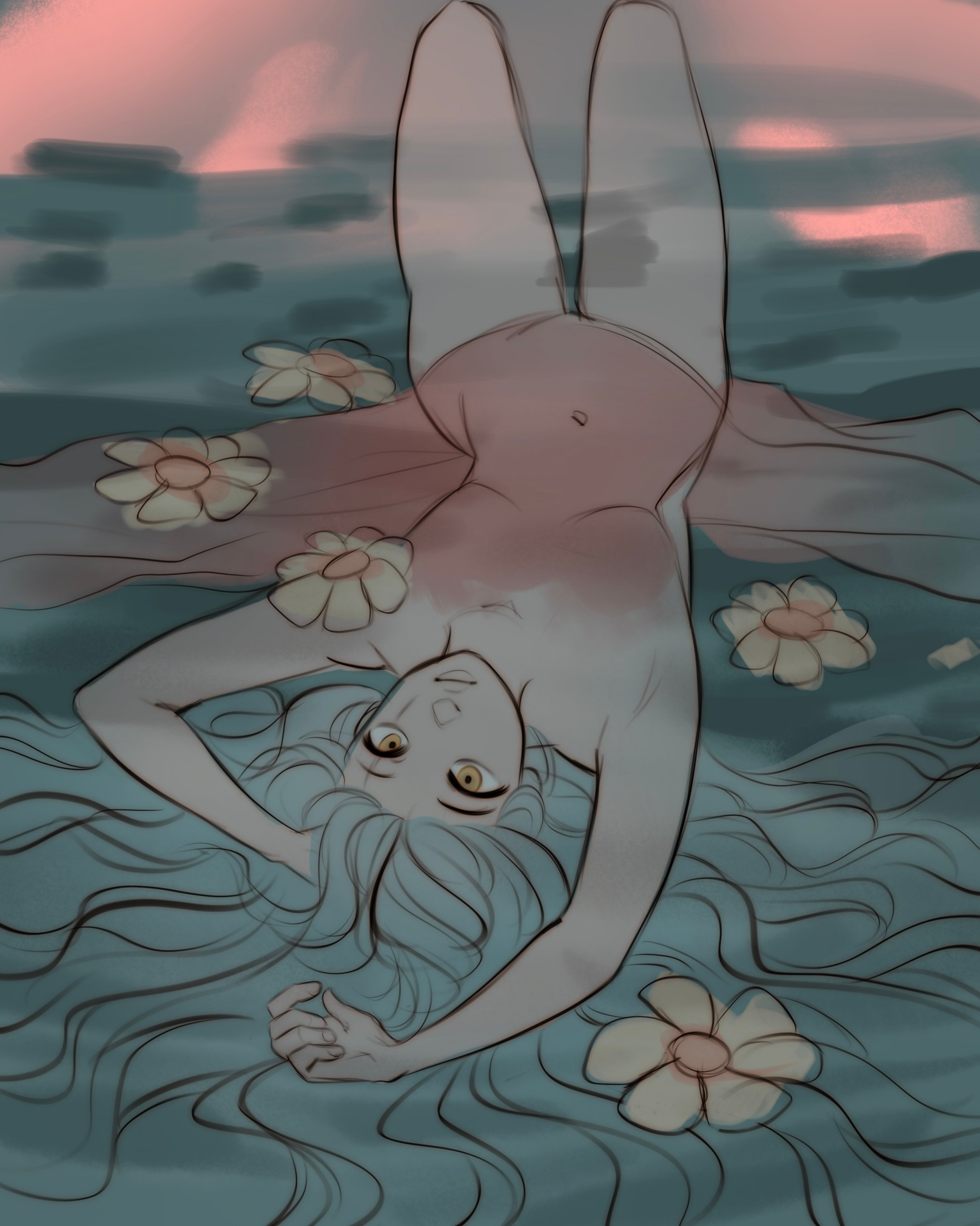


COLOR BASE

I added a new layer under the lineart to paint the colors, all in the same layer to make the process faster.

To generate more depth, using the airbrush, I painted with a darker blue around the edges of the drawing, in normal mode.

This gradient helped in the dress to make it look like the cloth is sinking in the water.



GENERAL SHADOW

To make the character more integrated into the environment, I duplicated the background color layer.

Then I clipped it in multiply mode on top of the base color layer. I lowered the opacity.

I didn't remove the water brushstrokes here, cause I thought it helped with the textures!

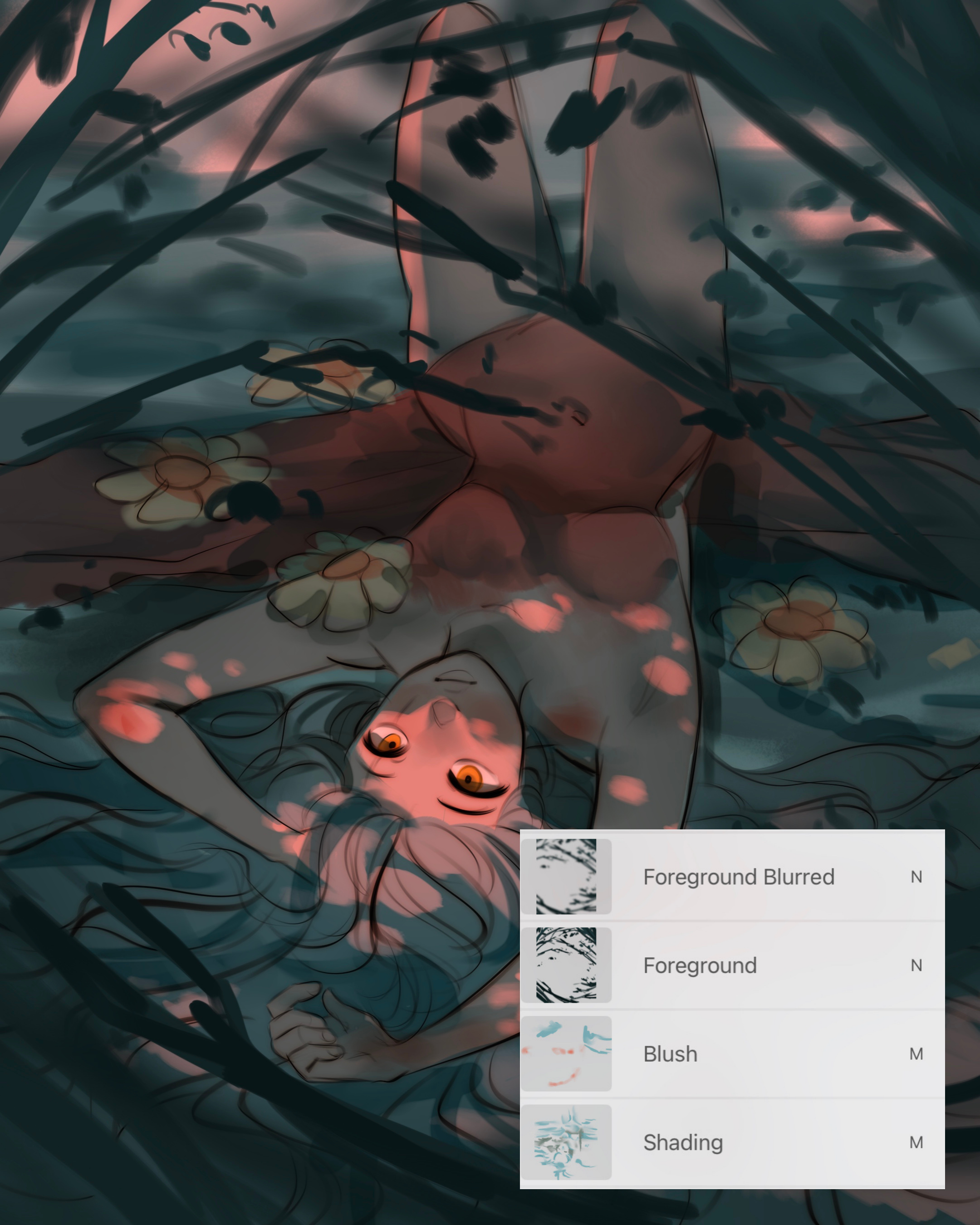


GENERAL LIGHTING

This was actually, unexpected. I imagined that the lighting could come from the top-front as well, not only in the back. I added the same tone than in the background.

I wanted the focus point being in her eyes, that's the reason why I painted that area in the redish tone.

You can see in the layers the distribution!



	Foreground Blurred	N
	Foreground	N
	Blush	M
	Shading	M

BRANCHES

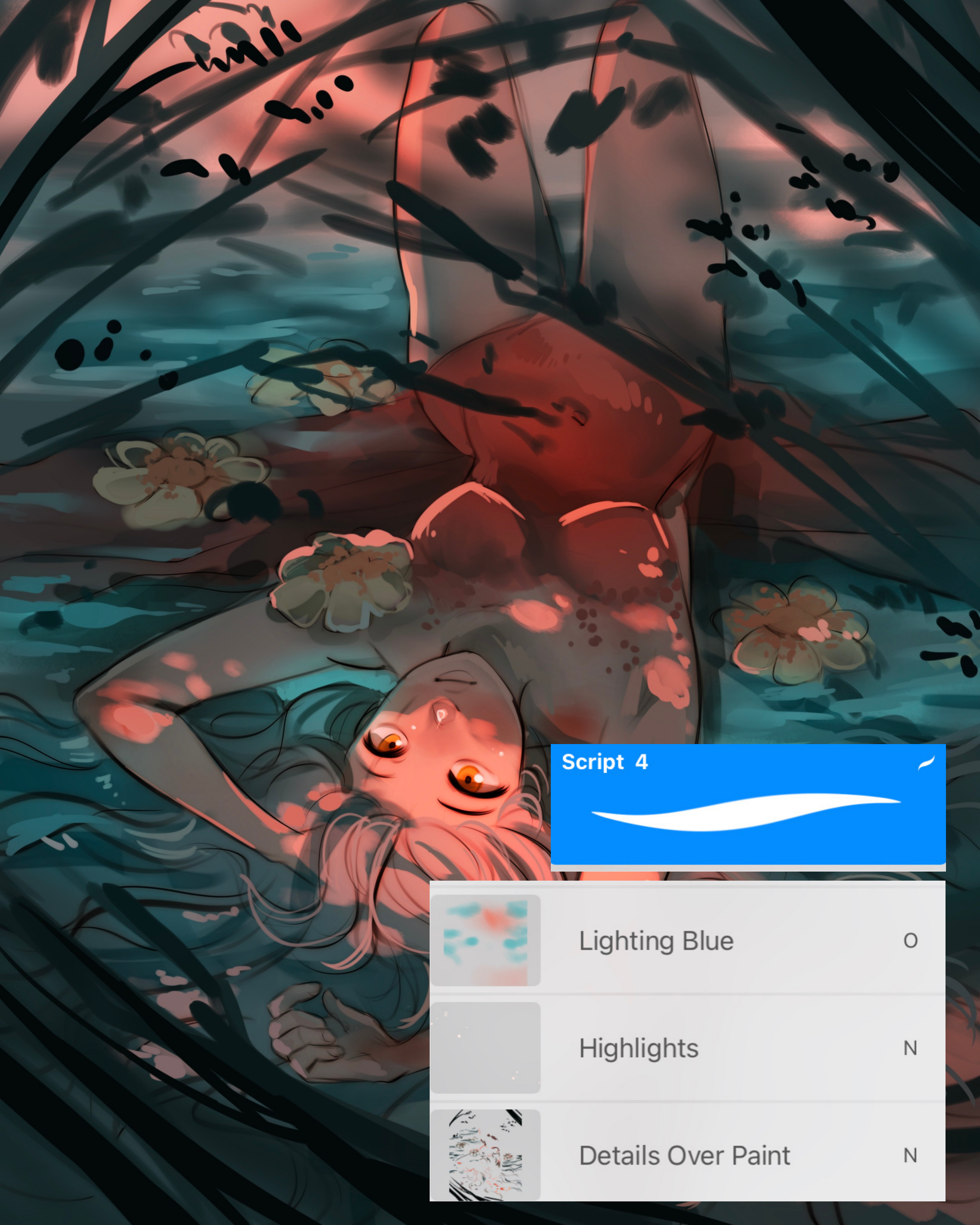
For this drawing, as you can see in the layers, I didn't focus on a really detailed rendering, since I wanted to focus better on the colors here. After adding some small touches of shadows in several areas, I added a big amount of brushstrokes to imitate leaves and branches, aimed to frame the composition. I duplicated the layer and blurred it.



VIBRANCY

I used a really saturated pink-orange tone and painted over the whole drawing (including the lineart) with the airbrush.

The result is having more vibrancy and more intensity.

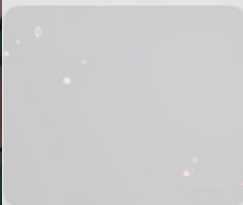


Script 4



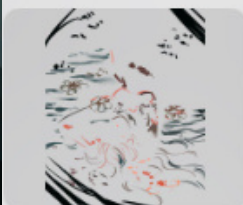
Lighting Blue

0



Highlights

N



Details Over Paint

N

LIGHTING BLUE

After adding an extra layer to paint over adding some details on the drawing (normal mode, with the Script brush) I added a new layer in Overlay mode.

Once again, with the airbrush, I added some extra intensity painting with turquoise some areas in the water, under the girl, to generate more contrast.



FINAL TOUCHES

I added some little brushstrokes colored with saturated pink and blue with the lighting brush, this way I could made the sparkles.

And to finish it, I just saved the whole painting, open it again, and made some color and contrast adjustments with the Curves tool on Procreate.