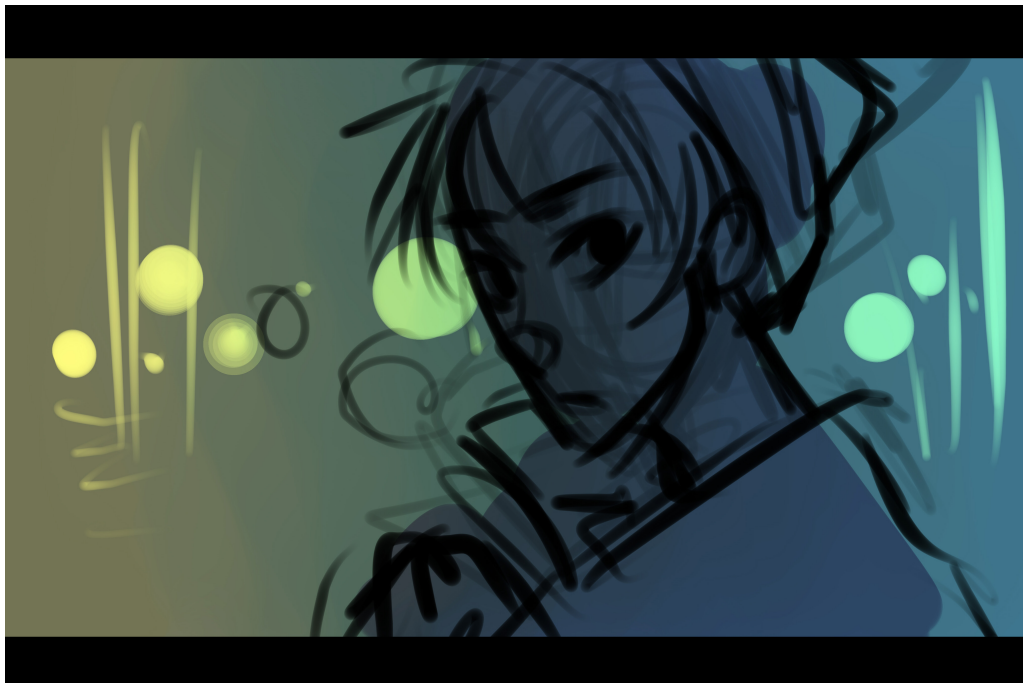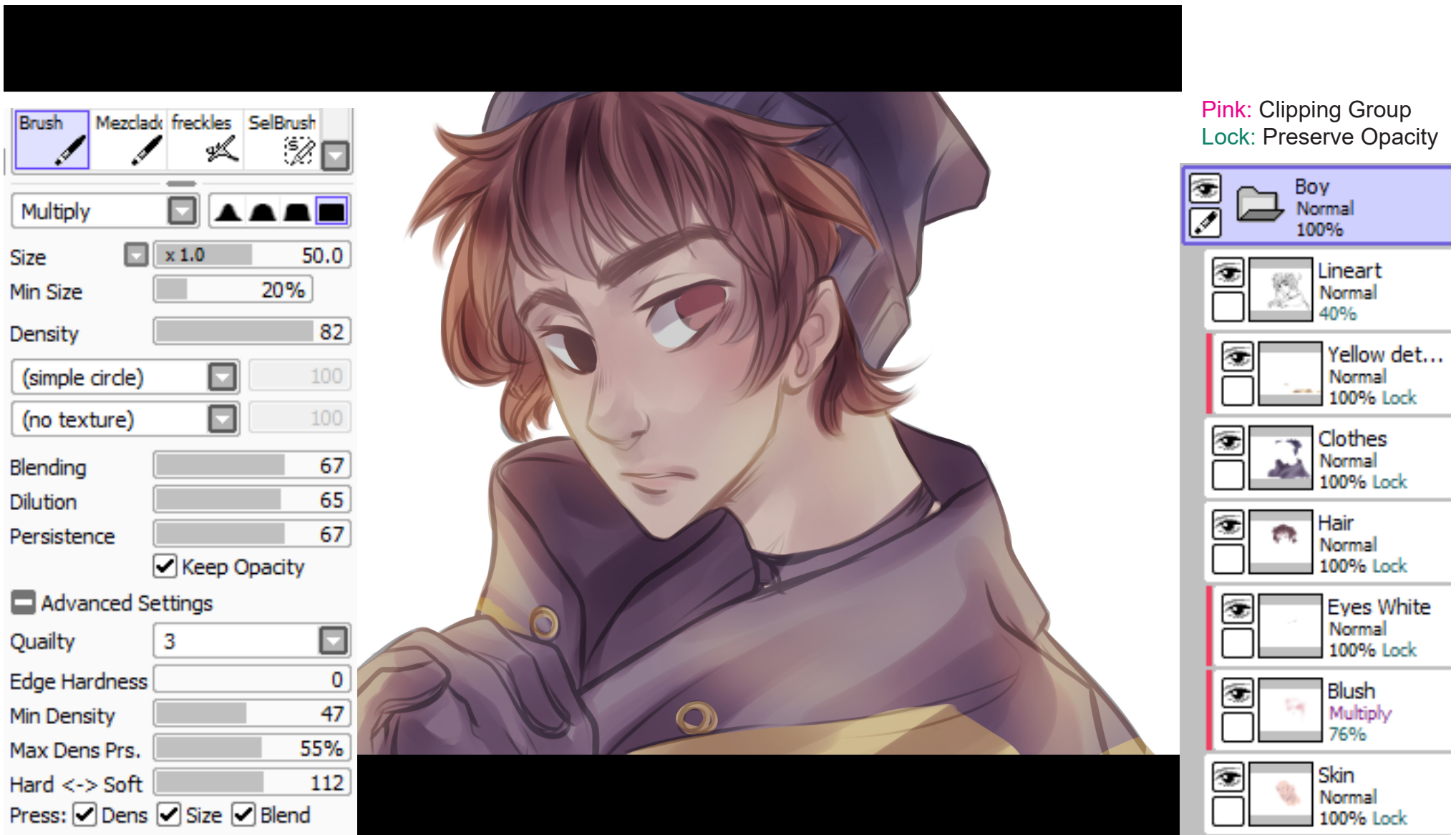Step by Step

For this drawing I made two versions of base color. Of course, as you progress in coloring these colors are modified, but it is good to do tests to choose a general tone for the composition.

Keep in mind what you want to convey, the environment, the time of day, or simply, what you think you like most!
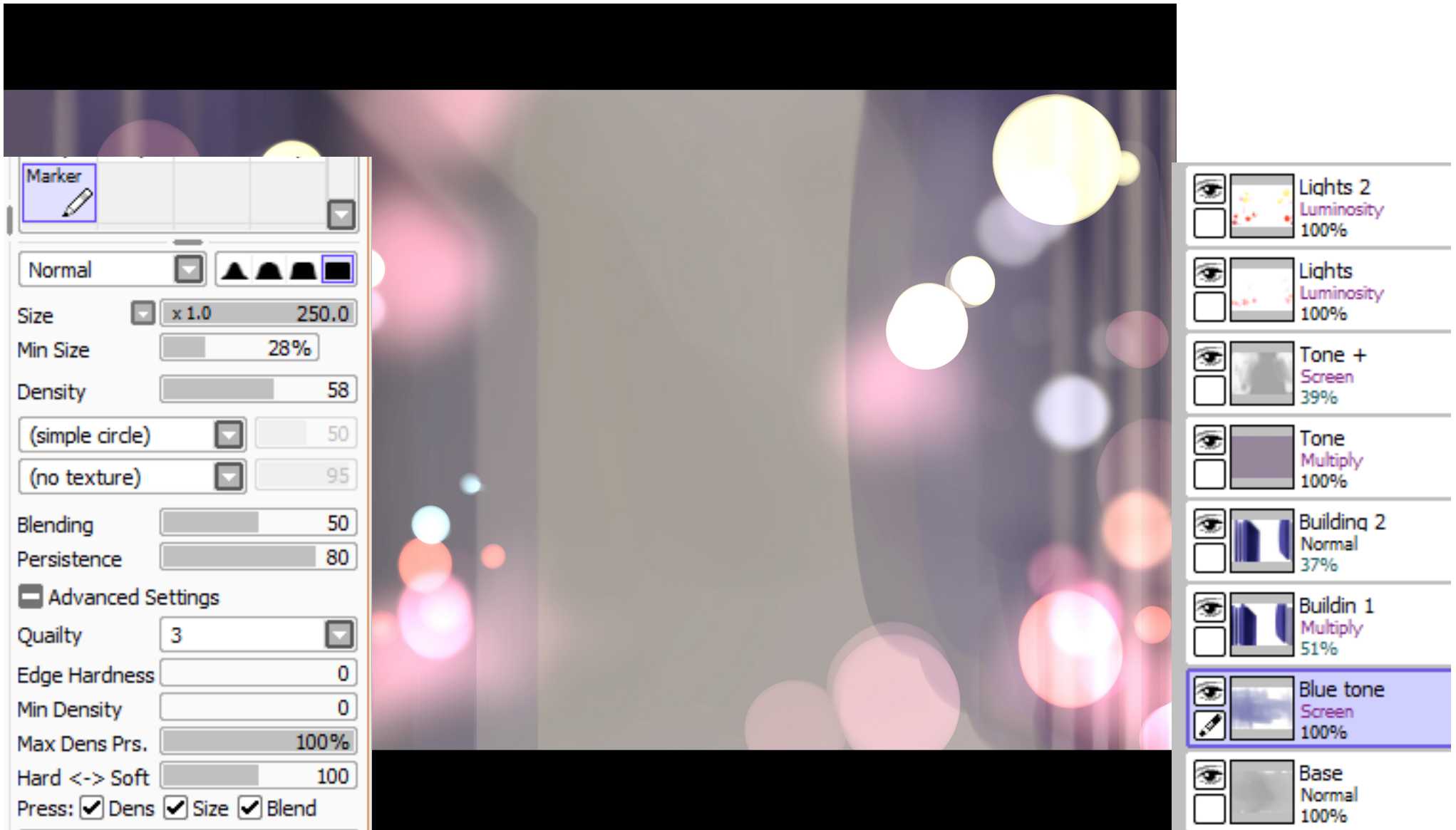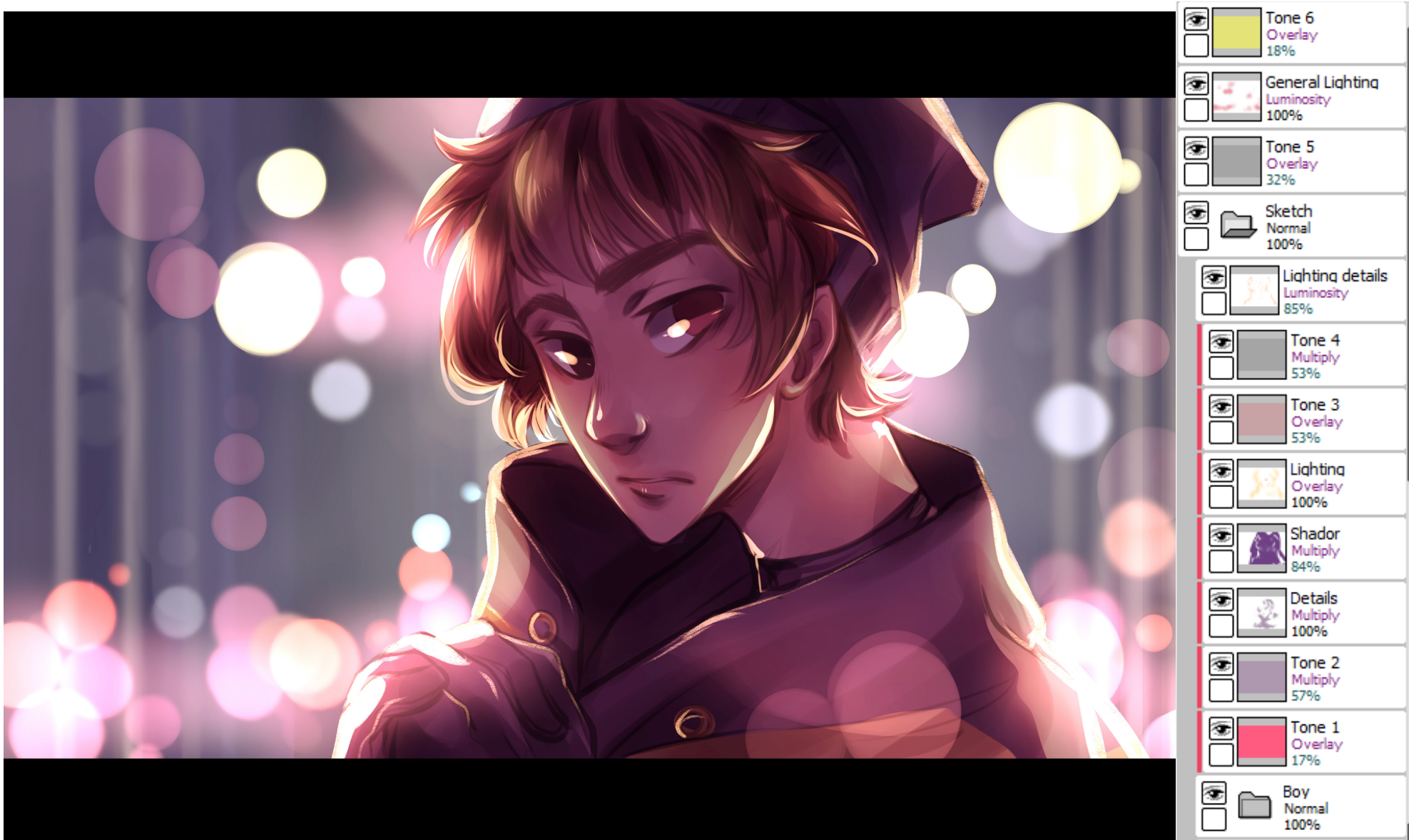
For this drawing I used the Ink pen (the same I used to ink in the previous drawings!), included all the parts of the linework in the same layer in order to change the opacity (40%). This way I won't have to change the color of the line in a new layer, since the soft grey will combine wih the color base (a layer below lineart)

Brush | Mezclad | freckles | SelBrush

Multiply

Size	x 1.0	50.0
Min Size		20%
Density		82

(simple circle) | 100
(no texture) | 100

Blending	67
Dilution	65
Persistence	67

☑ Keep Opacity

Advanced Settings

Quailty	3
Edge Hardness	0
Min Density	47
Max Dens Prs.	55%
Hard <-> Soft	112

Press: ☑ Dens ☑ Size ☑ Blend

Pink: Clipping Group
Lock: Preserve Opacity

Boy
Normal
100%

Lineart
Normal
40%

Yellow det...
Normal
100% Lock

Clothes
Normal
100% Lock

Hair
Normal
100% Lock

Eyes White
Normal
100% Lock

Blush
Multiply
76%

Skin
Normal
100% Lock

I paint by parts, each element has its particular layer. I feel more comfortable blending in the same layer with the Brush, instead of including a new layer in Multiply mode. I actually use this option when I want to add details or darker tones.

Marker

Normal ▲▲▲■

Size x 1.0 250.0
Min Size 28%
Density 58

(simple circle) 50
(no texture) 95

Blending 50
Persistence 80

■ Advanced Settings
Quailty 3
Edge Hardness 0
Min Density 0
Max Dens Prs. 100%
Hard <-> Soft 100
Press: ✔ Dens ✔ Size ✔ Blend

Lights 2
Luminosity
100%

Lights
Luminosity
100%

Tone +
Screen
39%

Tone
Multiply
100%

Building 2
Normal
37%

Buildin 1
Multiply
51%

Blue tone
Screen
100%

Base
Normal
100%

For the background I simply had to simulate some buildings. Keep in mind that someti-
mes a very detailed background can divert the attention of the protagonist (the charac-
ter). For this I have used selection tools, and I have been adding layers to provide diffe-
rent shades. For the lights I used the marker that comes with the program by default.

The layers panel shown includes:
- Tone 6 — Overlay 18%
- General Lighting — Luminosity 100%
- Tone 5 — Overlay 32%
- Sketch — Normal 100%
- Lighting details — Luminosity 85%
- Tone 4 — Multiply 53%
- Tone 3 — Overlay 53%
- Lighting — Overlay 100%
- Shador — Multiply 84%
- Details — Multiply 100%
- Tone 2 — Multiply 57%
- Tone 1 — Overlay 17%
- Boy — Normal 100%

Do not be afraid to do color tests and experiment with layer options.
For this particular drawing I used a lot of layers just to get a color to be happy with!
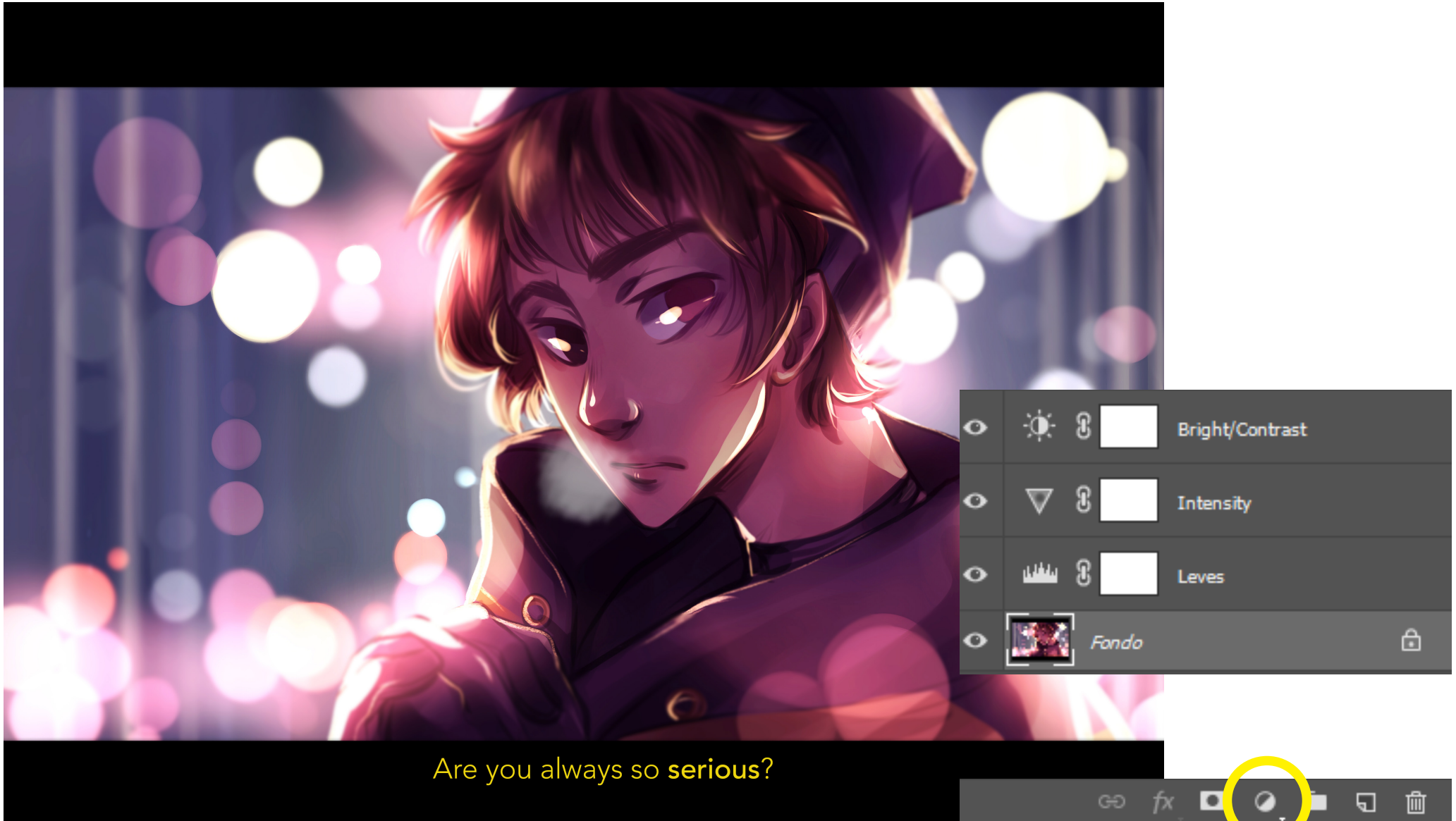
Are you always so **serious**?

I plan to do a tutorial on the Photoshop edition.
I always make corrections of color and luminosity with the **adjustment layers** (yellow)
(experimen with thist!)