STEP BY STEP

Mura and Trece

SKETCH

This is a redraw of an illustration I did two years ago! I placed the simple lines and also, defined initially the background colors!

LINEART

For this time I wanted to play with a different brush to do the lineart. This brush has no texture, and the lines are so clean, so mistakes are more noticeable than the sketchy brush I used to paint with!
It was a great chance to play with the **width** variation of the different lines, drawing the ragon with thicker lines and standing out parts like the eyes.

COLOR BASE

Another different thing I tried here!
I painted all the base colors in a same and unique layer, and applied some gradients to vary the different tones, mixing them a little , and adding some volume effect!
To made these gradients I used an **airbrush!**

	Color Edition	O	☐
	Erased Areas		☑
	Environment Shad...	M	☑
	Color Base Shape	N	☑
	Background Tone	N	☑

SHADOW

As you can see in the screenshot, the same layer I used as background, was used as a general shadow on the characters (I applied a **Mask** to erase (with black color) the areas I wanted to remain in the light). Once again, I duplicaed the background and put it on Overlay mode over the characters, to make it more vibrant.

	Color Lineart	N	☑
	Duplicated Lineart	M	☑
	Lineart	N	☑
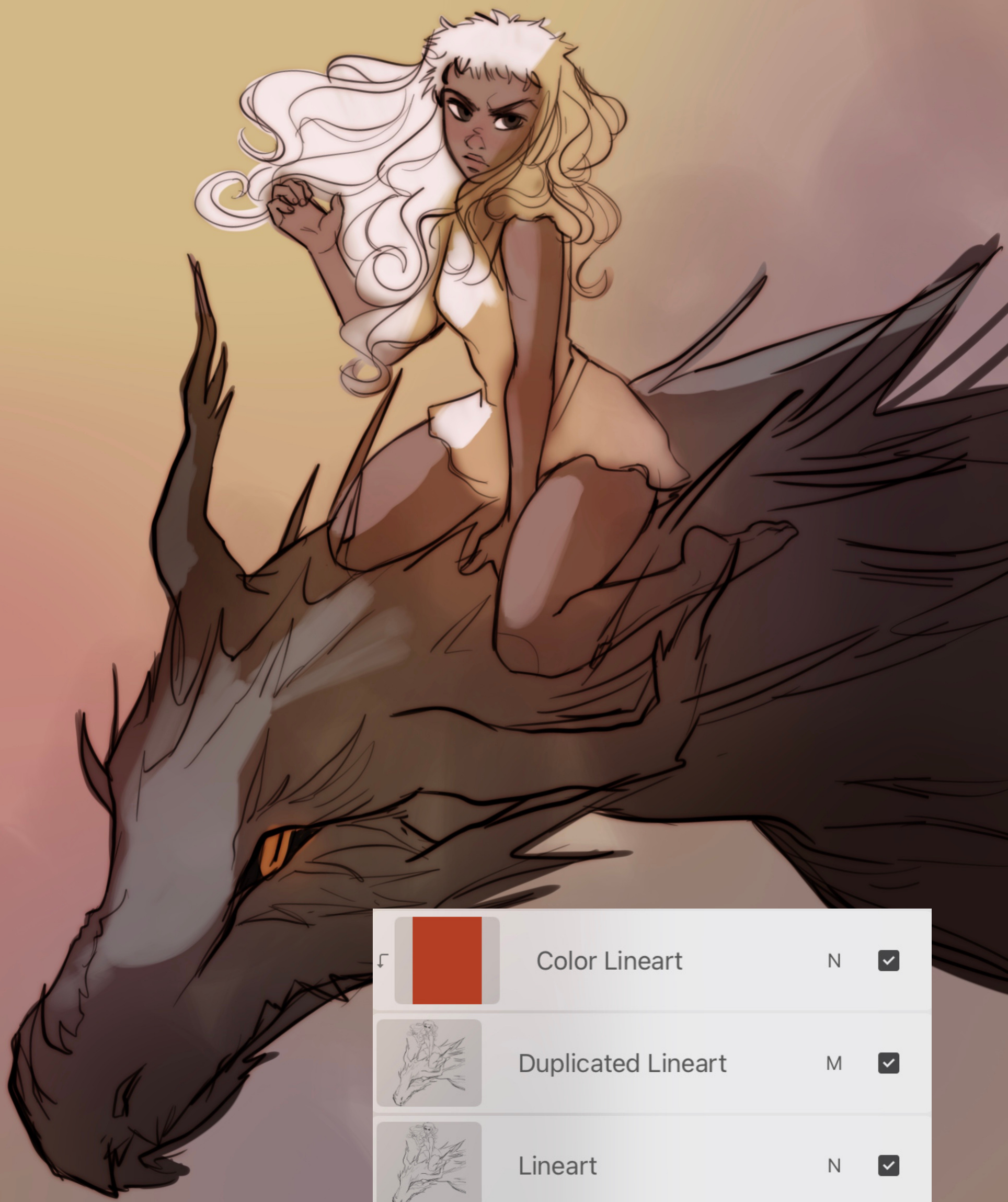
LINEART EFFECT

I didn't know how this effect of duplicating the lineart and blurring it could look with the new lineart style, but I tried it and really liked it! This manual effect really helps to make the drawing look smoother!
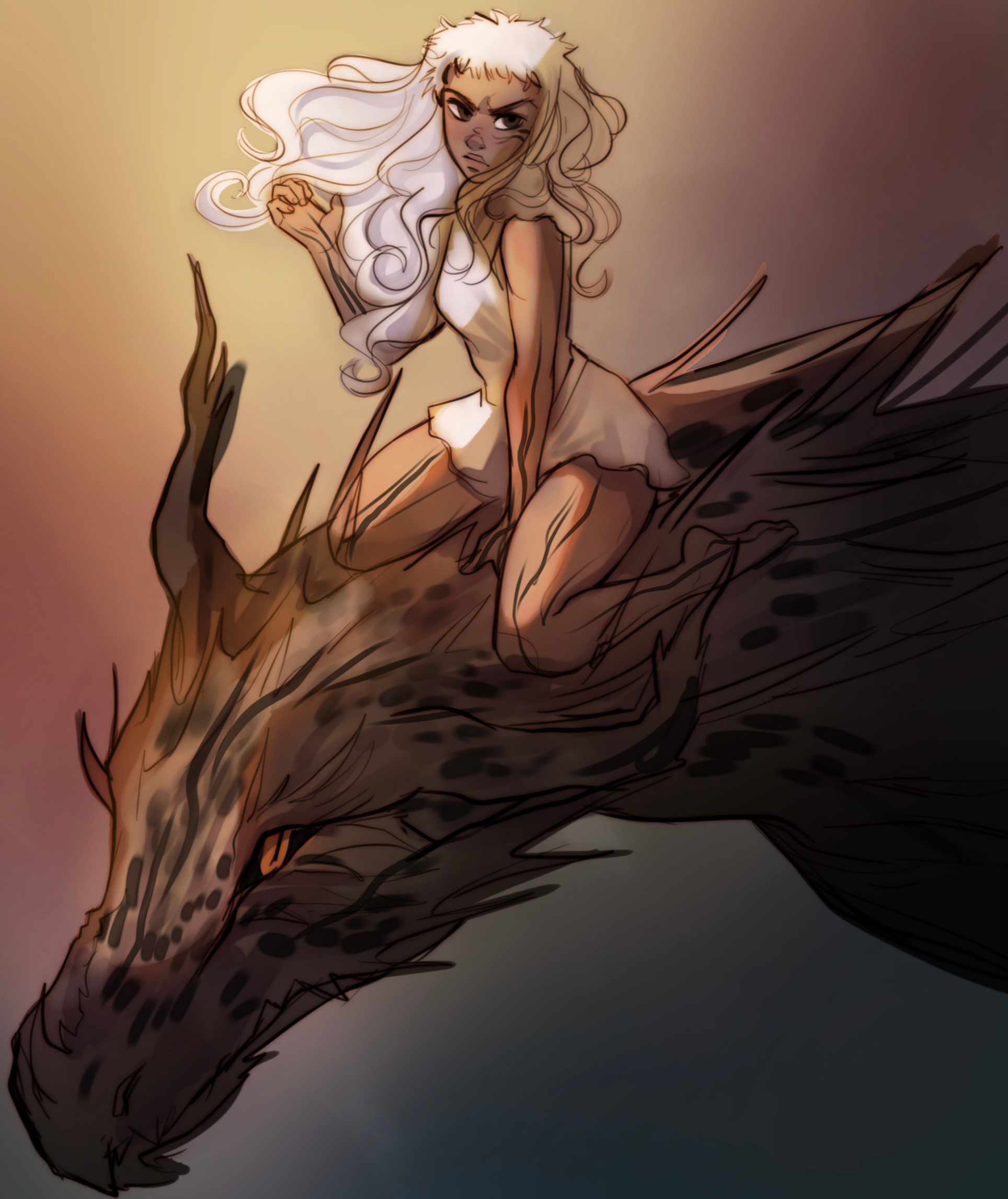
DEPTH

I wanted the view to focus on the characters, so to exaggerate this effect, I darkened the areas under the dragon using gtray-blueish tones, in Multiply mode.

At the same time, I added orangeish tones in **Overlay** mode around Mura and the dragon.

For the trnasition of colors I added a little bit of red and purple between the darkest and the lighest area!

DARK VEINS

Scales and veins are dark in my lore when creatures are infected, and it's one of the last things I add to the drawing!
I didn't detail them too much, I just played with the opacity of the brush I was using to make them look softer in some areas.
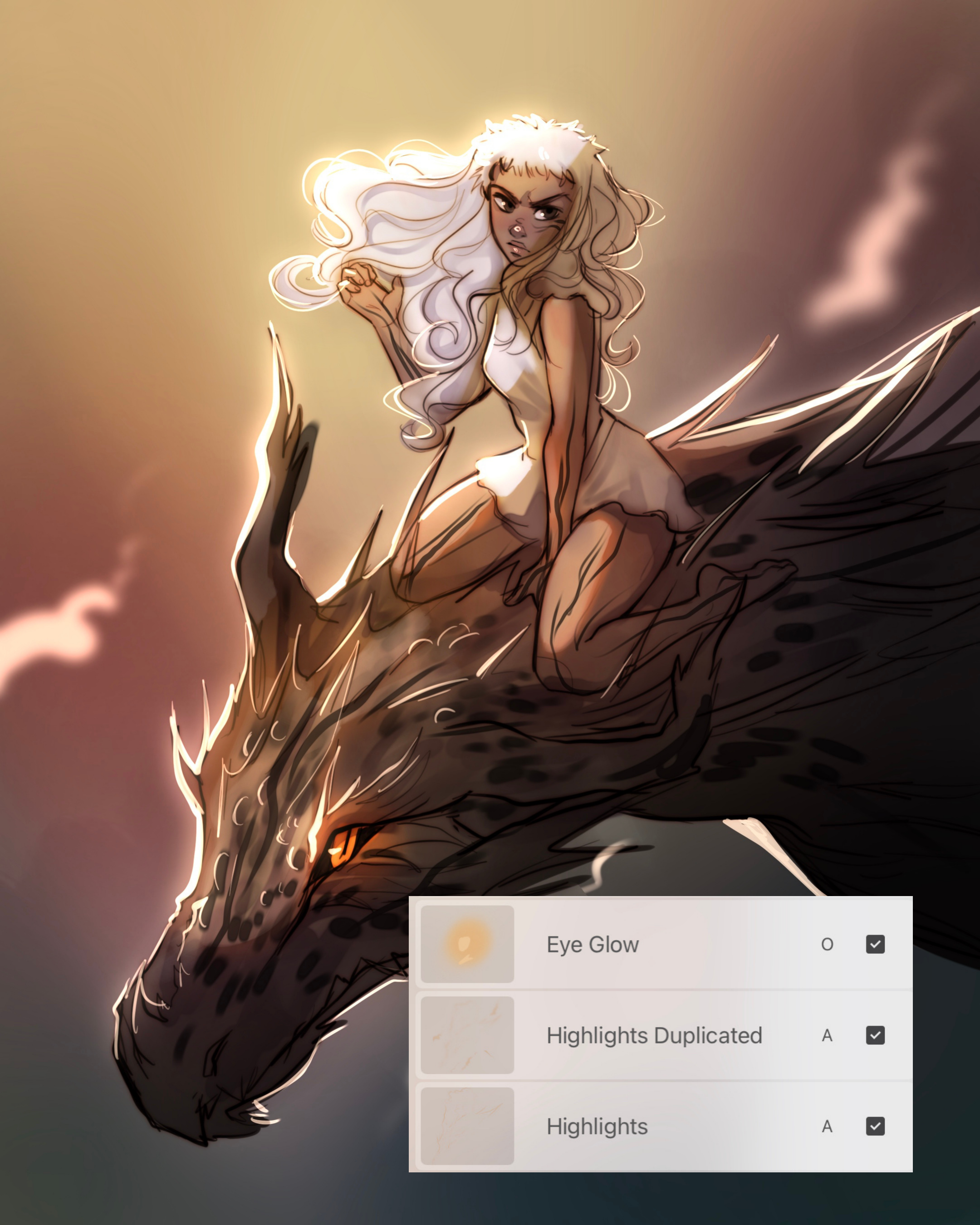The mode of the layer was Multiply.

HIGHLIGHTS

The **lighting source** is clear here, it comes from the top-left.
So I staretd to paint with the same **Script** brush the outline lines with
a light yellow, making sure to play with the width again.

The mode of this new layer is **Screen.**

	Eye Glow	O	☑
	Highlights Duplicated	A	☑
	Highlights	A	☑

Lighting

To get this more vibrancy in the drawing, I duplicated the highlights layer and put this second one in **Add** mode.

I used Gaussian **Blur effect** in this layer, and reduce the opacity a little bit (so the exposure is not that huge!).

I added some **orange glow** to the eye with the airbrush and Overlay mode.

FUMES

With different textured brushes, and playing with the opacity, I staretd to add some brushstrokes to pretend fumes effecr, following a diagonal direction.

DARKER

I wanted to **emphasize** the effect of the light, and also give it a more "heavenly" look. For this reason I added darker gradients, in the areas indicated in the drawing, trying to respect the light.
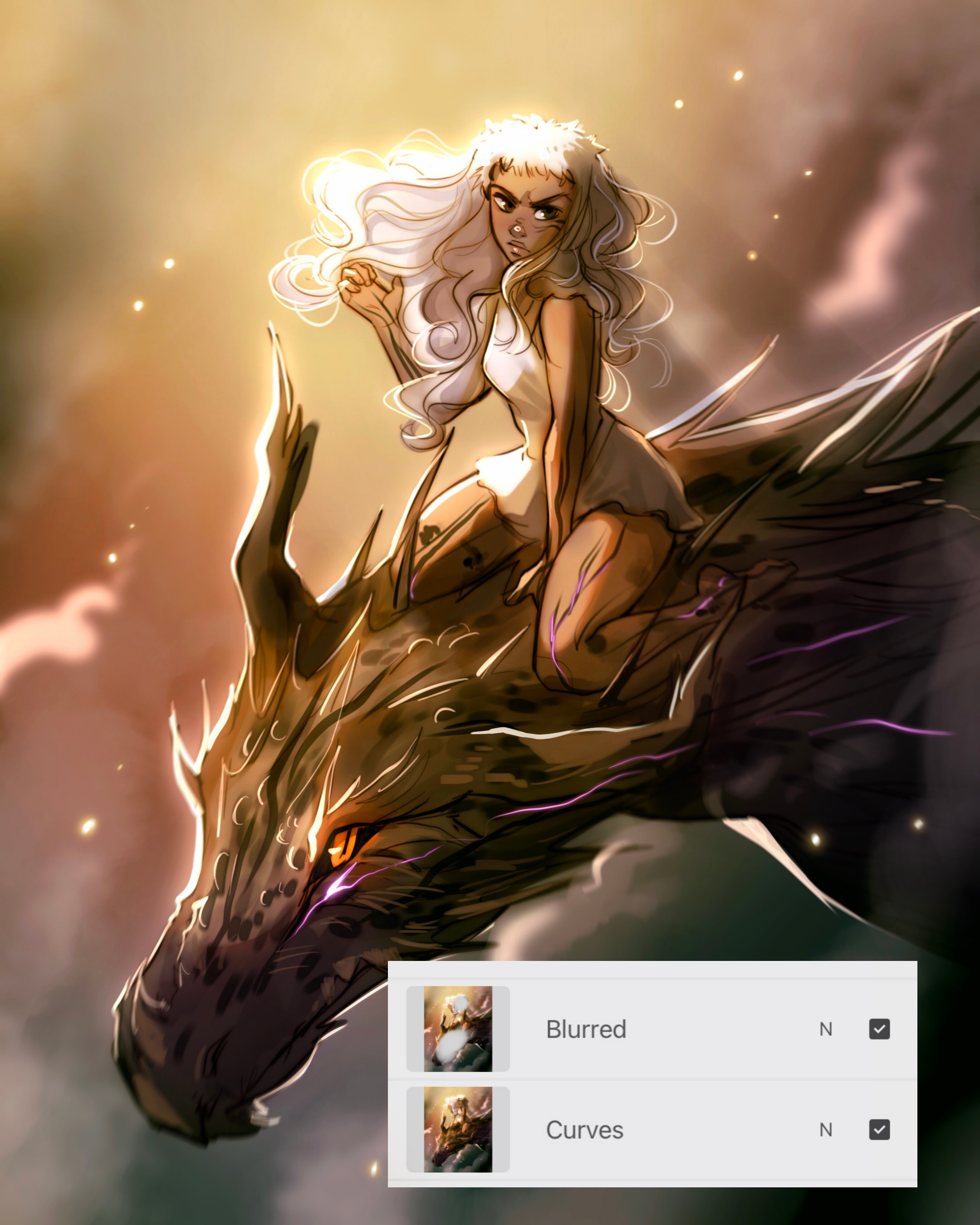
FRAME

It's really subtle, but I added, also in diagonal direction, dark stripes in the corners.
The direction it's actually normal (90º) to the **lighting direction**, I found interesting to play with this composition!

| | Blurred | N | ☑ |
| | Curves | N | ☑ |

FINAL TOUCHES

My favourite part!
As usual, I saved the image (or you can also merge all the layers!) and included it in the file, to use the **Curves** and **Contrast** filters.
Once it was done, I added the sparkles with the Light Pen of Procreate and blurred some areas, aimed to help the viewer to focus more on Mura.