STEP BY STEP

Kirin and Iris

Line Art Brush

Details

Script

40% Complete   60% left
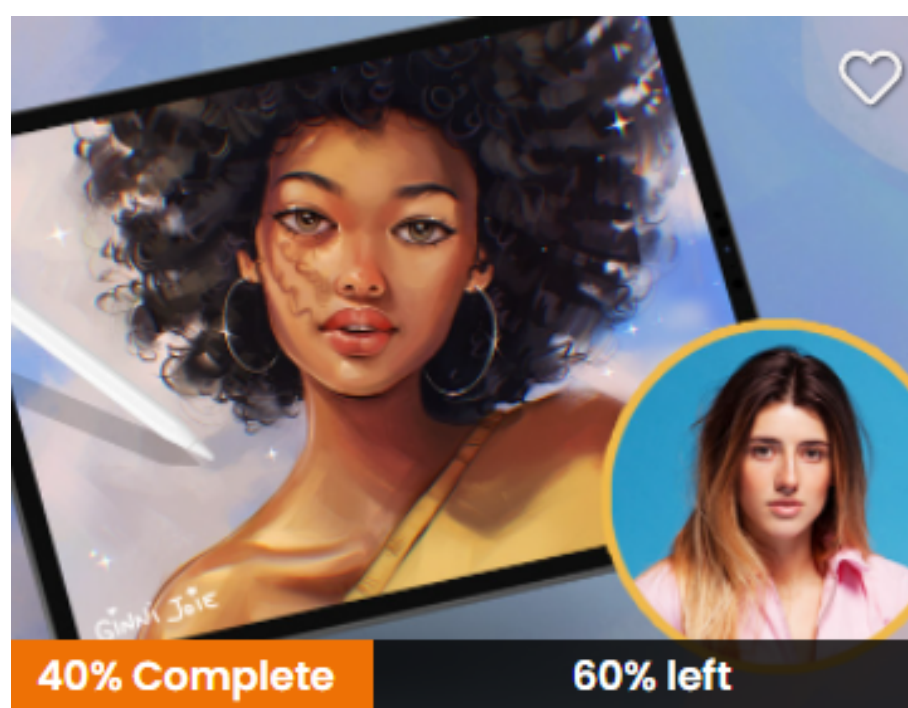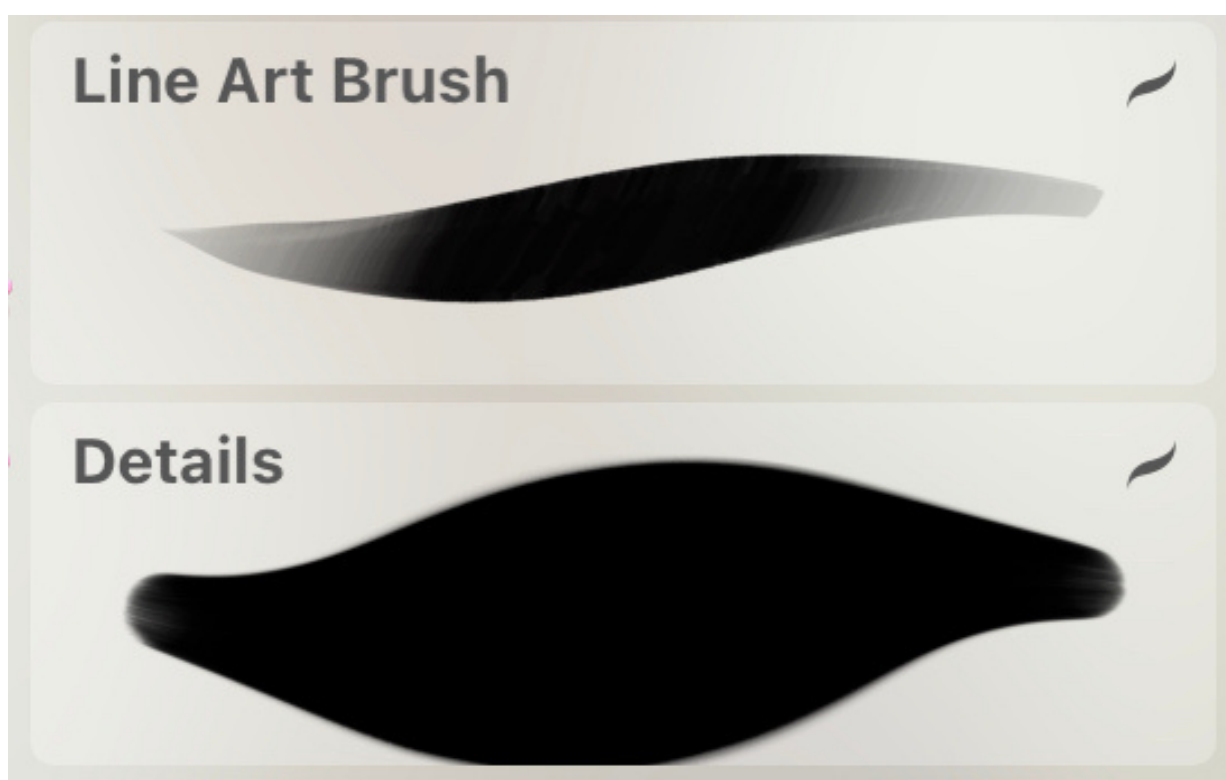
⭐ 4.7 (33)   BEGINNER   🏆 3,383 students

Painting Portraits in Procreate

BRUSHES

This time I tried a different brushes!
Script is default on Procreate, but the otehr two were included on **21-draw** platform, from the course in the image.
"*Details*" was used as lineart, but you can try any other brush!

SKETCH

For this drawing I had two proposals. It was clear to me that I wanted a scene of the two characters looking at Kirin's leg. In the end I chose the second option.
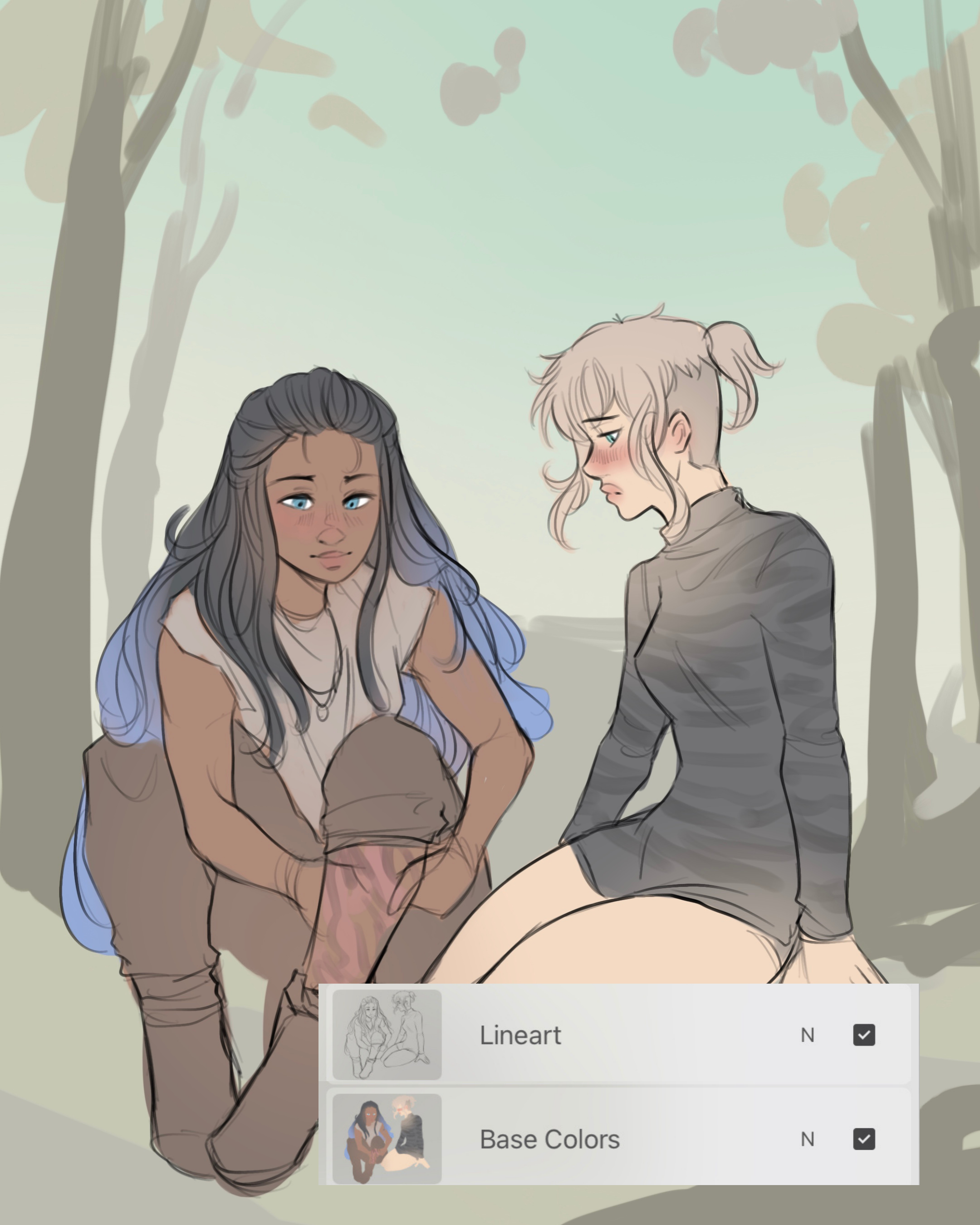The brush I'm using here is *Line Art Brush*.

SKETCH

This time, I wanted to try using more muted colors, towards grays. Therefore, I started by painting the background with some greenish colors.

The image includes a UI panel with two layers:

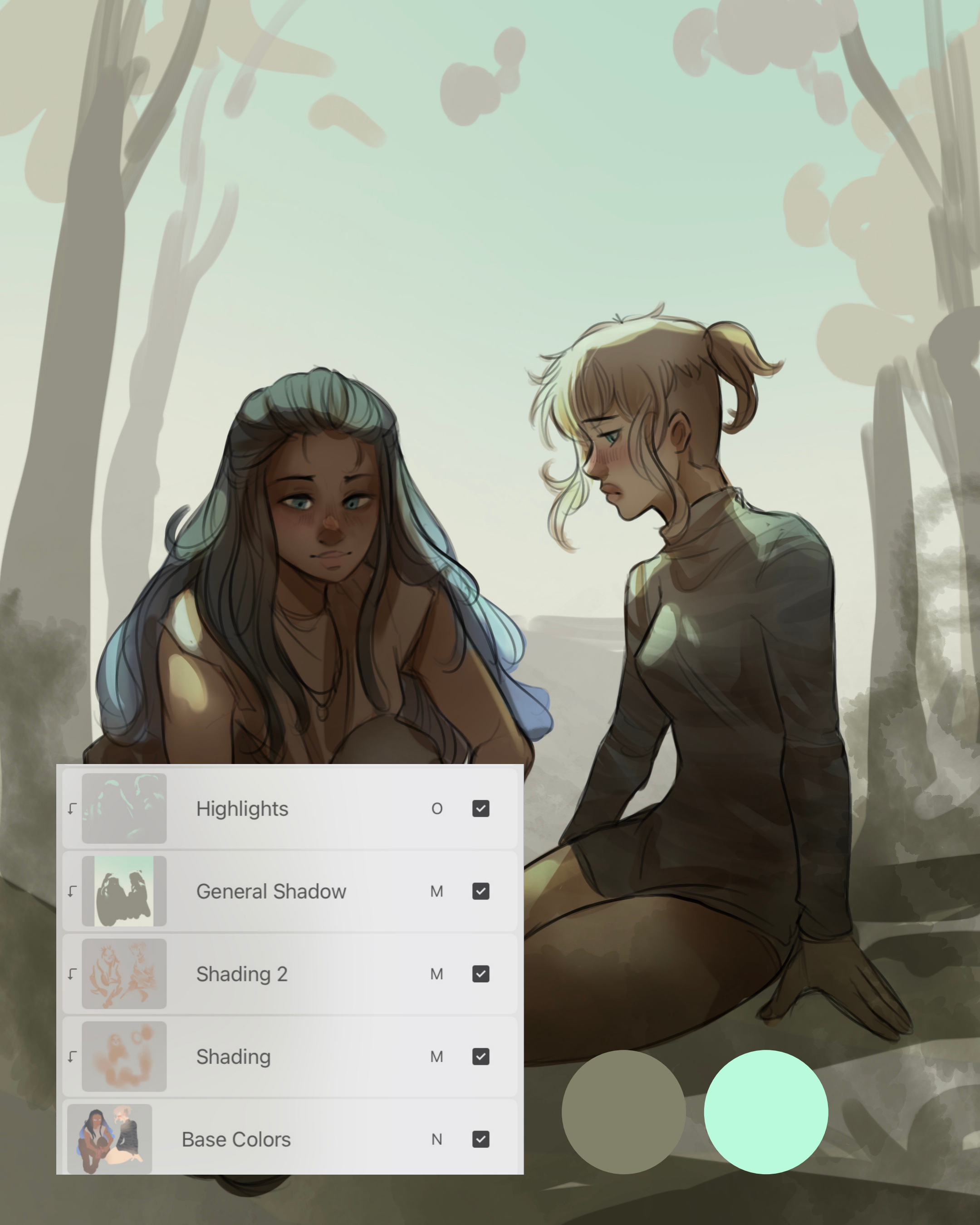|			
	Lineart	N	☑
	Base Colors	N	☑
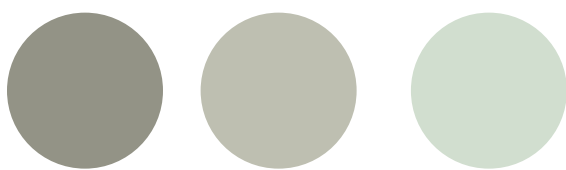
LINEART AND BASE COLORS

I've been trying to make the **eyes smaller** lately, to get away from the anime/cartoon style a bit. I also take more care of the line, using the *Details* brush with a very small size.
As always, I have the color palettes saved, so it's easy to replicate.

Shading 2   M ☑

Shading   M ☑

Base Colors   N ☑

SHADING

Shading remains simple. First, painting with the *Airbrush* in a **brown** tone on a layer in multiply mode, and then, with Details, adding more details (neck, clothes...)

The following layer panel appears over the illustration:

	Highlights	O	☑
	General Shadow	M	☑
	Shading 2	M	☑
	Shading	M	☑
	Base Colors	N	☑

GENERAL SHADOW AND HIGHLIGHTS

To integrate the characters into the environment, I've added a layer in **multiply mode** with a dark green color over them, clipped to the base color layer. In this same layer, I have painted some areas with light green (and saturated) to highlight the light.
Finally, in a layer in **overlay mode**, I have repainted these light areas to make them more intense.

GRASS

To paint the grass, I've made brush strokes of various colors, experimenting with different Procreate texture brushes. I didn't do anything detailed, I just wanted to make sure that the grass hid part of the characters, to create the feeling that they are indeed resting on the grass. Most of these layers were in multiply and normal modes.
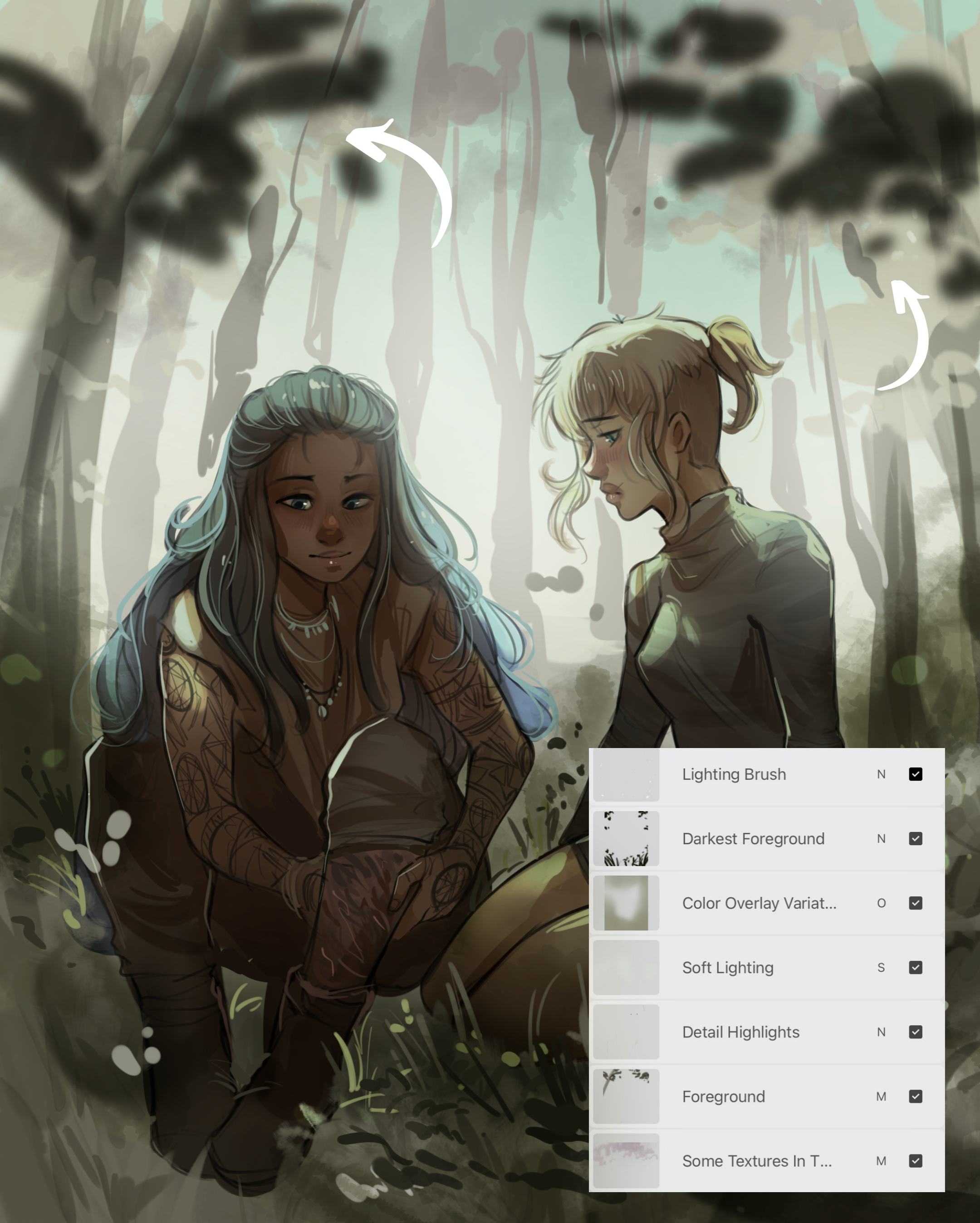
BEFORE

Script

PAINT OVER: SCRIPT

The details layer has a lot of dedication. I paint over it to add details, but I also **correct** everything that I didn't like, or that was unfinished, such as finishing Kirin's hand. Once again, this process consists of taking the colors from the canvas itself and painting over it.

PAINT OVER: SCRIPT

It felt like the sky was too empty, so I wanted to add more trees and more details to frame the image. Also more darkness at the bottom.

The layer panel on the right side shows the following layers:

Layer	Mode	Visible
Lighting Brush	N	✓
Darkest Foreground	N	✓
Color Overlay Variat...	O	✓
Soft Lighting	S	✓
Detail Highlights	N	✓
Foreground	M	✓
Some Textures In T...	M	✓

FOREGROUND

You know that I like to **frame** my illustrations, and my favorite way to do it is to add some dark brushstrokes that simulate branches and leaves, and then blur them with **Gaussian blur.** For this drawing, I added several layers to give more depth.
On this layer I also tried different Procreate textures with similar colors, to center the image on the faces
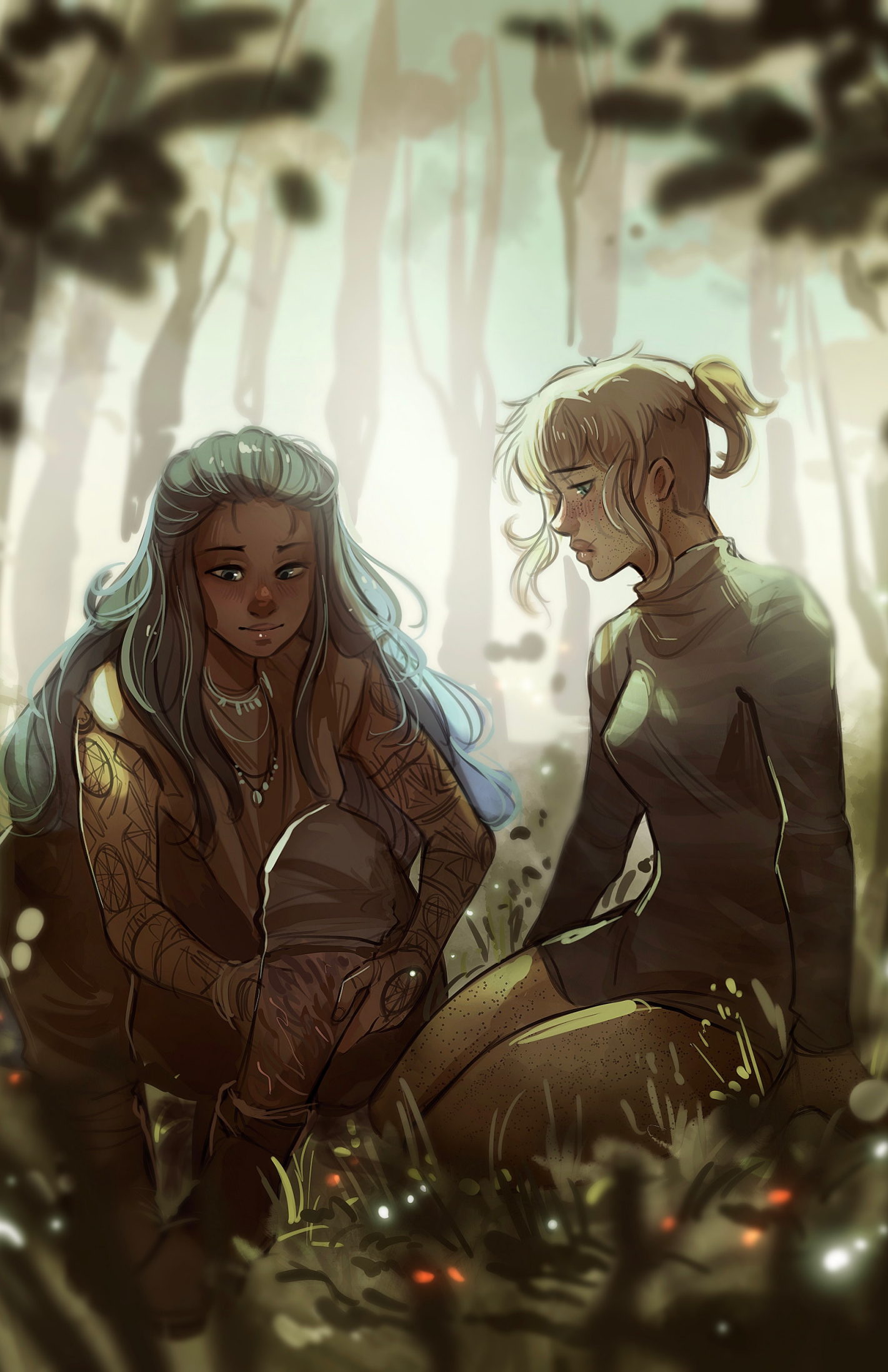
EDITS

The last phase follows the usual process: *Curves,* color editing... And
also the **Sharpen** and ***Chromatic Aberration*** filters.
Before finishing I add sparkles and more lines of light in some areas
with the Procreate **Light rush,** to add more intensity (read to contrast)
With ***Liquify,*** I correct possible errors!
And so is the result!

LAST THOUGHTS

Feyre Fanart

This drawing took me **1h 13min**, it has not been as fast as others, but it has made me happy to be able to make an illustration of my characters after so long without being able to do it.
It has been a good opportunity to experiment with colors, and with less "childish" faces.
I hope it has served you!