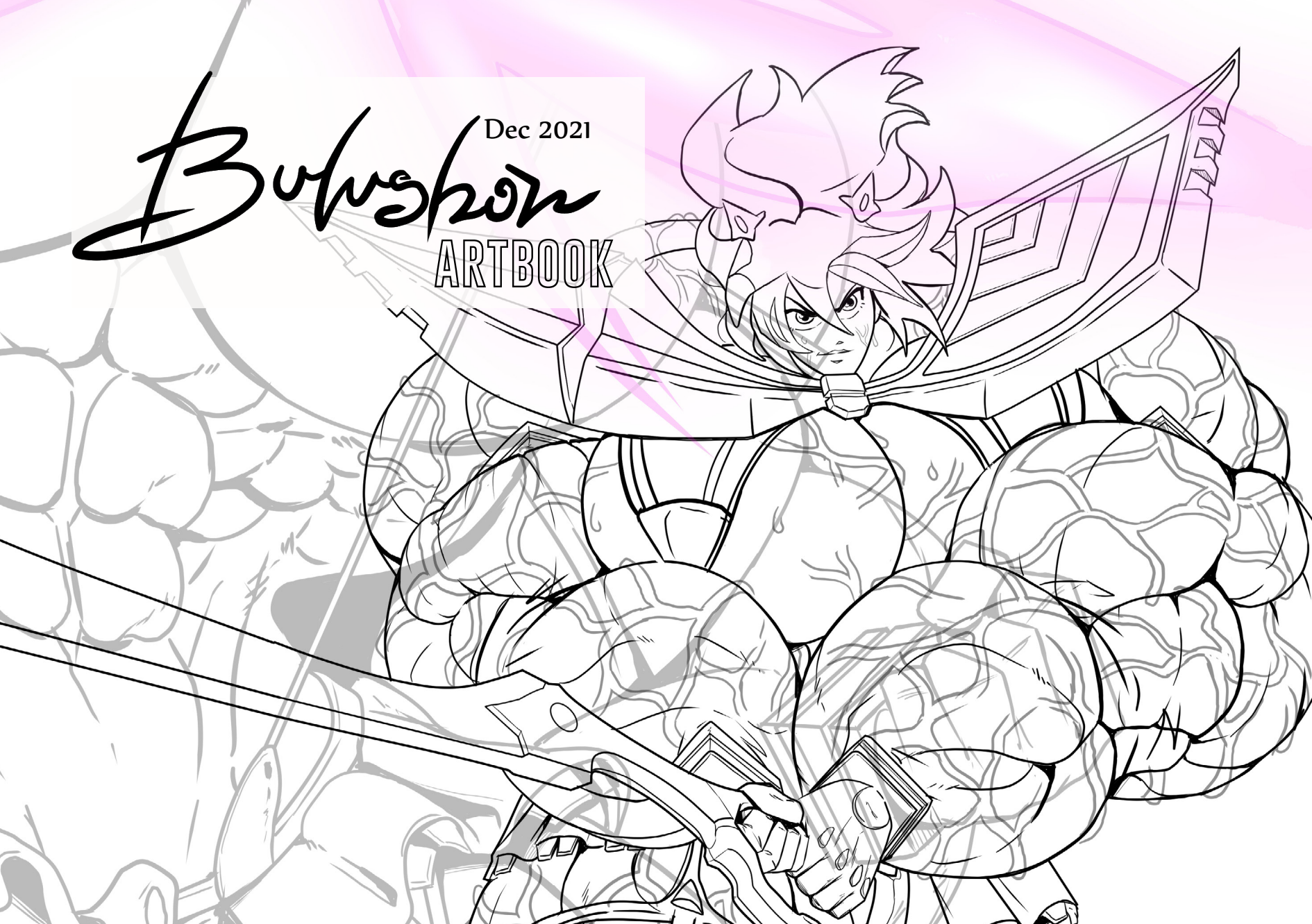


Bushon

Dec 2021

ARTBOOK





What's up guys?, there are many things that go through my mind at the moment to justify this artbook or sketchbook and I will try to say the ideas that I can before they escape.

The artbook is made in order to give you entrance to my work, I know there are many methods, livestream, tutorials, etc. For my part, I am a fan of artbooks, I love to see those of my favorite titles, be it a movie, series or video games. It feels like the doors are opened to you to know what goes through the minds of the creators.

I'm not that good at conversing on social media, I don't have Twitter, or Instagram, and on the ones I'm present like Deviantart or Discord, I feel like I'm deficient. This is my way of catching up with everyone in one fell swoop. That step by step that other artists do, showing every little advance they make. In my case here I gather everything and place it in these pages at once. You will tell me what you think later.

I would like this initiative to have more filters, like an editor who tells me that things are wrongly done or said, but due to the dynamics of the internet, there is none, I am writing everything in hot, and to a large extent I feel that it is better that way .

None of the works below is in its final version, but they are the sketches and alternative versions in their different stages, out of respect for the people who commissioned these pieces, I feel that they should have the final version in high resolution, and what they decide to do with those pieces is up to them.

Neither are all my works, only some, I will try to organize them from the oldest to the newest and I intend to bring these artbooks on a monthly basis, with different works and processes, since I do not always work in the same way, as you will see.

Without further ado my friends, I welcome you to these pages, I hope you like it. Oh ... And have a Merry Christmas and a Beautiful New Year.



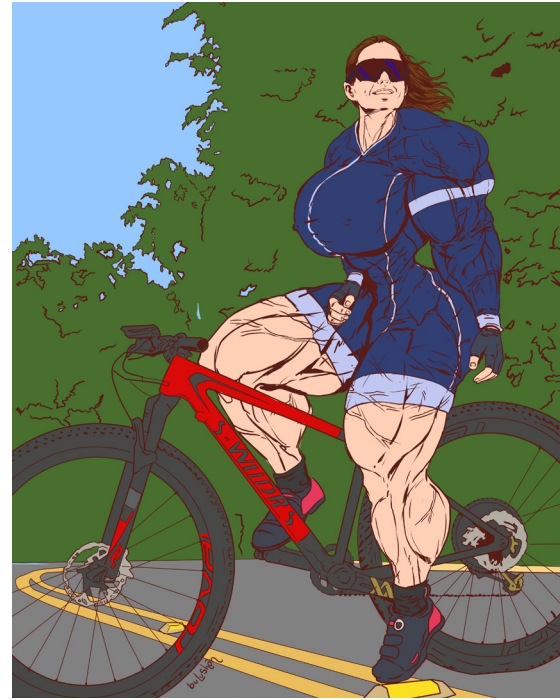
CYCLIST

Nov 2020

There are few works before this in the Deviantart, which by the way, I will also bring them in future editions of these artbooks.

This was a commission from [mvmconde](#). *“Ha! you have already eaten the first advertisement”*

And the truth is that with these things, I also want to give space and invite you to see everything that has shaped my art. So visit everything I recommend here.



Here the juice is in the grayscale, the flatcolors I only used so that each section or color are in different layers and thus apply a coloring technique with gradient maps

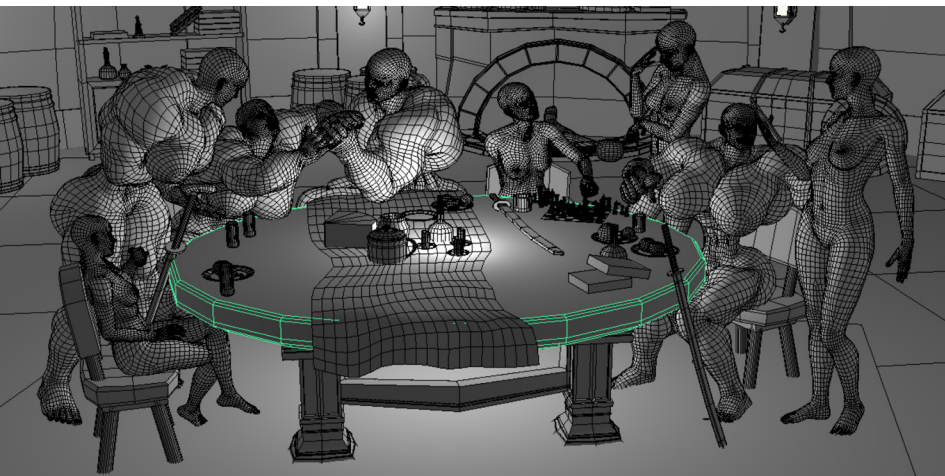
in photoshop that I learned from Marc Brunet. I hardly use this method anymore. _





While I put this work I can only think about what a bad friend I am. This is courtesy of “the one I hope is still my friend” [amerthen00b](#)

I say this, because I have not written to him for a long, long time, and although he does not upload things to Deviantart, he works in a very interesting world like these 8 characters that are variations of just one.



Something you have to know about me is that I am not an expert in anything. Or maybe it is better to say that I am an expert

at learning new things and at knowing a little about everything, but not mastering anything to an incredible level.

Take this magazine as an example, here I apply the years that I spent organizing books and magazines, but I am not amazing in it.

Another example that can be used is 3D. I'm not an

expert, I'm nowhere near the level of [Tigersan](#) or [Jovian16](#), but I understand the concepts to do it, and I'm pretty good with Maya.

In fact, what falls short is the equipment I work with, "SO EVERYONE TO BECOME KAGES IN THE TIERS AND MAKE ME IMMENSELY RICH !!"

Uhum, excuse me, I've got my composure back. ^-^

But this is how 3d helps me to set many compositions, with these very big muscular girls it helps me to give

a sense of proportion.

And with the passage of time I have improved my props for 3d and have them at hand, but at the same time, I later obviate a bit what I did in 3d for having "strange things". And I use my criteria, to do the best possible work.

Although if I do have a dream is to learn enough to build myself a model that can transform at will from the slimmest girl to the most muscular one by raising values.





RYUKO MATOI

May 2021

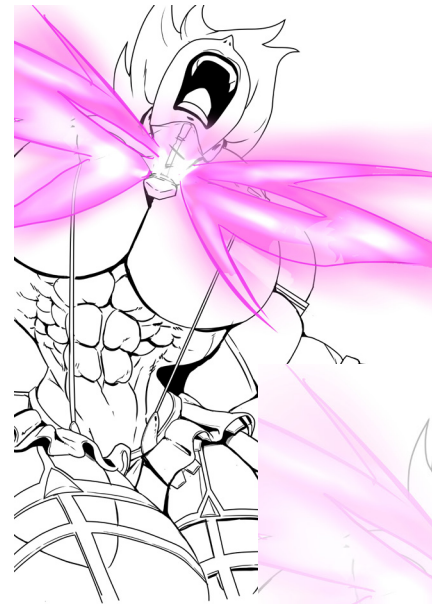
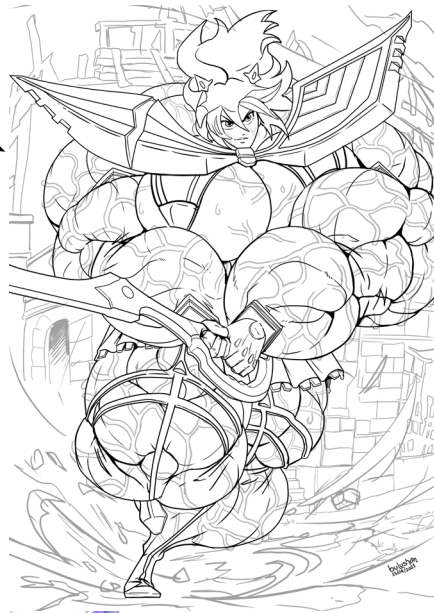
Ok I have to confess that I have not seen Kill la Kill yet. Don't kill me, I've only seen the great animations it has here and there. I find them amazing.

This commission was requested by Akali, I apologize there are no links this time, because I do not know his DA page, if he has it, we contacted by Discord.

This commission became a small tug of war with the composition, I'll tell you how.

This was my initial sketch, but Akali wanted to see more abs.

"Honestly me too"



The end result is more or less what we find here below.



The answer for me came from an incredibly talented artist named [Reiq](#). He makes compositions where he superimposes the characters in a single painting with amazing results. I thought I could do something like that

I remembered that when Ryuko transforms she leaves her abs exposed, so I recreate that scene but with a steroid shake on Ryuko hehe.

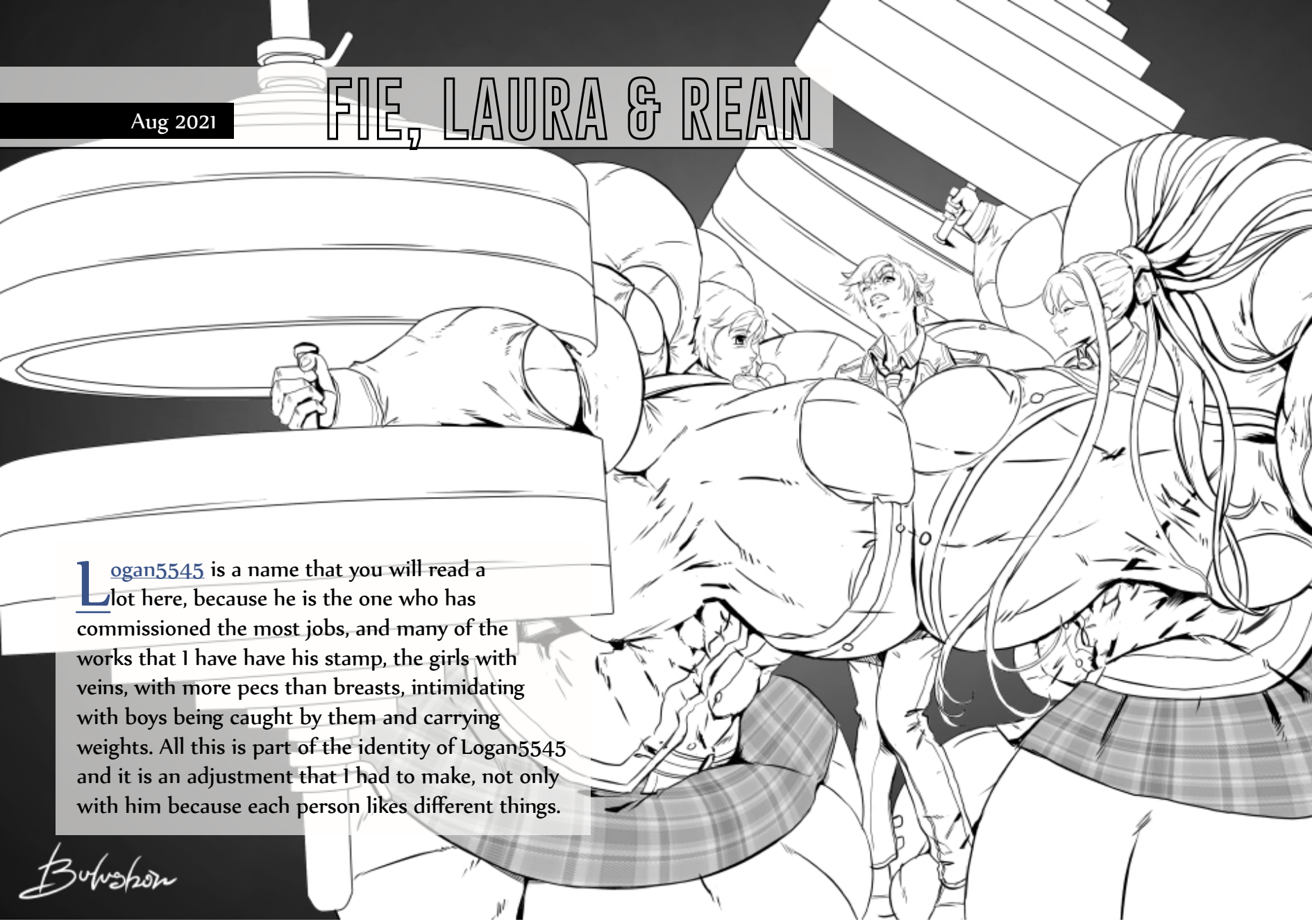


Aug 2021

FIE, LAURA & REAN

Logan5545 is a name that you will read a lot here, because he is the one who has commissioned the most jobs, and many of the works that I have have his stamp, the girls with veins, with more pecs than breasts, intimidating with boys being caught by them and carrying weights. All this is part of the identity of Logan5545 and it is an adjustment that I had to make, not only with him because each person likes different things.

Bubushon

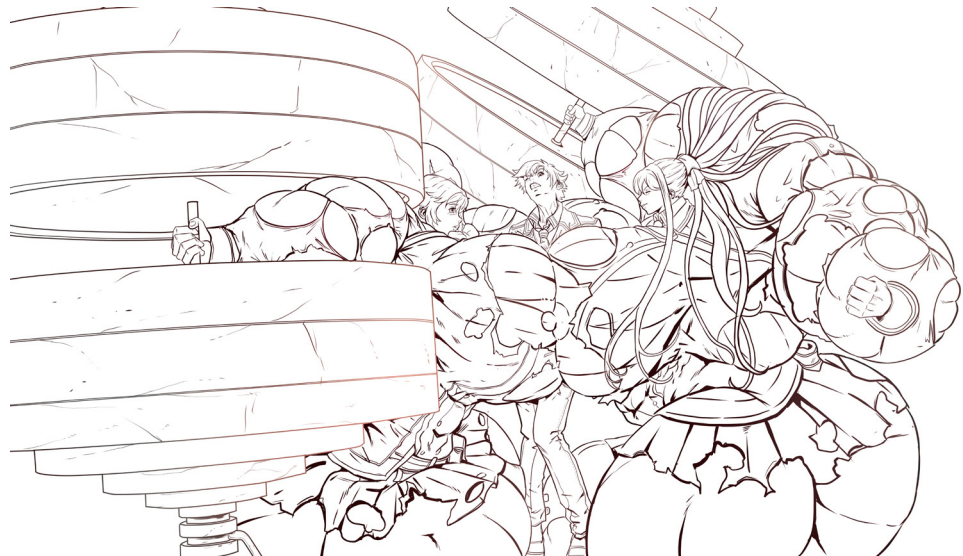
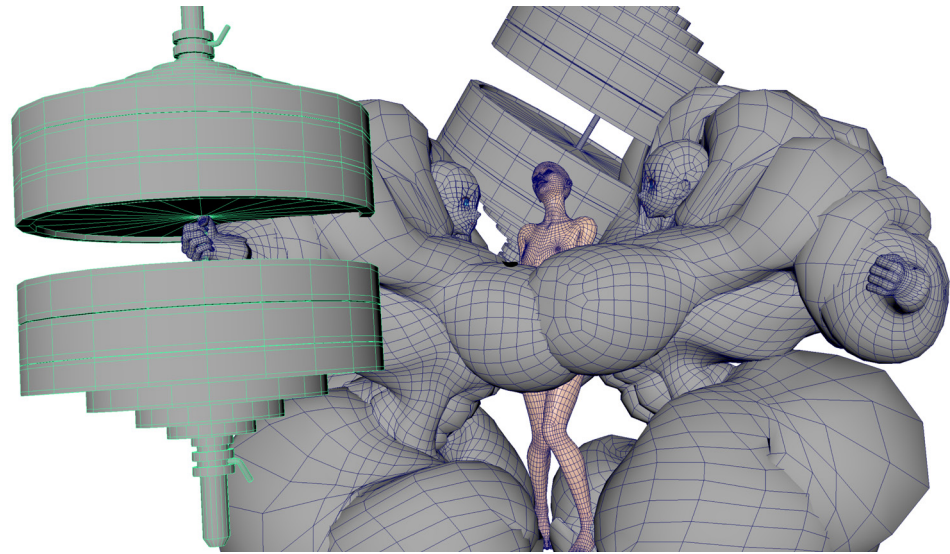




The truth is that at this point in August, I had a clearer idea of what I had to do. I had already been working in commissions for months and Logan gives precise instructions, sometimes they don't give them, they tell you general instructions because they appeal to your experiences so that you contribute things in the illustration.

All this I say because it came out as you see it, without second versions or anything like that.

From 3D to inking and then to painting. It gets more boring in a way, but it's because my methods are more direct and I better target what I'm looking for from the beginning. I no longer do a step of flats or it is more fair to say that I join the flats with immediately painting the lights and shadow on top.









Thanks for going all the way.
You can follow me and support my work here:

