

introduction;

hey and welcome to this skin shading tuorial! I hope that you will find this information useful and hopefully give you insight into how I make my art!

tools;

here are the brushes I will be using in this tutorial. For all of my brush settings, check the \$10 patreon tier!





19/ 1600P Size Vin Size Fibers 1 pt Dilution ✓ Keep Opacity Advanced Settings Edge Hardness Min Density Hard <-> Soft Press: Dens Size Blend 0.7 0.8 1 1.5 2 acrylic 2



settings, it can help you to understand them more!
(if you already have a painting brush you are comfortable with and you think will be compatiable with my methods then don't be

don't be afraid to mess around with the

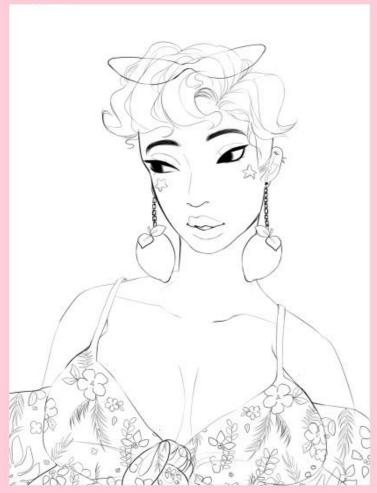
these are the brushes I use for shading skin!

afraid to try it!)



depending on the colour of the skin I select a colour darker than the skintone itself. as the layer I use to shade is going to be a multiply layer I pick a colours that are quite different from one another and also not too alike to the base colour.

lineart



1. I draw my lineart in black



2. I then fill the colours in on seperate layers

1. clip a new multiply layer to the base layer



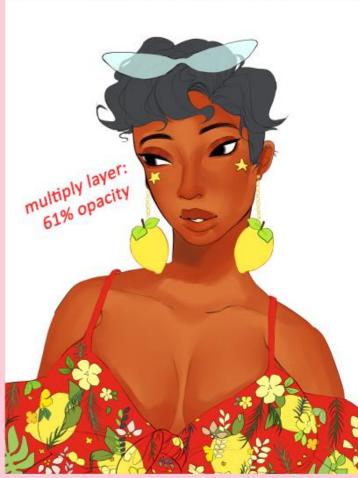
use the hard brush to put down colours where shadows would fall

2. blend out your shadows with the acrylic and water colour tool



add shadows/ blend in places such as under the eyes, jawline, neck, eyelids and top lip.
Whatever your preference

3. Adjust the opacity of the multiply layer to what you see fit.



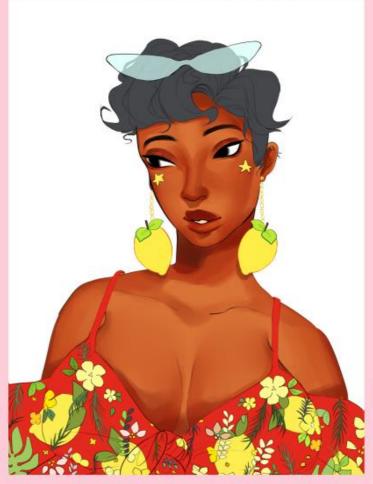
(my layer is at 61% opacity, this is not the maximum or minimum, you can do what you want!)

4. when you're happy with your shading on the first multiply layer. Make a new normal layer above it and clip it!



shade the darkest places of the skin; under hair / nose / neck or depending where your clothes fall

5. Set that layer to multiply and blend it to what you see fit



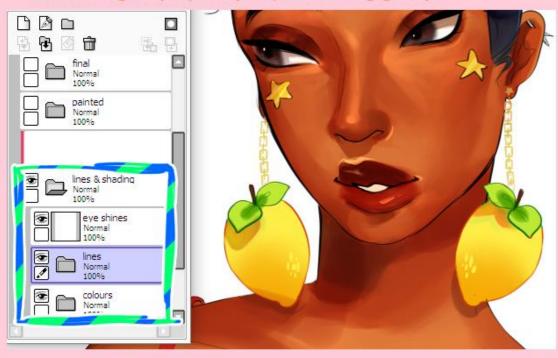
you can change the opacity of this layer if you wish depending on what you want to do!!

6. clip a layer above the previous layer and set it to luminosity. Choose a light colour (mine was yellow) and add highlights depending on the contour of their face

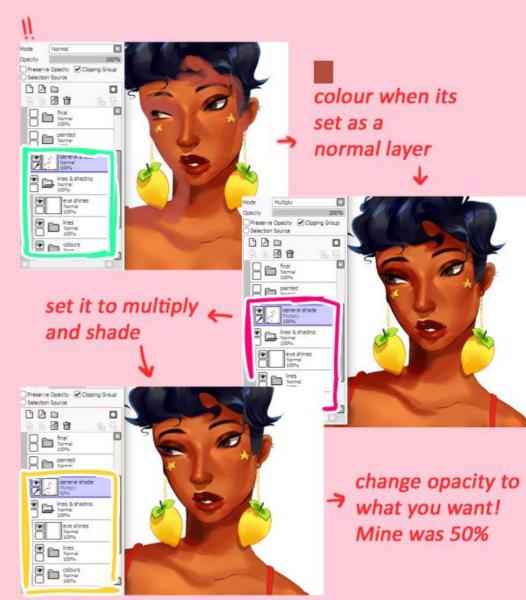


7. this is optional but I added make up (eyes and lips) on a seperate multiply layer (underneath the luminosity layer.

8. Once you're happy with the shading, put the colour and lines groups (or layers) in one big group!



once you've made this group, make a multiply layer above it and clip it.
Add shading to what you see fit!





shading + base colours + lines



(just to be safe i copy the lines and shading group before merging just in case I want to change something later.)

painting...

painting is quite hard to explain in words. I colour pick a lot and paint on one single layer by blending with the acrylic and water colour tools. This helps the layer look soft instead of seperate shading layers. I do this to different degrees on every part of the skin.



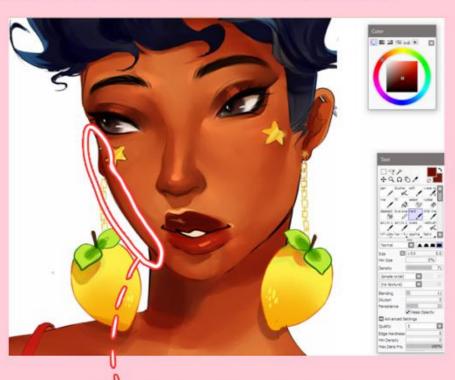
do not be afraid to paint over / completely redo lines if you're not happy with your original lineart. Thats why we merge the layers and uuse soft brushes, to mke it easier to edit, enhance or redo your mistakes ^^

#1 painting tips





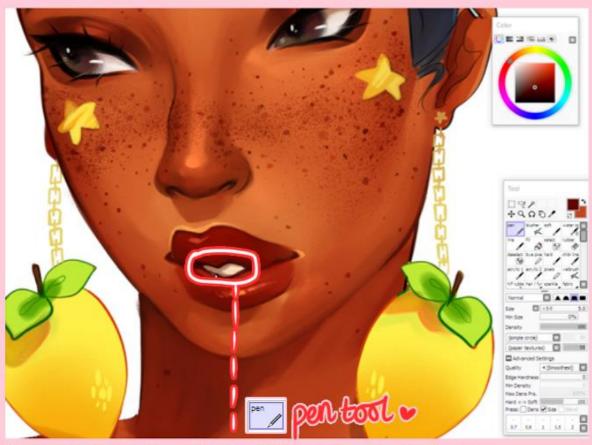
the parts that don't need heavy definition i.e the cheeks, nose and eyelids are blended / shaded with a soft brush. Usually this is the water colour and acrylic brush



more definied edges like the jawline and eyes will be painted / shaded with the hard brush



#2 painting tips



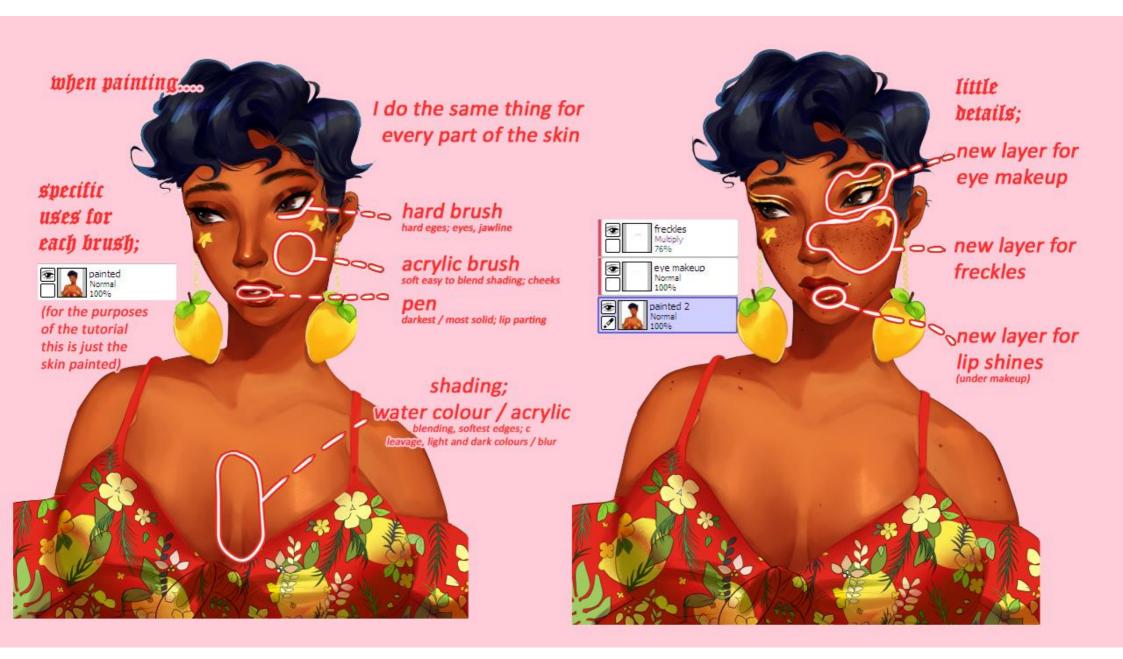
the parting of lips are painted with the hardest brush - the pen. This is because you want the lines of the lips to be more prominent than for the jawline, cheeks, eyelids etc.

blending different colours;

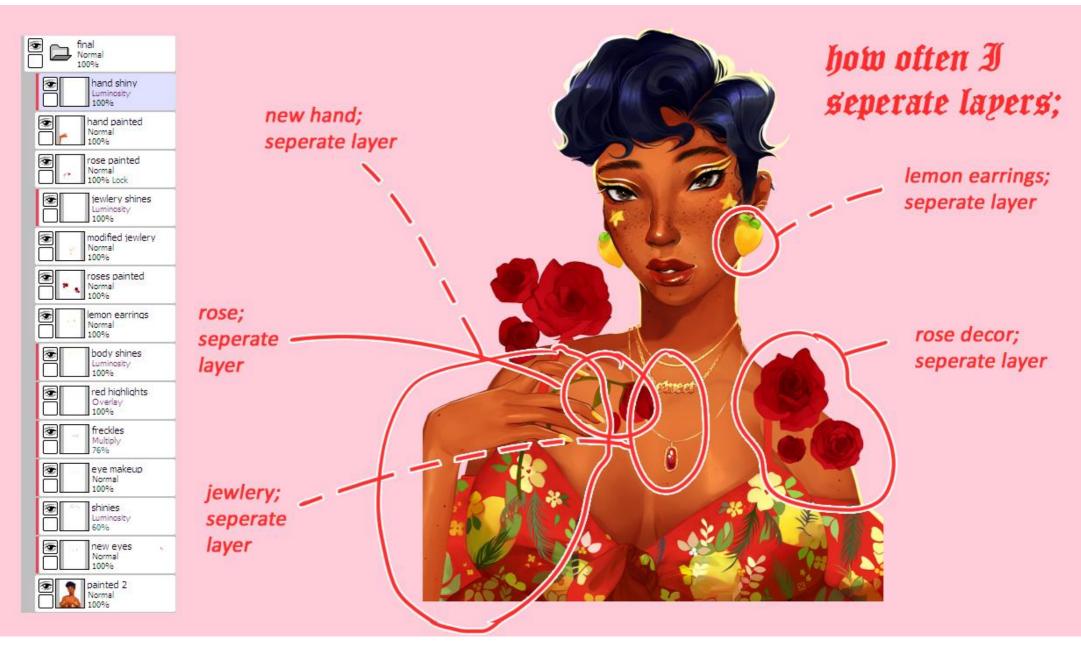
i.e the lips and skin are very different colours. these would blended with the acrylic brush or water colour brush as these are easy and soft brushes to blend with

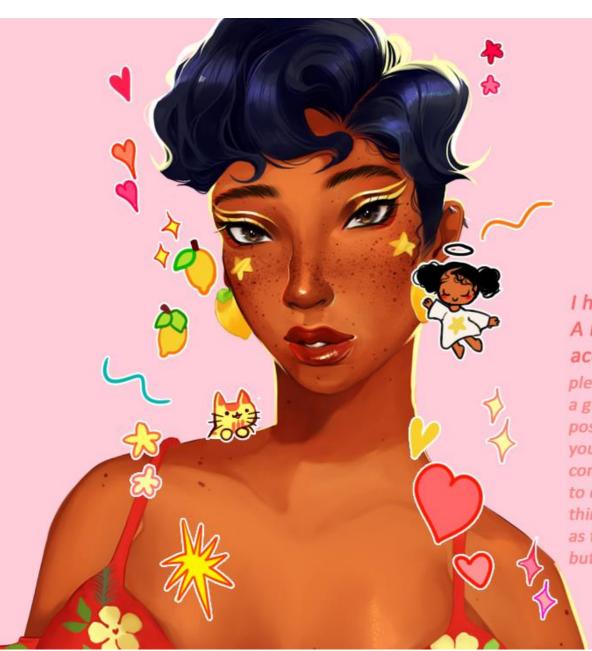


as you can see the previous picture of the lips is different to this one, I use the hard brush to paint over what I want to change instead of the pen brush as it is easier to blend and manipulate.









THANKS FOR READING!!

I hope that this tutorial was somewhat helpful.

A more in depth / video tutorial will be available / accessable to my \$10 patrons!!

please remember that this tutorials sole purpose is as a guide and to display how I do my art as cleary as possible. If some techniques are new to you / work how you'd like, please don't be discouraged. Things like this come with time and practice. I am still learning how to draw to the best of my ability. I am sure there are things I could be doing to make my process easier and faster as this is what I do / what I'm accoustemed to - but I will keep trying - and so should u x

