

# 1. Sketch



So I was boobo the fool after completing the Orion piece.

I immediately jumped into doing a companion piece for Cygnus. They're brothers, obviously I need to be a good OC parent and give them equal attention.

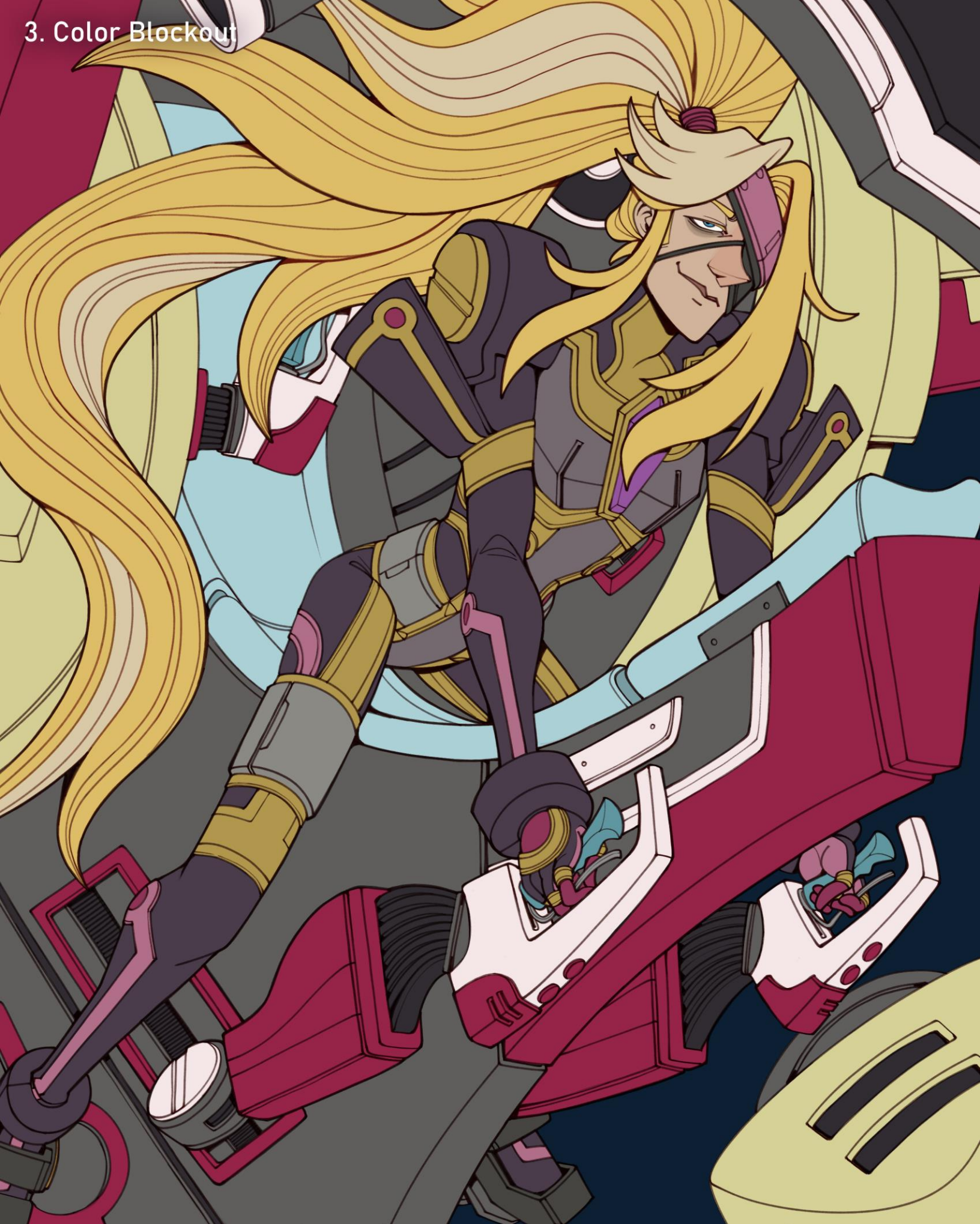
## 2. Line Art

Despite this piece being the more detailed of the two, I've drawn Cygnus in his mech quite a few times over the years. I think I got the linework done in about half the time because I wasn't reference hunting.

In case you were wondering, his piloting scheme is inspired by Darling in the Franxx, which is an anime I've never seen but I sure am aware of what makes those mechs tick.



### 3. Color Blockout



#### 4. Shading Pass



## 5. Highlights



I am so addicted to backlighting stuff. I don't know why, I just really like putting the light source behind the character and making my life really difficult as a result.

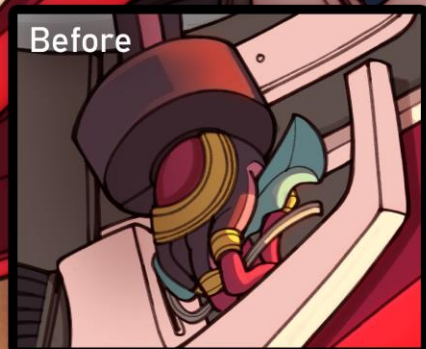
## 6. The Secret Stuff

Woe, wall of informative text be upon ye.

Here's a trick I use to make my line art pop out more, as well as give the piece a bit more depth.

1. Set the line work to Multiply and change it to a deep red.
2. Duplicate the line work and set the duplicated layer to Overlay. Make sure the Overlay layer is UNDER the Multiply layer
3. Adjust the Overlay line work to be a lighter red than the one you used for the Multiply layer.
4. Gaussian blur the Overlay layer just a smidge and lower its opacity. Usually I set it 30% but this is ultimately up to artists' preference

If you flip rapidly between this page and page 5, I think you really can see just how much depth this little trick adds. I recommend it for pieces with warmer color schemes, I find this trick isn't as punchy with cool color pieces.



7. A Touch of Paint



# 8. Blur Effects/Particle Effects Pass

