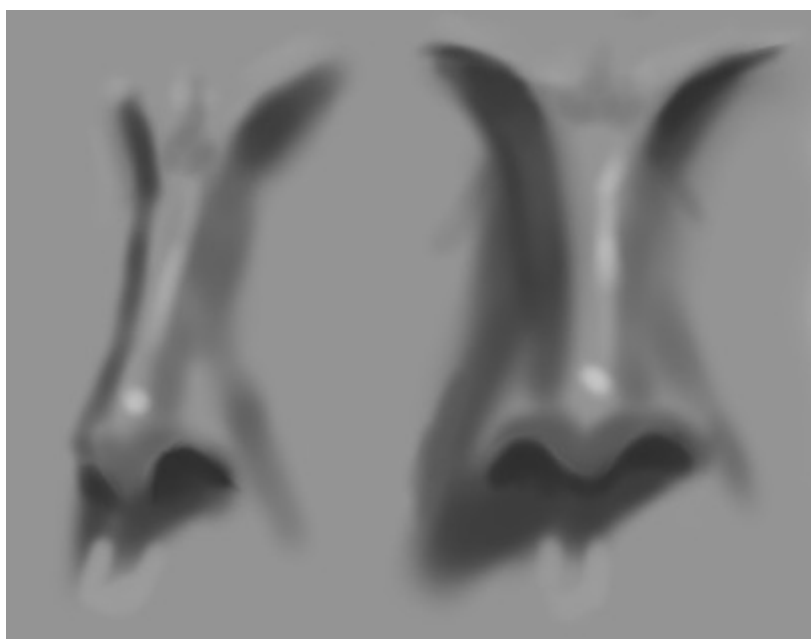


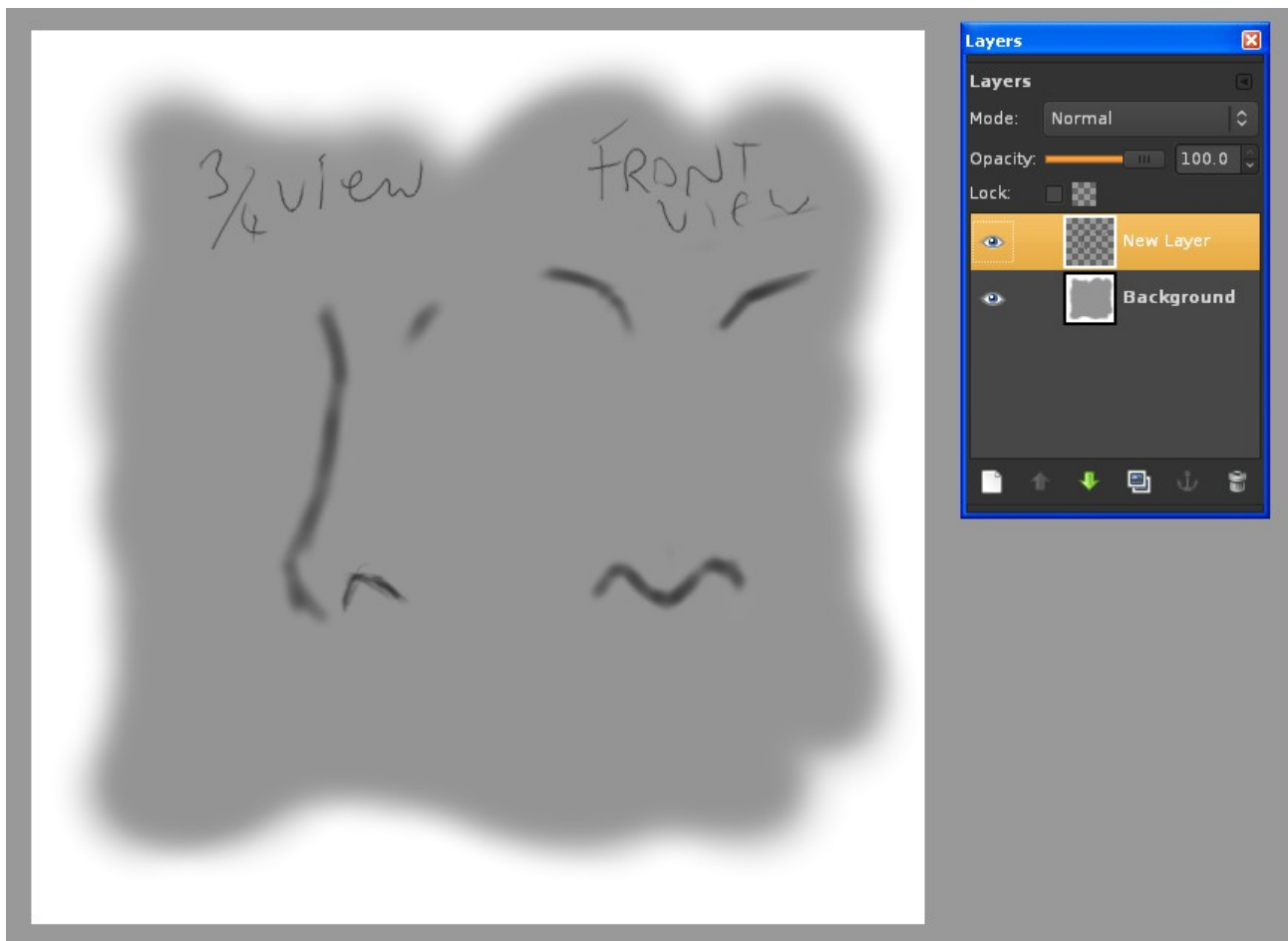
# ***PAINTING NOSES***

***ERISIAN***

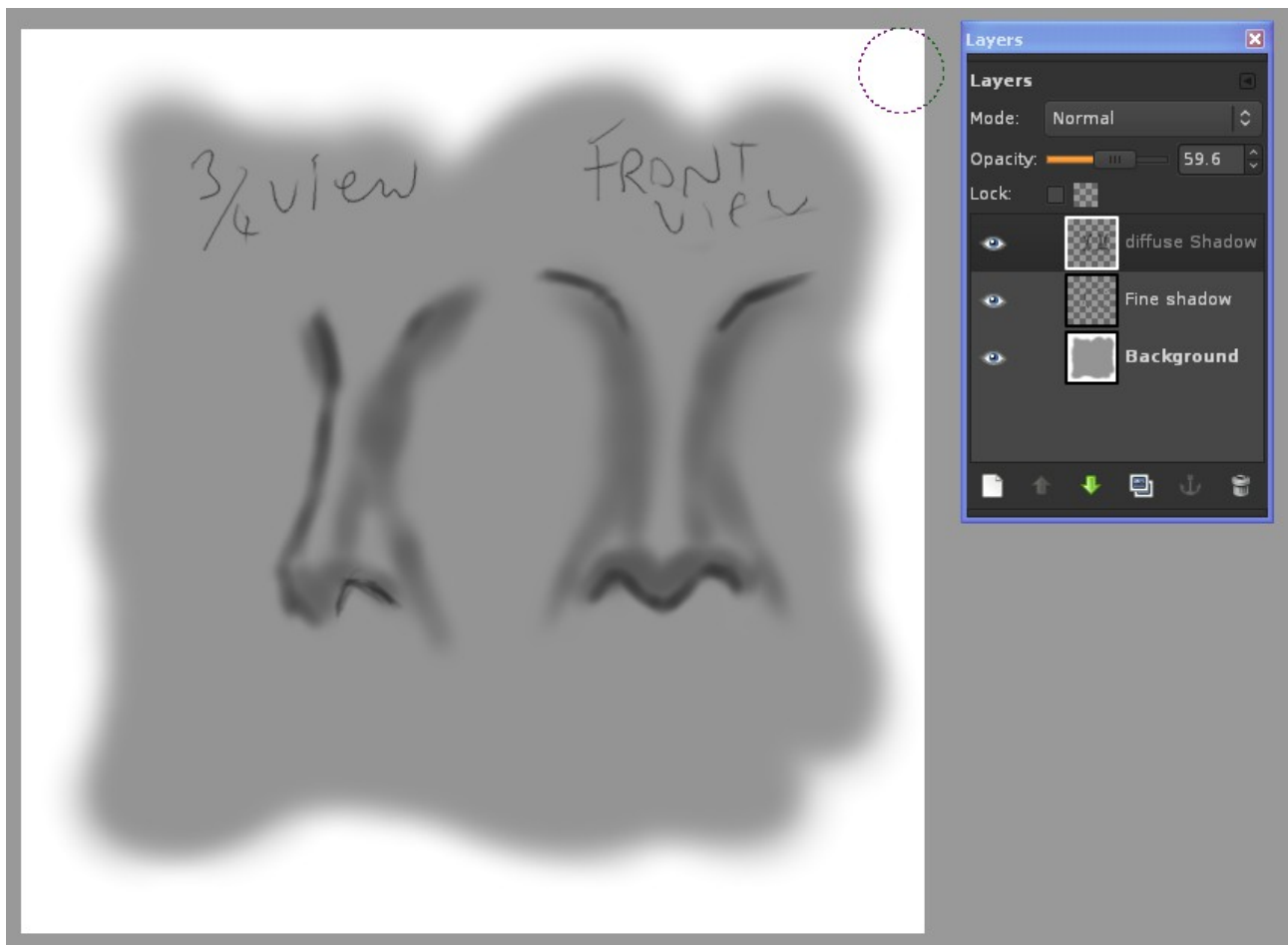


This tutorial is designed to give you a start with painting realistic noses. The screengrabs are a little sketchy and inaccurate in places but you can improve your work by observing and practising and developing these techniques your own way. I'm working in greyscale so that you can adapt colours according to your painting.

Firstly, paint your background a mid grey then add a new layer and in your darkest shadow value mark out the main shadow features. I would recommend going no blacker than about 15 value as in nature, black is very rare. Also, keeping the shadows a little light will enable you to add colour to them using overlay layers. (I won't be adding colour for this tutorial.)

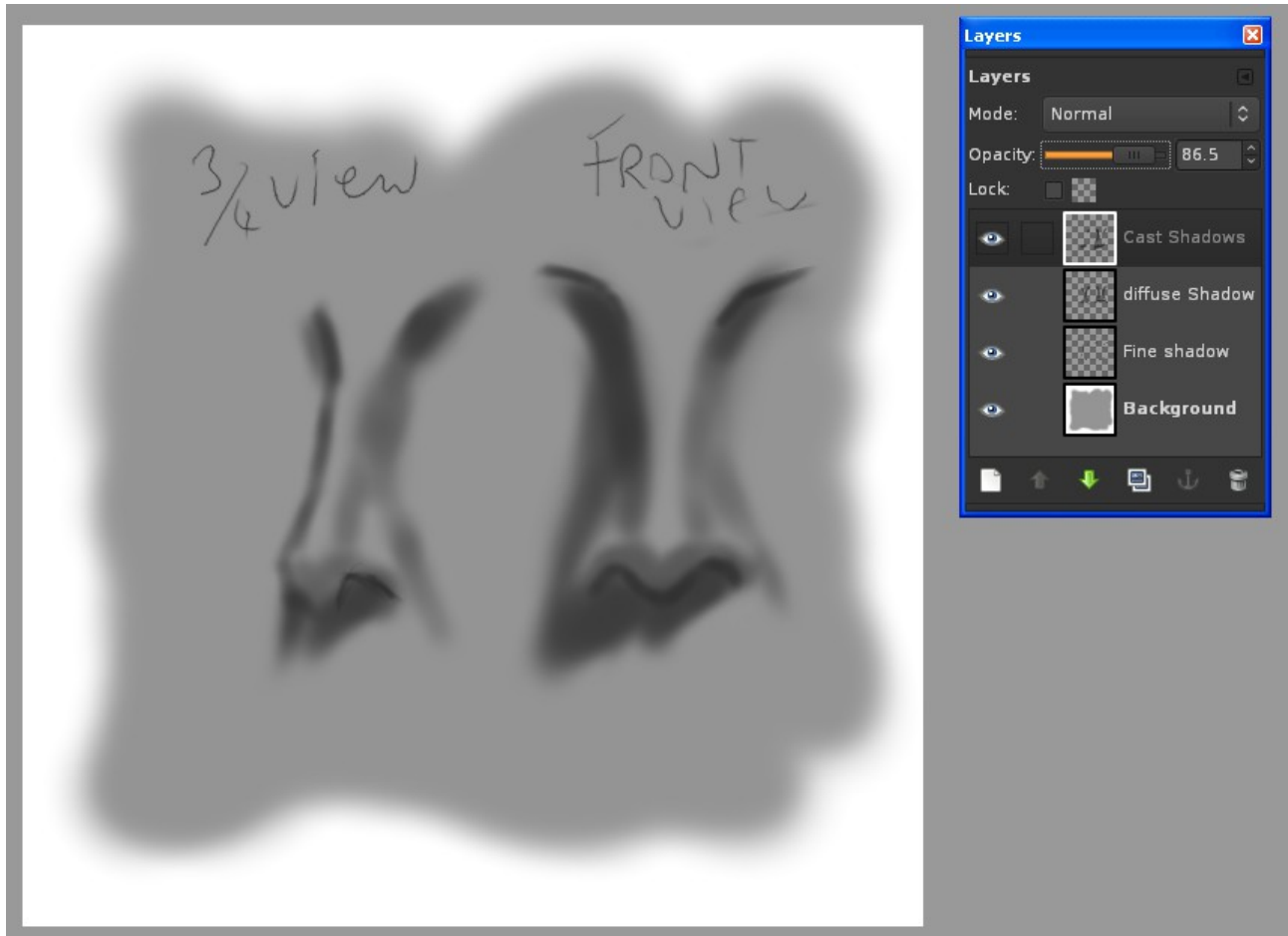


The next thing is to define the three dimensional shape of the nose on a new layer using shadow from diffused light. Play with the opacity a bit on any layers you use to get the correct value.

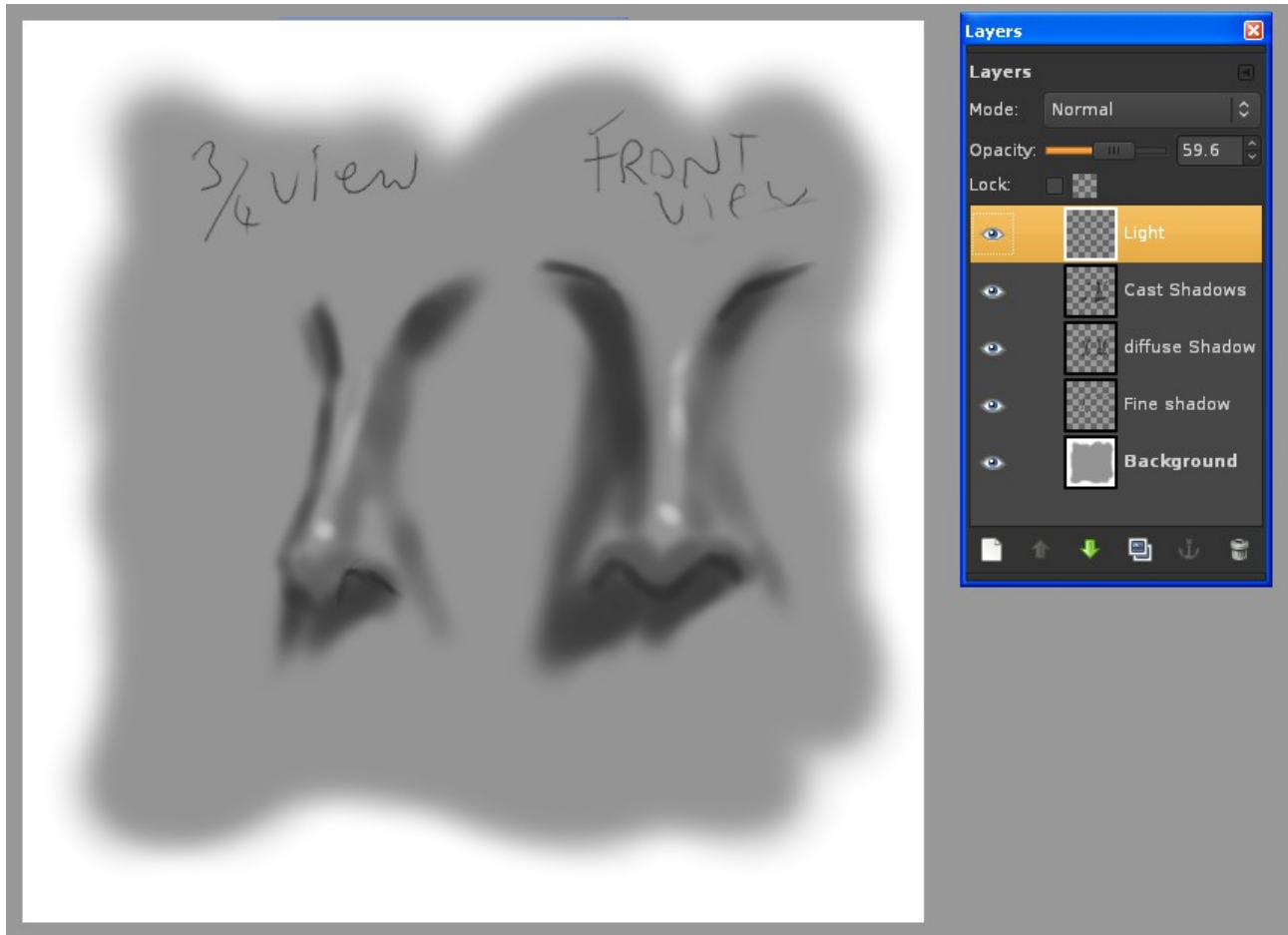


Already we are starting to see the shape of the nose.

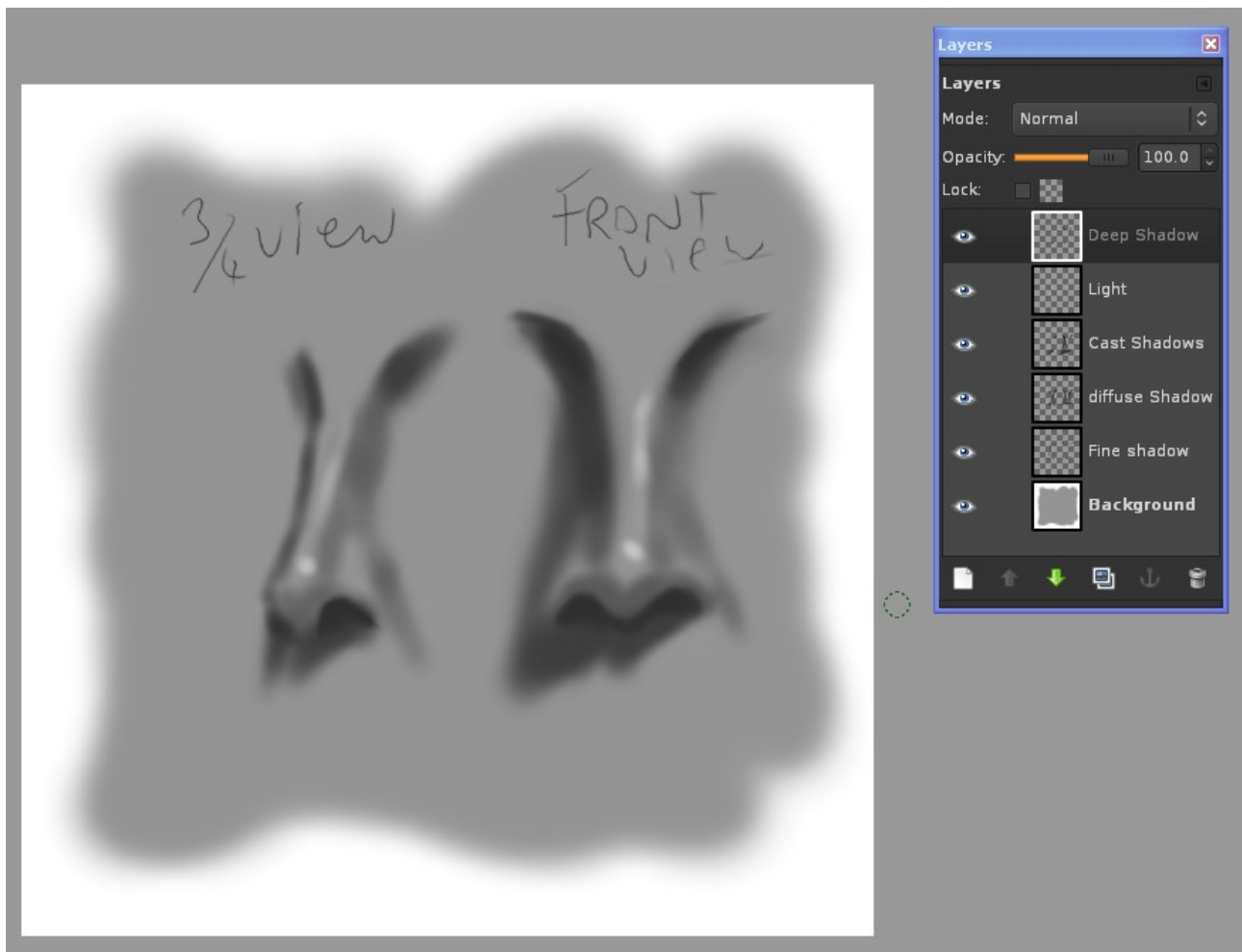
Now we come to cast shadows. These are shadows produced by direct light and usually appear on one side or the other depending on the light source. They are usually darker than the shadows from diffused light. Decide where your light is coming from and paint these on the opposite side on a new layer. (to save me repeating myself, create a new layer for each shadow type and for the light)



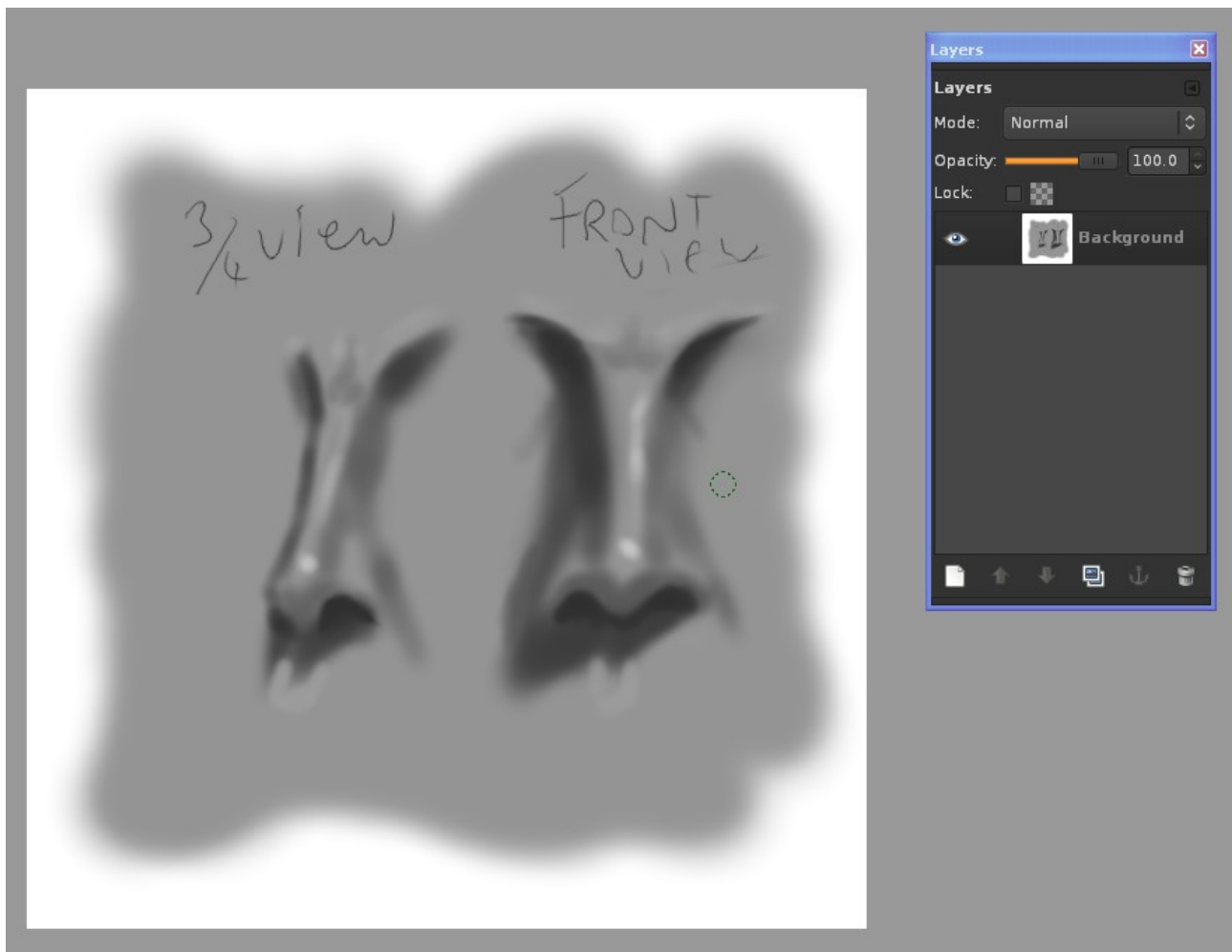
The light is on the opposite side to the cast shadow and usually very close to the diffuse shadow. On the nose this is usually a thin streak followed by a break then a blob on top of the nose tip. As with the shadows it's best not to go all the way white. Light would have to be seriously blinding to be truly white.



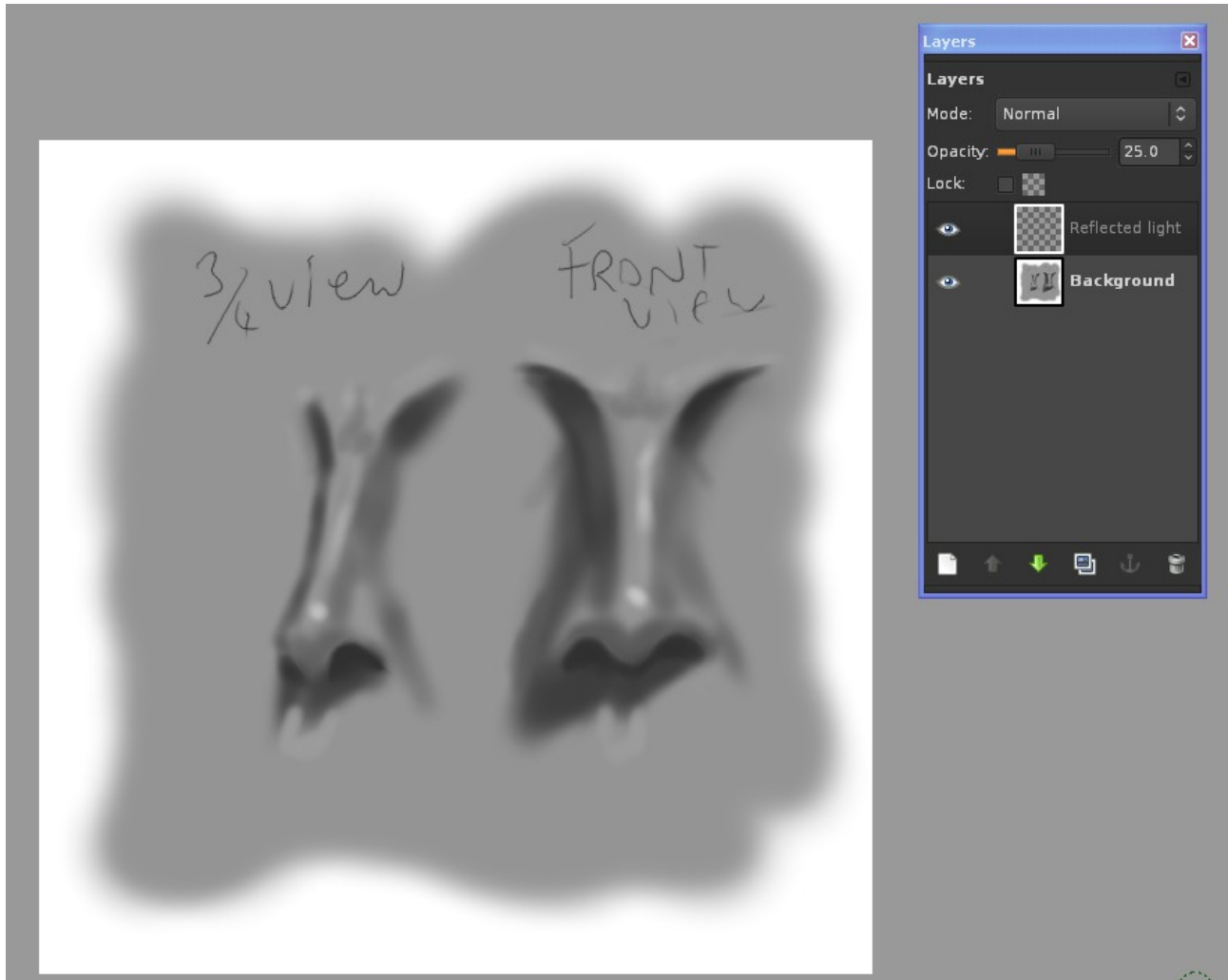
We need to add some deep shadows under the nostrils and in the corners of the eye sockets. These shadows are the same value as the fine shadows you started with.



You can now flatten the image and using ctrl-click pick values from the image and use them to refine the shapes and add further detail.



Shadow areas usually contain some reflected light. This light is usually subtle and is never brighter than anything in the lighter areas. Here I've just added some to the sides of the nose and a thin band at the bottom of the nose.



I hope this tutorial is helpful to you.

Have fun

- *ERISIAN*