

Sundara Larakī

Coloring Process

GIMP + MyPaint



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I started in MyPaint first, I used the sketch as a guide and colored over the face, by making a new layer and making it have opacity about 75-80% and colored with the base color using the "mop" brush, then used the "small" eraser to tighten it up a bit and not be too messy looking.

Then I used the "Marker" brush to add shading to her face, and also the watercolor 3 brush (in set #2), then I blended it using the sponge brush.

Tuning back and forth the whole time between brushes.

Next comes the eyes, I made a layer under her skin layer and used the "marker fill" brush to make make the white of her eyes (although I used a slight off white) then used the same brush to make her iris "hard" looking and not fluffy like other brushes can make things look; Then to make them have depth I used the marker brush and used several shades of darker green and kinda made it fade from darker to lighter towards the center. - Next I got the "inking pen" brush and went around the edges of her eyes to make them look enclosed and also to have that ring that many eyes have around them. - Next I used the "watercolor 2" brush and got lighter shades of green and layering on the bottom half of the eye light greens one on top of the other getting smaller, I used three shades. - Next I used both the "gel pen" and the "watercolor 2" to add colors while using the "blend 2" brush on the top half of the eyes to make the eyes have more depth. Then with the "gel pen" I added the pupils and with the "airbrush" I added the "shines" on the eyes.

I'm still in MyPaint at this point.

I then start fine tuning on the eyes and adding adding the tear-dutets (using one of he watercolor brushes) along with some shadows withing the eyes themselves. - Next I start some fine tuning on the skin, adding color to parts that need it and adding lighting using the "sketch marker", and "Marker", for blending I used the both "blend 2" and "Sponge" brushes to blend those together.

First part of adding lighting I added a lighter brown on a new layer over the skin, then I added white on " Dodge" layer mode in a new layer and turned down the opacity a bit. - I carried on to add some fine tuning to the nose using the "hard" pencil brush, and then worked on lighting a bit more.

To make the face not have any transparent areas I went on the layer with the eyes on it and added the same shade of brown as the base color under parts of the flesh that needed to either be extended or firmed up in opacity. - I started adding the base of the hair using a semi dark blue, I did this so I could shade it properly, I intended for her to have black hair in the end with maybe a blut tint, but as we all know you can't shade black! I didn't add the bangs in MyPaint, this is where I moved on to GIMP.



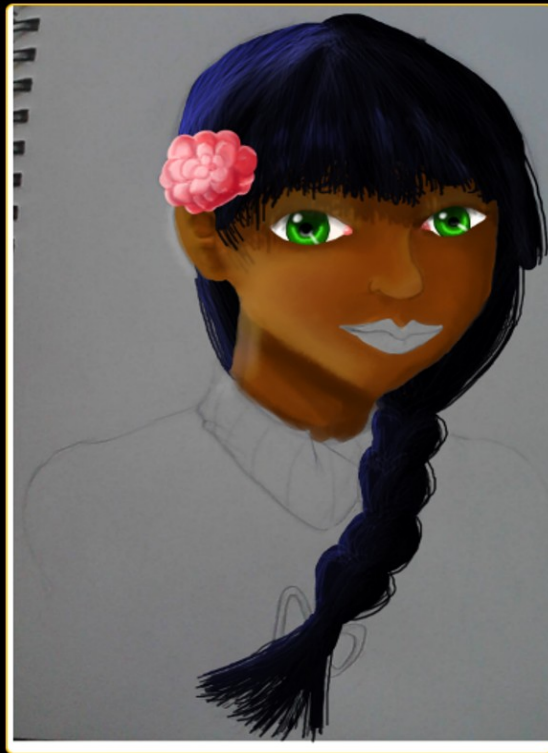


Now I'm in GIMP! I added her bangs to her hair and tuned up the hair a bit, causing the braid to have some loose strands in it; Then went through a long process I shall not get in to (as it's rather boring and probably the hard way) to make a new layer from visible for JUST the hair, and then after having the new layer from visible used "Alpha to Selection" in the "Layer" menu of GIMP to select the hair. - Next I used the "Bristles 1" brush that comes with GIMP 2.8 (I think there is a similar brush in GIMP paint studio) and turned the brush opacity down to about 35-40 and used black first and went along the "grain" or "calic" of the girl's hair to make it go in the direction that hair goes in this hairstyle and on her head, then I repeated the process with white.

To add more definition I did this a few times with various levels of overlay and opacity. - To add the more visible "blocks" of shading to her hair I used one of the soft brushes and used pure white and then overlayed, for the "band" of shadow across her bangs I used white and then the "smudge" tool to make it have that semi "zig zag" type look that hair often has.

I then went through the process of making all this a new layer from visible (hair only again, fun fun...) and used "desaturate" in the "colors" menu to make her hair black (but shaded!!!) - (I don't remember which setting I used, sorry about that!) then played with layer modes between the black and blue versions until I got what I liked for her hair, I believe I ended up using overlay while playing with opacity.

Next I added the base for the flower and a very "cheap" shadow for the flower just so I know where to start, and overlayed some pink on her skin to add the little bit of rosie-ness from the blood under the skin. From here I move back to MyPaint.



Now I'm back in MyPaint.

For the flower I started to shade it in using the "marker" brush, first making a bigger main shadow then getting a darker color to make the fine detailed shadows with the brush resized to be smaller; After adding the shadows I used the "blend 2" brush and blended each shadow, then I got the "sketch marker" to add some faint but visible darker shadows.

Next, I went to the "chalk" brush to add the lighting to the flower, then added some tuning and blending plus some extra shadows with the marker brushes.

Still in MyPaint, I added some lighting and shadows with the marker brush and added an outline and eyelashes to her eyes using the "inking pen".

Next I worked on the hair tie/bow using the "marker fill" brush for the base and using the "marker" brush for the shading, along with the "gel pen" and "blend 2" brush. - I then used various brushes to make the airy colorful effect afterwards.

Now on to the collar of her clothing:

I used the "marker fill" brush to make the base, then used the "marker" to shade it along with the "chalk" brush, and the "blend 2" to blend it.

Now, back to GIMP to finish her up!





So we're nearing the end of the journey as it were...Back to GIMP we go!

In GIMP I used the "select tool" to select around her shoulders and used a gradient to make the base, then I used a fabric image from Google to make the pattern on her clothes, I pasted it on a new layer over her clothes and used the "overlay" layer mode, then did the same for the collar only made the pattern smaller as to not make it seem flat. - I then added some shadows and highlights using overlay and opacity.

On the bow I overlayed some black and white texture brush to add some texture.



Lastly I added her lips, which I wasn't happy with the end result but I used all default brushes and made her lip shadows and definitions using different levels of overlay and opacity.

I also added the Symbolic Red Dot in the middle of her head that is known in Indian culture, and an earring along with some gold pierced earrings along the edge of her ear.

In the end I added a background and Viola! She's finished!



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