HOW I PAINT FACES

PART TWO
ADDING MORE COLOUR

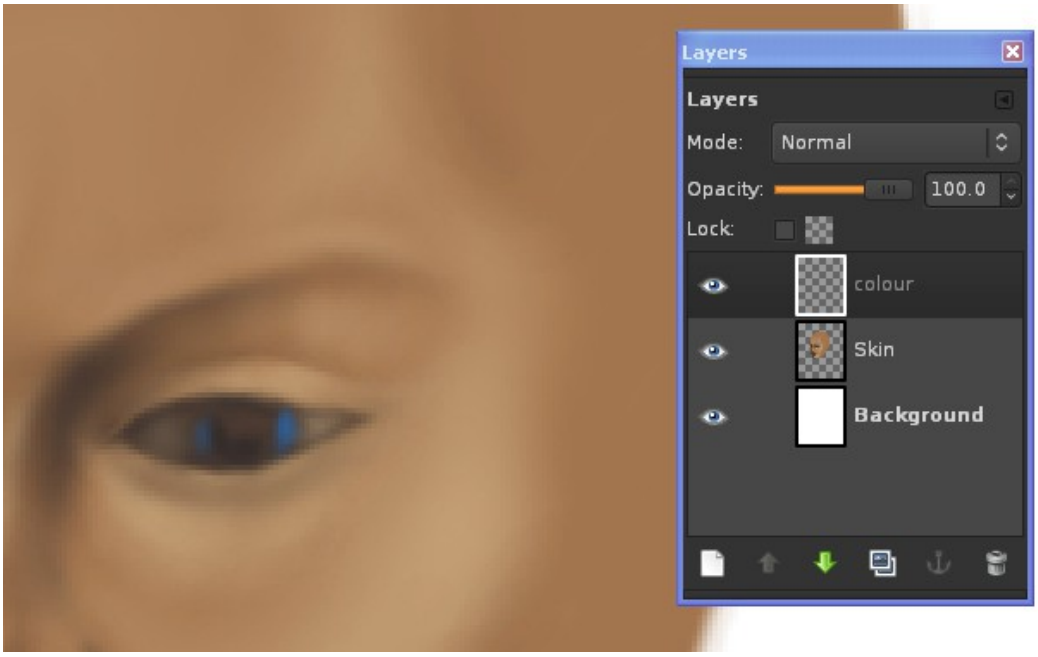


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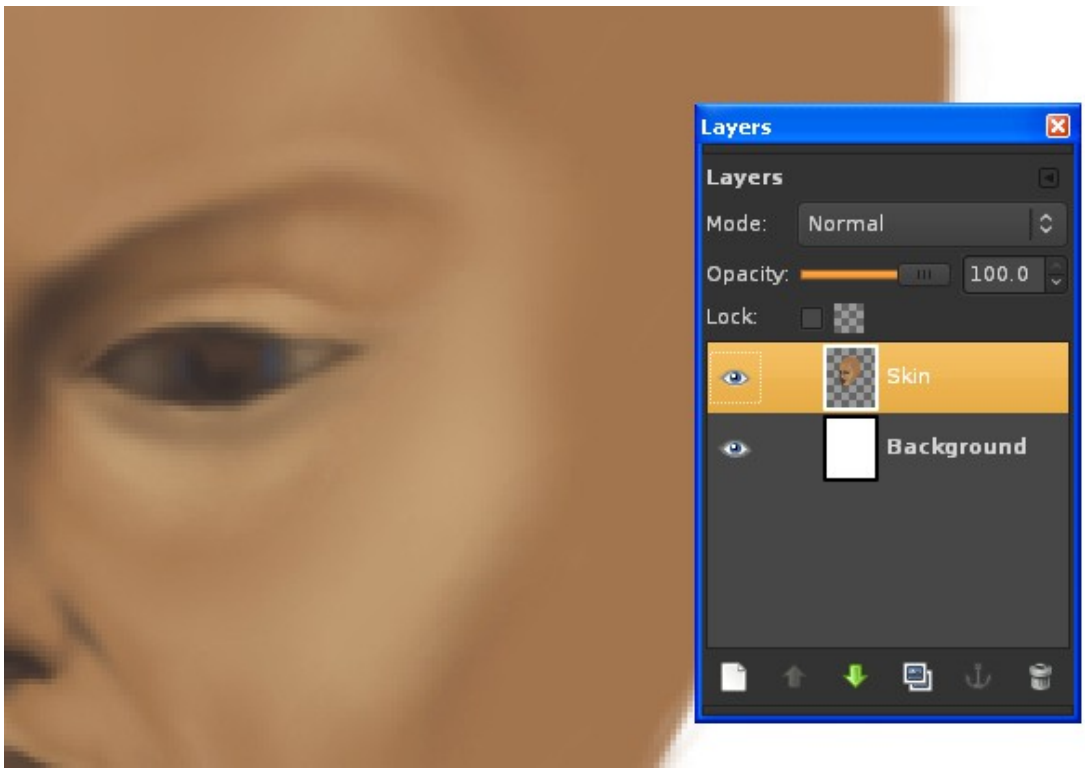
In part one, “Sculpting The Face,” we created a face using layers, fuzzy brushes, erasers and smudge brushes. At this stage a few things become obvious: the lips are the wrong colour, there are no noticeable irises in the eyes, there are no reflections in the eyes and the skin looks bland like it has been modelled out of clay. The skin in fact contains many different colours, being affected by veins, capillaries, diffraction of light and light reflected from nearby objects or unusual lighting conditions. Let me state this before we begin; *I am not a master of this subject and you would be wise to study this from more accomplished artists than myself.* I do know enough however to give you a start in creating more realistic skin tones. The first thing you will notice is that I have deleted my palette layer. This is because I foolishly forgot that I would need the light colour for further highlights and touching up. Don't make the same mistake! Also don't forget to ensure that your colour picker is set to “sample merged.” Here is our face so far.



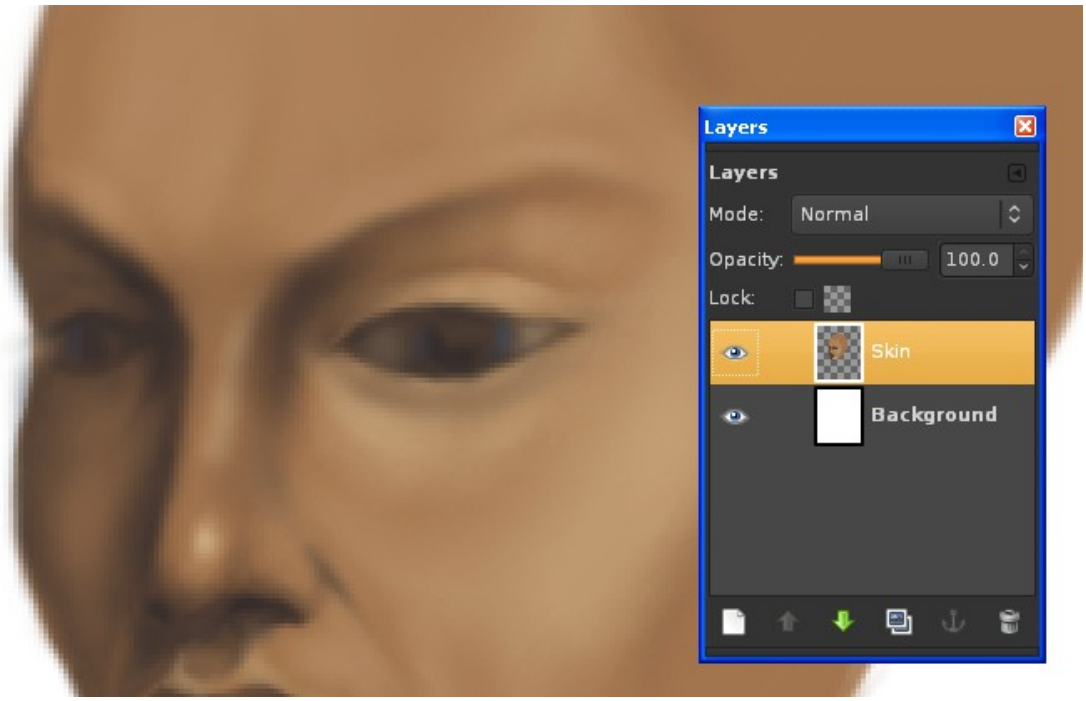
The first thing to do is add some colour to the irises. Do this on a new layer and don't paint all the way round. A couple of vertical blobs will do, the one on the light side being bigger and bolder than the other. Do each eye separately to give you full control.



Reduce the opacity and merge down.



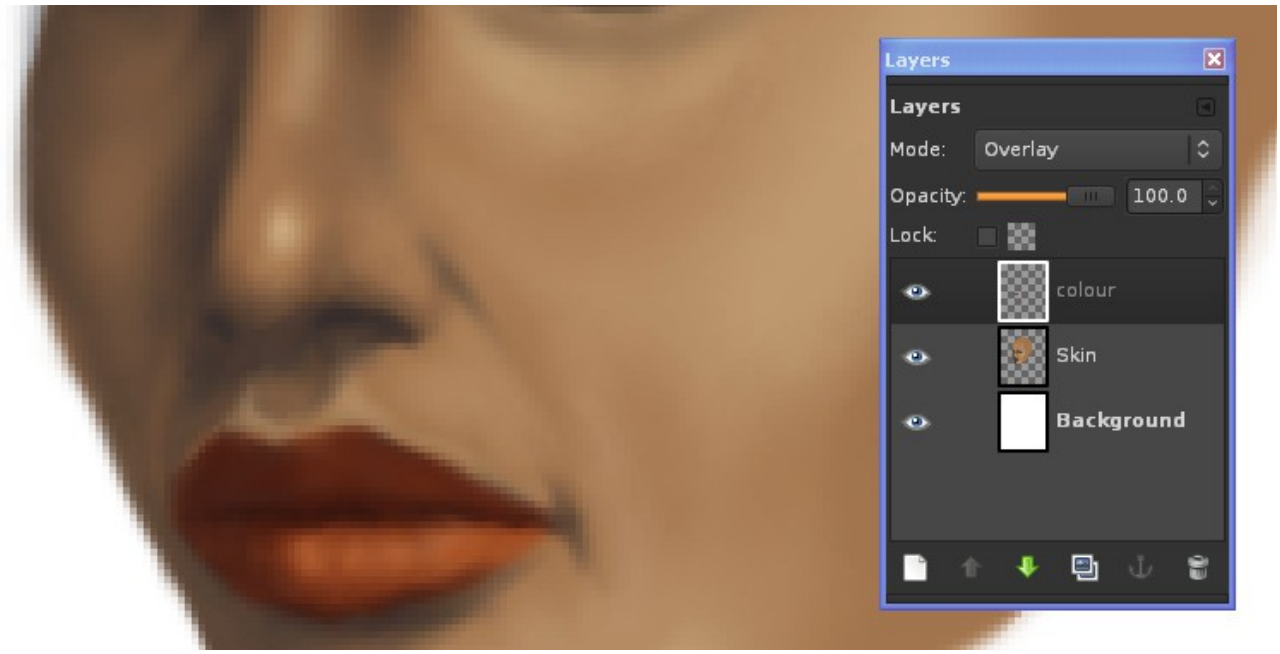
And the other eye.



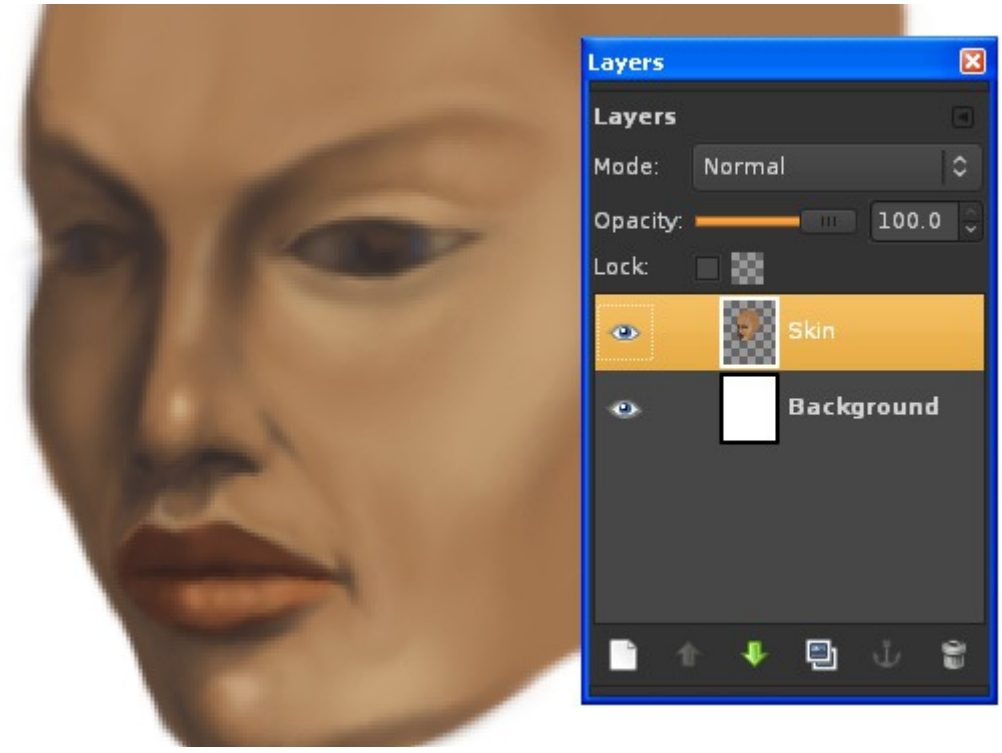
When doing the lips we will be working on an overlay layer so having chosen our colour, we need to adjust the value (V) slider to 50% so that we don't affect the values underneath.



Create a new layer, put it into overlay mode and paint your lip colour.



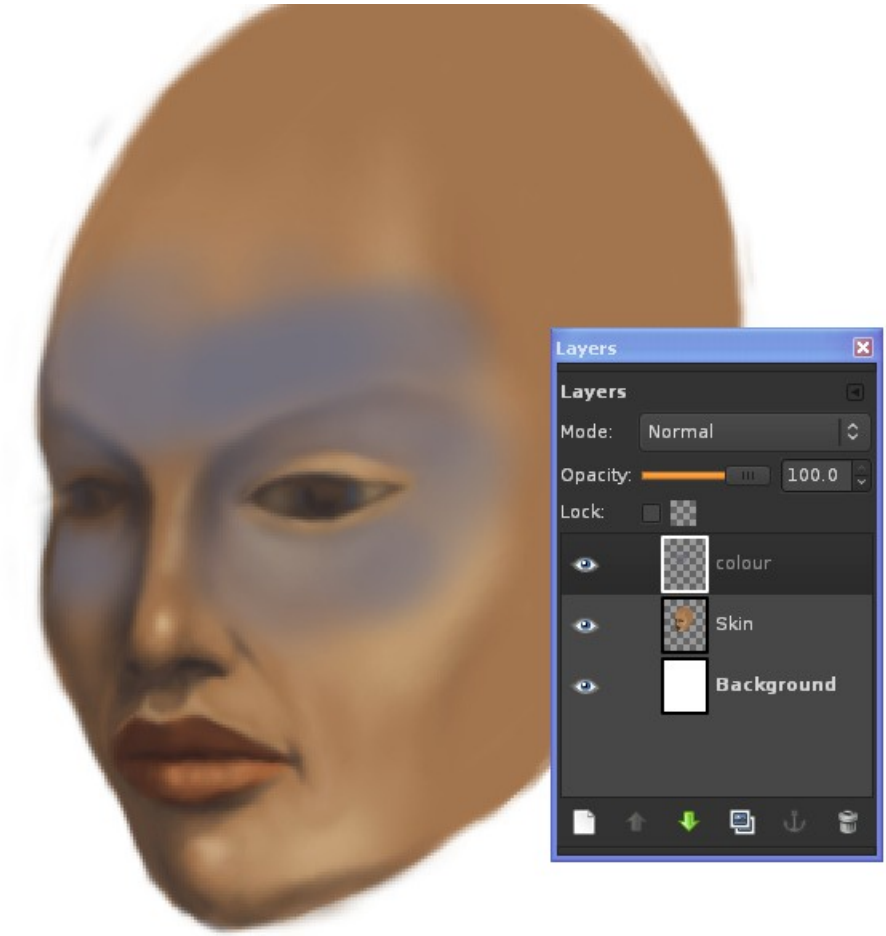
Adjust the opacity and merge down.



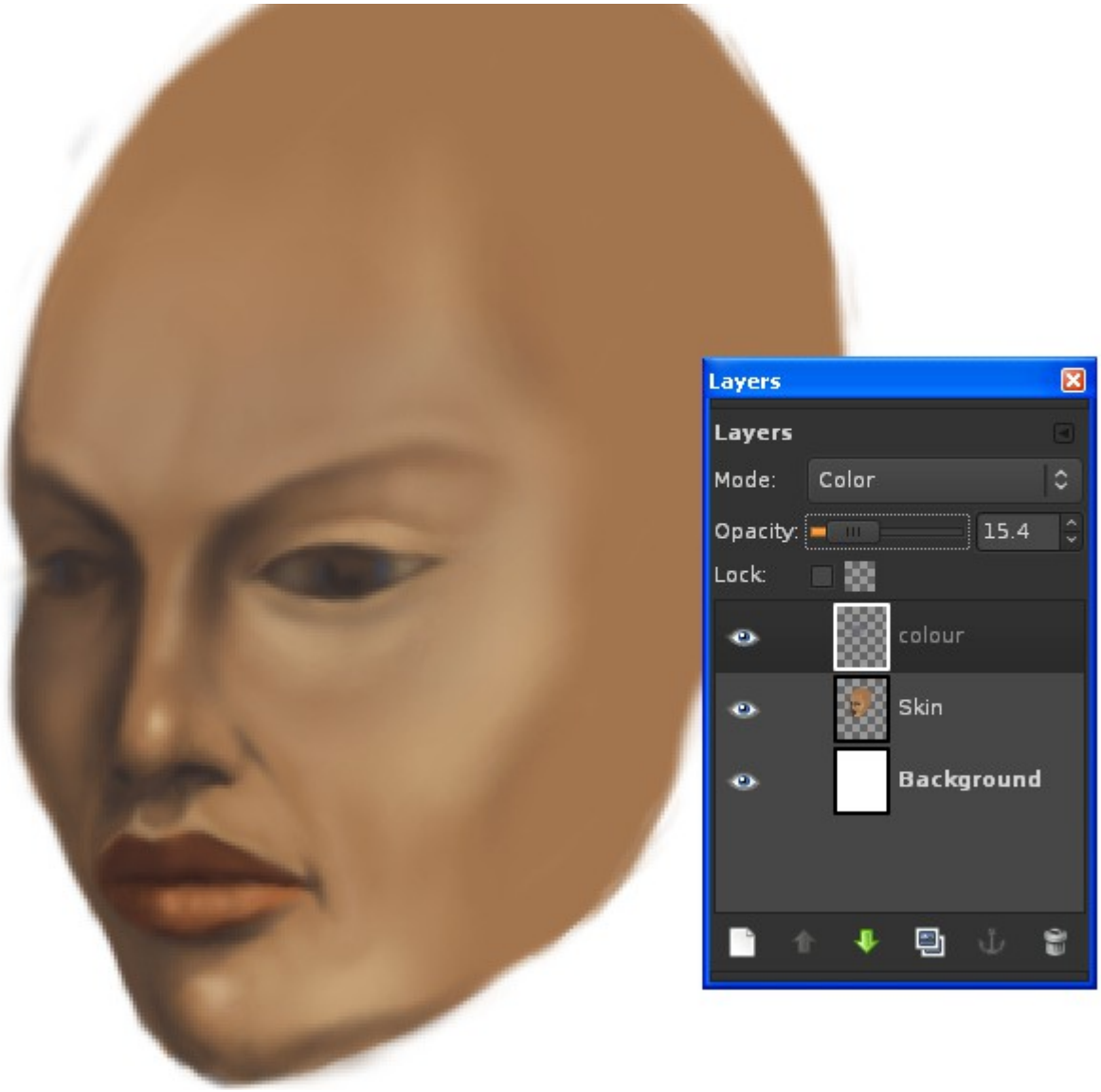
The areas around the eyes and eyebrows have tight skin and the veins are more prominent here so we need to add a blue-grey hue to this part of the image.



Paint this on a new layer and erase from the eyes and eyelids.

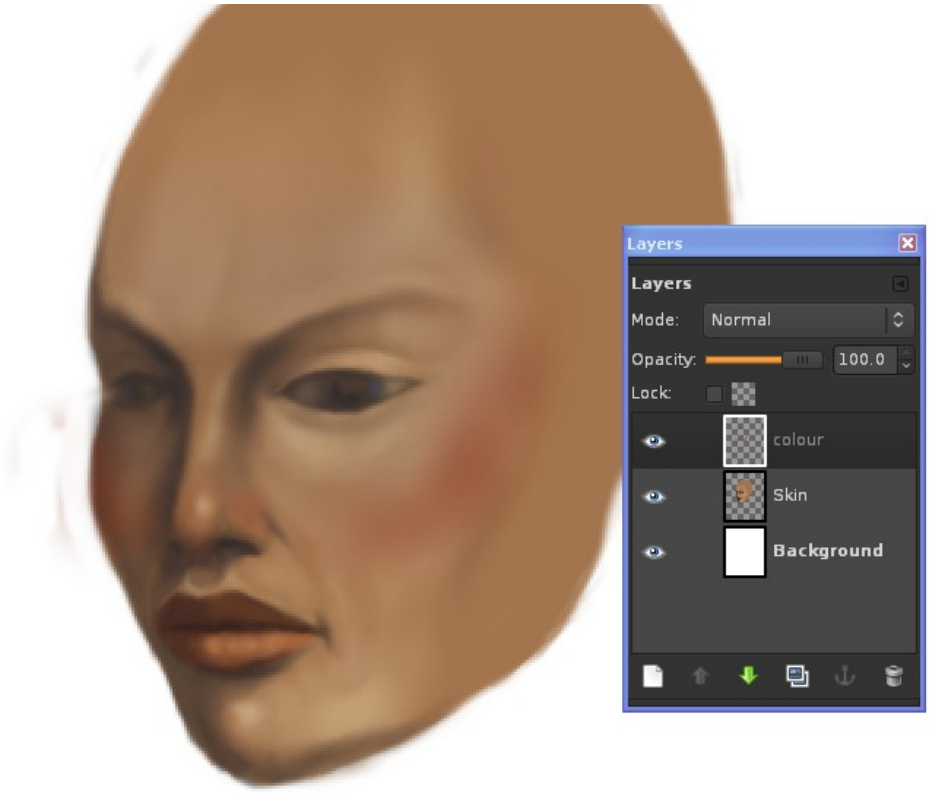


This colour should be very subtle so reduce the opacity to 0 then slowly increase it until you can just about see the difference. I used colour layer mode for this.

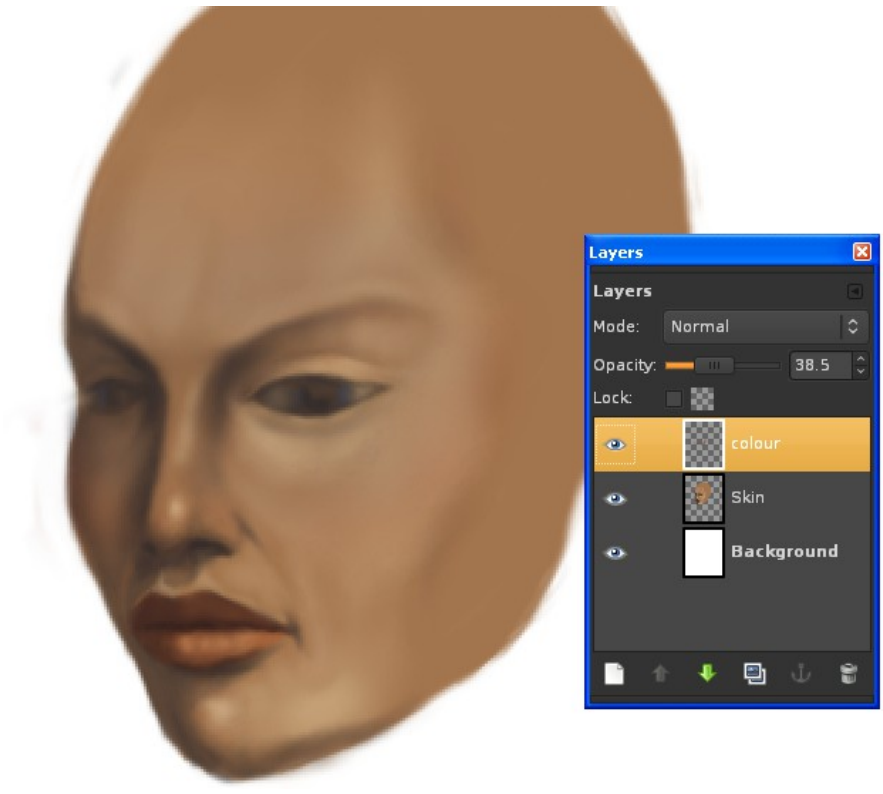


Merge the layer down as usual.

Areas that have a lot of capillaries tend to be redder than the rest of the skin so paint some red on a new layer where the cheeks are and a little less on the tip of the nose.



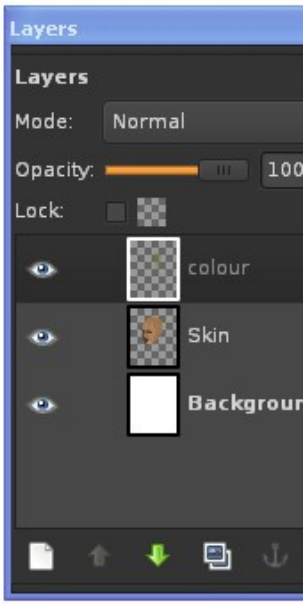
Again, reduce the opacity so that the red is just visible.



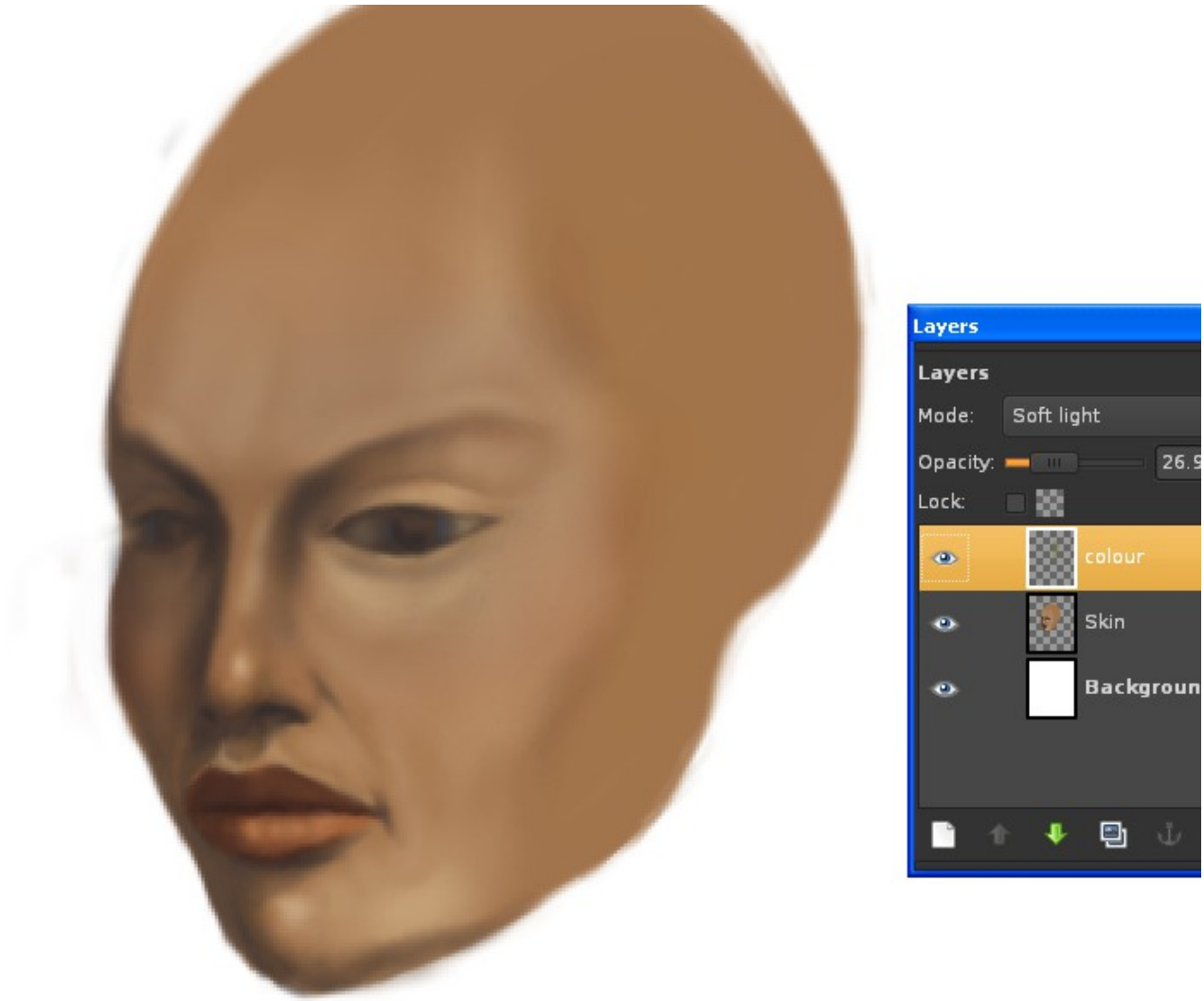
Merge your red layer down.

This might sound strange but I've noticed in both photos and life that there is quite a bit of green in the skin in some of the lightest shadows. I'm still not sure where exactly to paint this colour but I'll have a go.

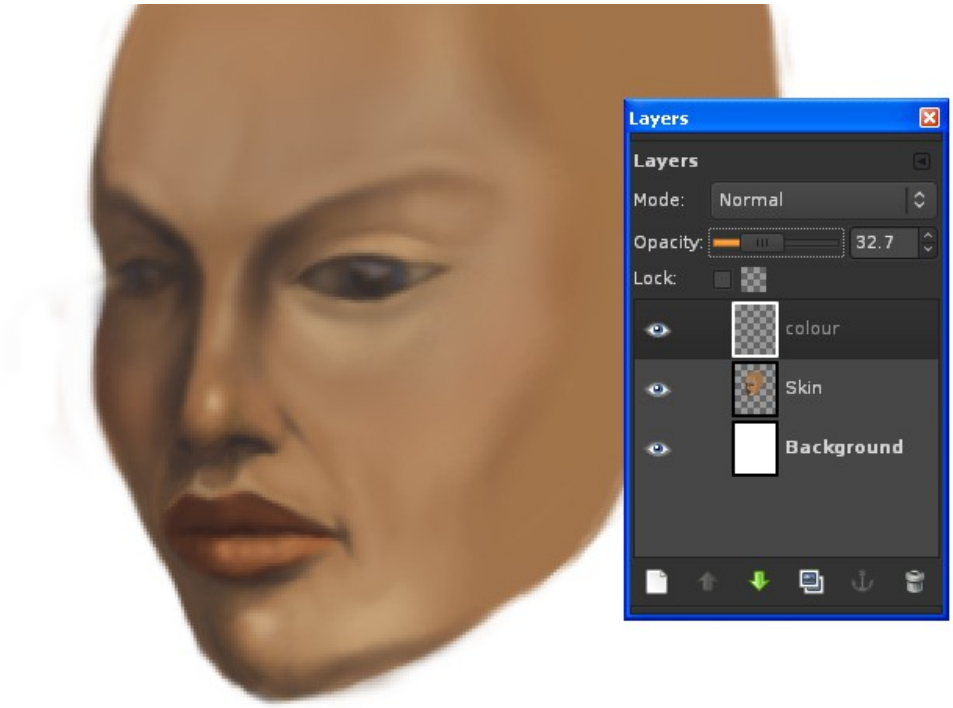




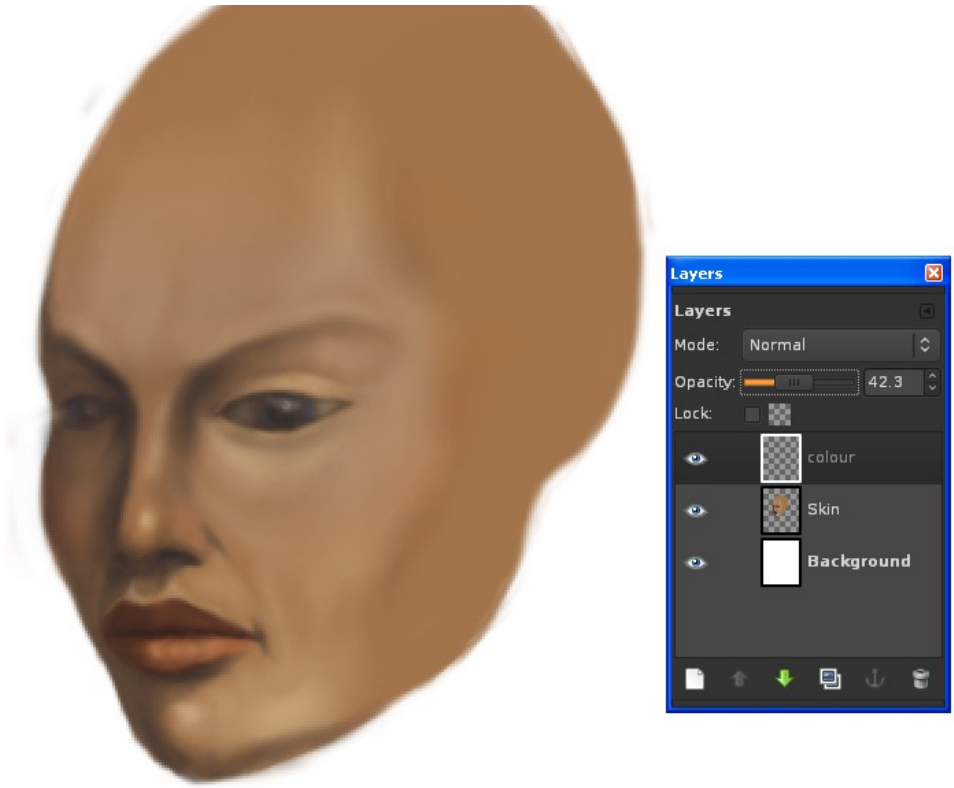
I put the green layer into soft light mode and reduced the opacity then merged down.



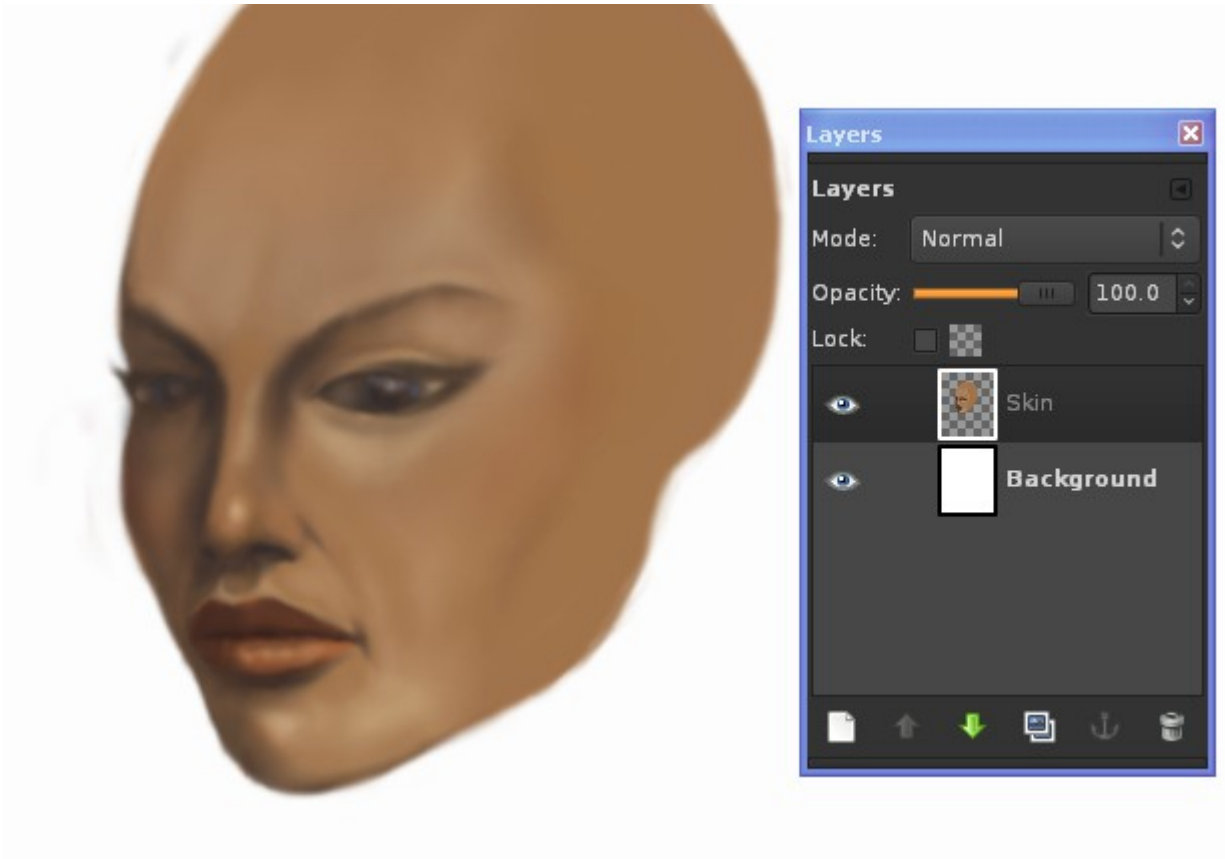
Objects are reflected in eyes in almost silhouette form. To create this illusion we simply paint the shape of the light not the object itself. The colour of diffused light is best for this (Normally light blue.) As usual, new layer, paint, adjust opacity, merge down.



The eye needs a hot spot in the direct light colour.



A quick makeover and some final tweaks.



Have fun painting.

- ERISIAN.