

Drawing A Succubus Splash Art Using Photoshop By CGlas

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Drawing A Succubus Splash Art Using Photoshop: Learn how to create an illustration from start to finish. Learning to expand ideas from other artworks, drafting, and lighting."

Learn how to create your characters for an end efficiently as possible. Learn to transform your character's concept in splash art.

Key Knowledge Points

- Theory and Intention: Theory and Intention, In the beginning, I will discuss the concept behind my earlier completed work. I will also discuss lighting, composition poses, and expression.
 - Thumbnailing: Then, I'll begin to collect photos of references. Then, I will write the composition, describe the main idea and provide brief suggestions on perspective.
 - Masking: After that, I'll create an approximate masking and the initial values for the character to get a picture of how it will appear.
 - Rendering: Then, I'll explain how I render particular materials, like cloth, metal, etc.
 - Lighting: I'll further improve the lighting and also the detail. Demonstrate how I utilize different layers properties such as color dodge and overlay to increase the light.
 - Advanced Detailing: Next, I will discuss the in-depth aspects of facial shape, skin tone, eye rendering, and hair.
 - Subtle VFX: I'll add some effects, such as dust, debris, overexposure, and motion blur. These effects will be added in this stage.
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- Content: HD videos + Project files
 - Duration: Nine hours and 32 mins
 - Software: Photoshop CC; Clip Studio Paint
 - System: 8GB RAM is the minimum or an iMac with a dual-core processor.
 - Project document: The clip Studio paint or Adobe Photoshop (but there will not be a Liquify) an drawing tablet.



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