Archer Moment: Keyframe Painting

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Archer Moment: Keyframe Painting: for intermediate and advanced Photoshop users working with an uncolored black and white image in my graphic novel, I will walk you through my process to add color and render the image into a "keyframe" painting. I will walk you through the basic steps for adding colors that are correctly dependent on the lighting of the surrounding by using layer effects and composition to create an image that could be used as a "look of picture" image (an image that represents the final look and feel of a film) in the field of animation.

This tutorial outlines:

- 2.5-hour demo, including voiceover
- 20 min "extras" video discusses several in-depth methods that include color dodge and smudge and color picker alternatives.
- 1. ABR brush set for Photoshop of the brushes that were used in the demonstration
- 1 "steps" PSD (NOT A Layered File of the Image) This is a series of flattened images that illustrate the stages or layers in the artwork.
- 1 The final image is in JPG format

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