Digital Painting and Postworking 3

In this third series of my digital painting and post working, you will find lots of great tips and tricks. With almost 100 pictures to show you as you go. Topics include:

Painting a candle with a glowing flame

2 Separate methods for getting the most out of "picture" type brushes

Make a portrait type background

Paint hair

Paint a "glow"

It is highly recommended that you own either ps7 basics, or digital painting and post working 1, as I do not get into depth with the tools and where to find them. It is

also recommended, but not necessary that you own a tablet. A tablet will give you without a doubt, the best results. If you are serious about digital painting, you should invest in one :0)

Also included with this tutorial is a psd file, so you can easily follow the tutorial. I hope you find this extremely fun and informative!!

If you should ever have any questions, problems, or ideas about this tutorial or any other tutorial I offer, please feel free to contact me at thelanehousehold@aol.com. Thanks for purchasing from me.. *Laura*

Lets start off by painting a candle…and then make a flame that sheds light.

Open up a new document. File : new 500 by 500 pixels and hit ok.

Now the first thing we need to do is make a dark background. (a candle would be pointless otherwise)   So create a new layer. Layer: new layer and hit ok.

Choose a black color on the color palette and then choose the flood fill tool. (Looks like a paint bucket) and flood fill in the entire layer.
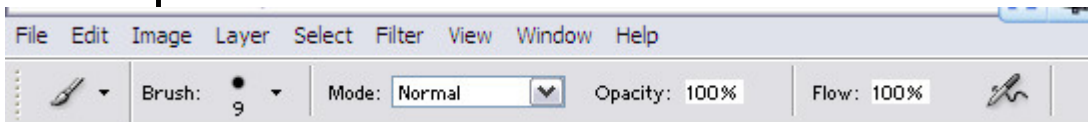
Create a new layer. (Layer : new layer) Now on the color palette, choose a light cream color, not white. Then click on the paintbrush in your tool palette.

Now we need to choose a brush. Choose the size 9 hard round brush.
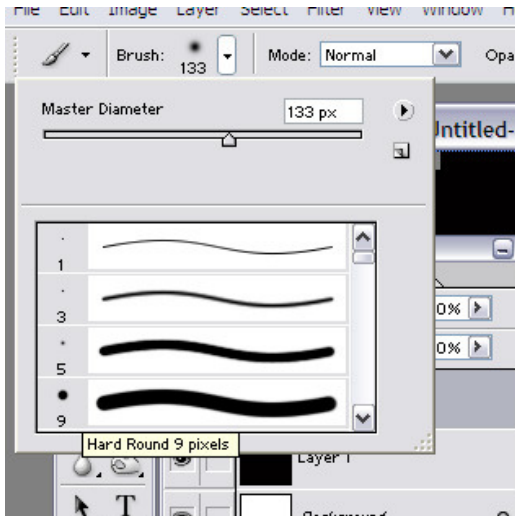
Make sure the opacity and flow are set to 100 percent.

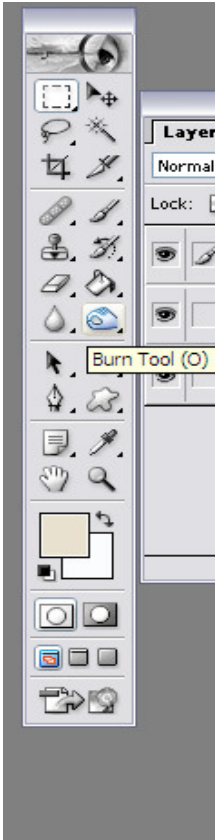And this is what the bar should look like at the top of the screen:

Ok…. Now we can begin painting. Start off by painting a cylindrical shape. It can be short and fat, or tall and thin (its all up to you) at this point.

Here is what I have at this point:

Notice how I wasn't picky about how straight my lines are.. that's going to add some character for dripping wax later.

Now we need to shade this and make it look round, and somewhat 3 dimensional. Grab the burn tool.

And lets choose the settings for it now.   Set the range to midtones, exposure 52 percent.

Heres what the toolbar should look like at the top:
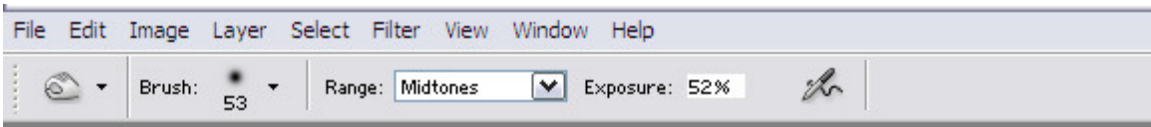
Now lets shade both the left and right sides of the candle for this… using the burn tool.

Now just by doing that its all ready starting to look somewhat round.

Lets create a top for it. Start by clicking on the black layer in the layers palette. Then create a new layer (layer : new layer)

Now click on the paintbrush in the tool palette, and paint in a top similar to this:
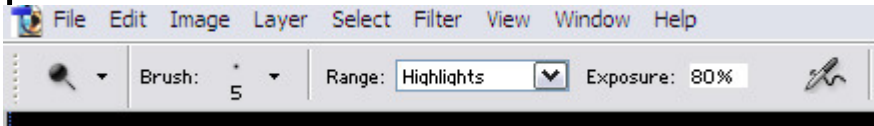
Now this needs to be shaded as it should be darker towards the back edge. Grab the burn tool again and shade the back edge.   And here is what I have at this point:

Make note how I left some of that top white (towards the front) this helps to create a little depth. Now we need to merge these layers. Click on the top layer in the layers palette. Then go to

layers: merge down. Time to use the dodge tool and emphasize some edges.   The dodge tool is in the same spot as the burn tool, just click on that little triangle in the tool palette where the burn tool is.

Now we need to adjust the settings. Set the range to highlights and the range to 80 percent.

File   Edit   Image   Layer   Select   Filter   View   Window   Help

Brush: 5   Range: Highlights   Exposure: 80%

Then draw a small line at the top of the candle edge like this:

Now lets add a few blobs of melted wax. To

do that, create a new layer (layer : new layer)

Then with the paint brush, (you may need to adjust the size a little bit)paint some long type blobs along the sides of the candle (don't go crazy with it) and a few around the top and bottom.
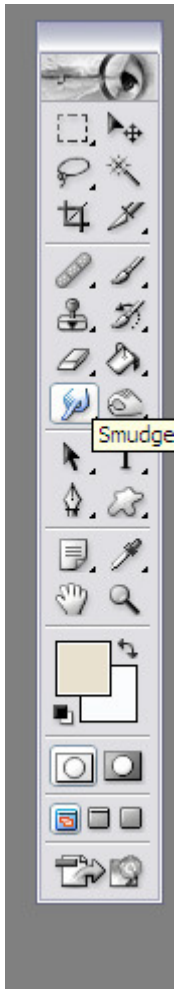And here is what I have at this point:

Now it looks a bit messy and not very realistic… so we need to add a bit of depth to the wax too.

Grab the burn tool, and with the same settings, shade the edges of the blobs of wax. Don't worry if it isn't perfect (we are
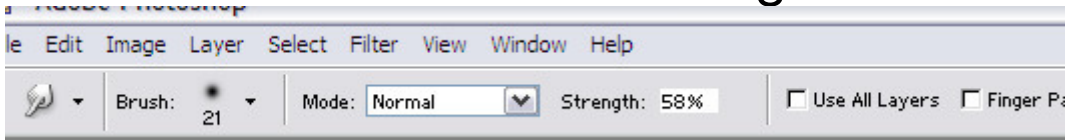
eventually going to smudge it anyway)

 All right, now we need to smudge this out a
little bit. Grab the smudge brush looks like
a hand with a finger pointing:

And here is the settings to use:

Adobe Photoshop

le Edit Image Layer Select Filter View Window Help

Brush: 21   Mode: Normal   Strength: 58%   ☐ Use All Layers ☐ Finger Pa

Notice how my brush is a soft one (on the brush part, click on the arrow, and scroll down to a brush that has soft edges) it doesn't matter which size you choose as you can just adjust the size.

Now carefully smudge out the dripping wax a bit. Don't smudge all of them, as some of

the more rough edges make it look real too.
And here is what I have :

Now we need to add a wick and flame.
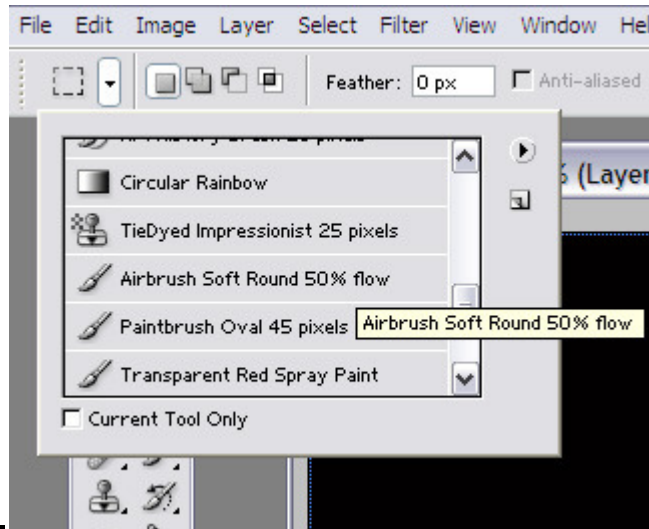Create a new layer (layer : new layer)
Choose a white paint on the color palette.
Click on the paint brush, and paint in a wick
at the top of the candle.

Now for the flame:
 At the top left corner of the screen there is

File Edit Image Layer Select Filter View Window Hel

Feather: 0 px   Anti-aliased

Circular Rainbow   (Layer

TieDyed Impressionist 25 pixels

Airbrush Soft Round 50% flow

Paintbrush Oval 45 pixels Airbrush Soft Round 50% flow

Transparent Red Spray Paint

Current Tool Only

a box of presets.
Scroll down, and choose the airbrush.
Then on the color palette, choose a deep
yellowy orange color.

Create a new layer (layer : new layer)
With the airbrush, adjust the size up so it is
roughly 120 pixels..   hold it over the wick
and press down hard (if you are using a
tablet) or if you are using a mouse hold
down the button for a few seconds. You will
see the yellow area get a bit bigger.

Now with the dodge tool, we are going to dodge the center of this a bit. Use the same settings as before.

Now it looks like a candle. But my flame is too high up..so Im going to quickly move it down onto the

candle more using my arrow tool on the tool palette. And here is what I have now:

Voila!!! Glowing Candle :0)

In this next section Im going to teach you how to use all those terrific picture type brushes to their full potential.

Start by opening up dp3.psd located in the same folder as this tutorial.

This is just a simple brush I made of a rendered object, so it already has some 3d qualities.

Create a new document (file: new) 1000 by 1000 pixels and hit ok.   Click on the layer in the layers palette that has the key on it. Go to select: load selection.   Then go to edit: copy.
Now click back over to the new document you just created. Go to edit: paste. A key should now be in the new document. (You can also drag and drop it into the new document, if you know how to)

Go to select : load selection.
Now click on the background layer and create a new layer (layer: new layer)

On the color palette select a medium gray color. Choose the flood fill tool, and flood fill in the selection. Go to select: deselect.

Click on the background layer, create a new layer (layer: new layer) choose a black color on the color palette, and flood fill in the layer.

Click on the top layer with the key, the go to layer : merge down.

Now we have a nice looking, dark key. Now to make it look believable.. Grab the dodge tool. Use the same settings as we used in the candle tutorial. Dodge right down the center of the key. And across the raised areas. And here is what I have at this point.

Now it isn't looking too shabby but we need to shade in the darker areas. So now grab the burn tool, and use the same settings as before for the candle tutorial. Burn the areas along both the left and right sides, and just under and above the raised areas we dodged like this:
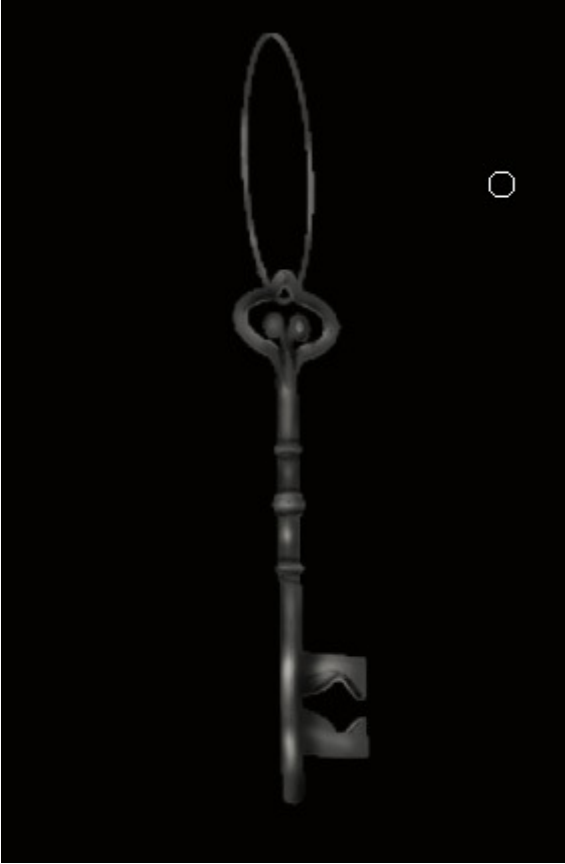
 Ok now we have it looking 3 dimensional. Now I think we should make it look like a golden color.

In order to do that, go to layer: layer style : blending options

And use the following settings:
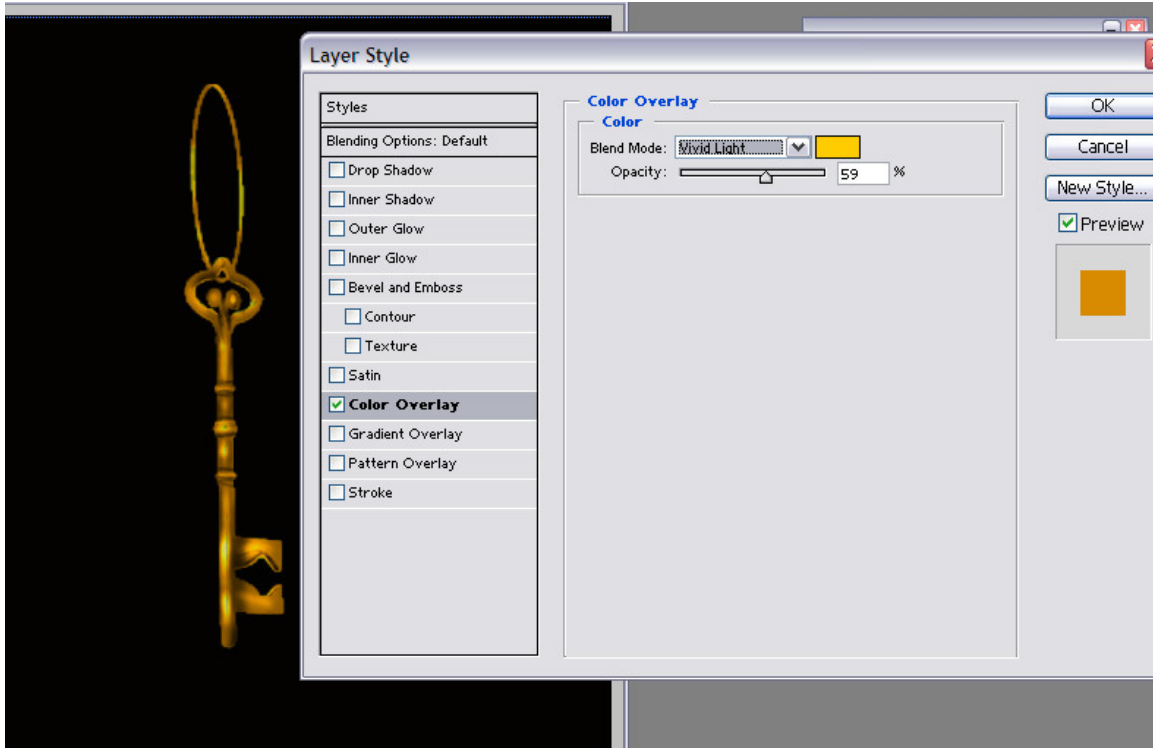
And hit ok. Now we have a pretty golden key. But to make this look less like a brush, we are going to add some more detail.

Create a new layer (layer: new layer)
Click on the paintbrush in the tool palette, and choose the sized 9 hard round brush like we did in the candle tutorial.
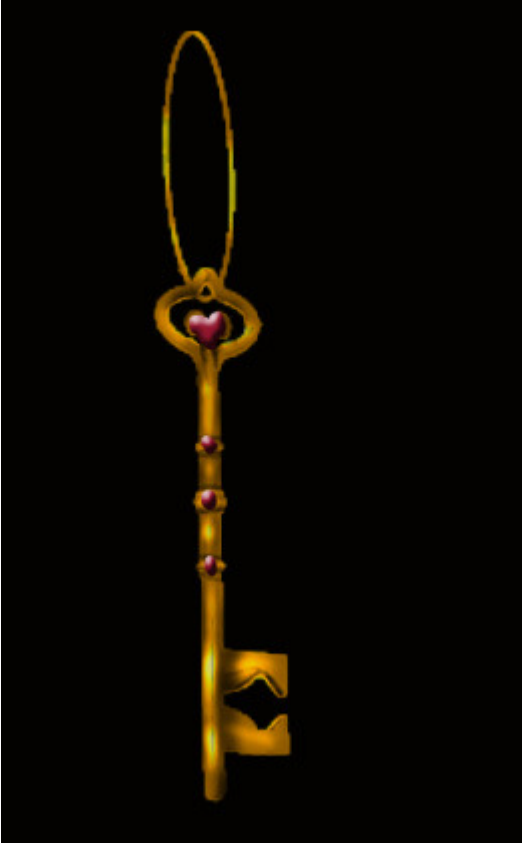
Choose a medium red color in the color palette.   Then go to layer: layer style: blending options.
Use the following settings:
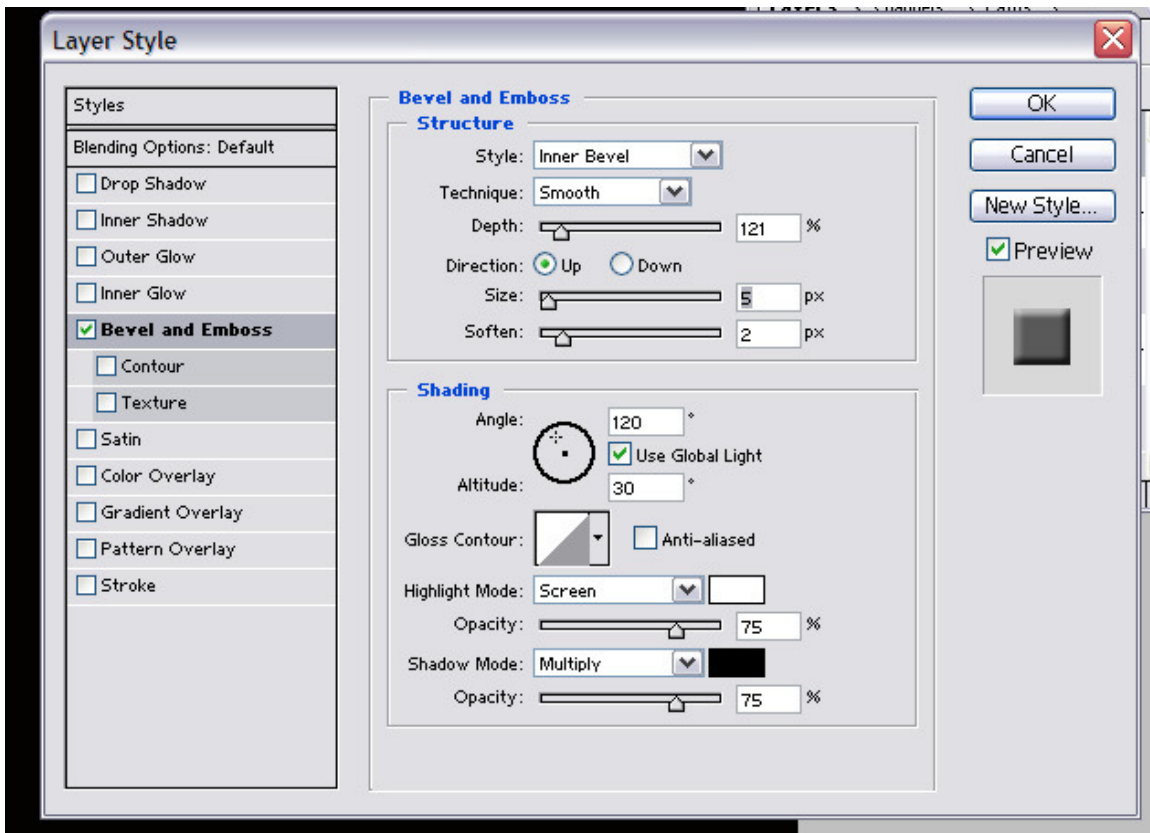
And hit ok.
 Now paint in the heart shape at the top of
the key and add a few little gems down the
front of the key like this:

Now, to me it still looks a little flat. So lets start by shutting off the background layer, and the black layer on the layers palette (click on the eye in the layers palette) the go to layers: merge visible

And that's all there is to it.

Im going to do one more and just demonstrate how I would do a more detailed one such as a bird. The bird Im using is from earthly things by antje and is available at the rmp.

Now for this I start off with my black
background so I can see what Im doing. I
create a new layer and stamp the brush this
time in white.



Now I create a new layer, and I start off by
choosing a few colors.. In this case im just
going to turn him into a blue bird :0)

So the majority of him should be blue. I set
my layer to color on the layers palette and
choose a pretty blue color. Then I paint
over most of the area (everything I want
blue)

Now Im just going to repeat these steps for his chest and beak. Orange for his beak and a peach color for his chest, each on its own separate layer and the layer set to color.
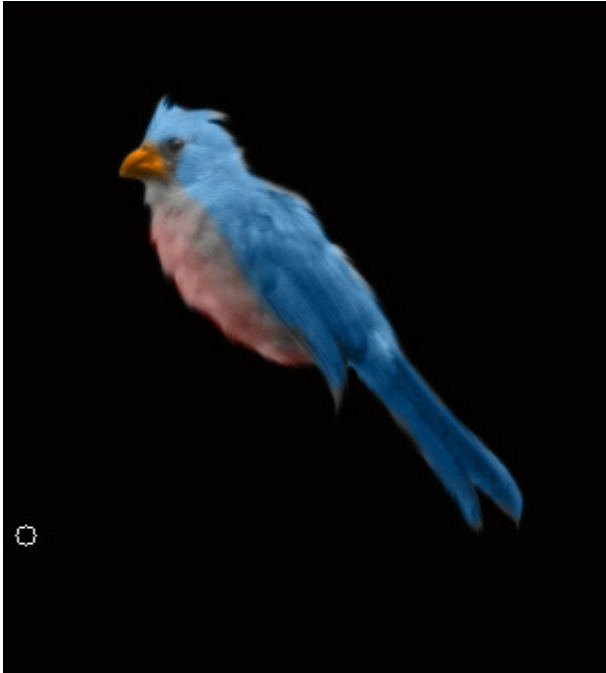
Now I merge down just my color layers so they are all on one. Then with a soft eraser I turn down the opacity of the erase a bit to about 50 percent and erase some of that blue line.

Now because the color mode works a bit strange and I can

merge all the layers together without getting some weird effect I flatten the entire image.

Then I make a duplicate layer to work on. I grab the dodge tool, and dodge a bit on his beak, chest and wings.

Now Im going to burn in a few details with my burn tool.

And that's it. Try using different picture

brushes and see what you can come up with.

In this next topic, Im going to teach you how to paint a simple leafy vine with flowers on it.

Once you get the hang of this, and basic ideas down, you can paint any type of flower and leaves your heart desires.

First, create a new document (file: new) 1000 by 1000 pixels and hit ok.

Create a new layer, (layer: new layer) and choose a black color. Floodfill in the layer. Then create a new layer to paint on.

Click on the paintbrush, and choose the size 9 hard round brush like we did previously.

Choose a medium green color on the color palette and paint a squiggly line that

resembles a vine like this:

Yep, nothing fancy. Now lets paint some leaves!! Create a new layer, (layer : new layer).
And begin painting some leaves that resemble this:

Now here comes the fun part. Grab the burn tool and use the same settings as we have been throughout this tutorial. Burn along the bottom of the leaf where it meets the vine for all the leaves.

Now grab the dodge tool, use the same settings as we have throughout this tutorial, but increase the exposure to 100 percent and reduce the size to something small and dodge a line down the center of each leaf.

Now click on the smudge tool and use the following settings:
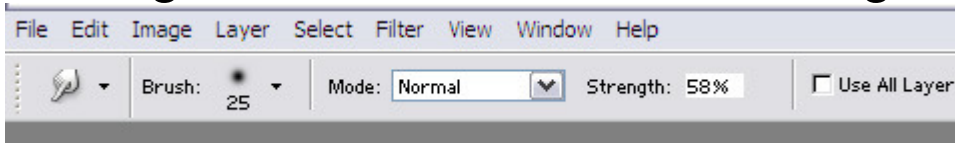
Starting at the base of the leaf (where the leaf meets the vine, very carefully smudge right up through the center of each

leaf.　　　　　　　　　　　　　　　　　Now grab the dodge tool again, turn down the expose to 45 percent and adjust the size larger. Then dodge the ends of the leaf furthest away from the vine.
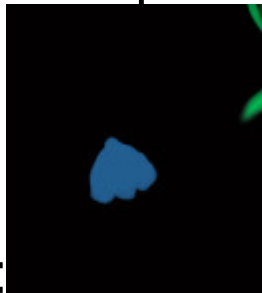
Now click on the layer in the layers palette with the actual vine on it. Dodge the outer bends of the vine like this:

And there is our basic vine :0) You can try adding more detail if you would like, such as veins in the leaves etc.

Now lets try adding a few flowers. Click on the top layer and create a new layer, (layer: new layer) Choose the paintbrush again with all the same settings as before, and choose a medium blue paint.

Then paint a petal to look something similar like this: Again, nothing special.

Now we need to dodge and burn it. Start by using the burn tool and burn in two little lines like this: Now grab the smudge tool and smudge it out just a little bit. And now we have a full petal :0)

Now we need to duplicate the layer and rotate it. Go to layer: duplicate layer and hit ok.
Then go to edit: transform: flip horizontal and hit ok.
Then move the petal beside the original one we just painted. If it doesn't line up perfectly, you may need to rotate it a bit. To do this go to edit: transform: rotate.

And here is what I have at this point: Now go to layer: merge down and

hit ok. Now we need to duplicate this layer.
Go to layer: duplicate layer and hit ok. This
time we need to flip it vertical. So go to edit:
transform: flip vertical. Then line this set of
petals up with the other set we made.
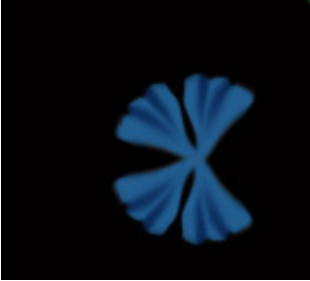
Now I just need to repeat this
step one more time, but rotating it instead of
flipping it. Go to layer: duplicate layer and
hit ok. Then go to edit: transform: rotate
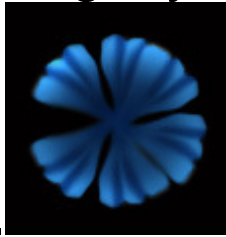and rotate that petal to fit in the open spot.
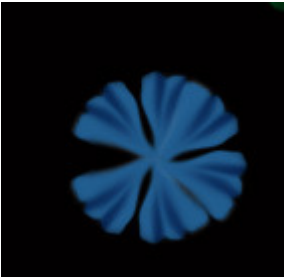
Now we have the base petals
set. Lets merge down the layers. Go to
layer: merge down. Repeat this one more
time so all the petals are on the same layer.
Now with the burn tool, and lightly burn the
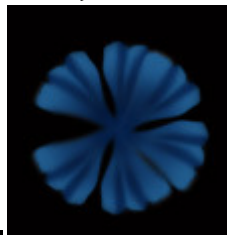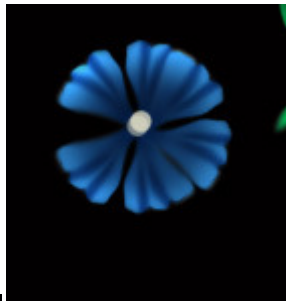
center of the flower.   Now with the

dodge tool, lightly dodge the outer edges of

the flower. Now we need to make a center of the flower. To do this, create a new layer. (layer: new layer) choose some light yellow paint and just add a dot to the center of the flower with the

paintbrush. Almost done :0) Click back on the layer with the petals and create a new layer. Grab the airbrush which is located up at the top of the screen (refer back to the candle tutorial if you cant remember where it is) Adjust the opacity down to 42 percent and adjust the size up a bit. Choose a bright yellow paint. Lightly hold down the paintbrush over the center of the flower for a few seconds. And here it is:
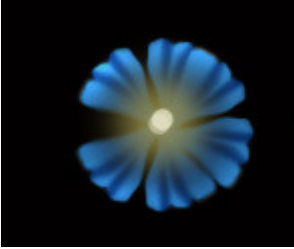
 Now merge down the layers. Layer: merge down. Then click on the top layer and go to layer: merge down. Now the whole flower is on one layer.

Now we just need to add this to our vine. Move it right on over onto the vine. Then duplicate the layer. Try playing with the scale, perspective, and flipping. Edit: transform:

And cover your vine up with these flowers. And here is what my finished one looks like using the same flower over and over just playing with the transform

tools: Of course you can take this many steps further if youd like, but Im calling it quits here.

Painting Hair is not only fun, but a great way to get started with painting. Here I'll show you two different techniques on how I do it.

Start off by opening up dp3.psd
Create a new document (file: new) 1200 pixels by 1200 pixels and hit ok.

Click on the layer with the girl on it in the layers palette. Go to select: load selection and hit ok. Then go to edit: copy , then click on your new document. Go to edit: paste Now the girl should be on the new document.
Create a new layer, (layer: new layer)

 Now lets create a background for her real quick. Choose a medium blue color on the color palette. Click on the background, and create a new layer. Flood fill in the layer with the blue paint.

Create a new layer. Then get the airbrush out.. (its available at the top left hand corner of the screen in the presets box)

Adjust the size so its huge (about 400 pixels big) Choose a lighter blue color on the color palette, and add a few blobs here and there. Change the color to a darker blue and a few more blobs. Change the color once more to a really light almost white blue and adjust the size down just a hair(about 200 pixels) and add a few more blobs. This is what you should have at this
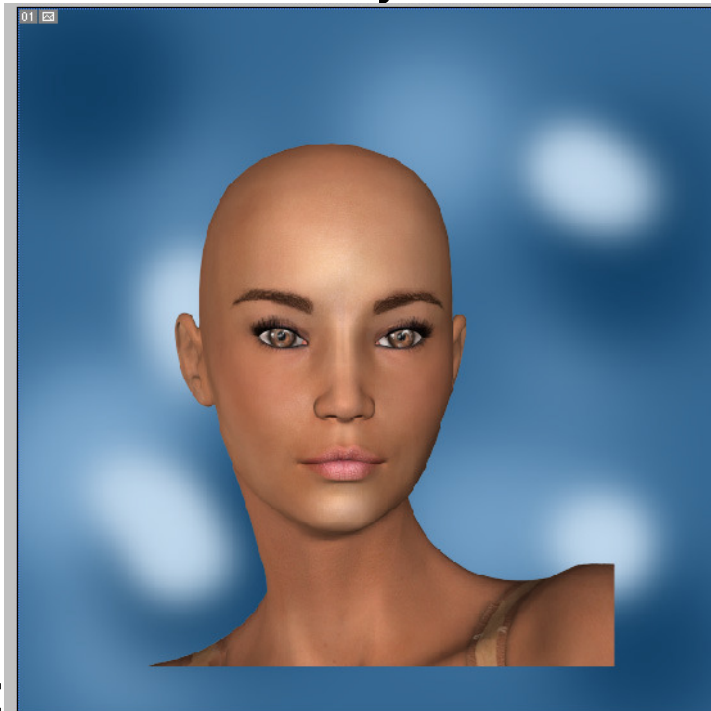
point: Now obviously it's a bit blobby lol. So we need to blur this. First merge down the layers. (layer: merge down) Then go to filter: blur: Gaussian blur. Set it to roughly 75 which should blur it enough to create a nice even

looking

background.
Now it looks like a school portrait backdrop :0)
All right now lets paint some hair!! Go to the top layer in the layer palette and click on it. Now this first method Im going to show you , we are going to be using strictly the airbrush (with dynamic settings) dynamics will only work if you are using a tablet.. Mouse users will not need to bother with the settings.

Start by choosing a dark brown color on the color palette, and reducing the size of the airbrush down to 40 pixels. Now for the

dynamic settings. On the upper right hand corner of the screen, you will see a couple of tabs. One says brushes, and the other says file browser.

Click on the tab marked brushes and a box will open up.
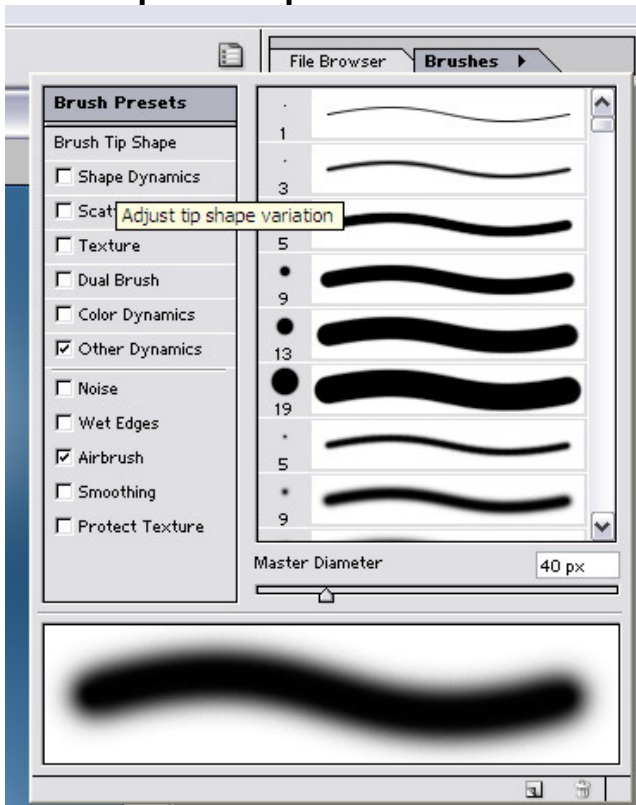
Click on the little box that says shape dynamics, and you will notice the brush line at the bottom change.
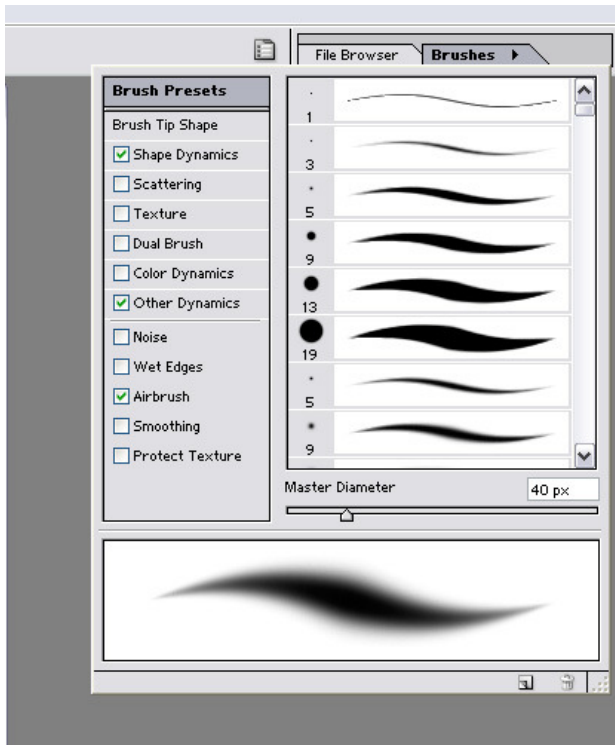
Notice how the line goes from thin to thick to thin again. This is one great option!!

Now lets paint the base of the hair. This just gives you a rough idea of how it will fall, and give us something to work with.

So this is definitely nothing special, but we will slowly make our way there :0)

Create a new layer, (layer: new layer)

Choose a lighter brown color on the color palette, and reduce the size of the brush down to about 16 pixels.

Now we paint in some defining hairs…this shows how the hair moves and

flows. Try following the hairs you already painted for the base. And add a few extra hairs here and there. Create a new layer. Choose a lighter shade of brown on the color palette, and reduce the size of the brush down to about 9 pixels. Then follow the hairs you have already painted.

This image I decided to leave full size, so you can really see just how imperfect it is. We will work our magic on it in a few more steps. Create a new layer, (layer: new layer) Choose an even lighter color (this is going to be used as a highlight only. Keep the brush the same size and paint only a few strands around the face, where it would normally be lighter.

OK time for some magic!! Shut off both of the background layers, and the girl on the layers palette, and then go to layer: merge visible. Now duplicate the layer, (layer: duplicate layer) Then go to filter: blur: Gaussian blur, and set the radius to roughly 6 pixels and hit

ok.   So now it has a softer appearance, but we need to adjust the opacity of the layer, and show the hair underneath a little bit. On the layers palette, adjust the opacity of the layer down to 55 percent.

That's a little better. Now we need to add some depth. Take the eyedropper tool on the tool palette, and touch the eyedropper to the darkest area of the hair. Create a new layer. Then go back up to where we turned the dynamics on, shut the dynamics off, and adjust the size of the brush back up to 40. Now we paint in some shadows…around the crown of the hair, and where hair crosses over other

hair.

Now go to layer: merge down. And then repeat this again so that all the hair is on the same layer. Now we need to use the blur tool. It is located in the same box on the tool palette as the smudge tool, and looks like a raindrop. Set the mode to normal, and the strength to 100 percent. Then lightly blur all the

hair. Now grab the dodge tool. Set the range to highlights, and the strength to 45 percent. Lightly dodge bends in the hair, and across the sides of the

crown. Now we
need to burn in a few shadows. Grab the
burn tool, and set the range to midtones,
and the strength to roughly 40 percent.
Lightly burn areas at the part in the hair, and
where hair crosses over each other to

create depth. Now

Im just going to adjust the color at this

point. Now with a soft eraser, Im going to clean some of this up. I set the opacity of the eraser down to 45 percent and erase any hairs that may bother

me.

Now technically this is done, but Im going to take it a few steps further.

Ive been asked on quite a few occasions how I do that "glow" on my painted hair.

So here it is:

First, click on the layer with the blue background. Create a new layer. Then with the airbrush set at a bigger size, roughly 175 pixels. Select a white paint from the color palette, and paint right behind the hair,

showing some of the white around the
outside edges like

this:
Then go to filter: blur: Gaussian blur, and
set the radius to 65 pixels.

Click on the top layer. Create a new layer. With the airbrush, lightly place a few large dots(about 60 pixels) in strategic

spots.   Now it still
looks a bit blobby. Go to filter: blur:
Gaussian blur and set the radius to about 9

pixels.   Almost
done!! Now I grab a soft eraser again, and
set the opacity down to 40 percent, and

lightly erase just a little bit of that white

paint.
And that's it :0)

The " glow" works especially well on colored hair, and brighter areas of skin, props etc. You can also take this one more step further, create a new layer, set the layer mode to overlay, and with the airbrush with white paint lightly paint over the edge of the hair.. this will create a nice lighting effect, and show off very tiny hairs.