

I used Photoshop 5 and Painter 7 to do this work. I suppose you know Photoshop tools, make shadows and lights in a draw. And I suppose you you already downloaded my old tutorial... so I'll proceed based on it.

If you have any problem or question, please go to download / tutorial section at [Manga-Art](#) site and download it, or [drop a message](#) to me.

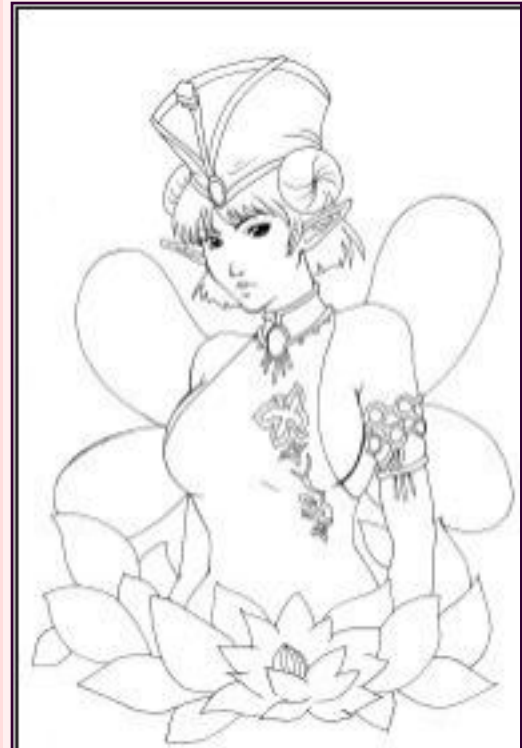
The advantage from this technique: you gain a lot time, because you don't need chose color tones to paint, how my last tutorial (using colors to do shadows.) . You just need gray, black and white.

Sorry for my bad bad english.. =^\_ ^=

### 1st step: Clean your image

Scan your image at 200 ~300 dpi or more.

Clean it using levels ( IMAGE >> ADJUST >> AUTOLEVELS) or bright/contrast ( IMAGE >> ADJUST >> BRIGHTNESS/ CONTRAST ).



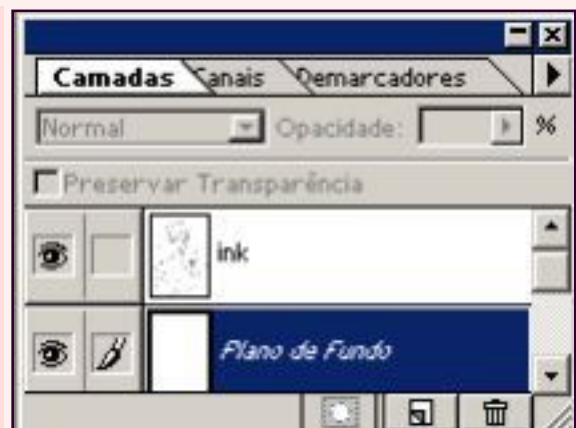
### 2nd. step: Save your lineart

\* Copy your image in a new layer. I'll call 'ink' layer.

\* Fill your background image with white color (EDIT >> FILL).

\* Back to your new layer (ink layer), and go to channel window. Click in 'load selection' ( in red circle). That will select white color on ink layer.

\* Go back to 'ink' layer and press delete. Invert selection (SELECTIONS >> INVERT) and fill with black. Now you have just your lineart in a layer.





### 3 rd. step: select image you'll work

Now you need select the area wich you will work.

\* You can select point by point with poligonal lasso...

\* ... or you can use magic wand to select the areas you'll not work, and use 'INVERT SELECTION' (SELECTIONS >> INVERT).

Take your selection safe to next step.



### 4th. step: creating a base layer

Create a new layer, under the ink layer, up the background.

Now you'll fill with gray. This layer will be your base.



### 4th. step: creating a base layer

Your image will have a look like this ==>



5 th. step: light and shadows

Now, create 2 new layers, up the base, under the ink.  
The first I'll call *shadows*, the second '*highlights*'.



5 th. step: light and shadows

Now you decide.

If you want, you can group (CTRL+G) these layers (shadows and highlights) with base layer.

So all changes you do in these layers will not bleed to another layers.

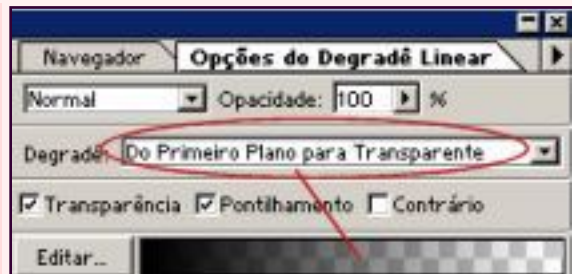


### 5 th. step: light and shadows

Now you can paint shadows (in shadow layer) and lights (in highlight layer).

\* You can paint that like a cell work (like my last tutorial, take a look, please) using polygonal lasso.

\* You can do some effects, for example, you can use degradee in some shadows, but I like use degradee 'from background to transparent'



### 5 th. step: light and shadows

I use degradee in this wing.

I paint the shadows too, using airbrush.

But I just paint main shadows, unrefined yet (I'll do it later).



### 5 th. step: light and shadows+ details

Now I do last details on shadows, mainly on wings.



5 th. step: light and shadows

After paint the shadows, paint your lights.  
I do a unrefined paint here (I'll do it later).



6 th. step: blending tones

Now, you'll choose.

\* You can blend the tones in Photoshop using finger tip, or just retouching your light and shadows with airbrush.

\* You can use Painter to blend gray tones like I do (Painter is better than Photoshop to blend colors), but Painter do not work very well with Photoshop layers...

\* ...so you need merge the layers you create for work: select *base* how your main layer, and merge with *lights* and *shadows* layers.

\* Save your file. Photoshop will save in \*.PSD format.



### 7th. step: blending with Painter

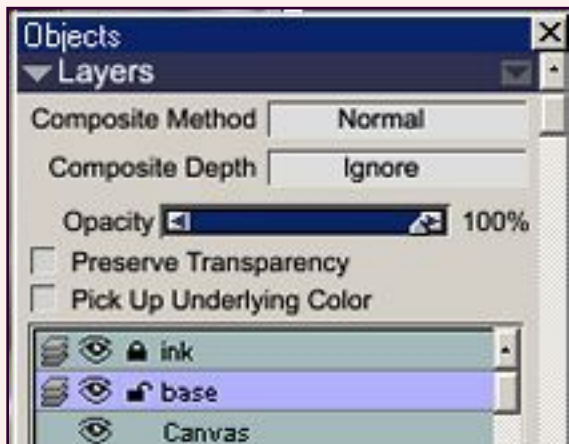
Now you go to Painter, after merged layers. I used Painter7 here.

\* I like lock ink layer before work (click on lock icon) , so I can't do changes in this layer.

\* Blend colors in Painter, on BASE layer. I like use LIQUID >> JUST ADD WATER (example image on side).

\* If you use old Painter version, your option is WATER >> JUST ADD WATER

\* Painter works with Photoshop file format too.



### 7th. step: blending with Painter

\* After you blend all gray tones with Painter, your image will look like this ==>

\* Save your file, maintain your \*.PSD file format.



#### 8th. step: colouring in Photoshop

You can do it in Painter too, but I like more Photoshop to do it.

\* Create a new layer under the ink / lineart, up the base. I call this "color"

\* Turn your merging style from normal to SOFT LIGHT. Just click in drop-n-down box and change it (red ellipse).

\* Now just fill this layer with the colors you want to your image. You can use selection or airbrush, you decide. You DO NOT NEED USE LOW OPACITY. Can use 100%.

\* Your colours will take your graytones like your own light and shadows, following your own color scale.

\* The advantage: you gain a lot time, because you don't need choose color tones to paint, how my last tutorial (using colors to do shadows.)



#### 9 th. Finished image!

Save your file.

Remember, Photoshop save in your own file format, to preserve your layers.

If you want a \*.JPG copy, merge all layers before use 'SAVE AS'.

Save a \*.PSD copy before it, if you like change your image in future.

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