

# 1.Rough

**Do the sketch.  
It's fine using many layers  
This make you draw easier.**





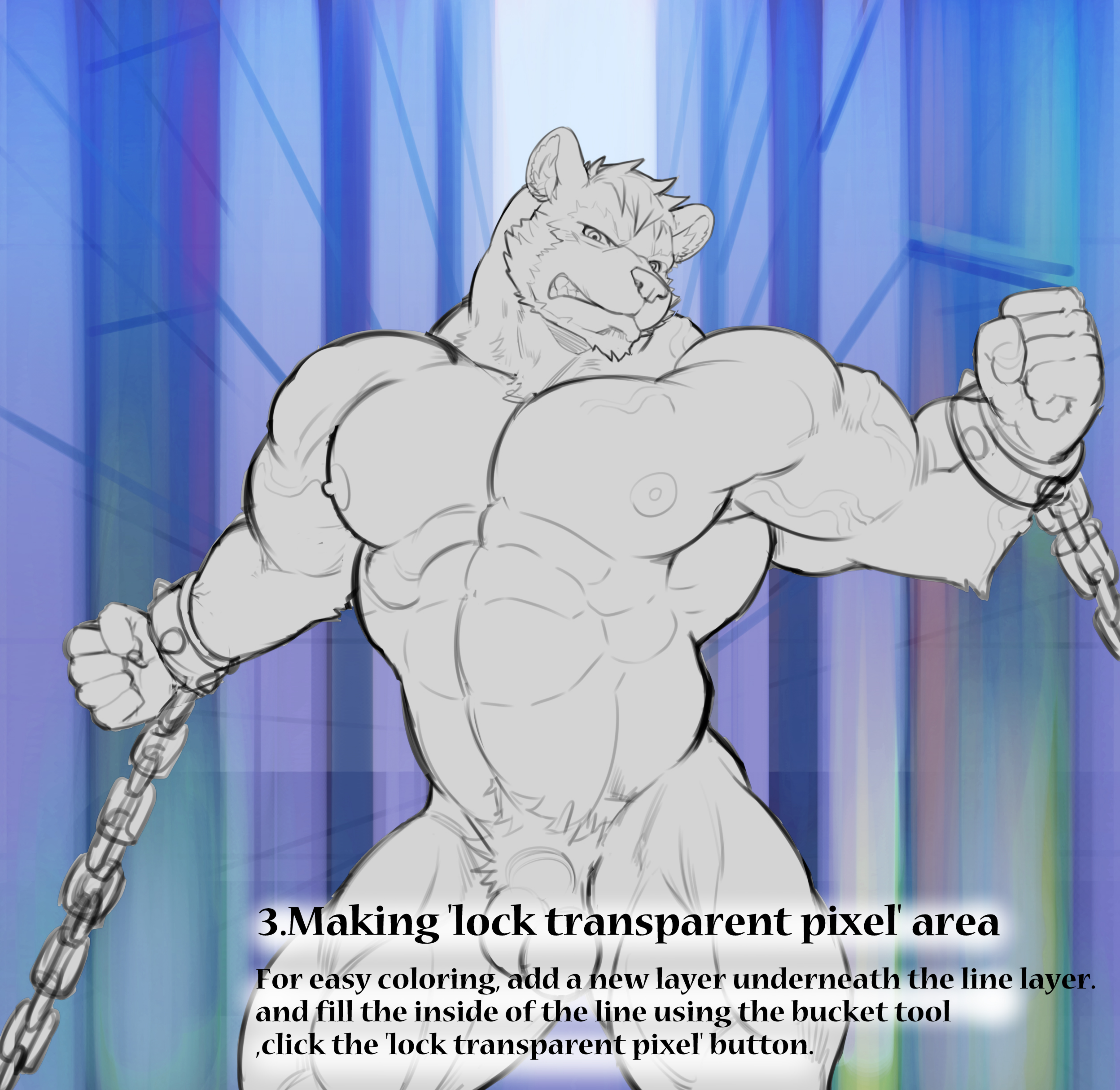
## 2.Line work

**Keep thinking of shape**

**Do the line work as much as possible  
but don't spend too much time for this.**







### **3. Making 'lock transparent pixel' area**

**For easy coloring, add a new layer underneath the line layer.  
and fill the inside of the line using the bucket tool  
,click the 'lock transparent pixel' button.**





## **4.Color rough**

**In this tutorial,I'll show you how i fixed the color.  
Many amateur artist do not think about it clearly(just like me).  
I did color work freely, thinking what's the mood color.**





## **5.Color rough(2)**

**Let's coloring with mass.**

**I added bull behind tiger's back, so high light is blocked.**

**Where's lights come from? Keeping in mind this,  
do the color work.**





## **6.Color rough(3)**

**Match up overall saturation.**

**I wanted tiger to be seen more clearly, so i added red color.  
And started to shade darkly.**

**If you want to show something more accurate,  
you can put some bright or high saturation color.**





## **7.Mass**

**I'll keep talking about the 'MASS'**

**It's all about Lightness, Value, Hue, Saturation.  
Lightness can make your mass really mess up.**

**Hue is the same, Saturation is also.**

**And it's all about the shaping.**

**I did color mood more darker for focusing on tiger.**





## 8.Detail

Let's do it!

Don't hesitate to fix.

If you found something wrong or weird,  
just fix it right away.

I used a muliply layer to add Saturation and  
Shade.

It might seem too dark, but main  
character is tiger not background and bull.





## 9.Finish

Add some dust using spray brush  
Blending mode 'Glow light' and  
Filter 'Blur' would be helpful.

Don't forget the signature!