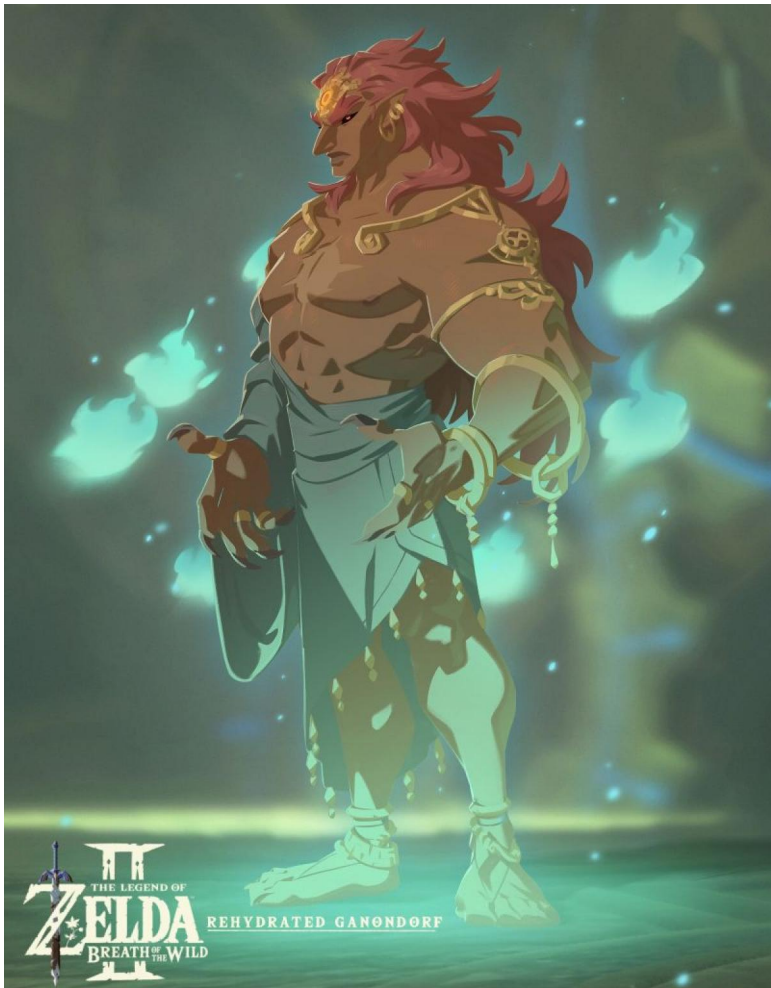# DRAGON GANON
STEP-BY-STEP TUTORIAL.

REFERENCES & INSPIRATION

Before starting the drawing process, I always like too look up for sources of **inspiration** and **references**. Even if I already have knowledge of the character, it's always good to have fresh information to be as accurate as possible from the source material.

ART BY NICHOLAS KOLE

ROUGHT SKETCH

Now that I have enough information about the character, I can start with my sketch.

I try to be as **loose** as possible, this will be very helpful as I work into the next steps to prevent the character of looking stiff.

Once I feel happy with the pose, I start to clean up the rough sketch.

CLEAN SKETCH

For the line art, I used Tara's Oval Sketch brush on Procreate. I made the contour lines of the character more **defined** and the less important details **rougher**.
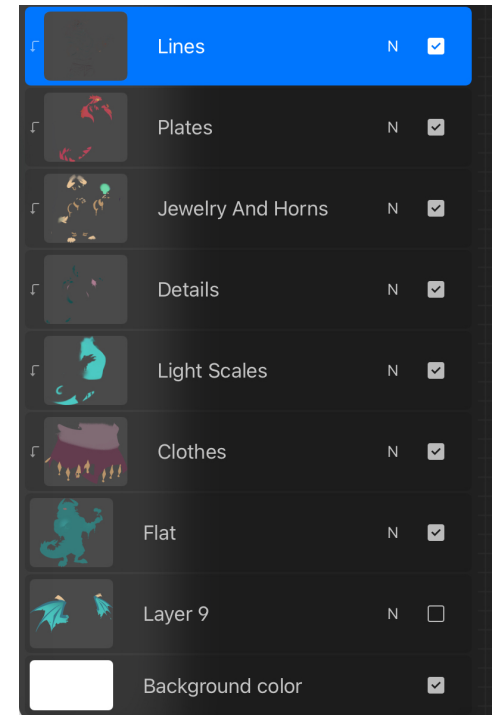
Once I get into the color stage, I will get rip of some of the lines that are not really necessary.
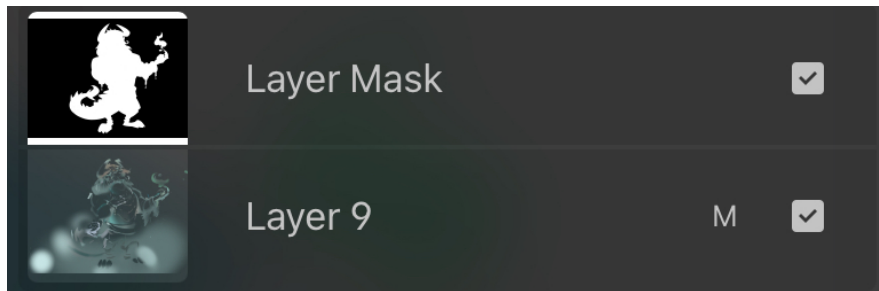
FLAT COLORS

With the lines already defined, I do a flat layer with the **base color** of the character.

Once that is done, I use clipping mask layers in order to separate the elements of the character. I try to keep the colors very simple with very subtle gradients.

	Lines	N ☑
	Plates	N ☑
	Jewelry And Horns	N ☑
	Details	N ☑
	Light Scales	N ☑
	Clothes	N ☑
	Flat	N ☑
	Layer 9	N ☐
	Background color	☑

LIGHT & SHADOW

Since I already had the flat shape of the character in another layer, I can easily select it and create a **mask layer**. That way it will respect the pixels of the flat color layer.

Layer Mask		☑
Layer 9	M	☑

I start to define my shadows in a **multiply** layer. I usually pic an analog color, more or less desaturated than the local color of the character.

One great tip, when defining your shadow shapes, is to low the opacity of the flat colors.That way you will have a great understanding of how the **volumes** are working.

A great landmark to know is if the shadow of your character read perfectly by itself.

Now that my shadows are done, I can focus on the light. I use an **overlay** layer over the shadow layer to add more contrast to the image.
This is how the character shadow and light layer look like together, still readable.

After light and shadows are done, I can easily progress on my painting and start working on the details. I give the character a casting shadow to ground him. Tip: **Imperfections** on your character helps it to look more **interesting**. I can call this piece done! :)

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