

Grey-Shading Figure Tutorial by Codexier (Erik Battle)

Jim did some fantastic sketches (which he is really good at) and I just did the shading and coloring. The thought behind these was first to make a greyscale (like an unpainted miniature) and then a layer of color (painted miniature).

After the first one, these took about 15 minutes total to shade and color.

I was provided the cleaned up sketch (but not inked).

I'm using Photoshop and a drawing tablet. Photoshop is not necessary as there are tons of other (cheaper) options out there. Tablet is (I feel) necessary. They only cost about \$100 (maybe less now).

1. Open the image (sketch) in Photoshop.
2. Create a new second layer.
3. Select the white area around the figure, then invert selection and shrink by 2 pixels. This gives me a selection area that is just inside the thick black outline.
4. Fill the selected area on the second layer with 50% grey.
5. Set the second layer to modify.
6. Select 75% grey color. Using a 9px-16px soft brush (depending on the size of the area), I do the shading with the pen tablet. I always try to think about it as though the sun is shining from overhead and to the left as you look at the figure.
7. Select 25% grey. Now do the highlights. Same methodology as before, except that I also pick out most of the edges of the figures to make them stand out. That seems to have the effect of drybrushing on a metal figure.
8. Select 15% grey. Now a few super light highlights in select spots. Metal is important to have bright highlights. Edges directly in the sun.
9. New layer. This is the color layer. It's set to "overlay". Pick up your colors and paint away. Sometimes I do separate layers for each color, but now find that I can just select the color and fill pretty quick, so it doesn't save time to have separate layers.
10. Flatten and save as a jpg. Course, I keep the 3 layer version as well so I can go back and tweak if necessary.

Picture worth a thousand words...

The last series in the picture is just the color layer not set to overlay and just normal.

