

Chameleon Fineliner Tutorial with Artist Evaly

Step 1:



Sketch out your drawing in pencil.

Note: the line art is also available from the Chameleon blog.

Step 2:

As we will be using multiple colors for the hair, start by experimenting with different color combinations.

I used the following color combinations:

RD4 blended with the BG3

BL6 blended with the PR3

VO4 blended with the BL3

RD2 blended with the PK3

BR4 blended with the RD2 and the PK3

BL6 blended with the BL3

Step 3:

When coloring the hair, we will be blending the darker color into the lighter color making sure to leave enough blank space for a highlight.

Start at the top or bottom of the hair lock/section and work towards the middle using a flicking motion that follows the direction of the hair.



Tip: when you're near the highlighted area, use a light hand to feather out the lines. This will help create a soft transition.

Step 4:



Continue using the same technique for the rest of the hair.

Tip: Play around with different colors to help create a balanced and visually interesting composition.

Step 5:



Now that the hair is all done, we're going to work on the eyes.

I begin by blending the BG4 cap with the GR1 fineliner for a few seconds.

The aim is to create a gradation from dark to light. To do this I concentrate the darker shades to the edges of the iris and as the fineliner lightens, pull the color in towards the center.

Overlay and keep blending the fineliner as needed.

Tip: use a short flicking motion to help achieve a smoother blend.

Step 6:



Outline the edge of the iris and color the pupil using a combination of the BL6 and BL8 fineliners.

Fuse the BL6 cap with the BL3 fineliner for a few seconds before outlining the eyes and adding eyelashes.

Tip: To give the eyes a 3D appearance, make the corners of the eyes darker than the center.

To finish the eyes, add some shadows. Fuse the BL2 cap with the NG4 fineliner before hatching in some shadows starting at the lash line and fading out to just under halfway down the eye.

Step 7:



For the skin, start by using the NU0 to build a base.

NOTE: before you start adding color, think about your light source. As mine is hitting the center of her face, it means the apples of her cheeks, nose, chin etc. will be the lightest areas.

The aim is to start giving the face some depth, adding shading, and defining features like the creases around the eyes, the nose, the chin, and face structure. A face isn't flat, so your linework needs to

follow the shape of the face. For example, under the eyes I curve my pen strokes to help round out the cheekbones.

TIP: use a combination of hatching and cross hatching techniques and gradually build up the color.

Step 8:



As the skin is made up of multiple colors, you need to think about all the different tones which make up the skin.

Switching to the NU2 fineliner (which is peachier than the NU0) use the same technique to gradually darken the shadows and further define the facial features.

It's important to do this slowly so you don't accidentally cover too much of the NU0.

TIP: Keep thinking about your light source. For me, I need to focus on keeping areas such as the apples of her cheeks, tip of the nose, and her chin light.

Step 9:



To add more depth to our shadows, I'm going to be using the BL2 and BV2 fineliners.

Using these colors, lightly build up the shadows in the darkest areas. Typically, these are, the eyelid crease, around the nose, and any shadows cast by the hair.

Once this is done, Blend the NU3 cap with the NU0 pen for a couple of seconds. Then, help define the shadows a little bit more.

Tip: you'll want to mainly focus around the eyes.

Step 10:



Lastly, color the lips using the NU2, PK3, and RD2 Fineliners.

Begin by fusing the Pk3 cap with the NU2 fineliner for a couple of seconds then, outline the mouth.

Re-infuse as needed and add shading to the lips.

Do this by using a short, curved flicking motion.

For the corners of the lips, add a dark shadow by fusing the RD2 cap the with PK3 fineliner.

TIP: when shading lips, you create volume by making the corners and edges darker than the center portions.