
Subject: OT: Coloring help
Posted by [DarkDemin](#) on Mon, 31 Jul 2006 06:34:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.deviantart.com/view/37132512/>

I need help coloring this. I attempted once... and it wasn't pretty. I was hoping that maybe I could find someone here that could help me out.

Subject: Re: OT: Coloring help
Posted by [icedog90](#) on Mon, 31 Jul 2006 06:51:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's really good inking. I'm sorry I don't have any coloring experience though.

Subject: Re: OT: Coloring help
Posted by [Dave Anderson](#) on Mon, 31 Jul 2006 07:04:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

I would fail miserably if I tried.

Subject: Re: OT: Coloring help
Posted by [Aprime](#) on Mon, 31 Jul 2006 07:23:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

DarkDemin wrote on Mon, 31 July 2006 02:34<http://www.deviantart.com/view/37132512/>

I need help coloring this. I attempted once... and it wasn't pretty. I was hoping that maybe I could find someone here that could help me out.

Could ask my girlfriend, I'd probably have to translate everything she says, though.

Subject: Re: OT: Coloring help
Posted by [SuperFlyingEngi](#) on Mon, 31 Jul 2006 16:27:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just stay inside the lines and you'll be fine.

Subject: Re: OT: Coloring help
Posted by [cheesesoda](#) on Mon, 31 Jul 2006 16:35:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

SuperFlyingEngi wrote on Mon, 31 Jul 2006 12:27 Just stay inside the lines and you'll be fine. Who let you out of your cage? Bad liberal, bad.

Subject: Re: OT: Coloring help
Posted by [z310](#) on Mon, 31 Jul 2006 18:16:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Imfao, Jake.

Subject: Re: OT: Coloring help
Posted by [DrasticDR](#) on Mon, 31 Jul 2006 19:26:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol, Screech

Subject: Re: OT: Coloring help
Posted by [z310](#) on Mon, 31 Jul 2006 19:53:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

DrasticDR wrote on Mon, 31 July 2006 15:26 lol, Screech

Haha. My hair is actually short now.

It's ironic that you called me that because a friend of mine is nicknamed that.

Subject: Re: OT: Coloring help
Posted by [Halo38](#) on Mon, 31 Jul 2006 21:15:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice work,

Are you using photoshop, illustrator maybe for the colouring?

I personally have never done any anime stuff but from looking at the anime style here...

<http://www.animecubed.com/titlepics/Anime.jpg>

The girls leg in the bottom left it only has 3 colours dependant on the light levels there are also either smooth curves or jagged lines between the colour changes.

Personally if it was my first time colouring this sort of thing I'd find some work that was very similar to what I was doing so I could see how light and colour is represented in a similar scene.

good luck with the colouring, Have fun!

Subject: Re: OT: Coloring help

Posted by [z310](#) on Mon, 31 Jul 2006 21:30:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Your link doesn't work.

Subject: Re: OT: Coloring help

Posted by [Aircraftkiller](#) on Tue, 01 Aug 2006 05:41:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm not going to color it for you, since that defeats the purpose of you learning how to do it yourself... But some general advice is to have each color on its own layer. Just about everything you add should be its own layer. Make liberal use of masks to section off areas to paint without worrying about painting within the lines... An example would be to use a path and trace the lineart into sections so that you could make a selection, mask that layer, and paint only that specific spot without fear of overlapping onto another area.

The style itself is very basic and easy to master, so you shouldn't have much troubles once you have the basics I just described down. The cell shading should be easy, too, using selections (or simply painting sharp edged black areas and multiplying the layer over the area to be shaded) to burn the shading into the layer. Personally, I would use layers to add shading, as it's easier to fix mistakes than it is otherwise.

Subject: Re: OT: Coloring help

Posted by [ViolentOrgy](#) on Tue, 01 Aug 2006 05:59:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Shut the fuck up Jonathan Holmes.

Subject: Re: OT: Coloring help

Posted by [Doitle](#) on Tue, 01 Aug 2006 06:11:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

He gave some good advice on how to do the coloring. Why SHOULD he "Shut the fuck up"?

Subject: Re: OT: Coloring help
Posted by [Aprime](#) on Tue, 01 Aug 2006 06:27:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Doitle is right, as for my girlfriend, she wasn't home today long enough for me to tell her, we'll see whenever she comes here... Unless you'd like to do it yourself, of course.

Subject: Re: OT: Coloring help
Posted by [cheesesoda](#) on Tue, 01 Aug 2006 13:09:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

ViolentOrgy wrote on Tue, 01 August 2006 01:59 Shut the fuck up Jonathan Holmes. He gave good advice. If you don't like him, tell him in PM or something. Don't blast him in a topic, especially when he assists. GTFO. I didn't miss you while you were gone, so could you please disappear again?

Subject: Re: OT: Coloring help
Posted by [DarkDemin](#) on Tue, 01 Aug 2006 18:53:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Tue, 01 August 2006 01:41 I'm not going to color it for you, since that defeats the purpose of you learning how to do it yourself... But some general advice is to have each color on its own layer. Just about everything you add should be its own layer. Make liberal use of masks to section off areas to paint without worrying about painting within the lines... An example would be to use a path and trace the lineart into sections so that you could make a selection, mask that layer, and paint only that specific spot without fear of overlapping onto another area.

The style itself is very basic and easy to master, so you shouldn't have much troubles once you have the basics I just described down. The cell shading should be easy, too, using selections (or simply painting sharp edged black areas and multiplying the layer over the area to be shaded) to burn the shading into the layer. Personally, I would use layers to add shading, as it's easier to fix mistakes than it is otherwise.

Thanks, that was actually helpful.

Subject: Re: OT: Coloring help
Posted by [Fabian](#) on Tue, 01 Aug 2006 19:01:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Pretty much what AK said.

Set the image you linked to multiply, and color on layers under it. Use the magic wand to quickly select large areas that should be colored and use fill, and then go through with a smaller brush

and make the lines look nice. Use dodge and burn for shading... or gradients. If the guy who made it used vectors, ask for the source file and color that sucker in like 5 minutes

Subject: Re: OT: Coloring help

Posted by [cheesesoda](#) on Tue, 01 Aug 2006 19:08:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

mjfabian wrote on Tue, 01 August 2006 15:01 If the guy who made it used vectors, ask for the source file and color that sucker in like 5 minutes

HE made it... and he doesn't have Illustrator on his PC, else it would be vector.

Subject: Re: OT: Coloring help

Posted by [DarkDemin](#) on Wed, 02 Aug 2006 04:40:04 GMT

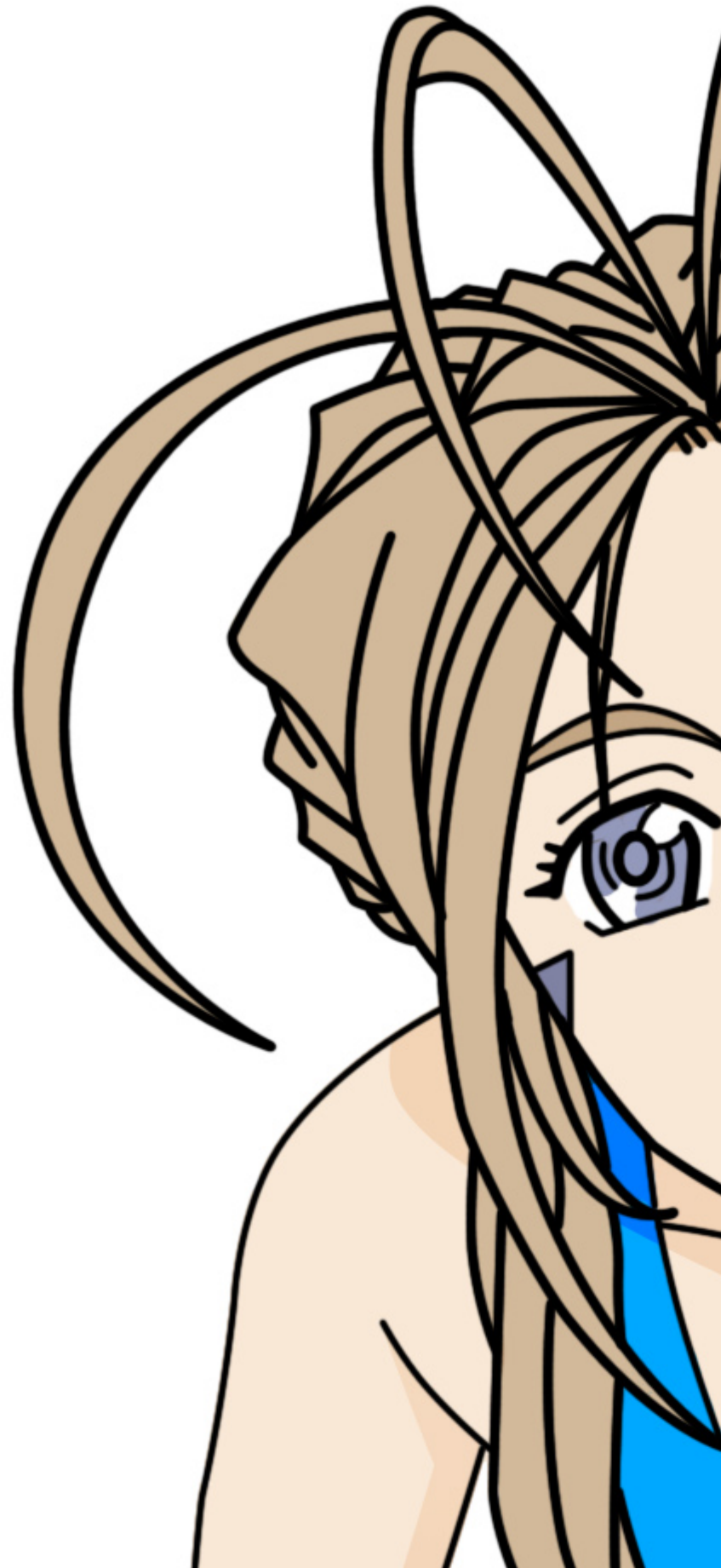
[View Forum Message](#) <> [Reply to Message](#)

I figured I would show my progress with so far with your help and some more tutorials.

btw: New Art.

File Attachments

1) [progress2.jpg](#), downloaded 103 times



Subject: Re: OT: Coloring help
Posted by [z310](#) on Wed, 02 Aug 2006 05:37:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looking good, Denim.

Subject: Re: OT: Coloring help
Posted by [Aircraftkiller](#) on Wed, 02 Aug 2006 05:46:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Try not to mix soft shading into it, while you're at it... Soft shading and cell shading look terrible in the same image. Things like eyes make sense, but having clothes cell-shaded while skin is soft shaded makes absolutely no sense and displays a sense of detachment from the image, as if it was two separate pieces pasted together.

Just as a rule of thumb!

When you get into the eyes, don't be afraid to have a little color variation such as moving from lighter to darker shades.

Subject: Re: OT: Coloring help
Posted by [csskiller](#) on Wed, 02 Aug 2006 05:51:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like these actually. Man, I wish I could draw like that...

Subject: Re: OT: Coloring help
Posted by [DarkDemin](#) on Wed, 02 Aug 2006 05:55:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller I'm still working on it just showing you my progress before I call it a night.

EDIT: I realized what you are talking about. I missed a section of hair coloring that I didn't erase from the cloths.

Subject: Re: OT: Coloring help
Posted by [Aircraftkiller](#) on Wed, 02 Aug 2006 06:20:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

I wasn't talking about what you were doing... I was just saying that it's a good idea not to mix shading types in an image unless you have no other way of representing an object.

Subject: Re: OT: Coloring help
Posted by [DarkDemin](#) on Wed, 02 Aug 2006 07:11:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

aaah ok

Subject: Re: OT: Coloring help
Posted by [DarkDemin](#) on Wed, 02 Aug 2006 21:02:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sorry about the double post but it's done!

<http://www.deviantart.com/deviation/37332867/>

Subject: Re: OT: Coloring help
Posted by [z310](#) on Wed, 02 Aug 2006 21:35:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good job, Perkins!
