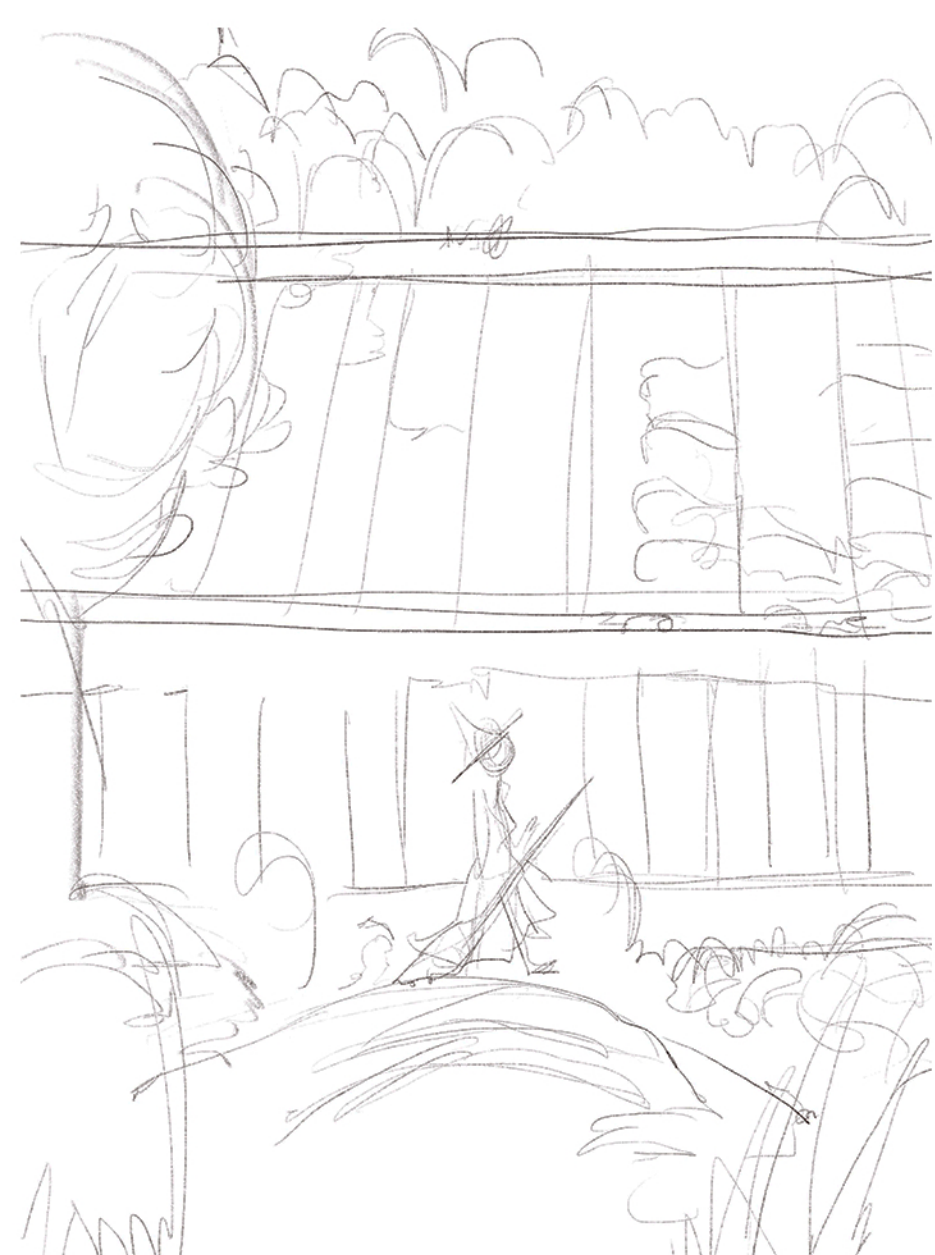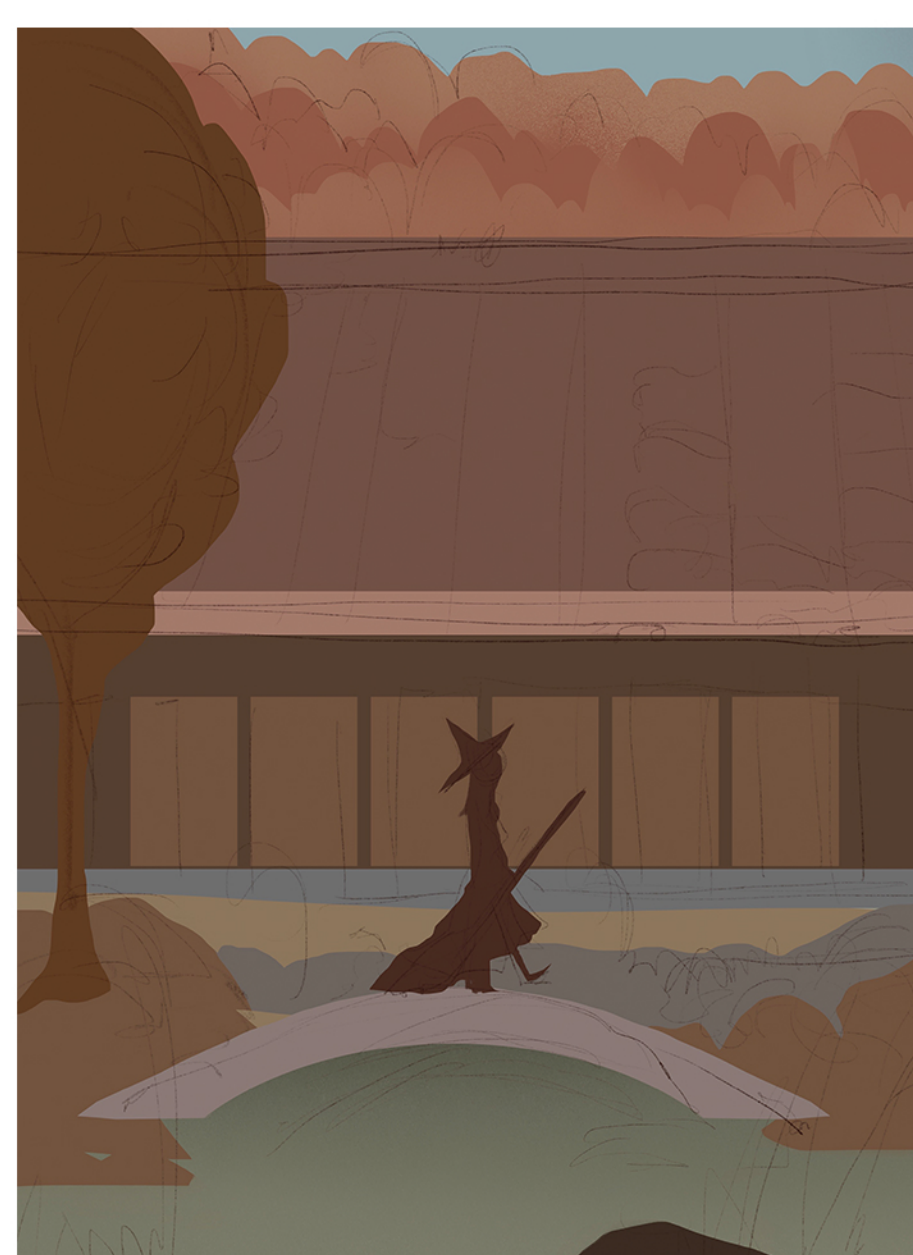1. Using the graphite pencil, I lightly sketch the composition of the painting


2. Using the lasso tool, I carve out the basic components of the composition into separate layers. Layer 1 - BG, Layer 2 - house, 3 - Trees, 4 - Foreground, 5 - characters.


3. I make change to the colours by adjusting the values in the foreground. I use a soft airbrush and lasso tool to lightly carve out the trees in the background.

4. In the early stages, I tend to use the lasso tool a lot just to get the basic shapes. I use this tool to create shapes for the bushes, trees, grass and windows. I also started to add lines to the roof by duplicating each line and grouping them together.
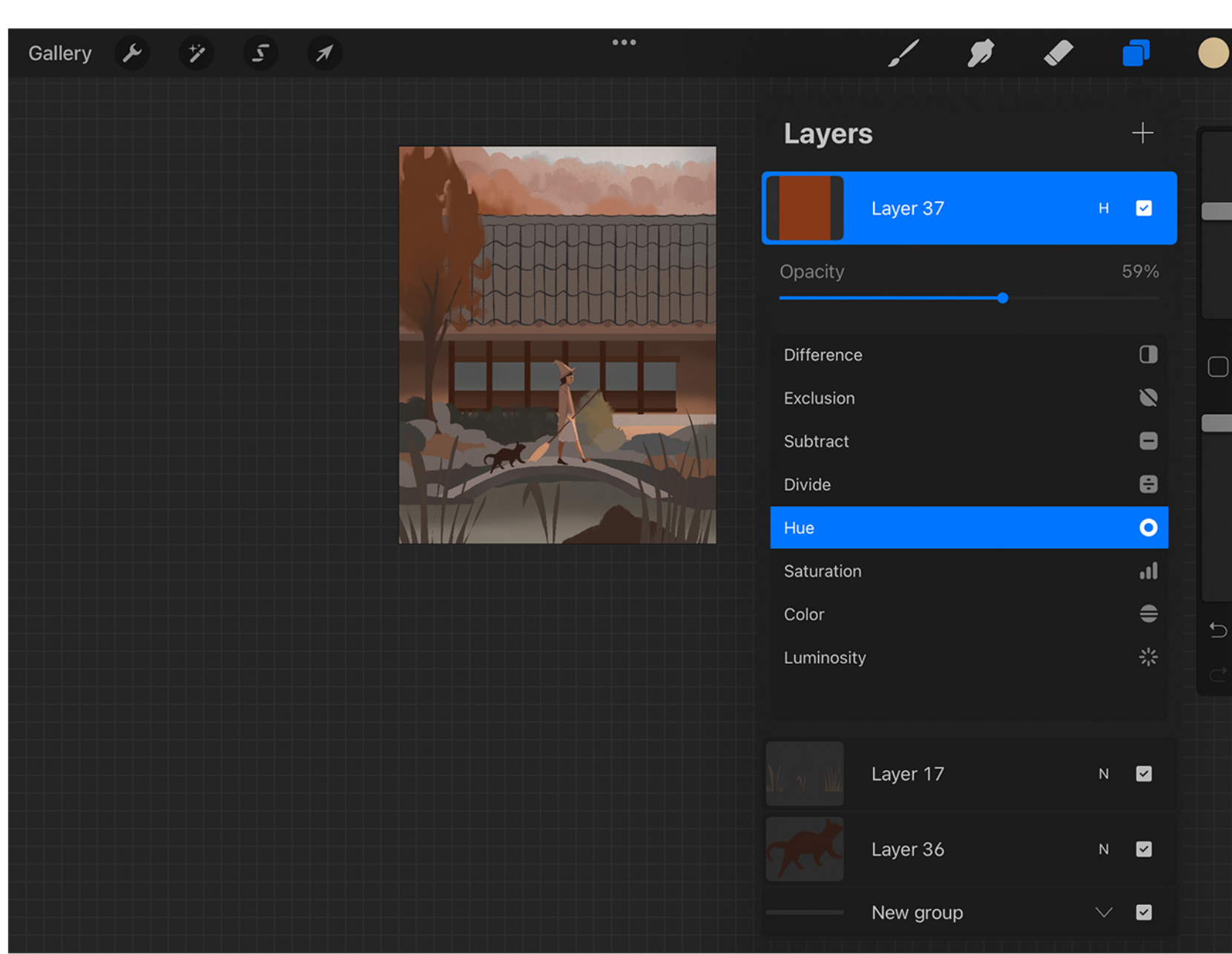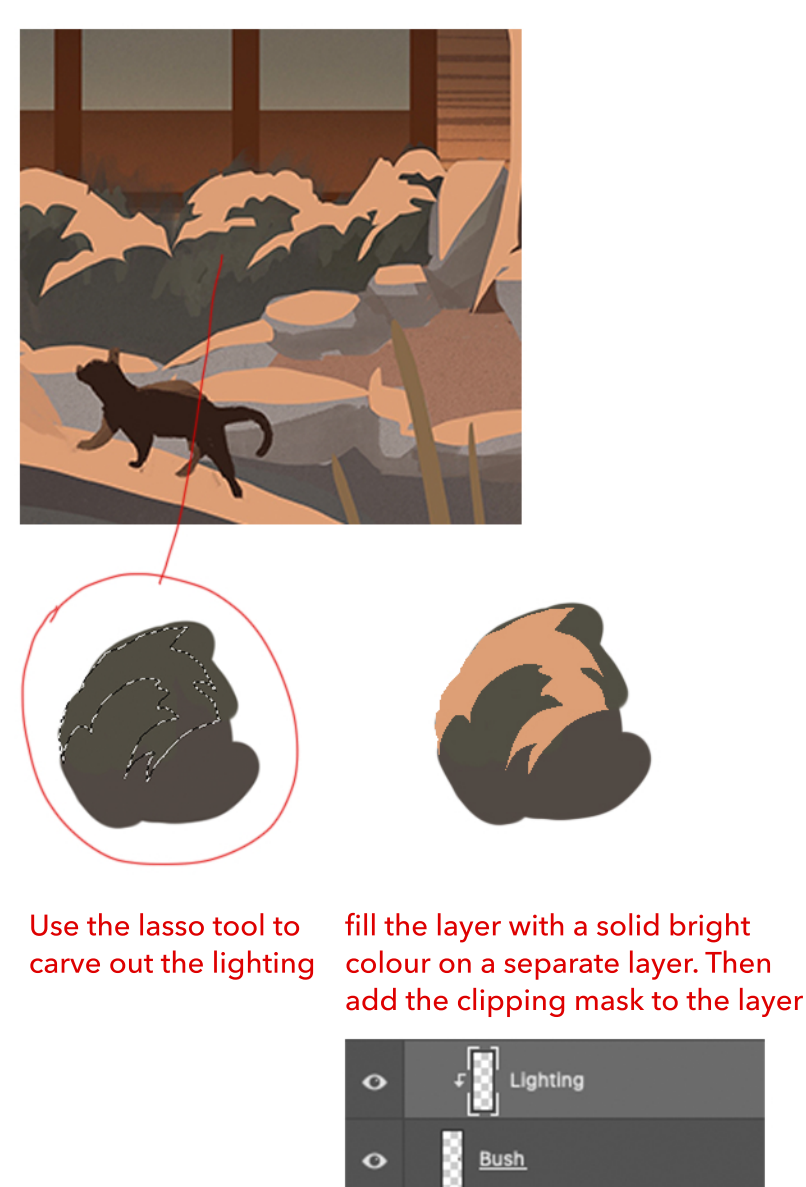

5. Above all the layers, I fill the layer with an orange colour and set it to hue. I lower the opacity to 59%. This adjustment layer will help bring warmth to the overall tones of the painting.
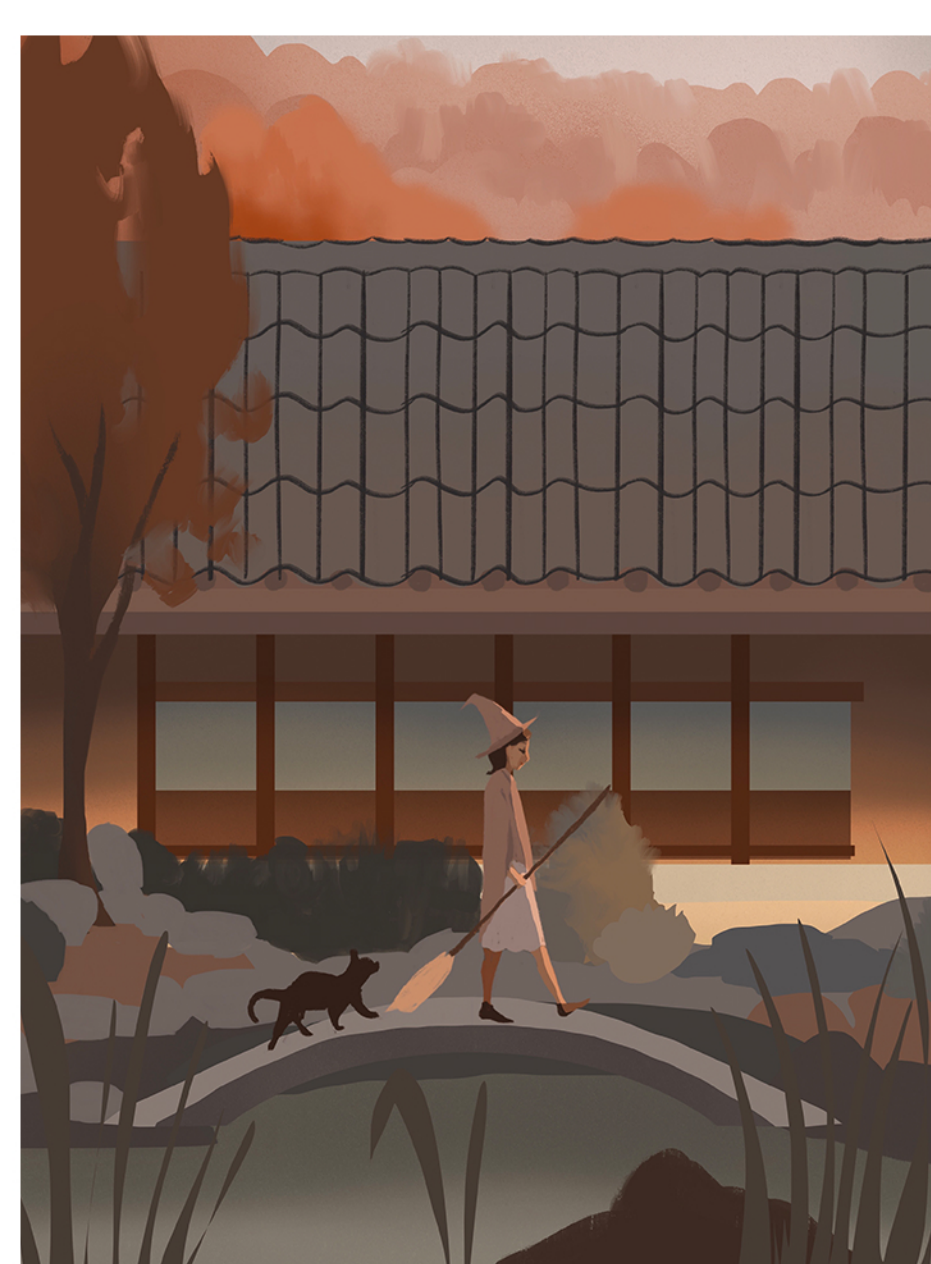
6. After I'm happy with the palette, I add a strong rim lighting to the character just to make her pop. I also add a soft glow to the house to create a separation between the foreground and background.


7. Using the lasso tool, I use a light beige colour to fill in the lighting for the bushes, stones, bridge and trees.

Use the lasso tool to carve out the lighting

fill the layer with a solid bright colour on a separate layer. Then add the clipping mask to the layer


8. I set the lighting layer to overlay and lower the opacity. Then I continue to add more details to the scene

9. I transfer the file to Photoshop and adjust the colours using the curves tool. I try to play around with the RGB colours especially the blues and greens to bring back some of the cooler tones in the sky.
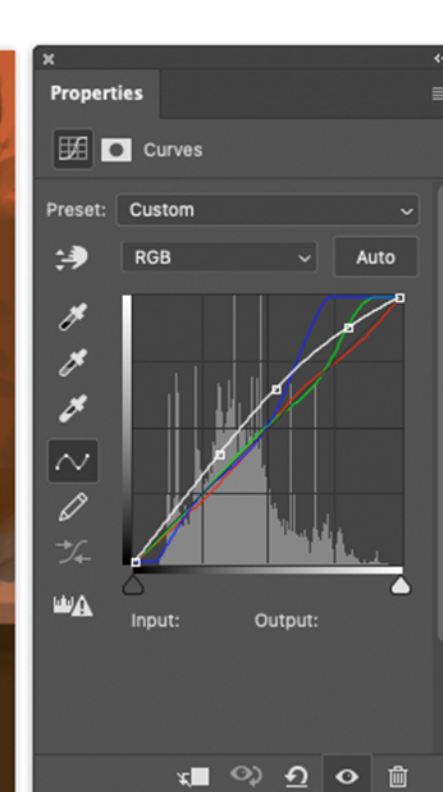
10. I also use the selective colour to make adjustments for specific colours particularly the reds and blacks. I increase the saturation for the reds and darken some of the blacks in the image.

adds warmer/reddish tones in cooler areas
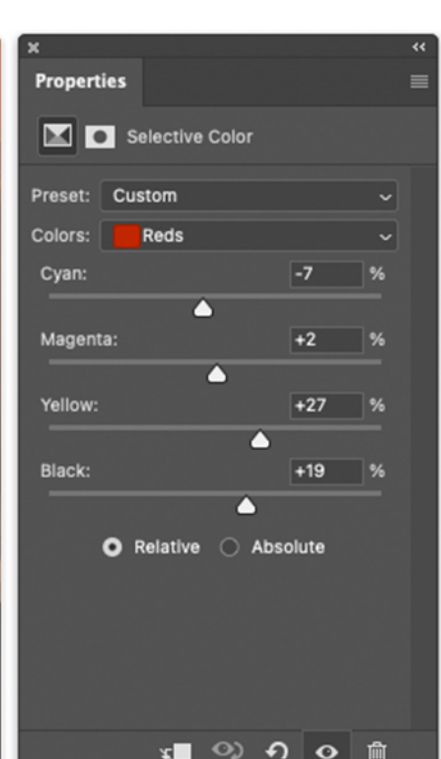
11. On a separate layer, I also add a gradient map to soften some of the darker tones.