# S H A D E
### the jlbcreative way

Below is the completed sample from the video tutorial "Shade". Whilst I don't cling to any particular rules when it comes to shading (or anything for that matter) I do have a formula that I use 99% of the time. Not because it is the most natural, or even the most interesting, but because I love to color the EYES! I live for the eyes! The cheeks are guilty by association, so they get some heavy shading too… If there's a facial feature you particularly enjoy rendering, build a shadow map that places heavy shadows in that area. Add multiple layers of color to those shadow areas and focus building vibrant depth to the features, accentuating the enjoyment you have for them.

When watercoloring, add droplets of clean water and puddles of pigment over your base for fun blossoms and blooms.

A loose wash of watercolor is a great way to start your piece with an nice midtone that works well with other mediums.

Lashes… Always add lashes!

Add fun color and highlight details to the eyes.

Blush the tops of the ears, the nose and shoulders.

Draw/line your illustration with a colored pencil. Reds/Pinks blend into lighter skin tones well, for a less intense outline.

Try gel pens, they're fun.

Have fun! Make a note of what you like and want to try again and chase down any creative frenzies you find yourself in during the tutorial.

Repeat colors throughout the piece. Any color that stands alone will pull focus, so I usually reserve it for the eyes.

Try working without black. you might find you don't need it.

Add a subtle shadow under the lash line for a dreamier look.

Darken eyebrows towards the outer edge.

Focus multiple layers of color to the shadows around the outside of the eyes, deepening up the vibrancy in the eyelid crease.

Add glistening white highlights to the nose, eyelid, brow bone and cheeks.

Add speckles and freckles.

Work in light layers and build cautiously. I tend to sample colors and intensify them once I am happy.

You can tell by the abundance of notes on this PDF that I LOVE shading/rendering faces. It's always such a magical experience to watch a blank piece of paper take on a new life right before your eyes. To move your tools across a page and have someone staring back at you when you're done. This formula is a favorite of mine, and a guilty pleasure when I'm just having a fun afternoon illustrating. If you're ever stuck for a new idea for face shading, or want to challenge yourself, try referencing makeup artists and their makeup looks. Often times they will bring new ideas for color palettes/shapes/textures/finishes and they're already mapped out on a face! Only difference is you're trading eyeshadow for pencils and a face for paper.