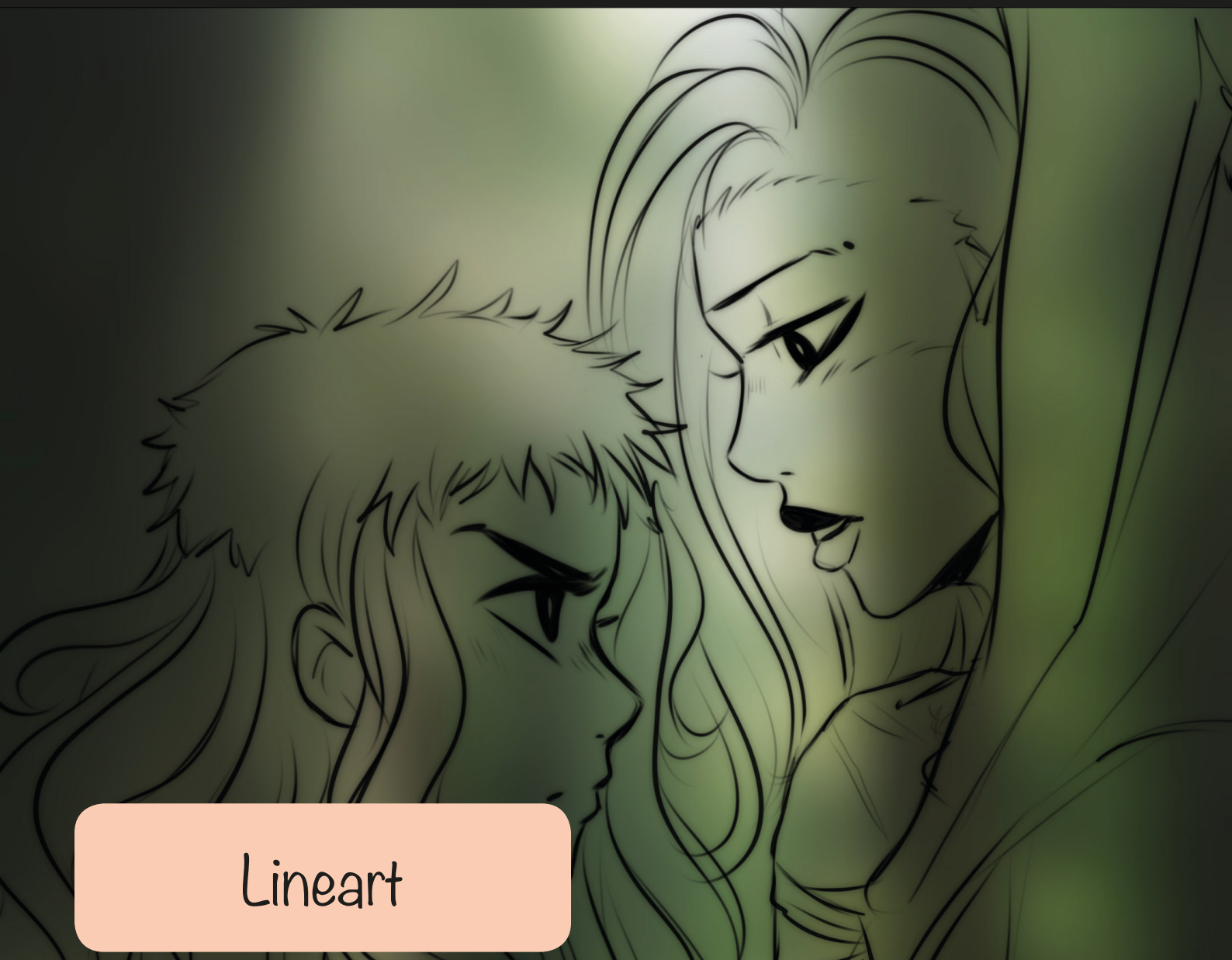


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## Sketch

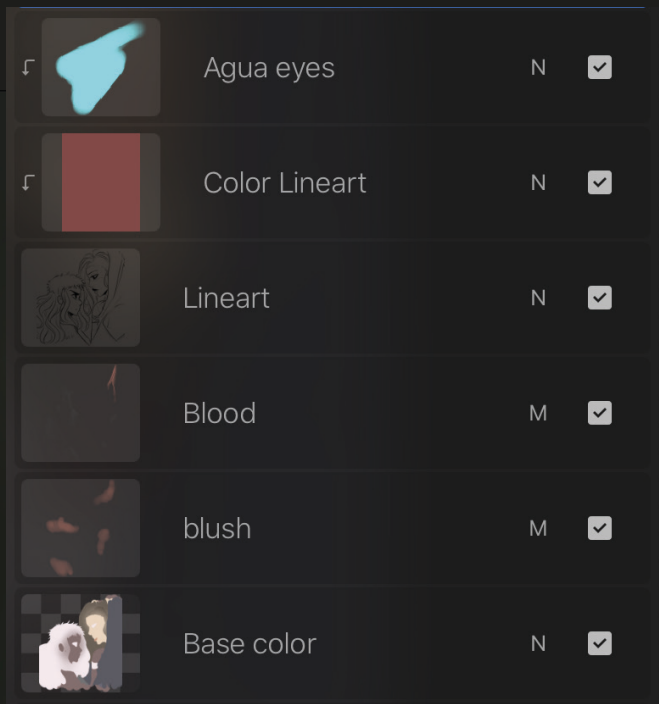
Mura and Agua share a complicated backstory, and when they will meet again, Mura can't help but be mean with her. I wanted to capture that in the foreground, so the composition of the piece will make the viewer pay all the attention in their faces.



## Lineart

I didn't want to spend time with the background considering the concept. In these cases, I just add a really blurred photo with the only intention to include the characters in an environment.

For the lineart, as I wanted to make it look like a screenshot, I chose a harder inker brush.



## Color Base

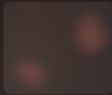
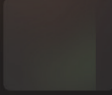
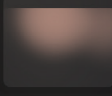
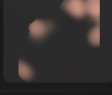
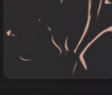


When I want to do quicker drawings I just use a same layer for all the color parts, blocking alpha after painting the general shape in a base tone. Also, I add some brushstrokes with the airbrush to make the transitions of colors softer (like hair and face).



## Shading

The characters seem to be in a forest, so I imagined them under some tall trees, but with a empty area behind them. This way the lighting sourcee is quite soft.

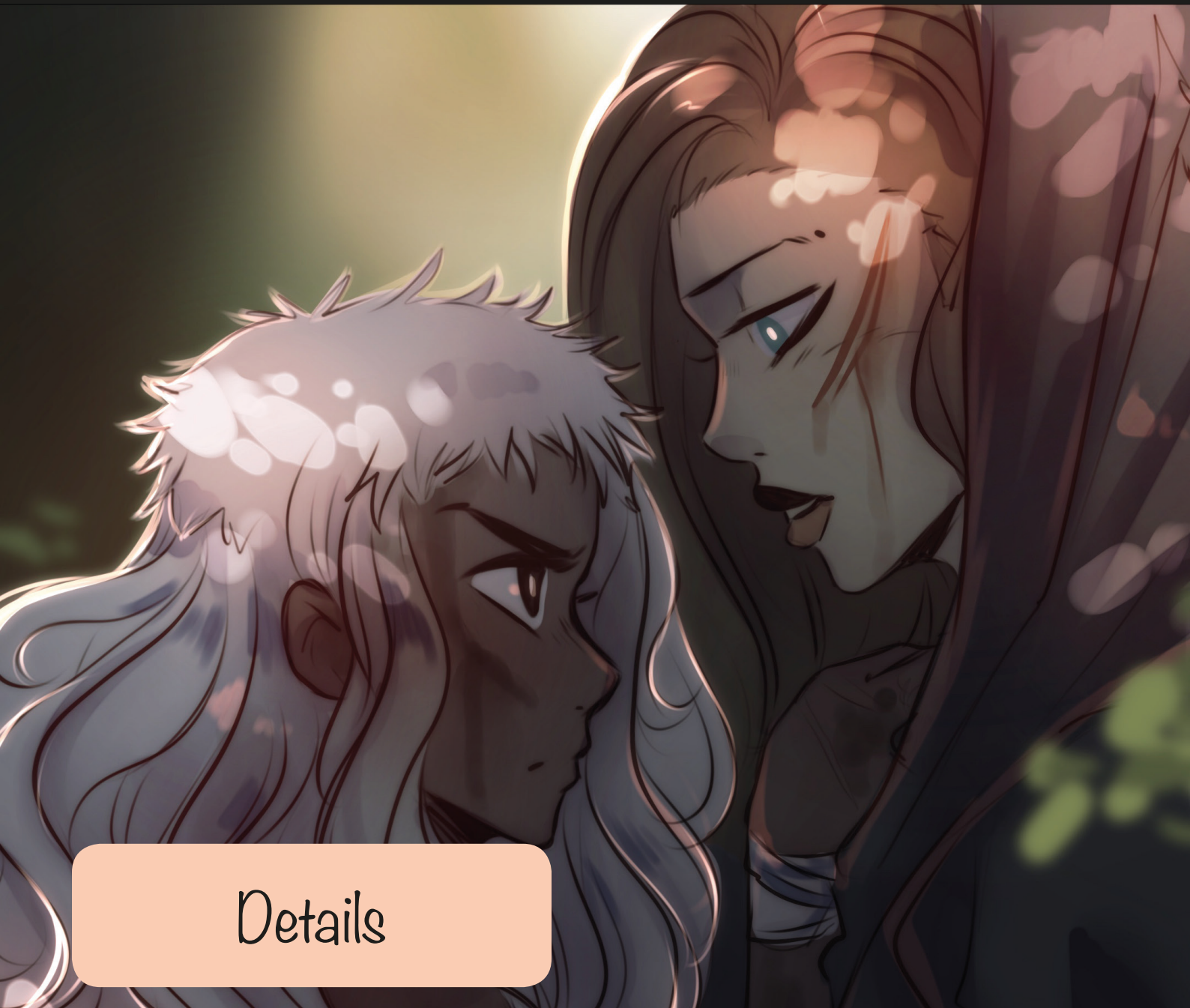
I didn't work too much in the rendering since I didn't find it needed.

	Blush	M	<input checked="" type="checkbox"/>
	Darken	M	<input checked="" type="checkbox"/>
	Lighting Background	O	<input checked="" type="checkbox"/>
	Soft Lighting	O	<input checked="" type="checkbox"/>
	Orange Touches	O	<input checked="" type="checkbox"/>
	Shading	M	<input checked="" type="checkbox"/>
	General shading	M	<input checked="" type="checkbox"/>



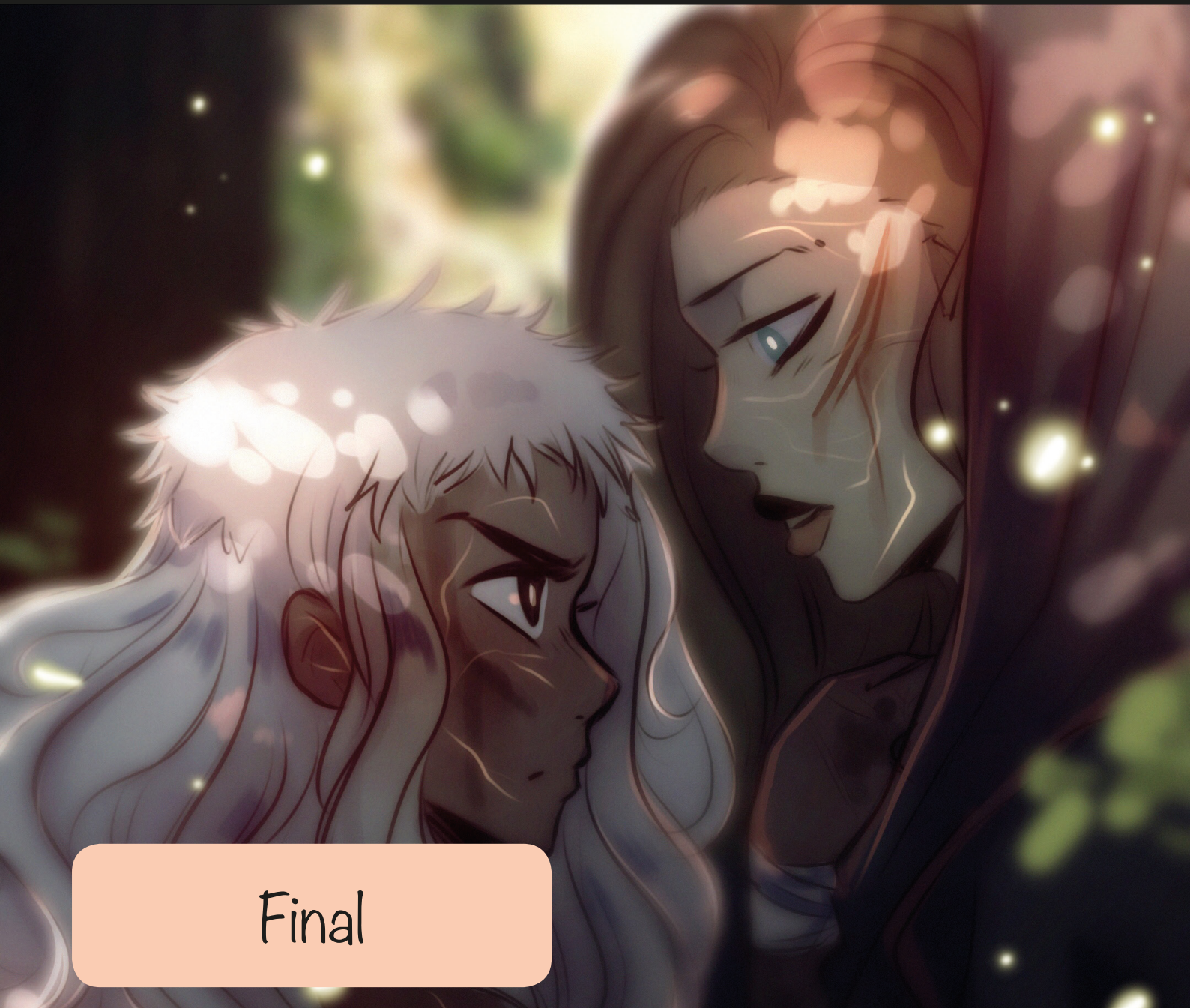
## Lighting

The lighting here was quite simple! I just added some brushstrokes with the airbrush in a new layer in overlay mode, with an orange color to make some soft contrast with the dark and blue tones.



## Details

I added some highlights in the outlines of the girls, and also, to give more depth to the composition, I added some leaves closer to the viewer, blurring them to get that effect.



## Final

Adding the magical veins, giving more brushstrokes in a new layer in color dodge mode, using the gaussian blurr and adding some details with the light pencil are some of the things I apply during the edition of the finished piece!





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