

# DRAWING AND PAINTING A CARICATURE

*I decided to do a caricature of my friend Fashmir. I asked him to send me a few pictures , which to my surprise, he actually did !*

He had sent me quite a few pictures to choose from, and I chose two of them. I decided on the  $\frac{3}{4}$  view, and the one with a nice big smile. A caricature is always made to have fun, so a big smile only adds to the fun ! So , if you are ever asked to send some pictures for a caricature, make sure you smile!

Based on a few of the other pictures ,and the  $\frac{3}{4}$  view here, I went for a drawing that focused on the lifted eyebrows, and the ivory smile. I drew some lines ,and show them here in big blue lines for clarity .

I drew a wave for the eyebrows, and a plain curve for the smile. I draped the rest of the features around this. This does require some training though. But if you are committed to doing this , it is worth it to bite the apple. Most caricaturists will say, make about 1000 drawings, and you'll start to get the hang of it.

These first lines are just a frame, there is not even a thought for a perfect line, I just make some hasty scribbles, to draw the features as I have them in my head right now. All very

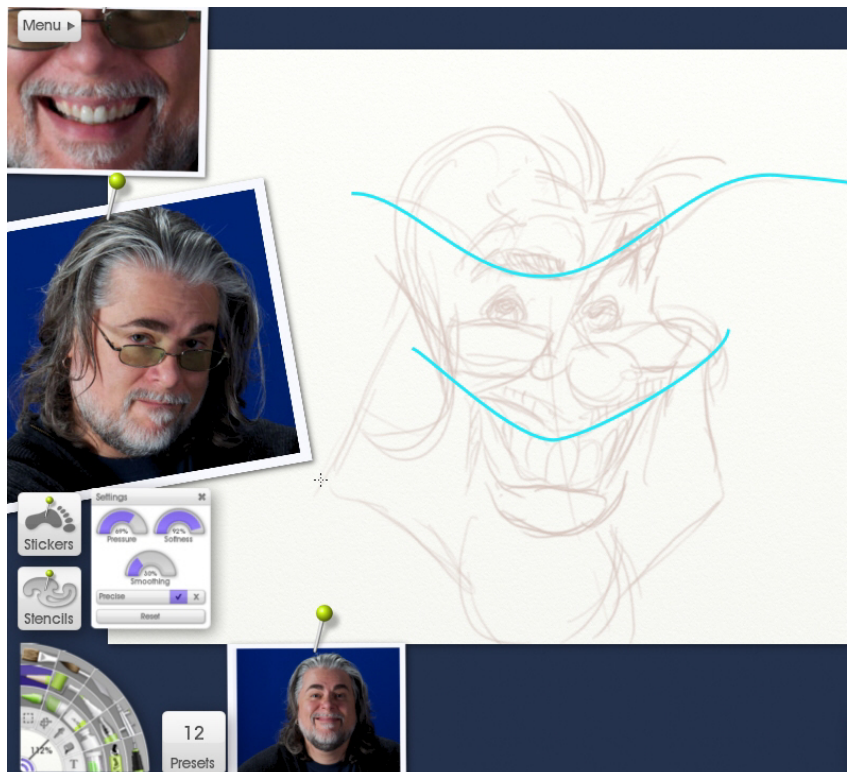
quick, just enough to show proportions.

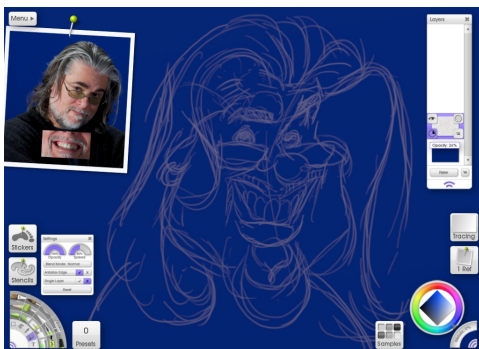
I also exaggerated on the strong jaw line, and doing this I gave in on the forehead . It is all a matter of mass: take from one side,and give in from the other side.

For the hair I made sure to make some nice waving lines, to go with the lines of the eye- brows. To draw I used the pencil tool, with settings: Pressure 69%, softness 92%, and smoothing 39 %.

When doing the actual drawing, and lines become important,

I will increase the smoothing amount. For now the rough lines will do just fine.





Below this layer, I created a new layer, and filled it with blue. I picked the color from the reference picture. By now I have made a combination of the two reference pictures, and made one photo to continue with.

The lines appear much paler now, against the blue background. Above these two I make a new layer for the actual drawing.

As color I use Black, the pencil is set to a higher level of smoothing. The reference picture is zoomed in to the detail I am drawing on. I draw as accurate as possible, zooming in and out as needed. I zoom out a lot to keep an overview of the whole drawing.

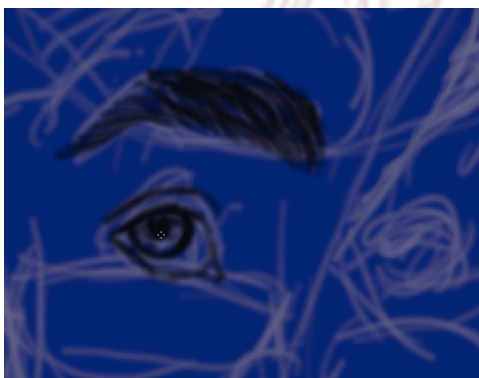
And finally it is there, the drawing as I imagined it. I check on likeness, details like the features and the shape of them, are they accurate like I want them?

Would they make this a Hanzz - caricature?

I find it is a very good drawing, and there is no need to make a new one.

I clear the old sketch layer, as it is no use to me. With a crayon.

I block in plain color for the face and the hair and sweater. It is no problem to do all the different colors on this base layer, like hair, and glasses, and sweater.



I made a copy of the glasses on a new layer, for later use. If I start painting in shadows, highlights, and stuff around the eyes, the glasses would get lost in the painting, therefore it would have been useless to even begin drawing them. I also made the drawing half transparent, and merged it with the base colors - layer.

As stylus I prefer the airbrush stylus from Wacom. It works so nice with the ArtRage Studio Pro 3 Airbrush tool.



Airbrush stylus





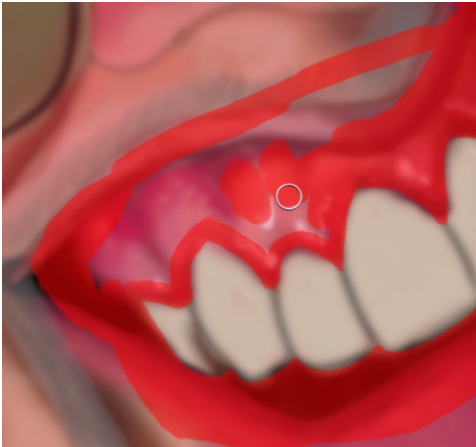


Now it is time to do things a bit bigger. I enlarge the drawing by 300%, and make it 300 DPI. So it will be large enough to print a small poster.

Then it is time for the shading and first details. I zoom in as far as possible on the reference and on the painting, .

I use only the airbrush tool, as it gives me the freedom I need to paint these paintings.

It works very smooth ,it is so greatly improved in this version of ArtRage Studio Pro 3 . Probably the best airbrush one can find in a digital painting program.



I try to copy every detail, as if I was trying to paint a realistic portrait. For choosing colors, and values, I use the eyedropper tool, and change the color I picked with the colorwheel in ArtRage. I want more saturation, and warmer colors.

I also use many layers , to separate features .For example I make a layer for the lips, and below it I do the gums and teeth. This way the finished lips, don't get spoiled accidentally ,by painting the inside of the mouth.

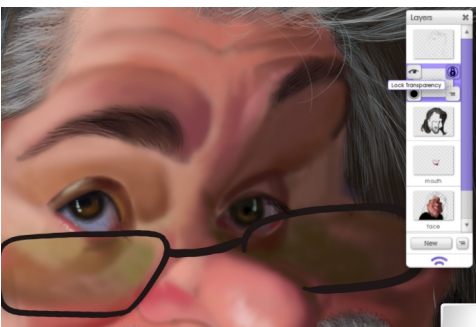
I paint the gums completely, and then, to preserve them, I cover them with a painted selection .And then I have all the space I need to paint the teeth. I could also have painted on a new layer below this ,but I wanted to get your attention on this way of making selections. This is one of the best and easy controllable ways of selecting in ArtRage Studio Edition .



For the glasses ,I did another trick. I drew the frame of the glasses with the Pen Tool. I have set it at a higher smoothing than normal, to get it to look a bit right .I did not mean to draw the perfect looking glasses, but good enough.

When done, I lock the opacity for that layer. This is done by clicking the lock ,on the top right ,in the layer icon . Now I can only paint in the areas where I have my lines of the frame. I airbrush some light and shadow elements on them.

Then I use a fairly small brush to paint hairs . Beard, eyebrows, and eyelashes are all done this way. For the hair, I spray a wide strand, in the darkest tone. Then I change to a lighter color, using a smaller brush....





Every time I did all of the hairdo ,I change to lighter color,smaller brush again. In the end, to paint individual hairs,I used the pencil tool ,at high smoothing.

When everything is done ,I check it all, to see if there needs to be stuff done in contrast , or if I did not forget something.

Have fun doing your own Caricature with ArtRage Studio Pro 3 !

