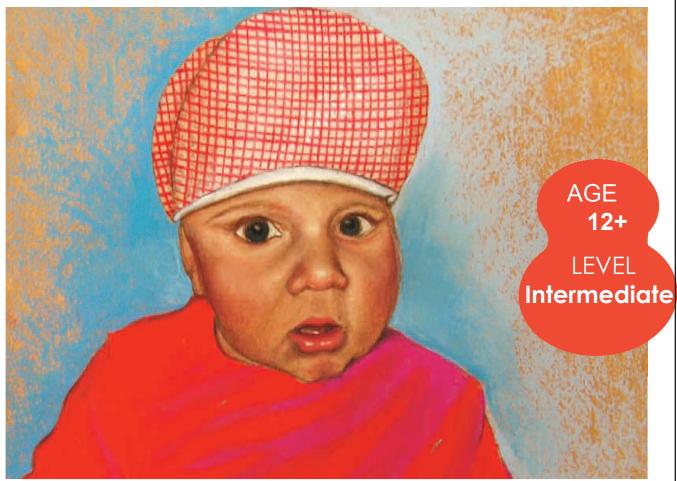


Category: Drawing

How to Create Skin Tone



Hello and welcome to another Mont Marte art lesson, today let's look at creating realistic skin tones with Pastels. If you would like to learn how to draw this image, you can find the lesson at www.montmarte.net.

So grab your Mont Marte art materials and ...



Material List

PN0018 MPT0003	Mont Marte Skin Tints Pastel Pencils 12pce Mont Marte Ultra-Soft Pastels 48pce
SB0065	Mont Marte Watercolour Pad German paper A3
AXX0005	Mont Marte Artists Creative Eraser Pack 4pce
AXX0011	Mont Marte Pastel & Charcoal Blenders 7pce





Step 1: Adding Umber and Burnt Sienna

Lay down the dark areas first using Umber in the shadow areas and the edge of the face and softly blend it in to the centre. Lightly go over the darkest areas of Umber with Burnt Sienna.



Step 2: Adding Light Pink

Add the Pink Beige skin colour on to the light parts of the face and blend it in to the underpainting using your finger. Add some Sienna onto the lips, cheeks and around the eyes.



Step 3: Adding White

On the highpoints of the face lay in a light coat of White. Lay on spots of pure White into the whites of the eyes, lips and the tip of the nose.



Step 4: Creating Eye Detail

Paint in a coat of Black on to the eye, then on the bottom half in a cresent shape place in some Blue. Then place a White dot in the middle of the eye to suggest a highlight.





Step 5: Painting the Bike Hat

Paint the hat in White and smooth it in with a finger, making sure areas in shadow have a thinner coat of White. Then lay a series of horizontal and vertical lines across the hat in Red.



Step 6: Colouring the Shirt

Paint the lighter half of the shirt in Violet and the other half in Red, blend the two colours together with a finger.



Step 7: Adding the Background

Lay Light Blue on one side and a Mid Blue on to the other, using the side of the pastel to cover large areas quickly. Apply less pressure with your Pastel on the edges of the image to fade them in to the paper.

Until next time...

Keeppainting





