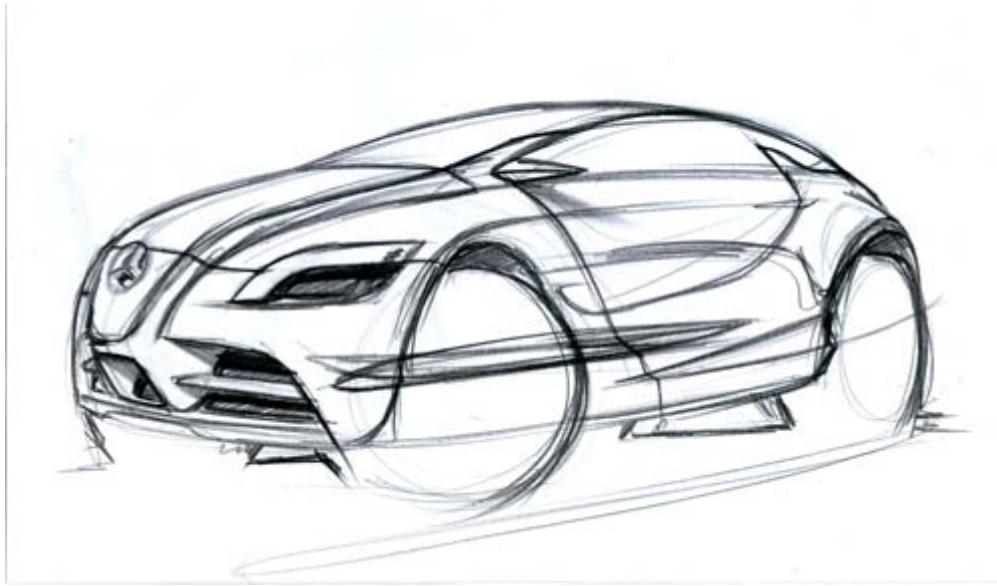




Concept Car Painting

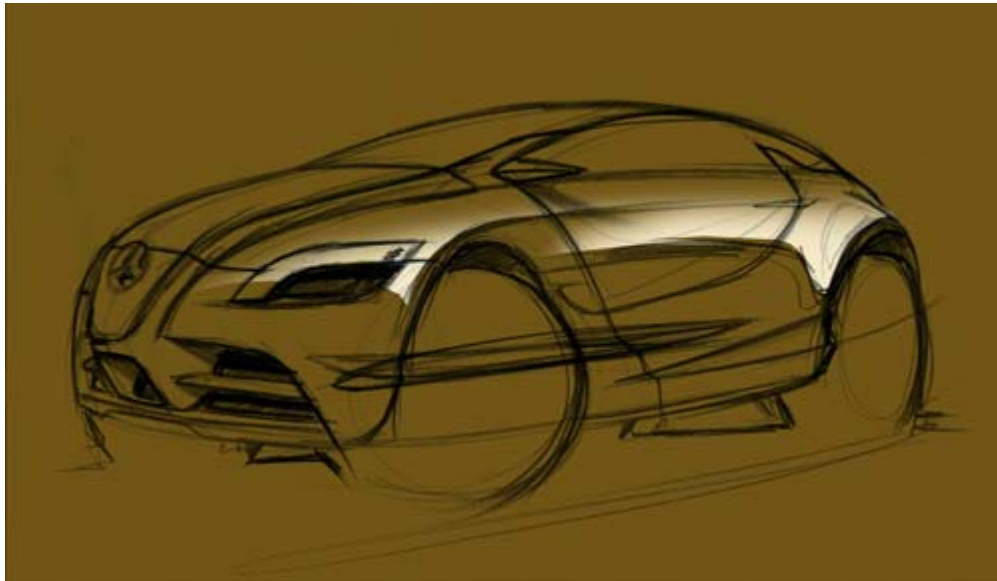
First, we turn the background into a layer by double clicking it and set layer blending mode to Multiply. This allows me to color the sketch without having the lines vanished under the colors.



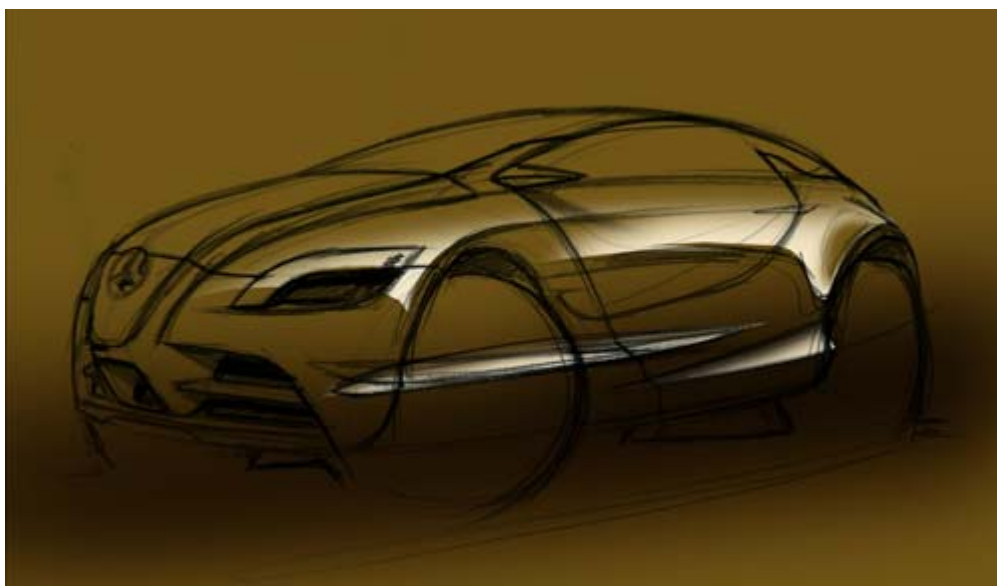
Then we make a new Layer (mode: Normal), set it UNDER the original sketch and add the color to it using Paint Bucket Tool.



Here's where the fun Begins.. we select the areas that should reflect the environment's light using the Polygon Lasso Tool .. and then paint the bottom of the selection with a soft brush. The color to take doesn't have to be white.. we can take a bright hue of the BG (background) color.



This step can actually be done later too. Darken the bottom of the BG color using a softly edged Burn tool.



Now that i have -roughly- marked the most important light/shadow areas, I reduce the opacity of the original sketch.



While painting new lightend areas I also start to polish up the ones I painted before.. I use the Blur Tool and the Smudge tool, which I think is the best tool ever made in Photoshop. It does the same job your finger does in a traditionally painted drawing!



I start to paint the air intakes.. yeah i'ts a bit unsorted with the steps :D .. but anyway you get the idea: when you see new light areas on the car's body in one of the next pictures be aware that it was done just like I did the others before them. Now let's get back to the air intakes, just make a new layer and select the areas you have to paint and fill them using the Paint Bucket Tool with a dark gray color.. use the Burn Tool to add shadows where they should be.



Now we're gonna give the car more depth by using the Burn tool again.. this time on the upper part of the profile .. And again.. select the areas you want to paint so that you don't get out of them .. that won't look that good..



The fight for the independence from the original rough sketch starts here.. Fender holes are now marked using the Elliptical Marquee Tool and the Polygonal Lasso Tool .. First (digital) lines are now set in position..



We go on giving the car more depth the same way we started.. Burn the upper part of the bonnet / hood, but you should leave a thick line that have to be lightend.. we'll use the Dodge Tool to lighten it. of course all the Burn / Dodge actions must be excuted on the BG.. We also continue drawing the lines following the rough sketch.. I draw them using the line tool, you can do so, or you can use the Pen Tool to make the curves (you need to know how to use it.. I dont !).



On the same layer we made the fender holes the tires / Wheels are drawn using the Elliptical Marquee Tool. fill the upper right corner of the selection with a white, softly edged area.. then make another circular selection that must be smaller than the wheel size and fill it black.



Hasta la vista sketchy! .. now w'eve got a pure digital painting of a car right here after deleting the rough sketch.. Before removing it w'eve selected the out line of the glassy roof.. in this step w'ell paint it.. you can choose the color you want (w'ere not looking for realism, but coolness).. for shading we use as usual: Burn Tool to darken. Dodge Tool to lighten.



Here we start to render the head light.. it's actually not that important, you can practically fill it black, because ...



... the light will cover your job. The light is drawn on a separate layer.. just a thick white line made using a soft brush.. then we go to the menu (Layer > Layer Style > Outer Glow) and choose some kind of turkis or a bright blue as a glow color, and thats to give the light that glowing xenon effect..



We add some details to the image: shadow to the side mirror.. a place for the three pointed star on the bonnit /hood..



... Mercede's three pointed star (cut off a real photograph) .. sparkles here and there using a thin, soft brush on a separate layer.. and ...



... we're done!.. we just need to find good rims / alloys from a real photograph and cut them off .. we'll give them a Radial Blur filter to give it that spinning movement. After finishing you can change the color to what you want.. just click the BG and go to Menu (Image > Adjustments > Hue / Saturation).



PDF By: **Bernawolf_hatef**

Sir_hatef@yahoo.com

[Www.Bernawolf.coM](http://www.Bernawolf.coM)

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