



**Forum: Sketchy Sketches**

**Topic: Shading Basics**

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Really don't know how to start this one up. But I have questions about shading. More specifically about smear shading. It's something that has always eluded me. And my reason for turning to hatchmark shading.

With the hatchmark shading I started out without any knowledge and after much trial and error, not to mention Jim Lee and Whilce Portacio as examples to learn from, I got better. Only recently have I begun to understand what it is that I'm doing right.

Smear shading has always eluded me. I tried and being heavy handed caused me to completely screw the objective beyond any hope of recovery. Some have told me to put a piece of paper under my hand. I tried that and still screwed the pieces beyond recovery.

So. Where do I start? How do I start? And besides a basic circle and square, What tools or techniques do I start with?