Forum: Gallery Art
Topic: Folds & wrinkles
Subject: Re: Folds & wrinkles
Posted by: Wasmith
Posted on: 2008/11/6 7:10:08

I can't determine what drawing program you have, you didn't mention it. In case it isn't Photoshop (I use Paint Shop Pro), I assume it has a smudge tool, a soften tool and a lighten/darken tool.

One method I use is - I mess with the same layer as the one the costume itself is on, and use the smudge tool to pull slight deformations from the edges of the figure. I then use lighten or darken to make the wrinkle (keeping in mind the light source). I usually use smudge again with a really light setting to cleanup the wrinkle. The soften tool works good as a final pass, set very light.

As an alternate, I select the background color of the costume part, create a new layer for wrinkles, darken the color a bit in the palette, draw a wrinkle with the pen, and then draw another wrinkle next to the first one after lightening the palette to be slightly brighter than the first line (keep in mind the light source as to where to draw the dark and light lines). I then blur the lines together a bit with the soften tool and adjust the wrinkle's size and direction with the smudge tool.

Wrinkles usually need tapering at one or both ends, and the smudge tool works great for this.

Needless to say, I do all my wrinkles before I add any textures. And I do everything with a mouse.

Hope any of that made sense.