



Forum: Gallery Art

Topic: TIPS and TRICKS

Subject: Getting that Latex look

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One of the biggest hints, that has help my stuff look better and better, that I have received since I started Photomanipulation came from Dark Knight in a couple of comments on some pictures that i posted in the gallery. This trick helps give the costumes that latex look. I have modified his hints slightly for my own stuff. Below is my modified version of the Trick.

Trick #1

Step 1: After you have finished everything for your costume and you have removed the pixellation (if any). Make a new layer and put the new layer in front of everything.

Step 2: Select the new layer and the airbrush tool with opacity at around 1%-4% with the color white.

Step 3: now on the new layer with the white airbrush start painting over the highlights that have already been created on the costume with the natural shading of the model. When doing this remember where the light source is suppose to be coming from and the natural curves of your models body. (also see Black Alchemy's light and shadow tutorial in the downloads section). You will have to go over the same area multiple times building up the middle section of the new white highlight and having it fade at the edges.

Step 4: Select the blur tool at about 50% pressure and completely go over the new layer to blend the highlights in a natural way, keep going until it looks right.

Have fun, I hope it helps.