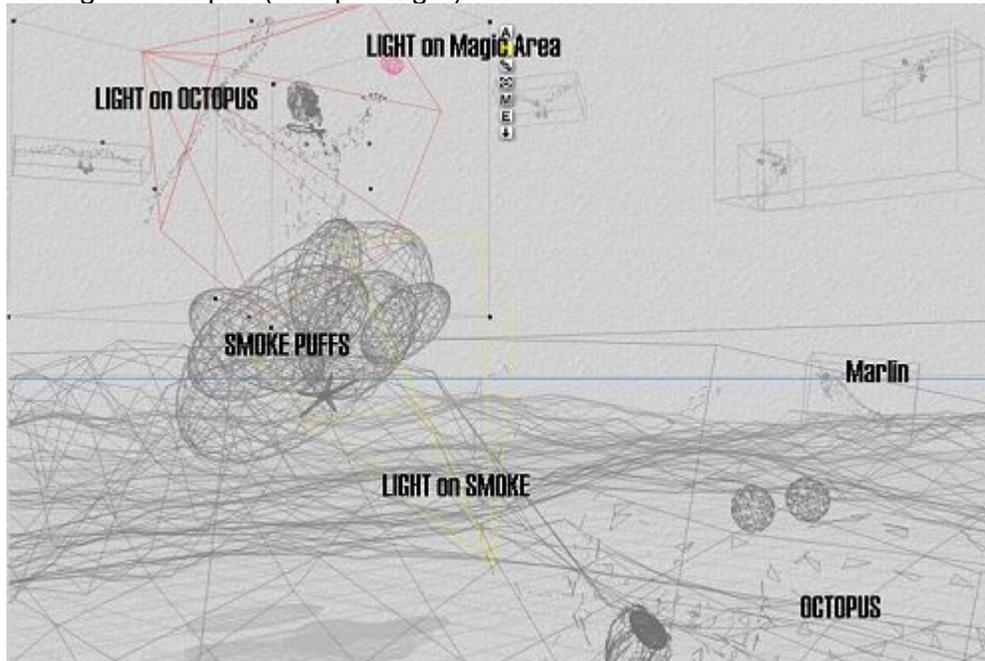


THE SUMMONER

explained

First let's look at the Bryce Layout. Numerous Spheres are textured with a smoke texture. I used 3 lights for dramatic effects. All lights had a soft focus and were muted to between 10 to 20 points. The sphere light (Magic Area) lit the head, hands and shoulders while the two cone lights lit the base of the figure and Smoke Puffs and the glow of the magic illuminating the octopus (Octopus Light).



Unfortunately the smoke puffs didn't render at that well, so we'll have to add that to our Post-Production list. But the base smoke color is there so we'll be able to use that as a basis. Also we'll need to add the sea foam and splashes.

In Painter, I use my to favorite brushes, the "Oil Pastel" and the Grainy "Just Add Water".





First, I used the Dropper tools and picked up the smoke color. Using the Oil Pastel tool with about 30% opacity I drew the structure for the magic smoke.



Now, using the grainy "Just Add Water" tool I brushed the smoke structure in a 45% angle upward, slightly blending it with the sky and figure.



Now, back with the Oil Pastel tool, I added in a lighter hue of the smoke color.



Then going back with the Grainy Water Tool slowly building the smoke effect



Once the smoke started to look pretty good, I outlined and copy the starfish and pasted several distorted version at 50% opacity in the magic smoke.



Finally, I started on the water, adding crests to the waves and foam splashes to the rocks-- again using the Oil Pastel tool at a low opacity.



To make the octopus look like it was in the water versus a Bryce water terrain, I added splashes around the body and tentacles and slight hints of the ocean color to the top of the head and tentacles.