

Portraits:
basic formula to paint faces

Warning: there are endless combinations of colors, which change for each model. So these are the basic explanations for paint the black skin with yellow reflections. The strokes should be made following the muscles of the face. Imagine doing a careful makeup on your own face.

First baking

Apply a very thin layer of *Flesh 2 (yellow)* or *Transparency*, only over the lighter parts of the face, avoiding the eyes and the mouth. On the the pink parts, like the cheeks or the area where the hairs blends with the forehead, you must apply *Flesh 1 (rose)* with *Reflected Light*. On the contours of the face, reinforcing the shadows and the reflections, you should use the same color. Eg.: in the tip and the contour of the nose, under the eyes and the mouth and on the neck.

After applying *Reflected Light*, attenuate it with a dry brush (pincel Tigre série 165). The size of the brush, varies depending on the size of the surface to be attenuated. This brush is only used on small surfaces. Eg.: under the eyes and the mouth, in the tip and the contour of the nose, etc. Each color should be applied to the white porcelain, avoiding overlappings. This prevents that the yellow shades (eg *Transparency*) neutralize the red ones.

Nose: define the wings, the tip of the nose and nostrils with *Reflected Light*, a little darker on the opposite side of the light. After that, reinforce the nostrils with *Pompadour*.

Mouth: Mark the line of the mouth with *Pompadour* and complete the lips with *Flesh Rosé*, leaving the light spots very clear, to attain the "volume effect". The brush strokes should be made from the inside out so that the shaded portion to form the outline of the lip.

Eyes: first mark the eyelid with a mixture of *Flesh Shadow + Warm Shadow* and then paint the eyebrows with short and interrupted paint strokes using the same mix. Find the lighter parts of the eyes and apply *Reflected Light* (apply it in a very light tone) making one side of iris. The other side of the iris must be completed with *Cool Shadow + Flesh Shadow* (this mix should be used for light eyes). It is very important to leave the white of the porcelain for the light spots. For the first coloration of the eyelash, draw a line from the inner corner of the eye toward the outer corner with *Reflected Light*, already setting the tear duct. Under the lower eyelid make a soft shadow using *Reflected Light*.

Hair: always consider painting the background before working on the hair strands in order to produce fluid blends. Start the hairs with *Transparency*, demarcating the lighter parts, starting with the lighter strands to the darkest. On the reflections, use *Reflected Light* and on the shadowed parts use a blend of *Warm Shadow + Flesh Shadow*.

This example applies only to light brown hair. The first stage of job is done.

General informations: The number of bakings varies according to the color intensity of each job and can go from four to ten bakings. When a model is clear and simple, can be done in four bakings. Start the first baking at a temperature of 780 ° C. Then lower the temperature around 20 ° to each baking. It is always important experiment first. The more we bake, the better the results. Always polish the piece with Emery paper after each baking.

Second baking

Apply a very thin layer of *Reflected Light* all over the skin. Open the light spots and reapply only on those points a very thin layer of *Flesh 2* (amarelo). On the cheeks apply *Pompadour*. Reinforce all the shadows of the face with a blend of *Warm Shadow + Reflected Light*.

Nose: reinforce all the shadows using *Warm Shadow* mixed to *Reflected Light*. Touch up the nostrils with pure *Warm Shadow*.

Mouth: accentuate the central line using *Pompadour* and apply *Flesh Rosé* with a little bit of *Pompadour* on the lips, always towards the center to the outside. Accentuate the corners of the mouth with *Violet of Iron*.

Eyes: enhance the eyelids line with a mix of *Warm Shadow + Flesh Shadow*. Apply again a mixture of *Cool Shadow + Flesh Shadow* on the iris sempre leaving a spot of light. Add a bit of *Noir* to the blend, and shade the contour of the iris and the upper part, making the shadow of the eyelashes. Mark the pupil with pure *Noir*. Paint the line of the lashes with a mixture of *Rich Brown*. Avoid using pure *Noir*. The eyebrows are made with a blend of *Warm Shadow e Flesh Shadow* with a bit of *Noir*, always remembering, that the brush strokes must be short and interrupted to achieve the "hair effect".

Hair: always consider painting the background before working on the hair strands in order to produce fluid blends. Again, apply *Transparency* on the light spots and a mix of *Warm Shadow + Flesh Shadow + Noir* for the shadows, with brush strokes always directed towards the hair strands.

Third baking

Apply again, only on the light spots, a very thin layer of *Flesh 2*. On the cheeks apply *Pompadour*. Enhance the shadows of the face with a mix of *Warm Shadow + Reflected Light* and pure *Warm Shadow* for the deepest shadows.

Nose: reinforce all the shadows with mixes of *Warm Shadow + Reflected Light*. Touch up the nostrils with *Violet of Iron*.

Mouth: reinforce the central line with a blend of *Warm Shadow + Flesh Shadow and a bit of Rich Brown*. Apply again a mix of *Cool Shadow+Flesh Shadow* in the iris, always leaving a light spot. Add a bit of *Noir* to the mix and use it to paint the contour of the iris and the upper part, making the shadow of the eyelashes. Accentuate the pupil with *Noir*. Make the line of the lashes with a mixture of *Rich Brown + and a bit of Noir*. Avoid using pure *Noir*.

Paint the eyebrows with *Warm Shadow + Flesh Shadow + a bit of Noir* , remembering that the brush strokes must be short and interrupted to achieve the "hair effect".

Hair: always consider painting the background before working on the hair strands in order to produce fluid blends. Again use *Transparency* on the light spots and mix *Warm Shadow + Rich Brown* in the shadows. For the deepest shadows use a blend *de Rich Brown + Noir* , with strokes always directed towards the hair strands.

Fourth baking

For the fourth and the following bakings, accentuate the shades, repeating the same blends and to paint the darker shadows use a mix of *Warm Shadow + Rich Brown* .

The End