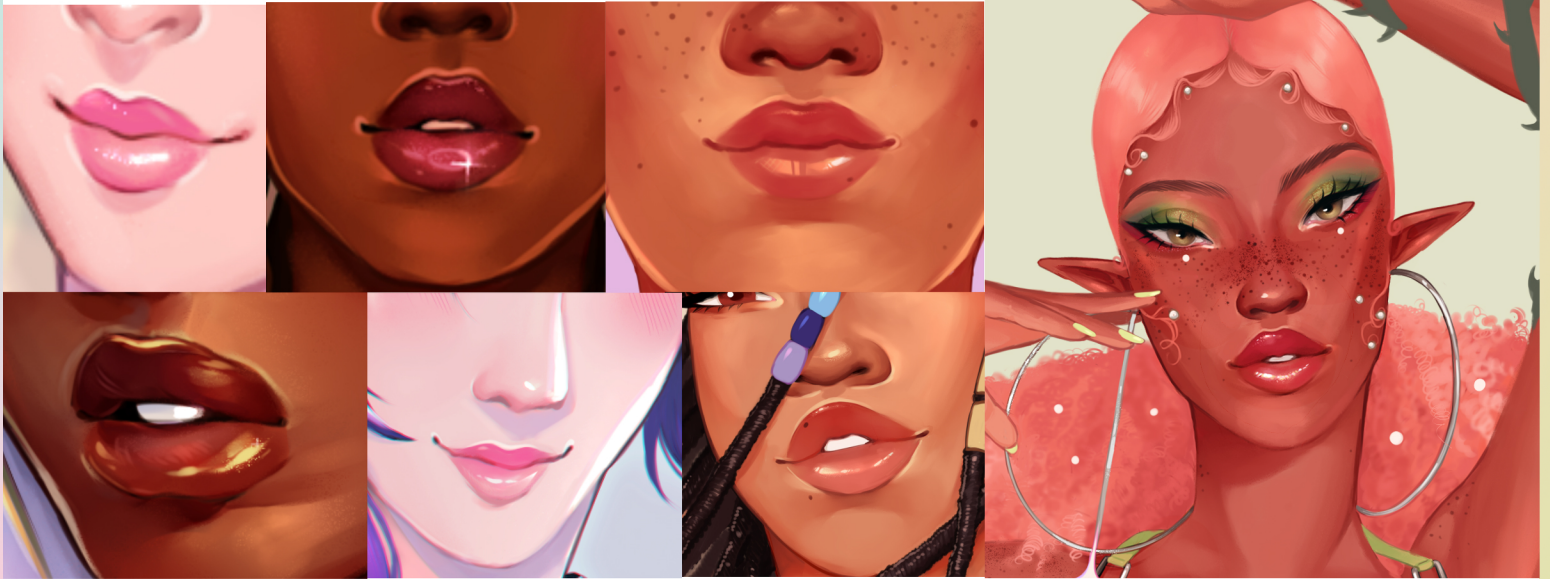


february tutorial - lips



rosheruuu on patreon

february tutorial - lips

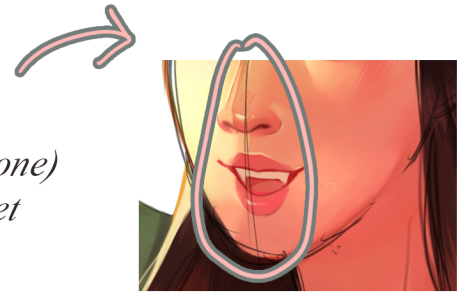
lips are extremely important when mapping a facial structure. It helps keep things in proportion, as well as recognising the emotions of a characters face - usually.

This is just a guide on how I draw lips. I hope you find it useful x

as you may know I don't often stick to my sketches, but my lips often always stay the same



In the sketch, I make sure the cupid's bow (if your character has one) and where the lips meet fall on the line down the middle of the face.



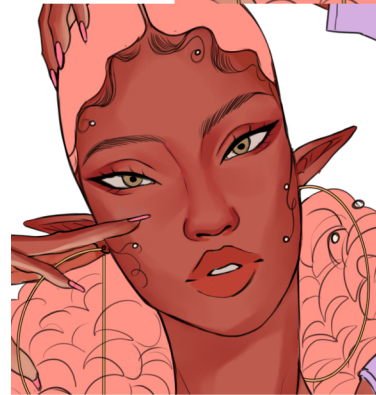
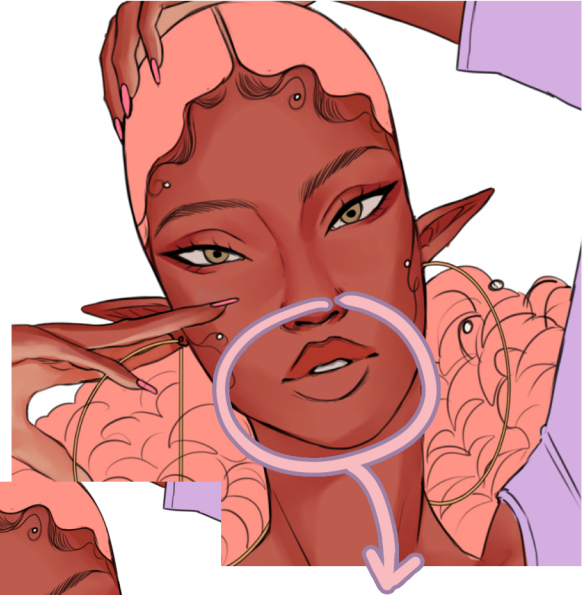
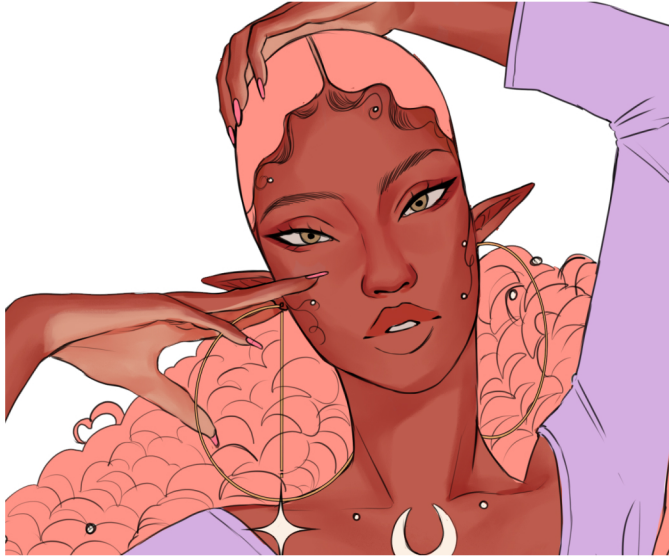
If the character is smiling I use the lines where the lips meet to signify that. The lines are upturned as well as the corners to map where the top lip ends and enhance the expression.







by not including the lip lines the characters expression may look blank. So if you're not painting or adding colour, I suggest including lip lines!

february tutorial - lips

You've made your sketch / lineart and added your base colours. Its time to shade!



The top lip is always darker than the bottom, to insinuate a shadow

<i>normal</i>	<i>multiply</i>
	<i>base</i>
	<i>top lip</i>
	<i>bottom lip</i>
	<i>lip</i>

Use the smile lines from the sketch (or if you've made them in the lineart) to map the shape of the top lip

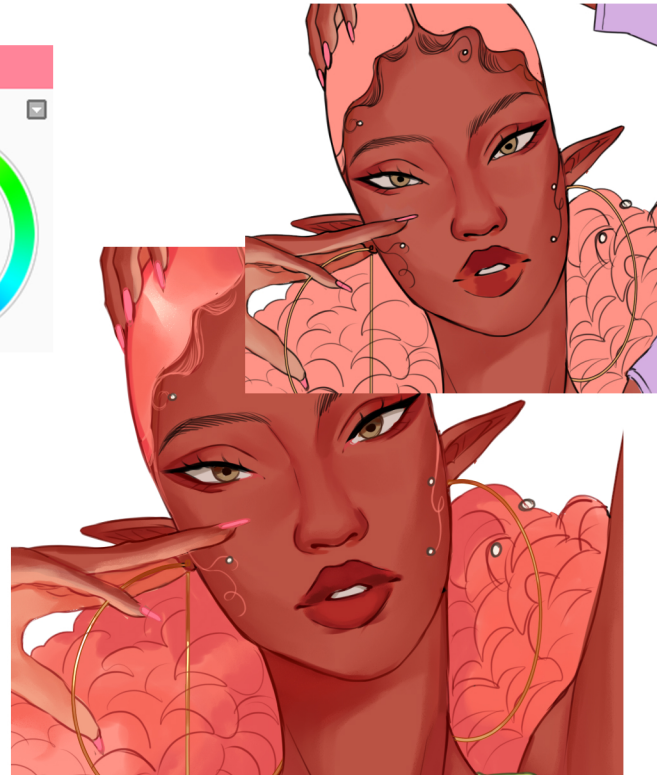
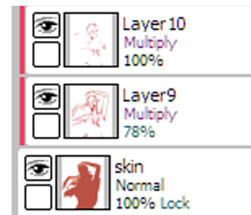
february tutorial - lips

time to amp up the shading!

Go further down on the colour box, add darker colours and blend them out. Still make sure the top lip is darker than the bottom.



Create another multiply layer (if necessary) and add darker shades to where the lips meet and the bottom of the lips. This makes the lips look fuller and less flat.



(oh and I forgot to mention my multiply layers are rarely on full opacity, feel free to play around with that!)

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time to make the lips shine!

*Make a new layer and change it to luminosity!
Choose a light colour to add shine to the lips!*

*I choose different colours corresponding to
the skintone.*

	<i>skintone</i>	
<i>base</i>	 <i>dark</i>	 <i>light</i>
<i>normal</i>	 	
<i>luminosity</i>	 	

*Now for the around the lips choose
a highlight colour and blend out the
areas around the cupid's bow,
lip corners and below the bottom lip.*



february tutorial - lips

time for my confusing painting process that can probably be simplified!

Now you don't have to choose new colours unless you're indecisive like me. When painting. I change colours a lot. But I always stick to the "top lip is darker" rule.

I go over the lips in the colour I want and I blend the darkest colour from where the lips meet and the bottom of the lips.

I also add the lip lines where the lines meet when painting to enhance the expression

And finally I add the lip shines around the cupid's bow, bottom lip, lips and lip corners.



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all finished!



+ lips I've drawn showcasing this method

*I hope this tutorial was useful
and it helps you with your own creations!*