



1. Place the figure



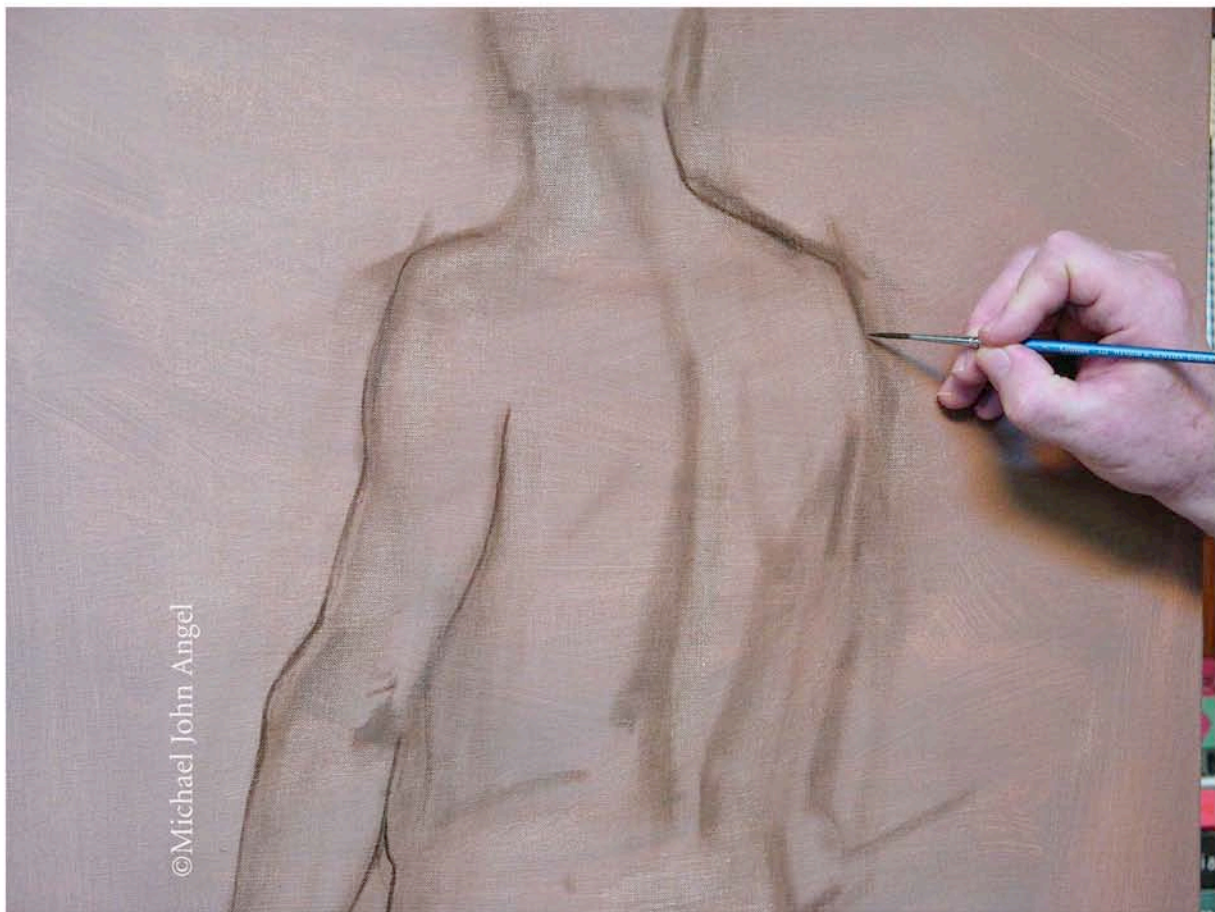
2. Finish the construct



3. Place the outlines and the shadow shapes, using drybrush, ghostly lines



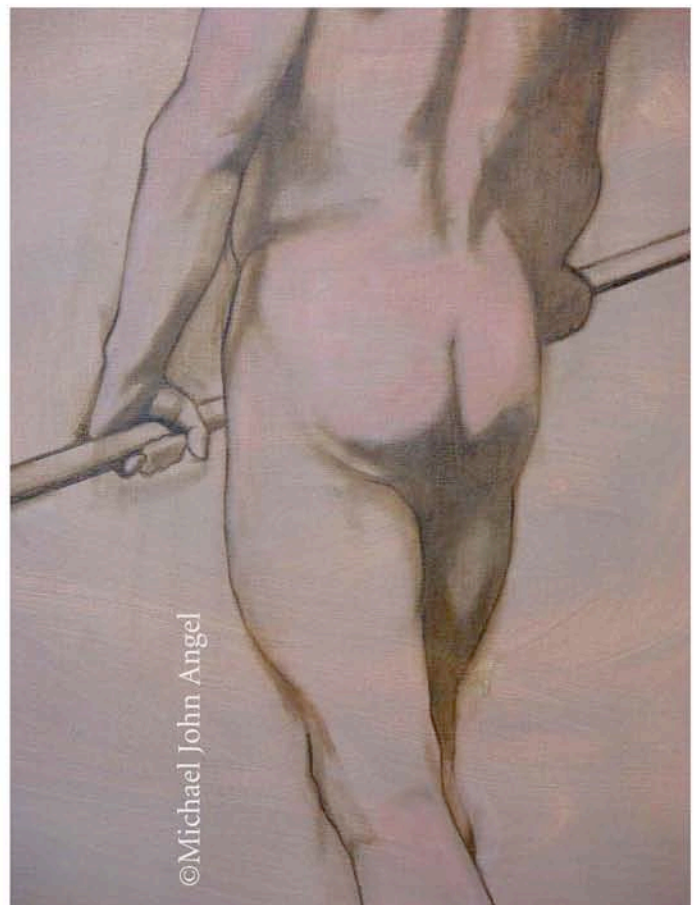
4. Check the alignments and proportions



5. Draw the shapes carefully with a fine pointed brush



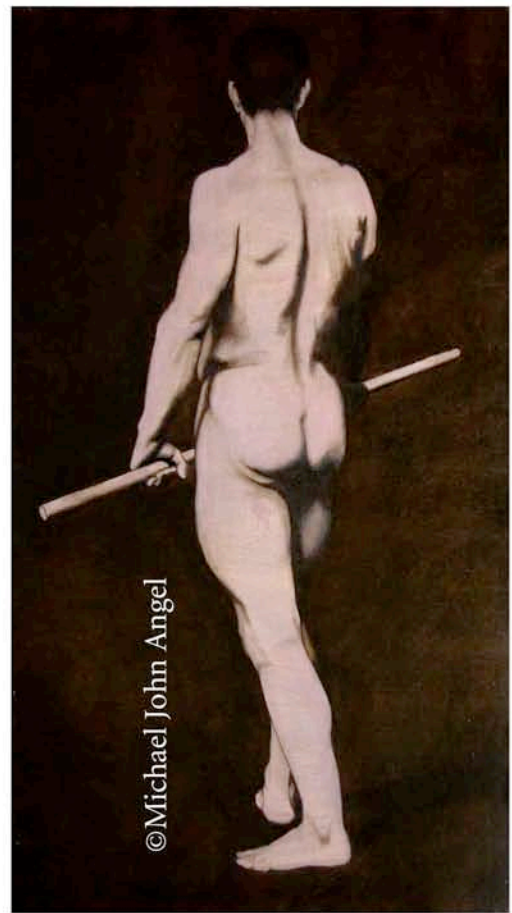
6. The finished drawing stage, with the shadow shape drybrushed in



7. Note that the outside lines are sharp, while the bedbug line is softened



8. The background is given a first coat; the painting is now in its basic 3-tone patterning



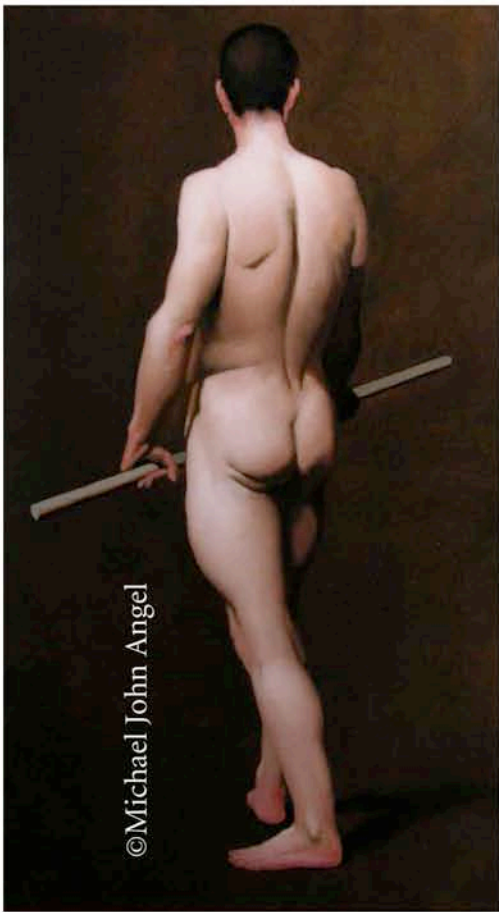
9. The background is strengthened



10. The lights are roughed in



11. The missing colours (reds in the hands, ears, elbows, knees and feet) are added



12. Big-form modelling



13. Smaller forms roughed in (1st-painting)



14. Blending with thinner paint (2nd-painting)

Painting Procedure

1. Get the shapes right
2. Get the correct big colour in each shape
3. Big-form modelling in the context of each big colour
4. Rough-in the smaller forms within the context of the big-form modelling (1st-painting)
5. Repaint the forms with thinner paint, carrying everything to a finish by dealing with the correct blendings, correcting colours and expanding or simplifying the colour range (2nd-painting)
6. Final adjustment of anything that needs it: sharpening a contrast here, minimizing it there, completely losing an edge in certain places, *etc.*