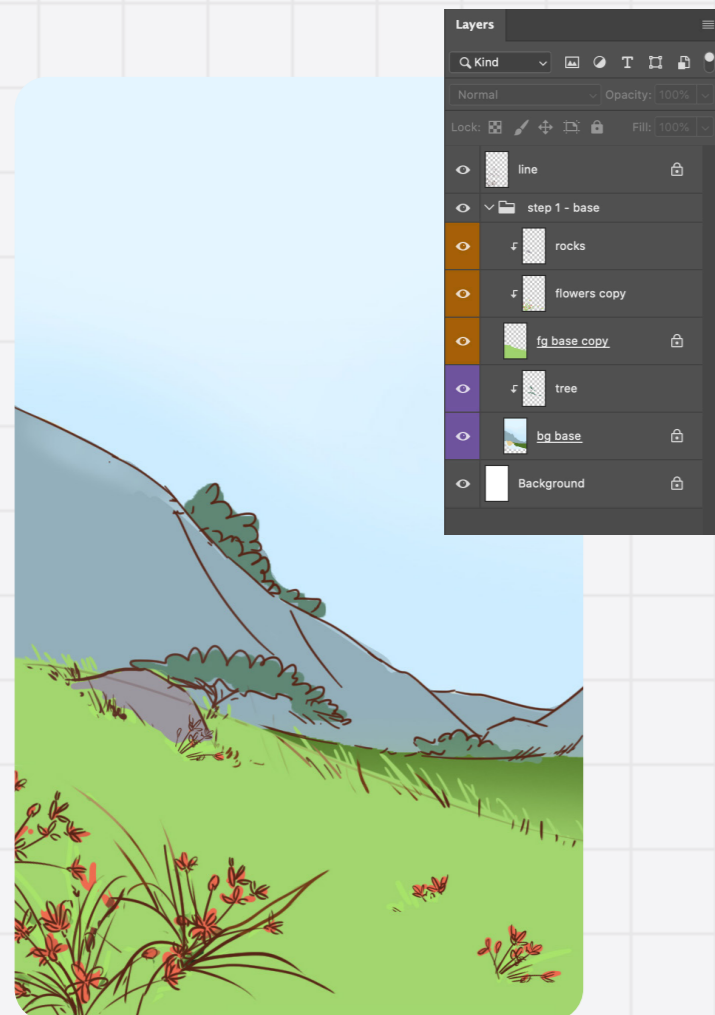


ADDING COLOR

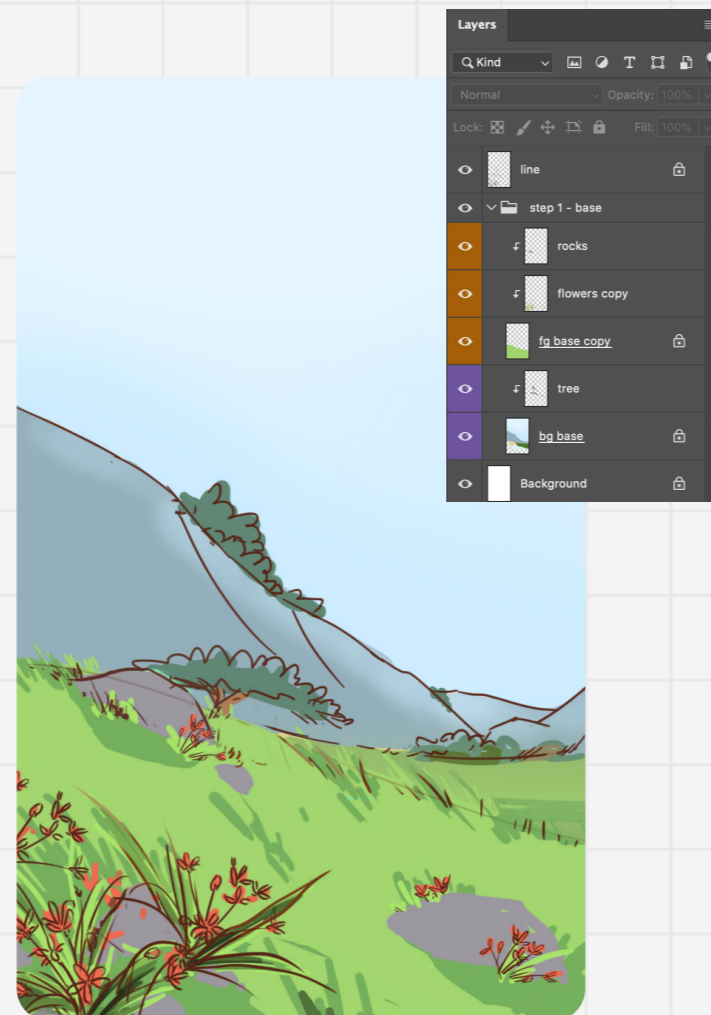
base colors



select **neutral** colors;
humans = neutral
skin tone

set foreground &
background on
different layers

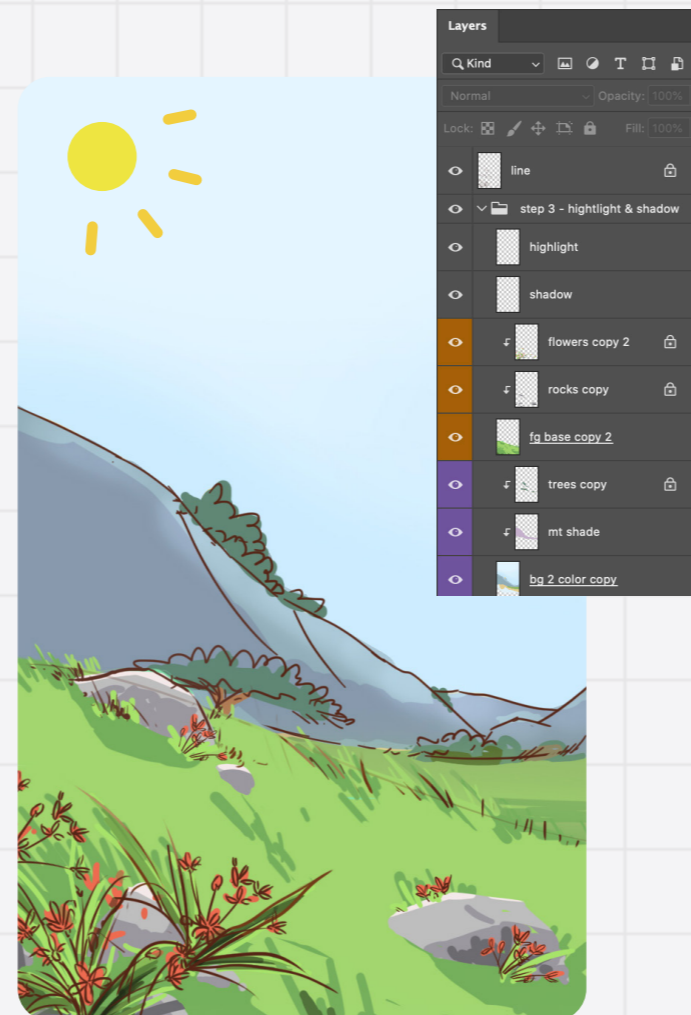
texture & details



use at least 3
different shades for
each object

set each detail on
separate layers

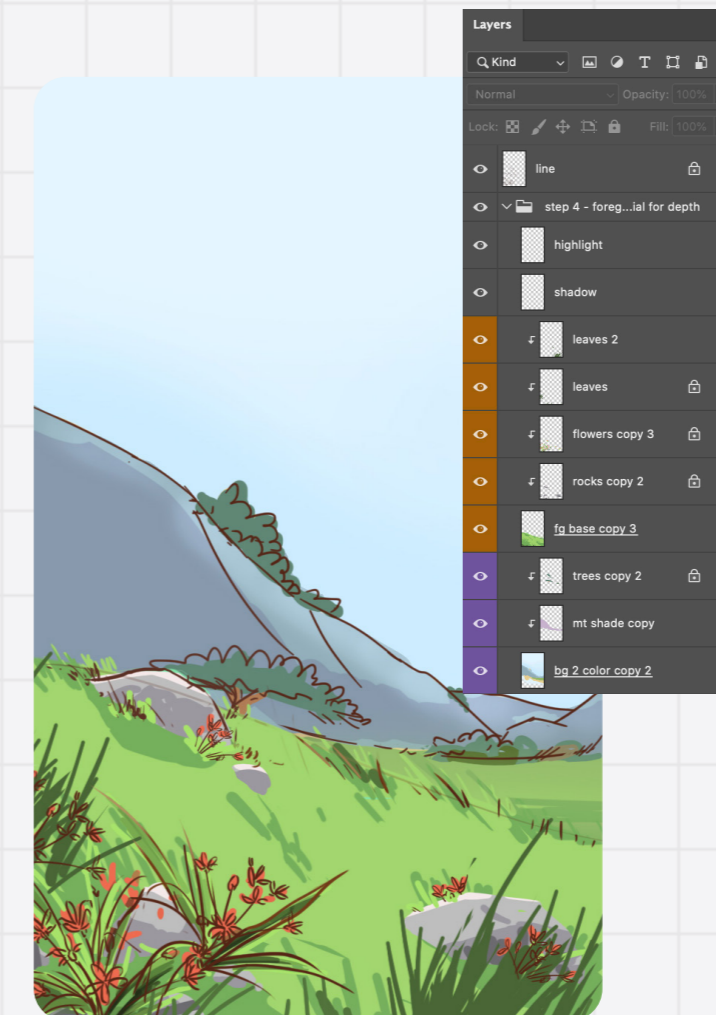
shadow & highlights



shadow layer:
mode: multiply
opacity: ~40%

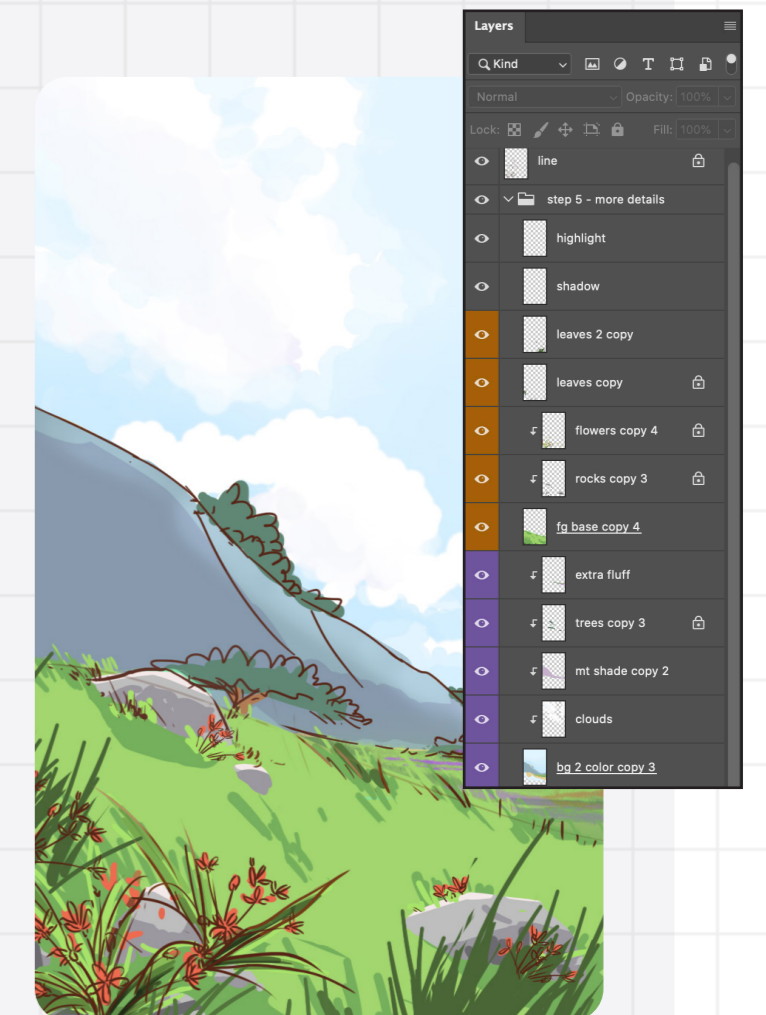
highlight layer:
mode: screen
opacity: ~10%

foreground details



use darker green to
the foreground for
depth

refinement



add clouds, more
texture, shadow and
highlights