

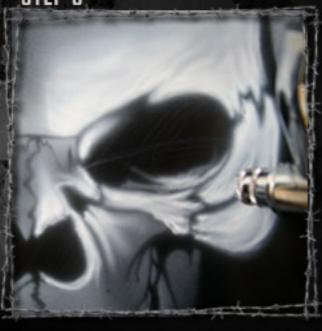
A QUICK TUTORIAL ON AIRBRUSHING A SKULL PAINT BY SEAN CAHILL







STEP 3



We start our project off by lightly dusting our "SKULL 27" stencil onto our panel, which has been prepped and base coated black. Even from the initial dusting of the stencil, we are thinking ahead about light source (STEP 2). We want our light to be coming from above (and to the right), this will create a much more dynamic, and evil look to our skull. The stencil gives us all of the reference points we need to begin detailing (STEP 3). Starting with the cheekbones, we quickly begin to lose the "Stenciled Look"



A good reference photo will help with the detailing stages. Here we detail within the boundaries already defined by our stencil (STEP 4).

STEP 5



Page 2





Be sure to establish your entire painting with white before moving on to a secondary color. The white under painting establishes the Skull's form and dimension for the rest of the painting. For this demonstration, we are only using black and white paint. We begin with black, and are essentially painting the negative spaces between our white - not covering it

STEP 7



STEP 8



The black will establish your shadows and recesses within the skull. Take your time with this stage, and work with multiple light layers in order to build a good range with the black.

STEP 9



Its always a good idea to add your own style when using stencils. Here, we modified the lip to create a zombie-like look. Stencils are great tools, but adding your own touches is the fun part



The highlight stage is extremely important, but easy to overdo. Keep your highlights subtle, and well thought out. Here we hilight the nose and eye sockets



The highlighted sections create the illusion of pulling forward, and really make the nose and eye cavities appear darker and deeper



We take off the top of the eyes in order to avoid any over spray for the next step



To create a more realistic skull, we decide to add some minor details inside of the eye sockets so they do not look completely empty

The end result is an incredibly detailed skull, that has completely lost the "Stenciled" look and taken on a life of its own.

We hope you all enjoyed this step by step, and were able to take away some useful information from it. There are endless ways to modify and put your own spin on these stencils, so experiment and have fun!



PRINTER FRIENDLY



A QUICK TUTORIAL ON AIRBRUSHING A SKULL PAINT BY SEAN CAHILL







We start our project off by lightly dusting our "SKULL 27" stencil onto our panel, which has been prepped and base coated black. Even from the initial dusting of the stencil, we are thinking ahead about light source (STEP 2). We want our light to be coming from above (and to the right), this will create a much more dynamic, and evil look to our skull. The stencil gives us all of the reference points we need to begin detailing (STEP 3). Starting with the cheekbones, we quickly begin to lose the "Stenciled Look"



A good reference photo will help with the detailing stages. Here we detail within the boundaries already defined by our stencil (STEP 4).





Be sure to establish your entire painting with white before moving on to a secondary color. The white under painting establishes the Skull's form and dimension for the rest of the painting. For this demonstration, we are only using black and white paint. We begin with black, and are essentially painting the negative spaces between our white - not covering it





The black will establish your shadows and recesses within the skull. Take your time with this stage, and work with multiple light layers in order to build a good range with the black.



Its always a good idea to add your own style when using stencils. Here, we modified the lip to create a zombie-like look. Stencils are great tools, but adding your own touches is the fun part



The highlight stage is extremely important, but easy to overdo. Keep your highlights subtle, and well thought out. Here we hilight the nose and eye sockets



The highlighted sections create the illusion of pulling forward, and really make the nose and eye cavities appear darker and deeper



We take off the top of the eyes in order to avoid any over spray for the next step



To create a more realistic skull, we decide to add some minor details inside of the eye sockets so they do not look completely empty

The end result is an incredibly detailed skull, that has completely lost the "Stenciled" look and taken on a life of its own.

We hope you all enjoyed this step by step, and were able to take away some useful information from it. There are endless ways to modify and put your own spin on these stencils, so experiment and have fun!

