

RETRO ROBOTS

Introduction

When I was a child I wanted to be a garbage man. Lofty dream, right? :) It's not so much that I wanted to collect and dispose of other people's smelly trash; instead, I was thinking of all the cool things people throw away. Broken toys and electronics, old pots and pans, and various other "worthless" items that in the right hands could become objects that stagger the imagination.

While I never became a child sanitation worker, I did spend my time collecting these kinds of things whenever I could find them. You'd be surprised how easily a couple of burnt out toaster ovens, some old bar stool legs, and a few well placed headlights can be turned into a robot that would make any 50's science fiction movie director proud.

My love of robots started as a child and continues to this day, and so it gives me great pleasure to introduce to you the Retro Robots coloring class.

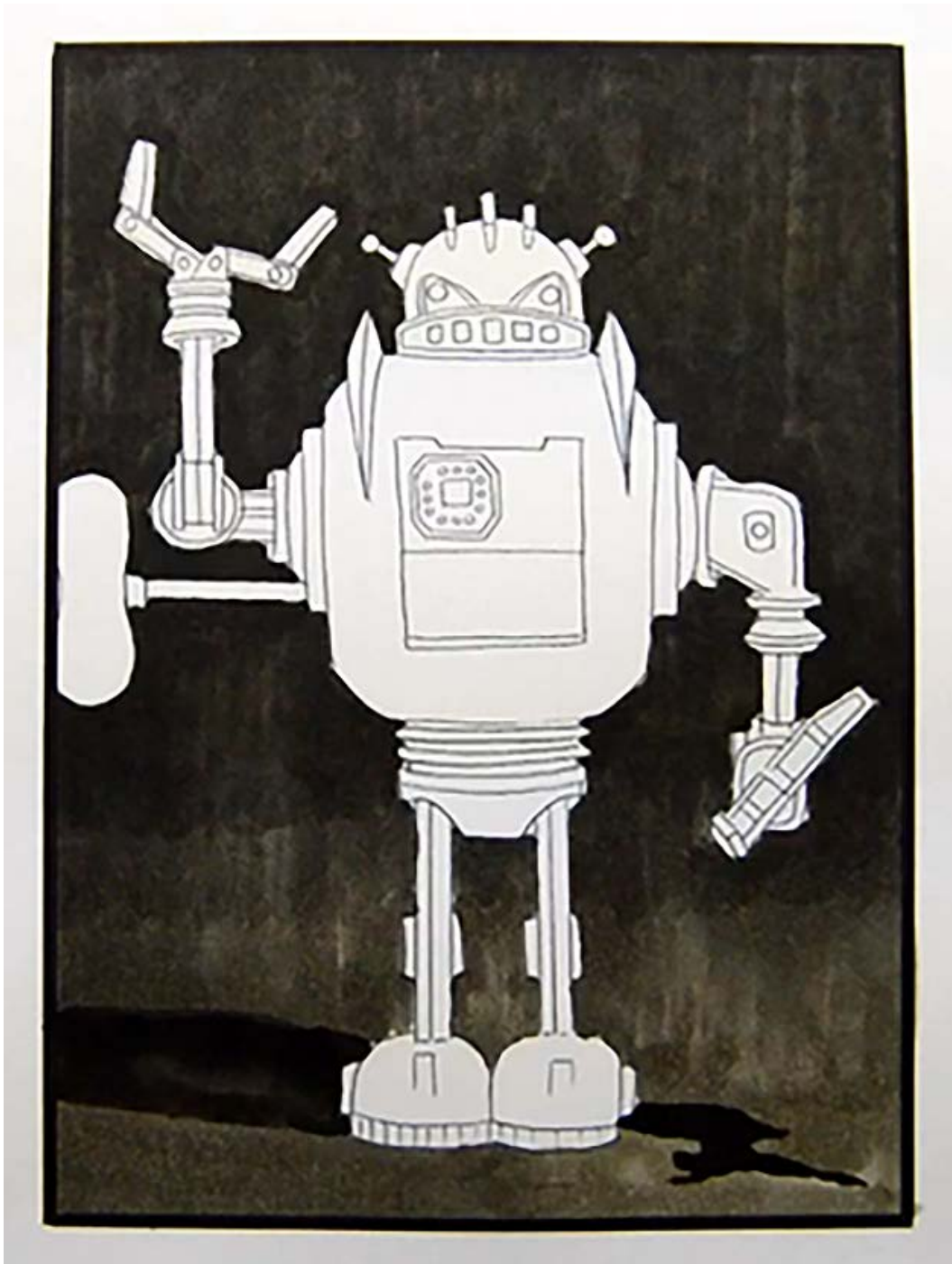
Copic Colors Used For The Class Page

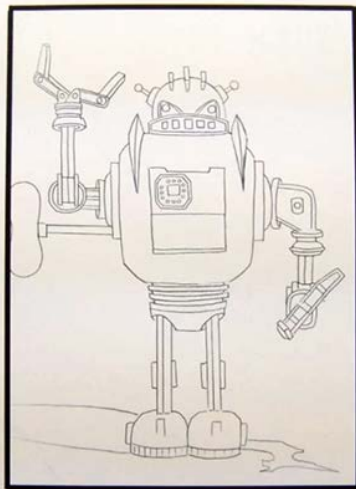
(Refer to the color conversion chart for non Copic alternatives)

W0	C1	
W3	C2	
W4	C3	R27
W5	C4	
W6	C5	0 COLORLESS BLENDER
W7	C6	
W8	C7	WHITE GEL PEN
W10		

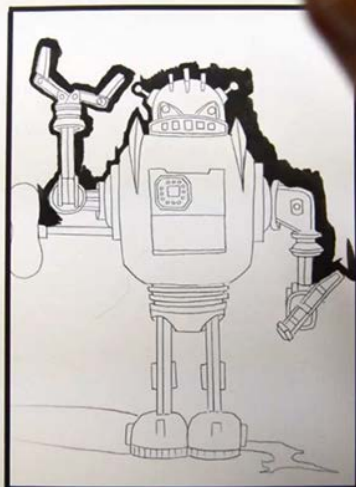
Chapter One:

Coloring The Background

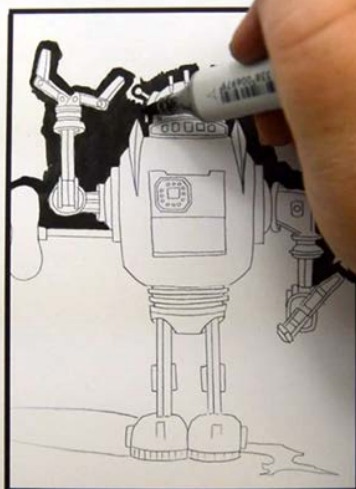




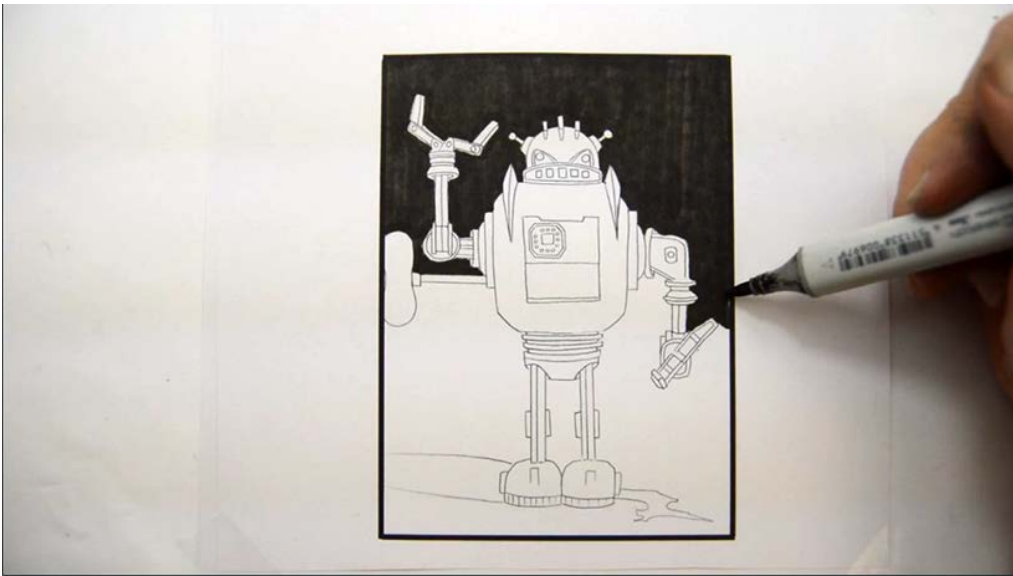
For this class I'll be using a black and white line drawing. In the final image I want parts of the robot to disappear into the background, so I'll be coloring the background first to establish the appropriate value range.



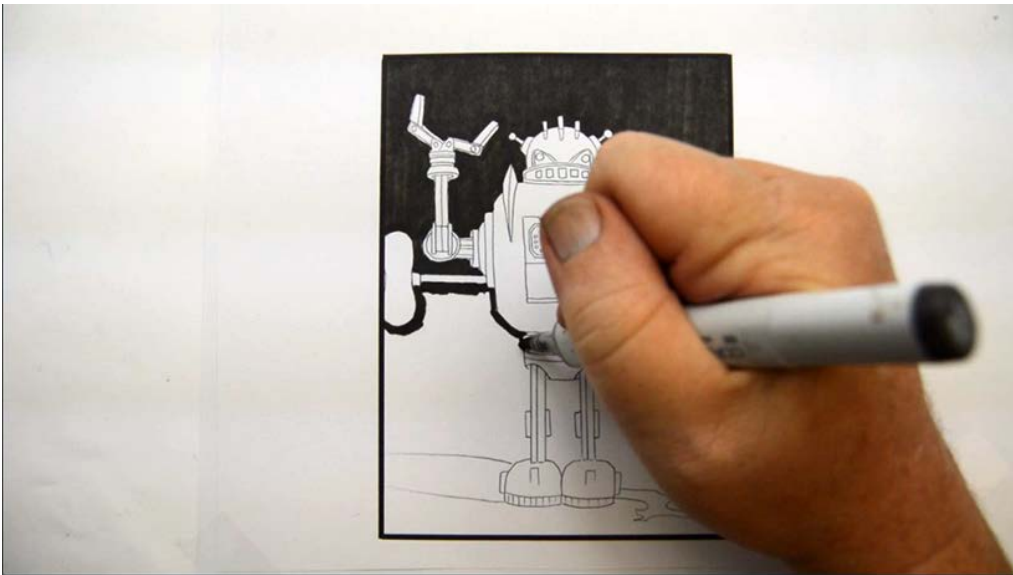
I start by outlining the top half of the robot with W10. I want my background to be relatively smooth, so outlining this way will allow me to make long, smooth strokes without accidentally coloring into the robot.



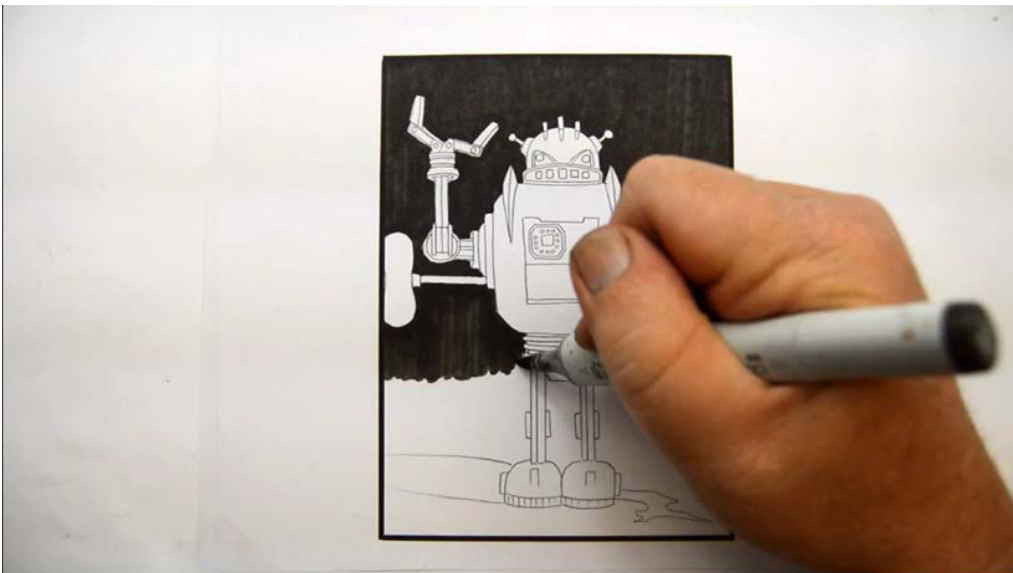
I fill in the smaller spaces first... (W10)



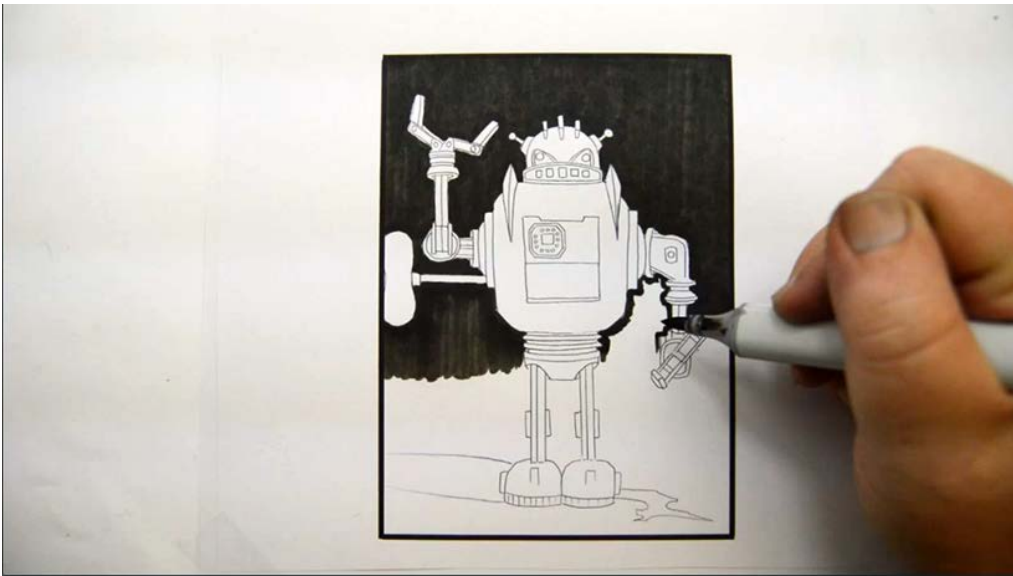
...then use long, even, up and down strokes to fill in the top section of the background.



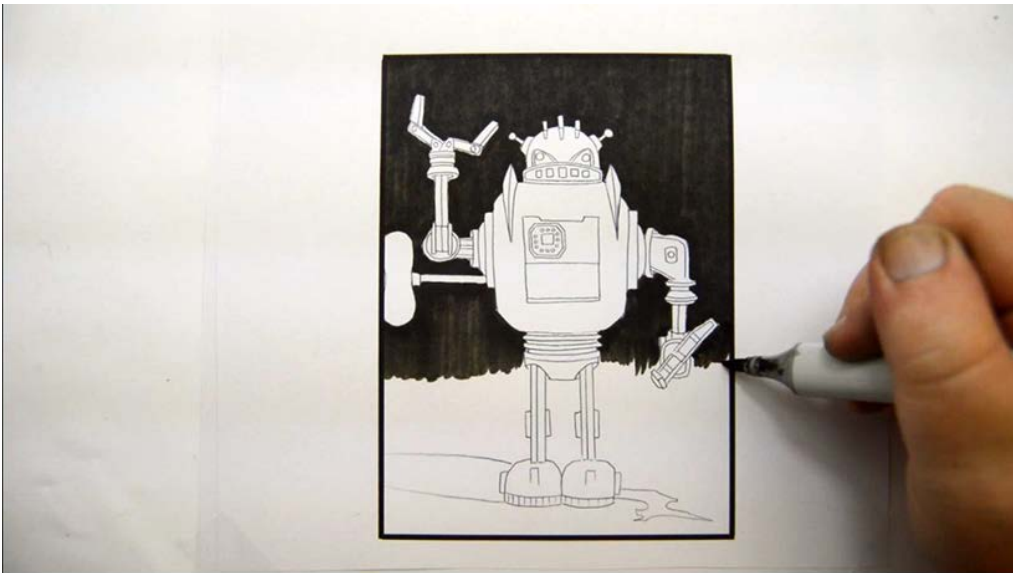
Because I want the background to "move" from dark at the top to lighter at the bottom I color the middle section of the image with W8, outlining first...



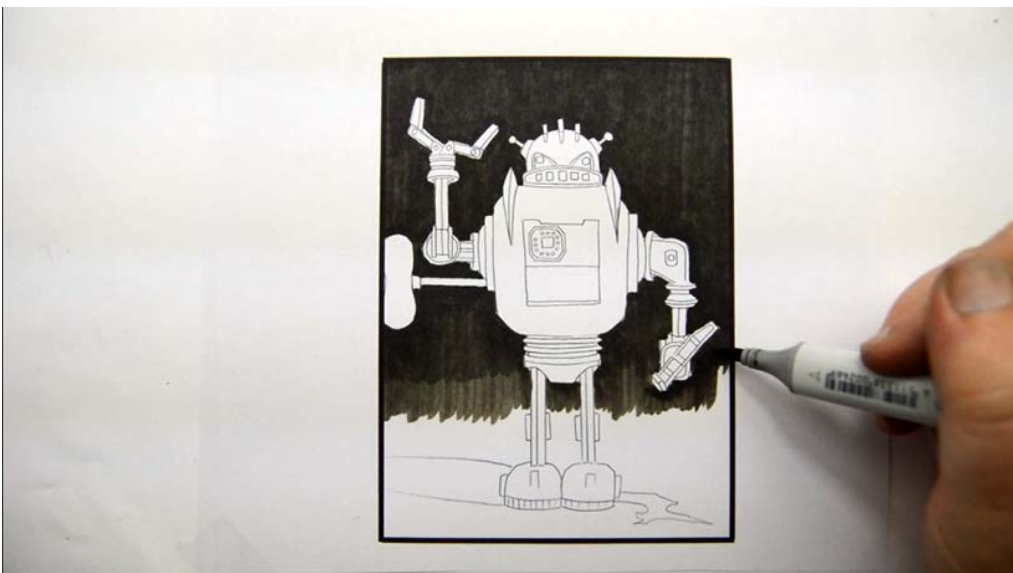
...then filling in. (W8)



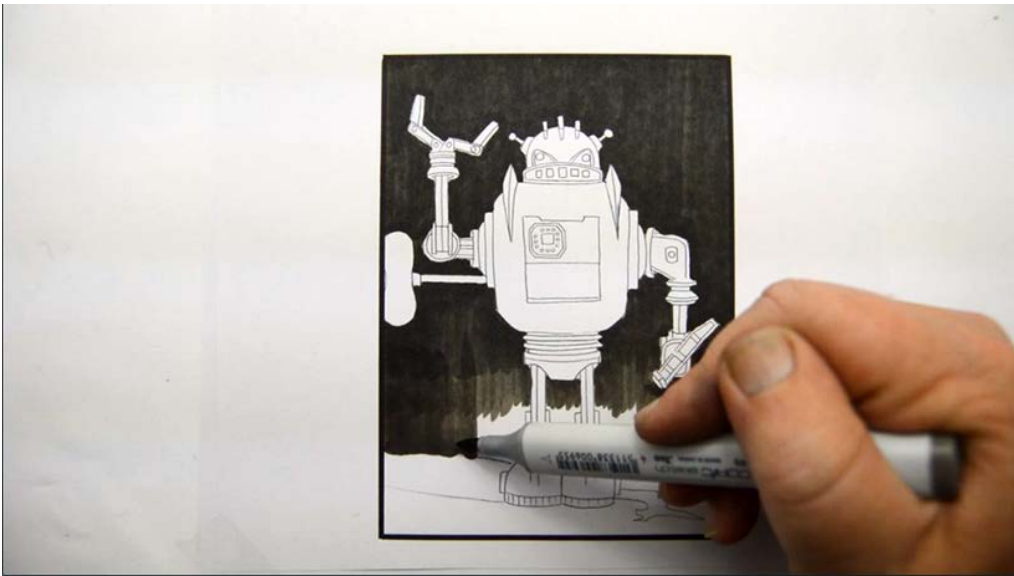
Outlining again... (W8)



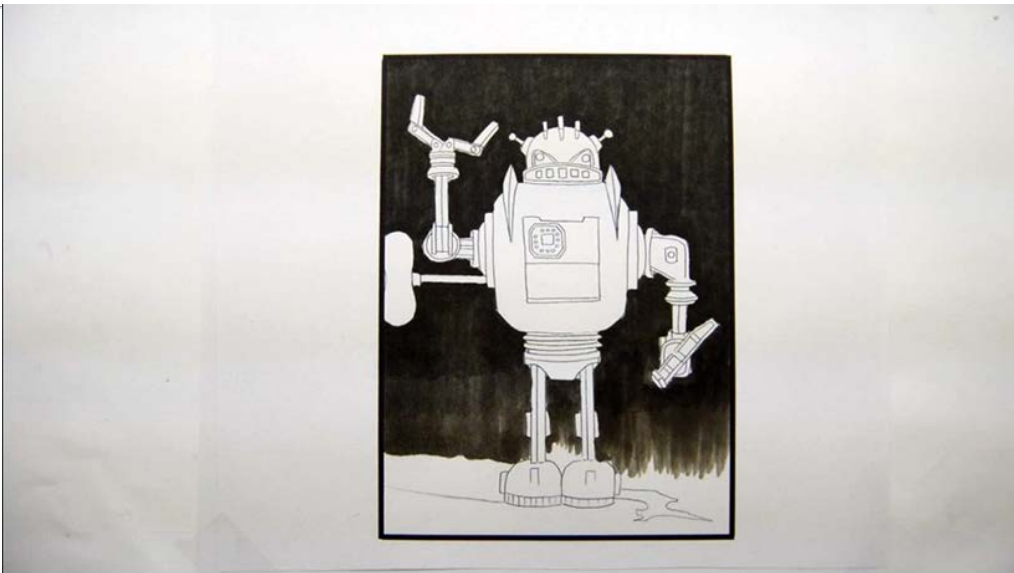
...and filling in. (W8)



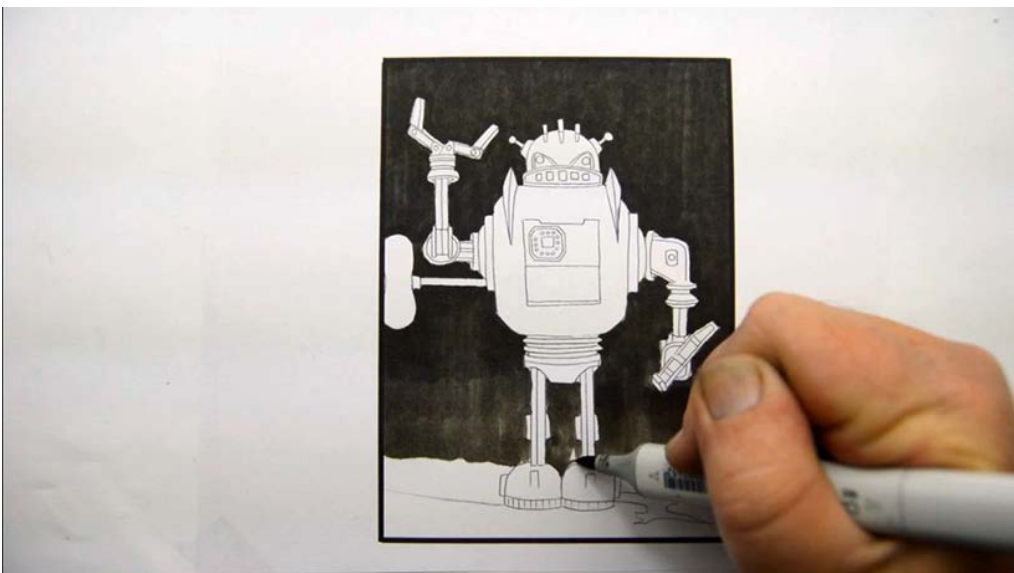
Getting lighter as we go, I add W7...



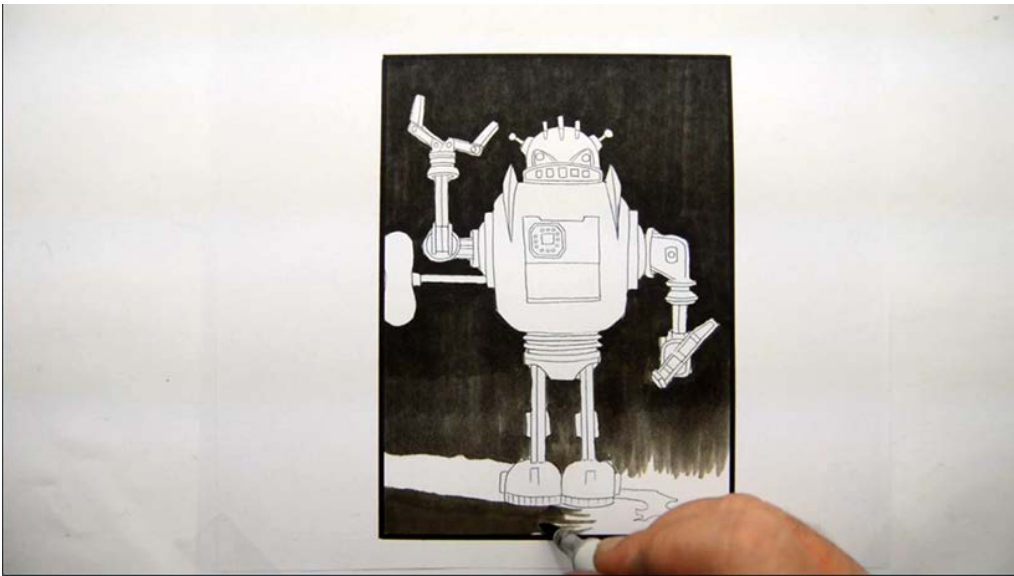
...then W6.



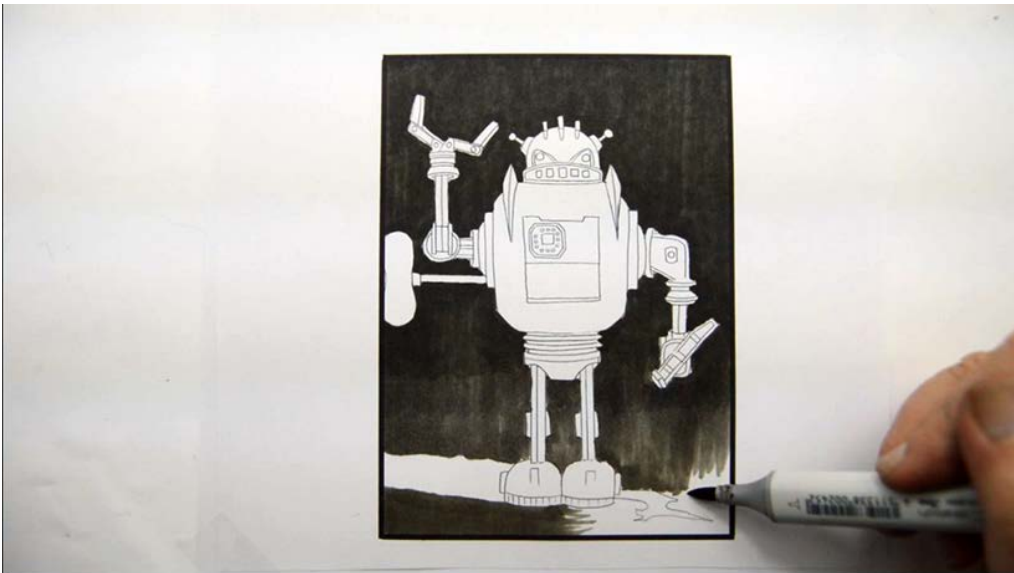
After the W6.



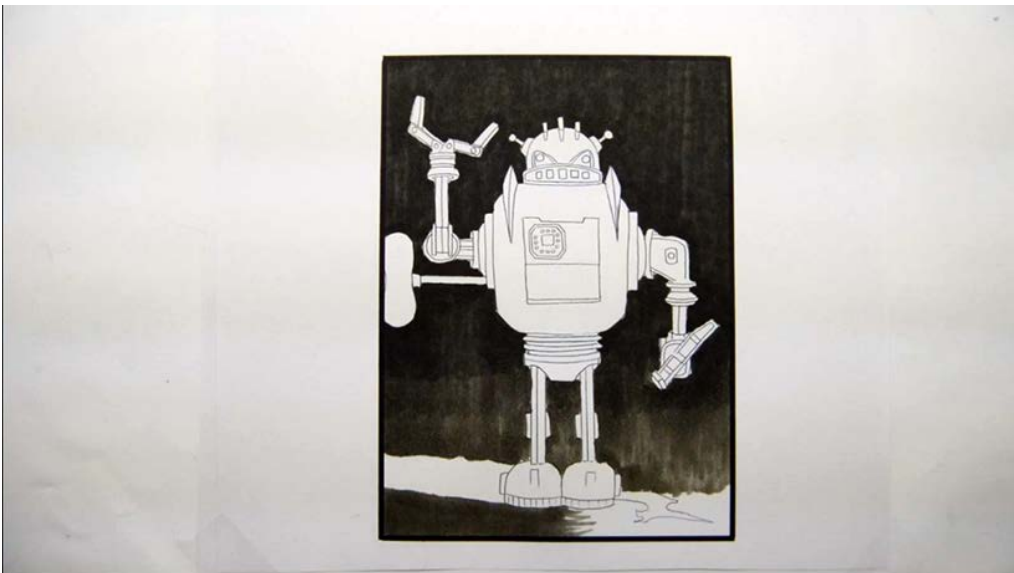
W5



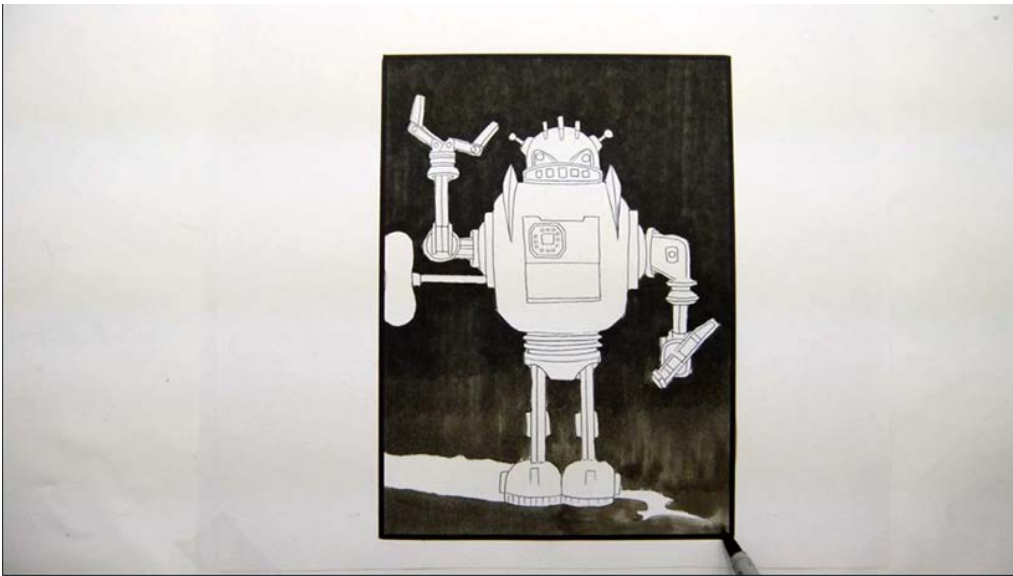
W5



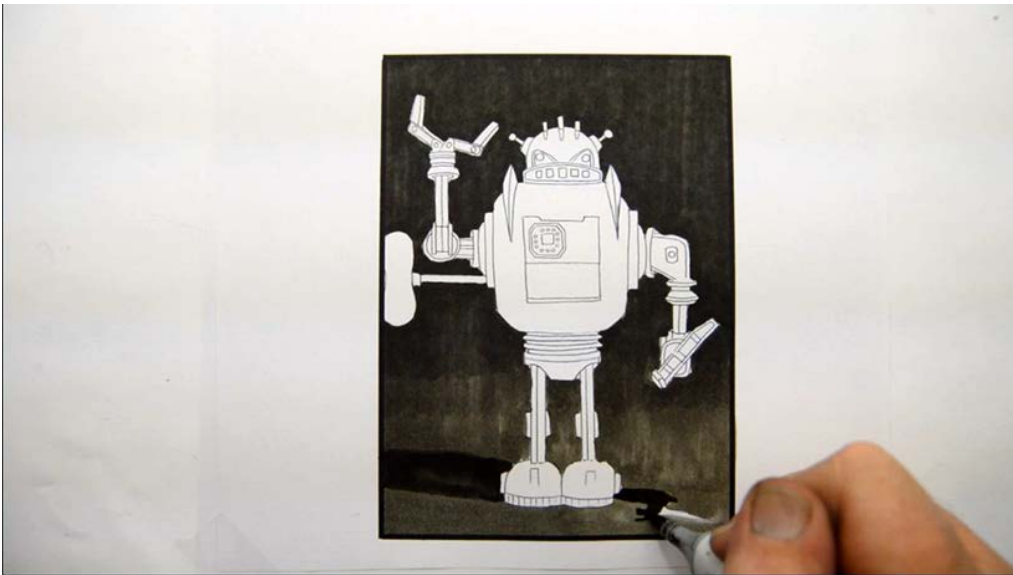
W5



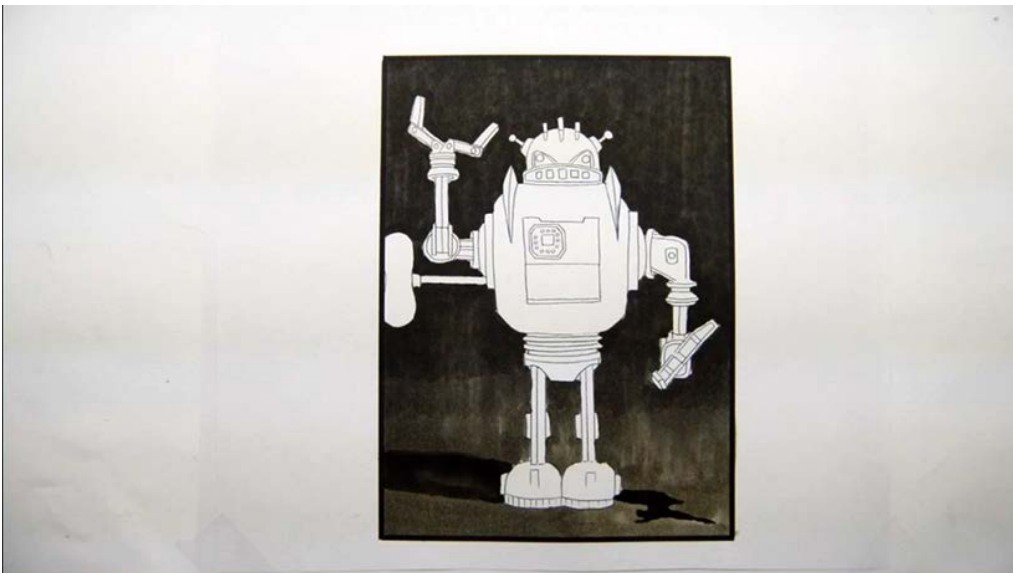
After the W5.



W4



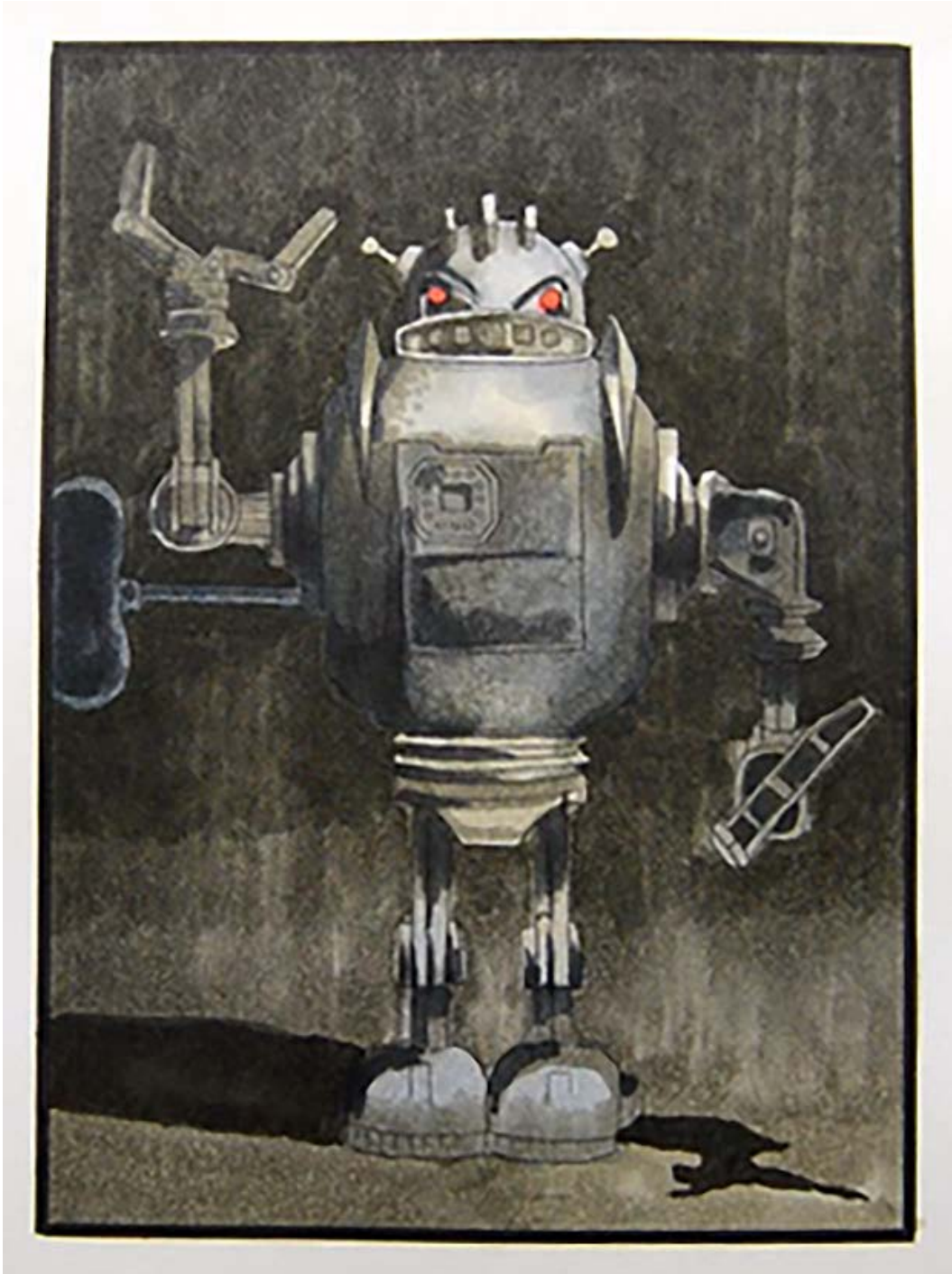
I color the cast shadow with W8.

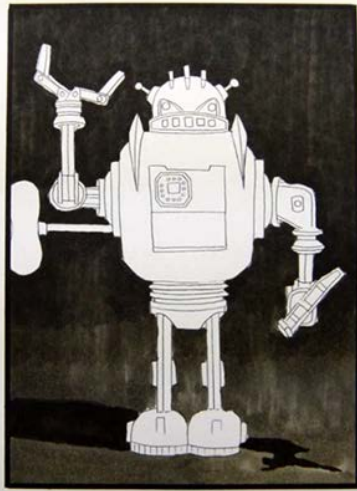


For now the background is done!
We have a nice gradation from
dark to light, and it's fairly
smooth to boot!

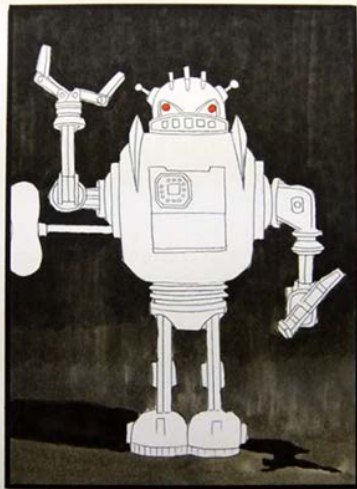
Chapter Two:

Coloring The Robot

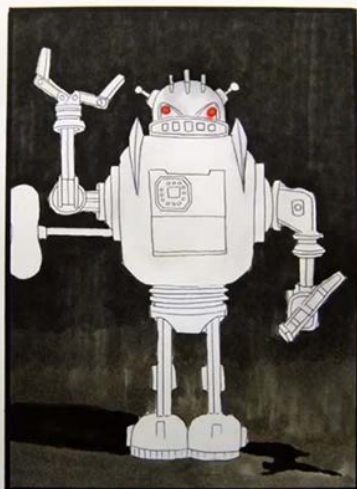




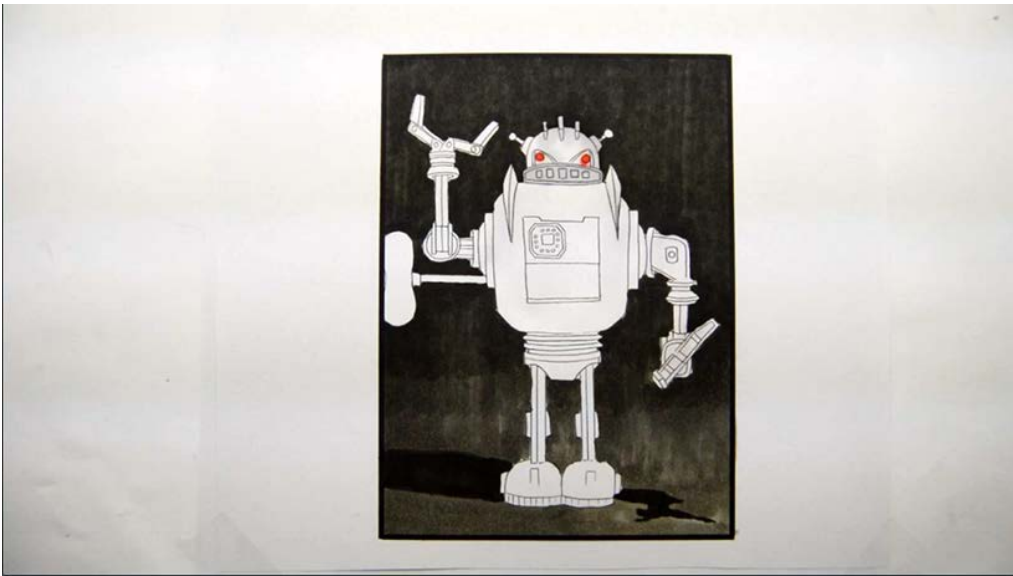
To color the robot we will be using a variety of warm and cool grays. By and large we will use warm grays in the lighter "lit" areas of the figure and cool grays where the forms turn away from the light and into shadow.



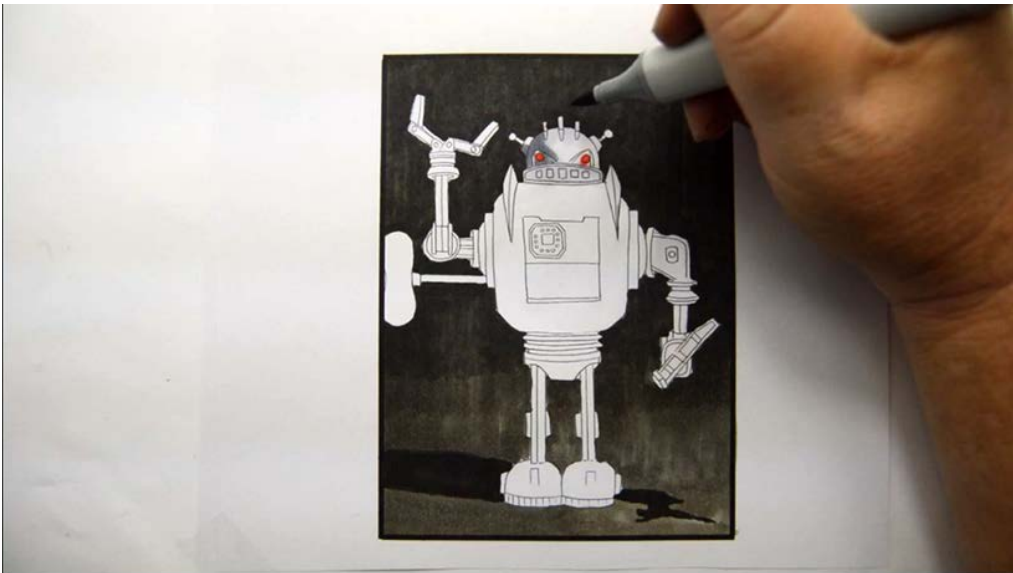
I color the eyes with R27. This will be the only "true" color in the whole image.



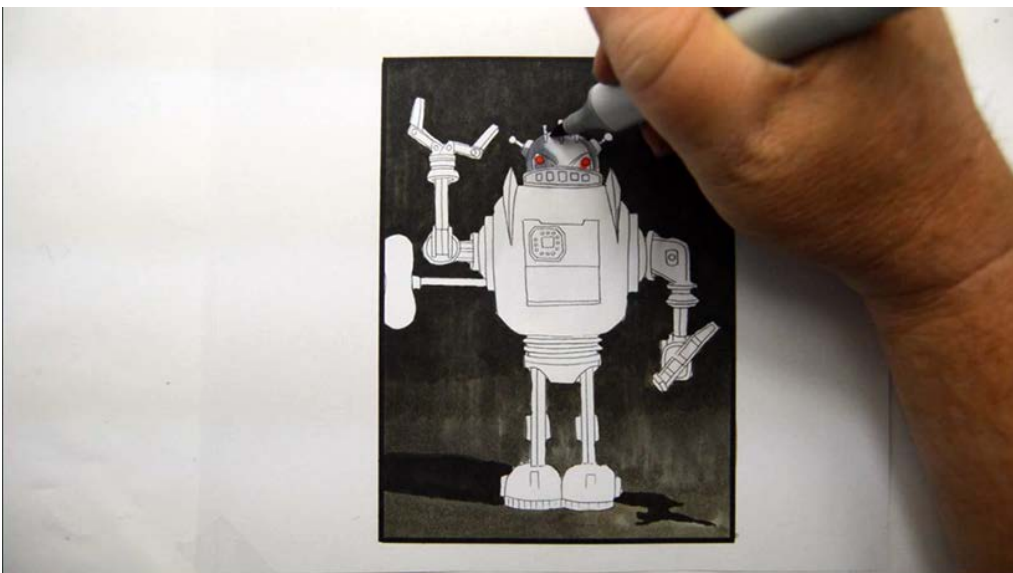
I add C1 to the head to indicate the roundness of the form. It's light, but look carefully and you can see it.



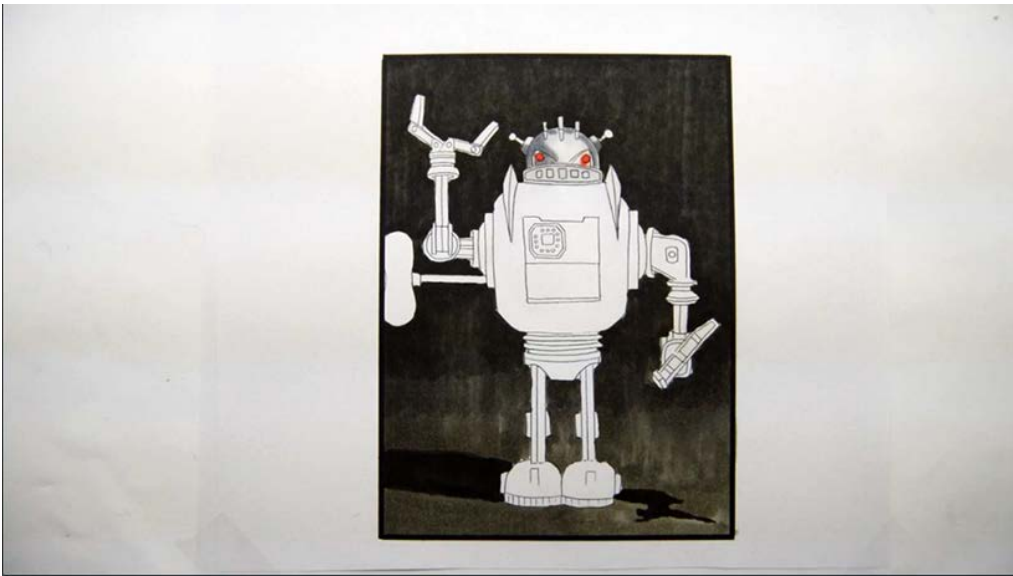
I color in the mouth area with C1.



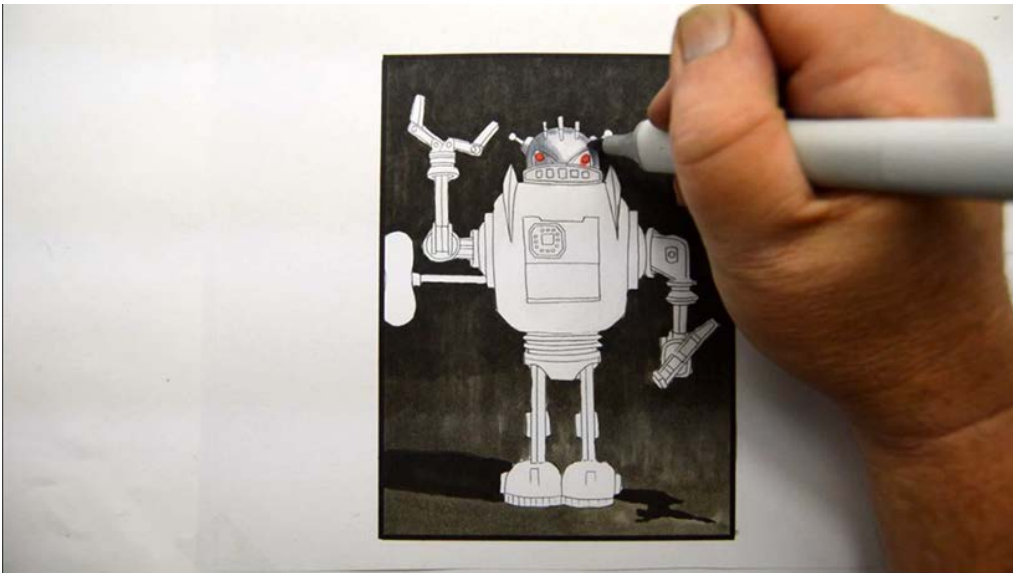
I add C4 along the side of the head and over the eye. I also color in the eye "socket"!



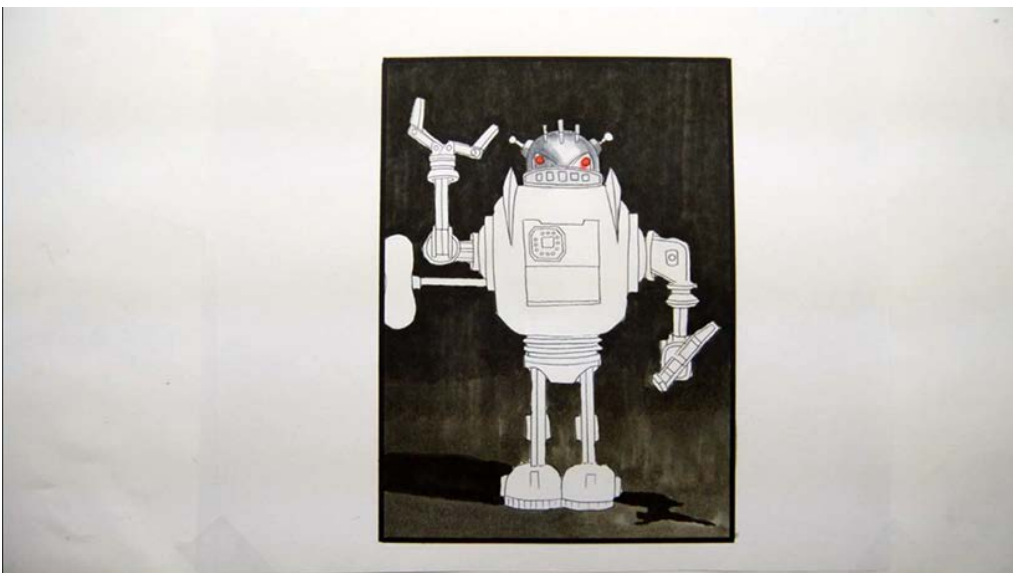
Continuing with the C4 I indicate the roundness of the dome of the head.



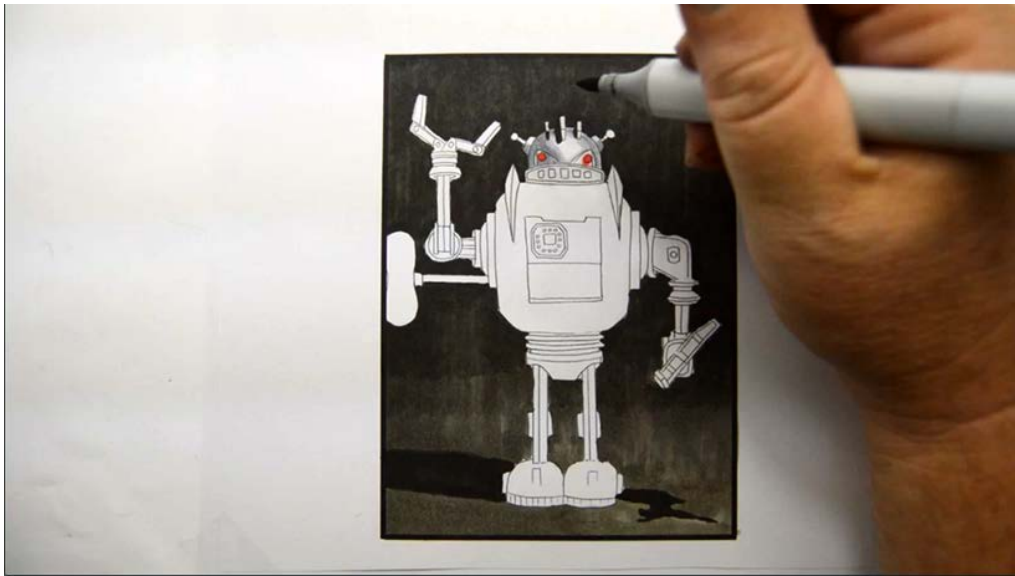
After the C4.



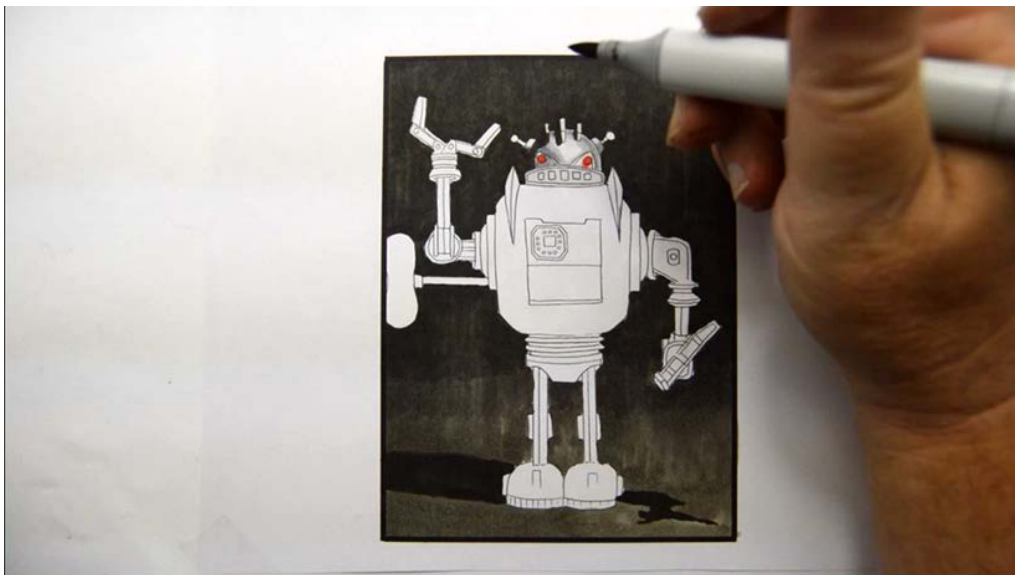
I soften the edges of the C4 with C2...



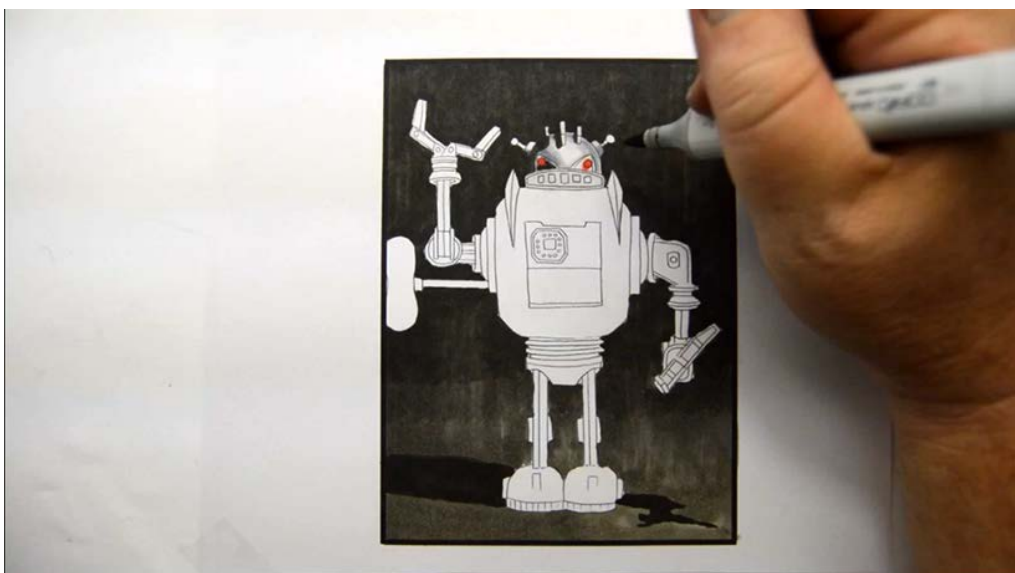
...leaving a portion of the forehead untouched.



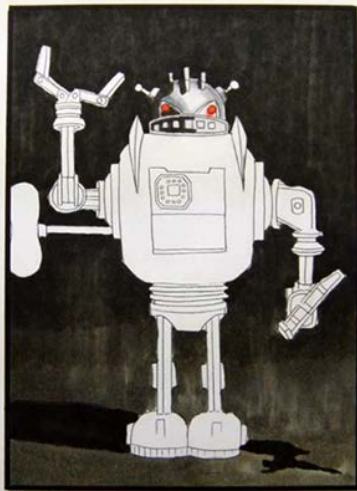
I add very dark W7 to indicate the cast shadows of the "fins" on the head.



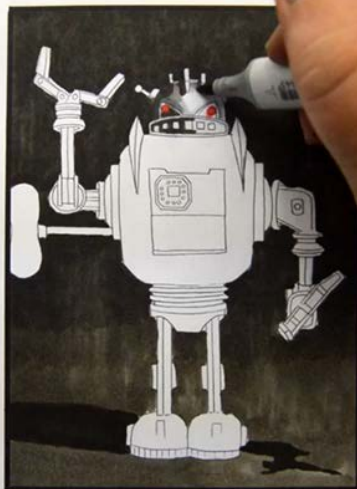
The cast shadow of the fin on the left goes all the way down the left side of the head and obliterates the line drawing, effectively making that part of the head disappear into the background.



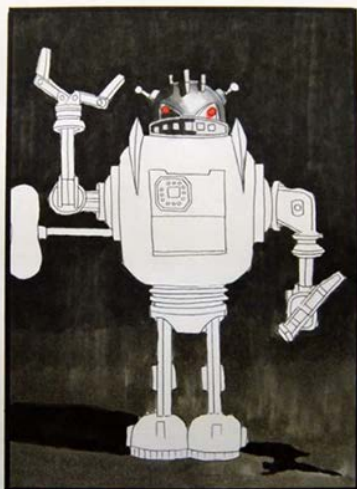
Continuing with the W7 I color in the left eye socket...



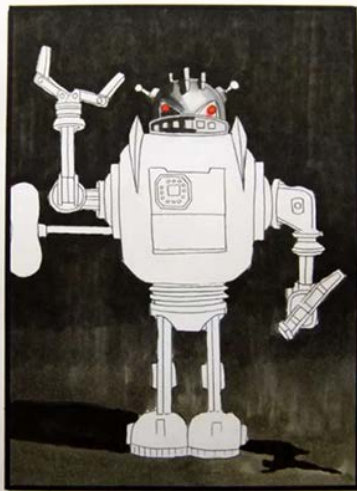
...and left side of the mouth.
(W7)



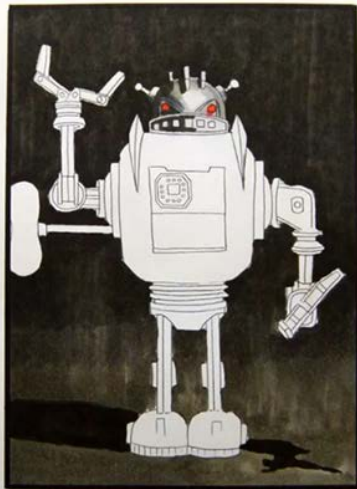
I add W3 to the head to help
make the transition from the
shadow areas into the lighter
areas...



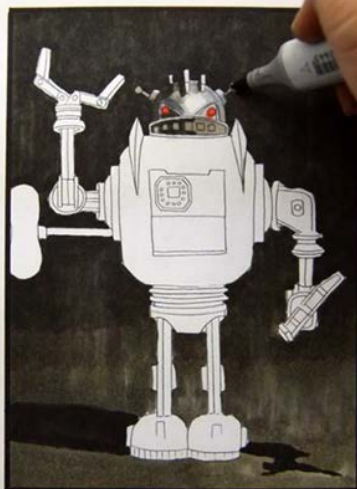
...still leaving a spot on the
forehead untouched.



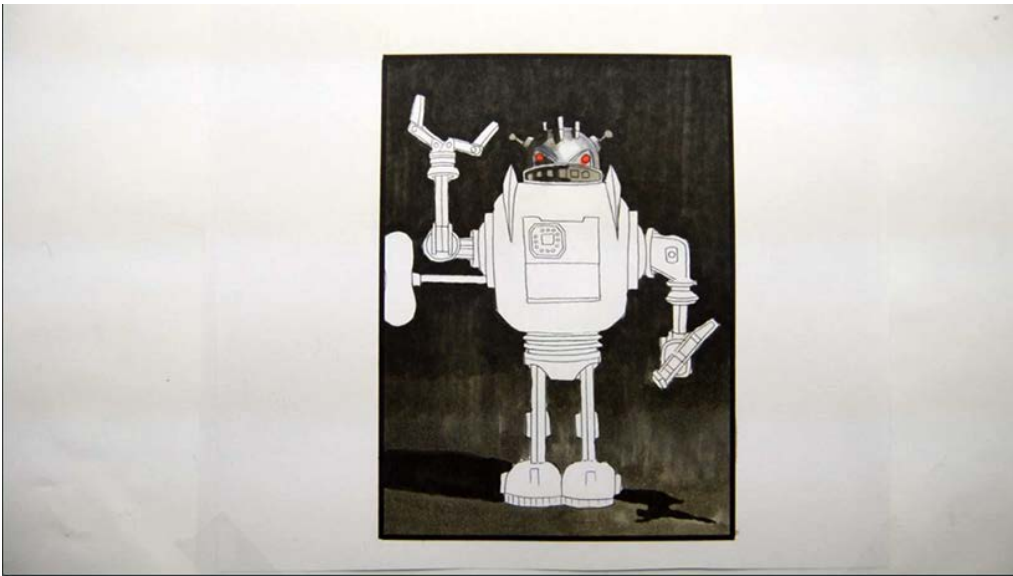
I add C5 over the left eye.



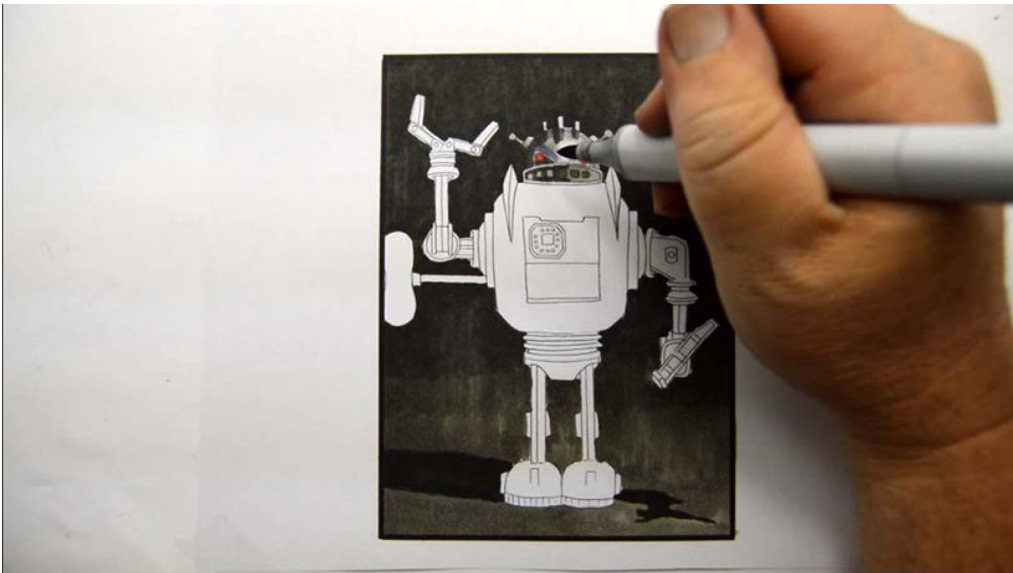
I color in the right eye socket with C2.



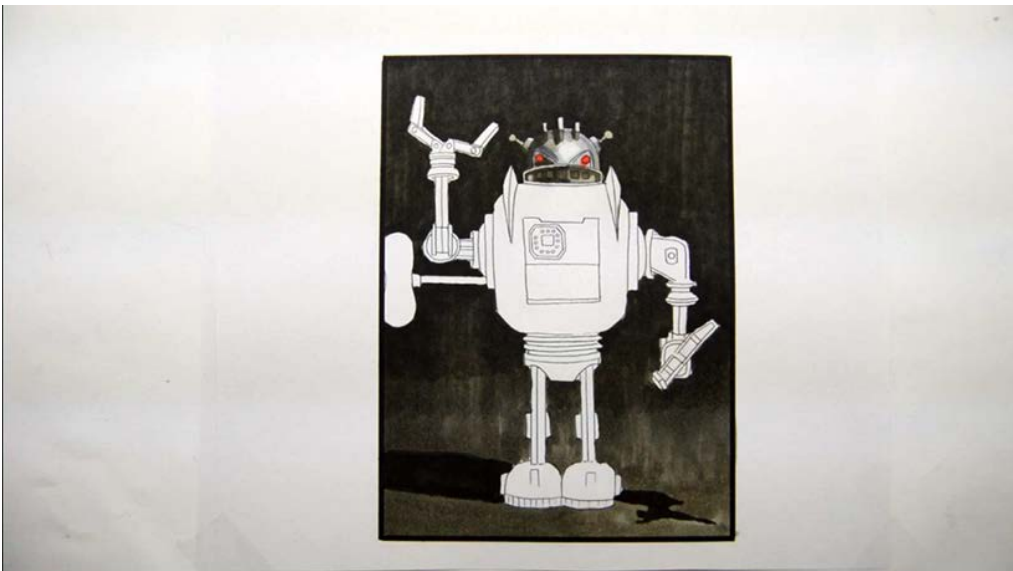
I add W3 to the right side of the mouth. I also color in the "mouth squares" and antenna.



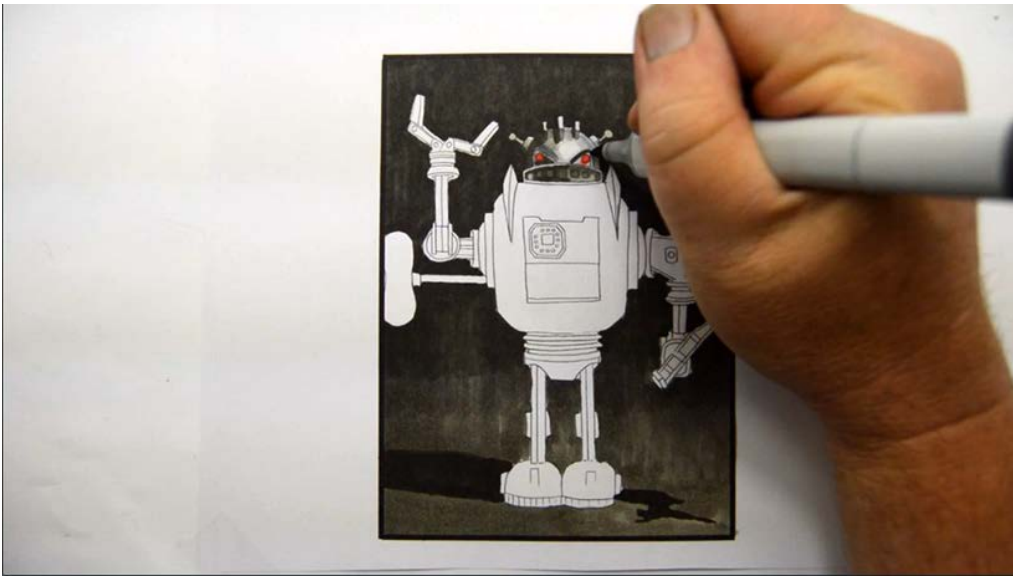
After the W3.



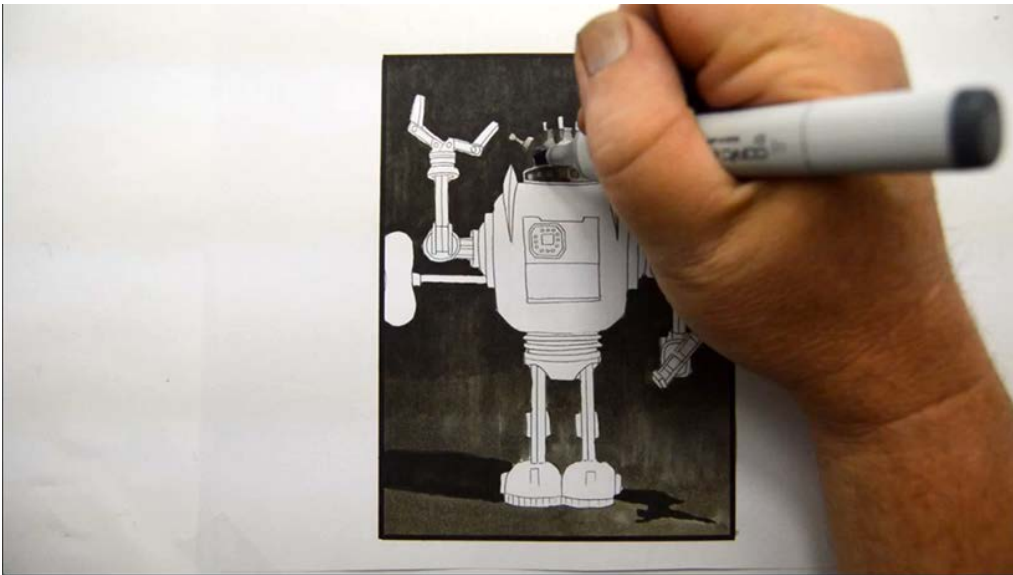
I add W5 to the downward facing portions of the fins on the head...



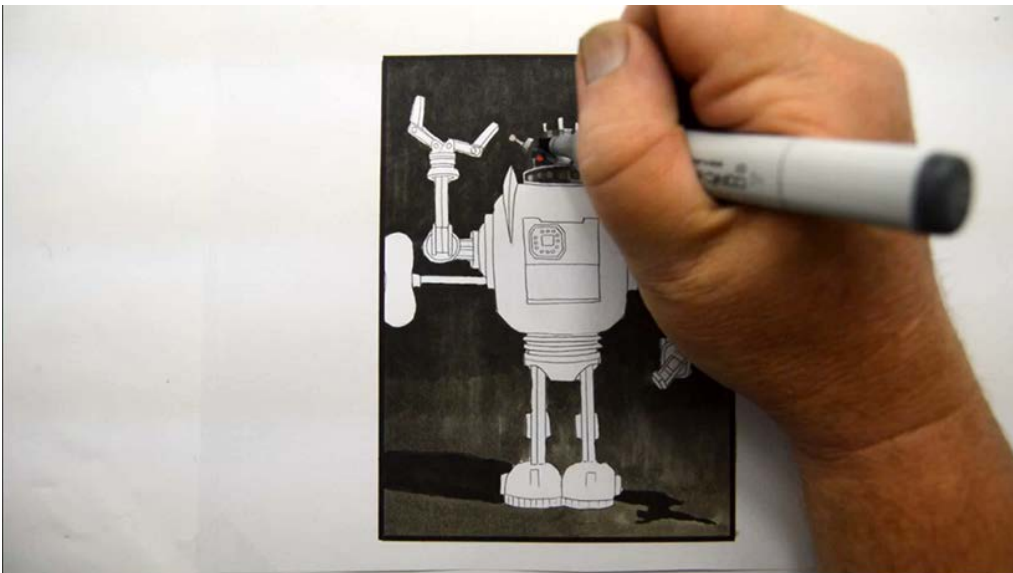
...and the mouth squares. (W5)



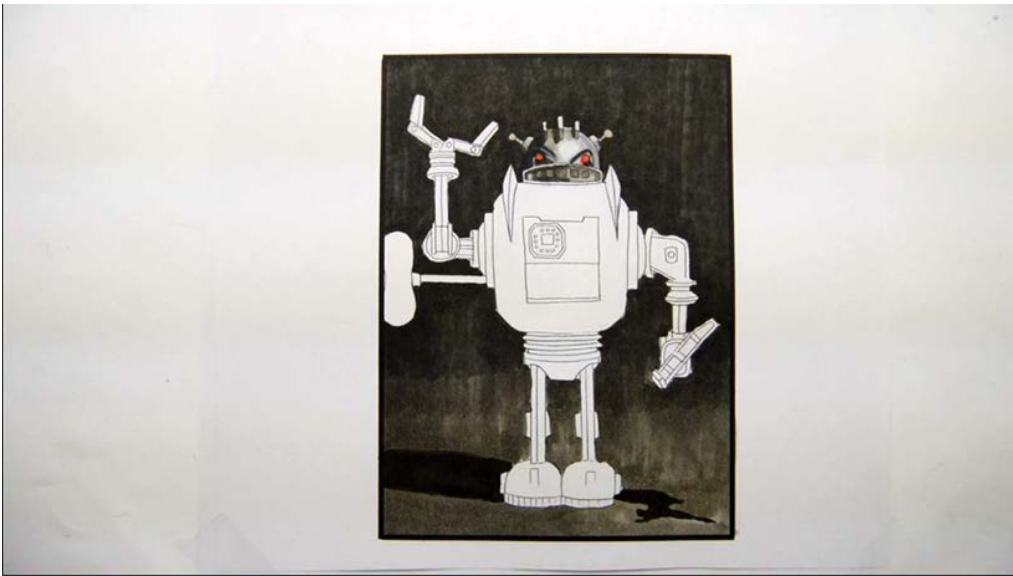
I then add dark C7 accents above the right eye...



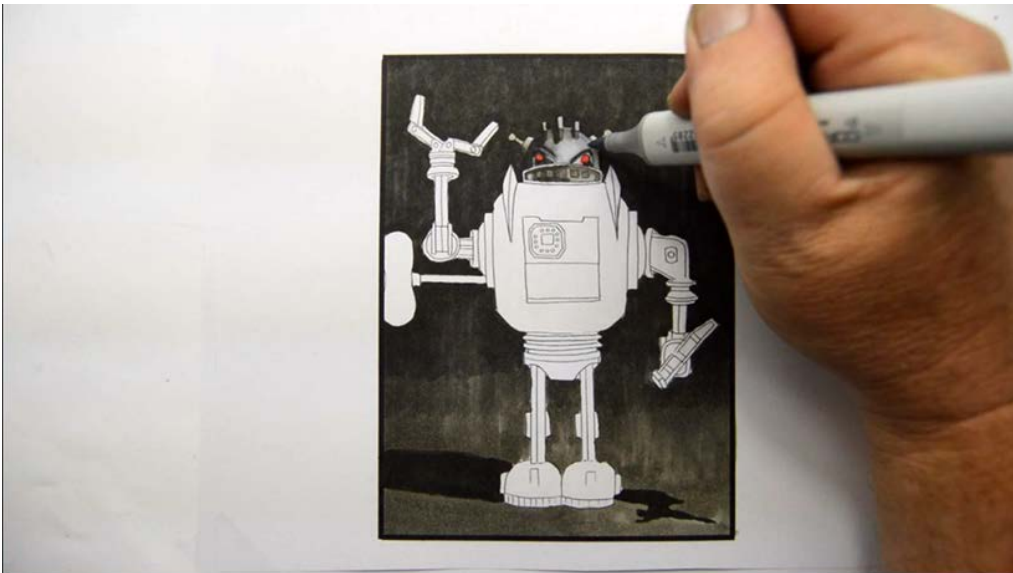
...to the left eyebrow... (C7)



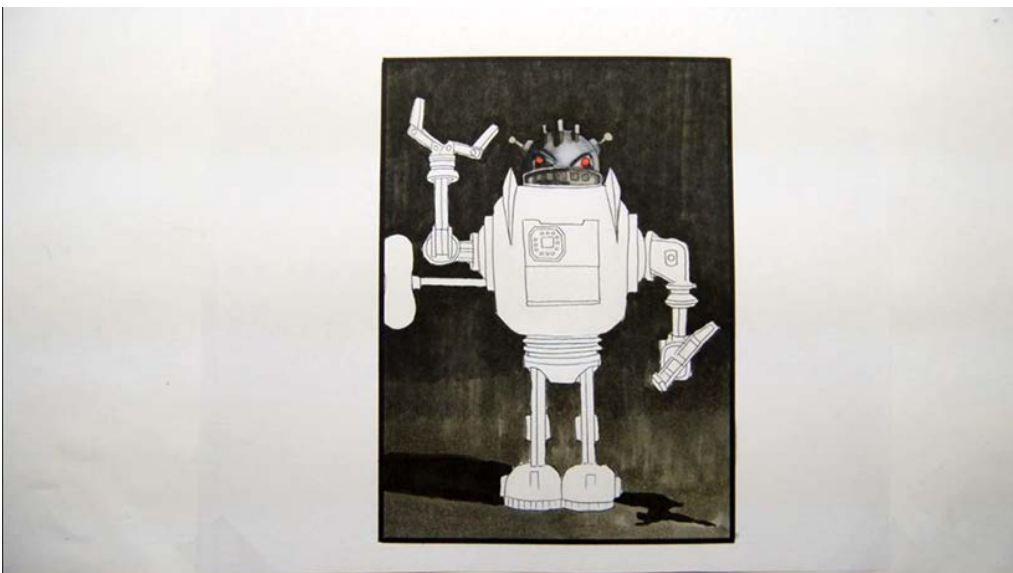
...and to the cast shadow on the left side of the head, further "blending" it into the background. (C7)



After the C7.

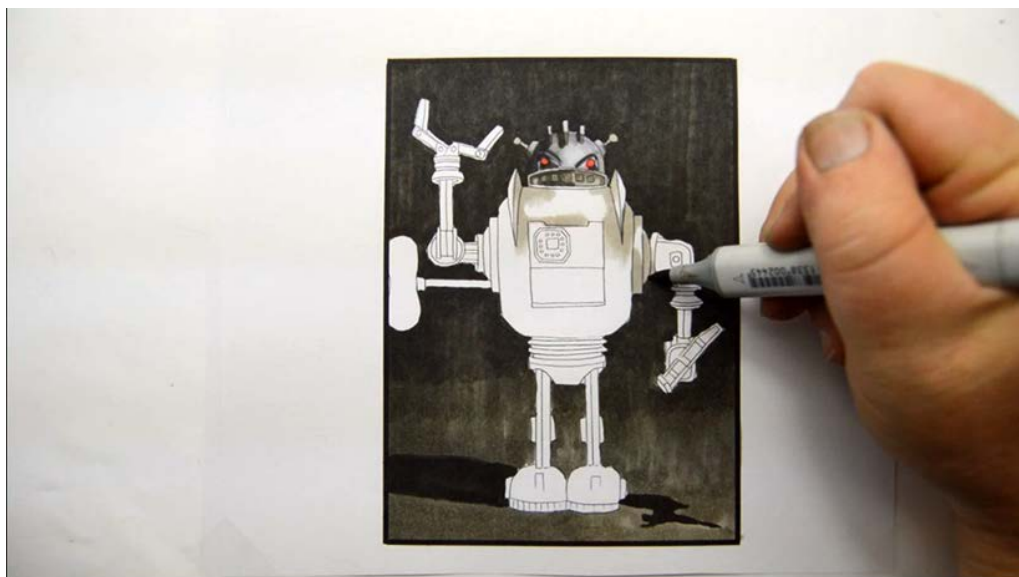


I color the previously untouched portion of forehead with C1.

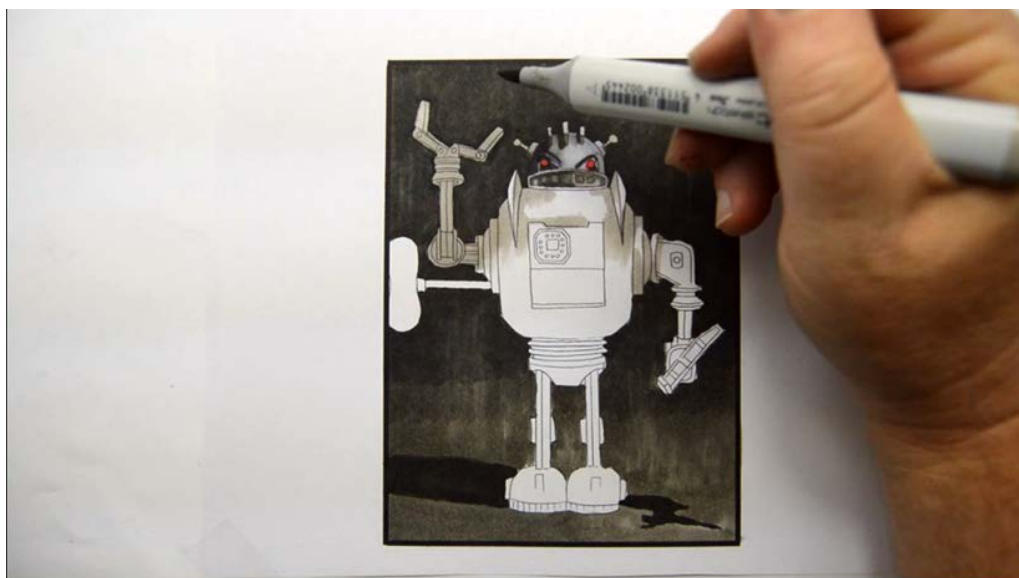


The head is, for the most part, complete.

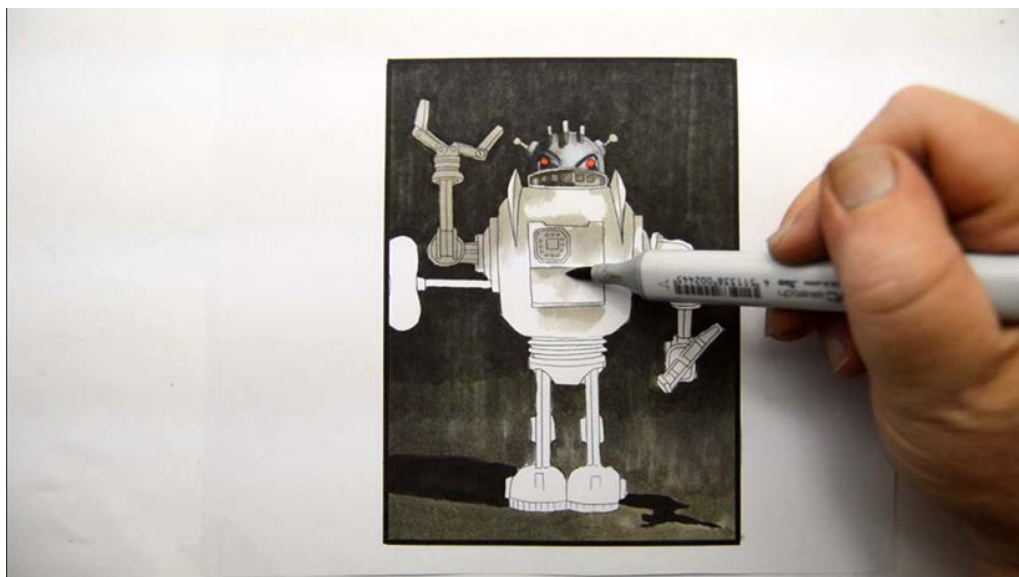
Notice how rough and unblended it is! That's a good thing, so don't overwork it!



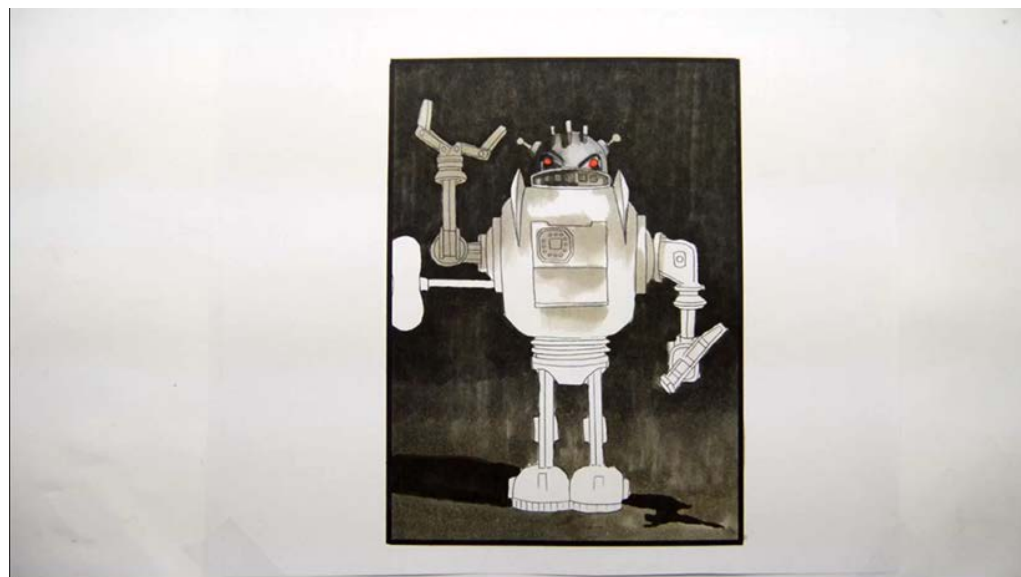
Turning my attention to the torso I add W3.



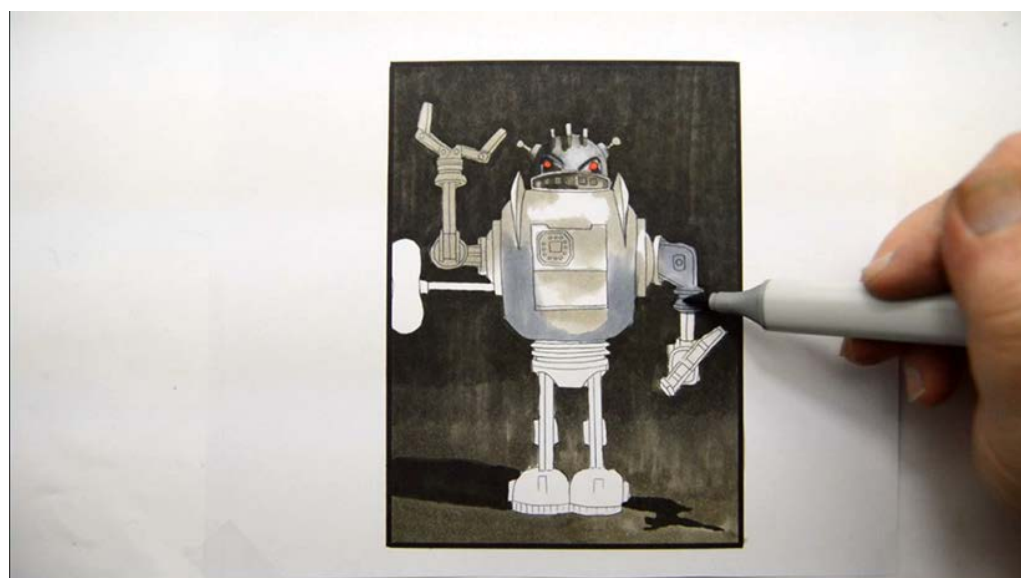
W3



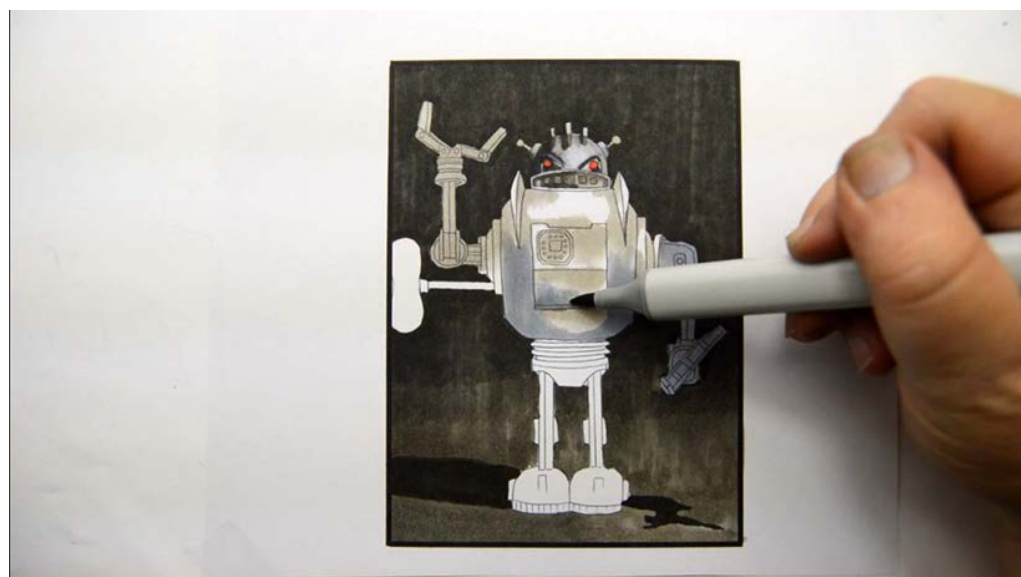
W3



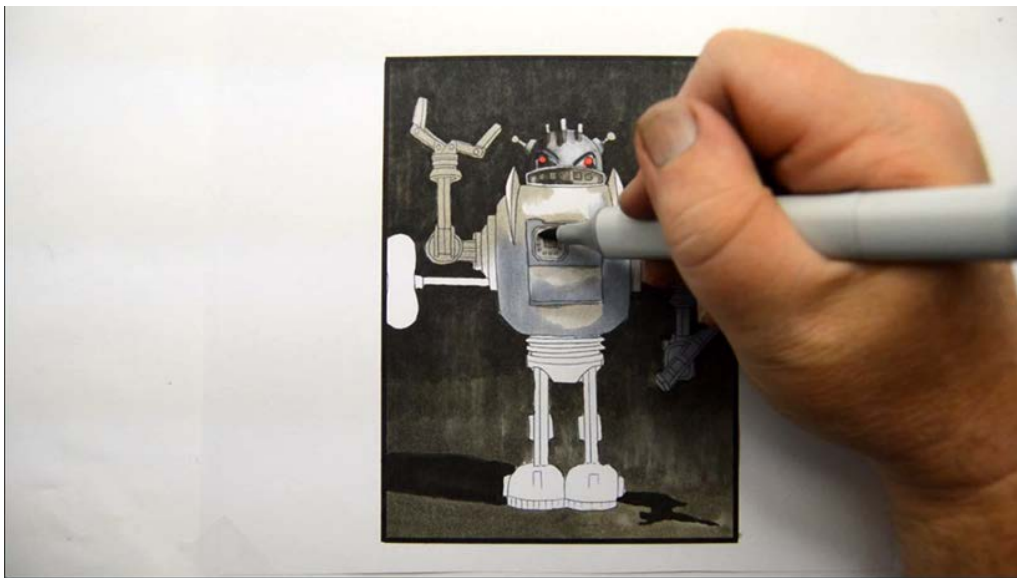
The value difference is the product of multiple "layers" of W3. Colored pencil users should just vary the pressure.



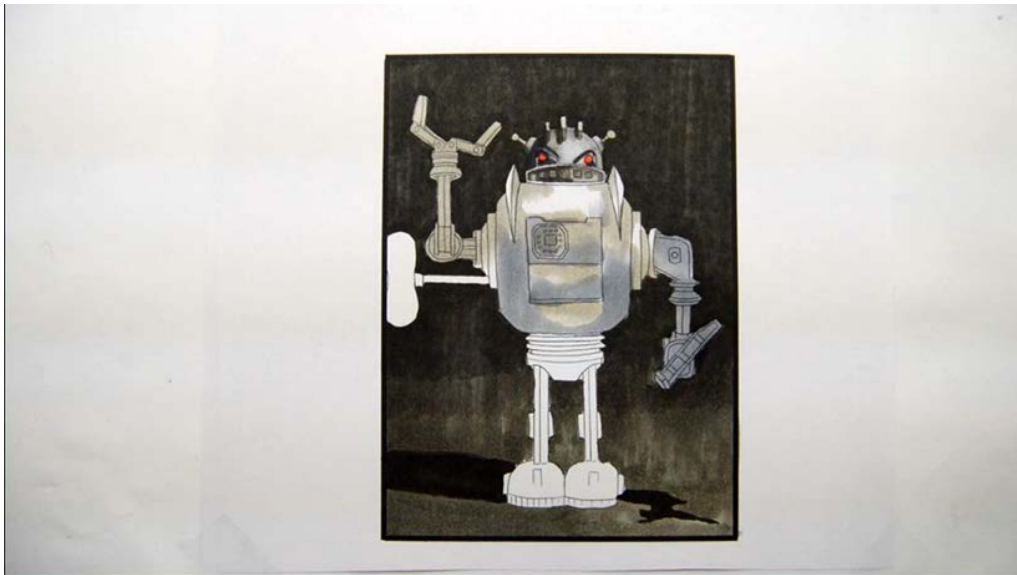
I add C3 to the bottom half of the robot and to the right arm.



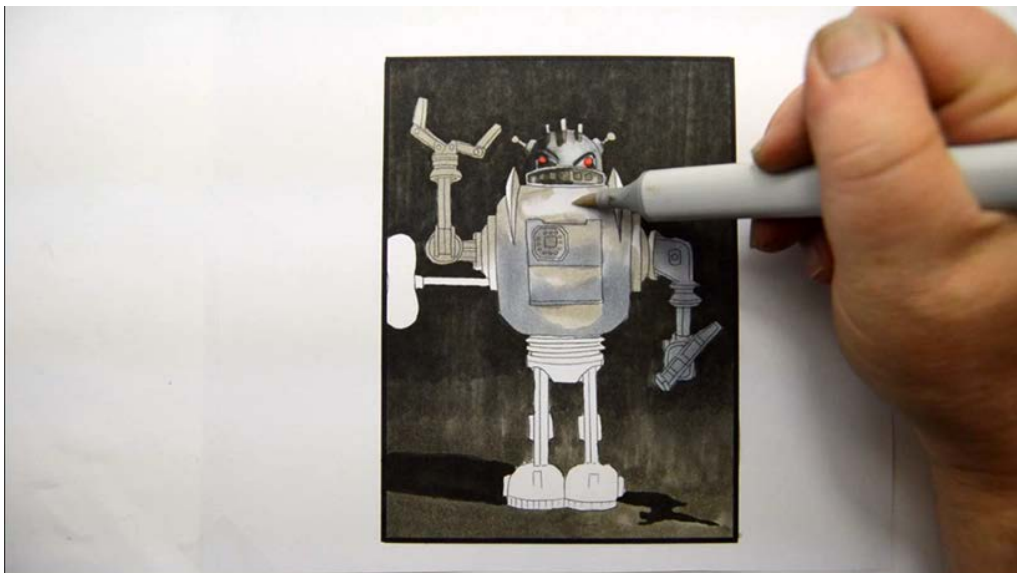
C3



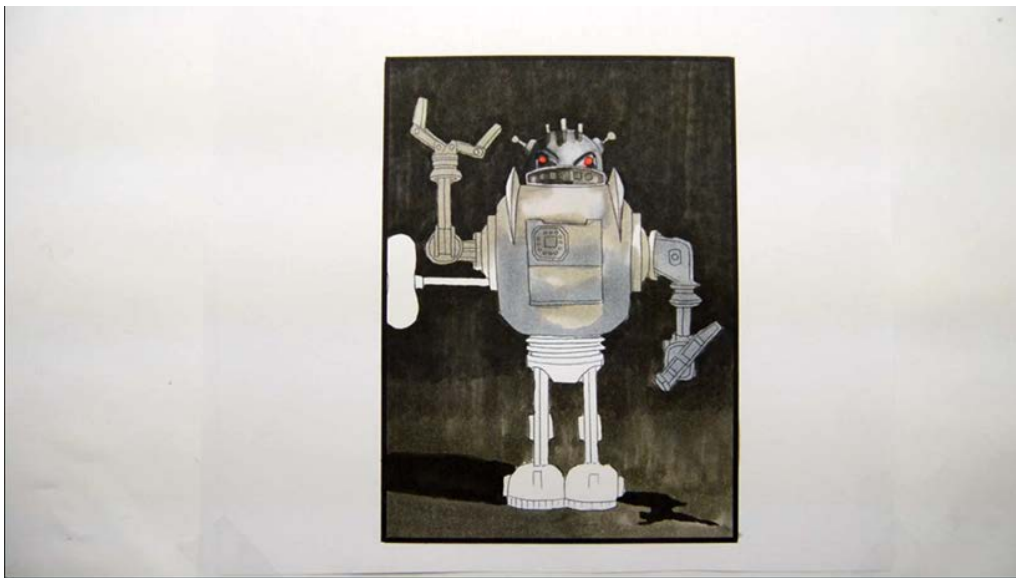
C3



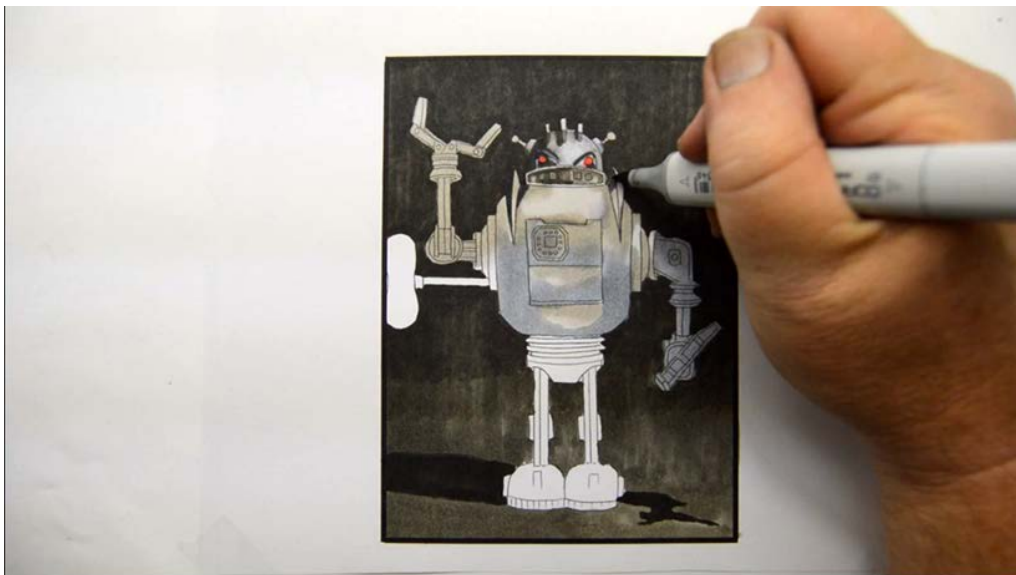
After the C3.



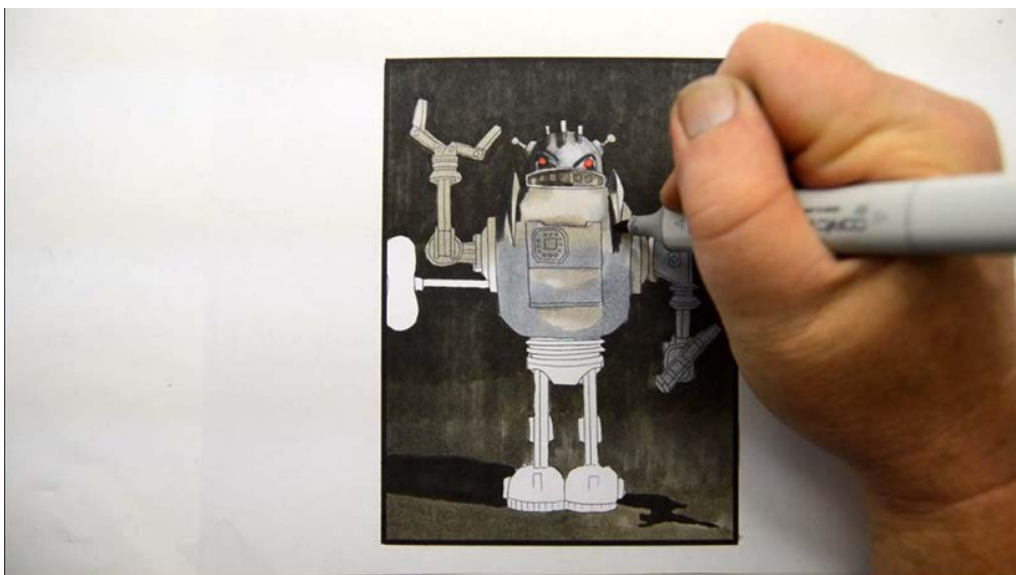
I add W0 to the light area at the top of the torso.



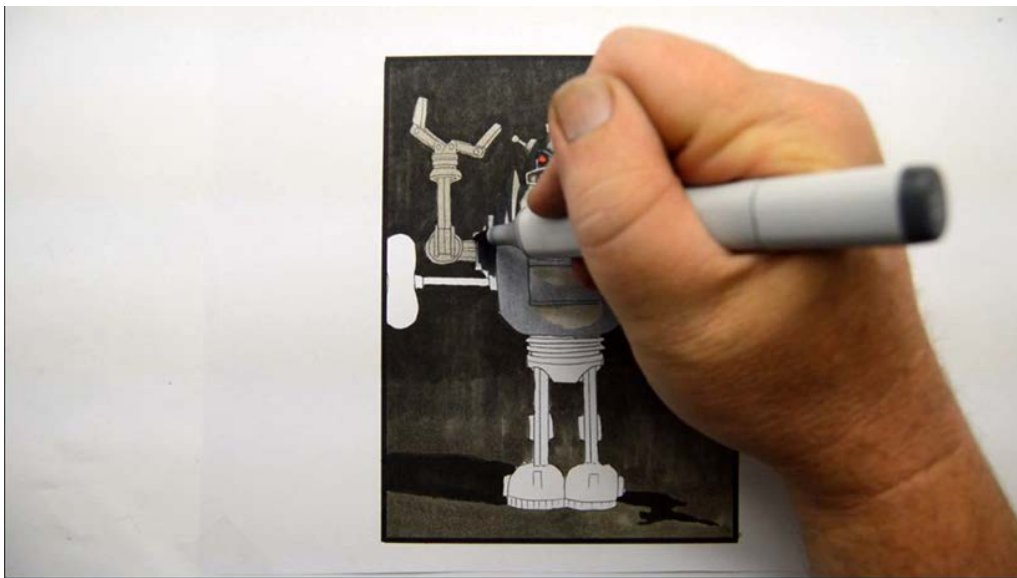
After the W0.



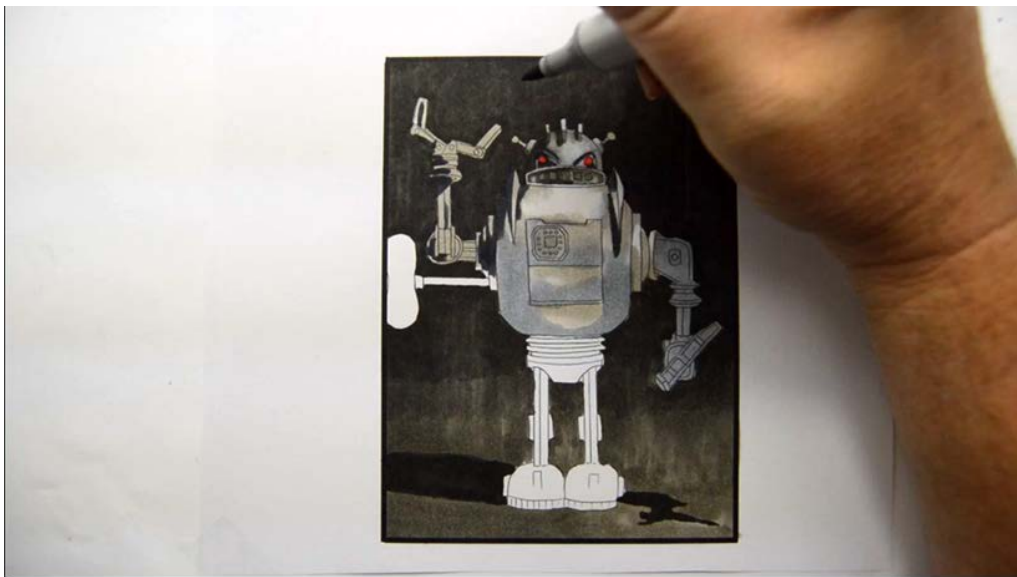
I add dark accents of C7...



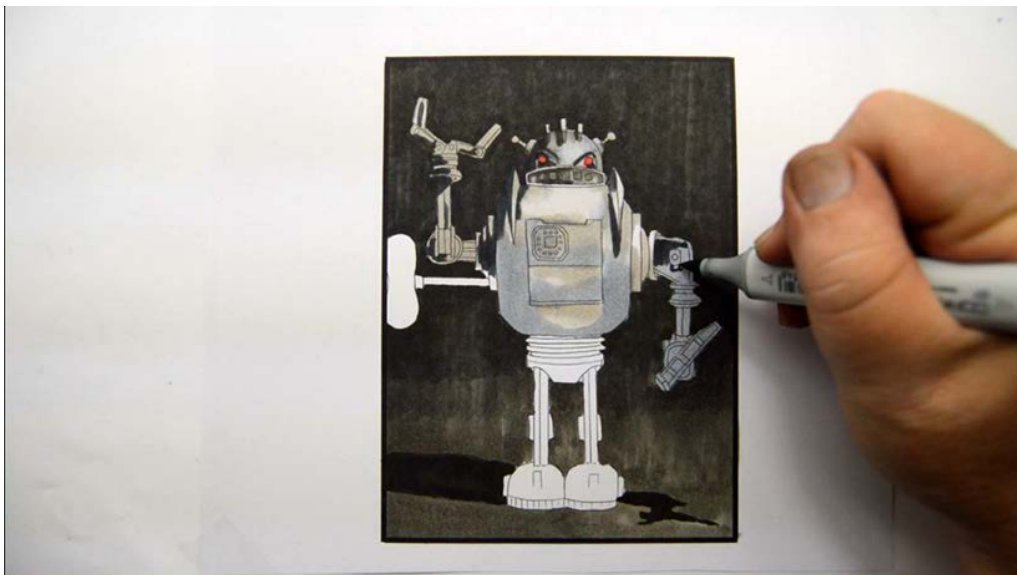
C7



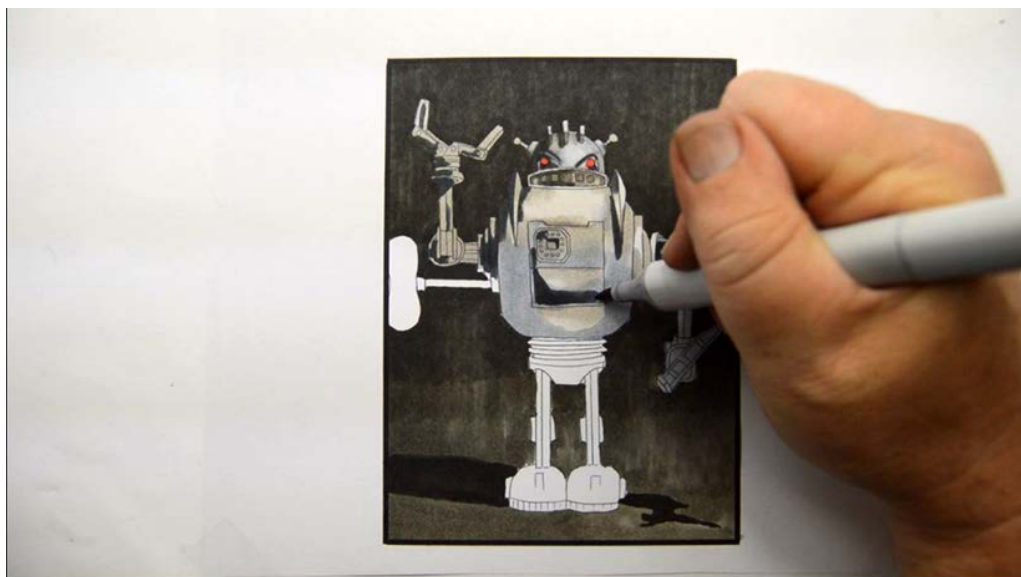
C7



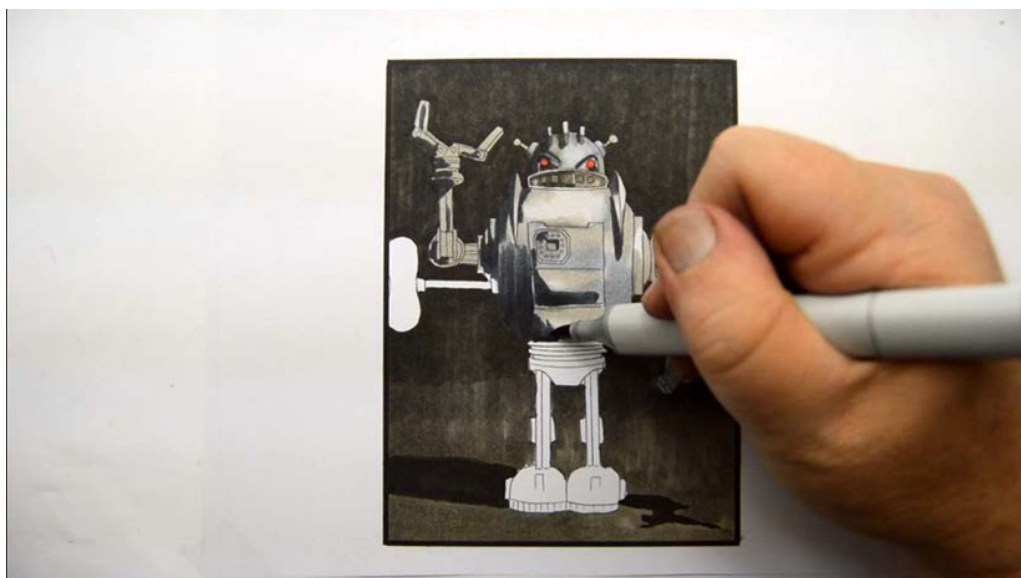
C7



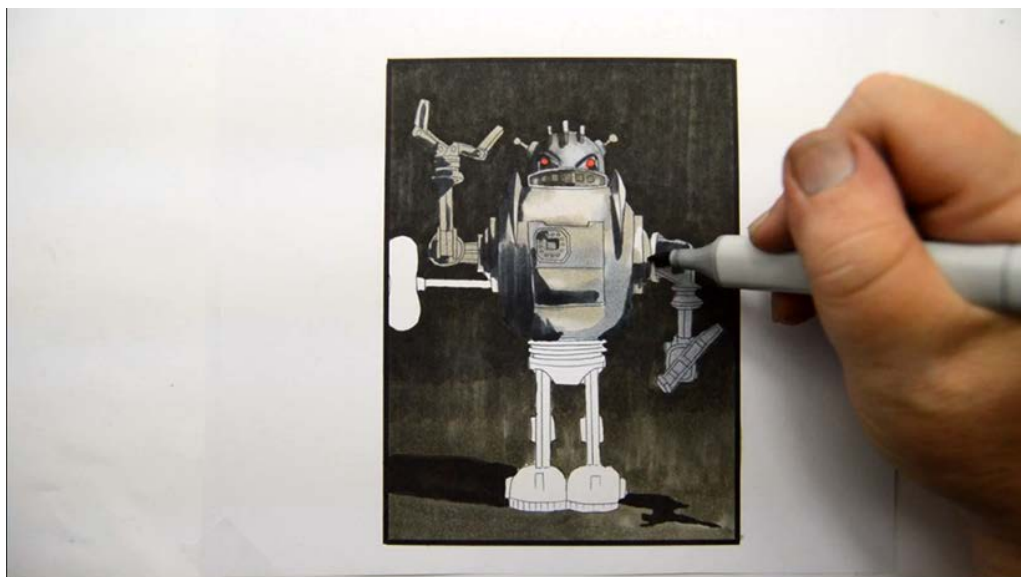
C7



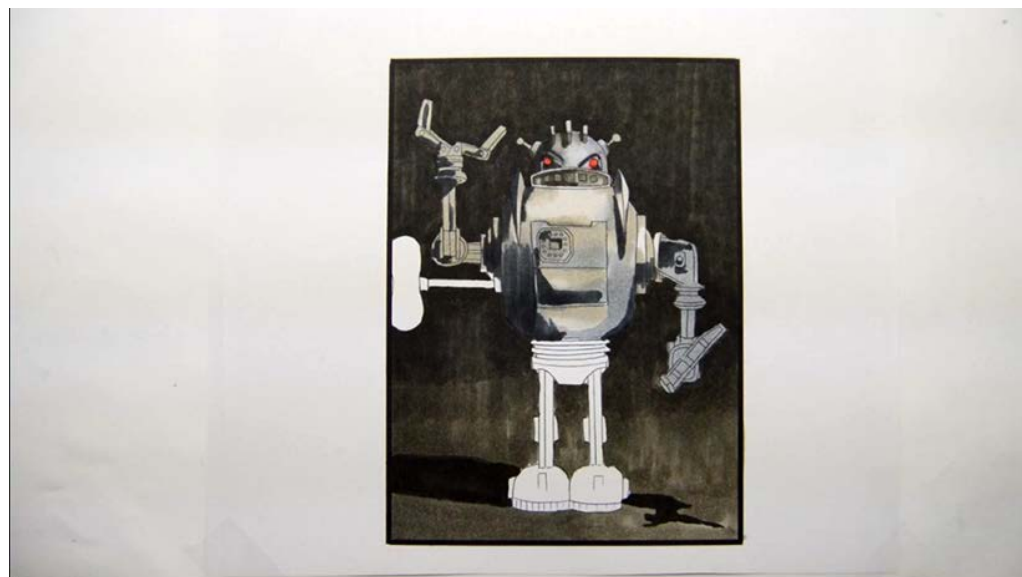
C7



C7



C7

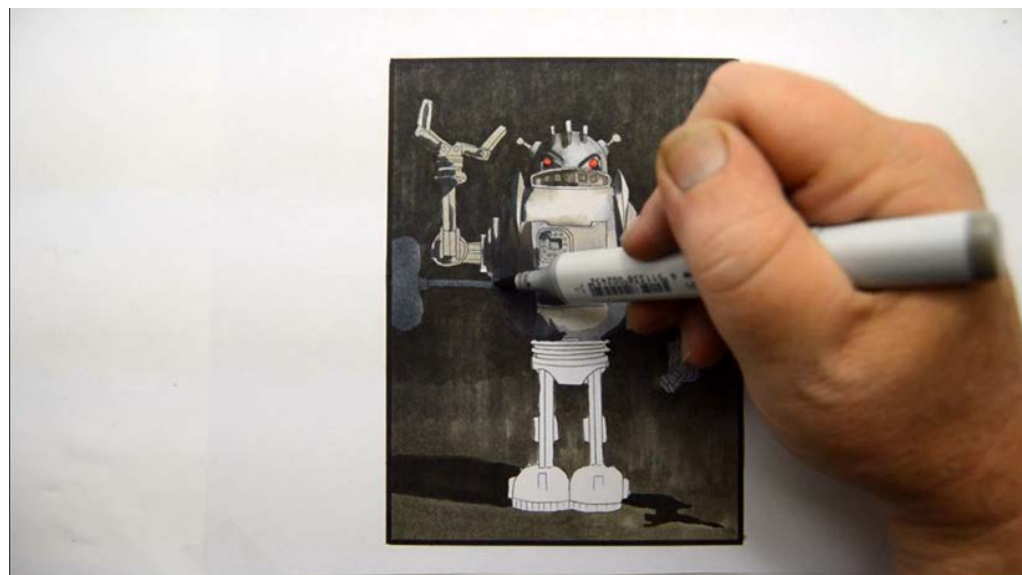


After the C7.

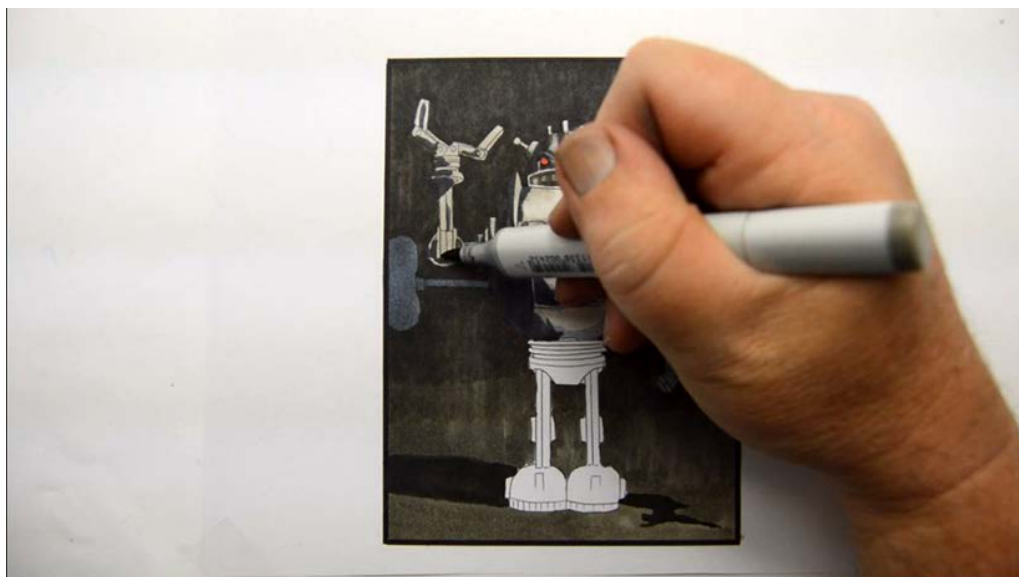
Again notice how unblended it is. Still a good thing! Use your reference photo to accurately place your C7 accents! And be sure to watch the video to see exactly where I placed mine.



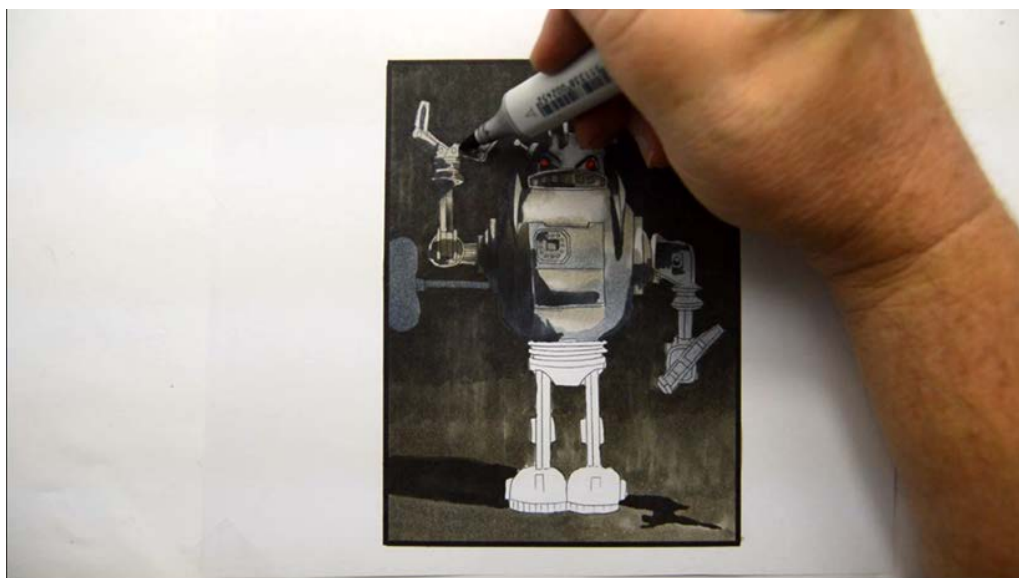
I color in the "clock work" key with C6.



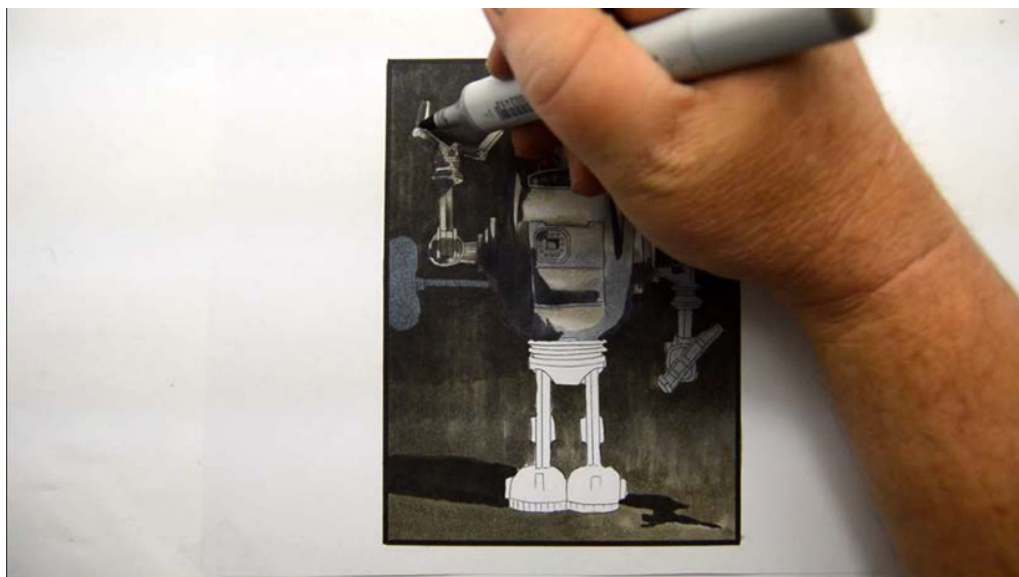
I add a layer of W5 over my darkest darks.



I then add W5 accents here and there according to the value shapes in my reference photo...



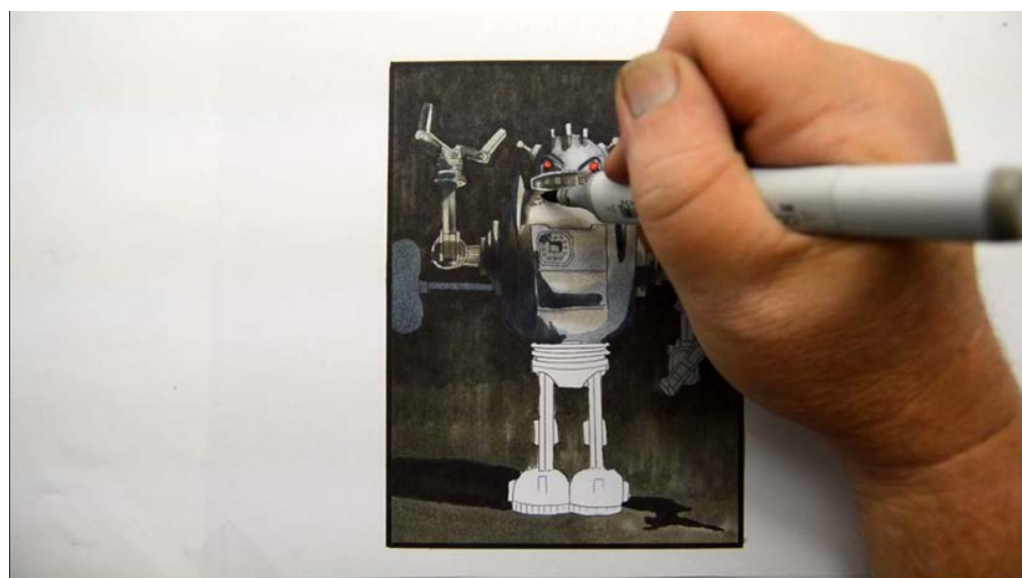
W5



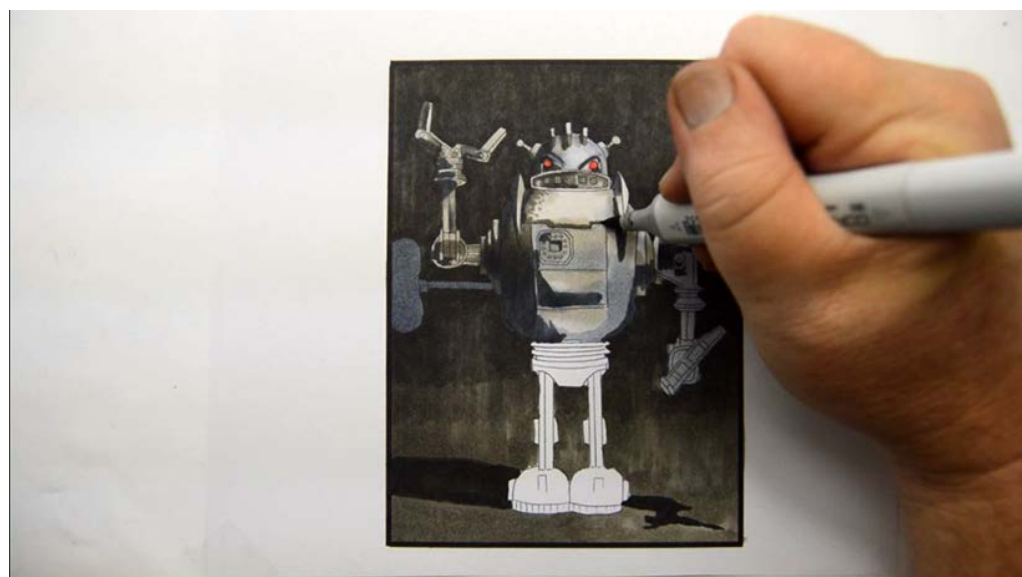
W5



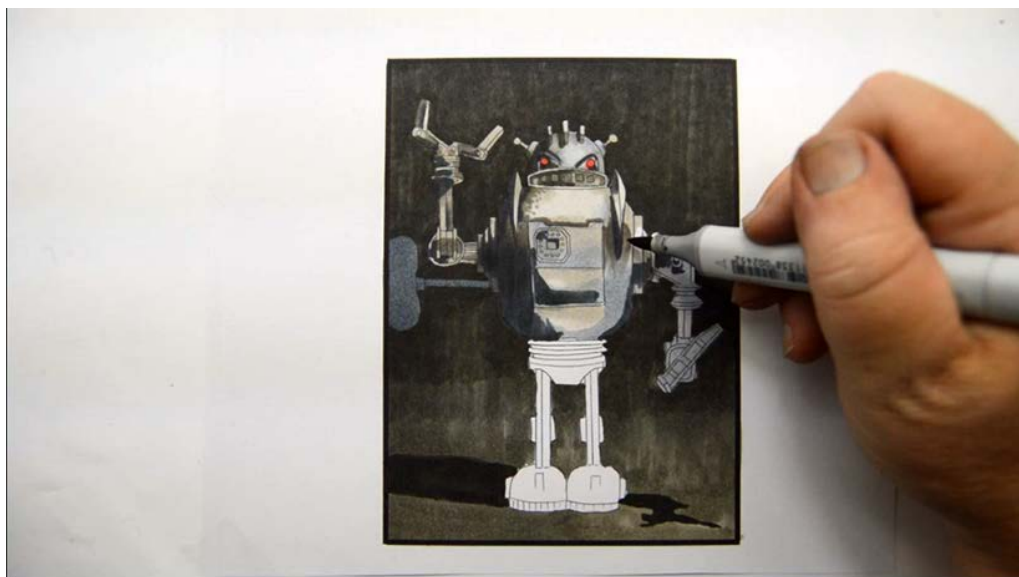
If you look carefully you can see the W5 shapes I've added to the left arm.



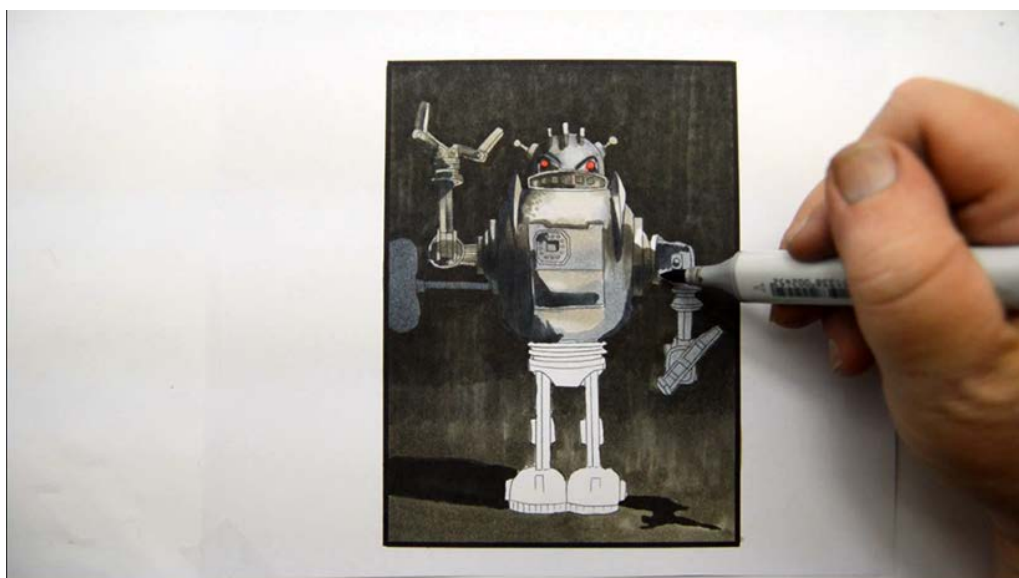
I add W5 to the upper torso...



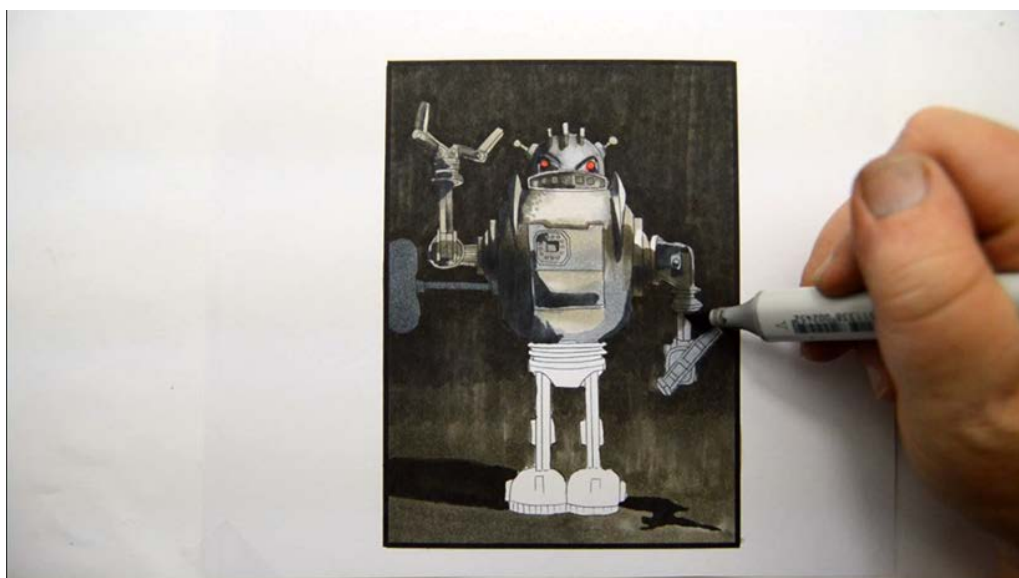
W5



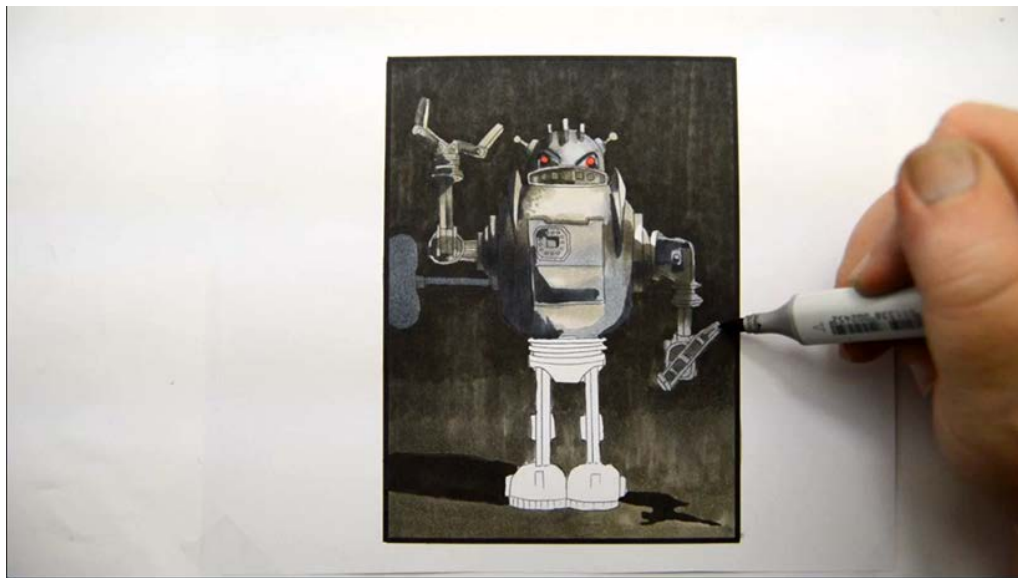
W5



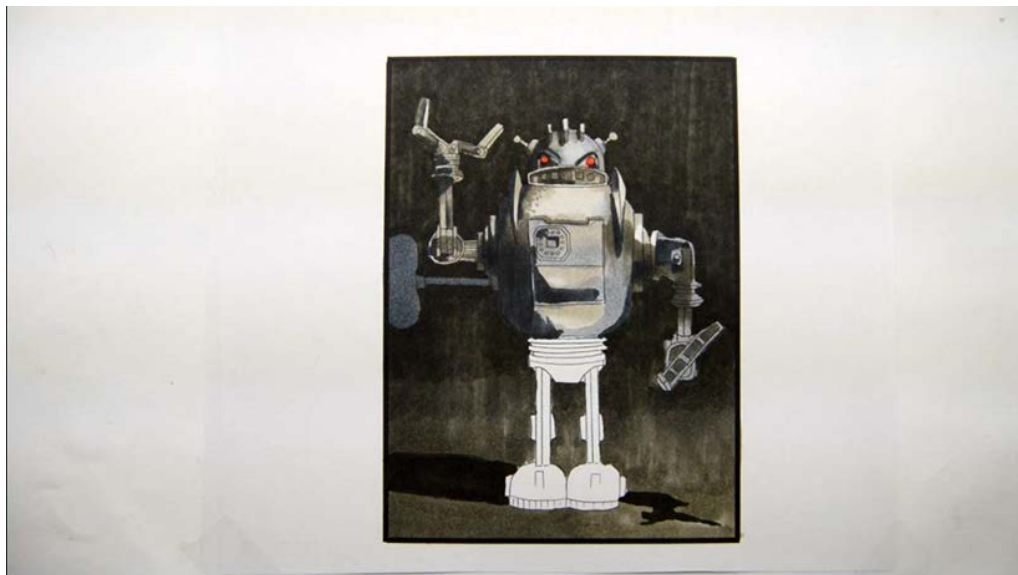
W5



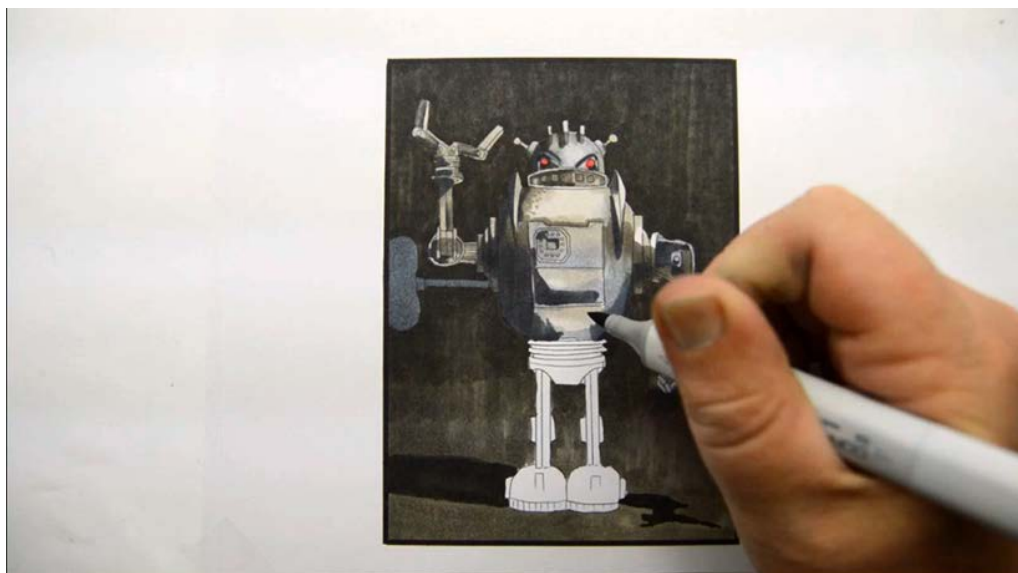
W5



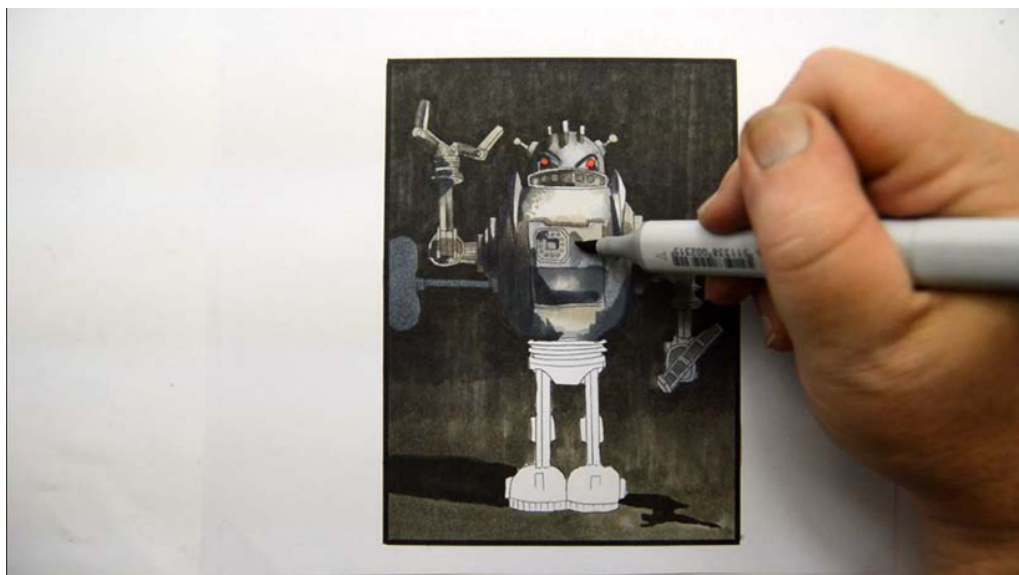
W5



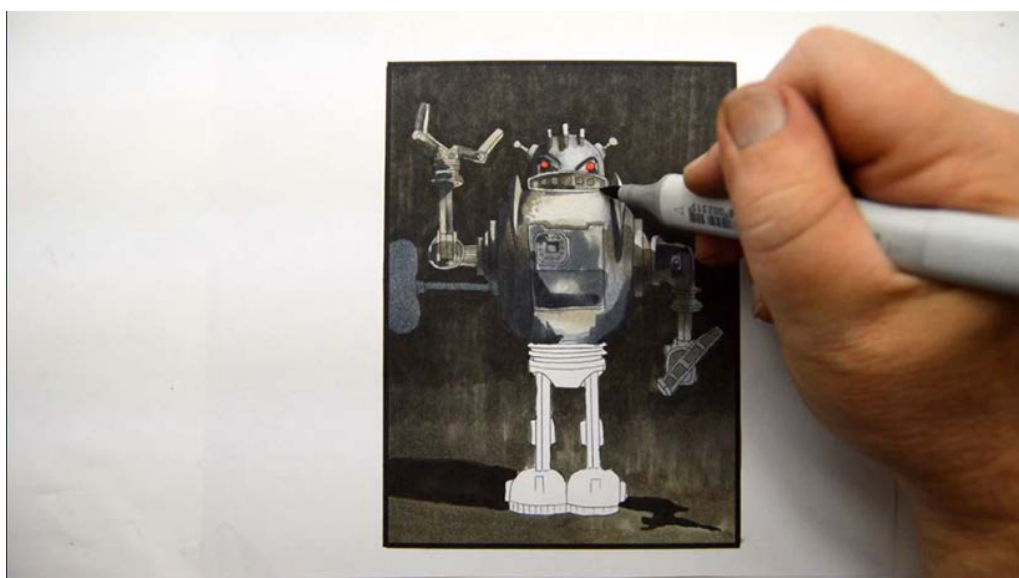
After the W5.



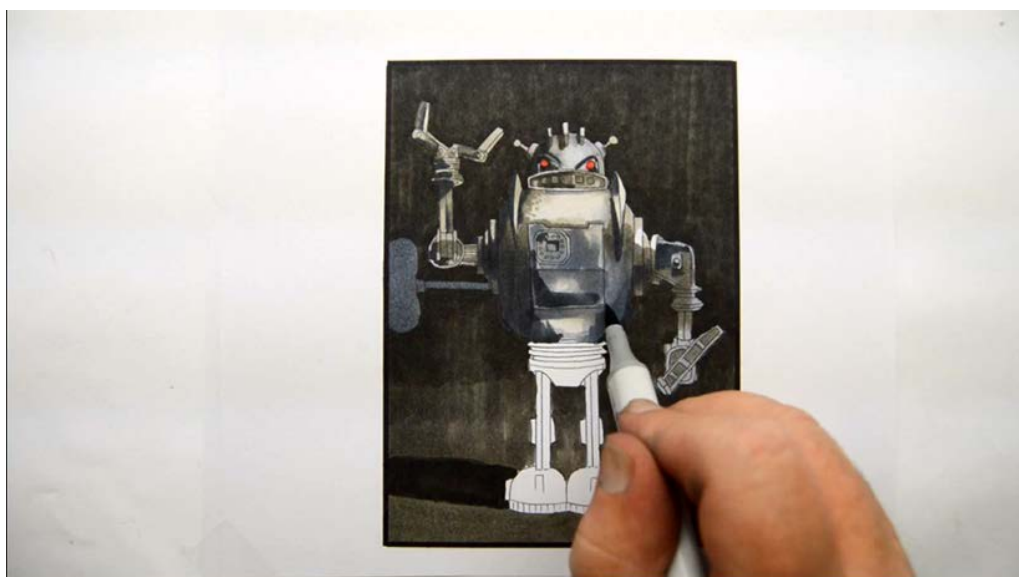
I add more shadow shapes to the torso with C4...



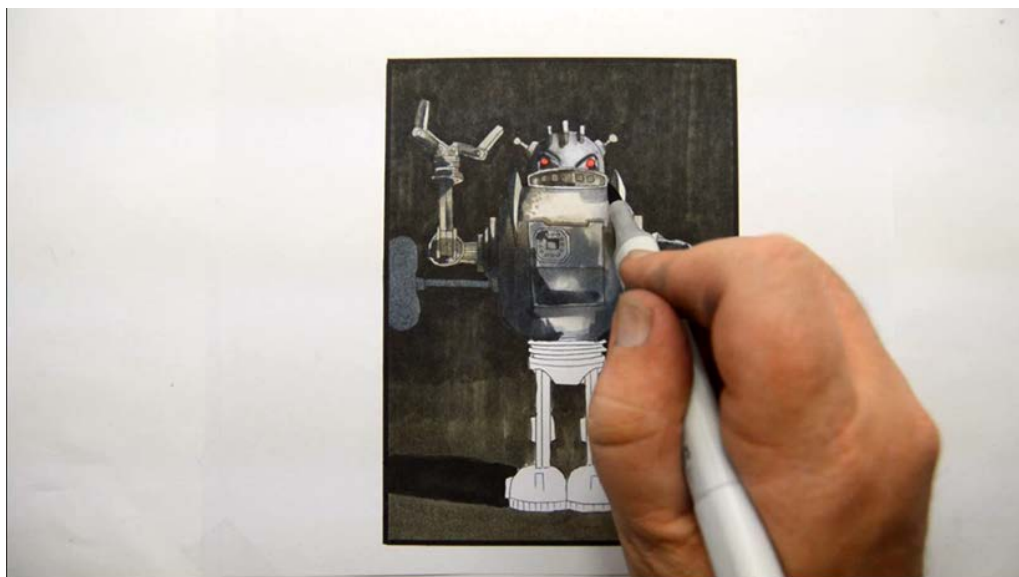
...C4 shapes on the "breast plate"...



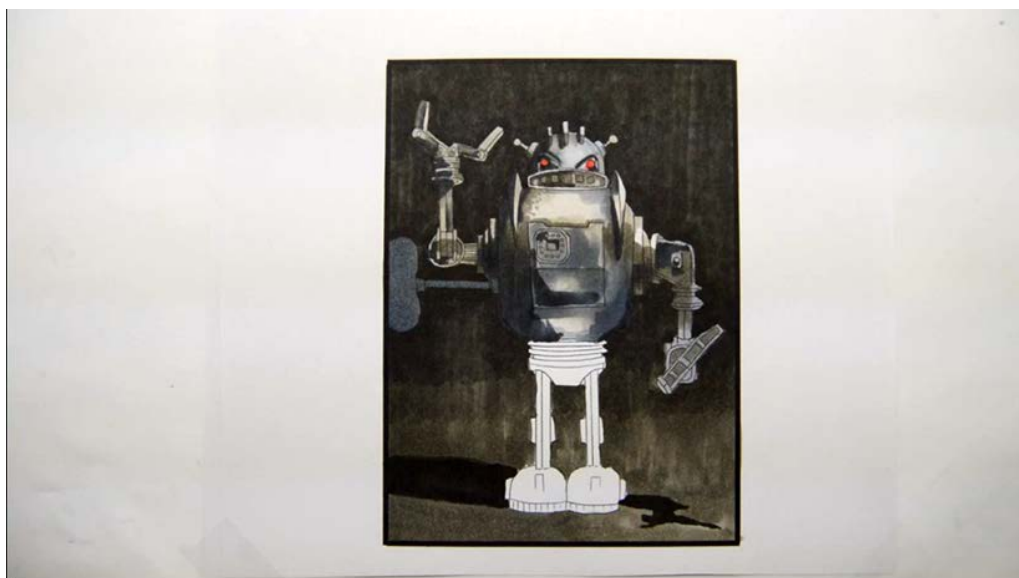
...under the mouth... (C4)



...along the right side and bottom... (C4)



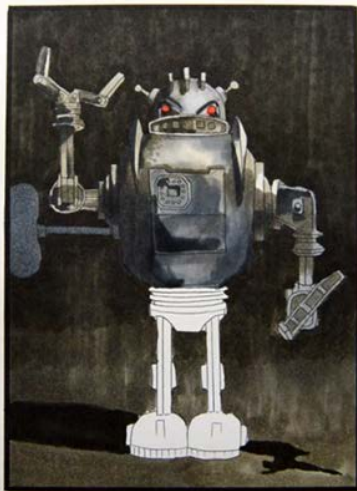
C4



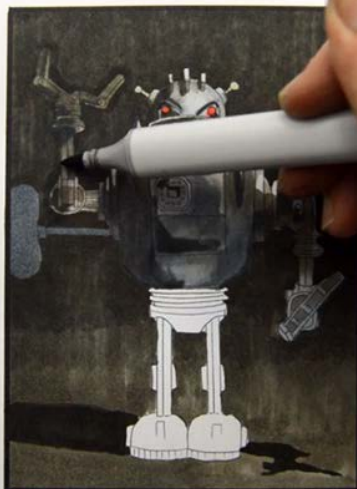
After the C4.



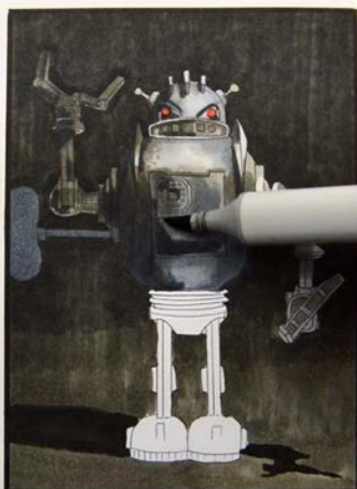
I soften the darker values together with C2, leaving the lightest area on the top of the torso untouched.



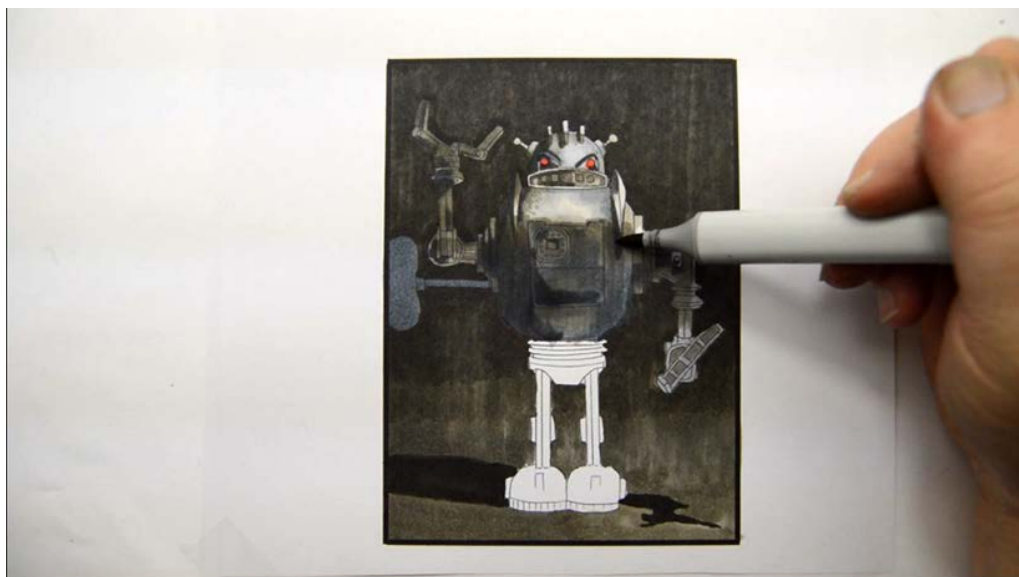
After the C2 "blend". (It's still rough!)



I "glaze" the entire left arm with W5.



I carry this W5 glaze over the torso...



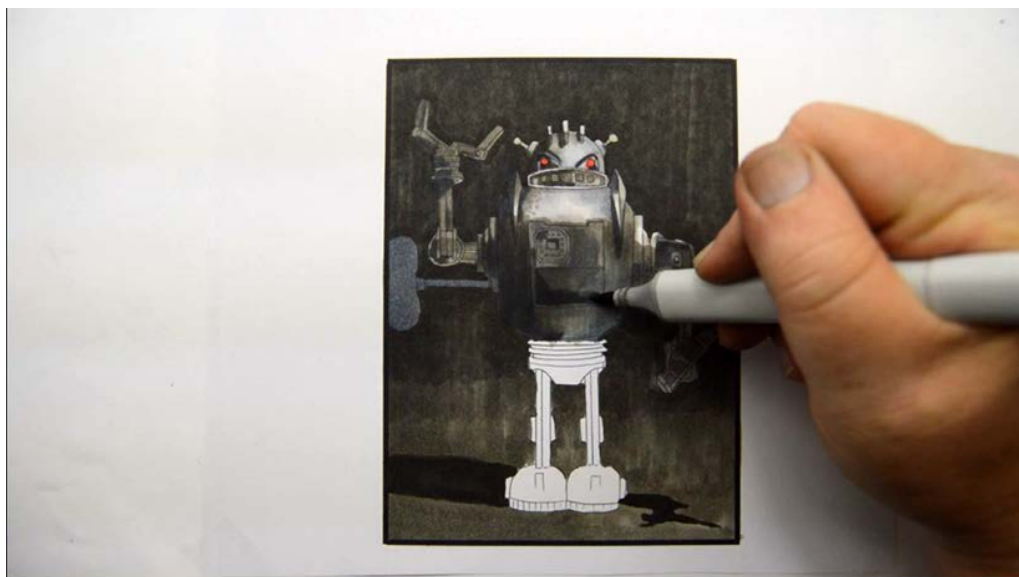
W5 glaze



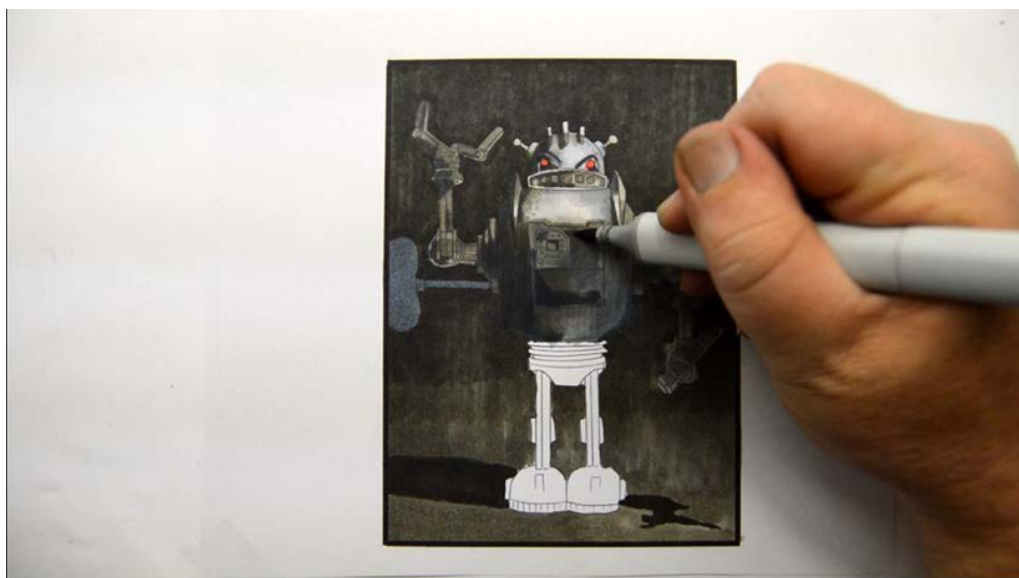
...and over the right arm. (W5)



Don't be scared! It works out well in the end! :)



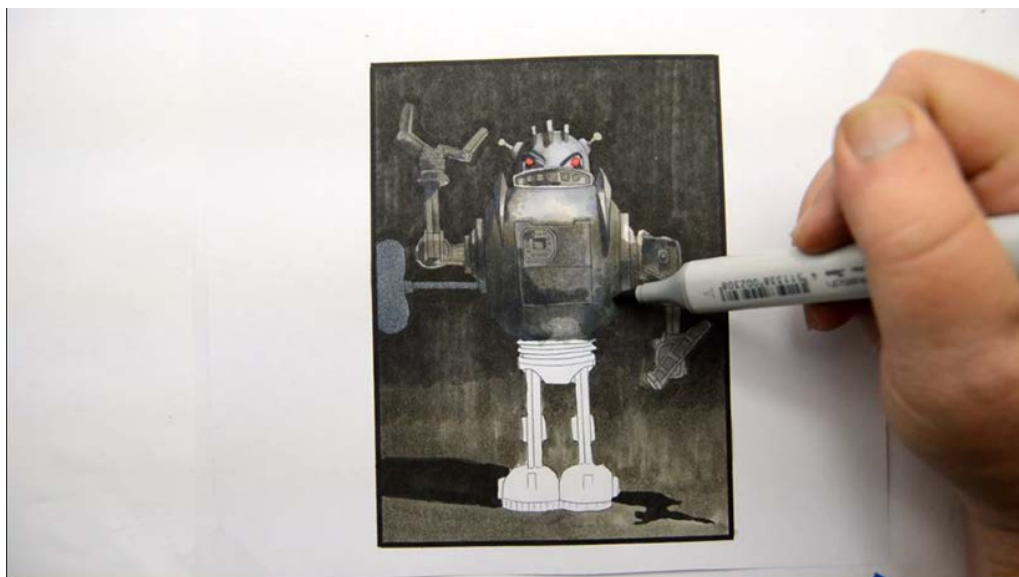
I add C6 accents to the breast plate...



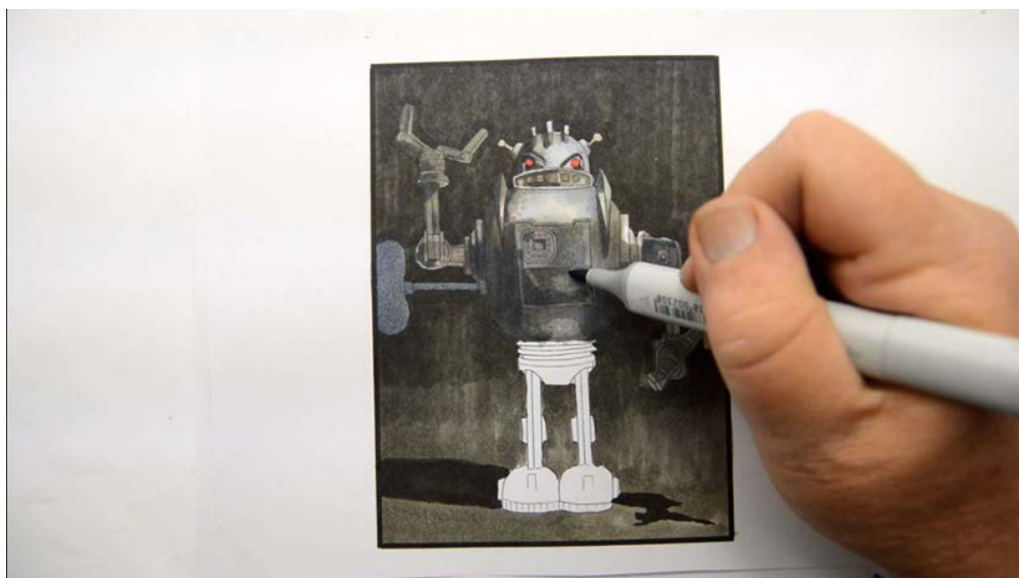
C6



After the C6.



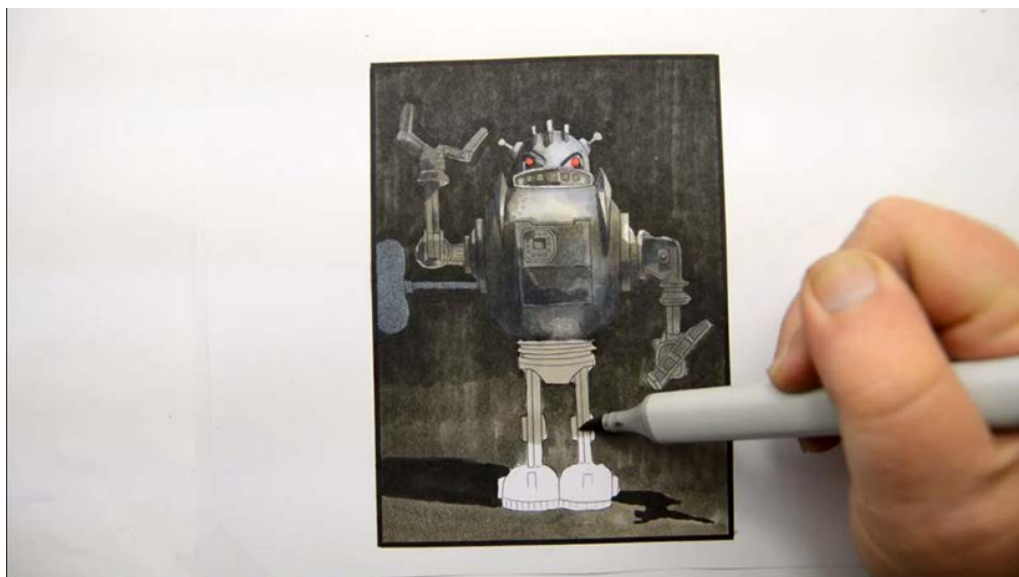
I add mid value shapes of C3...



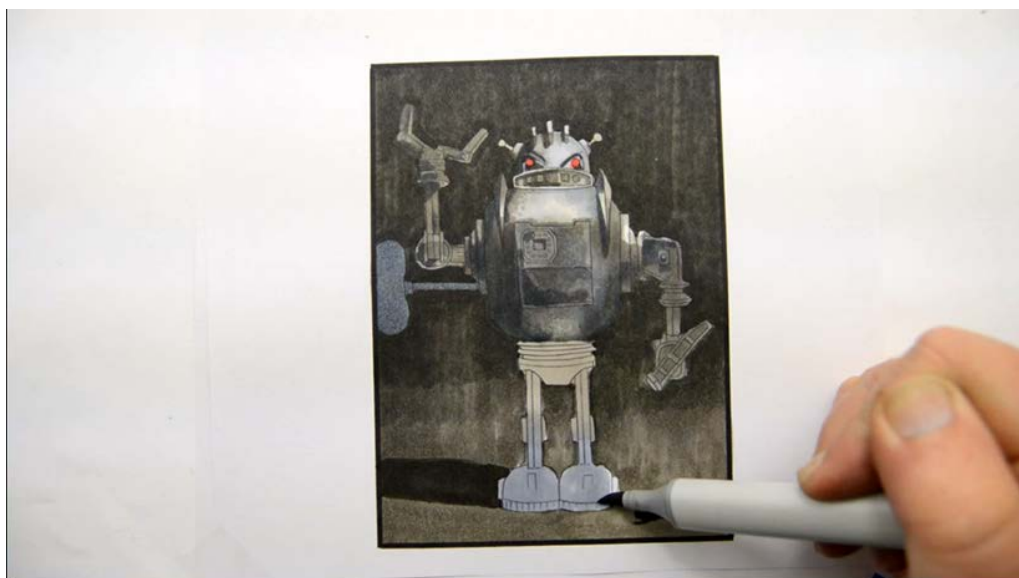
C3



The torso is more or less complete.



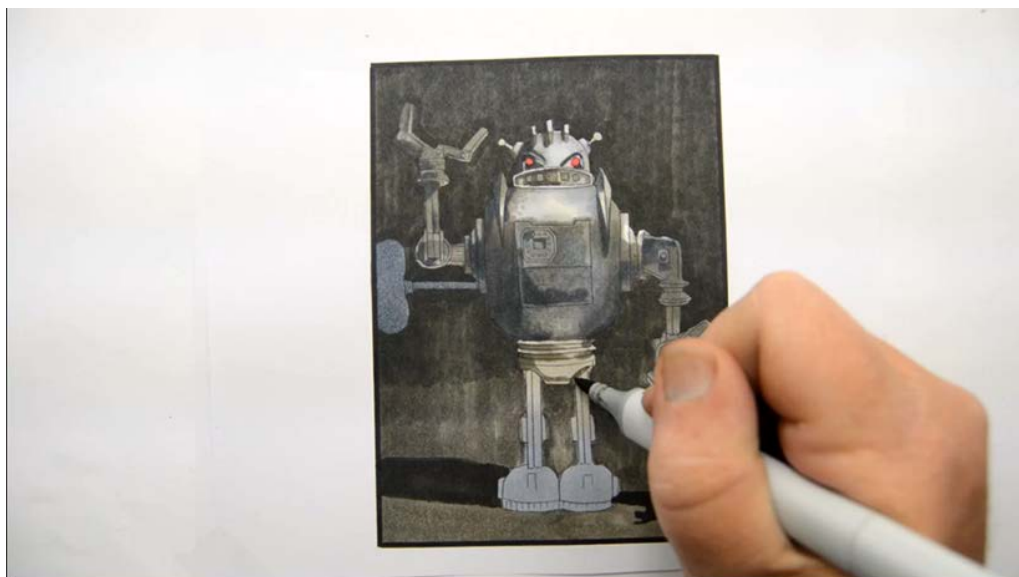
I add W3 hips and upper legs.



Then I color the lower legs and feet with C3.



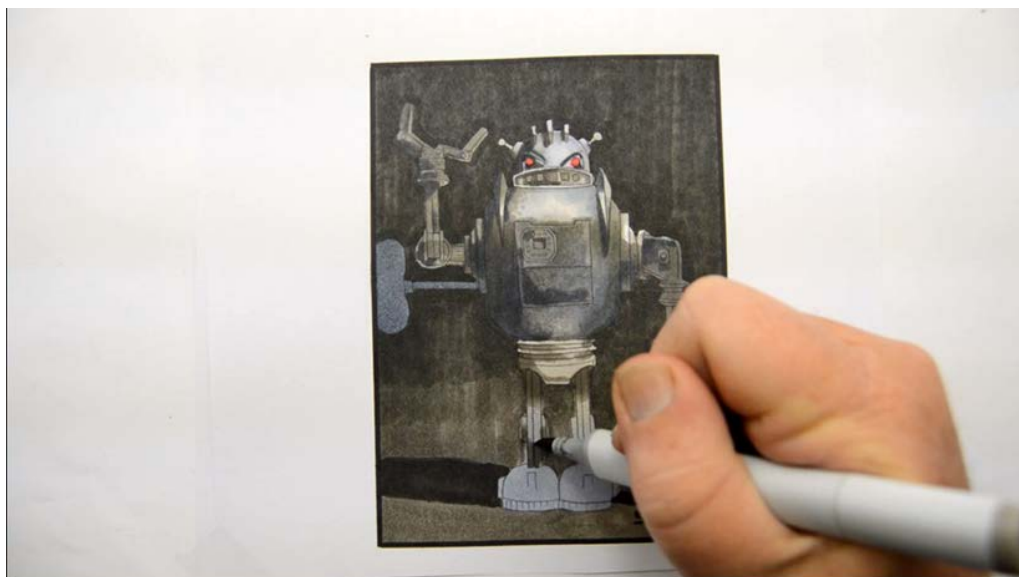
Not sure why but this photo makes me laugh!



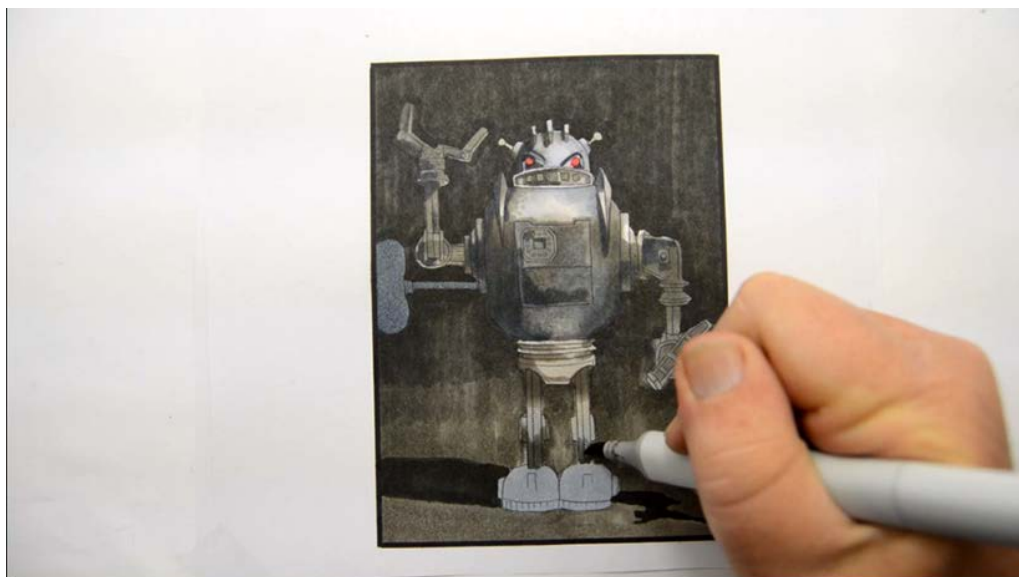
I add W5 accents to the hips...



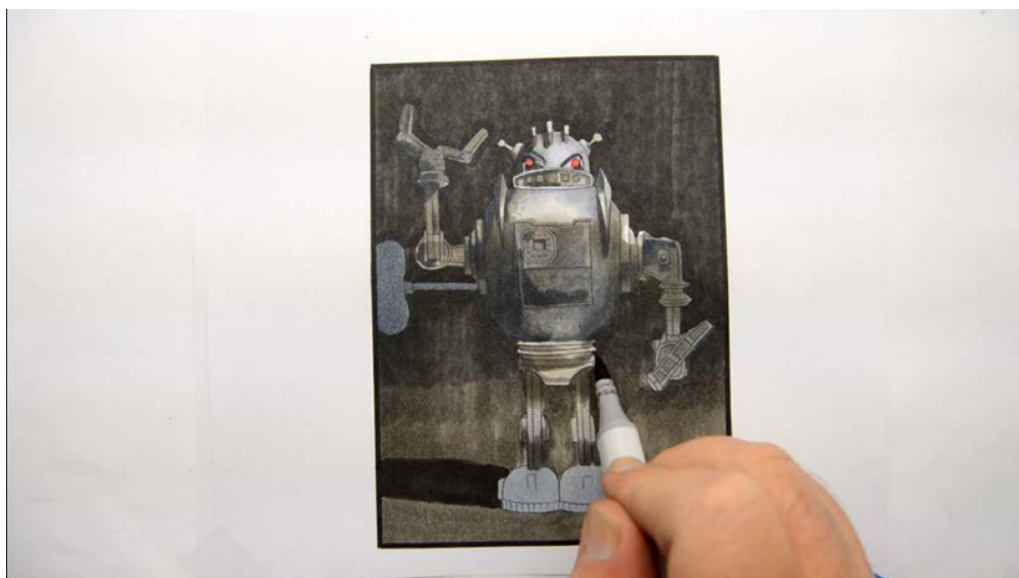
...and legs... (W5)



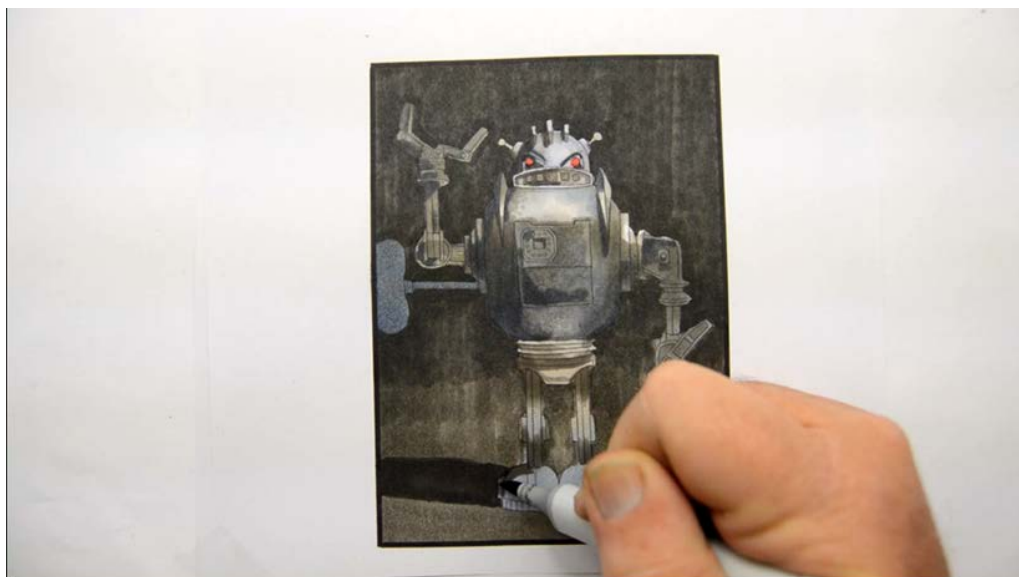
W5



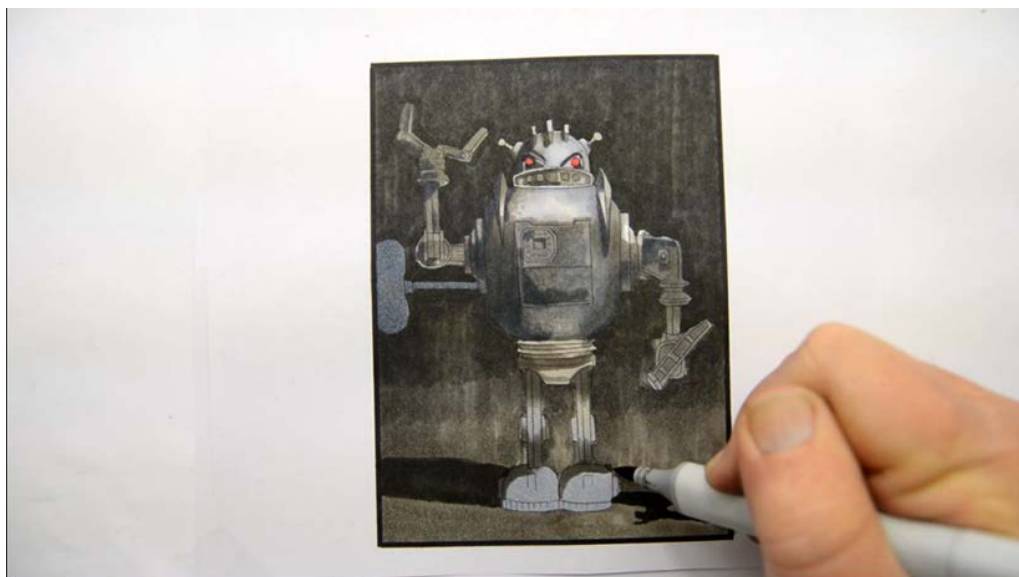
W5



W5



W5



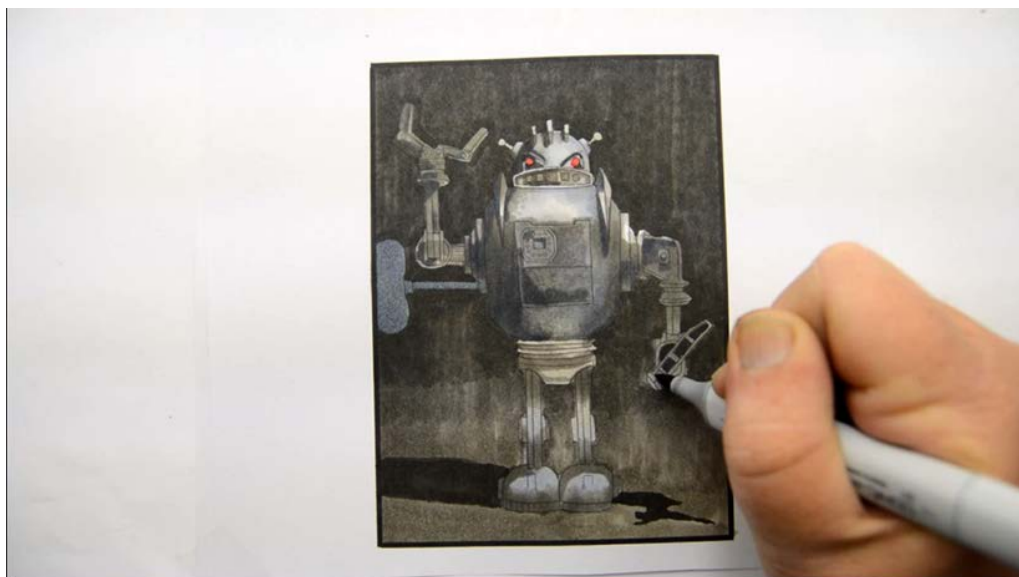
W5



W5



After the W5.



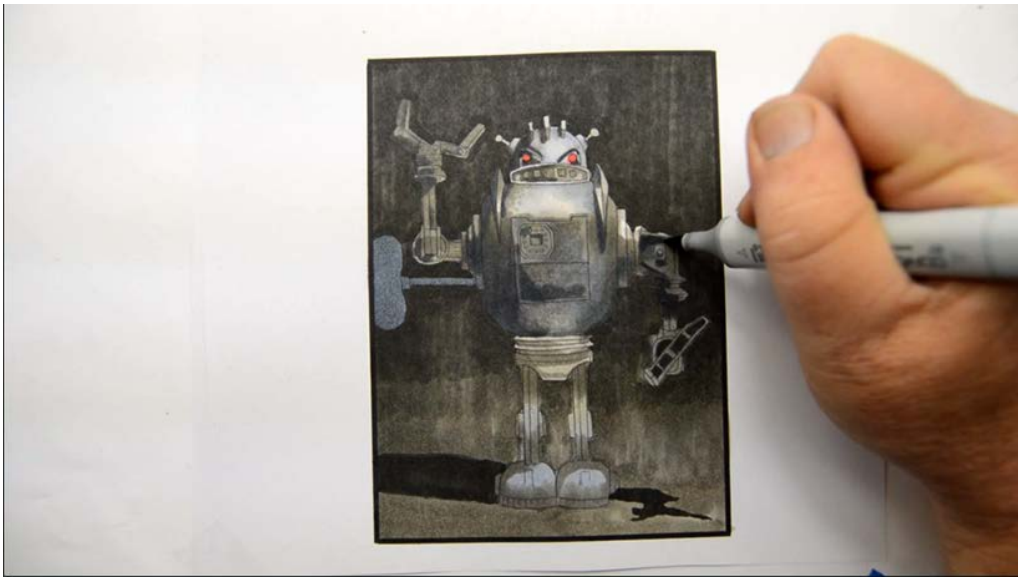
I then add very dark accents with C7...



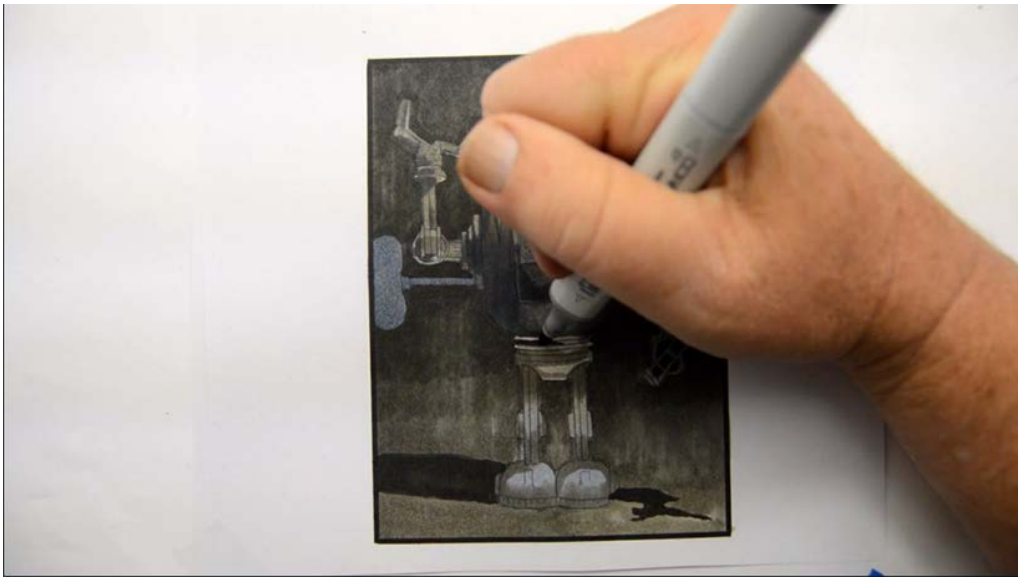
C7



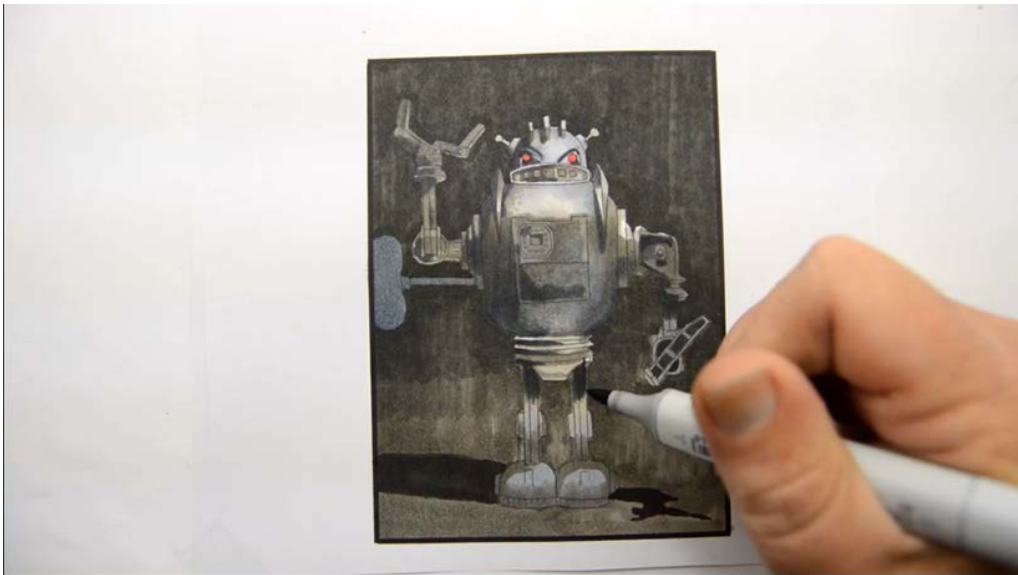
C7



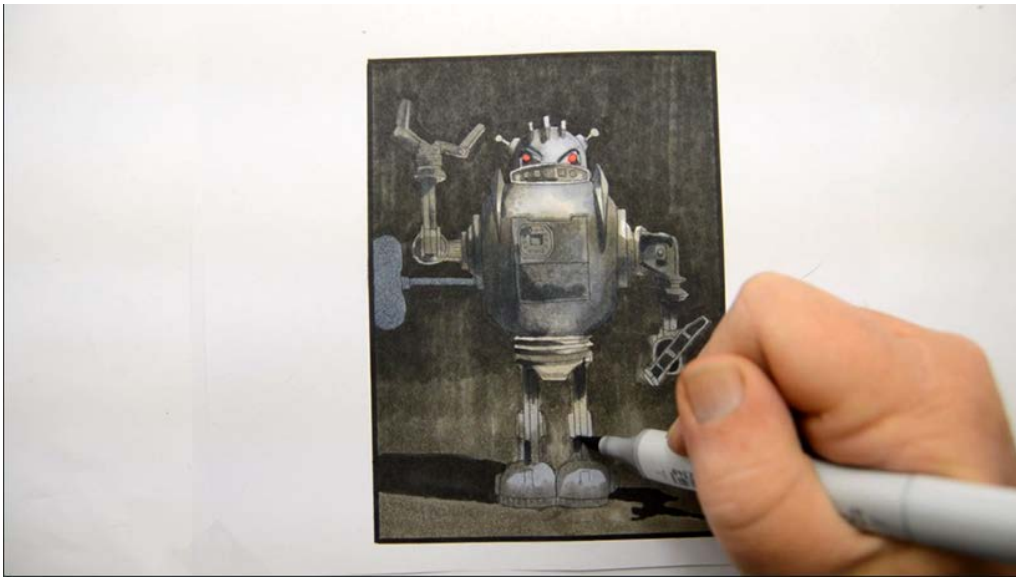
C7



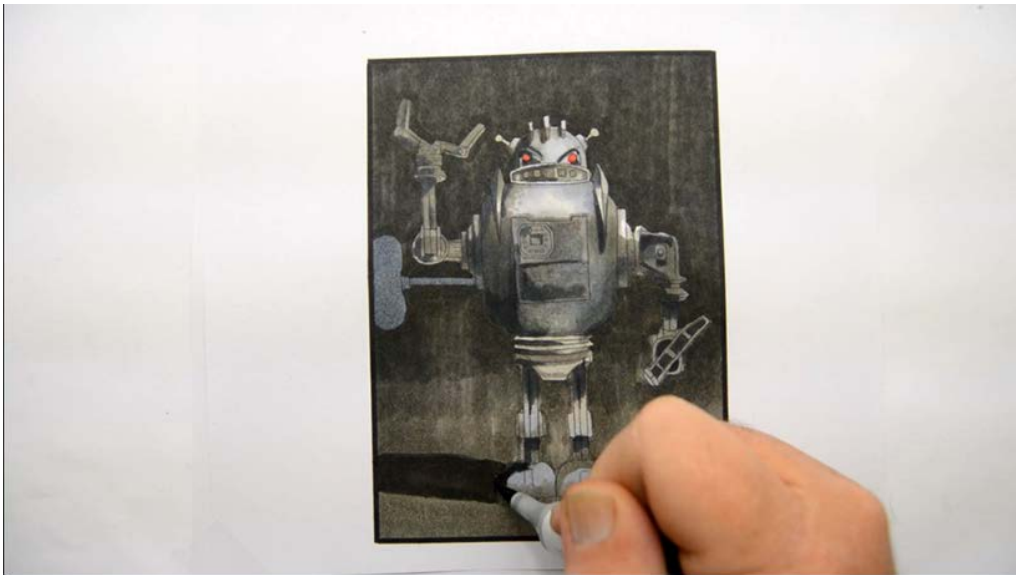
C7



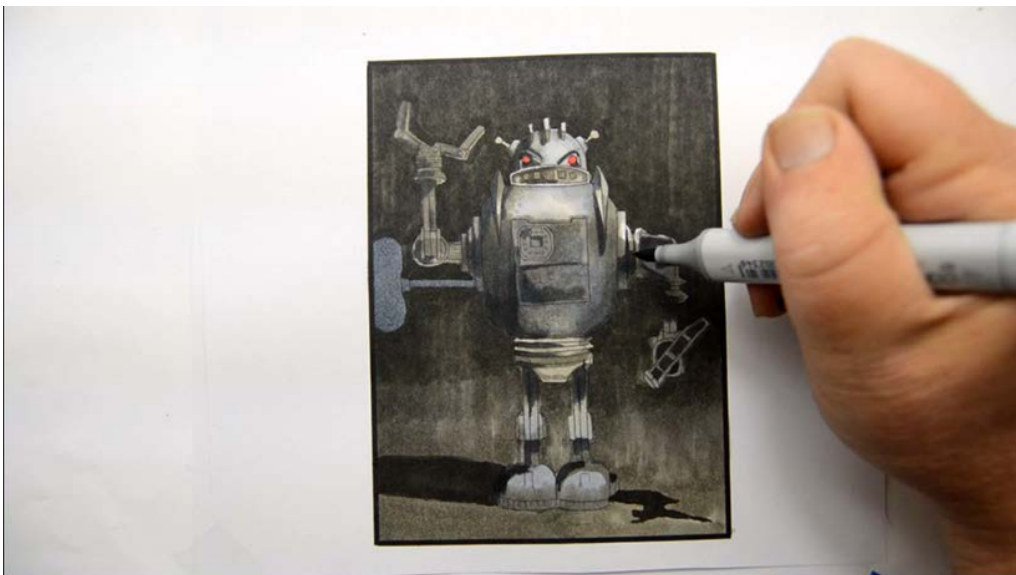
C7



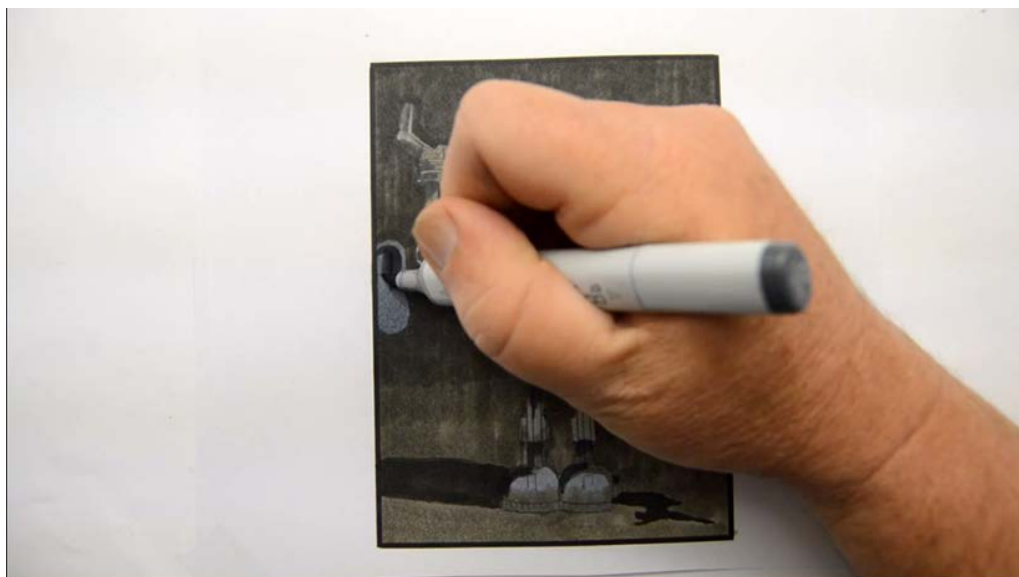
C7



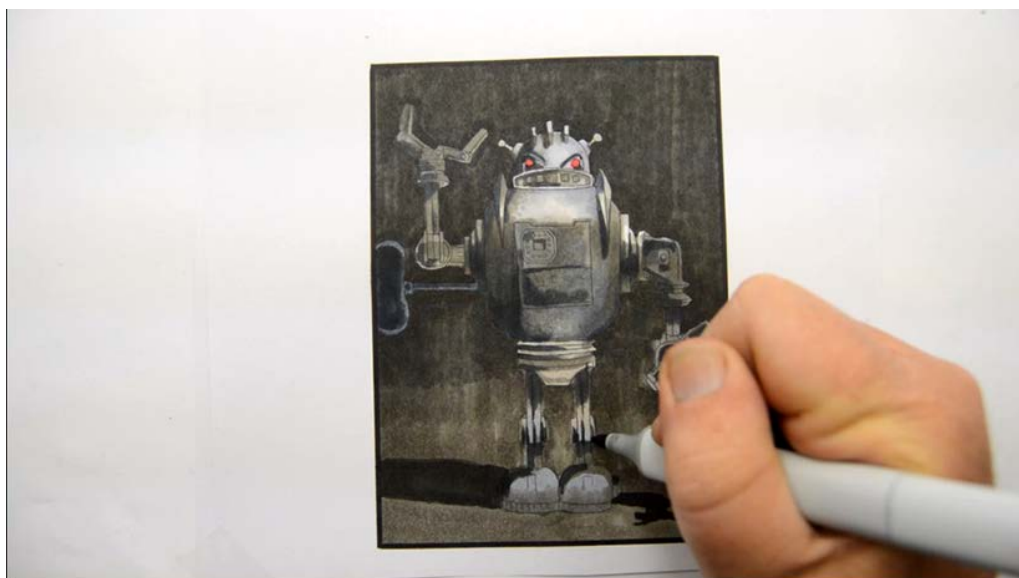
C7



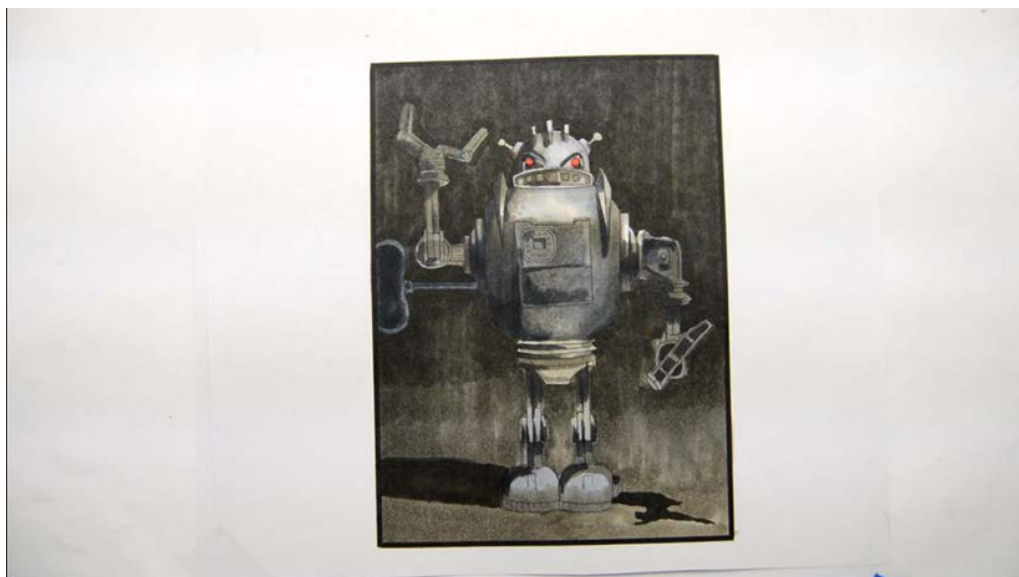
C7



C7



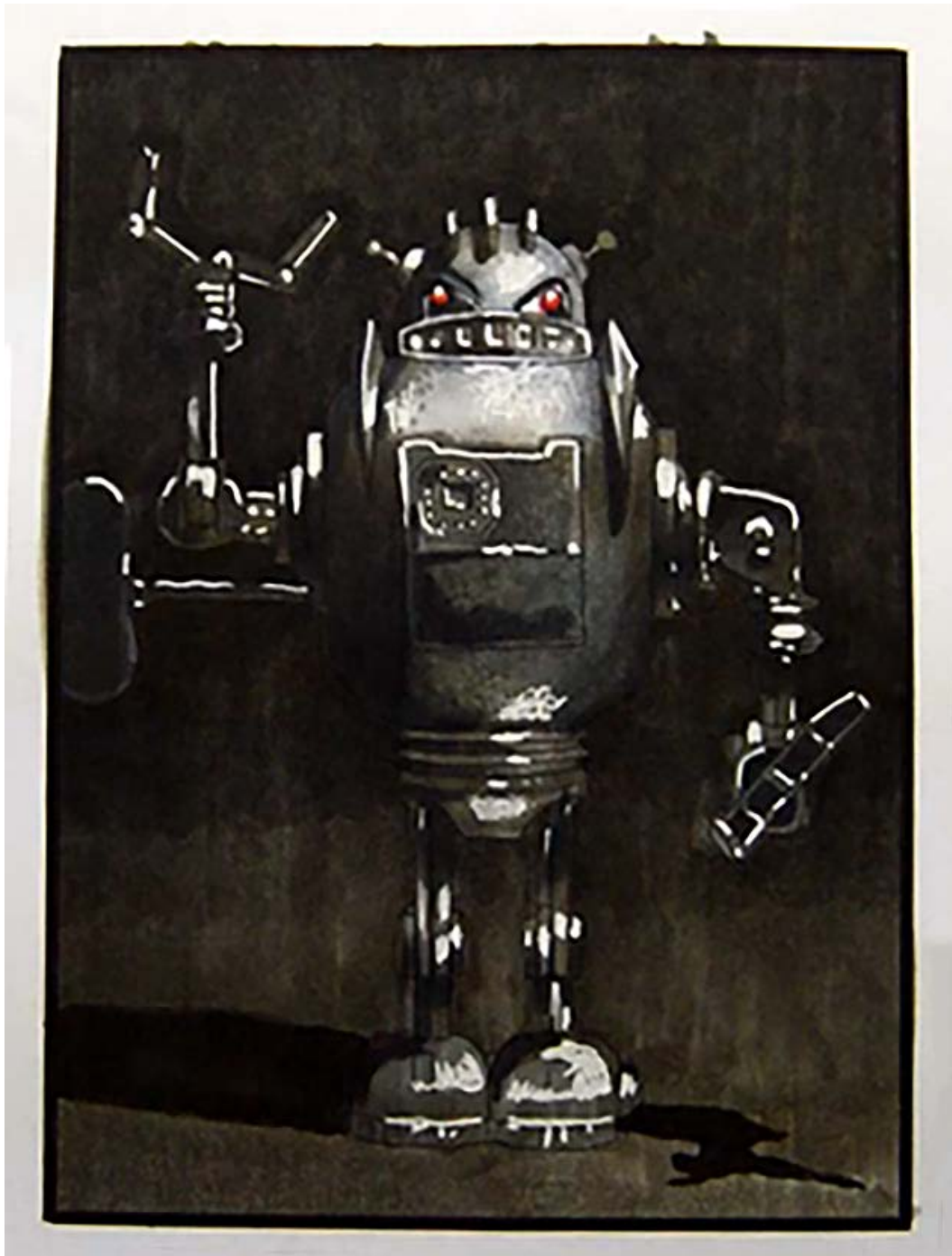
C7

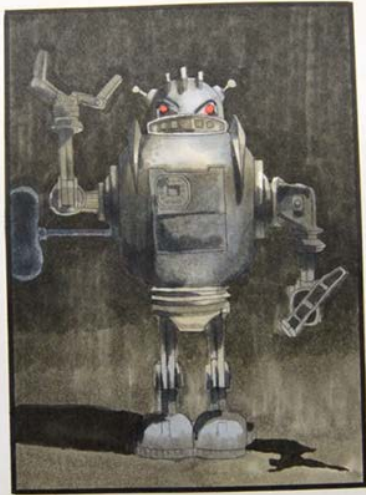


Believe it or not, we are ready for the finishing phase.

Chapter Three:

Highlights And Finishing Touches





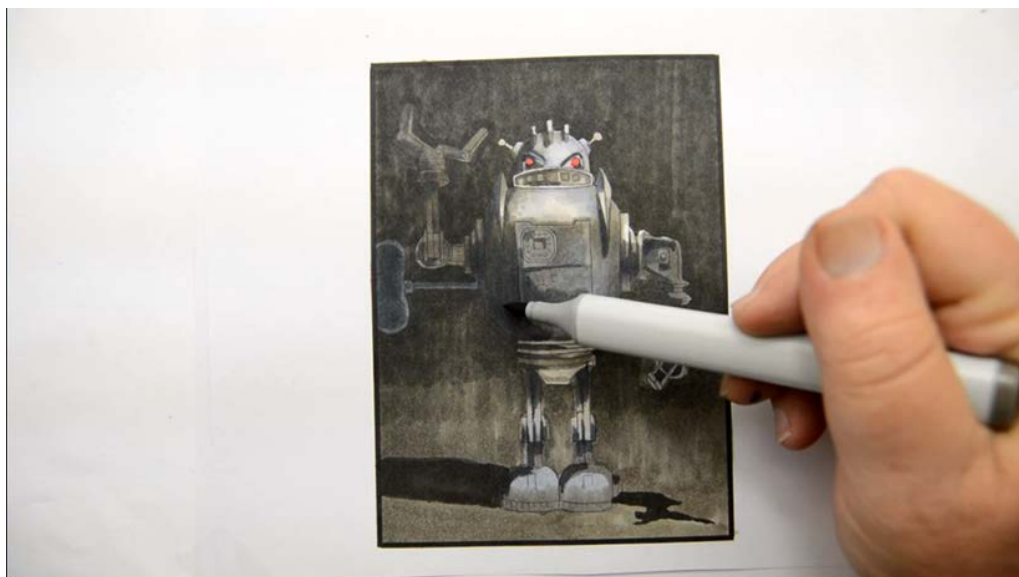
With our basic colors and shapes in place, finishing off the image should be a breeze!



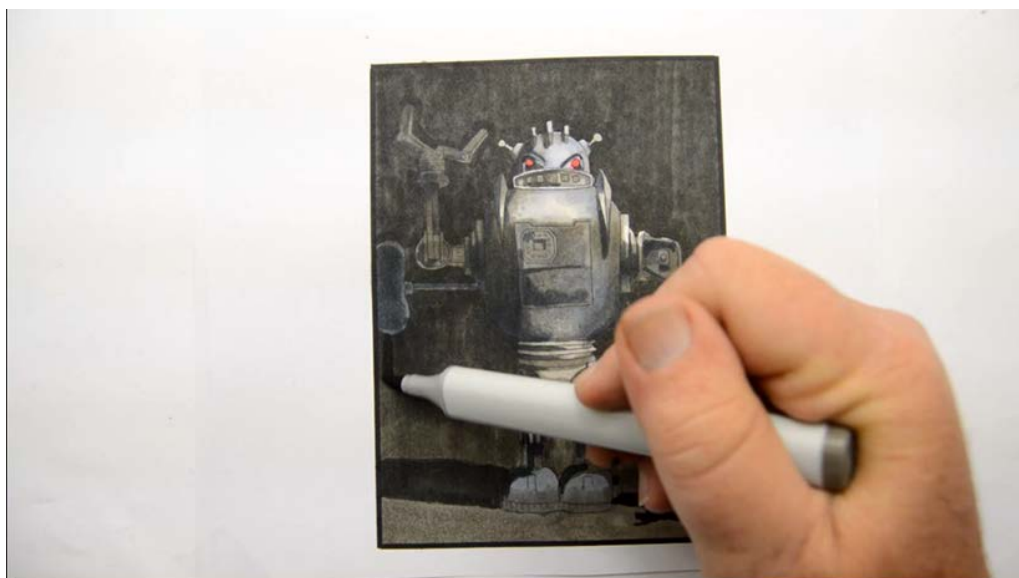
I glaze the entire image excluding the very lightest areas with W6...



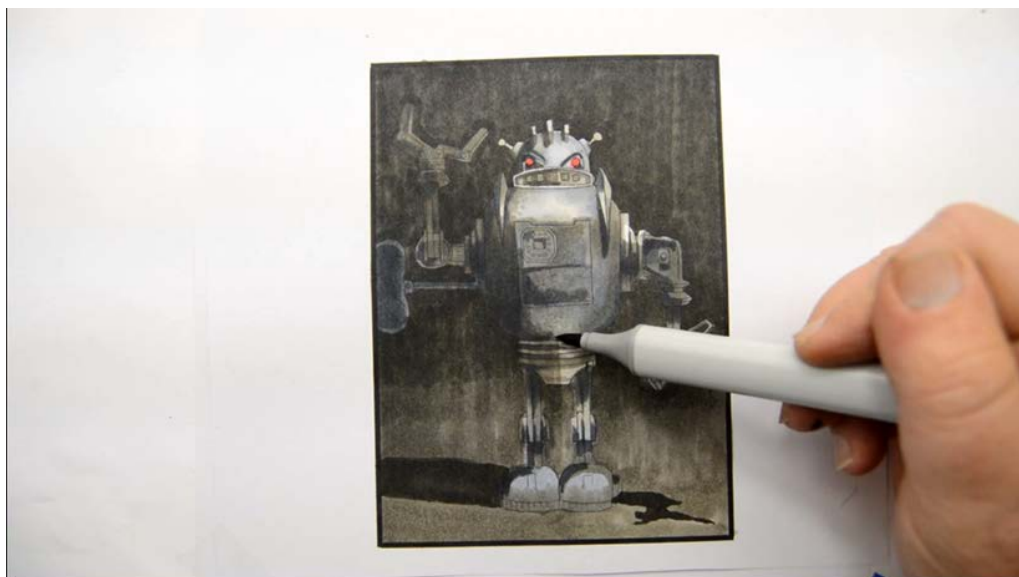
W6



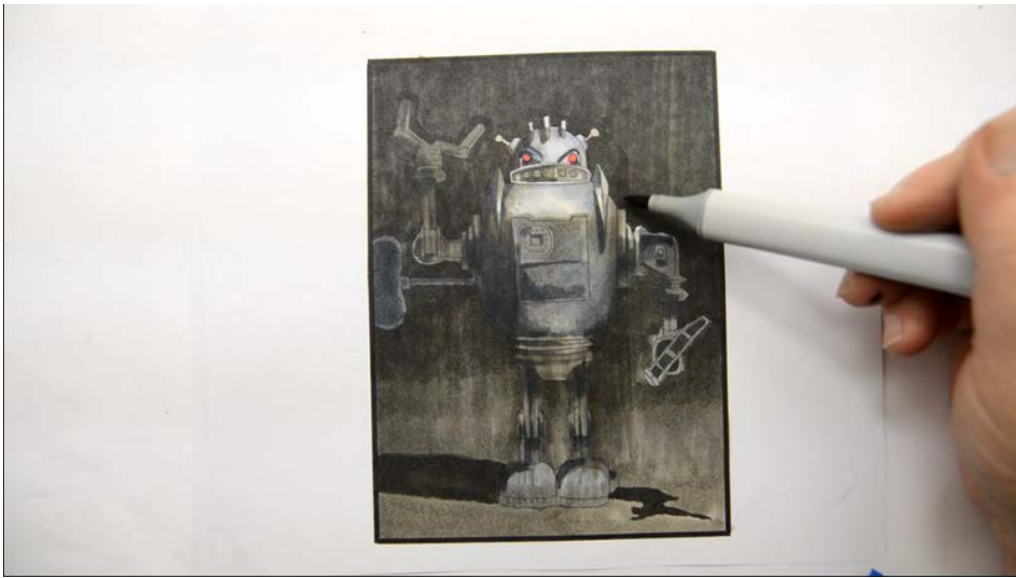
W6



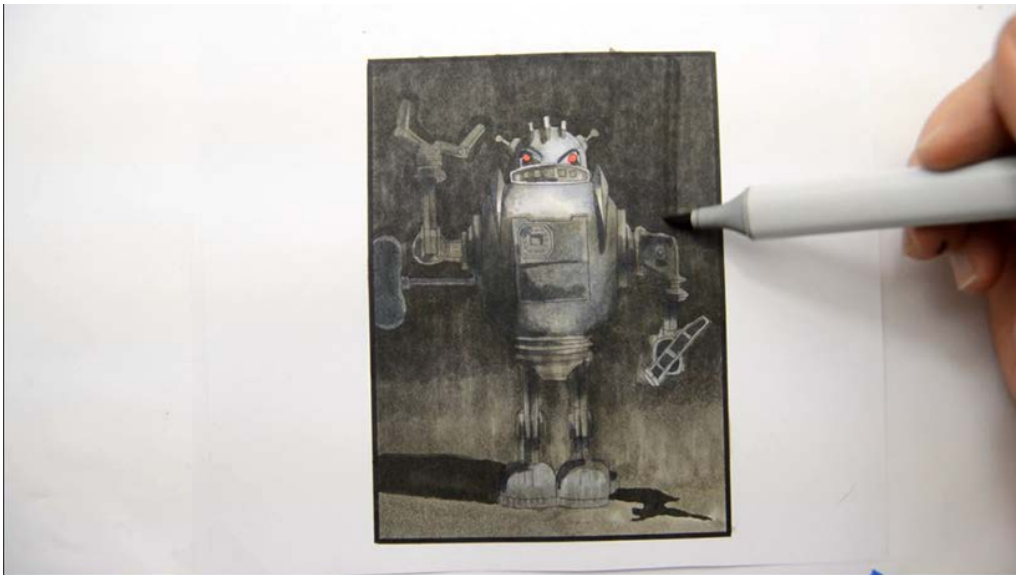
W6



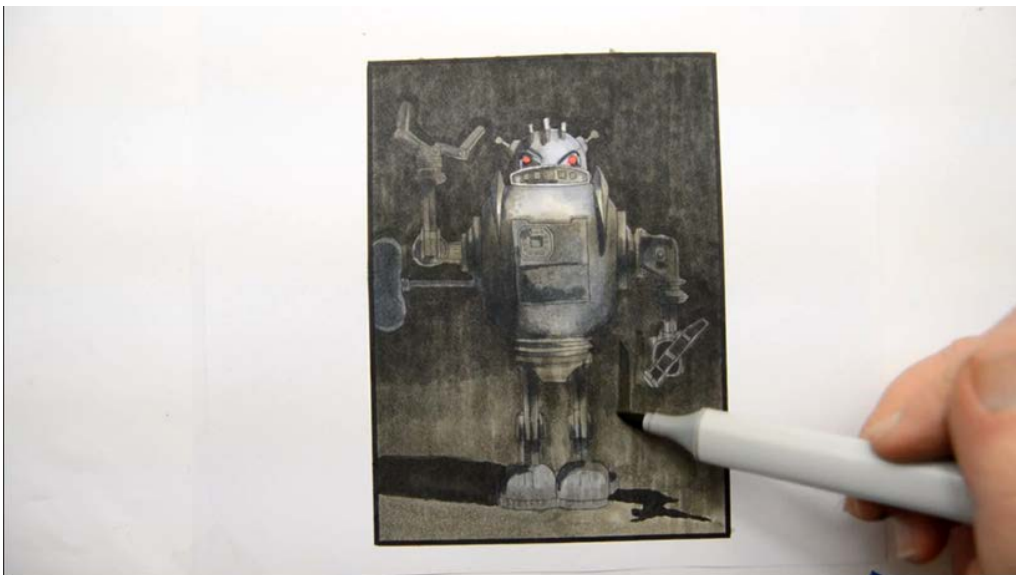
W6



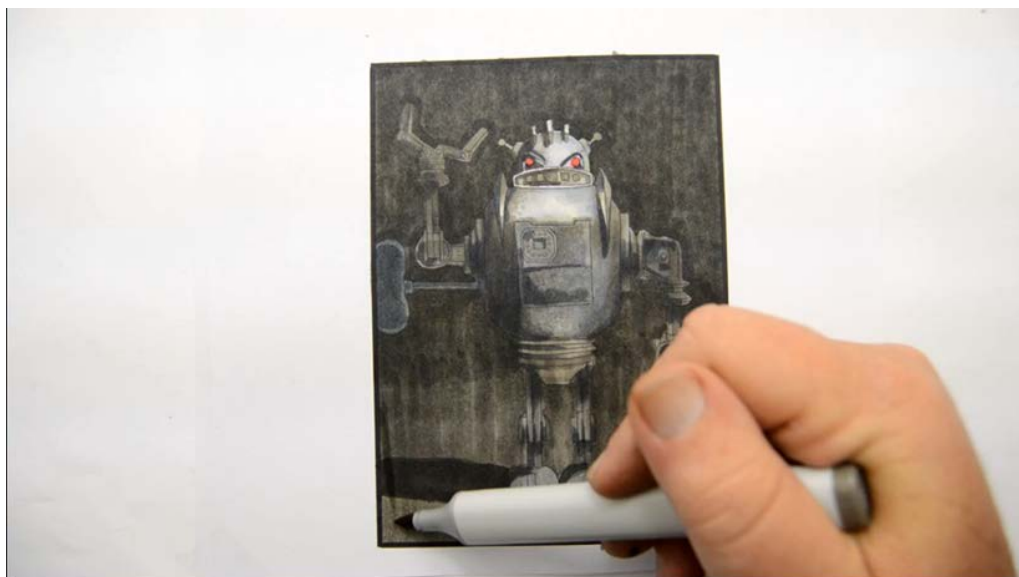
W6



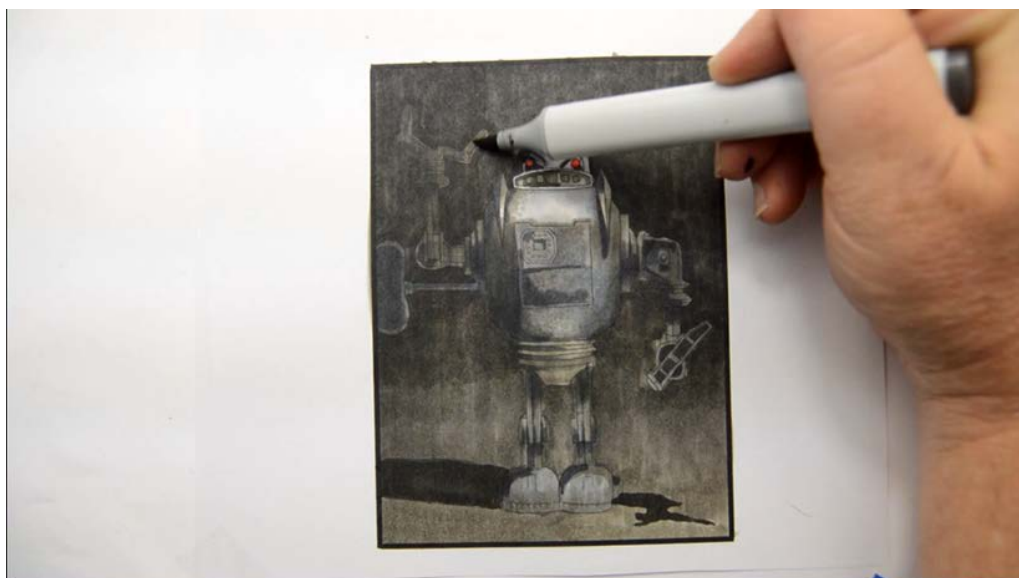
W6



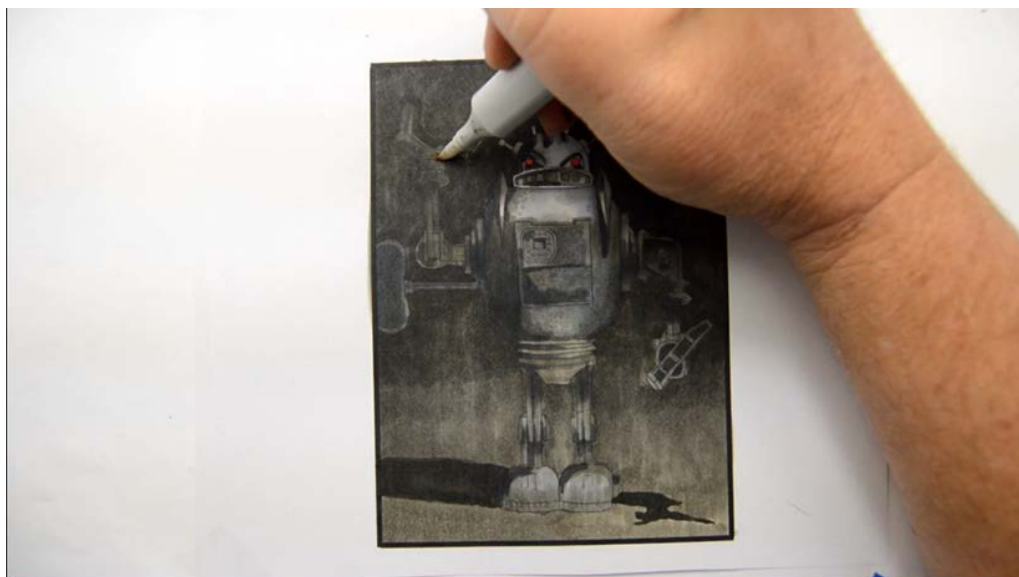
W6



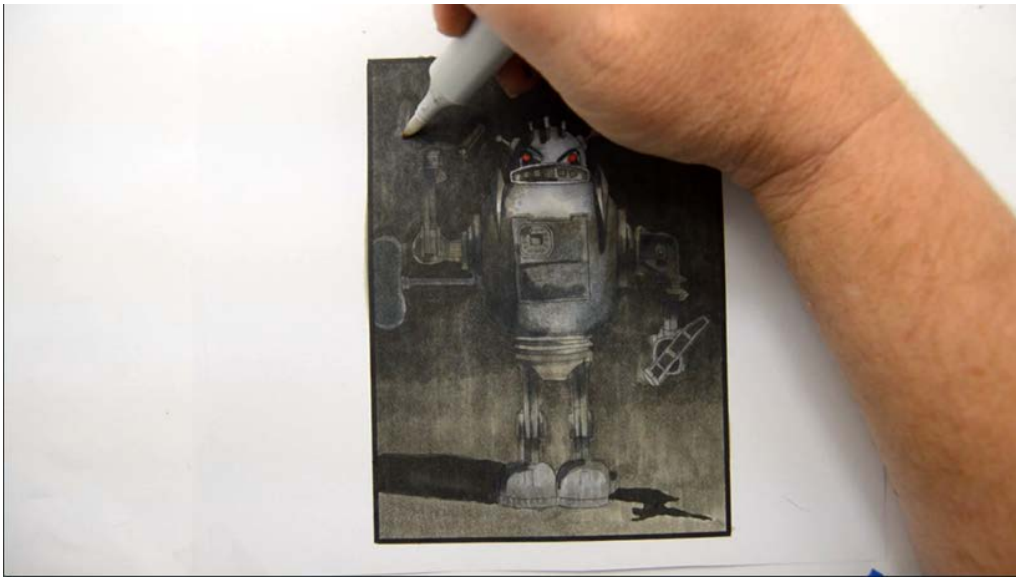
W6



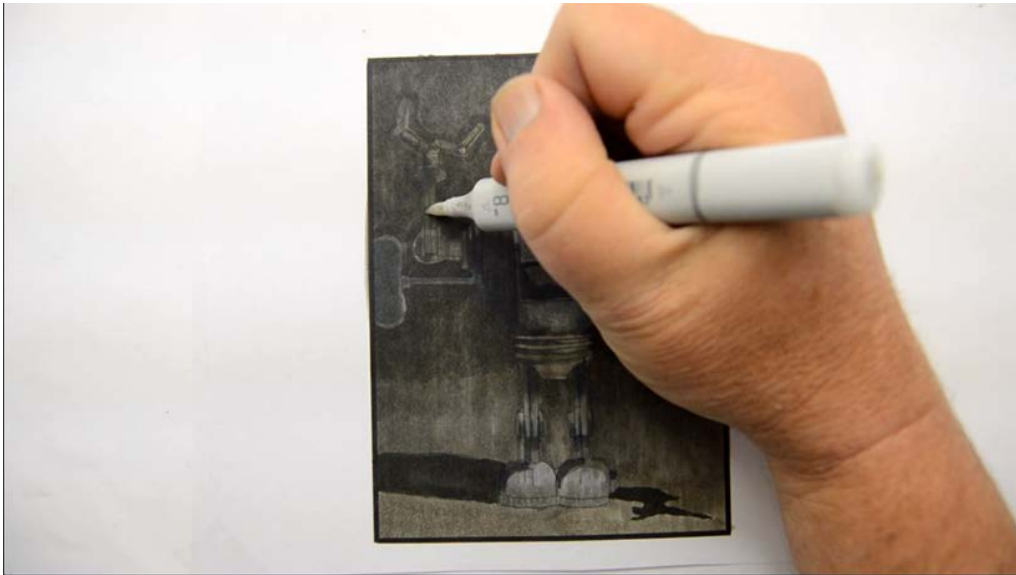
I then glaze the top portion of the image, excluding the head, with W7. Be sure to watch the video for this section to see exactly where I do and do not add these glazes!



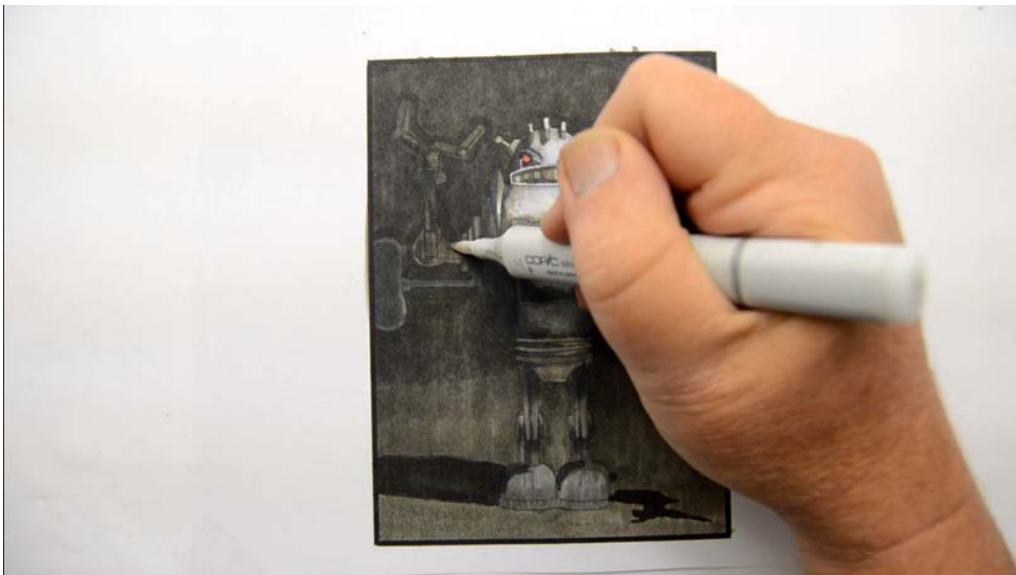
After glazing I "lift out" some highlights in the left arm with 0 Colorless Blender. (OCB)



OCB



OCB

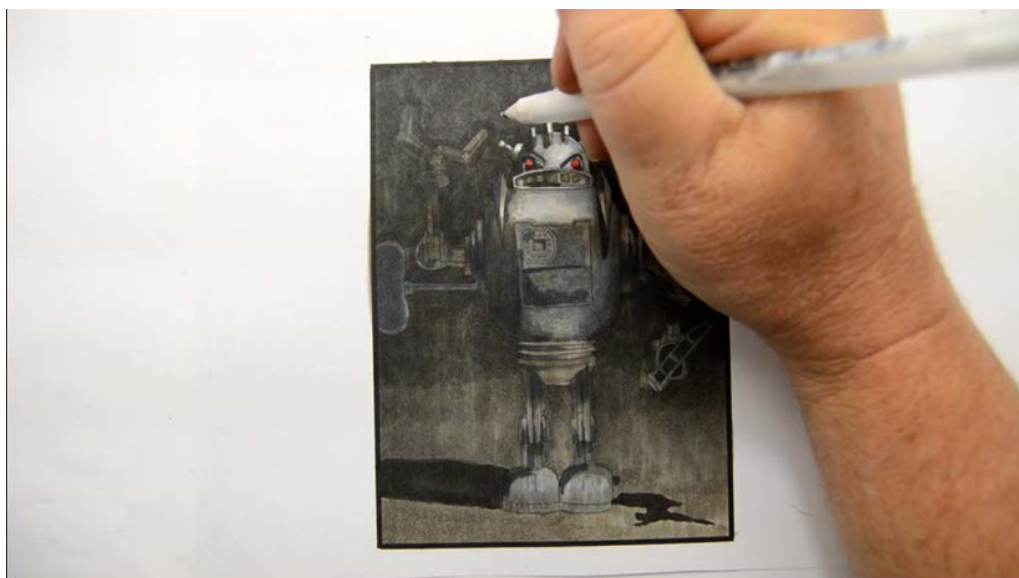


OCB



Now it's time for highlights! I'll be using a white 08 Gelly Roll gel pen. (GRP)

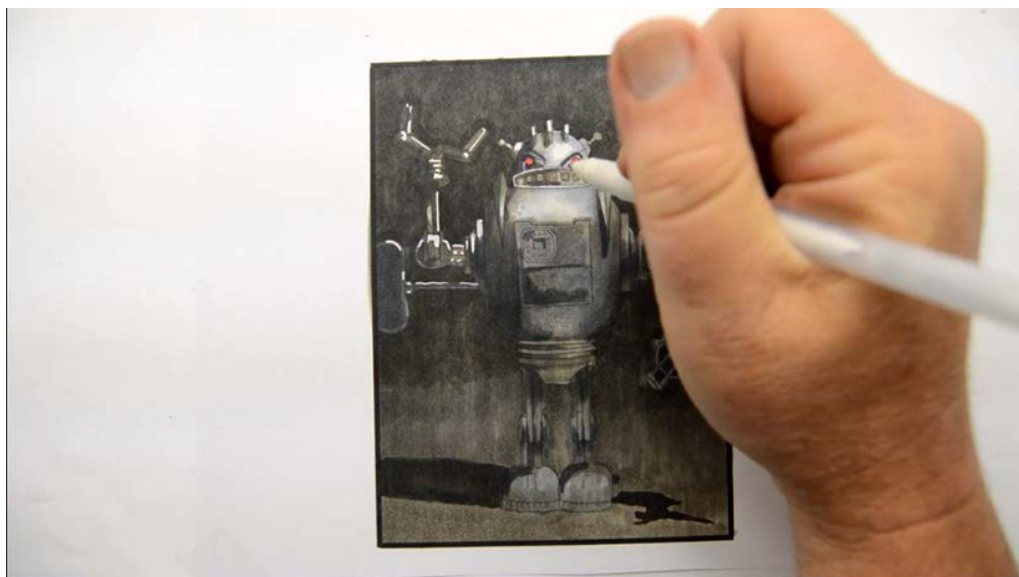
I add white highlights to the forehead and tops of the head fins...



...to the antenna...



...and to the left upper arm.



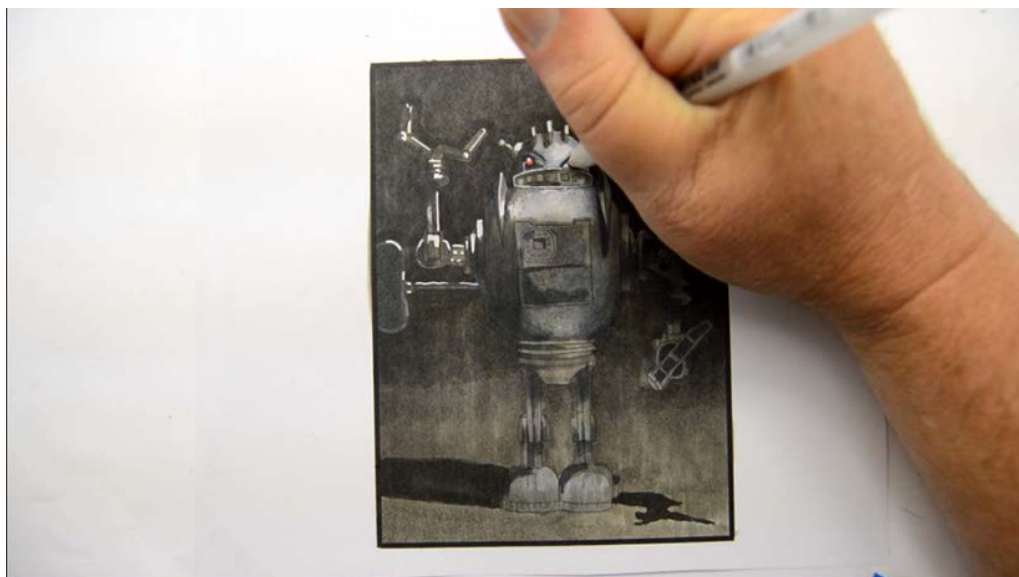
White highlights to the left lower arm and turn key.



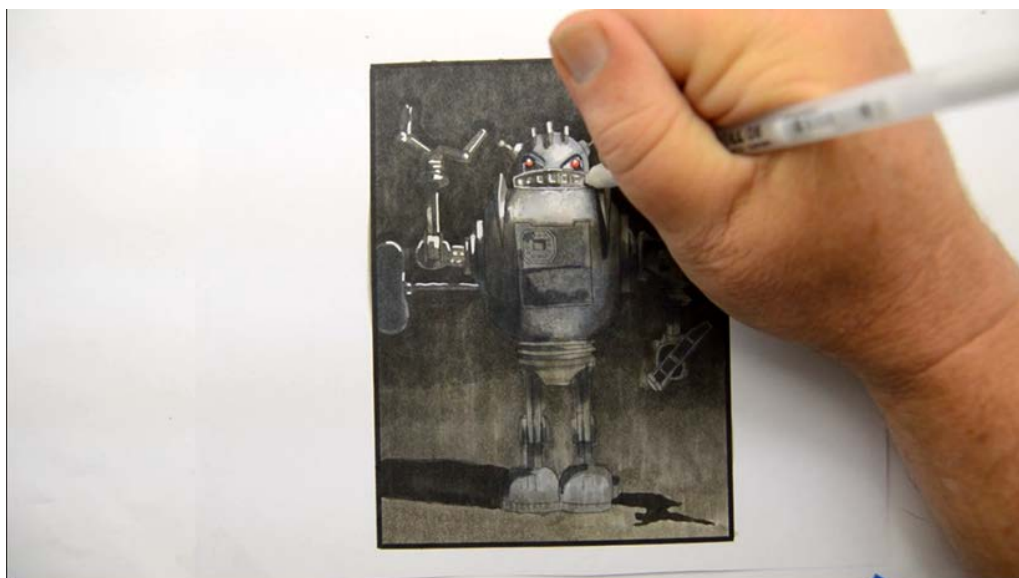
(GRP)



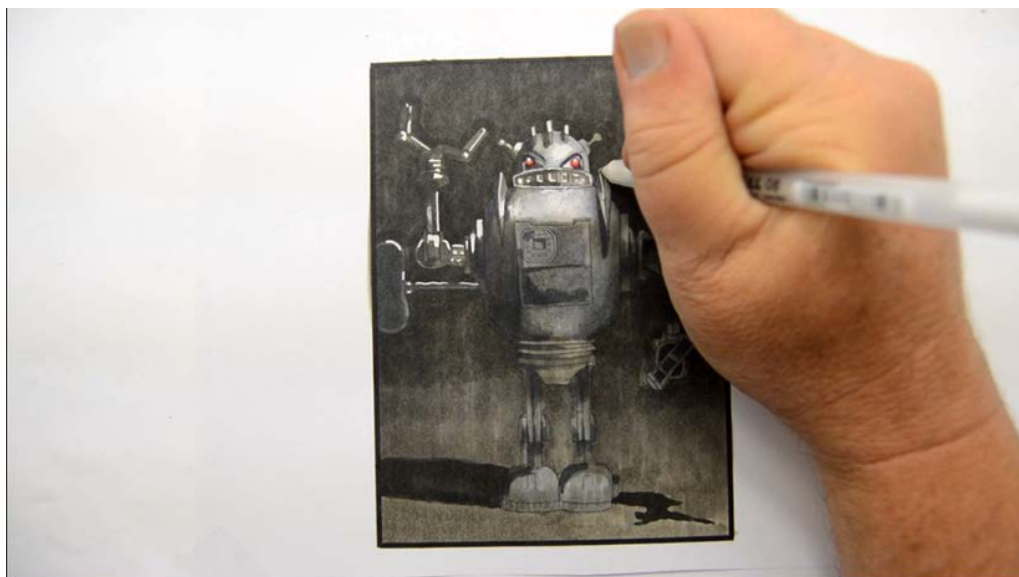
(GRP)



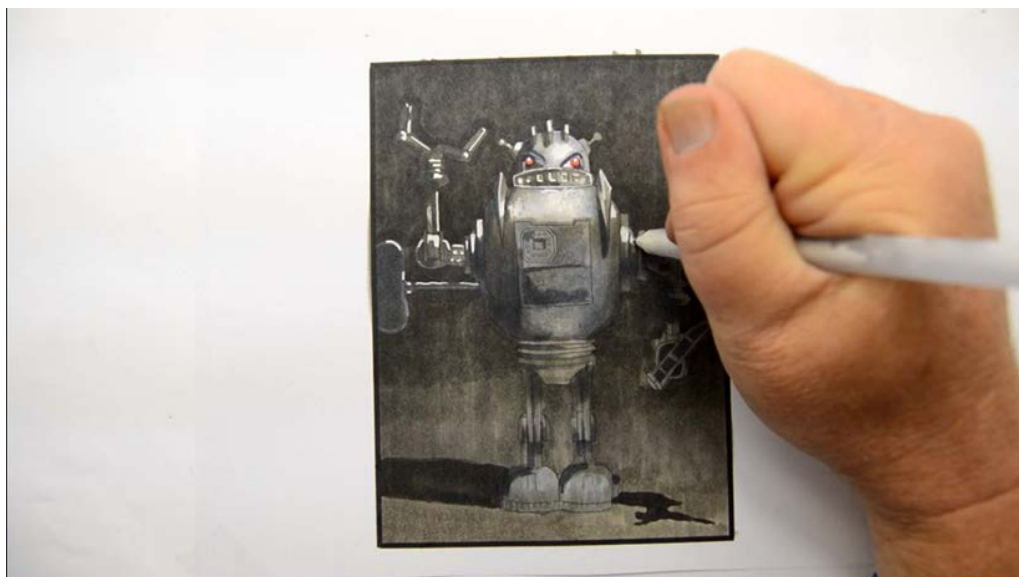
White highlights on the right eye socket...



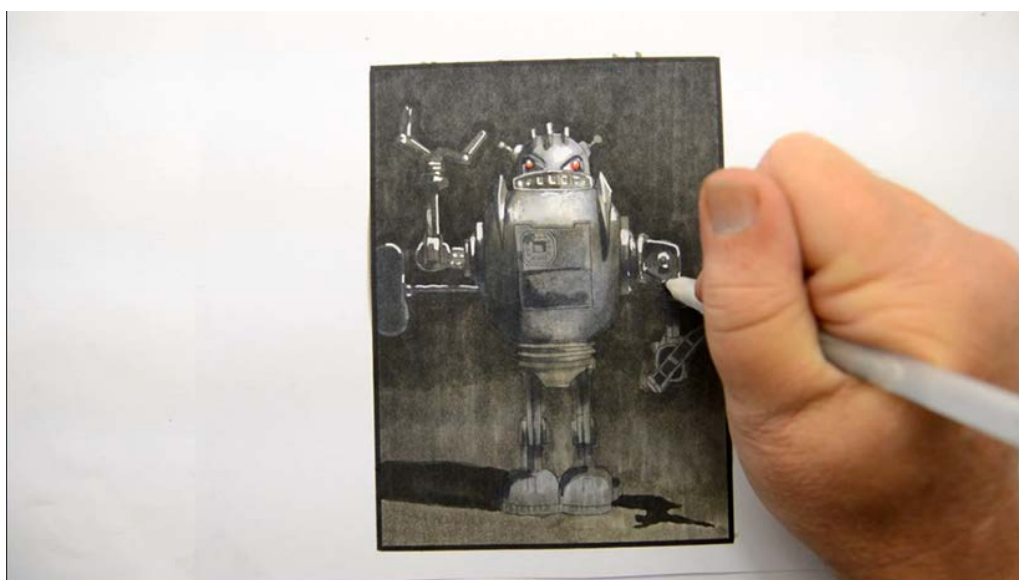
...and mouth.



(GRP)



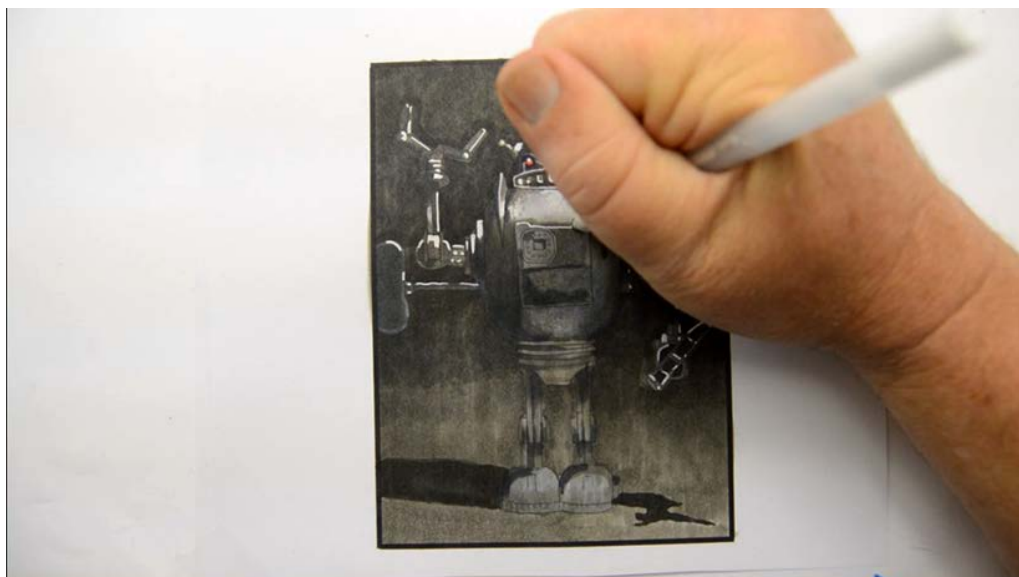
(GRP)



(GRP)



(GRP)



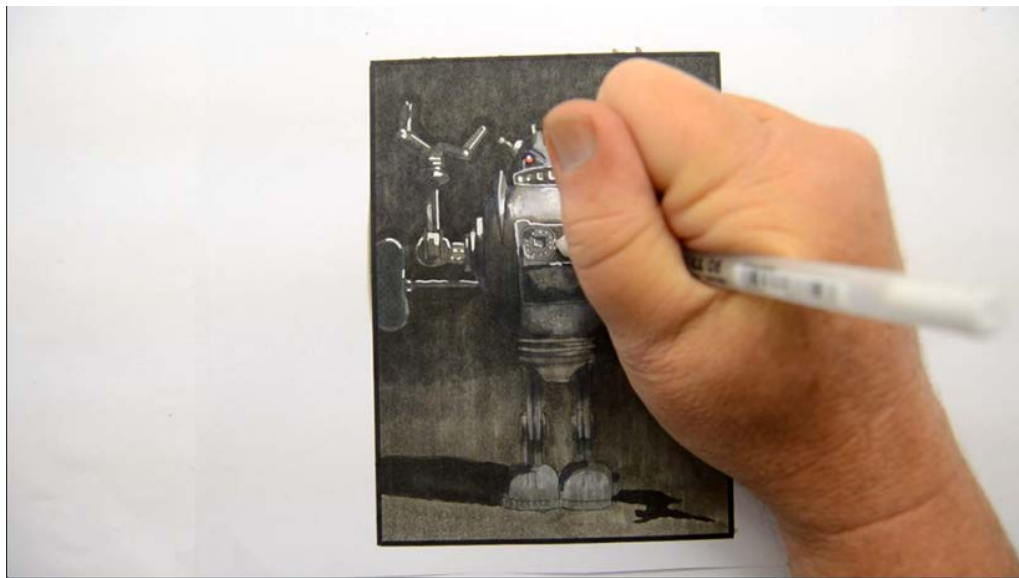
(GRP)



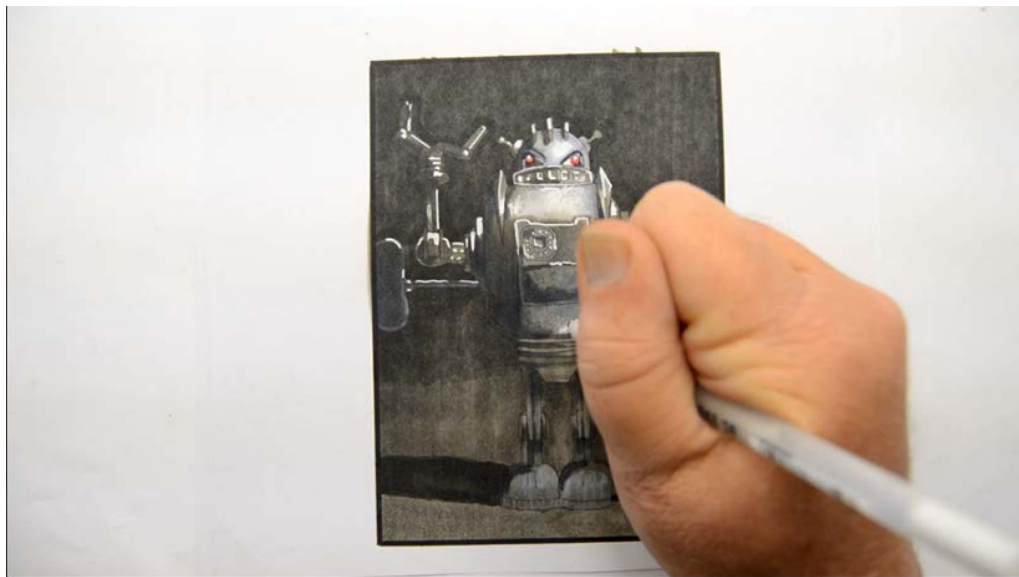
(GRP)



(GRP)



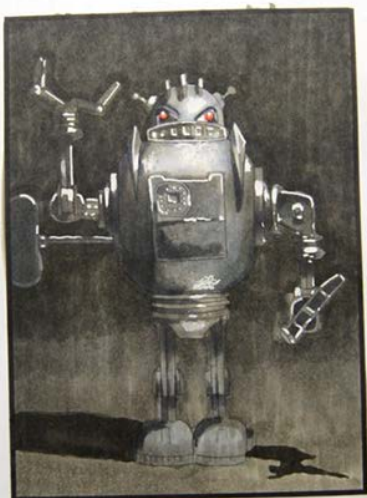
(GRP)



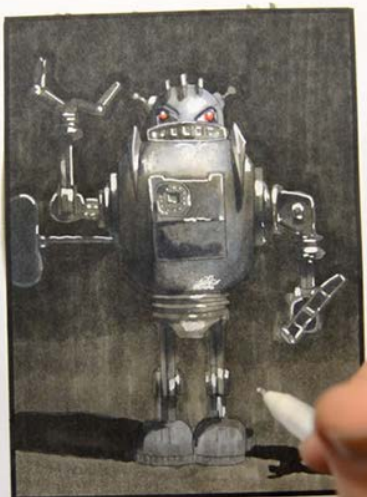
(GRP)



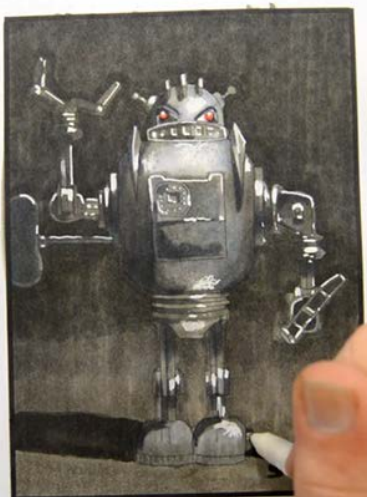
(GRP)



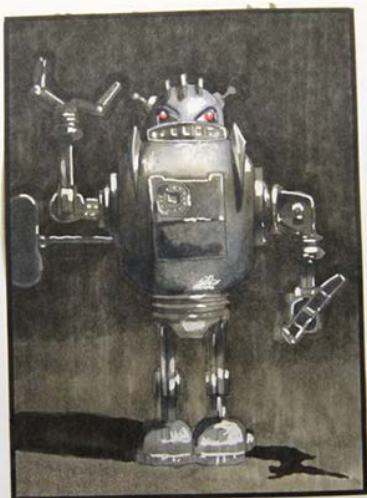
(GRP)



(GRP)



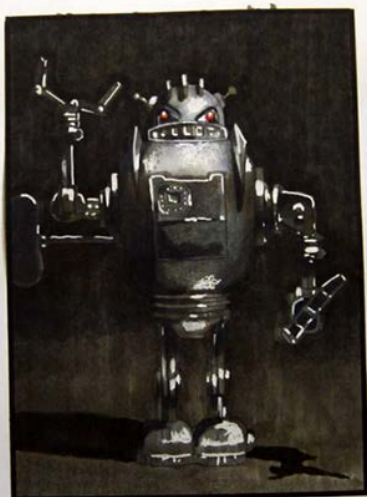
(GRP)



(GRP)

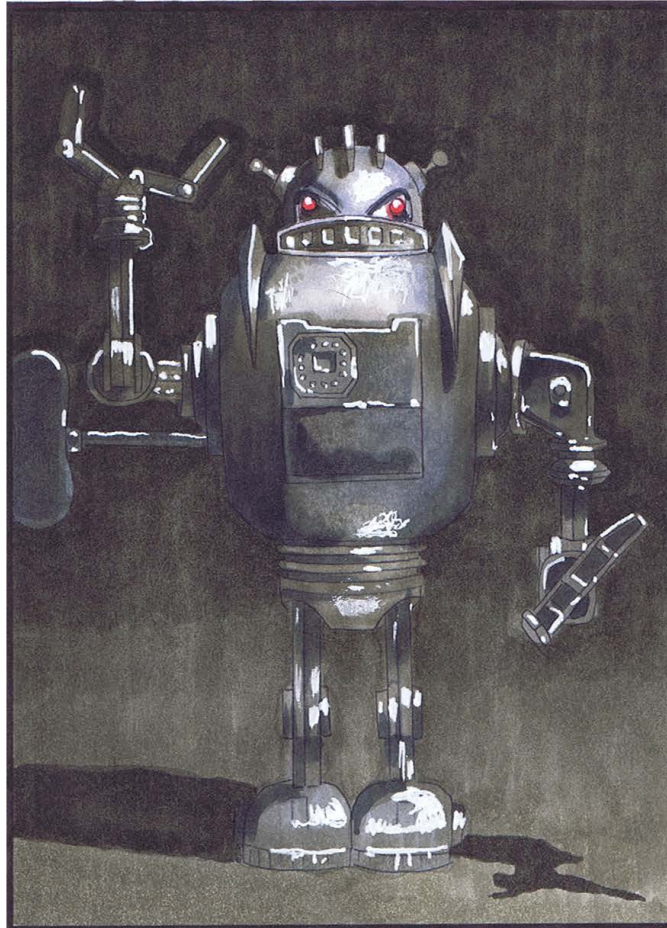


(GRP)



The image is complete!

The Finished Image



You may notice that the last image looks darker than the rest. That's because I shoot the video portion of these classes slightly overexposed to make sure you can see the colors and shapes as clear as possible! This photo however is a much better representation of how my finished image looks in person.

So there you have it! One retro robot ready for your command!

I love how "realistic" the image looks when finished. I also love how we only used one "real" color in the whole image but the image itself doesn't look black and white! Pretty cool, huh?

Until next time...

Christopher Kerry