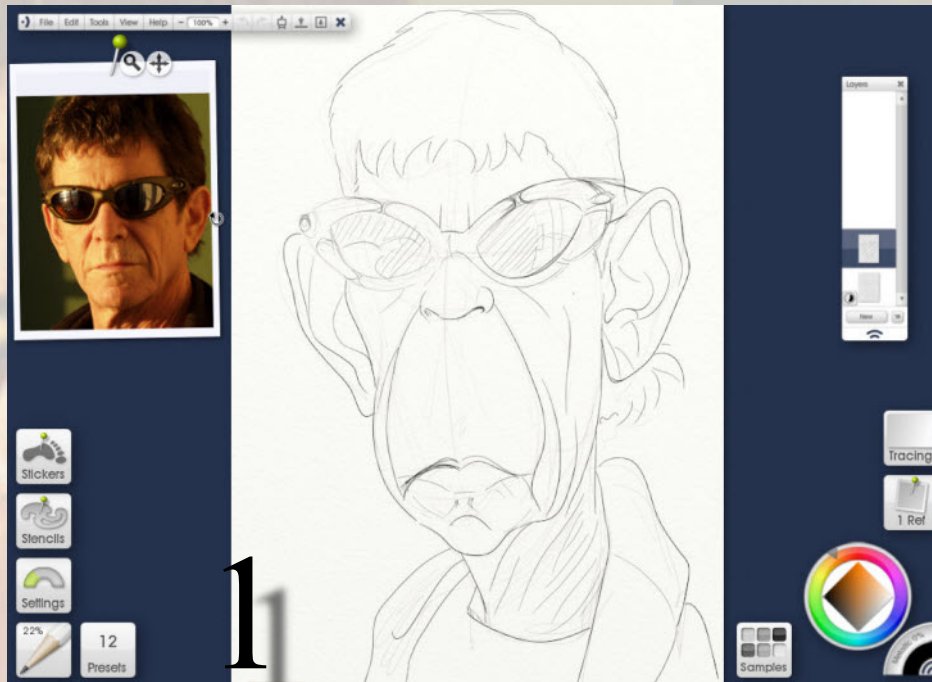# LOU REED

Hanzz is a caricaturist from Belgium. His work is renowned throughout the world.
He is a long term ArtRage user, and an Alpha and beta tester for Ambient Design since version 2.

His work is used in websites, magazines, newspapers, and in commerce.

Now you get a glimse on the work in progress of his latest caricature.

The making of : Lou Reed

1

Everybody knows and loves Lou Reed. So I decided to have a go at him, and searched the internet to find a caricature of the former Velvet Underground artist. I found an interesting Lou with his sunglasses on.
I decided to risk it. You could not see the eyes,, but I still wanted a likeness.
I started a quick scribble,(1) no details, on a standard start-up canvas in ArtRage Studio Edition with no texture .

When I was happy with that, I selected the drawing, and did a crop to selection. On a new layer I sketched the caricature carefully . So now I already knew that if the caricature was not good in the end, it would have been because the rendering failed . This caricature could stand on it's own without rendering. That's the comforting part. I can still get better with colouring.
I painted a quick background (2)on a new layer below the others. I blurred it, and I resized the painting to 300% at 300DPI.

2

Then I started a new layer and decided to paint the sunglasses. I did this with the airbrush. For the harder edges ,I relied mostly on the tilt support of the stylus in ArtRage Studio Edition . I normally do the glasses last, but these are so complicated, that I wanted to be sure of them, before doing this whole caricature. Would be a real pain,to have done a complete caricature, and ruin it afterwards with the sunglasses.

I gave the face an even base colour . (3) Then I reduced the opacity of the sketched layer, and merged it down with the colour of the face.. Now I have a coloured sketch.

I take my airbrush again, and start blocking in the facial features with the airbrush.

You can see my Tool settings in the screen capture.

When all the features are in place, it's time to blur the layer a little bit, I used a little less than the standard 4% suggested.

After that it is time to do the details.(4)
I start a new layer for this. If something goes wrong, it's only that layer that needs to be redone,or worse, ...deleted...
It is also handy if that layer needs adjustment, like a layer blur, or opacity ,or colour change.
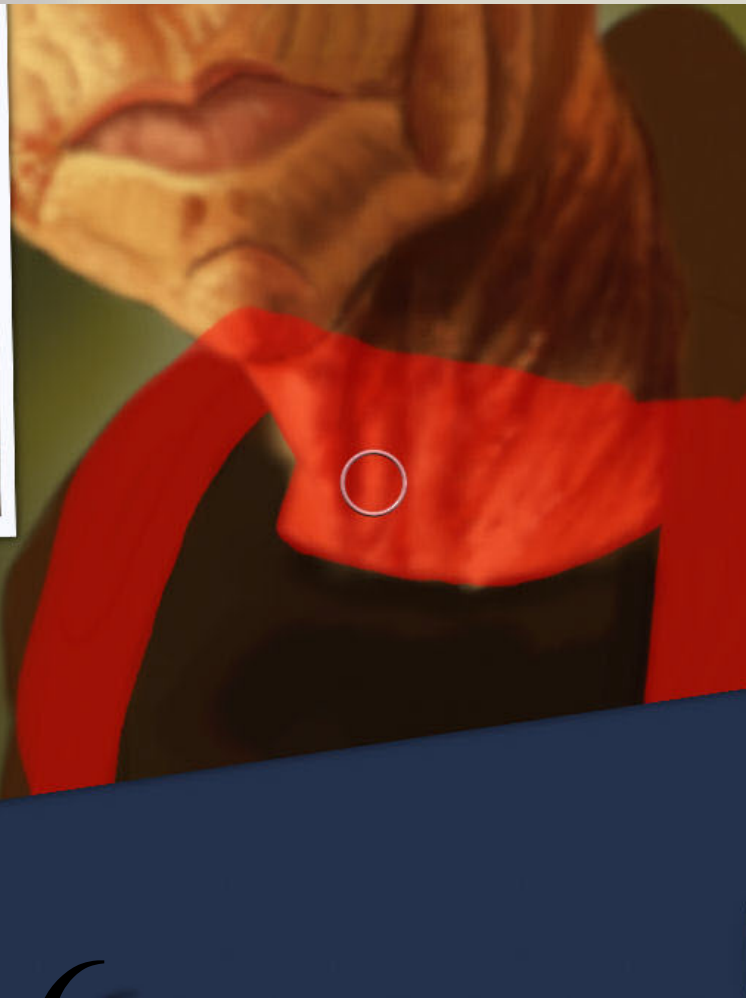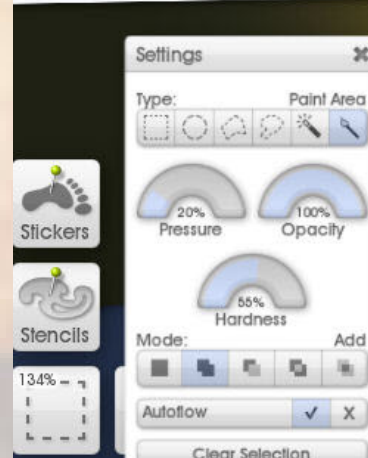So, my advise is : learn to work with many layers, and save to many different files.
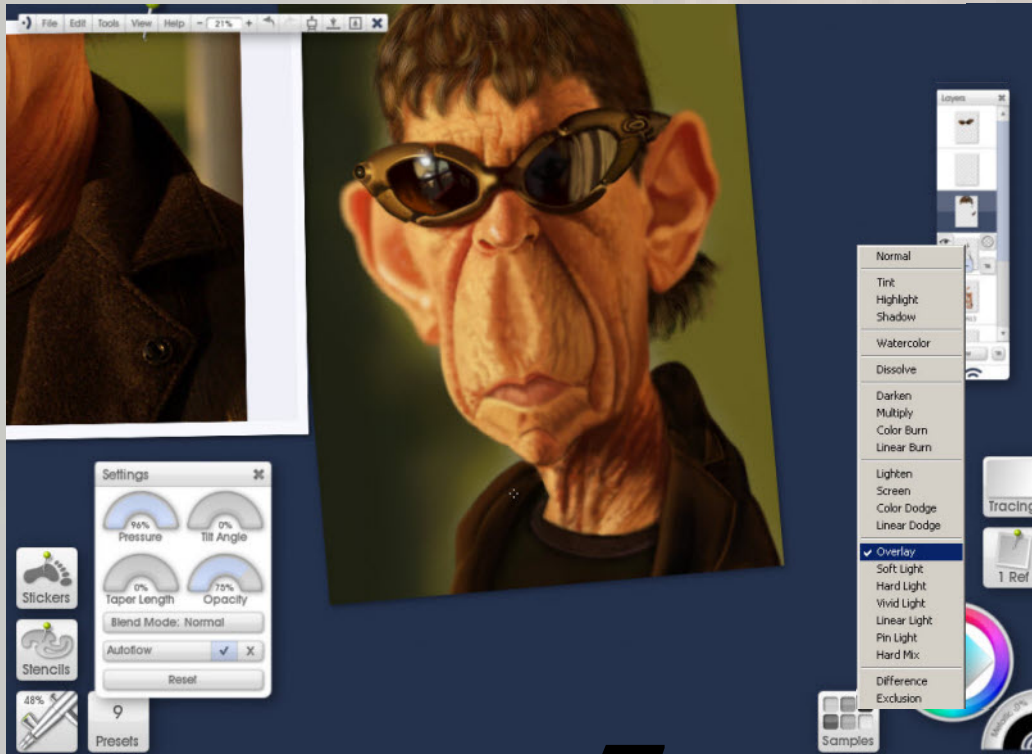As you can see , the details tend to be a bit harsh....

Presets

Group: Knife

New Preset...

- aquarel-knife
- Blurred Frosting
- Frost
- Frosted Spots
- hanzz-skin-blend
- Hard Out Smear
- Hard Out Smudge
- Hard Wet Blender
- Harsh Chaos
- Heavy Blurred Frosting
- Instant Blur
- Just Blend Color
- Knife Edge Trail
- rendering surface 1
- rendering surface 2
- Small Frost

5

I used the knife to soften the details of the skin a bit. While I was handling the knife I used the preset 'Instant Blur', to soften the ears, and make them appear out of focus. That way I add a bit of depth to the painting.(5)

When I'm happy with that, I move on to the clothes.
For his T-Shirt I make a selection. I love to work with the 'Paint Area' type of selection, as it can give you total control over your selection. (6)
The selection is marked in red, so it is very handy to see the difference between painting and selection. If it needs adjustment ,all I have to do is paint a bit more in add function, or remove a bit in subtract mode.

Settings

Type: Paint Area

Stickers

Stencils

20% Pressure   100% Opacity

55% Hardness

Mode: Add

Autoflow   ✓   X

Clear Selection

134% --

6

7

8

When the T-shirt is done I do the
jacket ,and some touch up of
small things. (7)
The layer you see selected in this
screen caption, is in overlay
mode. I used that to separate the
face from the neck part, and
overall touch up the contrast a bit.
I only painted dark parts on this
layer.
All that is left now is to sign it,(8)
lean over backwards in my chair
,and say : "Yes ! I've done it !"

I can only hope you agree too.......