

SKETCH V2. (SK2)

Pleasure to draw



Created by: Ramon Miranda
ramonmiranda.com

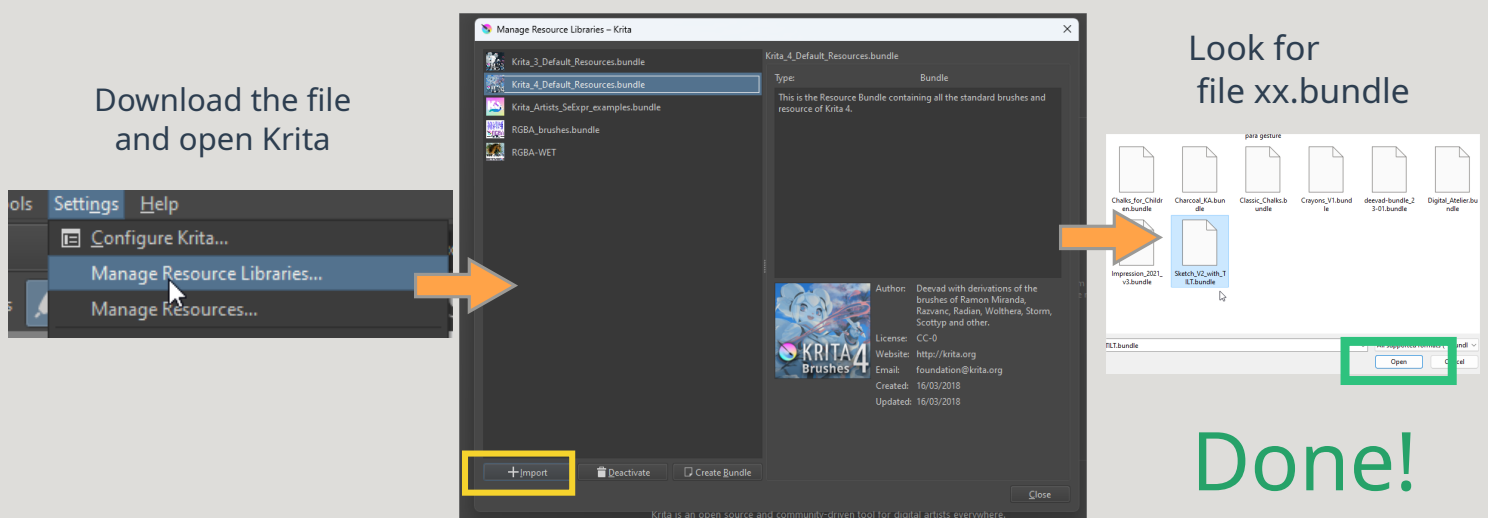
Sketch V2. This bundle has been designed to be **EASY** , very **COMFORTABLE** and **COMPLETE** covering a wide range of possible types of sketching.

I have simplified the brushes, because less is more. You can shade softly, create powerful line texture or do your color pencils studies. And as i know that, some Krita users prefer not tilted brushes, I have spent extra time on them (different icons and refined behaviors.)

SK1 and SK2 has been designed with the same resources but they are not the same. **SK1 was my way to say Krita can create the most accurate Graphite pencils** you have seen showing you different ways of exploring strokes.

SK2 is the better way i can show you the mix between Traditional and Digital.

SK2. HOW TO MAKE IT WORK



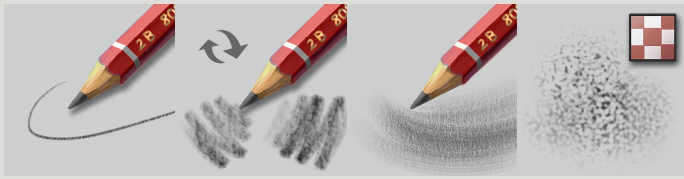
SK2. FOR EVERYBODY



I will use these to explain the brushes but the not tilt versions are similar.

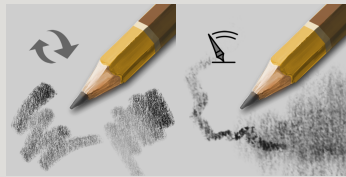
SK2. CATEGORIES

Soft Pencils



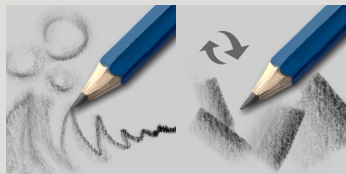
Soft Means you can create amazing shading really easy and fast. They have texture but is not too strong. The powder shader can be combined with blenders if needed.

Hard Pencils



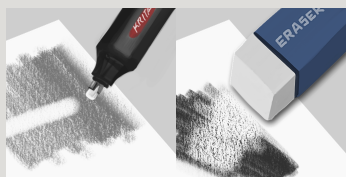
These are the opposite to the soft pencil brushes. Also, they are very good for sketching. personally I use 50% of Black and the result is like hard textured paper. SOFT or HARD, you decide what fits better for you.

Gesture Fast



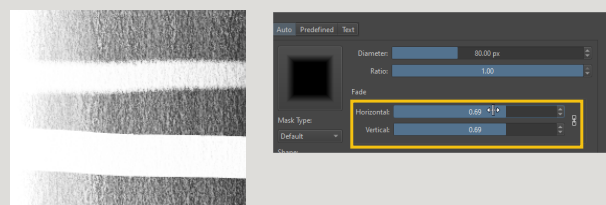
These brushes are designed to be expressive, like Kenzo's sketches for Gesture. Not focused in detail but they can achieve it, specially the second one.

Erasers



Erasers have been adjusted to create subtle erasing or Hard Erasing with more grain or texture. Remember you can adjust the fade.(see the image) in the auto brushtips. Also you can erase with any brush and the grain is not affected.

[Fade parameter affects how you perceive the edges.](#)

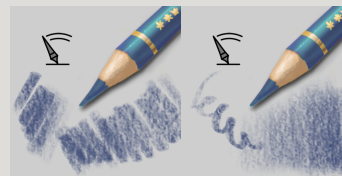


Blenders



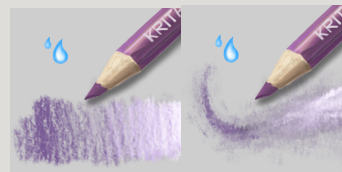
Blend different tones or edges and don't destroy the texture in the brushstrokes or shading. Test them with LOW pressure end enjoy

Oil Pencils

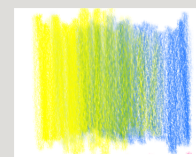


These are specially designed to be used like colored pencils, if you know the real brands, you will get the idea behind the icons. You can use Blending mode 'Parallel' to achieve some effects.

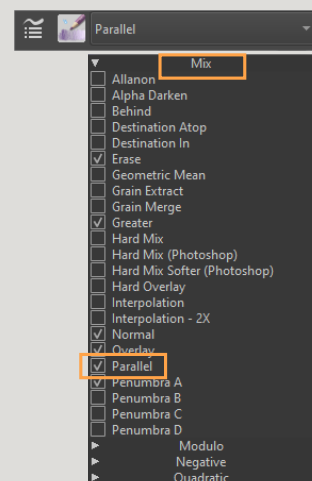
Waxy Pencils



Waxy means fun, dirty and very powerful auto blending. If you need 'real colors' then here 'Parallel' blending mode shines really good.



Krita has a lot of blending modes, explore them



SK2. SHOWCASE

Soft Pencils

c) SK2-01 2B Details



This pencil is good not only to create details but for very thin shading like HB or similar technical drawing. You can take notes or writing very well



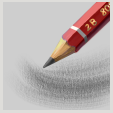
c) SK2-02 2B Pencil TILT



I draw a lot with this because it has nice mid-texture feeling and creates good feeling with TILT. I draw and erase with the same brush too.



c) SK2-03 2B Shader



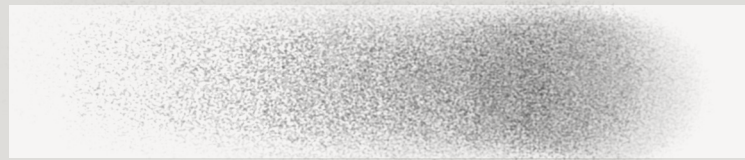
If you need a brush for shading, this is your brush. You can scale it and you will get nice blending in the brushstrokes. Flow parameter controls how fast you arrive to a full color.



c) SK2-04 2B Powder Shader

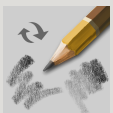


Sometimes we want a bit of dust in our drawings and this is a good way to use texture. You can control the size of grain with Pattern Scale ** slider and in low pressure the dust is more grainy.



Hard Pencils

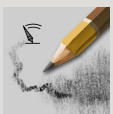
c) SK2-05 Sketch Grainy TILT



One of my Favs. I love it because it allows you to draw very fast and is perfect for fast sketches



c) SK2-06 Sketch Grainy Shader TILT

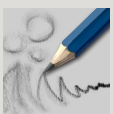


This pencil is good for shading with grain and also drawing. All in one. Not for beginners, imo. Can also be used to create Colored pencils drawings.

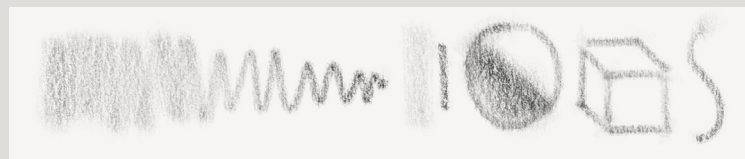


Gesture Fast

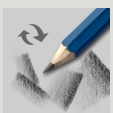
c) SK2-07 Ghost Lines



When you want a loose drawing, this is perfect. or maybe you are tired and don't want to be focused on detail. It's also a good brush for shading with low pressure



c) SK2-08 FlatGrad TILT



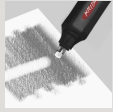
Another one of my favs. When you tilt your pencil over a surface you get a gradient in your stroke. Ok, here you get the same. I use it also for shading.



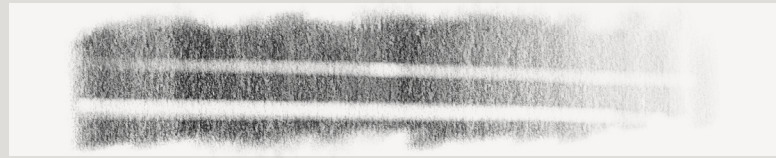
SK2. SHOWCASE

Erasers

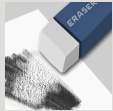
c) SK2-09 Electric Eraser



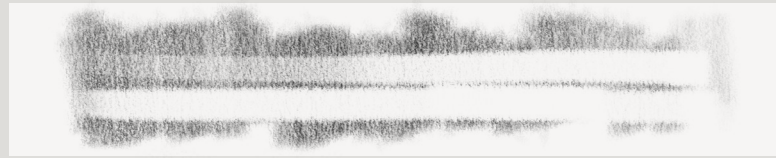
You can erase softly or harder with a round brushtip. You can keep pressed to achieve Round erased areas. I use it to control the tonal values of an area of shading.



c) SK2-10 Squared Eraser



If you need to erase hard but keeping the paper texture and soft edges controlled by Fade in Brushtip settings. I use it to erase big areas normally.

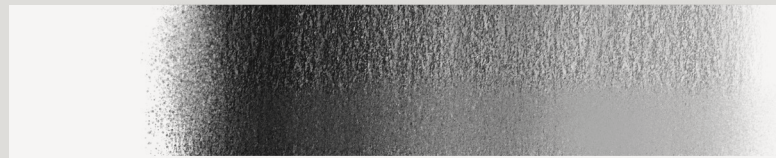


Blenders

c) SK2-11 Stump 01 Grain



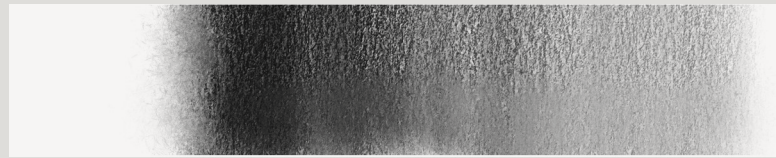
It gives a blending to create random dots pattern. It works really well with low pressure and mid-small sizes. In Big sizes can produce creative effects.



c) SK2-12 Stump 02 Fibers



This brush gives nice result when your brushstrokes are softly applied. The brushtip shape can be modified easily using a curve in brush editor.



Oil Pencils

c) SK2-13 Sharpen ColPen TILT



This pencil is good not only to create details but for very thin shading like HB or similar technical drawing. If you reduce the size to 10 or less can be like mech, pencil.



c) SK2-14 Flat ColPen TILT



This pencil is good not only to create details but for very thin shading like HB or similar technical drawing. If you reduce the size to 10 or less can be like mech, pencil.



Waxy Pencils

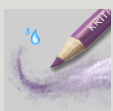
c) SK2-15 Waxy ColPen



This pencil is good not only to create details but for very thin shading like HB or similar technical drawing. If you reduce the size to 10 or less can be like mech, pencil.



c) SK2-16 AutoBlend ColPen



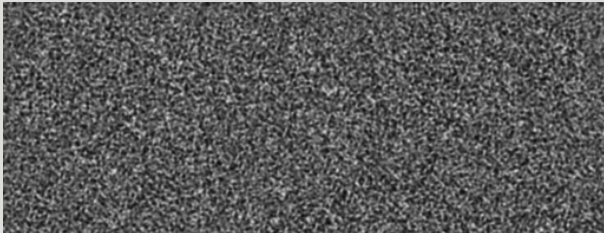
This pencil is good not only to create details but for very thin shading like HB or similar technical drawing. If you reduce the size to 10 or less can be like mech, pencil.



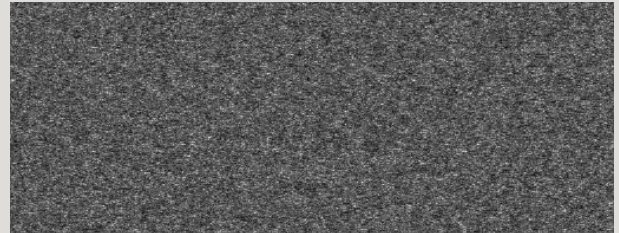
SK2. PATTERNS AND NOTES

Don't forget to explore the other patterns **included**. in these bundle.

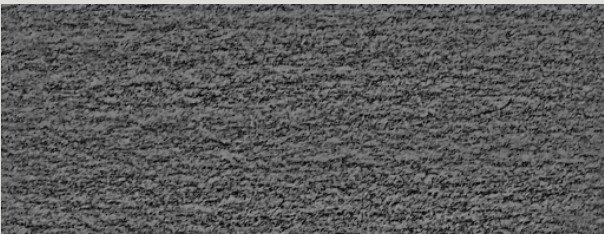
Graphite Noise paper 01.png



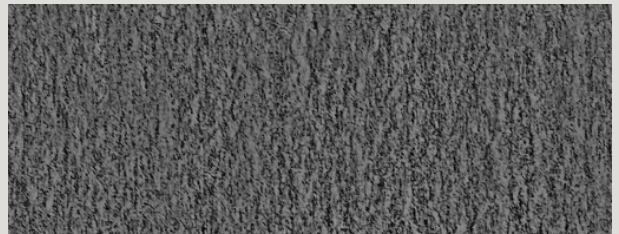
Graphite paper 02.png



Graphite RealGrain 01.png

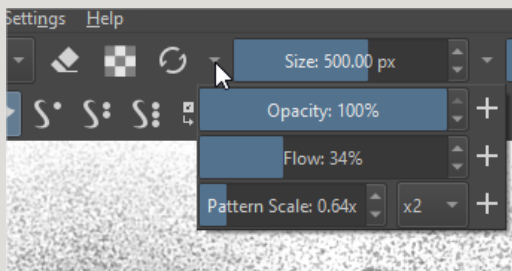


Graphite Real Grain 02.png



We can control the pattern scale really fast

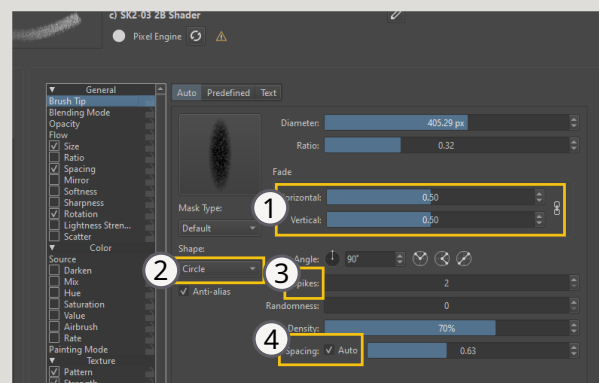
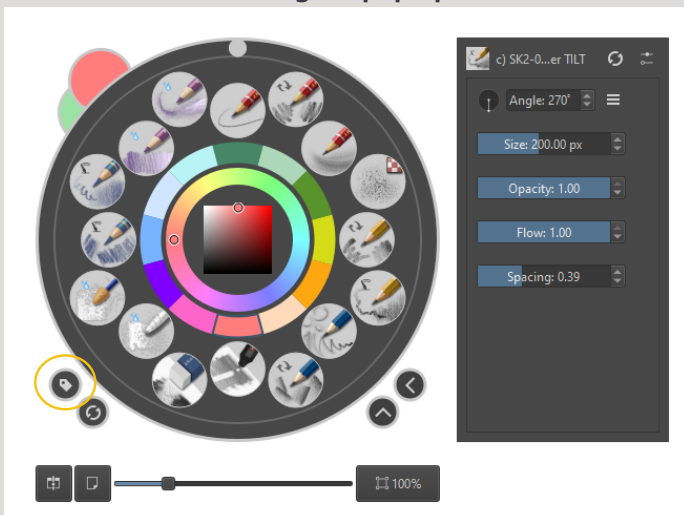
**** Pattern Scale slider**



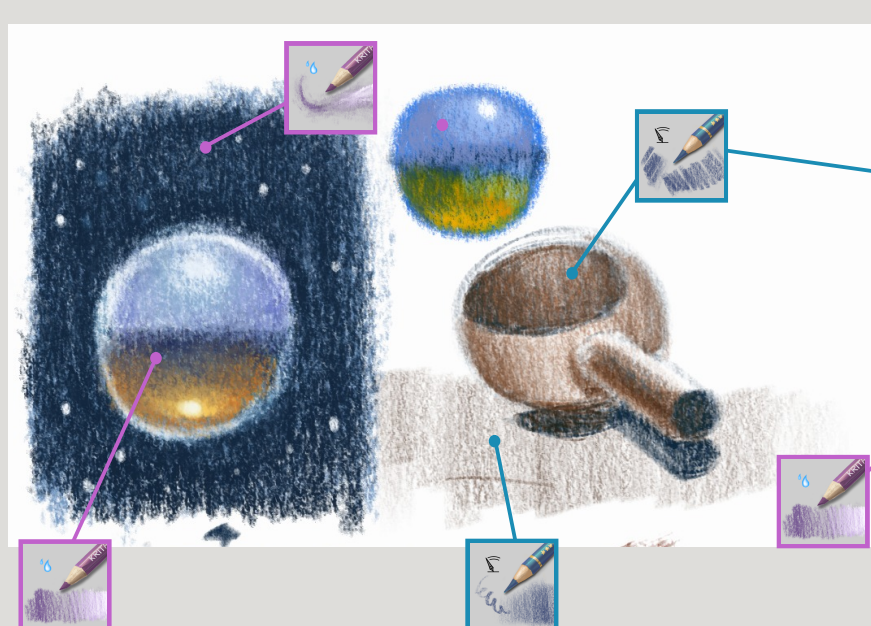
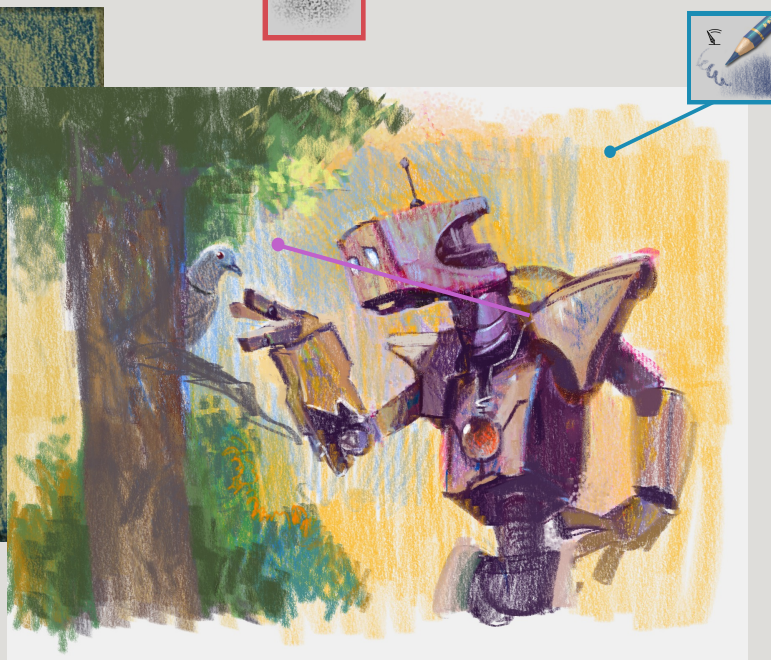
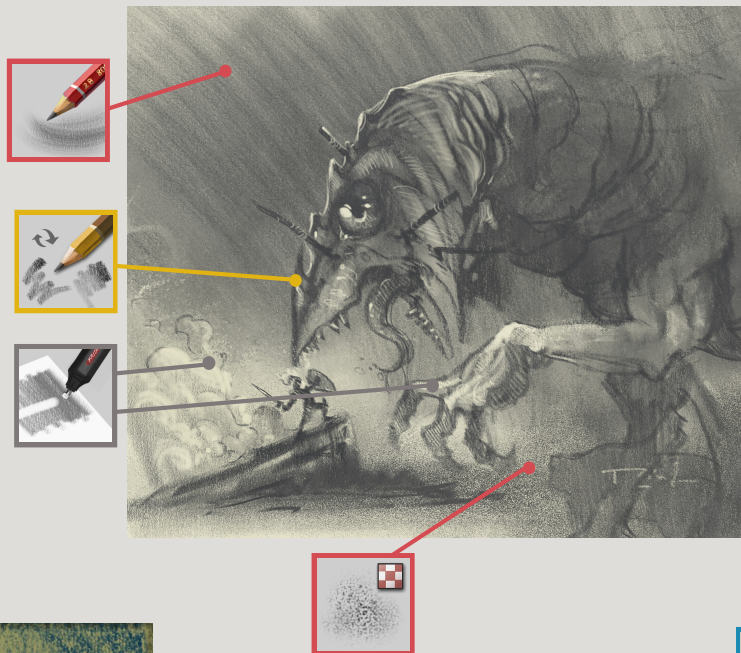
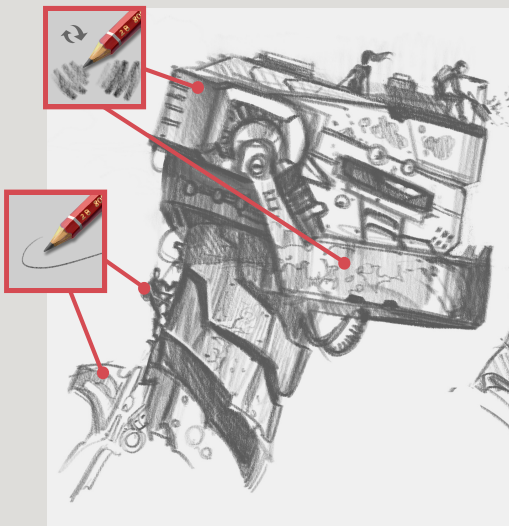
Why do i use 'Auto' Brushtips ? They are faster, more flexible in shape, not rigid as a Predefined image.

1. Control over Fading in the edges.
2. From round shape to squared shape in a single clic.
3. Number of Spikes can change the shape fast.
4. Better performance in 'Auto' activated with low spacing in brushes with small ratios

Remember we have tags in pop up wheel (RMB)



SK2. GALLERY



SK2. GALLERY

