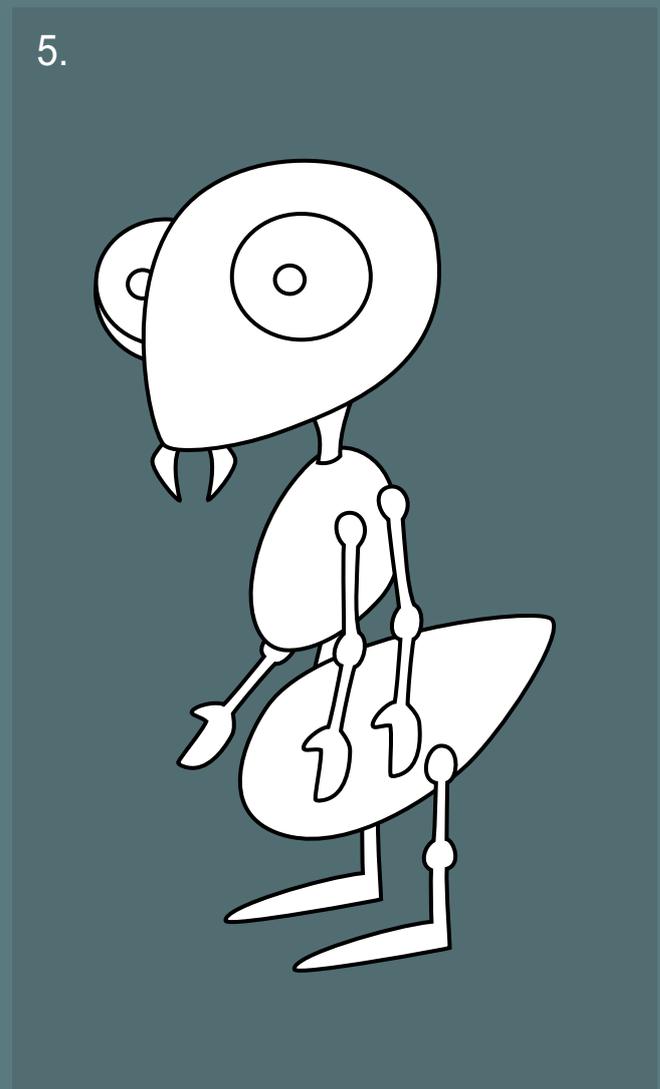
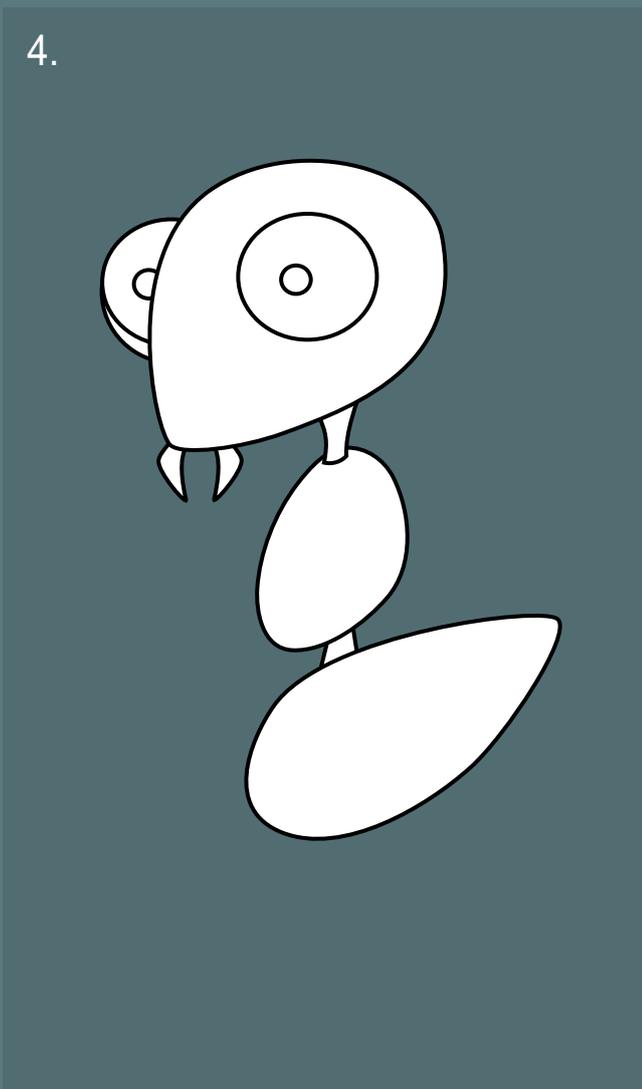
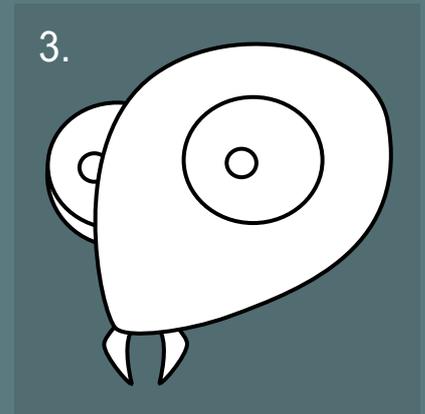
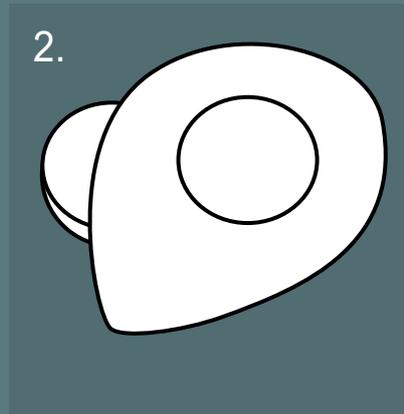
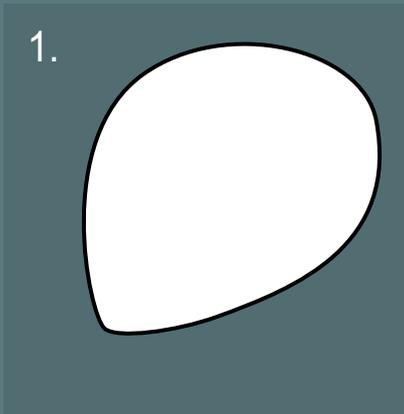


The step-by-step tutorial

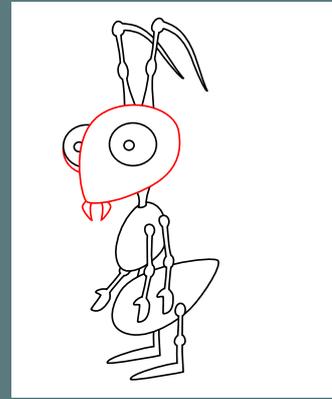
The first thing we need to do is create the shape of the ant. To make sure that the drawing remains readable for now, we will use outlines on the cartoon character. All outlines will be removed later on.



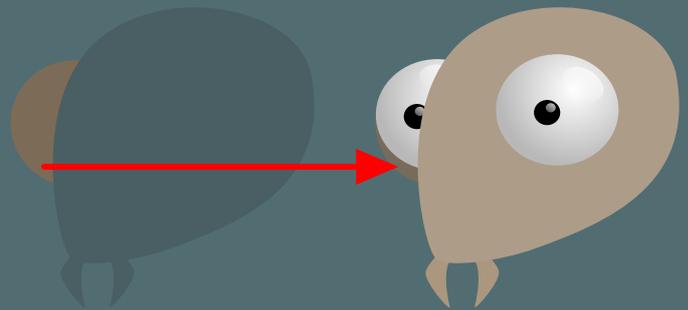
Preview
Only

Working on the head

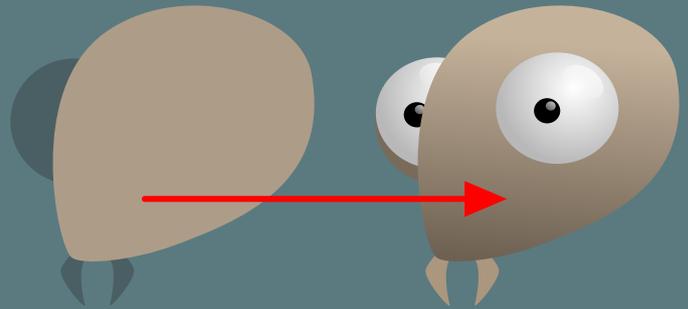
Don't be fooled by the simplicity of the head. Our goal is not to create a simple circular shape to place the eyes into. A face can be filled with many small details and shadows. You need to understand how the light is working on this part of the body to create something beautiful and relevant.



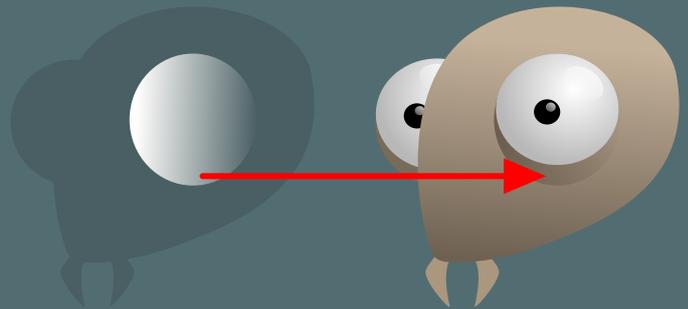
1. The first part that you can enhance is the bottom shape of the eye on your left. For this shape, I only added a simple circular gradient fill.



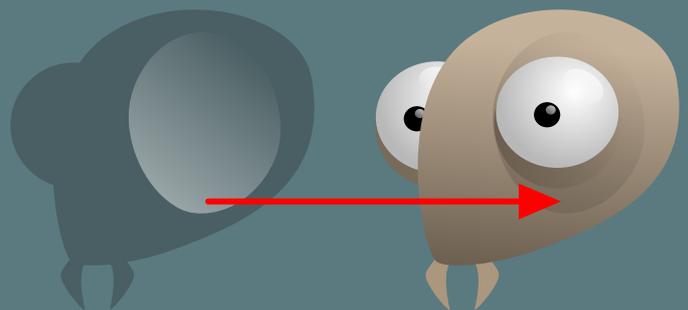
2. Continue working with the gradient tool by adding a linear fill on the head. Once again, the bottom part of the shape can be colored with a darker tone of brown.



3. It's time to add a few cool effects on the head to create a nice (but fake) 3D look. Create a large circle and place it under the eye. Then, color it with a dark tone of brown and make the top transparent.



4. Repeat the same recipe that you did in the last step, but this time, use a larger circle and color it with a lighter tone of brown. Once again, use transparency to hide the top a little.



Preview
Only

The big picture

