

*Freya.art*

# HALLOWEEN TUTORIAL



FREYA KOTCHAKORN

# HELLO!

Thank you for downloading  
this free tutorial.

In this tutorial, we are going to explore Procreate's tools and  
basic brushes to color this Halloween Art!



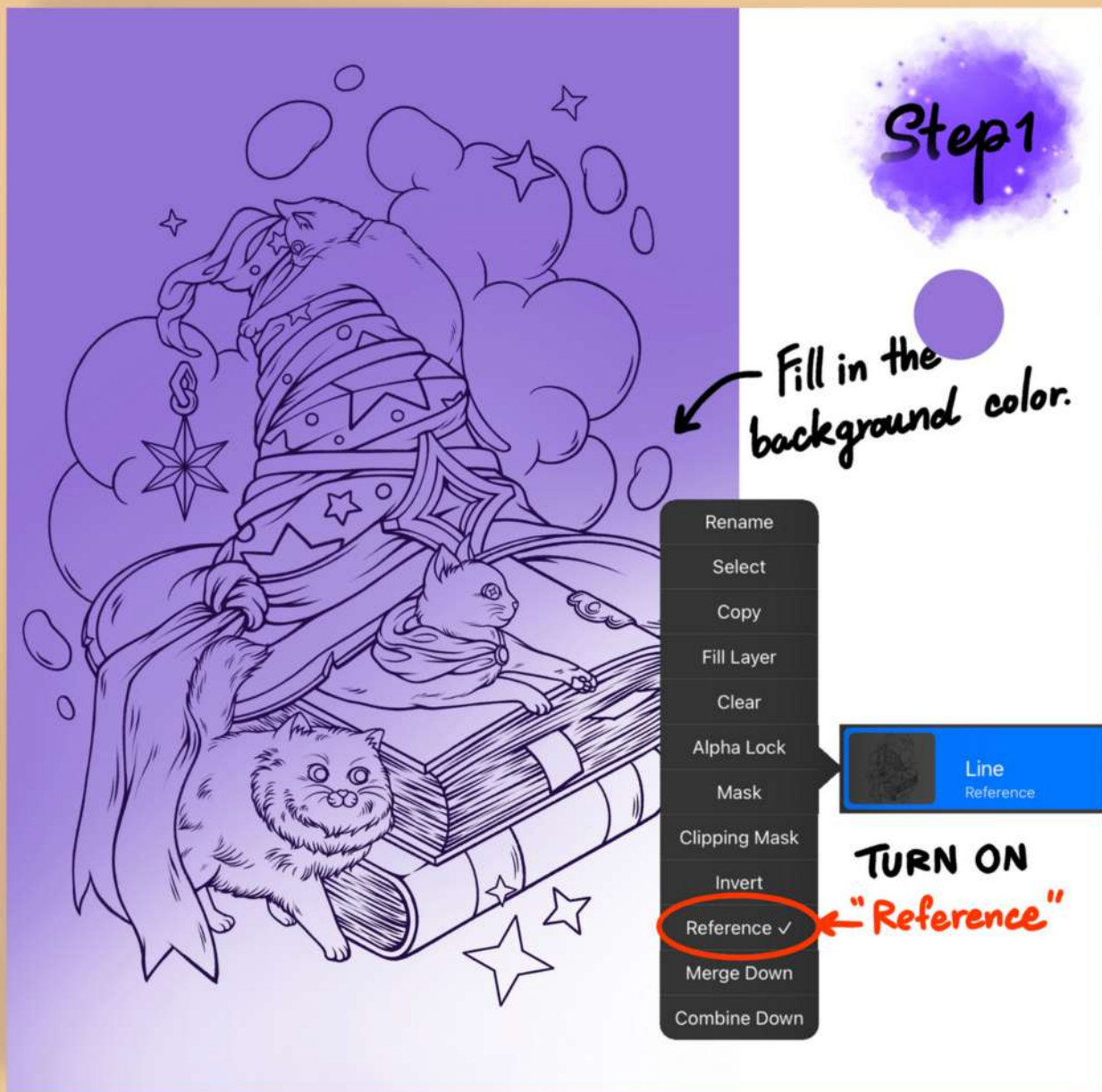
FREYA KOTCHAKORN



Freya.art

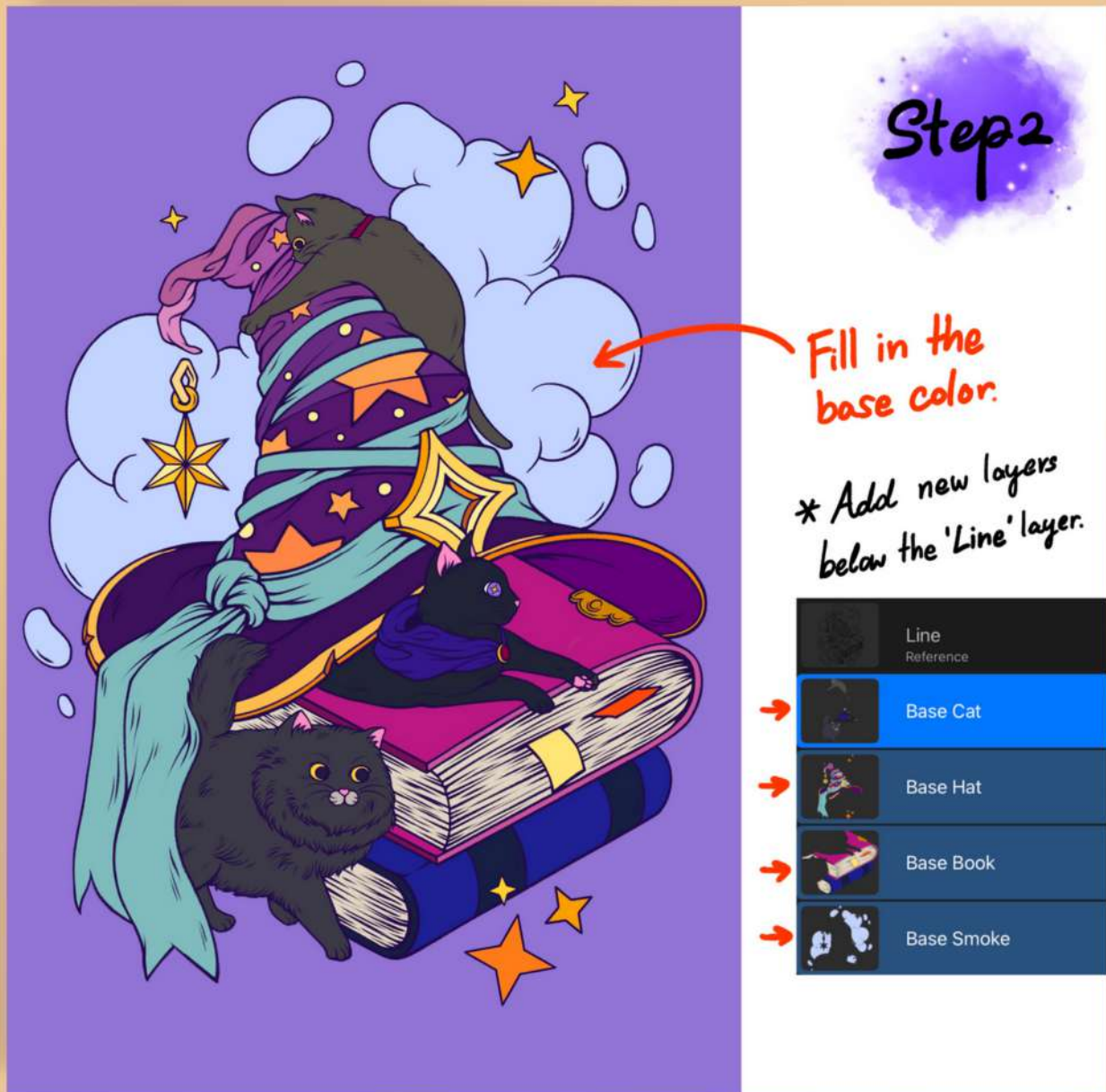
# HALLOWEEN TUTORIAL

Let's begin by importing the line art. Once imported, set it as a Reference layer. Add all new layers underneath this line art layer. Change the background color.



# HALLOWEEN TUTORIAL

Create a separate base layer for each element of the coloring page. For example, one for the cats, another layer for the hat, another layer for the books, etc. Then use the ColorDrop to fill in the base colors for each layer.





Freya.art

# HALLOWEEN TUTORIAL

Add a clipping mask on top of all the base layers. Then using the default Noise brush from the Materials brush group, add texture, shadow and light to the elements. Use orange for the light, and dark purple for the shadows.



Step 3

Add Light &  
Shadow using  
'Noise Brush'



Freya.art

# HALLOWEEN TUTORIAL

Now let's make it shimmer. Using the default Lightpen and the Lightbrush from the Luminance Brush Group, add some glowing circles around the subject. You can also make the metallic parts glow in some parts. Add gradient colors to the background making it darker at the bottom.



FREYA KOTCHAKORN



*Freya.art*

# HALLOWEEN TUTORIAL

And there you have it!  
Congrats on finishing this Halloween tutorial!

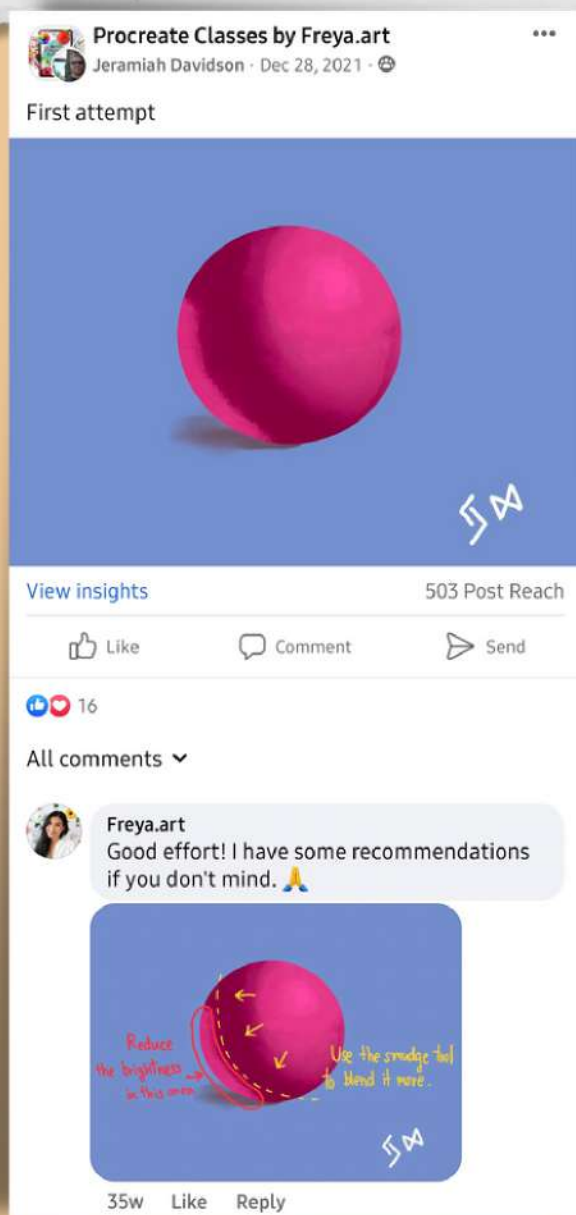


FREYA KOTCHAKORN

I hope you enjoyed this free Procreate tutorial! If you'd like to learn more in-depth with guided projects, please check out my Procreate Masterclass Course. It's great for beginners and as a refresher course as well.

The video lessons are narrated and have closed captions in 16 different languages. All the brushes and reference images will be provided.

Plus you get to share your work for feedback and review in our exclusive Facebook Group.





# PROCREATE MASTERCLASS

PROCREATE.COURSES



FREYA KOTCHAKORN