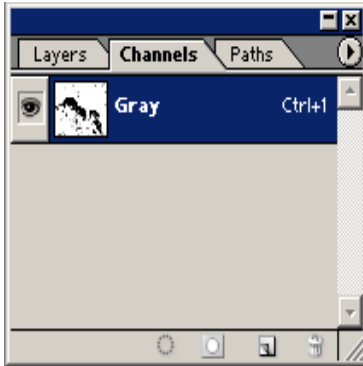


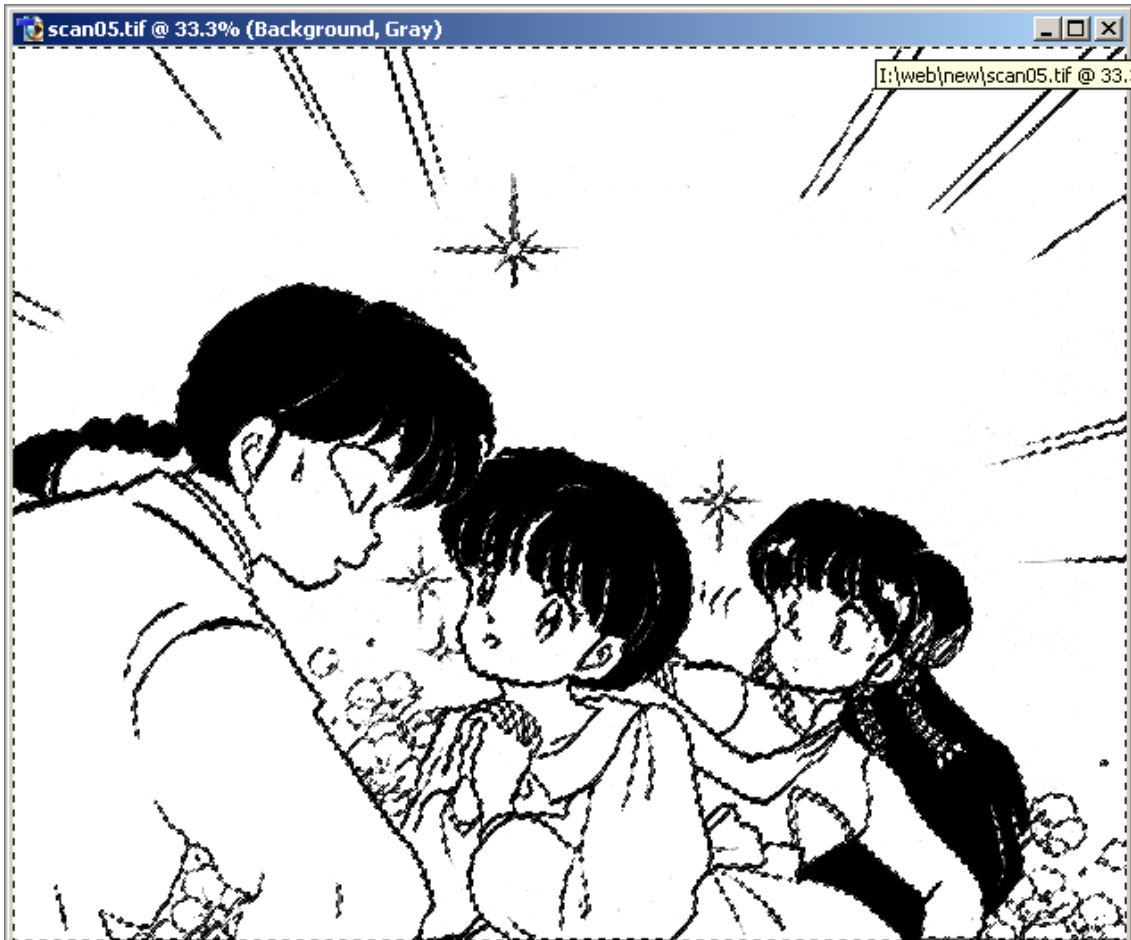
Outline layer

The outline layer would just contain the black lines outlining the image.

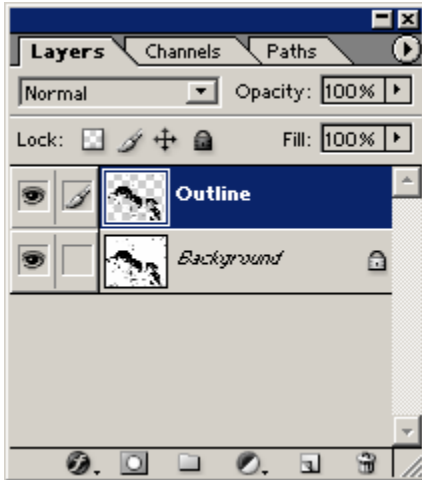
In the image label scan03.tif, go the channel palette, then holding the CTRL button, left click the image.



This will create a selection containing only the black color in the image. You can see this because of the marching ants around the black color in the image.



Now, press **CRTL+SHIFT+I**, this will invert the selection. Since we are using PhotoShop, we should be using layers, so press **CTRL+J**, what this do is create a new layer from the selection. Name this new layer as **OUTLINE** You should now have two layers, a background layer and a outline layer.



Flat Colors


I'm not a graphic artist so what I'm going to show you might not be the best way. I "develop" this method through a lot of trial and error.


Flat colors are basic color that get painted into the images. This includes the flesh tones, clothes colors, and hair color. Before we get into painting, the image have to converted to RGB color. In PhotoShop, select **Image|Mode|RGB Color**, a warning will pop up, click on **DON'T CONVERT**.


Go to the **Color Palette** and change the color mode from RGB, which is default, to HSB.

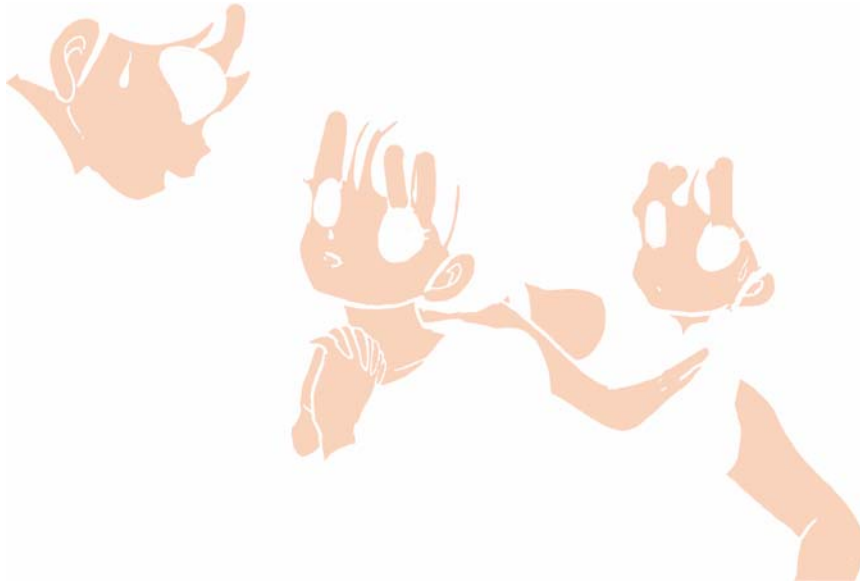
The Skins Color

Create a new layer between the **OUTLINE** and **BACKGROUND** layer. Name this layer skin.

Select the **Magic Wand** tool (), go and select Ranma's face. In the **Color Palette**, enter the values H=22, S=24, and B=98. Now, with the selection still on Ranma's face, press **ALT+BACKSPACE**, this will fill in the selection with the flesh tone. Repeat this for Akane and Shampoo.

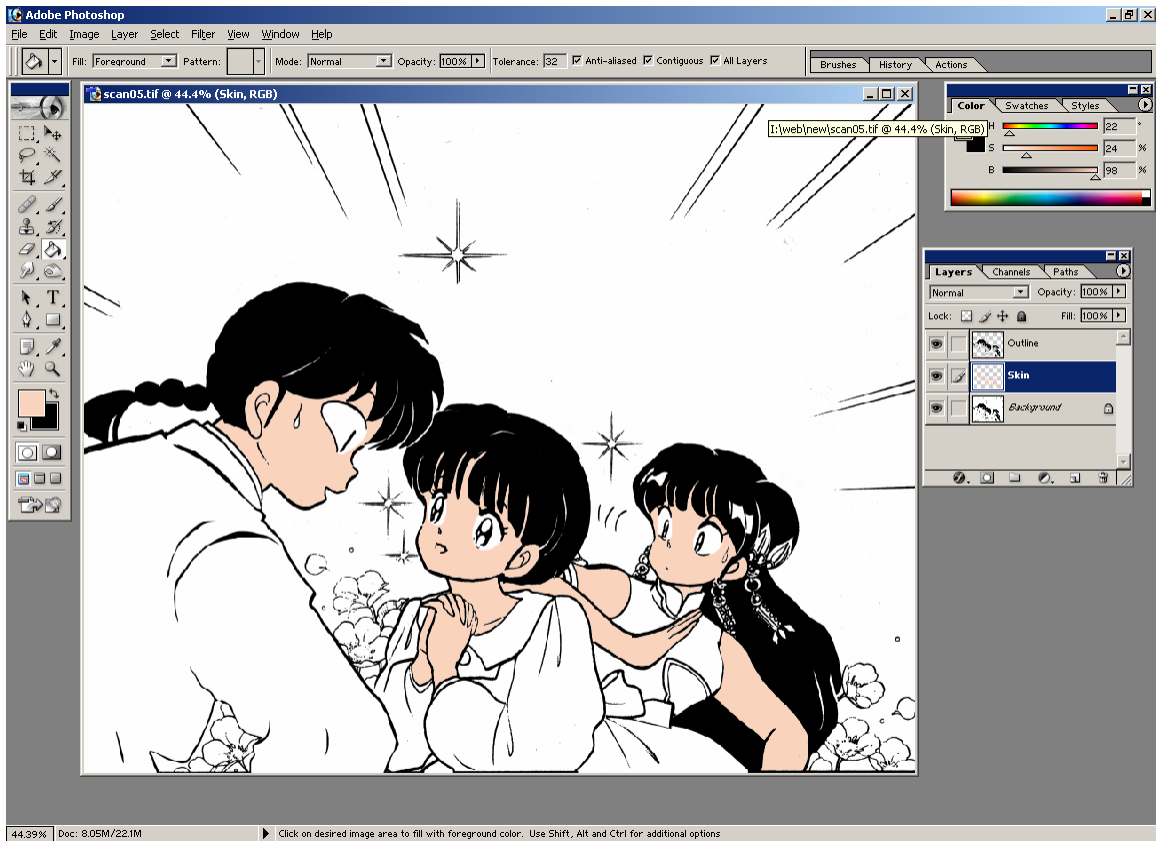
Alternatively, you can use the **Paint Bucket** tool (), and click on Ranma's face. The disadvantage of this is that if the black outline is not fully enclosed, check out Akane's face, the other area will also be filled. In these situation, you will have to color in the face manually.

Once you have finish this, go and manually color in the area that are still white when it should be color with the flesh tone. Finally, go to each person's eye and using the **Eraser Tool** (), and erase the flesh tone. The final skin layer will be like so:



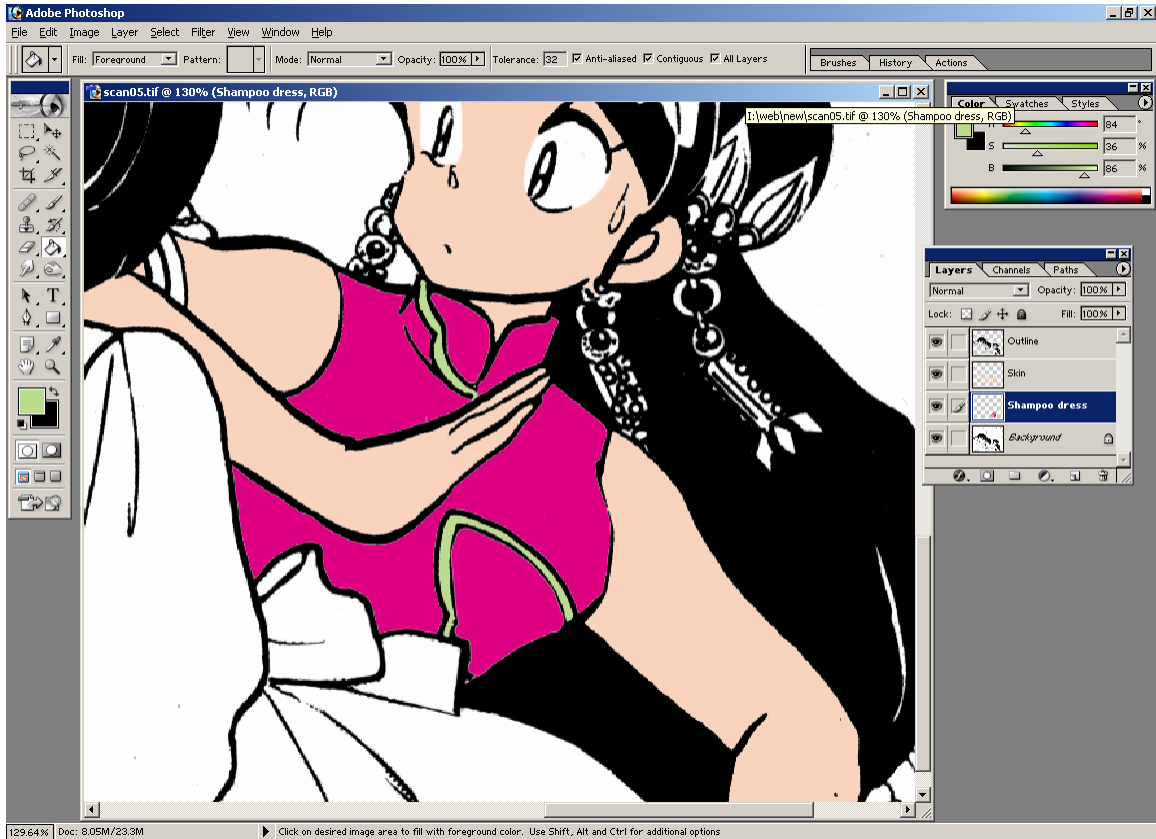
(I just thought this look cool)

But seriously, it should look like this



Clothes Colors

Let's start with Shampoo's dress. Create a new layer and name it **Shampoo** dress. For this, use the follow setting for the color: H=325, S=100, B=87. Using the same technique as filling in the flesh tone, color in Shampoo's dress. For highlights on the dress, use the setting of H=84, S=36, B=86.



Do this for Akane and Ranma's clothes. I'm not going to go over each steps, since this would make this tutorial too long, I'm just going to provide the coloring info for the clothes. Just remember to make a layer for each clothes

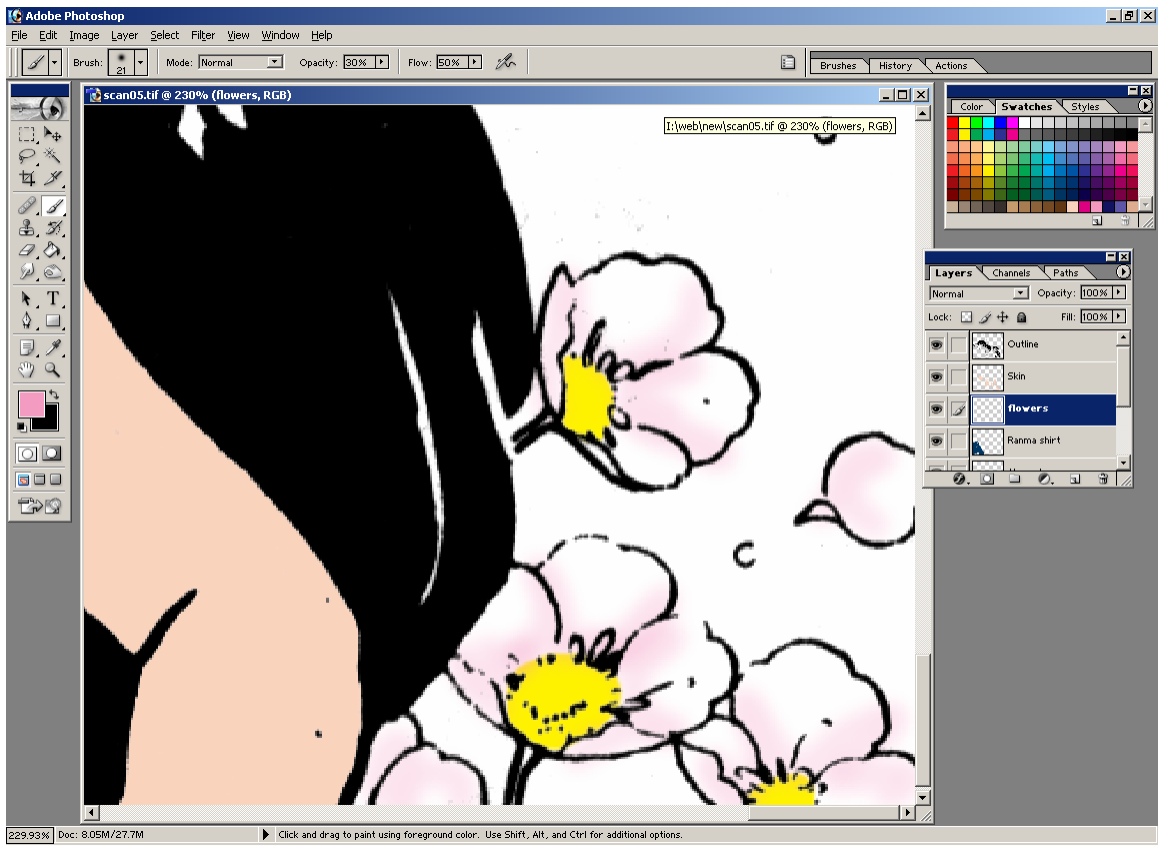
Clothes Colors

Akane's Dress – H=196, S=93, B=93

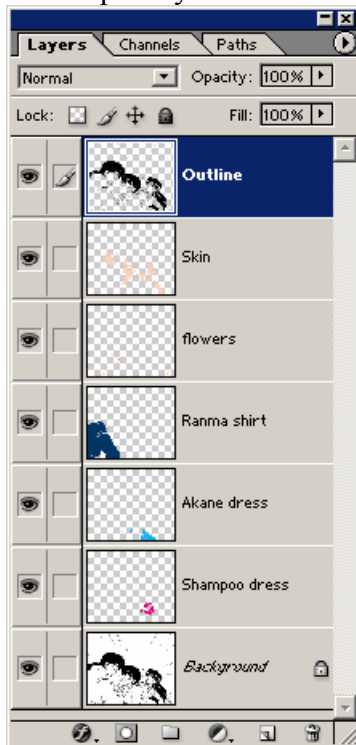
Ranma's shirt – H =207, S=100, B=39z

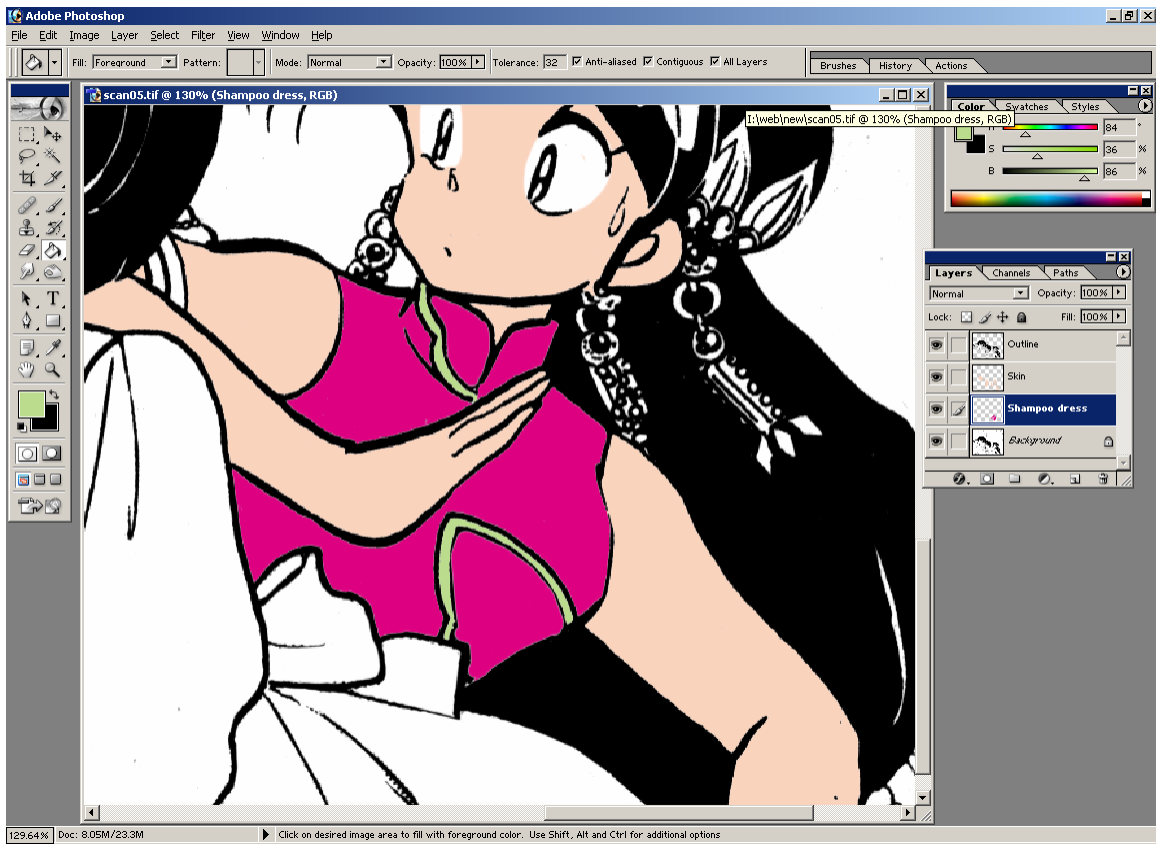
Flower

This just like coloring in the clothes, but use the **Brush tool**. You have to paint in flower by hand. I use a bright yellow for the center of the flower and a light pink color for the petals using a soft feather brush with the opacity set to 30%. And, of course, create a new layer for this and name it **Flowers**. Don't forget to paint the stems for the flower's that have stems.



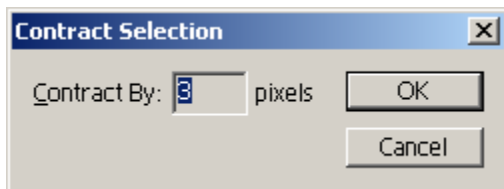
At this point you have this in your layer palette:





The Hair Color

Let's start with Akane's hair. Use the **Magic Wand** tool and select Akane's hair. Go to **Select|Modify|Contract**. In the dialog box that popup, select 3 and click **OK**.



Create a new layer above the **Outline** layer. Select the **Paint Brush** tool and color Akane's hair using the color setting: H=212, S=100, B=44. You will notice that the selection also includes Shampoo's hair, so we might as well color in her hair also. So, paint in Shampoo's hair using the color setting: H=241, S=81, B=38. For Shampoo's highlight, use the color setting: H=247, S=49, B=65. Your image should look like this:

Miscellaneous Stuff

The only thing left is the jewelry on Shampoo's head. I use a bright yellow for it. You might use a different color, it doesn't matter. My final image with flat color is like so:



Your **Layer Palette** should have these layers:

