

For each panel, I first made the scene in Blender.



*Rough Color*



*MatCap*



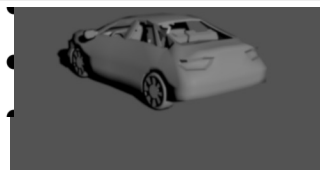
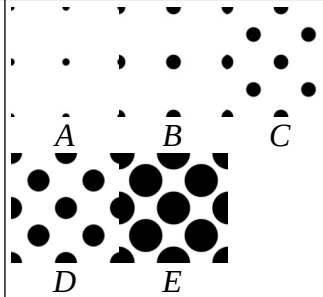
*Rough Shading*

I drew over a combination of the rough color and matcap renders from my scene to make my flat drawings.

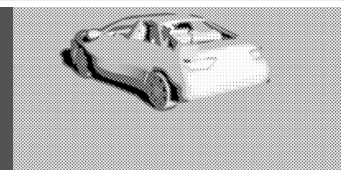


*Colored Drawing*

I made five images (called A, B, C, D, and E) with dots of increasing number and size. I created the *Dot Shading* image from the *Rough Shading* image by using its brightness to switch between A, B, C, D, E, and black.



*Rough Shading*



*Dot Shading*



*Final Panel*