

7 beginner artists' mistakes and tips

Hey there! Thank you for getting this free guide on beginners' mistakes! Just to be clear — all the things I said in this guide are my own opinion and my own experience on how to make your works a little better!

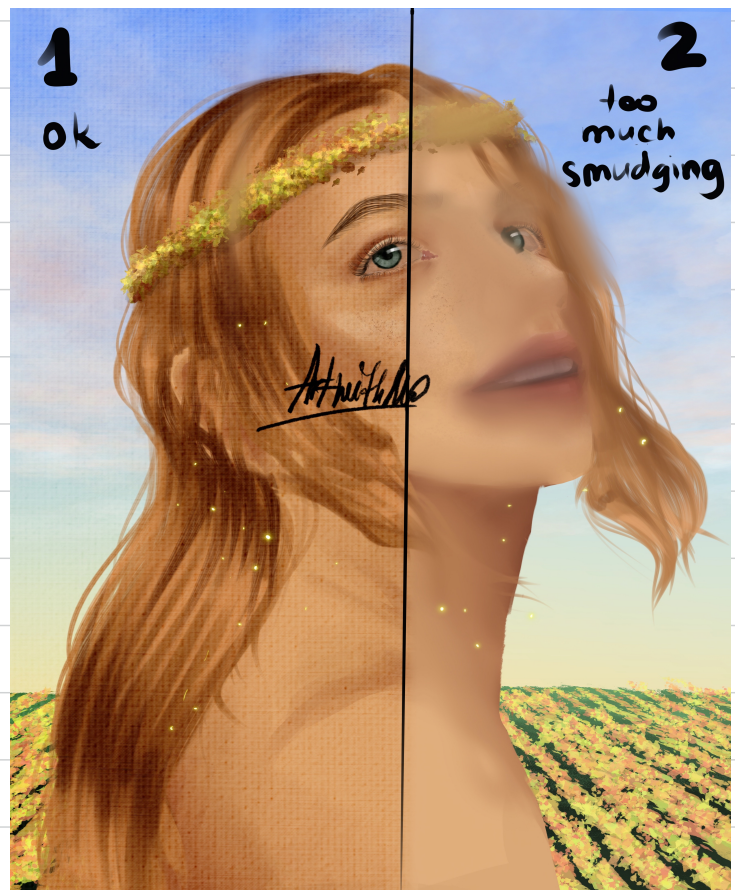


1. You don't flip your canvas horizontally.

This is more of a tip that can grow into a big mistake. Sometimes when you draw and don't check the other side of the drawing by flipping canvas, in the end, you might get the feeling that the drawing is a little strange. You may not get what it is, but if you flip the art, you will see that perhaps the symmetry is wrong, or the anatomy is a little rare.

2. Using the smudge tool too much, or you use too many airbrushes.

This mistake is mostly made by the artists, who try to work in realism or near realism. But it's important to remember, that in real life, there are also many hard shadows and contours — try to use references and don't use the airbrushes so much!



3. Try to not use too many digital effects. Many beginner digital artist have a need to try every single effect in the picture — and that's obvious, since they just started creating on a laptop or tablet. But an art with too many effects looks unnatural and the person won't see anything interesting in the picture, just because there isn't an element that would hold his gaze.



4. Don't compare your works to other artists'. Everyone has their own style and work stage. That's exactly why every work is different. That's what makes them unique.

5. Using only one reference. I think that everyone now knows, that using references is good and we left the other old-fashioned thinking in the past. But the problem is, that most beginners, who haven't yet worked with important, difficult references or projects, use only one reference for their art. This mostly counts as a mistake, because with only one reference, you can only get a picture on some object being posed at one angle. Try to use at least three different references and see how your drawing improves!

6. Wrong canvas size. Usually, when you are just introduced to the digital art world, you do not get the simple, but wicked mistakes, such as the wrong canvas size, or the wrong DPI. Of course, all the gabarits of your drawings depend on the project the you are working on, or the final work. But personally, I always recommend you to create your canvas sizes in centimetres — that way you will always be certain that your work will be available for publishing or else. Regarding DPI — that is a more difficult question, but I usually put 300 DPI on 20x20cm canvas size.

7. Picking colours directly from a reference. This is one of the most common mistakes — it was also one of my own for a very long time. There's nothing bad in picking colours from a reference, but the colours in real life are a little more gray, or more yellow, red, etc. And — especially if you're a beginner — your art might get messy and strange because of these dark or too contract colours. This mistake also goes in the wrong usage of your reference.



One of my older works

**Thank you for reading this small guide
on beginners' mistakes and tips to fix
them! I hope you enjoyed it — write
me a reply at alicebunik.com or
instagram: @digiartwithalice**

