

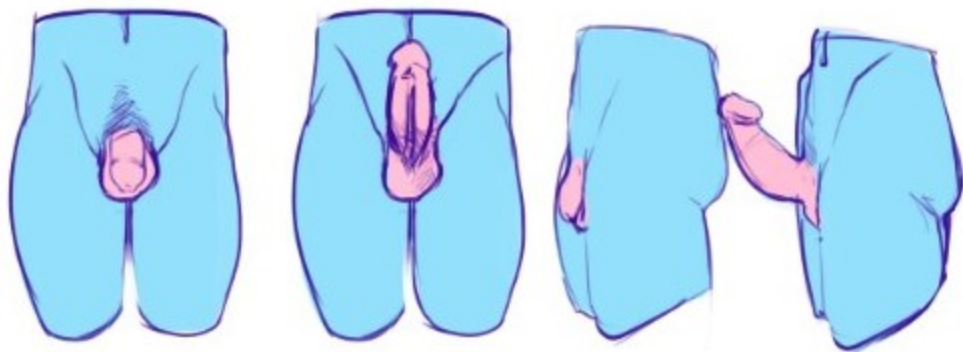
- A.-The point of attachment to the skin
- B. The part of the curvature that is due to the weight of the genitals when they are erect and the tension they produce.
- C.- Foreskin or Prepuce.
- D.- The glans.
- E.- Scrotum.
- F.- Conduit of the urethra

# Dream Time

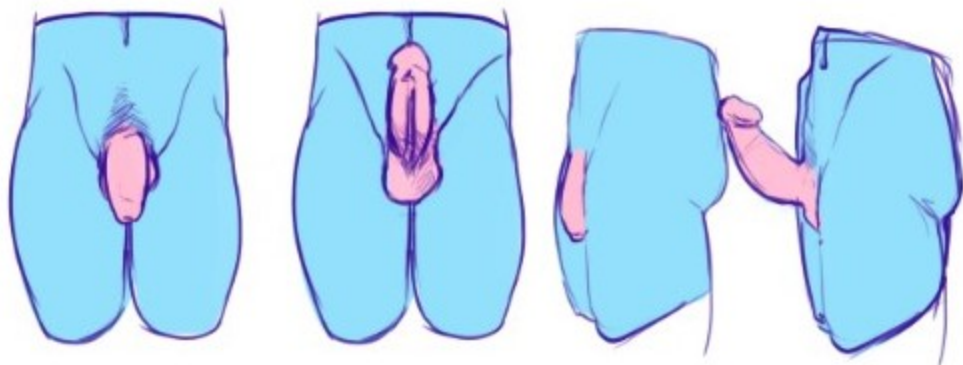
Let's talk a bit about our friend's Dream before we get into the topic about the erection.

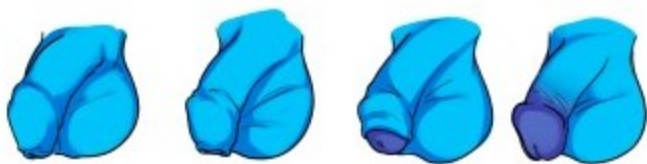
When the penis is asleep they can be seen in two ways.

- A. When flaccid, the penis shrinks because of the little blood flow, and being erect doubles or triples its size.



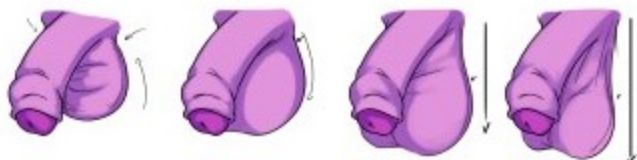
- B. Even when flaccid, the penis retains its size and when it is erect it only rises.



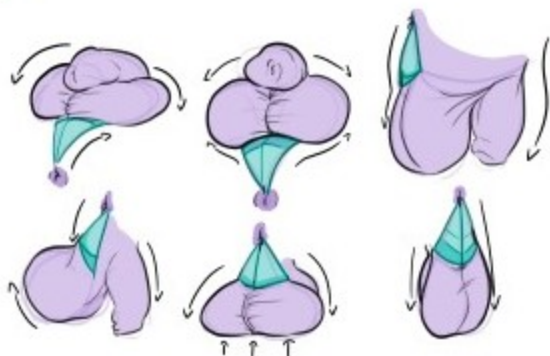


## Testicles

The first part that we will see about how to draw testicles is the weight they generate and how they can affect the elasticity of the skin.



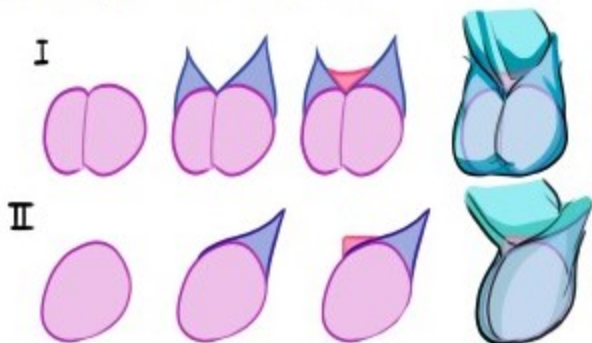
In this example we can see how the skin stretches over time and the point of tension exerted by the scrotum to the skin, however if exposed to cold water or ice, the skin tightens and shrinks until it looks like the first example.



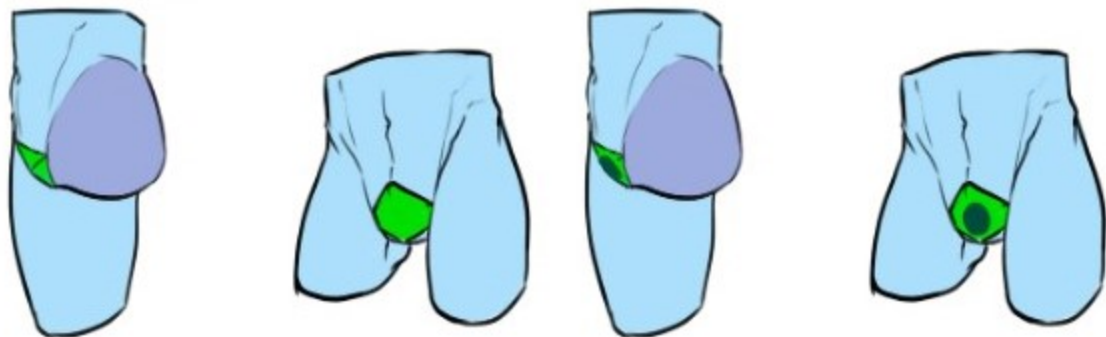
Since it is a part of the body that is not fully adhered, rather it dangles from the pelvis, gravity and pose will be an important part of a more natural visualization, to guide us better we have to visualize a small oval triangle between the scrotum and the anus.

## But how to draw it correctly?

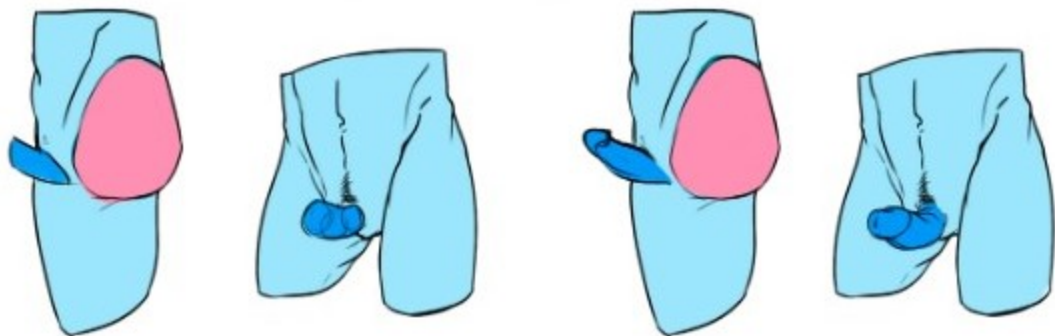
First we must make an oval divided in half, since sometimes the scrotum separates and this division is very noticeable, then we should only make a guide of the point of attachment to the skin.



Already knowing how the scrotum is located we will learn what is the correct position of the trunk.



This image shows where to place the support point correctly.

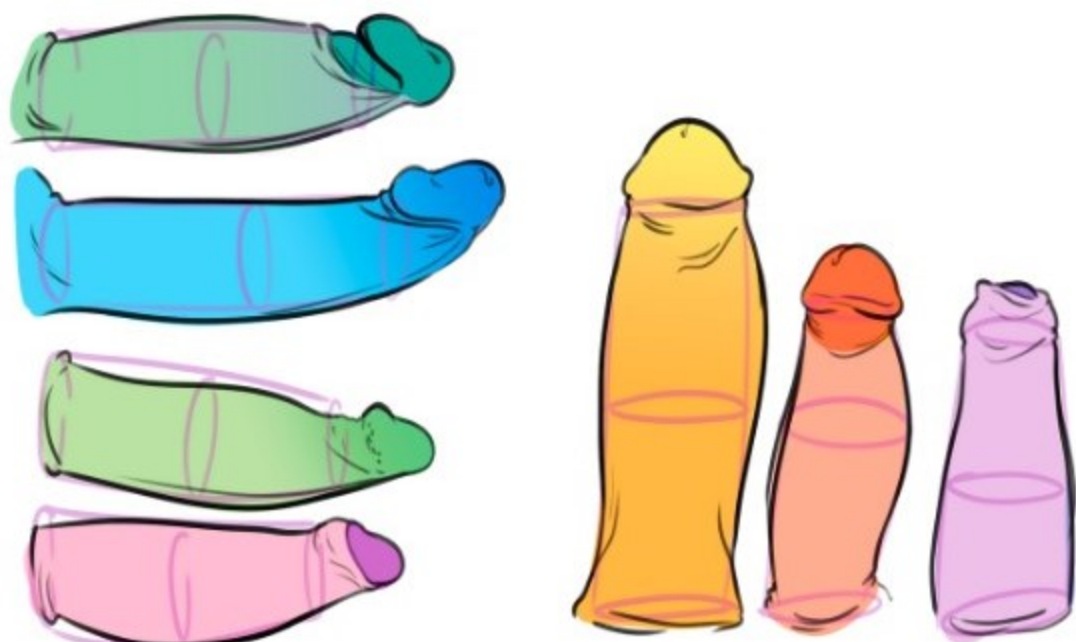


And then we would place several circles that will help us to place the trunk, to finish drawing the cylinder that will help us trace the penis correctly.



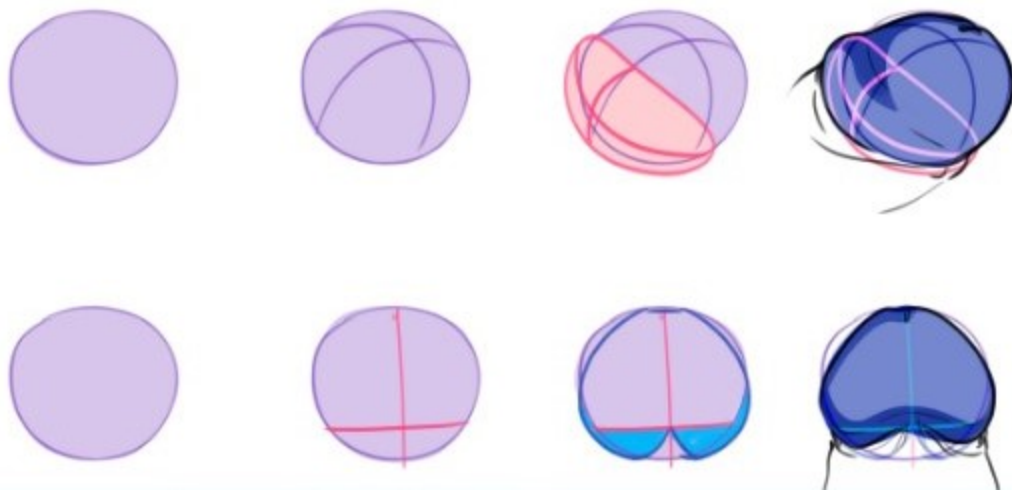


Although you draw the cylinder you will have to vary it a bit, remember that the one face syndrome is something very criticized in the illustration industry, so do not make the same thing down there.

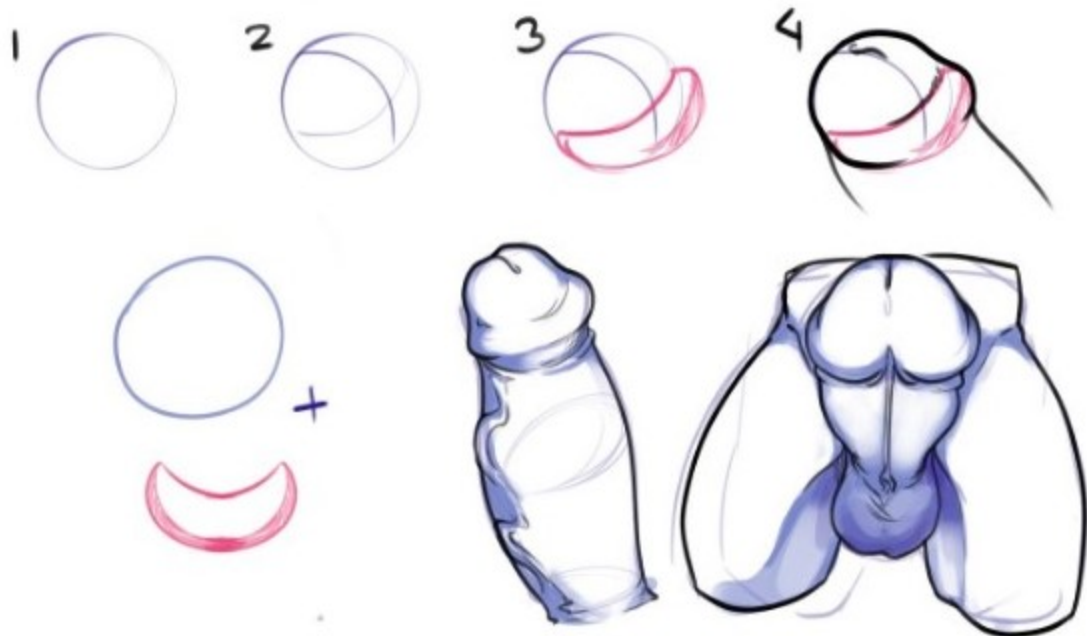


## Glans

And we reach the last point of our friend, to draw a glans we must make a circle and an elongated oval that will be the base of the glans.

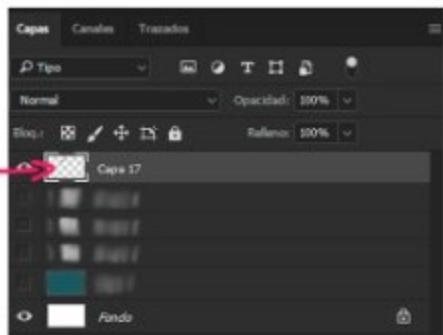
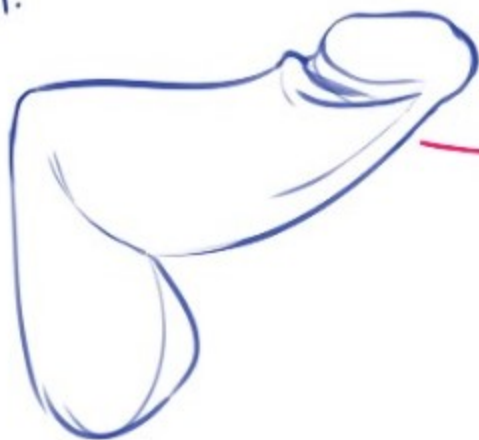


But to draw from the bottom perspective, it's like making an apple face down following the steps shown in the image.



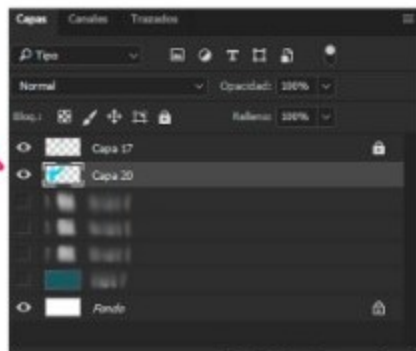
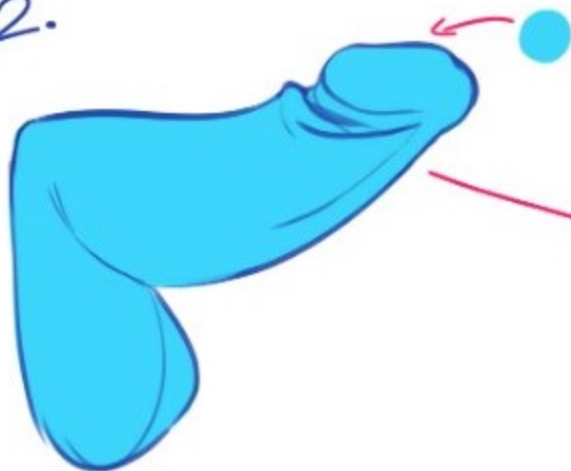
- The first step is to clean our sketch, and make a smooth line in one layer.

1.

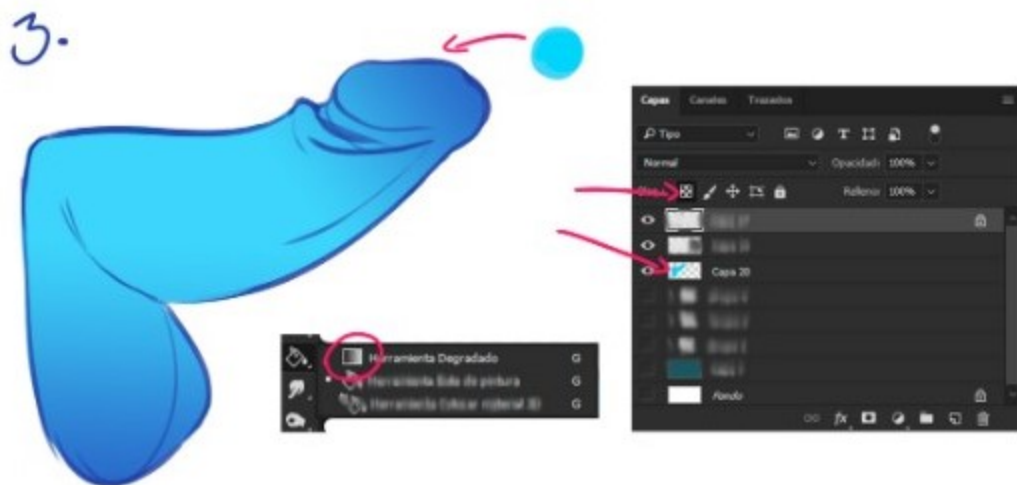


- Then in a new layer we grab a base color and fill in the area.

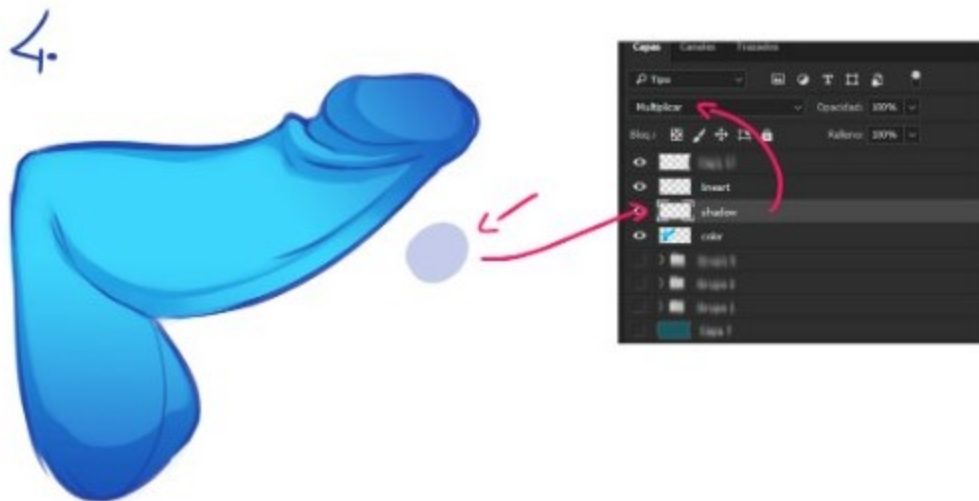
2.



- In this step we must block the layer to be able to modify it without leaving the color that we had placed, and we will use the gradient tool, to darken the areas of the testicles and the glans a little. In this case only use a dark blue.



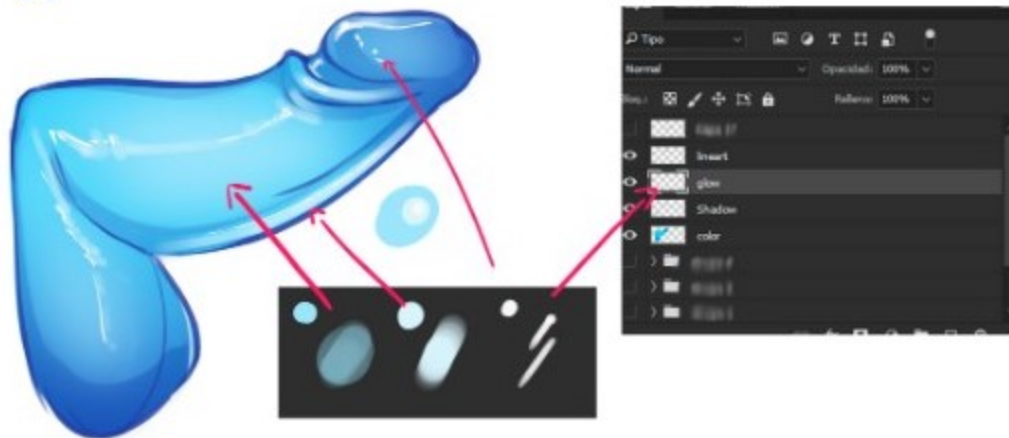
- And to make the shadow, we will create a new layer, with the multiply style, and with a pale color we will make the shadow, thanks to the effect of the layer. We can also darken some areas a little more to enhance the three-dimensionality.





- And if we only want to color it without any extra effect, we go to the illumination part, where we will use three shades that would be blurred as seen in the example.

5.

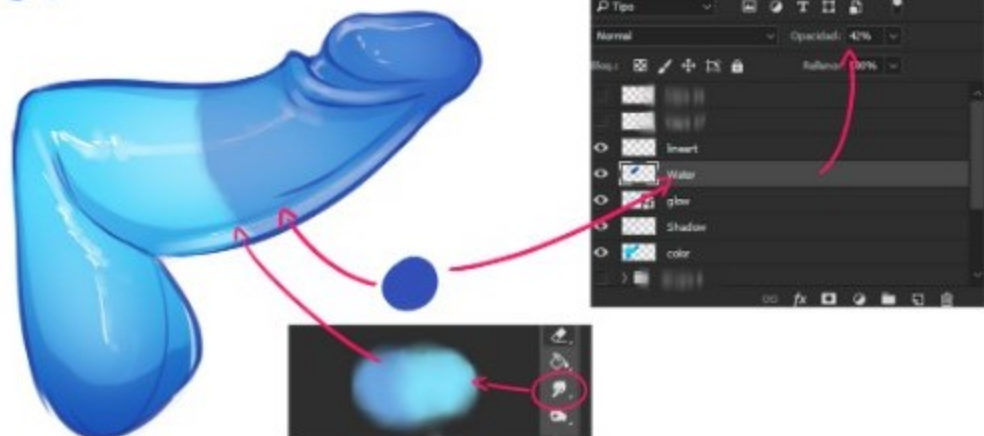


The tone is almost not appreciated since it has the dimmest light and it is very blurred, then the other type of shadow comes where it remains tenuous and denotes much more, and the last thing would be the strong shine caused by sweat or the natural fat of the skin.

But, what if I want to make the effect of water or humidity?

- For this we will take a stronger tone of the color we use and we will place that color in the area where we want it to look wet, and at the base we will gently diffuse with the finger tool.

6.



If the effect is very strong or we do not like it, we can lower the opacity of the layer to our liking.

7.

