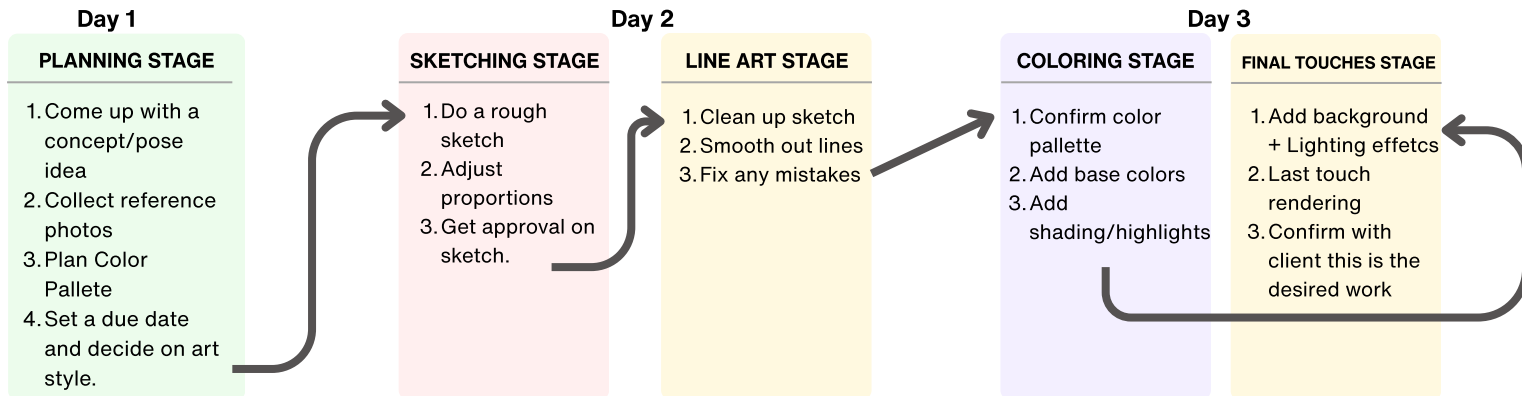


3 day-Value Stream Mapping

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Creating a drawing for a commission



Analyzing Lean Metrics

Stage	Estimated Average Flow Time
Planning	40 min
Sketching	60 min
Line Art	90 min
Colors	120 min
Final Touches	30 min
Estimated Cycle Time	340 min/ ~5.6 hours

Optimizing the Process

Eliminating Waste

- I can save time by reusing base poses or find similar inspiration in previous drawings.
- I can reduce delays by limiting how long I spend picking colors and references.
- I can organize layers better to avoid confusion later.

Workflow Orchestration

- Combining sketching and line art on the same day to keep the flow going.
- Plan general color palettes during planning phase, confirm in later stage.

Governance Models

- Use a timer method to avoid burnout.
- Keep backup files in a cloud storage (only option Google Drive since Procreate.)
- Schedule in short breaks to catch any early mistakes NOT during final touches.

Conclusion

Mapping my drawing process helped me understand how breaking work into steps makes it easier to see where time is wasted. I noticed I lose time when I keep redoing colors or lines, which is kind of like how developers might waste time fixing code that wasn't planned well. By planning ahead and organizing my steps better, I can finish faster and with fewer mistakes. Which is a lot like improving a workflow when coding to keep things running smoothly and on schedule. That way, there are minimal errors!