

Loish Patreon ♥

TUTORIAL CHEAT SHEET // DRAWING COZY INTERIORS

KEY LESSONS

- How to **construct** an interior scene so that it has a believable sense of depth and scale
- How to **divert from a reference image** and add elements from the imagination
- How to ensure that your interior illustration has a sense of **life, charm, and appeal**

OTHER RESOURCES

> [STEP BY STEP: SPEEDPAINTING INTERIORS](#)

This is a series of images that breaks down my process for speedpainting an interior scene.

> [PROCESS VIDEO: SCRAPS](#)

This is the full process video for the drawing that I refer to the most in this tutorial.

KEY ASPECTS

ASSYMETRY & CROOKEDNESS // Having some imperfections add to the charm and appeal.

ELEMENTS FROM THE IMAGINATION // This makes it more than just a study.

POPULATED WITH DETAIL // This makes the interior look like it's lived in by an actual person.

HELPFUL TOOLS

- **TRANSFORM** // This allows me to resize and warp different shapes.
- **POLYGONAL LASSO** // This allows me to easily block in geometric shapes.
- **FEATHERED LASSO & GRADIENT** // These tools make it easy for me to create gradations and soft color transitions.
- **TEXTURED BRUSH** // This is helpful for creating an appealing hand-drawn feel.

TIPS

FIND HELPFUL REFERENCE

Pick reference images that give you a sense of what the 3 dimensional space looks like. Supplement it with reference that gives inspiration and ideas for clutter and decorative elements.

SET A TIME LIMIT

Efficiency is key with this process. Train your efficiency by working quickly in the early stages. If you want to spend more time on your drawing, focus on the final stage of the process.

BE PATIENT

With this process, the focus is on constructing your scene before moving on to drawing and aesthetics. Don't panic if your drawing isn't pretty in the early stages.

SECTION	TIMECODE	DESCRIPTION
INTRO	00:40	Essential elements for creating cozy interiors
	03:15	Key aspects to keep in mind when diverting from reference
	05:20	Helpful tools
	08:17	Quick runthrough of each stage of the process
DEMO	13:24	Step 01 // construction
	16:36	Step 02 // basic color
	20:18	Step 03 // lighting & shadows
	23:49	Step 04 // populate with detail
	30:34	Step 05 // finalize
CONCLUSION	32:59	Recap of steps
	34:05	Tips

DEMO // STEPS

01 // CONSTRUCTION | TIMECODE: 13:24

- Optional: use a grid to build a 3-dimensional sense of the space.
- Quickly sketch the main elements of the interior, starting with the largest ones.

02 // BASIC COLOR | TIMECODE: 16:36

- On separate layers, block in the base colors of each element from your sketch.
- Start with one color and slowly move out from there, to ensure that the color scheme is unified.

03 // LIGHTING & SHADOWS | TIMECODE: 20:18

- Add color gradations to create soft color transitions and shadows on different elements.
- Add some hard shadows to create a sense of depth.

04 // POPULATE WITH DETAIL | TIMECODE: 23:49

- Add elements from the imagination, like objects, characters, pets, etc.
- Focus on making the interior look as if a real person lives there.

05 // FINALIZE | TIMECODE: 30:34

- Draw over parts of the image with a textured brush to get a hand-drawn feel.
- Make sure you're not over-rendering - just focus on bringing more definition to the areas that need it.