Loish Patreon ♥

TUTORIAL CHEAT SHEET //
PAINTING CLOUDS

TOOLS
All of these can be swapped for cheaper alternative.

➤ PHOTOSHOP
I use this software to paint, but I use a workflow that can be used in Procreate and other software as well.

➤ WES GARDNER BRUSH PACK 2020
This is where I get the 'gritty butter' brush from.

KEY LESSONS

- How to **select helpful reference images** for your cloud studies

- How to use **exaggerated and expressive shapes** to create interesting and stylized clouds

- How to **avoid** painting clouds that look repetitive, chaotic, or boring

---

OTHER RESOURCES

➤ OVERLAPPING SHAPES & FORESHORTENING
This tutorial talks about the construction technique of using overlapping shapes in more detail.

➤ CREATING INTERESTING & FLOWY SHAPES
This tutorial taks about the role of shapes in your art, and how you can find your own artistic voice when creating them.

DESIGN PRINCIPLES
These are helpful to keep in mind when painting clouds, but also when creating other artwork.

RHYTHM & SHAPE VARIATION
By varying the shapes we use, we can lead the eye and create interesting and expressive clouds.

OVERLAPPING SHAPES
If we construct our clouds with overlapping shapes, we can get more 3-dimensionality.

SOFT VS. HARD EDGES
Varying the quality of the edges creates expressiveness and interest in our cloud artwork.

TIPS

PRACTICE REGULARLY
It's a great exercise to develop your own style and try out different techniques.

PUT AWAY YOUR REFERENCE IF YOU'RE STUCK
Trying to copy our reference image exactly can limit our creativity, so don't be afraid to put it away when you need to.

IMAGINE THE CLOUD AS A CHARACTER
That makes it a lot easier to give movement and intent to the shapes.

SECTION	TIMECODE	DESCRIPTION
INTRO	00:30	Cloud art: inspirations and examples of clouds done well
	03:00	Cloud art: examples of clouds done badly
	05:15	Finding helpful reference for your cloud study
	09:04	3 things to avoid when painting clouds
	10:10	3 design principles to keep in mind when painting clouds
DEMO	13:18	Rough sketch
	15:09	Rough color
	20:25	Rendering
	33:03	Finishing touches
CONCLUSION	34:17	Recap
	35:43	Similar design principles in other artwork I've made
	37:32	Tips

DEMO // STEPS

01 // ROUGH SKETCH | TIMECODE: 13:18
- Exaggerate the shapes you use to construct the cloud.
- Use overlapping shapes to create some 3-dimensionality in your sketch.

02 // ROUGH COLOR | TIMECODE: 15:09
- Use color transitions and gradients to apply basic colors to your painting.
- Modify the colors with color balance or selective color where needed.

03 // RENDERING | TIMECODE: 20:25
- On a separate layer, gradually render the details of the cloud.
- Remember to vary complex and high-density detail with simpler, calmer areas.

04 // FINISHING TOUCHES | TIMECODE: 33:03
- Use the feathered lasso tool to modify the colors in specific areas and boost the contrast.
- Add any necessary finishing touches, like loose wisps, particles, lens flares, etc.