

# ★ step-by-step tutorial: + pool study

For this step-by-step I'll be showing you the process of my pool study! We'll be focusing on how to paint the water textures and how to render the body under the water :)

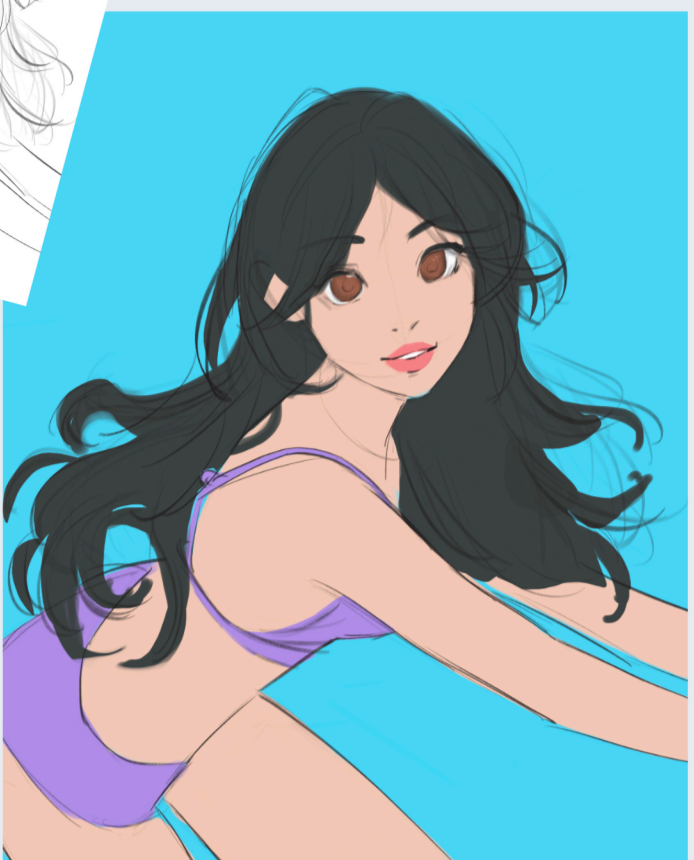


①



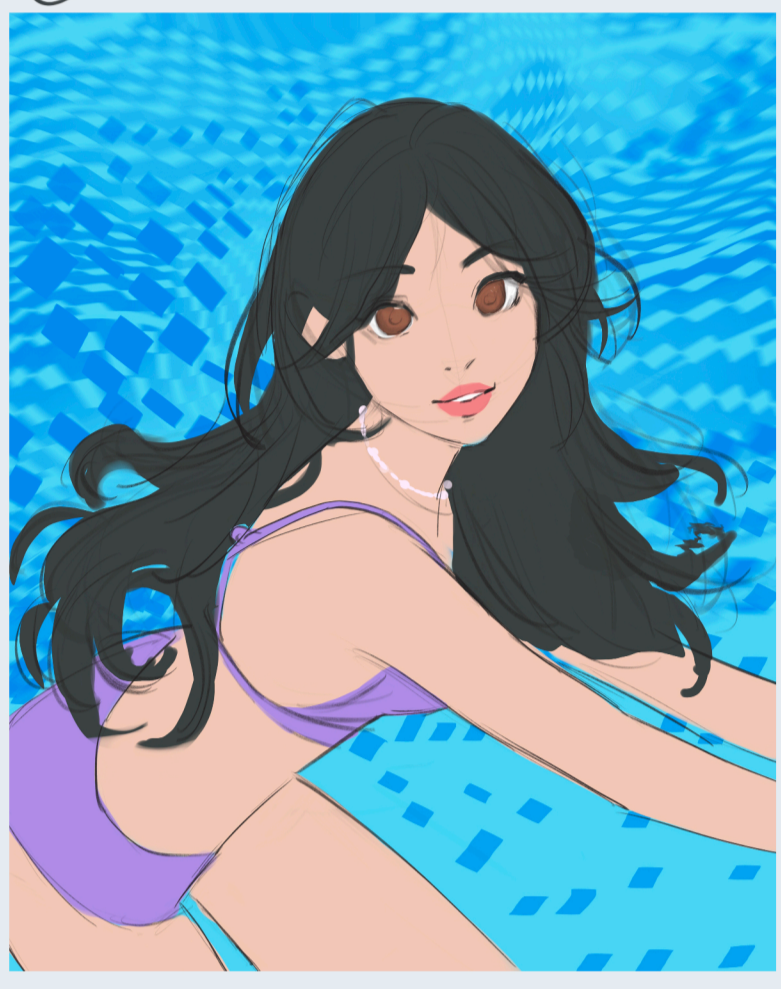
I start with creating a new layer underneath my sketch layer and then color drop a shade of bright blue. This is going to be the base color for the pool water :)

②



Now on another new layer (still under my sketch) I'll paint the base colors of the character.

④



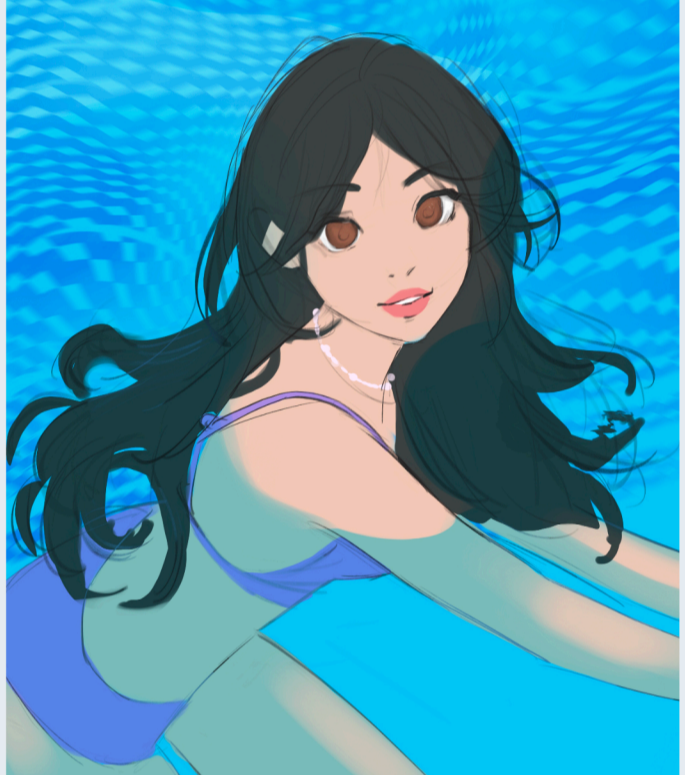
Right here I just added a few extra squares using a square chisel brush (a flat brush works too)! You won't see these squares in the next couple steps because I turned the layer off for some reason 🤔

③



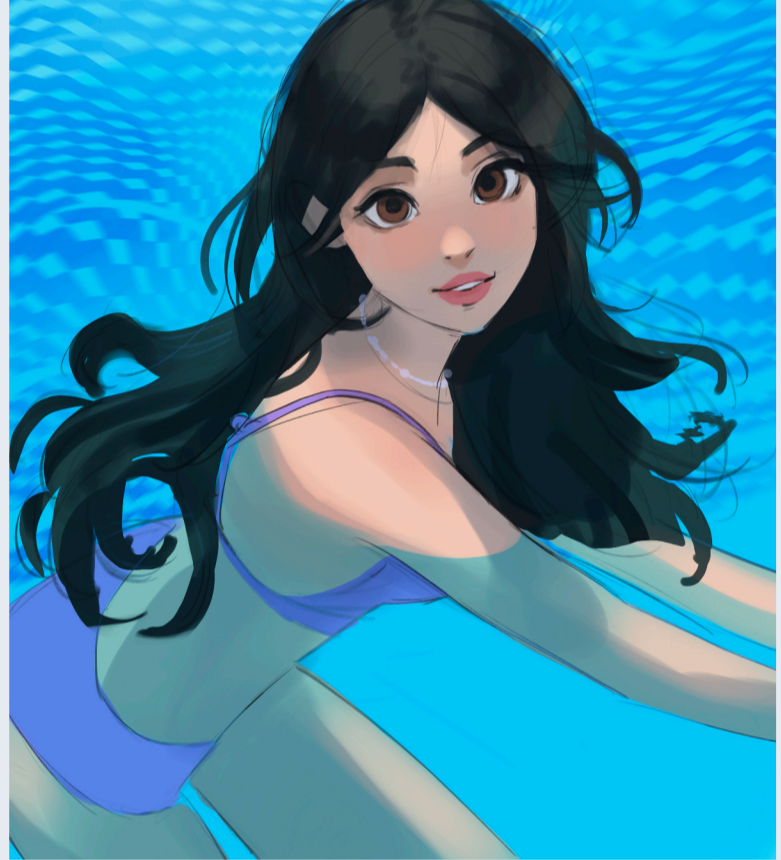
Next I'll create another new layer underneath my character (but on top of the base tone) and use the cube brush in procreate to make some pool tiles! You can also just paint a bunch of squares with a flat brush :) Then I used liquify to push the squares around to make them distorted.

⑤



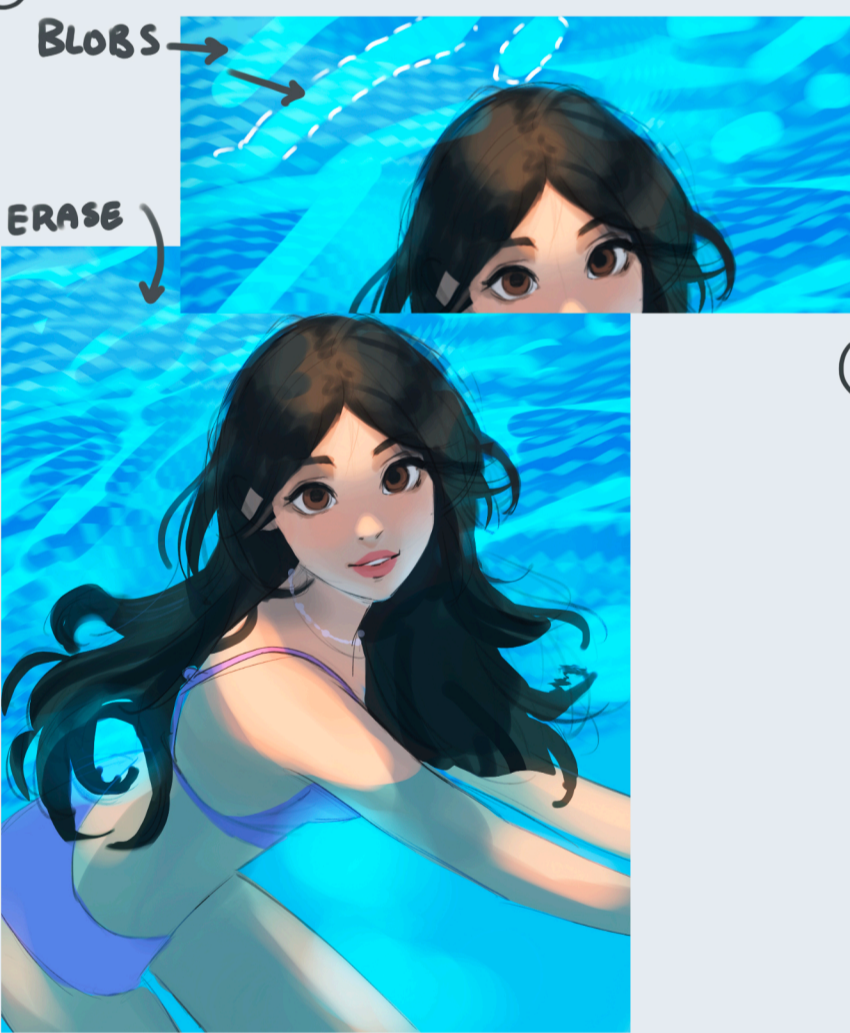
Now time to add some water onto the character! I created a multiply layer and used the same shade as the background to paint over her skin on the areas that will be underwater.

⑥



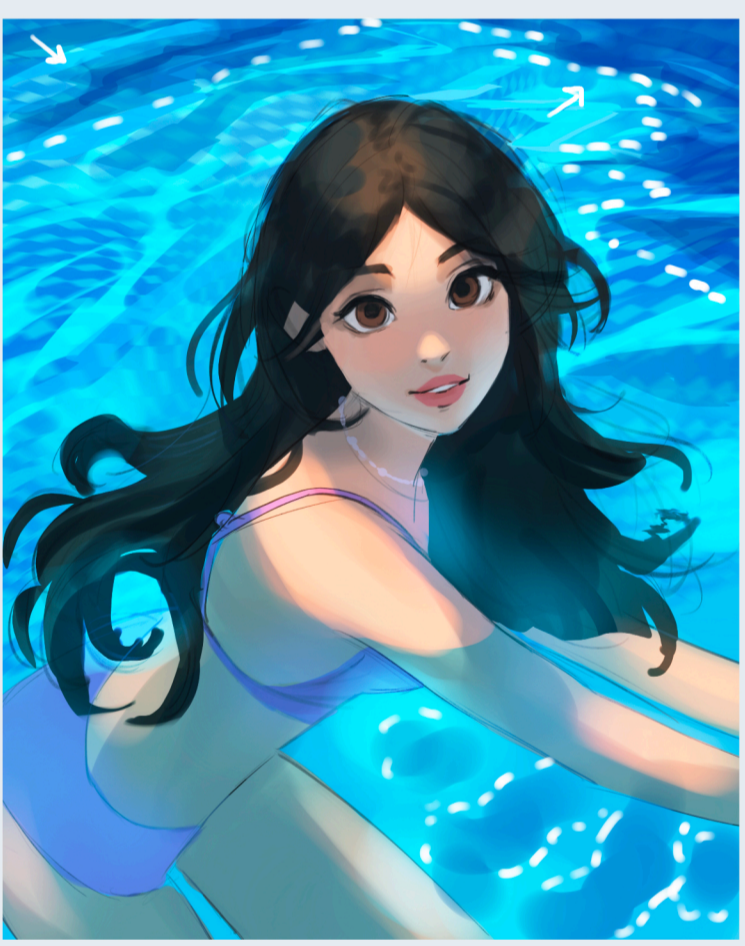
On another multiply layer, I'll use a grayish blue tone to shade a little more on her skin! I don't shade the top edges of her legs, back, and arms because light is coming from above the water and touching those areas :)

⑦

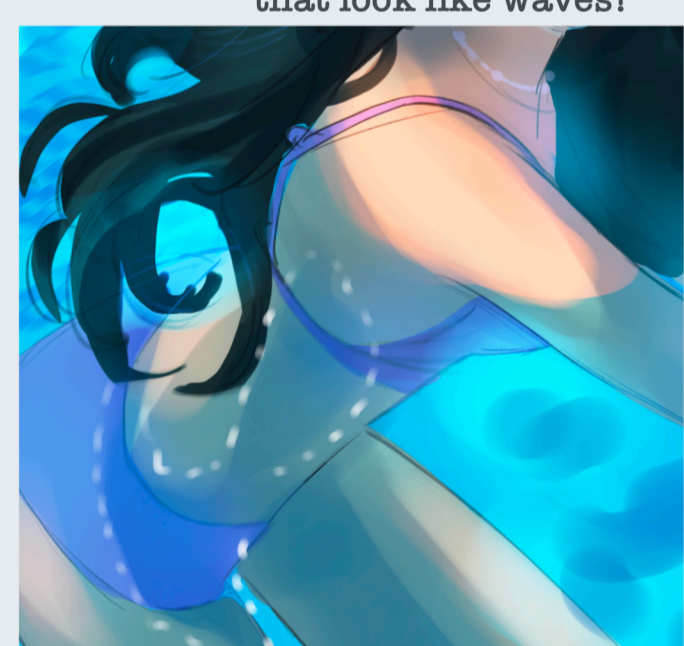


Now let's add some wavy texture on the surface of the water! I created a Hard Light layer and I use a bright blue to paint some blobs on the water, using a round brush. Then I erase away the edges of the blobs to create sharper shapes that look like waves!

⑧

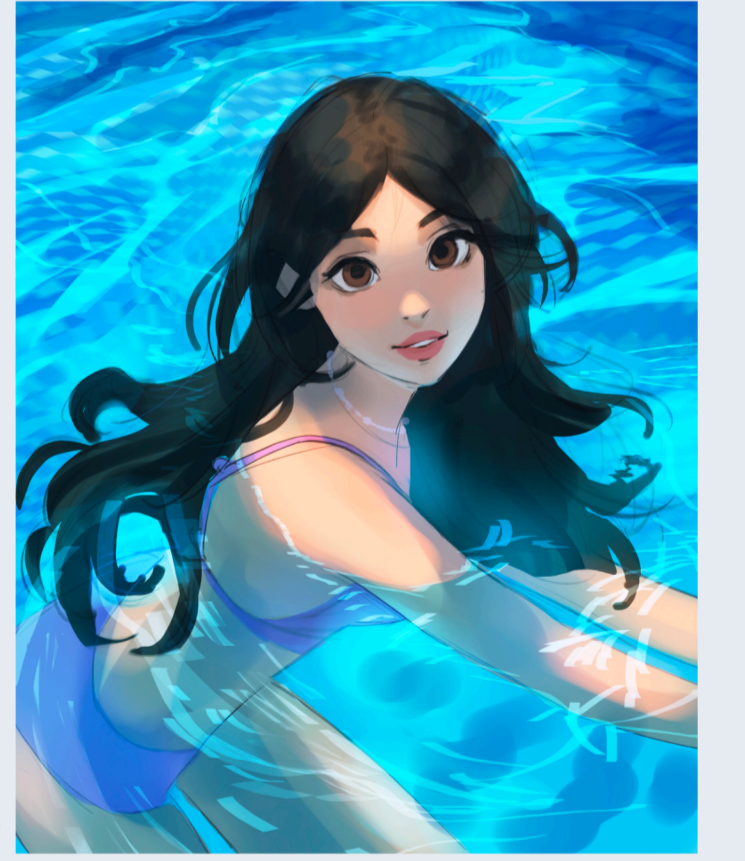


The water needs some darker areas, so I make a multiply layer and paint the corner areas of the canvas a darker blue. Pool water is naturally bright, so we don't need a lot of dark tones :)



Now I'll add just a bit more shadow to her skin, using a light grayish blue.

⑩



Next, let's add a bit more water texture on the surface! On another hard light layer I'll use a bright light blue to add some smaller ripples around her body. These small water details are going to be seen only around the character, while the background water stays more simple.

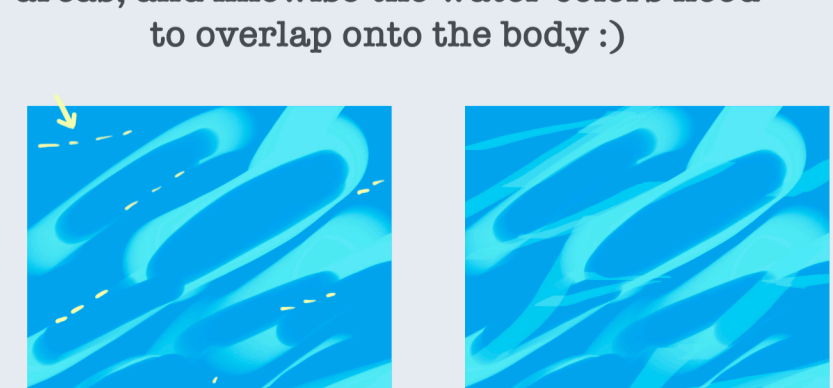
⑪



Now we need to create some wobbly distortion around the body in the underwater areas! To do this, I use a round brush on a normal layer and use my color picker to normal colors and paint ovals/wobbly edges. You want to make sure the skin color overlaps into the water areas, and likewise the water colors need to overlap onto the body :)

⑫

As a final detail on top of the water, you can add some little circles of white and then use Bloom to make them really bright to look like sunlight reflections!



The other important thing to do while rendering the surface of the water (after the blob-erase stage) is to take a smaller brush and connect any loose or open ends. The water usually looks like it moves in a diagonal pattern, so just make sure your lines are always moving diagonally rather than horizontal or vertical :)

**done!**

