

FIRST SNOW FALL PROCESS



For this painting, I wanted to paint a snow fall scene in the city. I was inspired by the streets in Paris and wanted to draw inspiration from its architecture.



Below the rough sketch layer, I blocked out the shapes for each subject. I decided to work with a lot of browns since I wanted to create a gloomy atmosphere. In this stage of the process, I render each subject with very loose rendering. I want to make sure I have the foundation and values set so I don't worry too much about cleaning up and refining at this point.



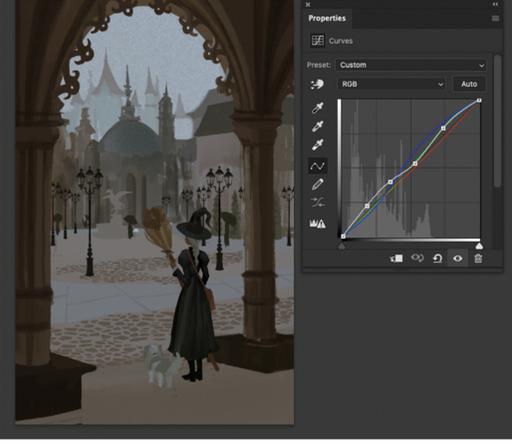
I decided to switch the position of the character so it's closer to us. I also decide to round out the arch and give more negative space at the top. I elongate the shape of the arch and enlarge the central building. I also decide to place some lampposts near the side of the buildings.



I scatter the lampposts around the city to create some varying depth and shapes around the painting.

To create a magical atmosphere, I decided to add some castles in the distant background. I also decided to add some roads around the lampposts to help lead the eye to the center.

At this stage, I add cobblestone using a hard edge brush. Rather than drawing each single stone, I duplicate the layers and clump them together to create a cobblestone pattern. I also decided to a fountain in the center to tie in the overall feel of a town square together.



After maximizing the layers in Procreate, I decided to transfer it to Photoshop and make some changes to the colours. Since the overall palette was looking a little dull, I decided to brighten up the sky by adjusting the cyans and blues.

From here, I continue fixing the cobblestone pattern to match the perspective of the painting.



Once the groundwork is laid out, it's time to add in the snow. Using a textured brush, I paint over areas of the pathway.

Then from here, I add in light to the lampposts and add some windows to the buildings.

Adding people in the distance will also help make this city more believable. I make sure to add snow at the top of the buildings to indicate it's been snowing.



During this stage, I start cleaning up and continue to add more lights around the buildings. I'm using shades of orange and yellow to create some variety in th contrast.

To paint the cobblestone near the entrance, I render the shadow just near the edge of the stone and then go over it with a textured brush.

*Sometimes a single brush stroke is all that it takes to create a shadow for something as small as the stone.



After adding details and more lighting to the buildings. It's time to add some glow to the lighting. In a separate layer with the layer mode set to overlay, I use a soft airbrush and go over the light areas. This will create a glow around the light areas.

I make some adjustments to the blues and cyans using the selective colour tool. I also play around with the curves tool to brighten the overall image.



Lastly, I use the hue/satration tool to saturate the yellows and oranges. I want the light to stand out against the muted palette so using this adjustment layer is a good trick to make some changes the tones and colours.