

* how to paint a floral background *

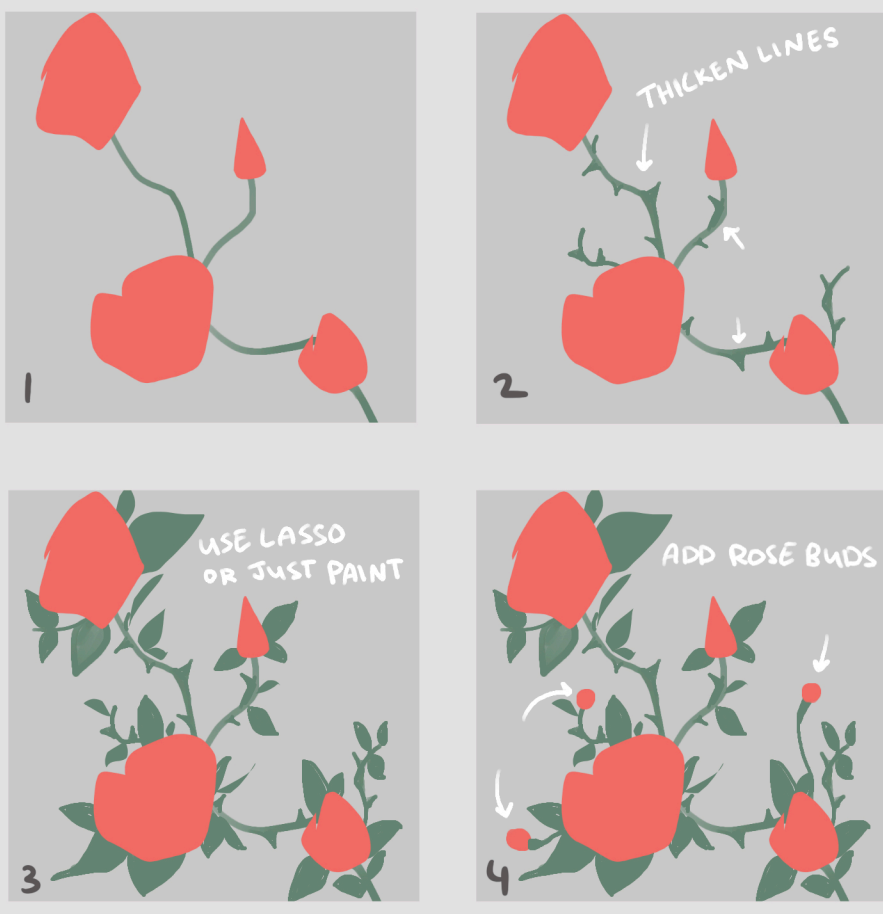
In this step-by-step, I'll show you how to draw a floral background that feels magical, soft and painterly :)



① First I use my lasso tool and color fill to create some blobby shapes for the roses behind the character. This is on a normal layer underneath the character so that everything will be behind him :)



② To make the composition feel dynamic, I arranged the roses in a diagonal pattern that gets wider toward the top edge. Also, make sure to have varying sizes! Small, medium, and large shapes.



③ Now we're going to draw some stems and leaves to connect the flowers!

Step 1: Create a layer underneath the rose layer and draw some vining stems between each flower.

Step 2: Thicken stems and add thorns.

Step 3: Add leaves! Make them large and small.

Step 4: As an extra detail, add tiny rose buds.

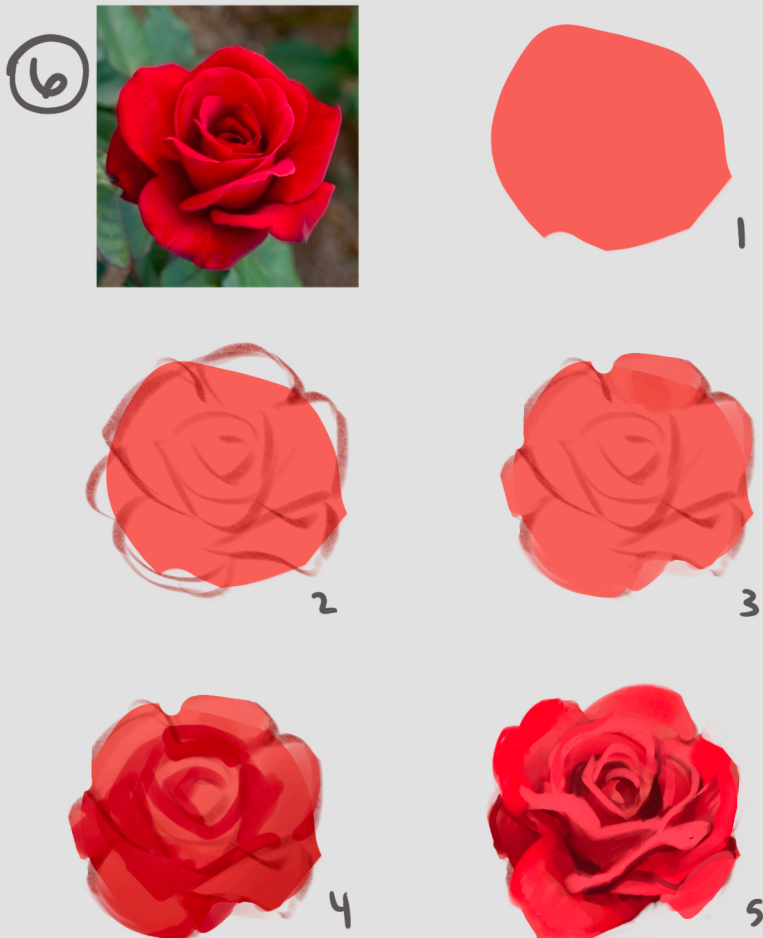


④ This is the result :) To make it a bit more interesting, I used a slightly lighter green for the lower leaves and a darker green for the leaves on the upper half of the canvas.



⑤ Next we're going to refine the roses! I don't worry about the detail too much at this stage and instead keep it looser.

I also don't use a ton of reds, just a darker red color to define some petals.



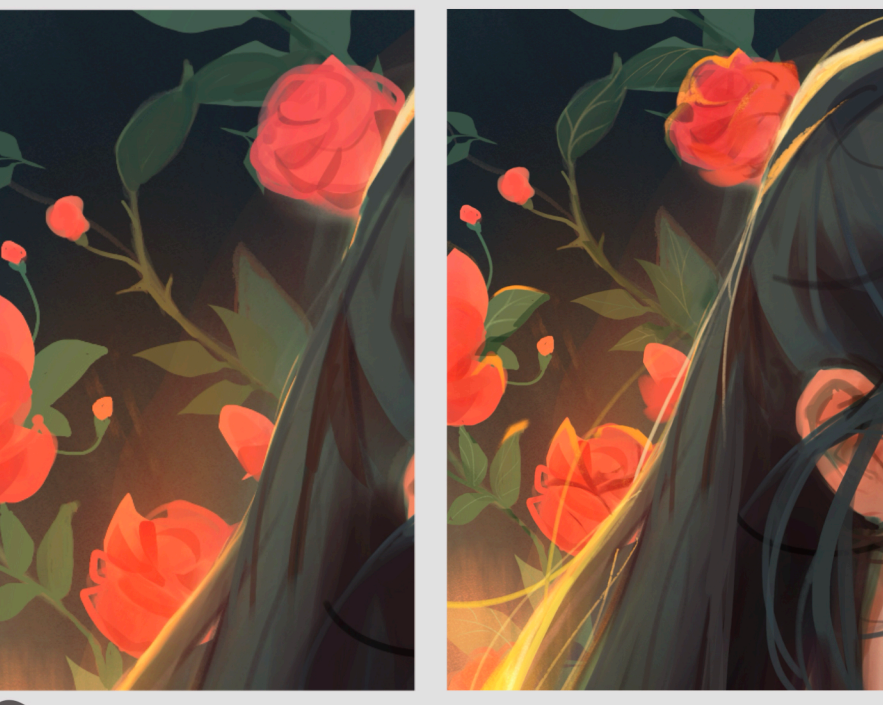
⑥ If you do want to make the flowers more detailed, this is how to do it :) I find that it helps to draw the outlines of the petals on top of the blobby rose shape in a dark red, fill in the petals, shade with multiply, and then render on a normal layer.



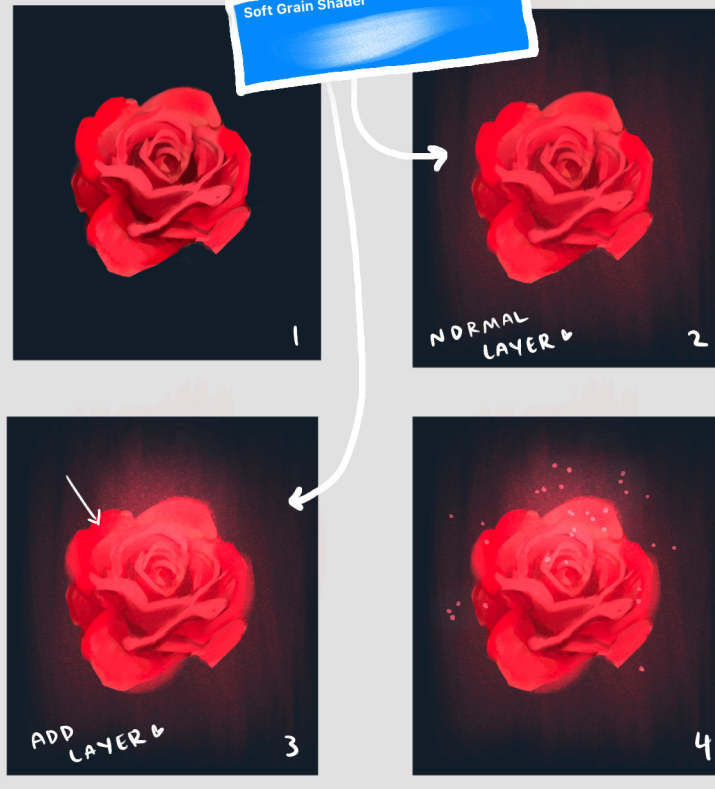
⑦ To vary the background a little, I'll create a pin light layer and use my custom Soft Grain Shader brush to brush some soft turquoise over the lower half of the canvas. This creates some color variation and texture :)



⑧ I do the same thing again but with a gold color on an Add layer! But not too much, mostly just around the edges of the character to create that golden glow.



⑨ To add more detail to the florals, I select a lighter green color and draw some veins in the leaves. Then I refine the flowers a bit more, using some darker reds to bring out the definition. I use a simple round brush for these details :)



⑩ To soften the flowers and blend them into the background if they look too "bold", I select a red color and use my custom brush on a normal layer to brush over each flower like you see in step 2. Next I create an add layer to make it glowy, and then add some little dots for sparkles!



After softening the flowers with Soft Grain Shader, adding details to the leaves, and sprinkling some sparkles, here is the result!

DONE :)