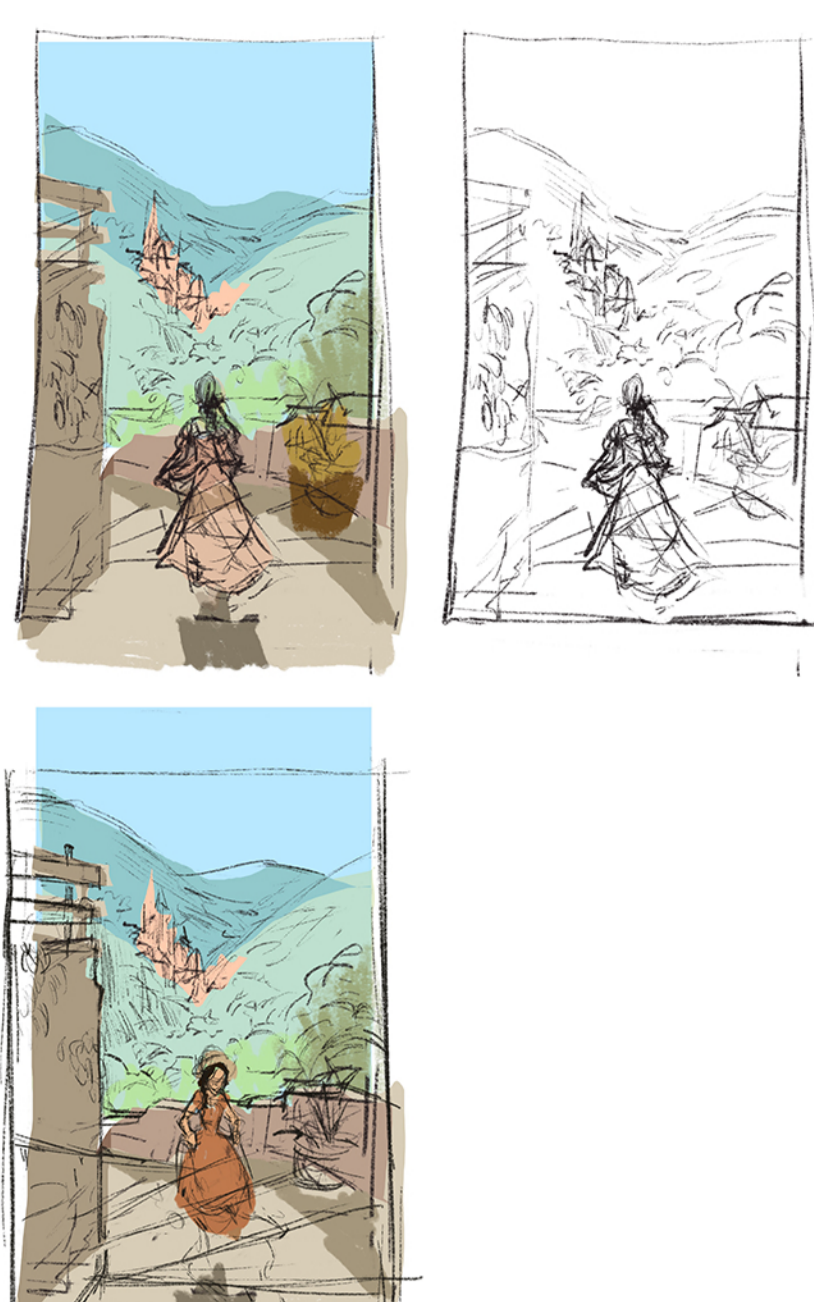


LA PROMENADE PROCESS



I started creating thumbnail sketches for this painting inspired by the artist retreat in France. Initially, I wanted the princess to face the mountain view, but I decided to change it this time and have her go up the stairs and face the audience.



I enlarge the thumbnail sketch to a larger canvas (I usually work with 4000x5300px-)



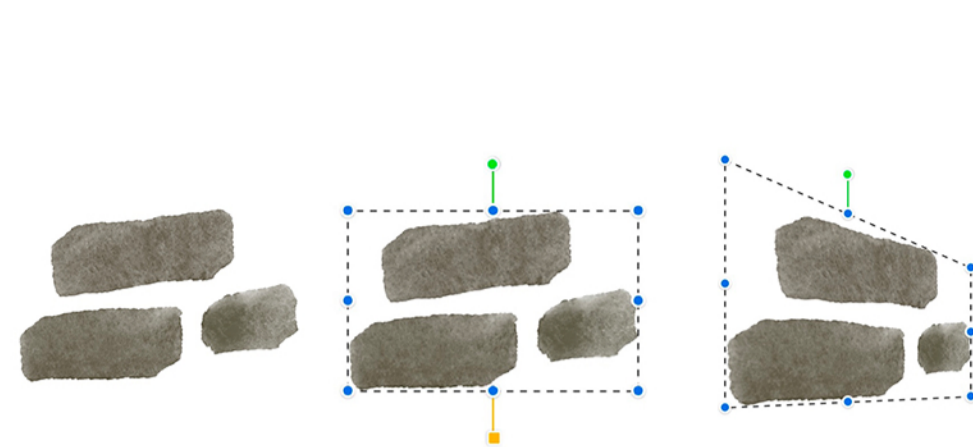
I always start rendering the character first to understand how her outfit and pose could match the background.



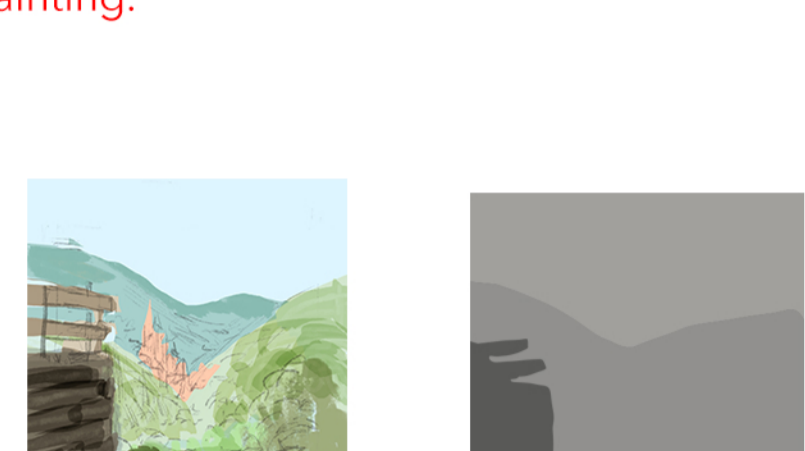
I start blocking out the painting's darkest areas, which are the stone wall and hedge.



I hide the character layer and focus on the background for now. Using MaxPack watercolour Brushes, I block out rough shapes of the stones creating rectangular brushstrokes.



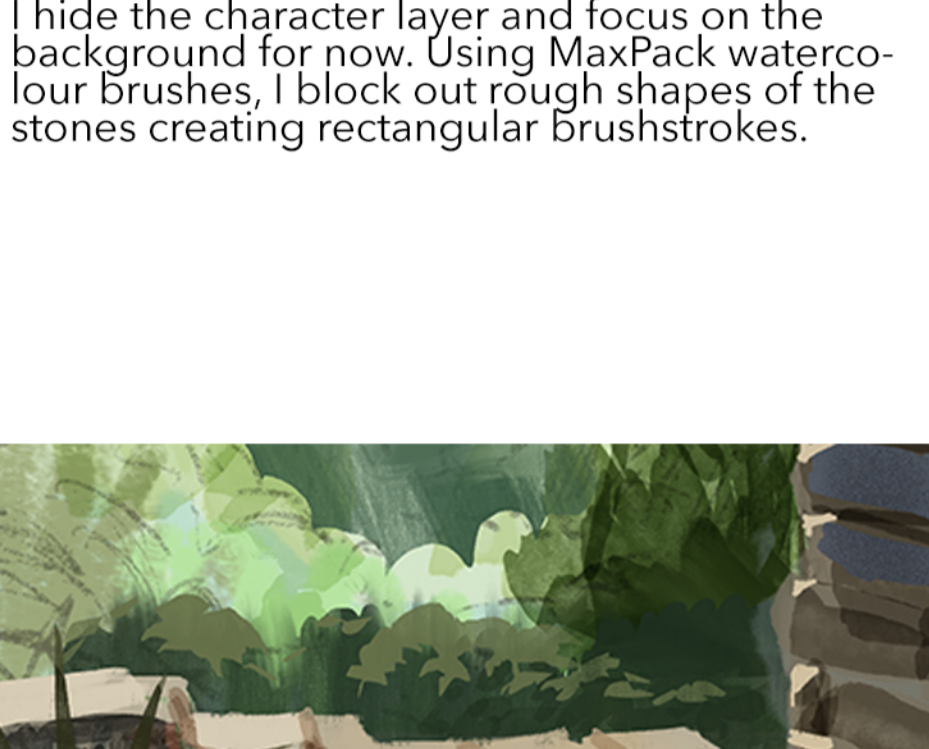
A quick fix I use to align with the perspective of any wall is using the distort tool on Procreate. Create regular brushstrokes, select shape, use distort and align with the perspective of your painting.



Zooming out of the painting can give you an idea of the value structure.



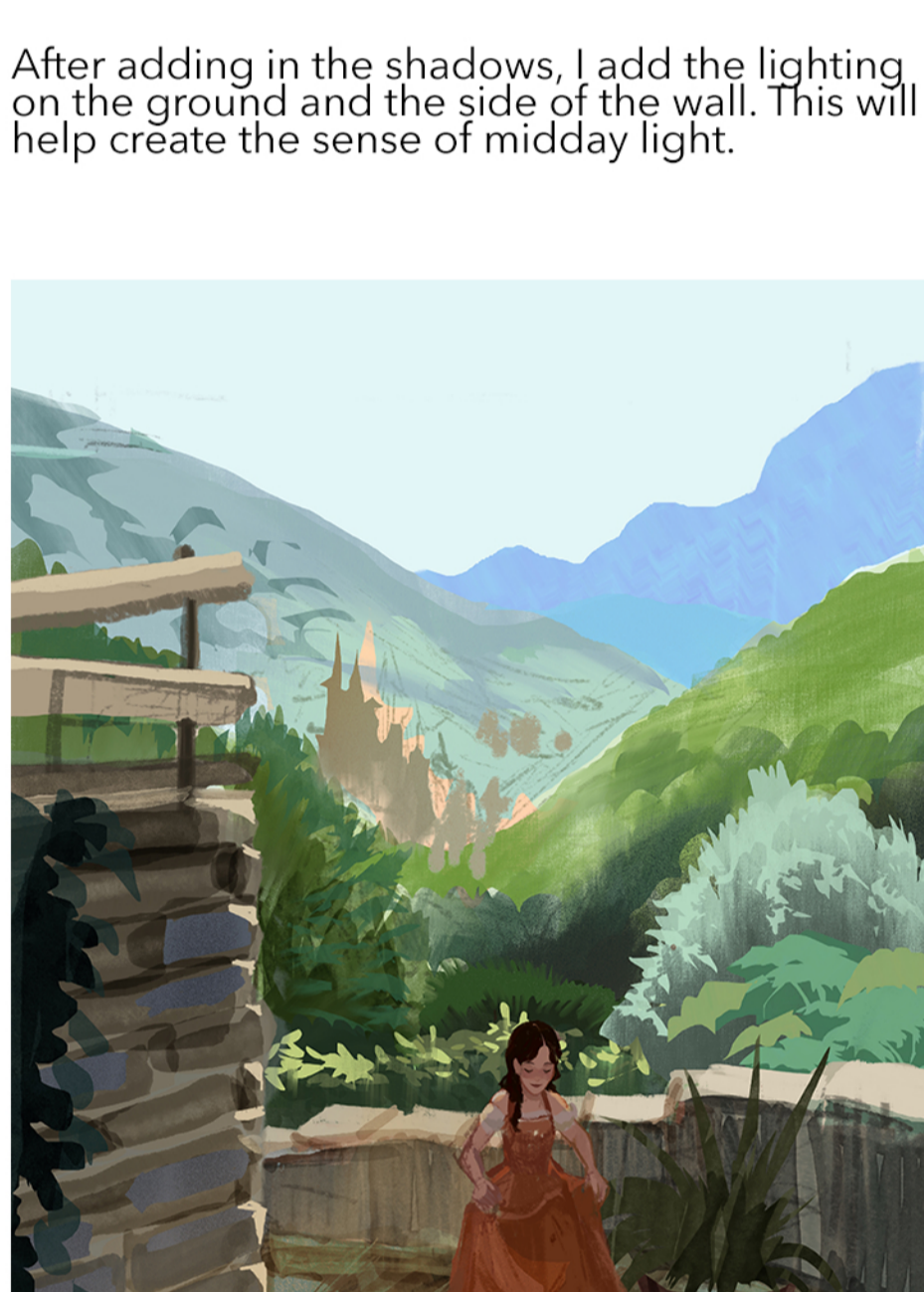
After adding in the shadows, I add the lighting on the ground and the side of the wall. This will help create the sense of midday light.



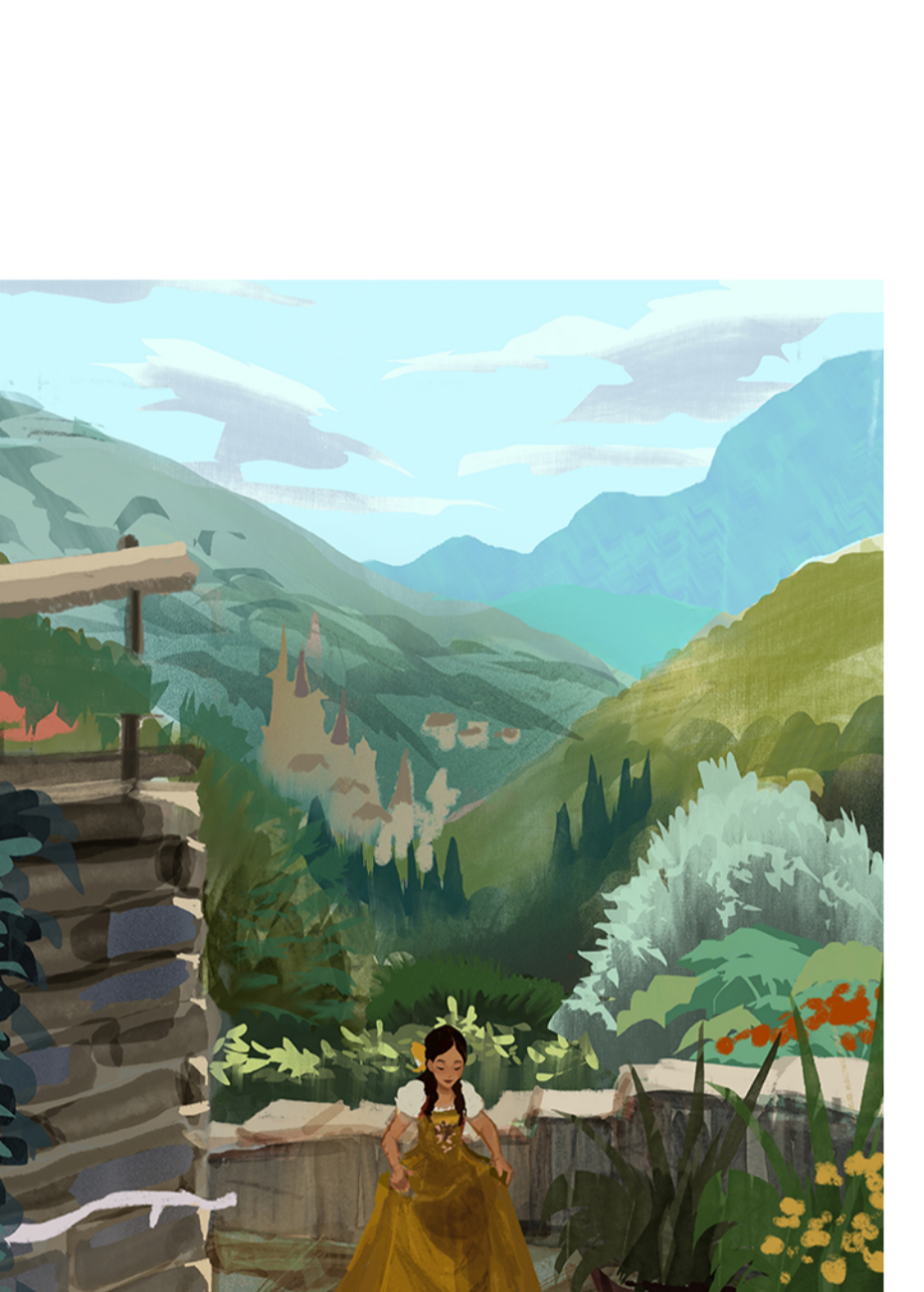
When adding foliage, I simplify the shapes of the bushes and trees. For this bush, I used two contrasting values to create the shape. I add a bright colour to paint the tips of the leaves that receive the most light



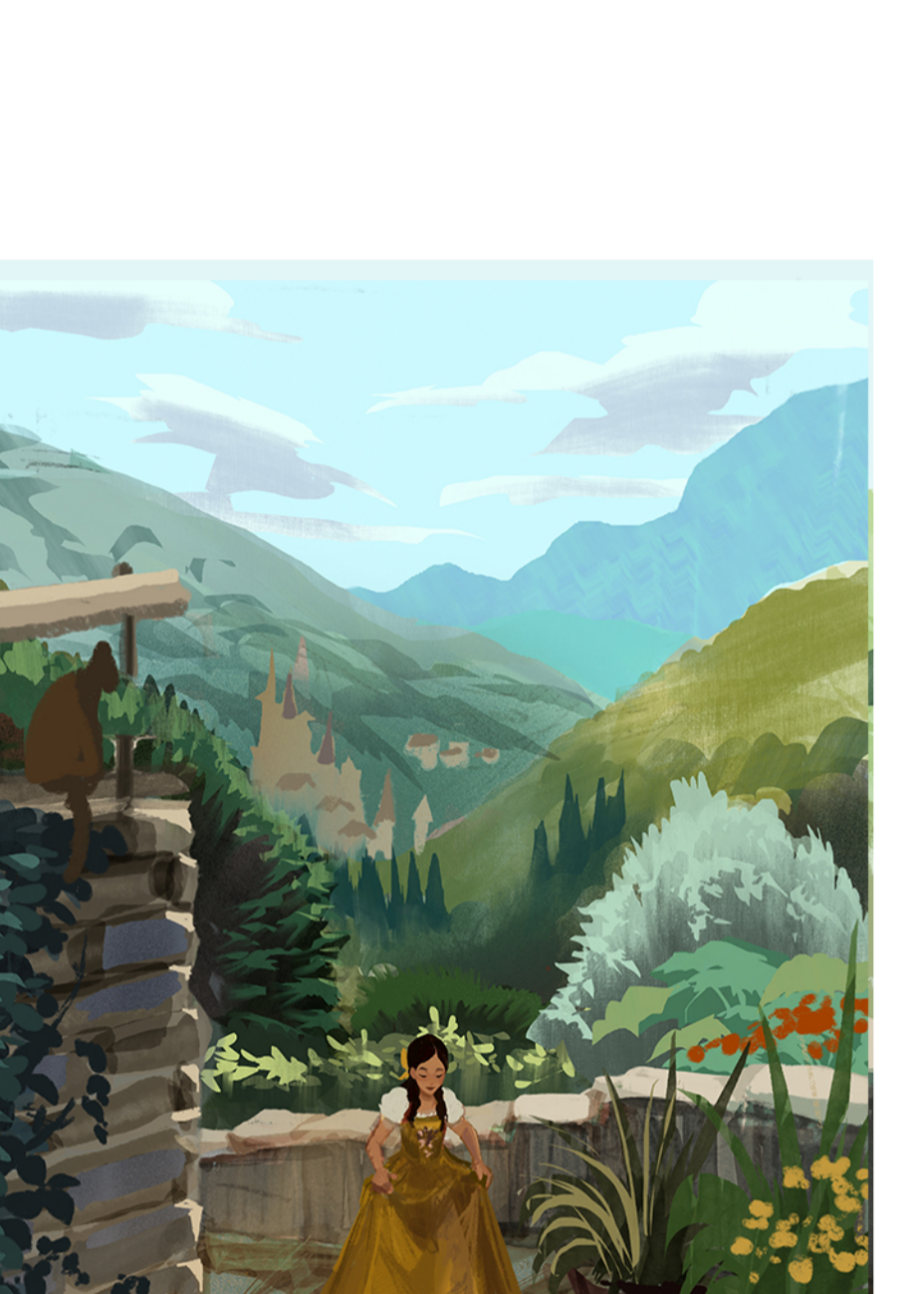
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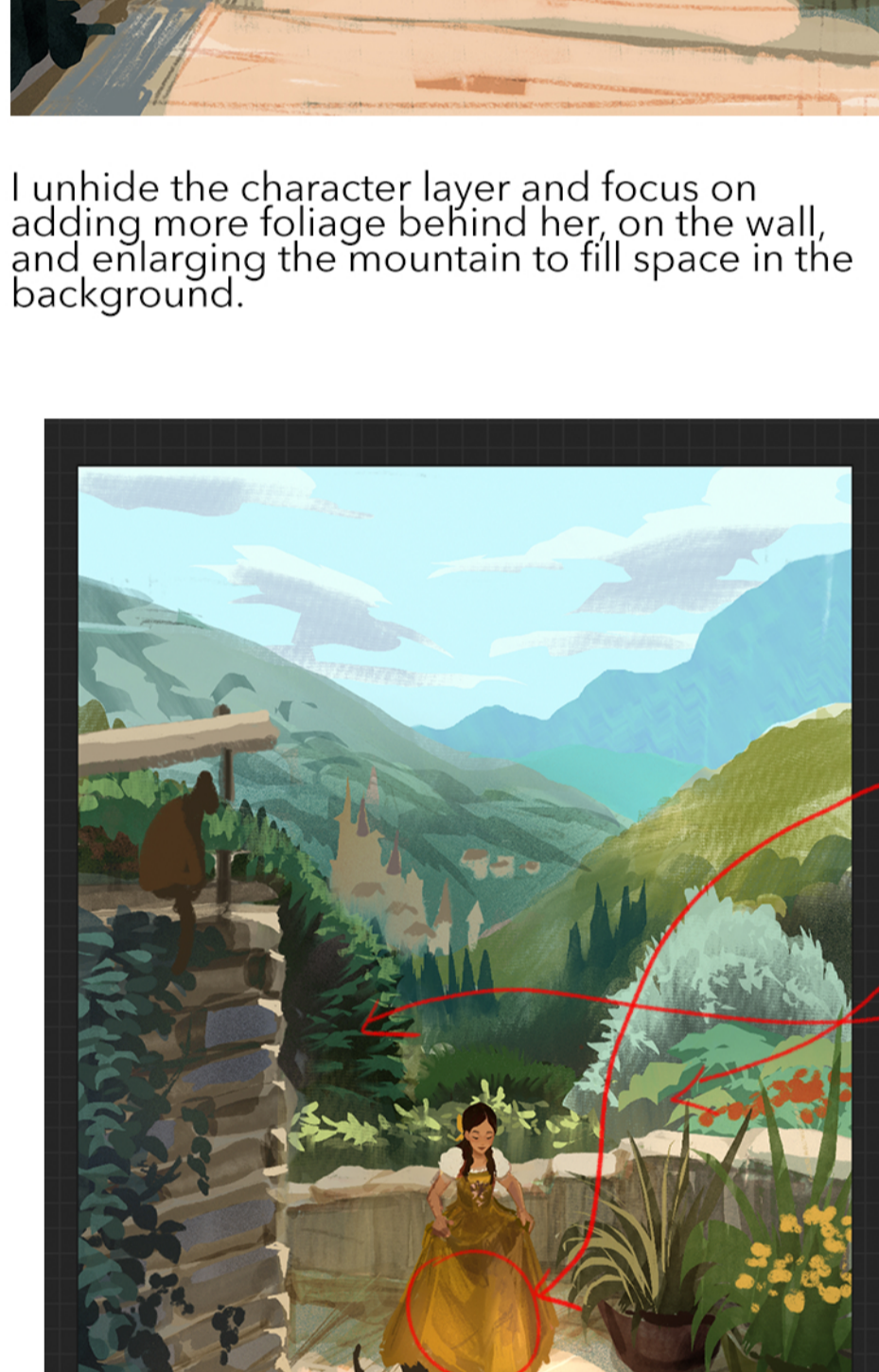
I hide the character layer and focus on adding more foliage behind her, on the wall, and enlarging the mountain to fill space in the background.



I decide to change the colour of her dress so she can stand out against the shadows. I also add another vase of flowers to match her yellow dress.



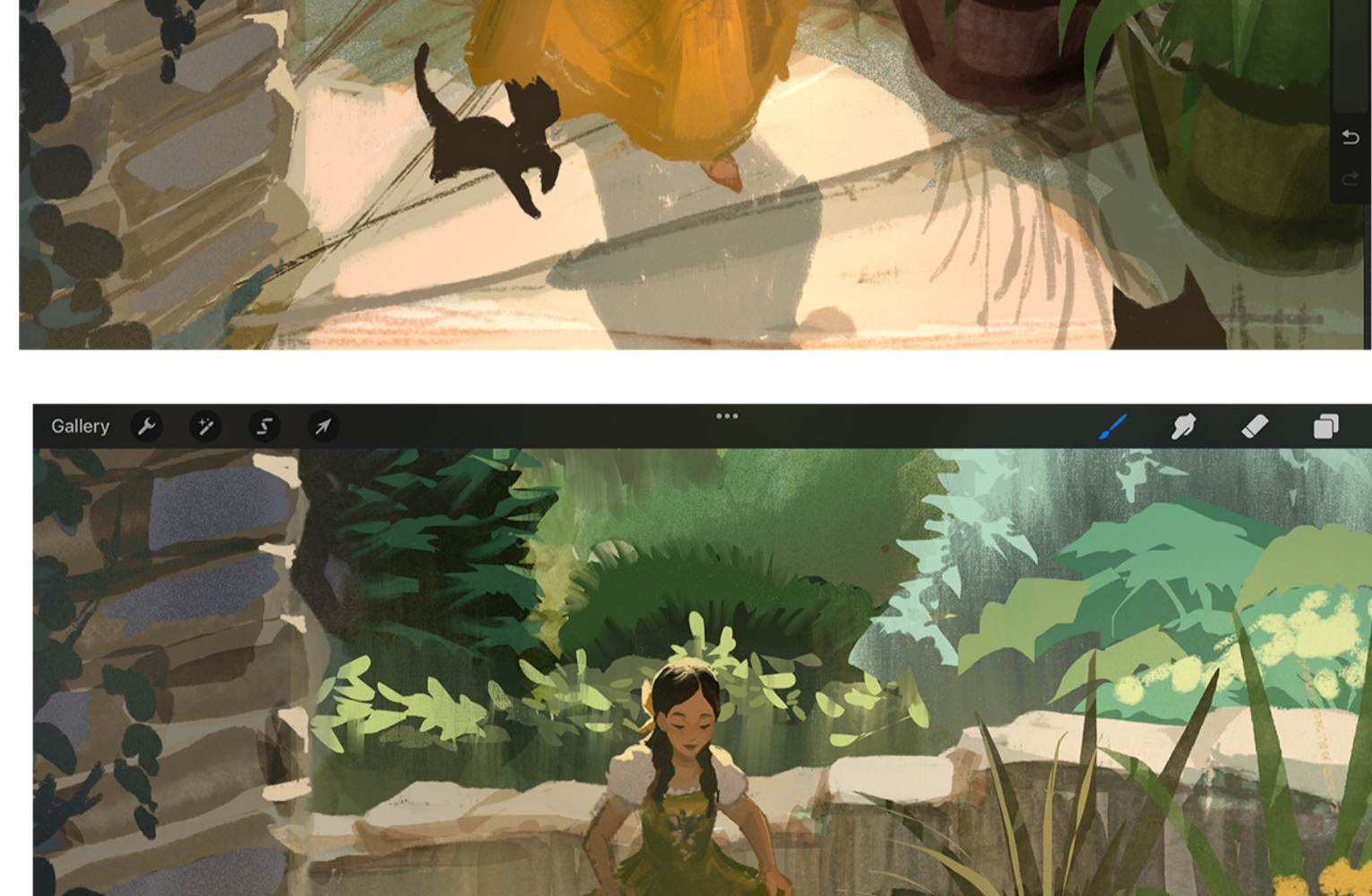
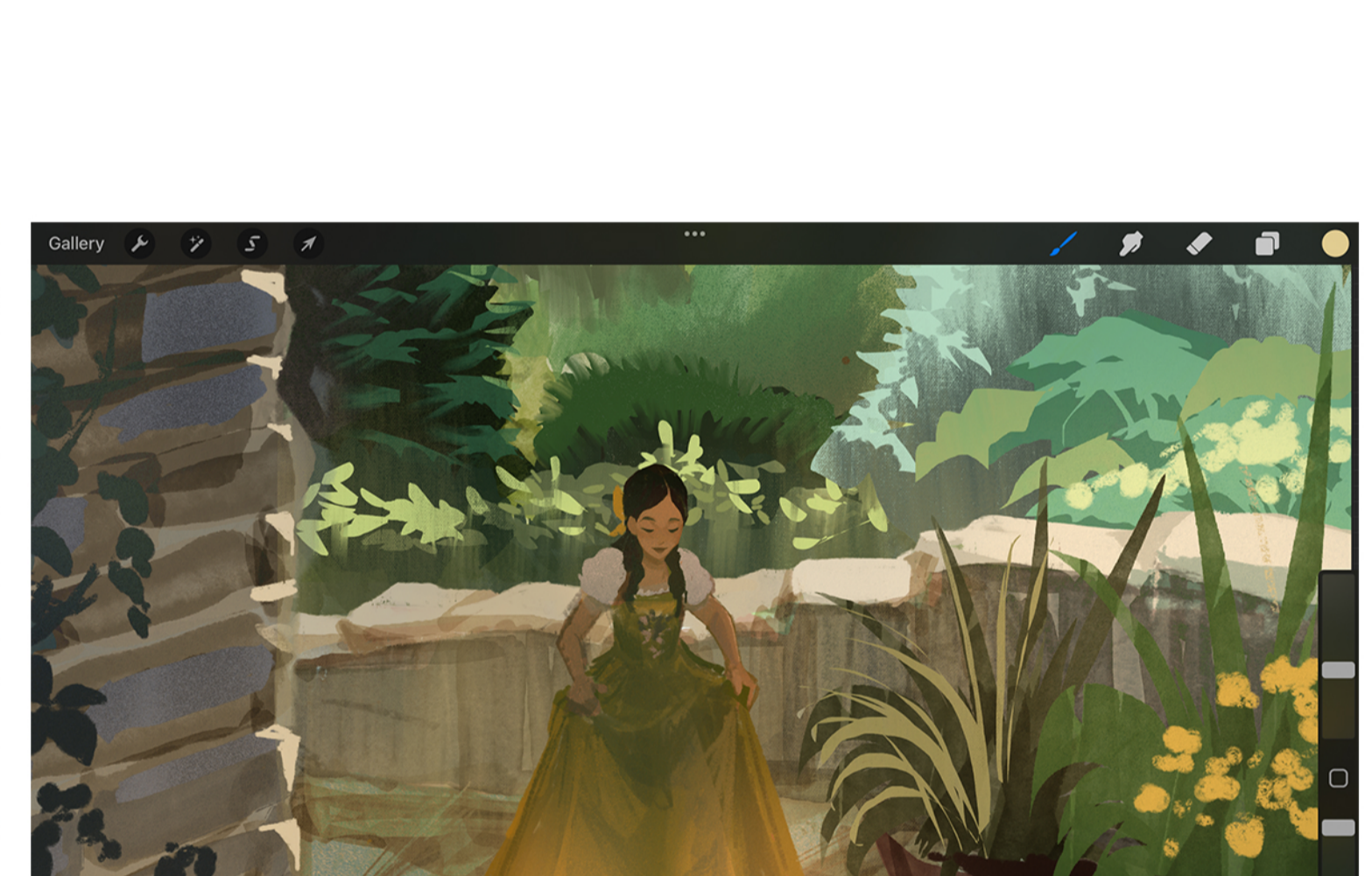
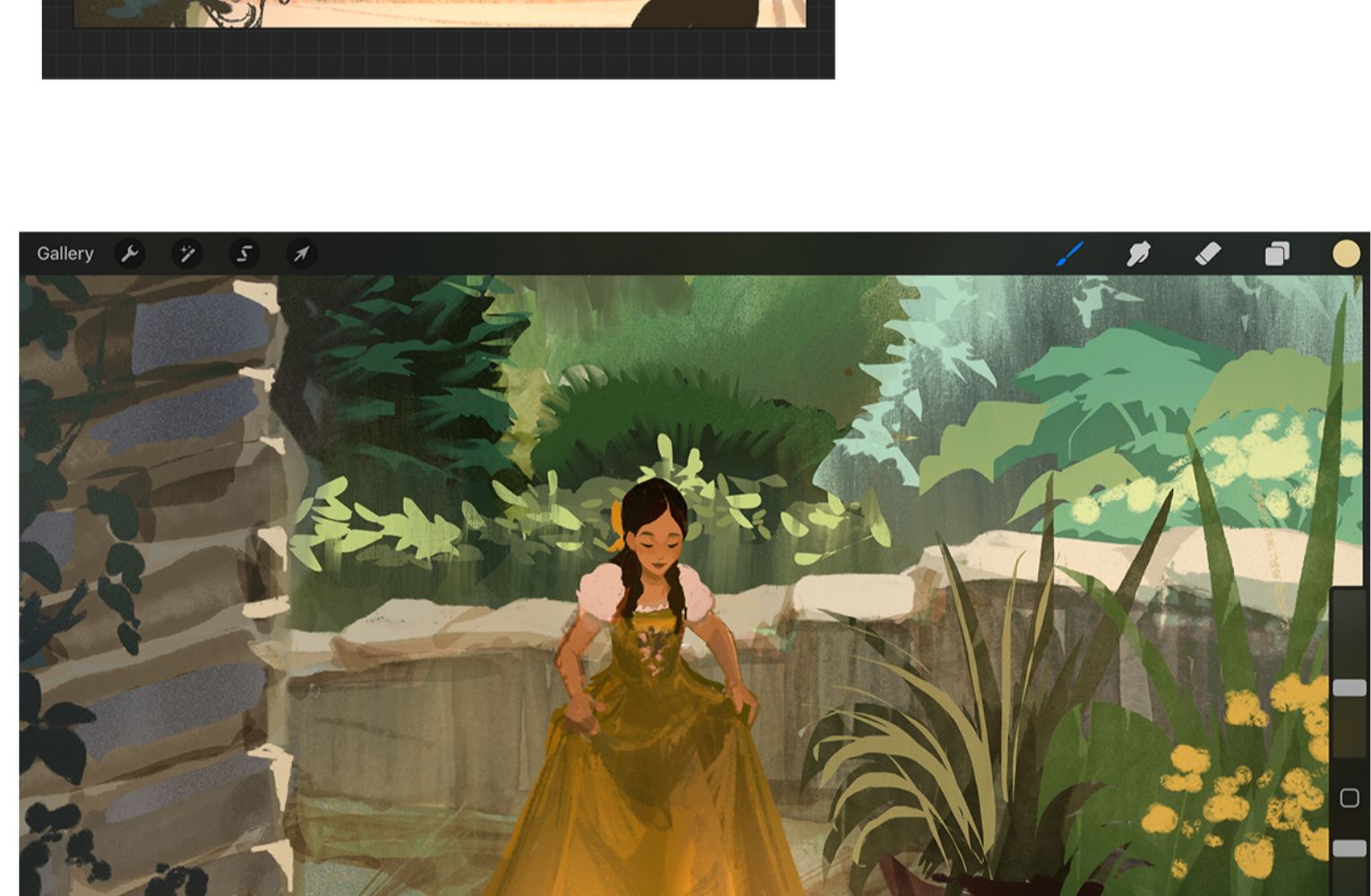
I'm also inspired by all the cats staying at the retreat, so I had to include them in the painting! This gives the painting a story element as well!



To create depth to the piece, I start adding atmospheric lighting. I add a soft glow in front of her dress. I also added a muted glow behind her to create that separation.

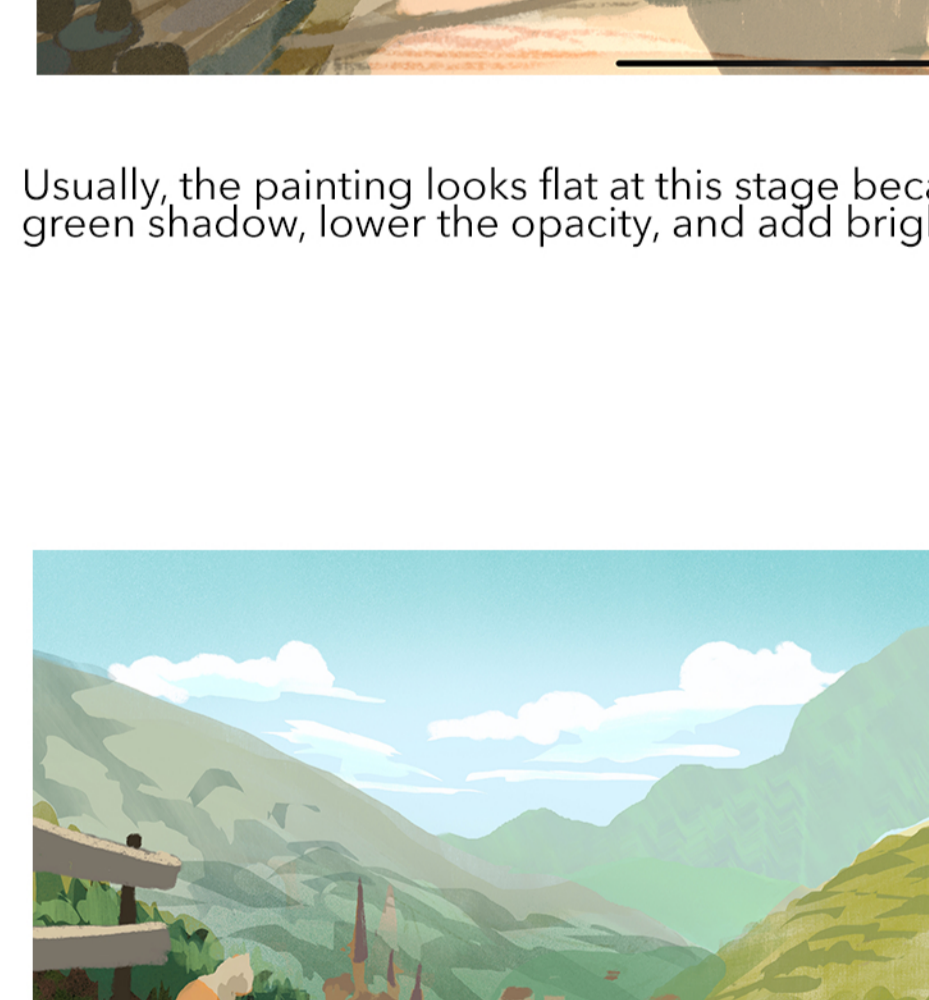


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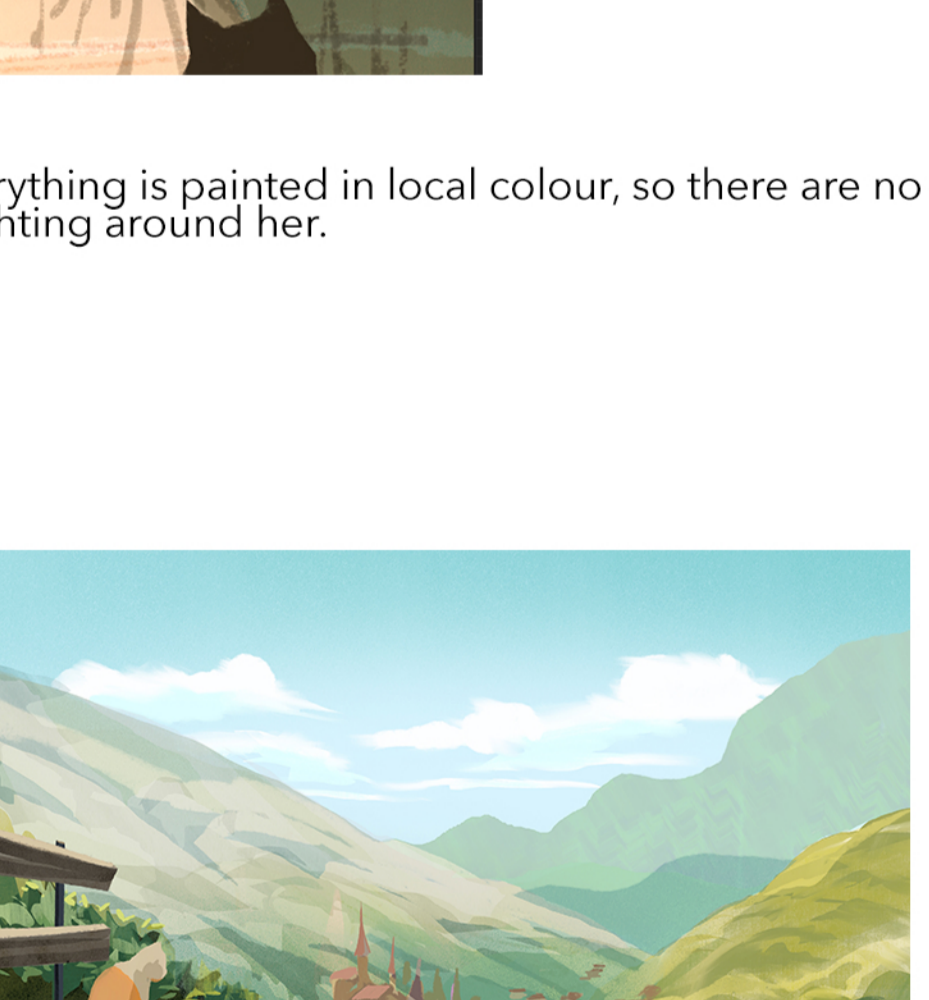


rim lighting

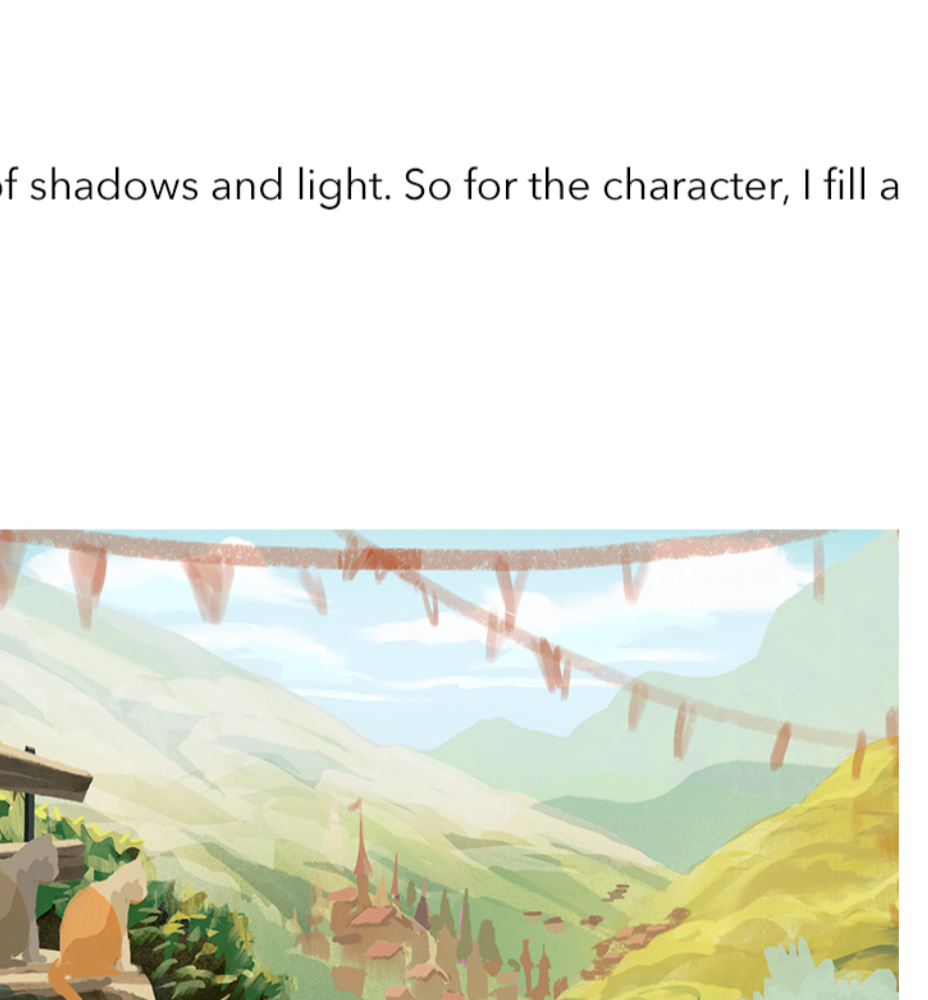
Usually, the painting looks flat at this stage because everything is painted in local colour, so there are no signs of shadows and light. So for the character, I fill a green shadow, lower the opacity, and add bright rim lighting around her.



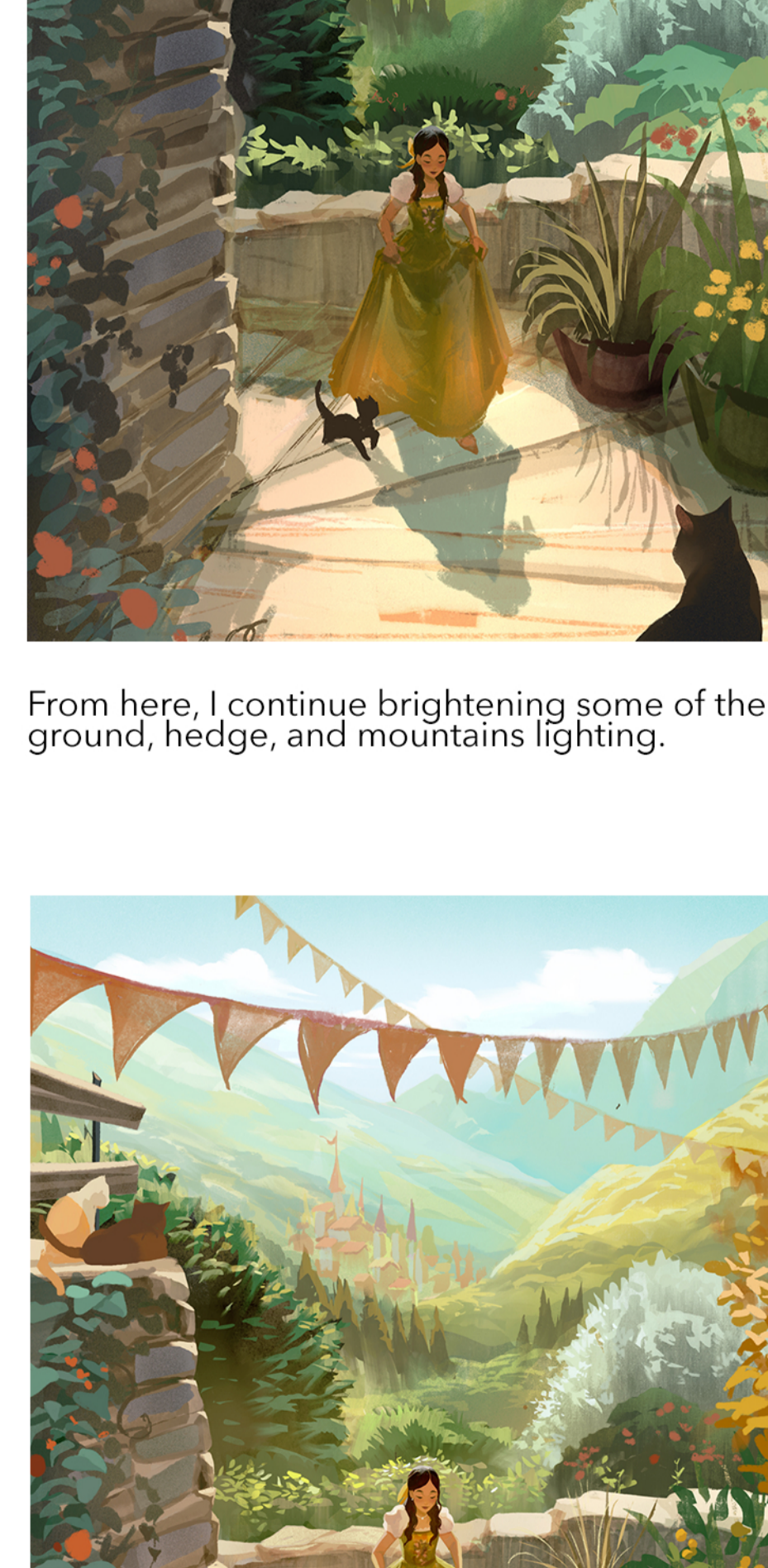
From here, I continue brightening some of the ground, hedge, and mountains lighting.



I render the castle and added more depth to the mountains. I also strengthened the character's rim lighting so she can stand out against the shadows.



I find the top area of the painting needs more interest, so I add some rough render of flags to create more depth. I also brightened the background and changed the hues of the mountain to a brighter yellow green colour.



I find the background too busy now so I soften the shadow edges of the mountain to make it look like it's even further away from us. I also add atmospheric lighting by adding a yellow wash/glow on the foliage.