Loish's DIGITAL ART School

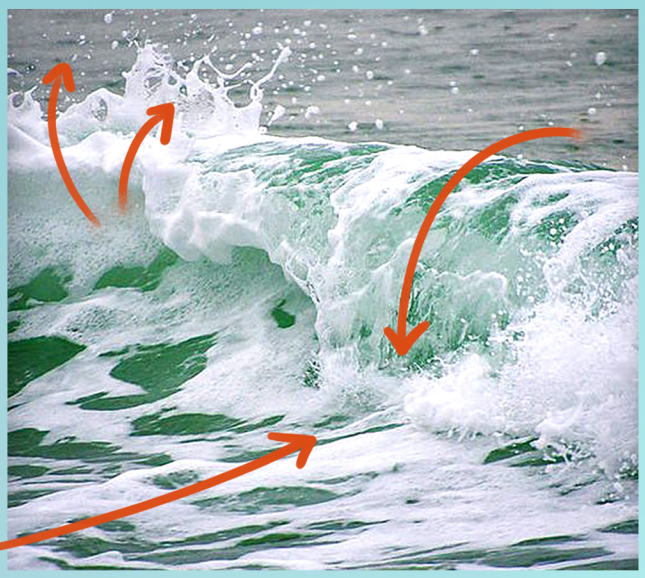
DRAWING A WAVE

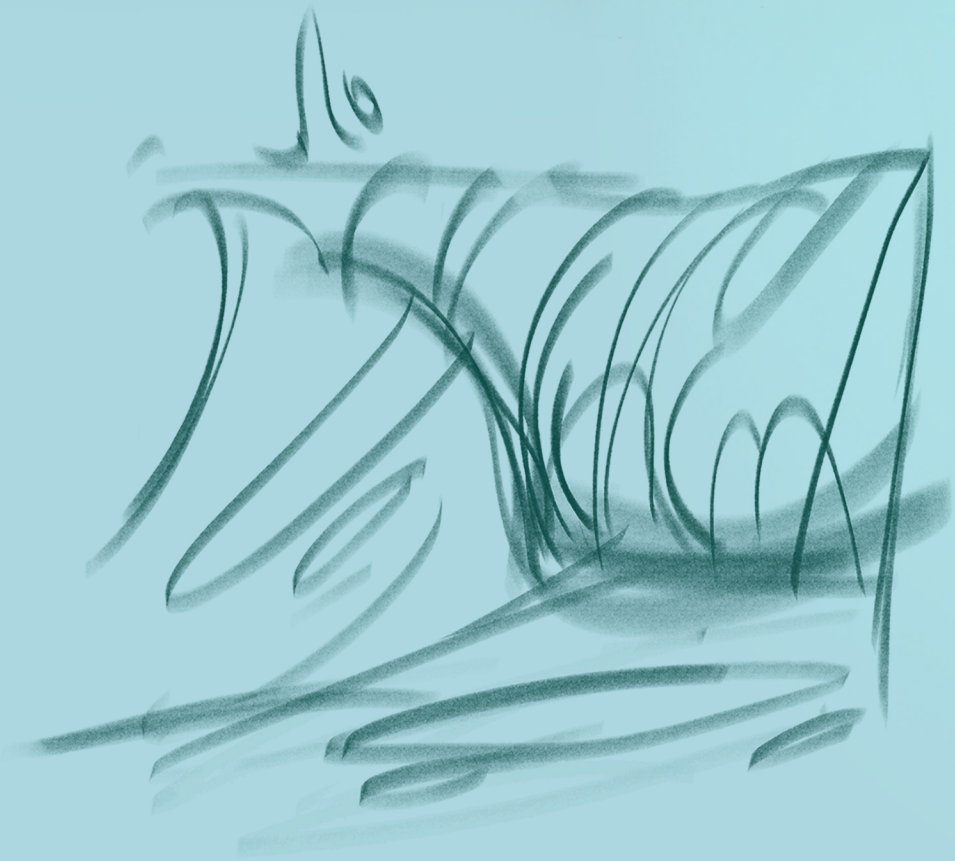


01// SKETCH

ANALYZE

Take a good look at the different elements of the reference picture. What are the main components?



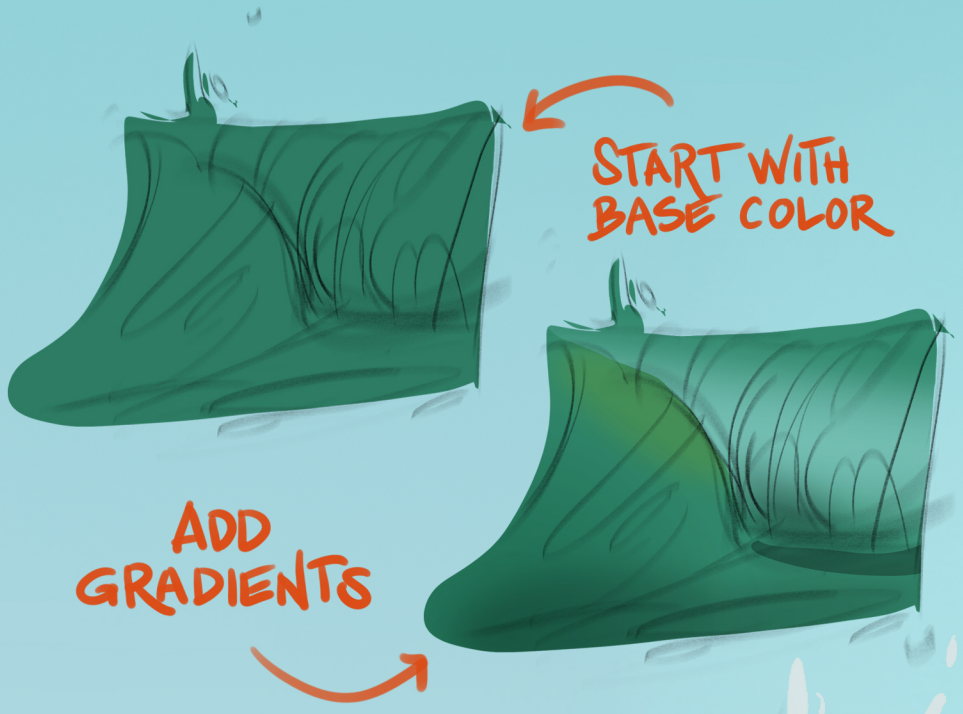


SKETCH

Keep it quick, dynamic, and not too detailed. It's about energy, not details!



02// BLOCK IN SHAPES



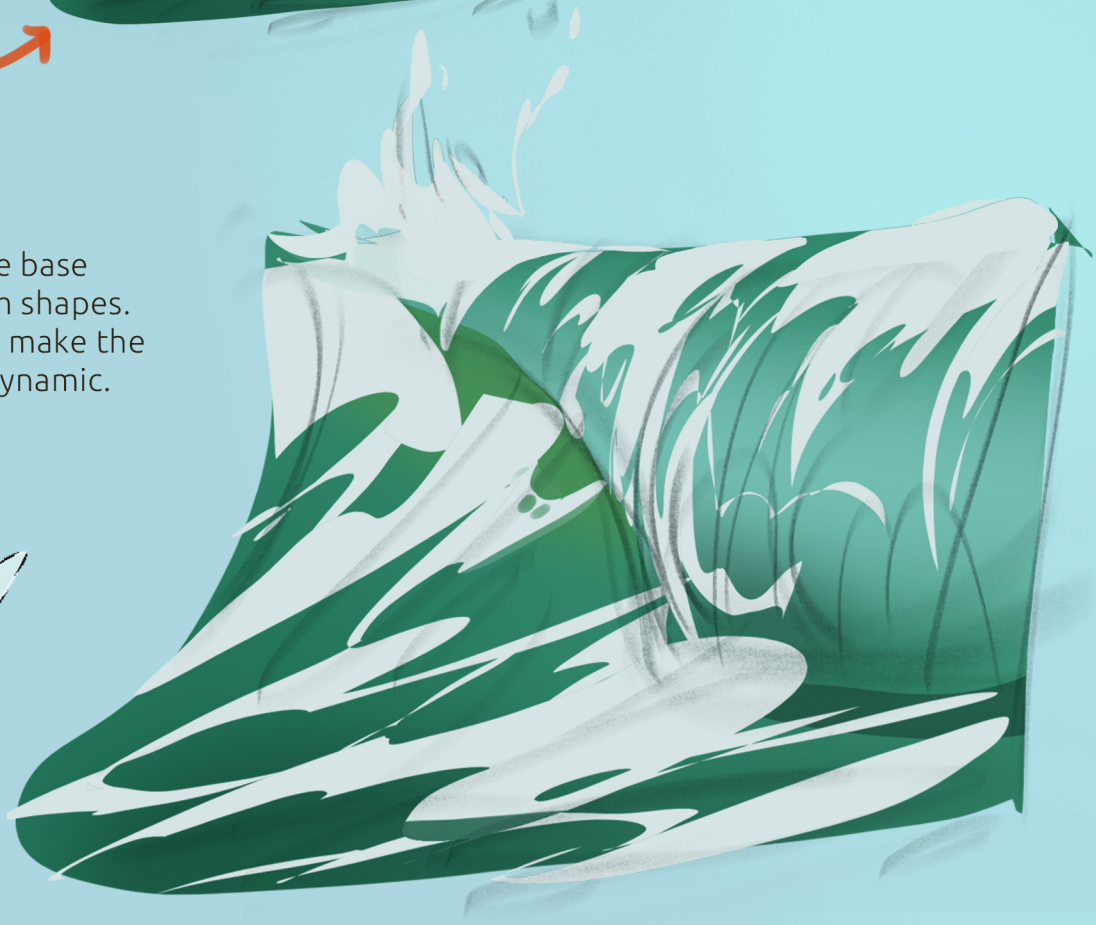
BASE LAYER

Block in the base on a layer below the lines. Lock the transparency and add some gradients for more dimension.

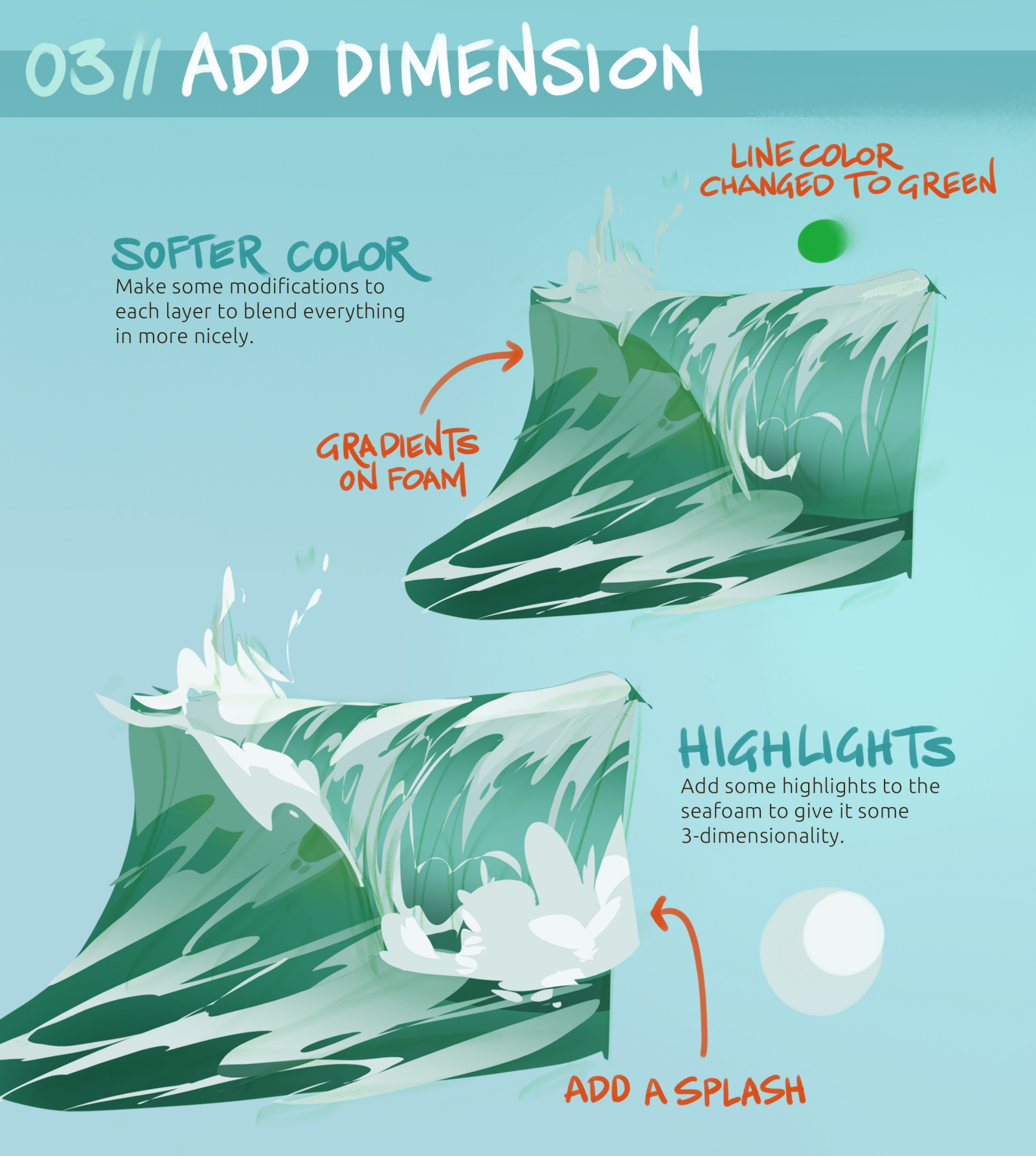
ADD FOAM

On a new layer above the base layer, block in some foam shapes. Use the selection tool to make the shapes interesting and dynamic.

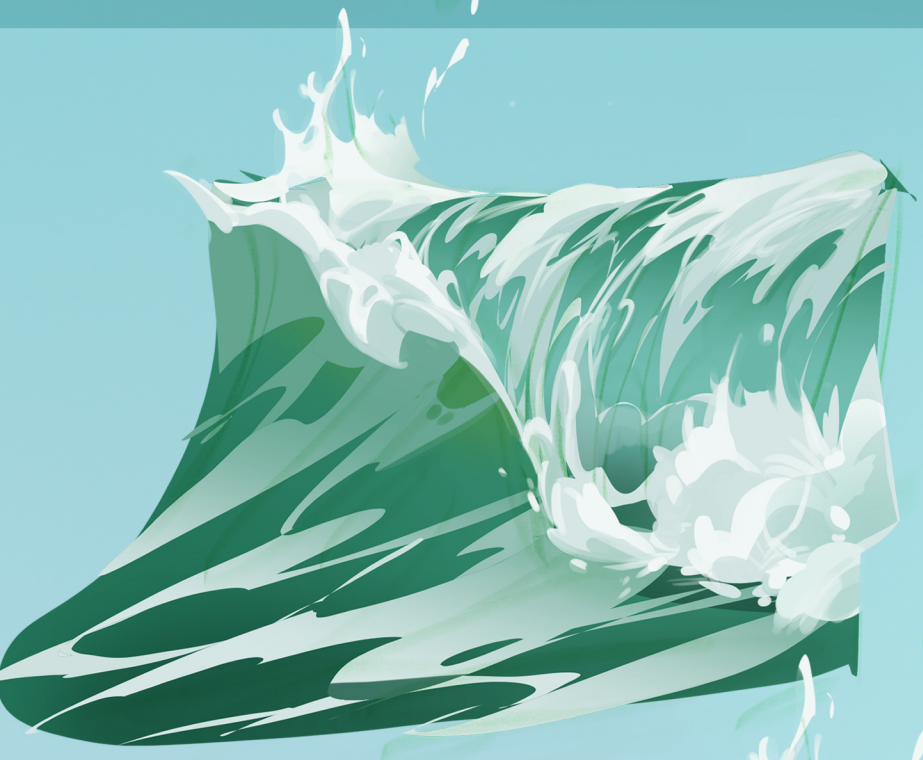




03// ADD DIMENSION



04 // DETAILING



REFINE

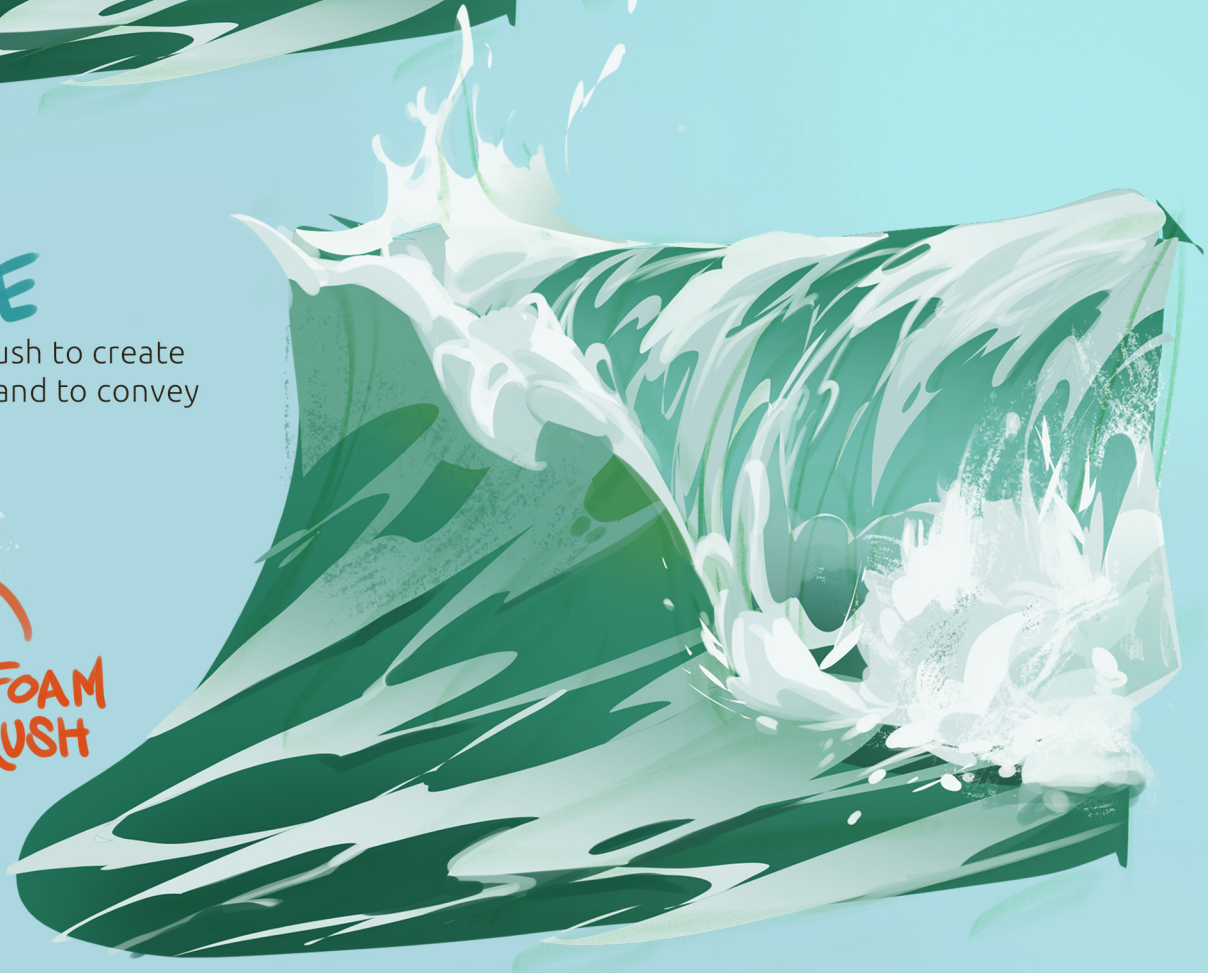
Use a brush to refine and smooth out the details.

HARD ROUND BRUSH

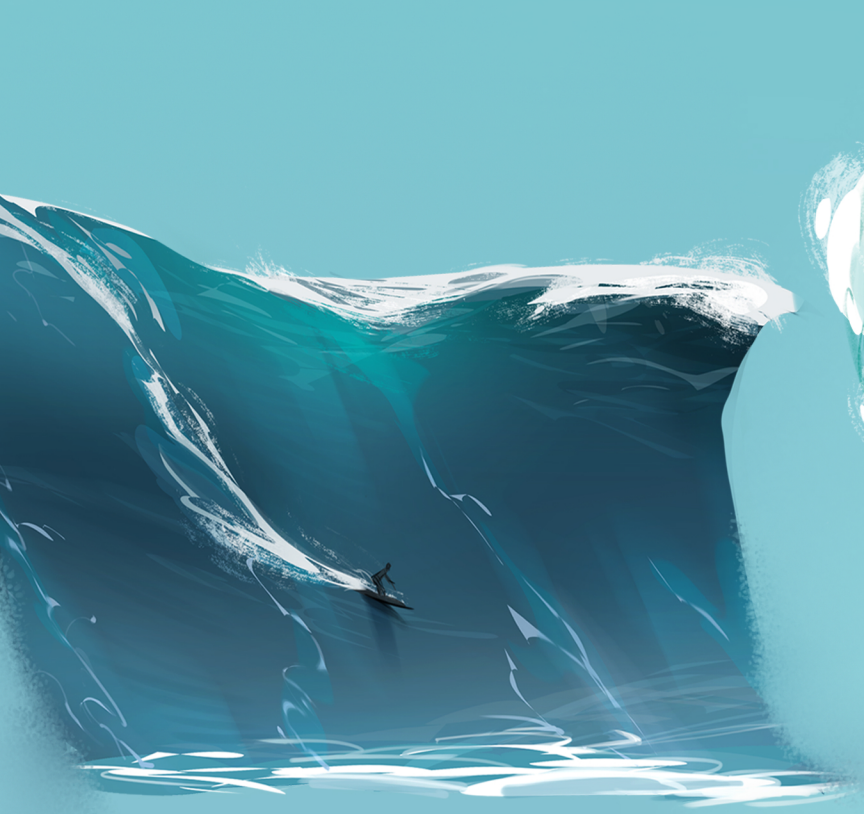
TEXTURE

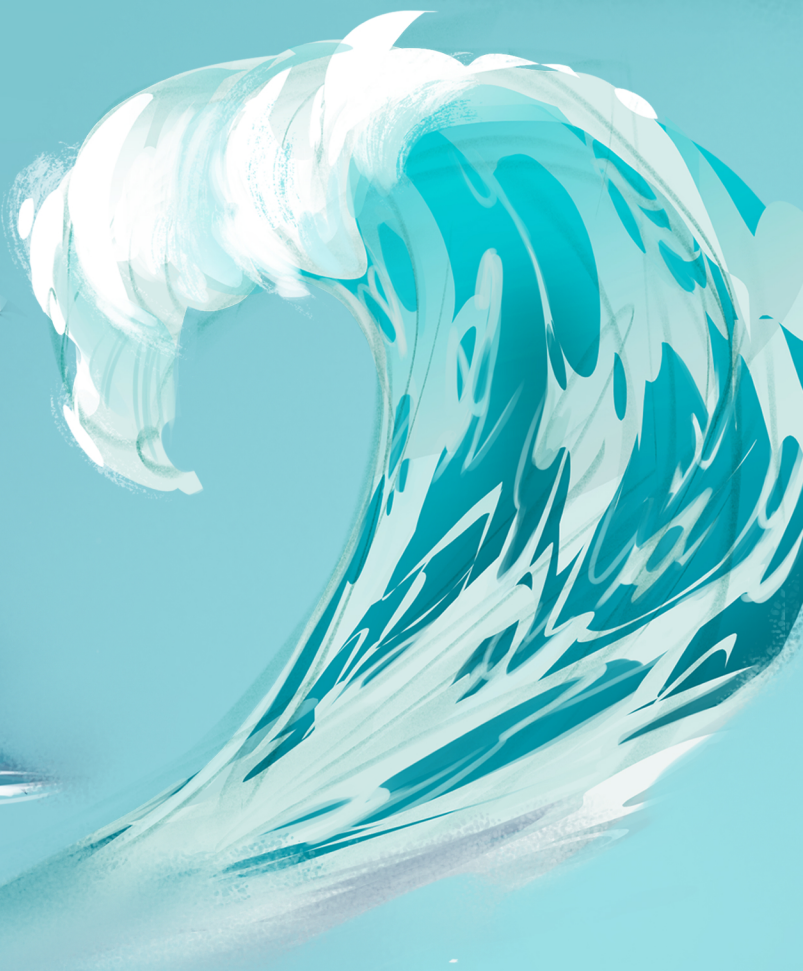
Use a textured brush to create some complexity and to convey the seafoam.

SEAFOAM BRUSH



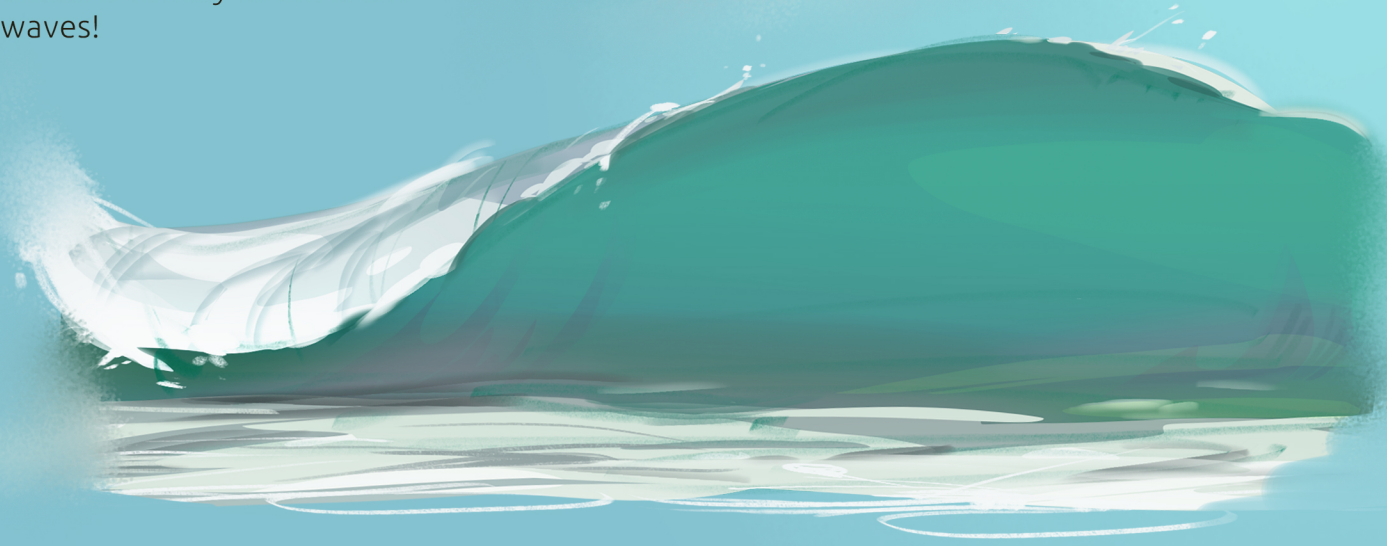
05// DO IT AGAIN!





PRACTICE

Use the same workflow to create a variety of different waves!



LOOKING FOR BRUSHES?

Get your free water brush pack at Loish.School!

SEAFOAM



FLOATING SPECKS



GENTLE GRADIENT



CAUSTICS STAMP



REFLECTION SMUDGE



BUBBLE STAMP



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I post a new in-depth tutorial every month. If you join the $10 tier, you'll get access to the entire backlog - that's over 70 tutorials at your disposal!

➤ **WIPS, PROCESS VIDEOS AND EARLY ACCESS**

You'll be the first to see my new art, and you'll also get a behind-the-scenes look at how it was created.

➤ **MONTHLY DRAWING CHALLENGES**

Members of the $10 tier will get a new challenge to draw every month, as well as helpful resources to help complete each challenge.

➤ **ARTIST COMMUNITY**

You can join our artist discord community where we talk about art, participate in challenges, and share our progress!

Join us!

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