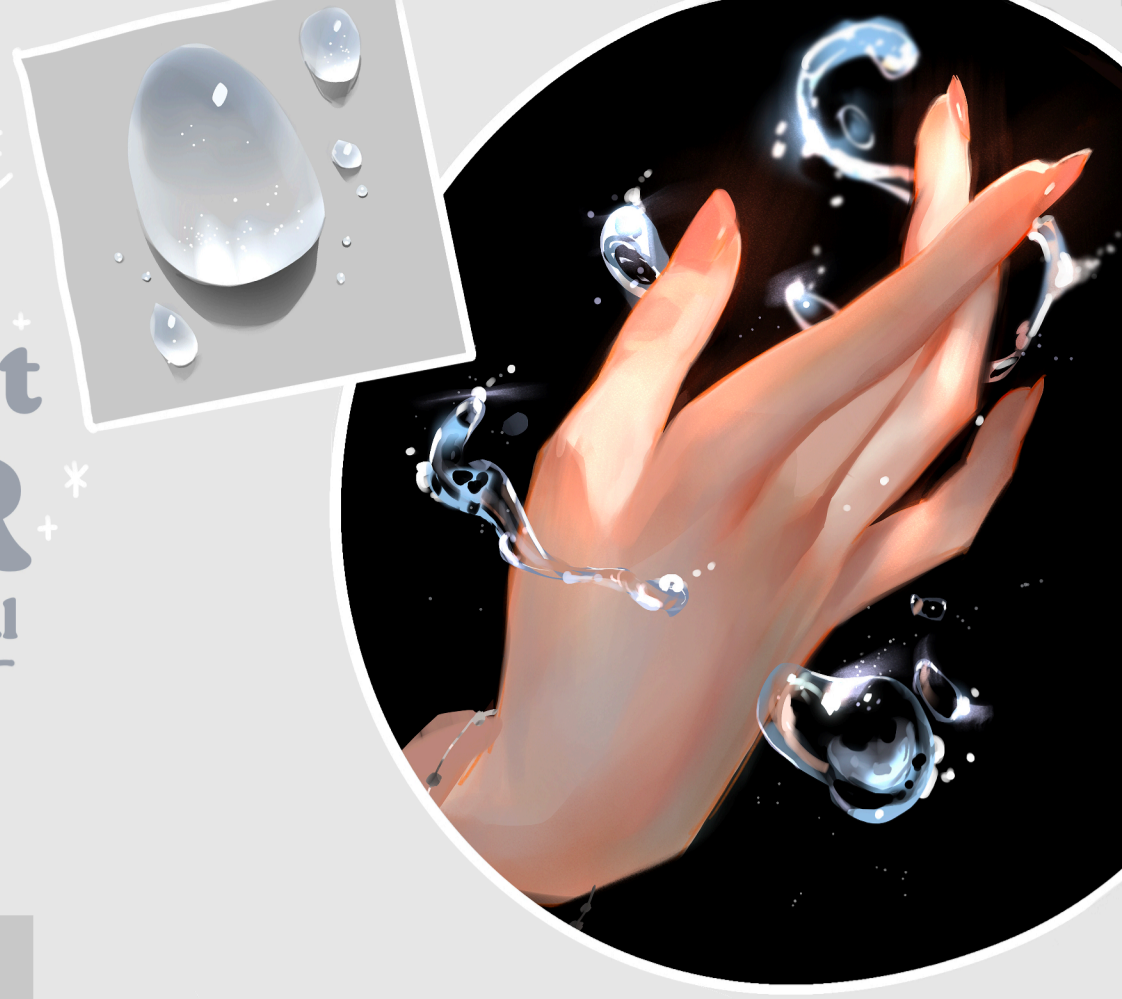
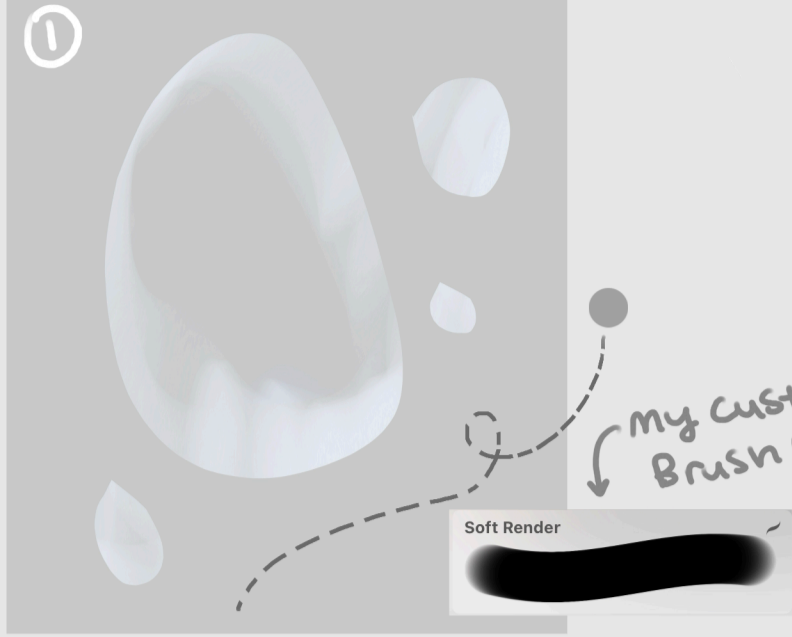


# how to paint WATER

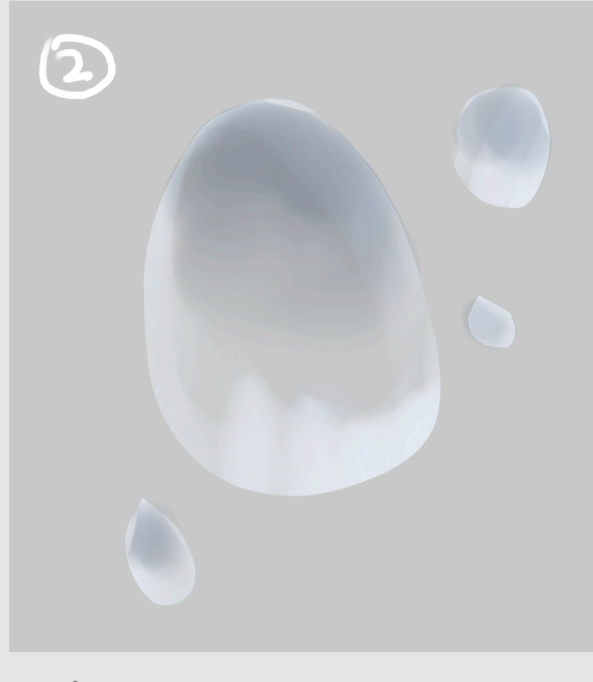
## step-by-step tutorial



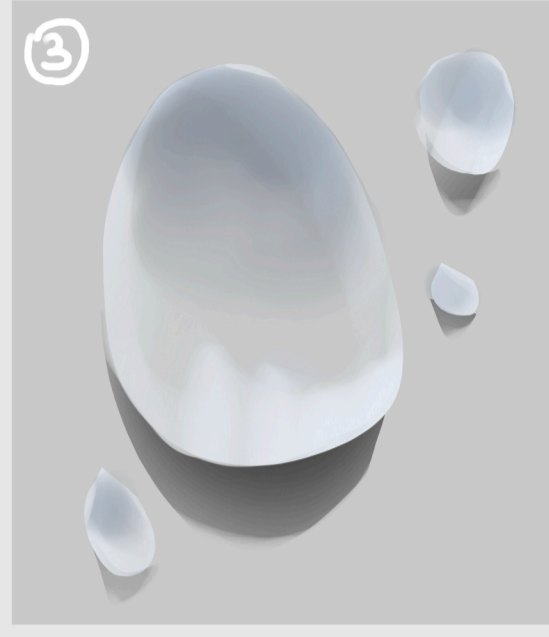
START HERE ♥



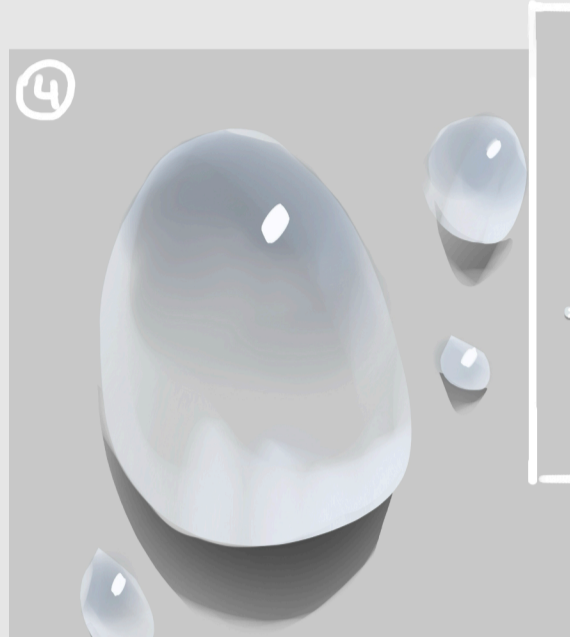
1 First let's cover the basics of how to render water droplets. Using the lasso tool, I create several oval shapes, then use my brush to shade a pale color along the edges, leaving the middle blank. Make sure to make the bottom edge of the droplet thickest!



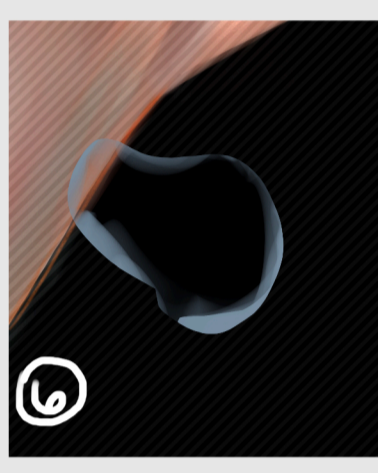
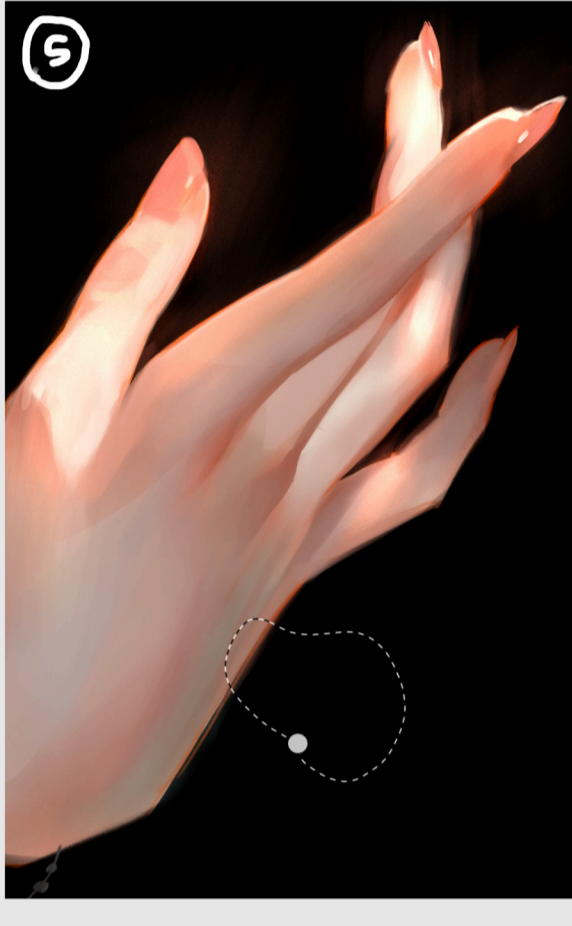
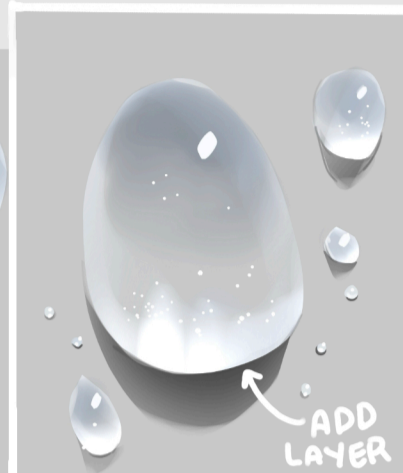
2 Next I'll create a multiply layer and use a light bluish gray to shade the upper half of each droplet. Leave the bottom half bright, because this is where light will be reflecting through :)



3 If the droplets are resting on a surface, we need shadows! So on that same multiply layer, I'll paint a dark gray shadow under each drop.

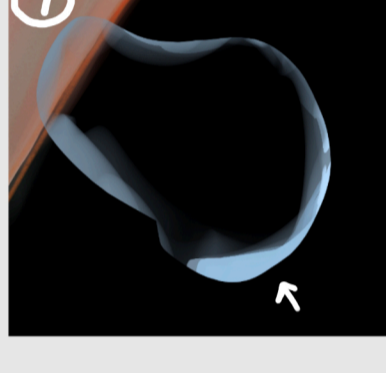
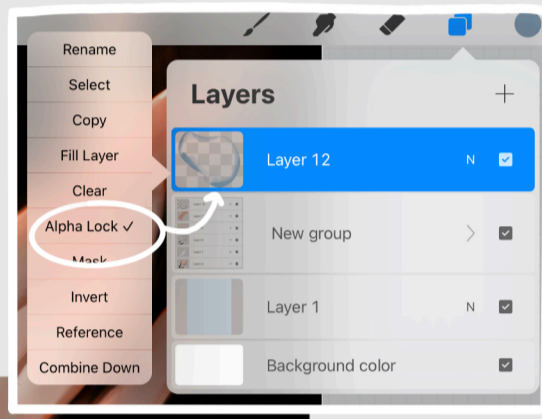


4 Now the highlights! Use white to create a little dot on the top of the drop. It should stand out because of the darker hue behind it. After that, if you want to make it extra bright, create an Add layer and use a round brush to paint some bright blue onto the lower half of each drop, and then add little dots to make it sparkly :)

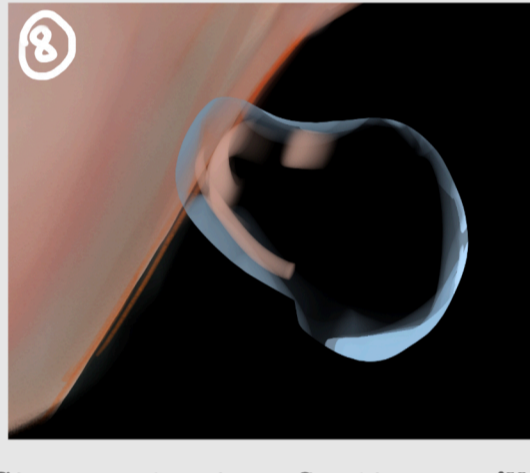


5 Ok now let's apply those techniques to a rendered drawing! I start with my lasso tool again. This water will be floating, so make the shape wobbly.

6 Just like last time, I'll use my brush to paint along the edges, using a dim blue-gray. Try to have a mix of thin and thick edges.



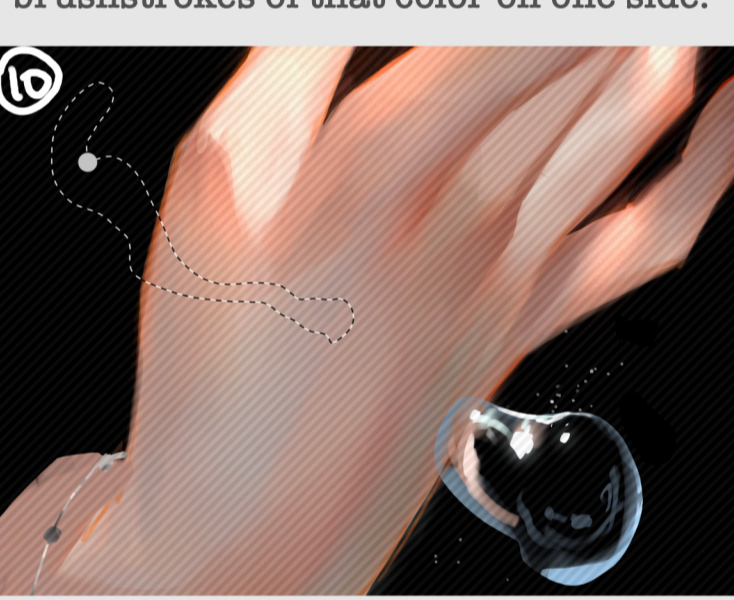
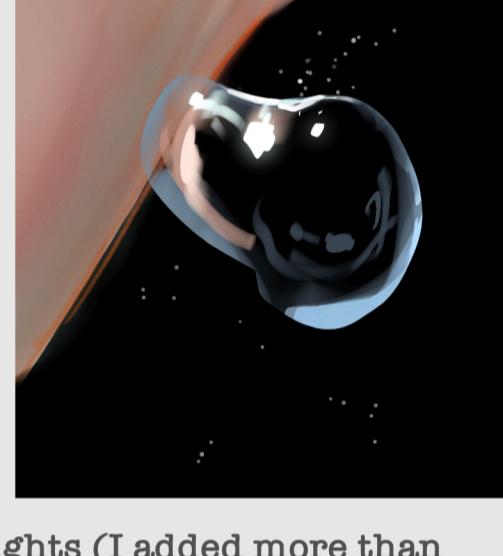
7 Now set it to alpha lock to paint a brighter blue edge on the bottom:)



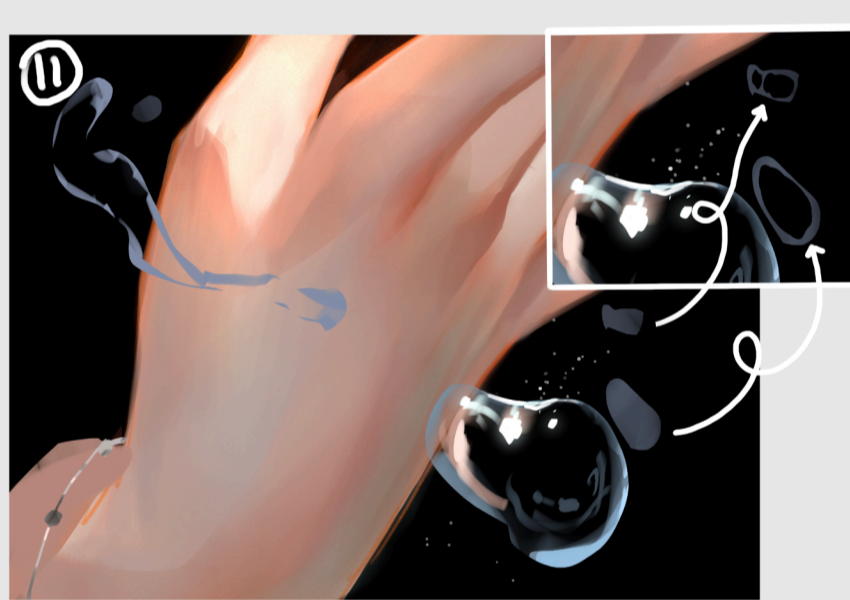
8 Since water is reflective, we'll see colors from the environment in it. In this case, we'll see colors from the skin in the water, so paint some blobby brushstrokes of that color on one side.



9 Now add your highlights (I added more than just one dot here) and also some scribbles of blue on the lower half. Water is really irregular, so you can literally just scribble :) After that, I added some "spray" along the outside.



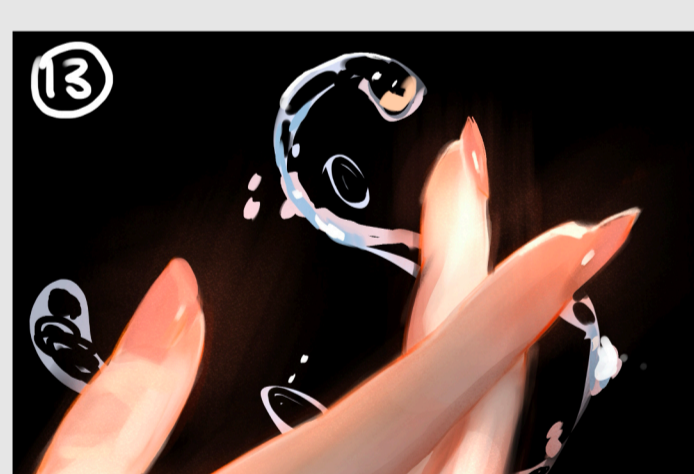
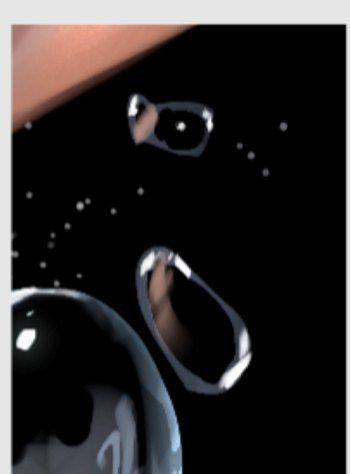
10 Now let's add more water! This next shape will be less spherical and more like a stream of water. Once again, make the shape wobbly.



11 Then paint along the edges to create the outline just like before :) On the other side, I painted some fully colored blobs, and used my eraser to create the blank sections in the middle - so that's another technique you can use if you don't like the lasso.



12 Repeating the earlier steps, I'll add some brighter blues along the edges, along with some skin tone hues for the reflections, and I'll also use my round brush to paint some bits of blue on the inner section as well.



13 Here are some more water shapes I added at the top! These were made with the lasso, and then I erased the inside in scribble motions. You can also see I added all those skin tone hues in there as well :)



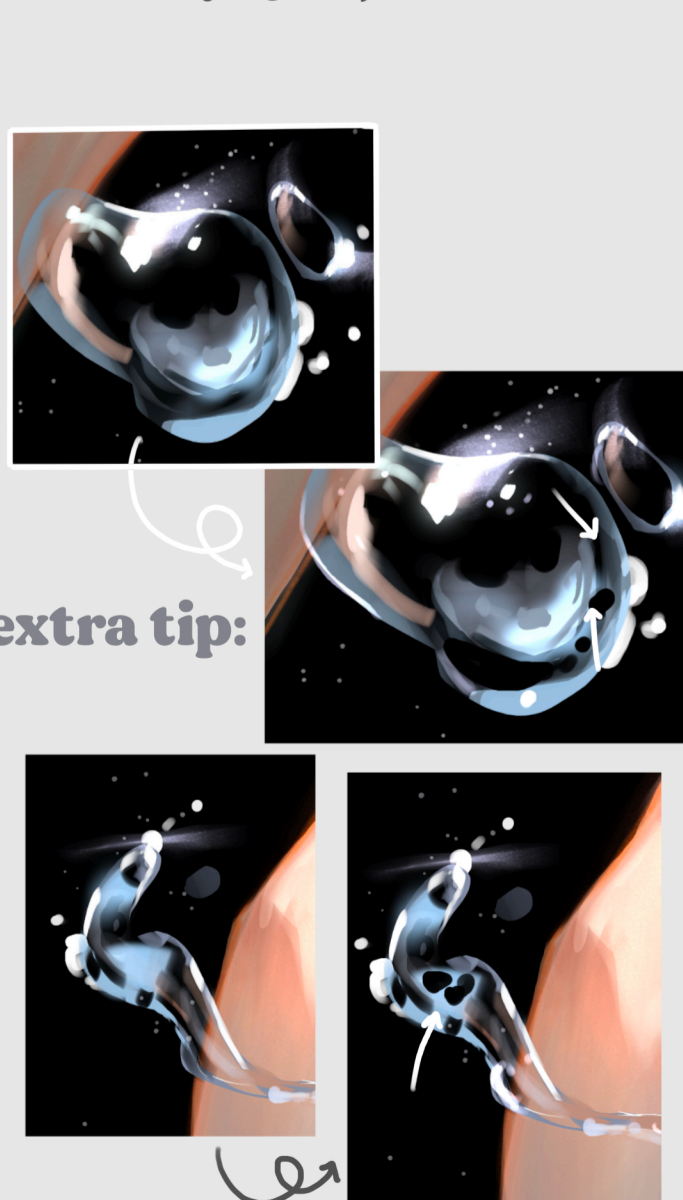
14 Now I create a new layer set to "Add" and use a pale blue to brush some color onto the blobs of water! I only add a little bit in certain areas, just for a pop of color. This also makes the water look glowy, like it's reflecting the light source.



15 To add some movement to the water, I add some little blobs on the edges in a few areas to make it look like the water is breaking apart and forming the stray droplets that are flying off :)



16 For finishing touches, I blurred the water at the top with Gaussian blur, I created another Add layer to bring some extra brightness onto the water:)



extra tip:

If you want to add even more detail to the water, you can zoom in and erase away some of the inner colors in circular patterns like you see here :)

♥ DONE ♥