

Loish Patreon ♥

TUTORIAL CHEAT SHEET // SIMPLE TRICKS FOR URBAN SPEEDPAINTING

KEY LESSONS

- How to avoid overwhelm by keeping the initial steps of the process as **simple as possible**
- How to layer on detail in a **loose and playful** way to avoid stiffness
- How to save time by using textured brushes to create the **impression of detail**

BASIC STEPS

- 01** // Quick sketch
- 02** // Basic shapes
- 03** // Finalizing the base
- 04** // Loose & expressive detail

OTHER RESOURCES

> ENVIRONMENT ESSENTIALS

This tutorial features a really similar workflow, except applied to natural environments rather than city scenes.

> PROCESS VIDEO: PROCREATE BUILDINGS

This is a collection of timelapses of various urban speedpaints that I made in procreate.

ESSENTIAL INGREDIENTS

> GRADATIONS

Apply color gradations to flat areas of color in order to create convincing lighting and a sense of scale. You can use the gradient tool or the blur tool for this.

> TEXTURE

Use texture to convey complexity on the surfaces of the building, and also to draw the details. This makes it possible to create the impression of detail without having to painstakingly draw all of it.

TIPS

CHOOSE REFERENCE WITH STRONG LIGHTING

This makes it easier to learn shortcuts and simple tricks needed to create a visually striking image.

CHOOSE REFERENCE WITH IMPERFECTIONS

Choose reference images that have a lot of imperfections, like crooked houses and peeling plaster. This gives you permission to have imperfections in your drawing as well, and it adds a lot of charm!

USE DIRECTIONAL TEXTURE & BRUSH STROKES

If the texture and brush strokes follow the basic 3D shapes, it will be more readable and create a more convincing sense of scale.

SECTION	TIMECODE	DESCRIPTION
INTRO	01:18	How I developed this workflow
	03:36	3 misconceptions about drawing urban scenes
	06:47	2 essential ingredients for drawing urban scenes
	11:38	4 basic steps of the workflow
DEMO	12:36	Breaking down the reference image
	13:21	Step 01 // quick sketch
	14:34	Step 02 // basic shapes
	15:50	Step 03 // finalizing the base
	23:50	Step 04 // adding loose & expressive detail
CONCLUSION	31:49	Recap
	33:13	Tips

DEMO // STEPS

01 // QUICK SKETCH | TIMECODE: 13:21

- Break down the reference image into 4-5 basic components.
- Quickly sketch these in one by one.

02 // BASIC SHAPES | TIMECODE: 14:34

- On separate layers, create a layer for each of the basic components.
- Block each component in one by one, choosing a base color for each.

03 // FINALIZING THE BASE | TIMECODE: 15:50

- Add color gradations to each of the basic components to establish the lighting.
- Add texture to the surfaces to give the impression of detail and complexity.

04 // ADDING LOOSE & EXPRESSIVE DETAIL | TIMECODE: 23:50

- On a separate layer, block in windows, doors, and other rectangular elements.
- Gradually progress to finer, more complex details, using a textured brush.
- Break up any flat areas of color with gradations and texture.