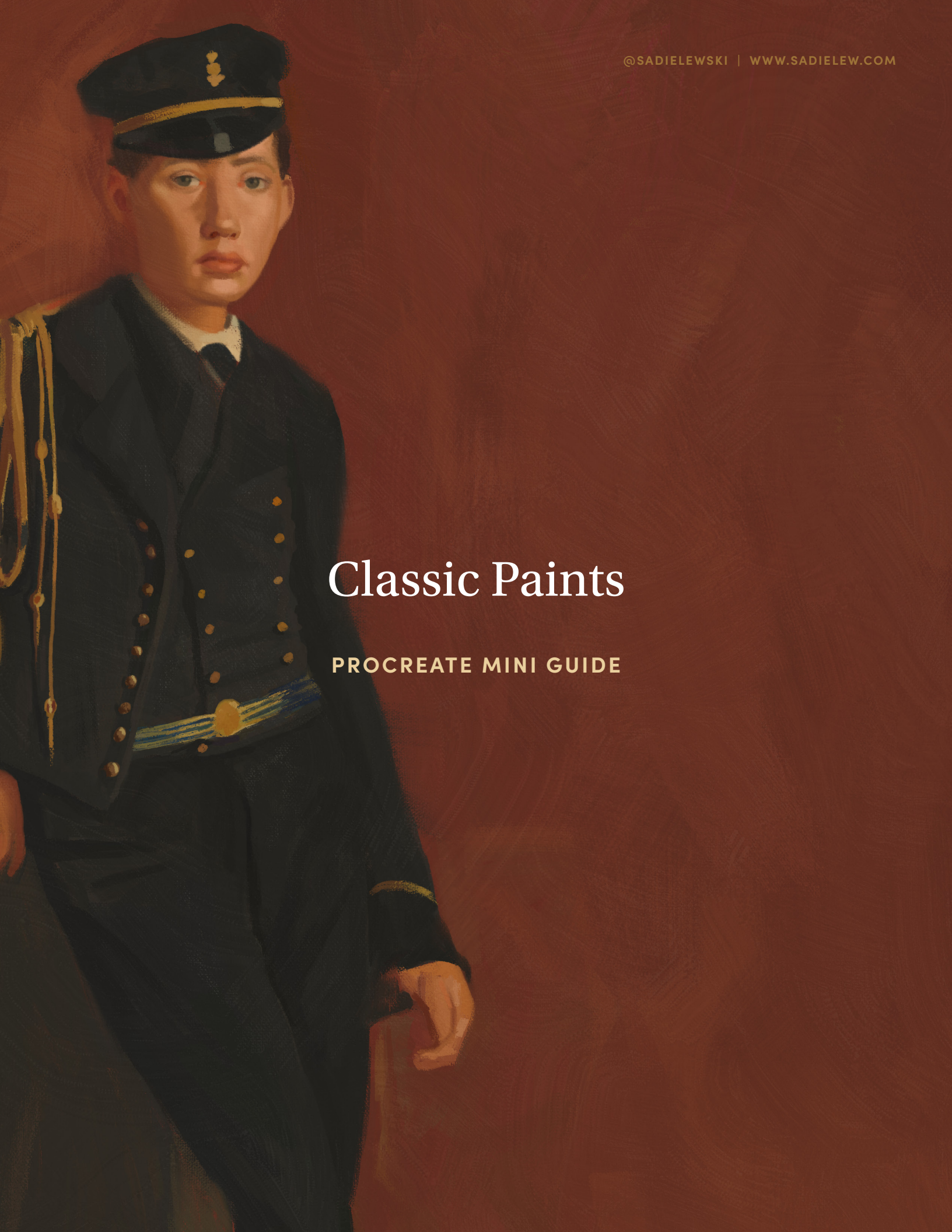


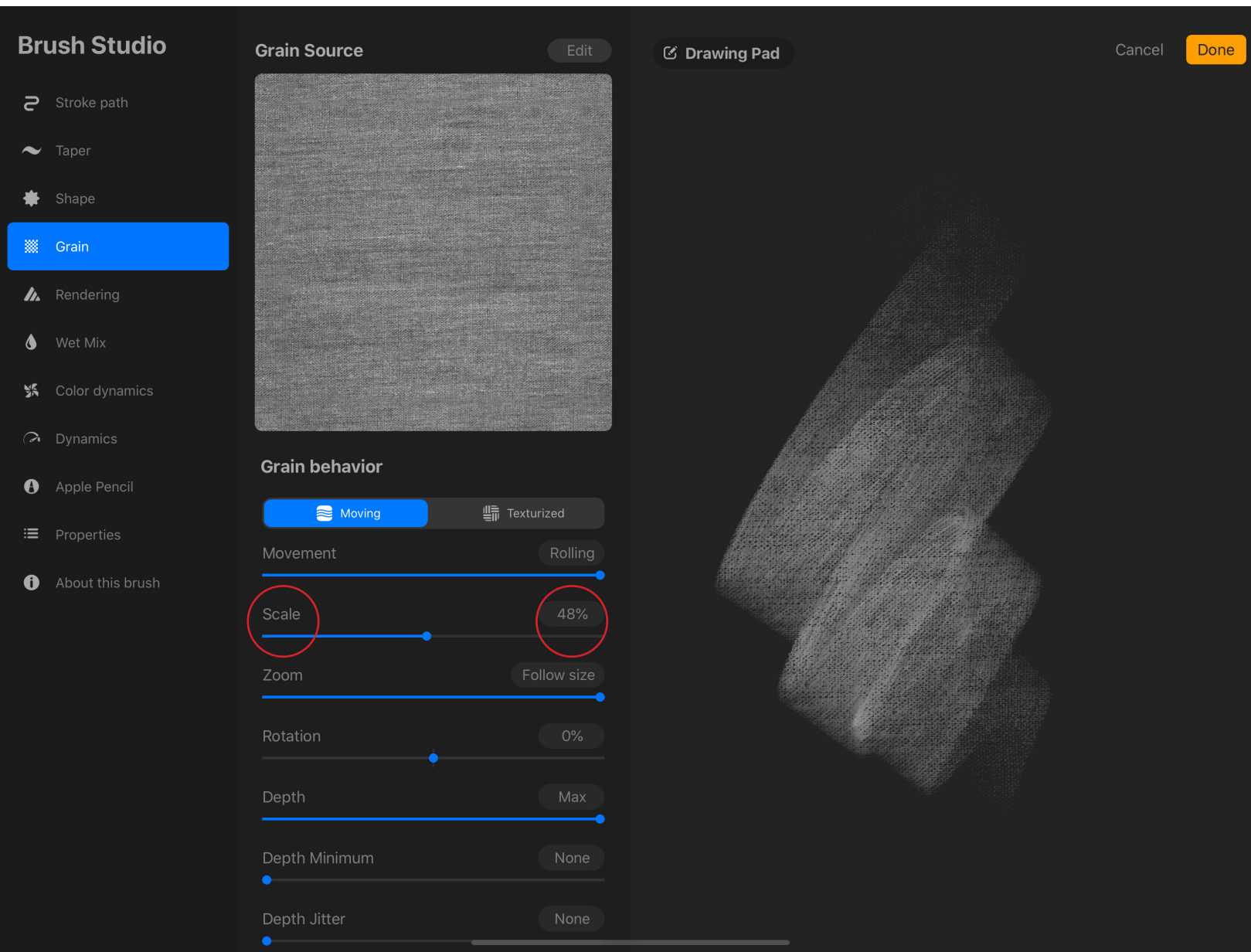
Classic Paints

PROCREATE MINI GUIDE



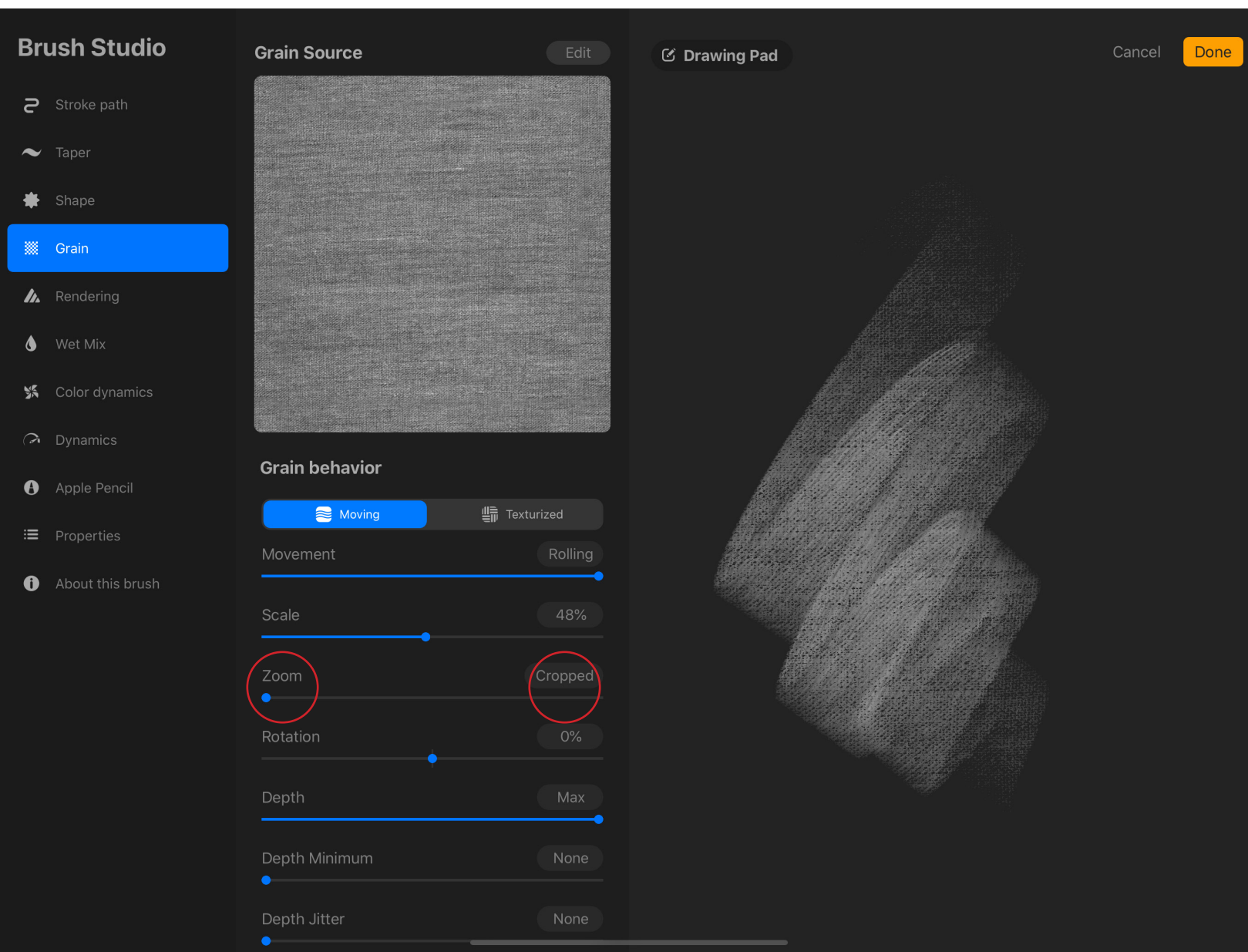
BRUSH TEXTURE SIZE

Depending on the size of your canvas, you may find the brush texture to be too small or too large. I designed the brushes on a 10 inch by 10 inch canvas at 300 dpi. To change the size of the texture to suit your preferred canvas size, go to the brush settings and navigate to “Grain”. On the setting that says “Scale”, move the slider left or right (I have it set to 48%). The higher the percentage, the larger the texture.



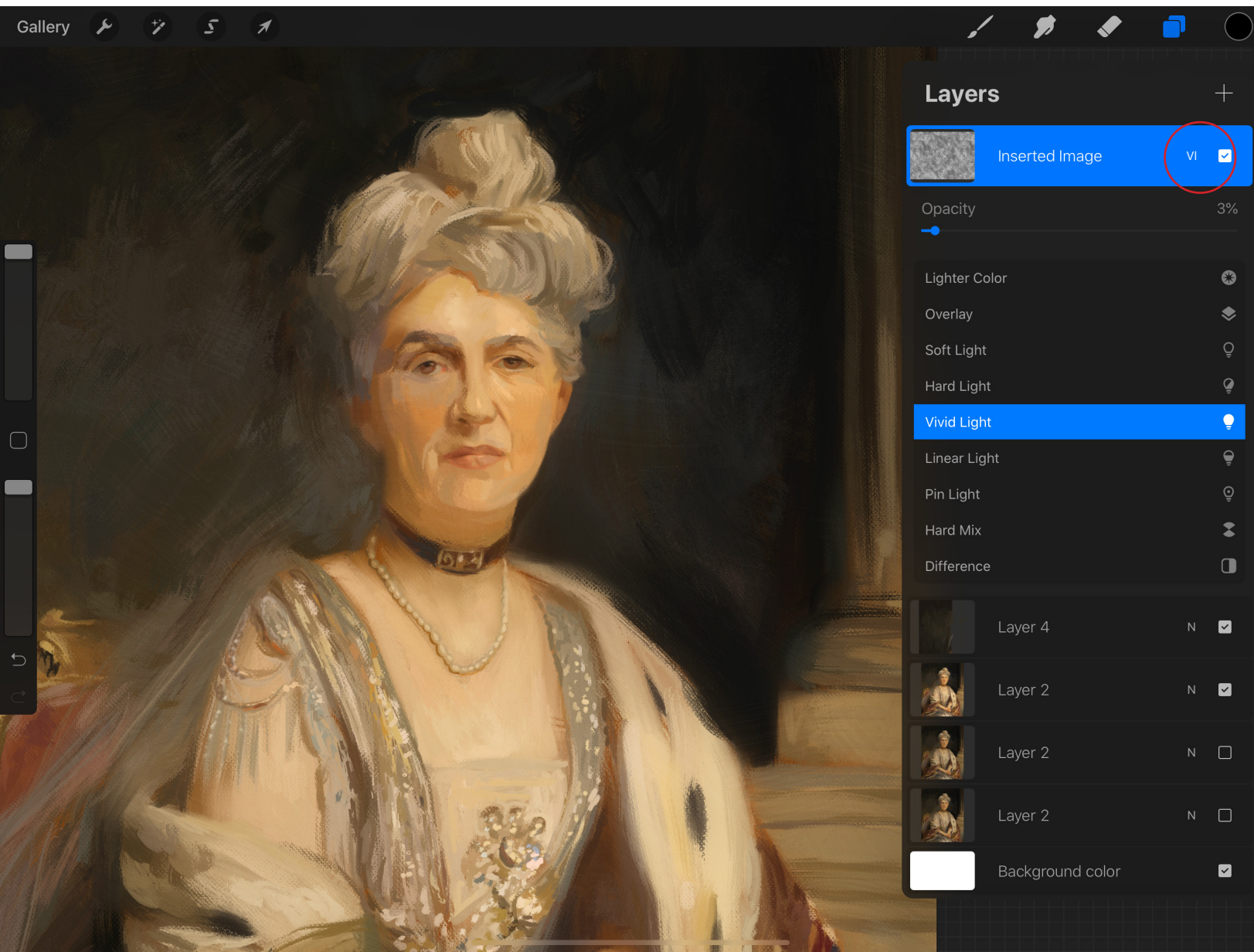
VARIABLE BRUSH TEXTURE SIZE

If you prefer the size of the texture to change with the size of the brush, like how I had the brushes set up in my Sargent's Oils pack, that's an easy adjustment in the settings. Go to the brush settings and go to the "Grain" option. Move the "Zoom" slider from "Follow size" all the way to the other end so that it says "Cropped". Now the texture size is tied to the brush size!



SEAMLESS TEXTURES

Included in Classic Paints are two seamless textures that are 3000px by 3000px at 300dpi. The first texture is repeating brush strokes that help add more authentic strokes to your work. Set the layer setting to Vivid Light, Linear Light, Hard Light, or Hard Mix at a very low opacity for best results. The second texture is a canvas texture which you can place on your work with layer settings like Overlay, Multiply, Soft Light, or whatever works best for your painting. Play around with settings!



MY PROCESS

I'm often asked about my painting process and the best way to use my brushes. While there is no right or wrong way, I have a process I stick to when creating digital oil paintings. First I start with my wet brushes and paint in a layer of red or orange to mimic Burnt Sienna/Burnt Umber (which is what is mostly used in traditional paintings). Then, still using wet brushes, I block in shapes and where objects are supposed to go. I don't completely cover the red/orange layer because I want that to show through. Then using dry brushes (ones that don't say "wet") I will clean up the shapes/objects. I use the Canvas Soft Round with the smudge tool to blur edges and soften parts that are too rough. I switch back and forth between wet and dry brushes to blend and block in. Then I'll select a bristle brush like Wet Fine Bristle to add more strokes of texture. And for finishing touches I will use dry brushes to add details or highlights. Like I said, there is no right or wrong way but hopefully this is helpful for you!

