



October 2024

This month, I challenged myself to create **3D geometry from curves!**

Using geometry nodes, I wanted to go from a single curve line to a 3D leaf shape. I would then position these leaves in 3D space to create a background for a 2D artwork, which I would paint with grease pencil.

I also wanted to capture a bit of my realtime process trying out new geometry nodes, so I've included the following narrated process videos:

[Video 1: my geometry nodes plan](#) (19m) (condensed [YouTube version](#))

[Video 2: putting this plan into action!](#) (37m)

[Video 3: comparing plan vs final piece](#) (19m) (condensed [YouTube version](#))

I've also included 2 hours of unnarrated process videos showing how I painted this artwork using grease pencil, including both 2D and 3D painting. [Patrons can access them in this post.](#)

[Gumroad link](#)



July & August 2024

These months, I wanted to keep learning about geometry nodes, as well as try out a new 3D painting method.

Topics covered:

- Painting a 3D model
- Setting up geometry nodes (with an emphasis on randomizing, rotating, and especially **animating** instances)
- 2D painting with grease pencil
- Animating with grease pencil modifiers

Patreon links:

[My initial plan](#)

[3D grease pencil painting from a model](#)

[New 3D painting technique \(combining grease pencil and texture painting\)](#)

[Randomizing, rotating, animating instances](#)

[Finalizing the geometry nodes for this project!](#)

[My 2D sketching & painting process with grease pencil](#)

[Tutorial: Animate flowing water with modifiers](#)

[Gumroad link](#)



June 2024

[Youtube breakdown of this project](#)

The theme for this month's series is **"using geometry nodes as a complete beginner"**

I want to challenge myself more and learn new things, so I've been diving into the Blender topic that scares me the most: geometry nodes! And it's been a cool (sometimes frustrating, mostly exciting) journey so far.

For this first month, the node setup is pretty simple (not surprising). I've used instances to turn individual grease pencil objects into flickering stars. I've created both a 2D star plane, but also a rotating 3D sphere of stars.

What I think is especially fun is getting to combine geometry nodes with my usual grease pencil tricks, so I've also done a lot with modifiers (build, noise, dot-dash), textures, and I've been rendering with my usual painting method.

Patreon links:

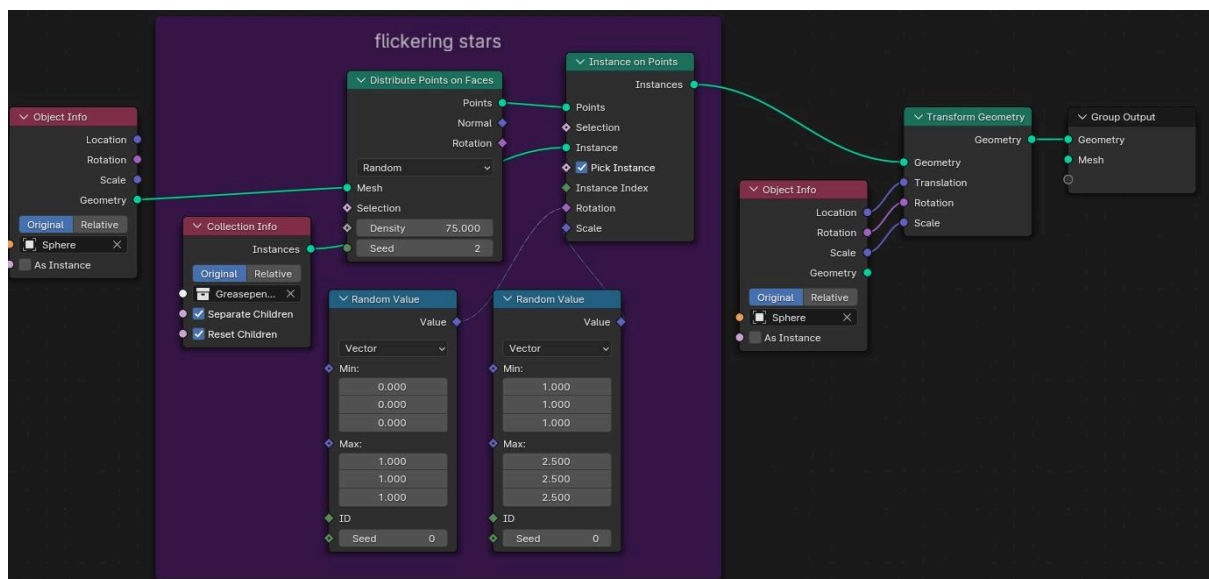
[Video 1: getting everything set up](#) (1 h, lots of narration)

[Video 2: 2D painting with grease pencil](#) (2h, silent, can be downloaded)

[Video 3: how I finalized everything](#) (15m, lots of narration)

.blend files are included at different stages of my process.

[Gumroad link](#)





April/May 2024

Theme: "making 2D/3D animated art."

Check out this short video (2 minutes) to learn more: https://youtu.be/rf9quk_jd58

In April, I go over all the "building blocks": 3D modeling, 3D and 2D grease pencil canvas setup, animation setup. There is about 1.5 hours of narrated footage, split over 3 videos.

In May, I use this base to start painting! I render the 2D art with lineart and colors, and then paint my 3D artwork. There is about 1.5 hours of narrated footage, split over 3 videos, and about 2 hours of additional silent process videos.

Includes:

- my .blend files at multiple points in my process
- reference images
- relevant links to other resources

Patreon links: [April part 1 \(3D modeling\)](#) | [part 2 \(2D/3D canvas setup\)](#) | [part 3 \(2D/3D animating\)](#) ||| [May CWM \(all the 2D/3D painting!\)](#)

[Gumroad link](#)



March 2024

Theme: "getting the SMOOTHEST color transitions with grease pencil"

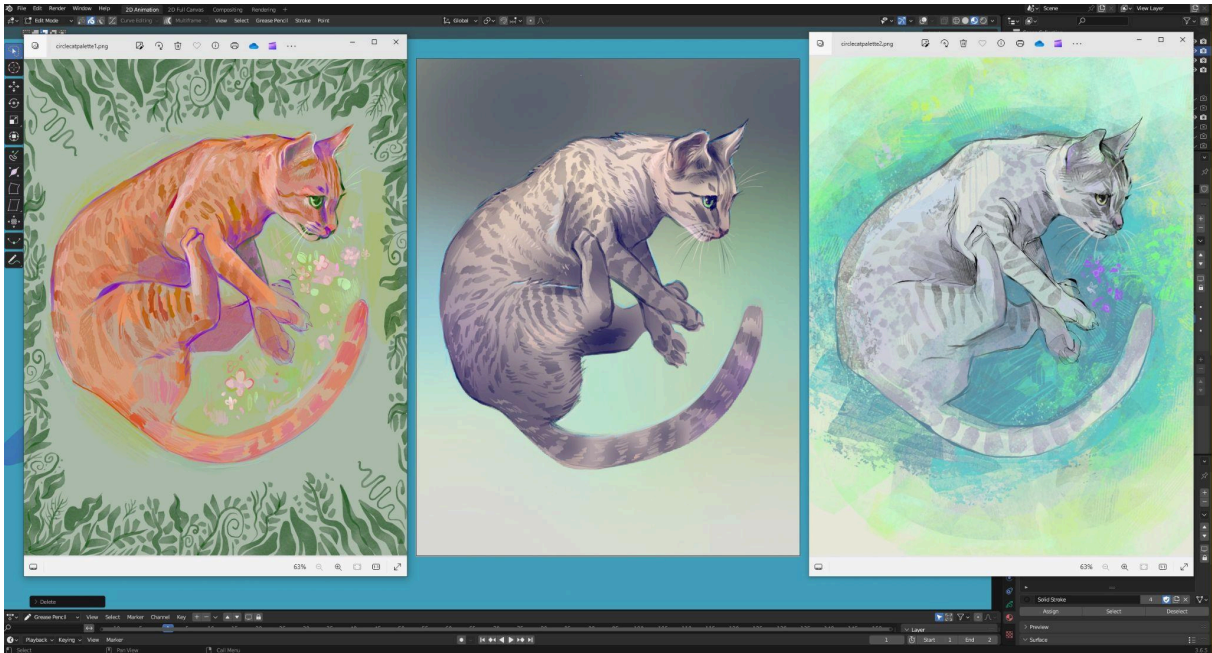
For this month's Create With Me, I wanted to take you through all aspects of a new painting method I've been trying out. It involves creating a pixel canvas in Blender, and allows me to get incredibly smooth, soft colour transitions. I explain 3 methods we can do using this technique, and then share how I combine this with textures to get a look that I find really beautiful.

Includes:

- 3 .blend files at different stages of my process. These include pre-made brushes and textures.
- 3 videos (2.5 hours total, 1 hour is narrated. Can be downloaded or streamed, timestamps included)
- A document also containing the timestamps and any relevant links (such as to youtube videos or resource packs)
- Selected clips (about 10 minutes of sections I found especially important)
- All reference images I use

[Patreon link](#)

[Gumroad link](#)



February 2024

Theme: "Letting Blender pick my color palette"

[In this youtube video](#), I explain how I used grease pencil's "Extract palette from color attribute" feature to create 3 randomized colour palettes.

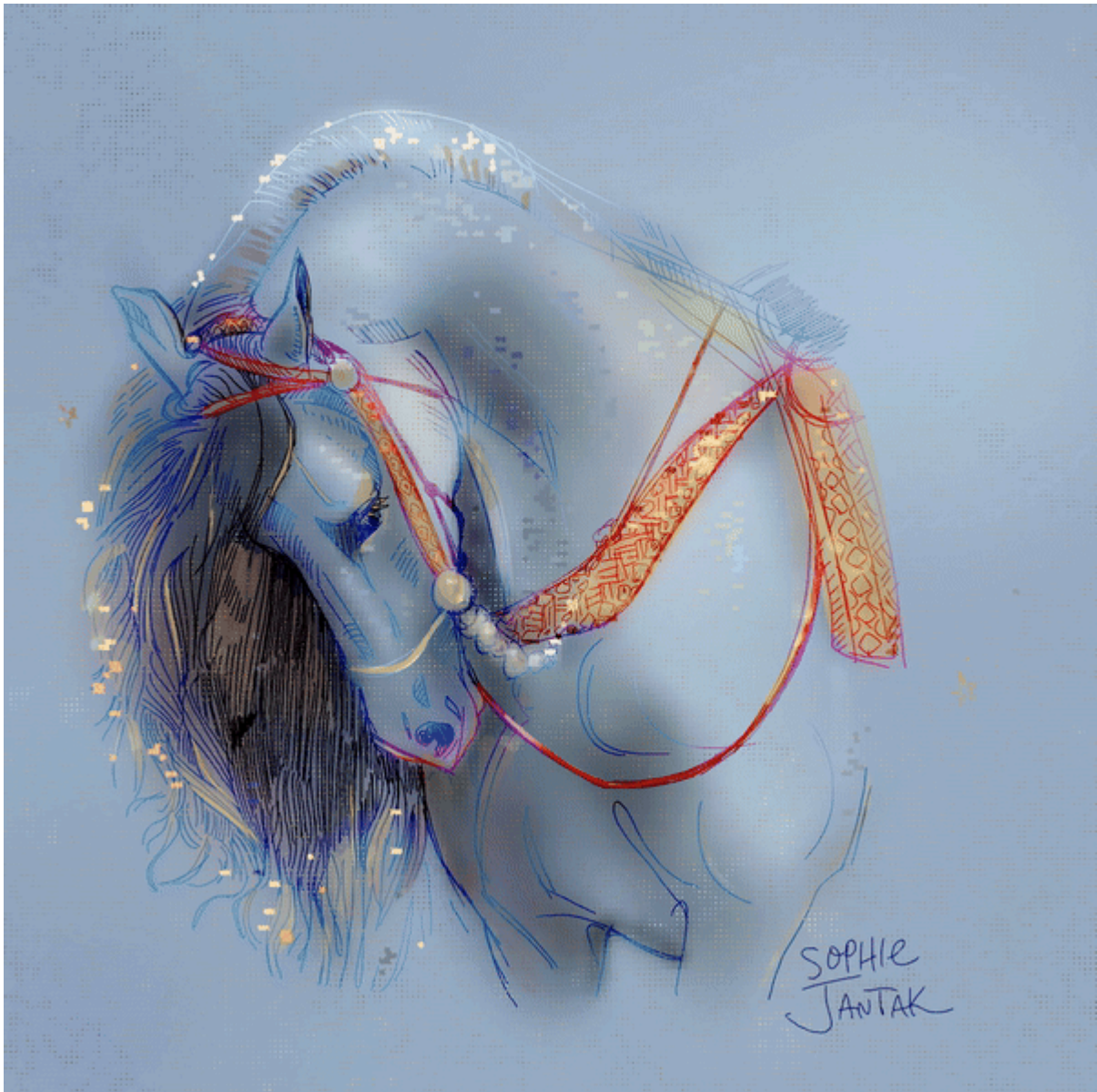
In each video, I use a different color palette, and I also paint using a different technique.

[Video 1](#): My usual painting method (some textures, mostly rendering with a pencil brush)

[Video 2](#): Using as many textures as possible!

[Video 3](#): A NEW painting method. The smoothest colour transitions I've ever gotten with grease pencil!

[Gumroad link](#)



January 2024

Theme: "The DUMBEST ways to paint with grease pencil"

Over my 3 years (so far) of using grease pencil, there are many different ideas I've had of things I've wanted to try. And most of them, I've explored, made into videos. But there are a couple that just seemed like such a stupid use of this tool, that I've kept them on the back-burner.

Well, no longer! Because after all, something may be so stupid, that it becomes kind of brilliant. (Are any of these ideas brilliant? I'll let you be the judge.) Even if they aren't brilliant, I hope that they'll expand the way you think about using grease pencil, maybe teach you new methods or approaches you've never tried before. Overall, it's a fun, silly time, and I had a blast filming this and putting it all together.

Video 1: Using modifiers to make lineart at 100% opacity and uniform thickness

Video 2: Creating a pixel canvas for adding colour

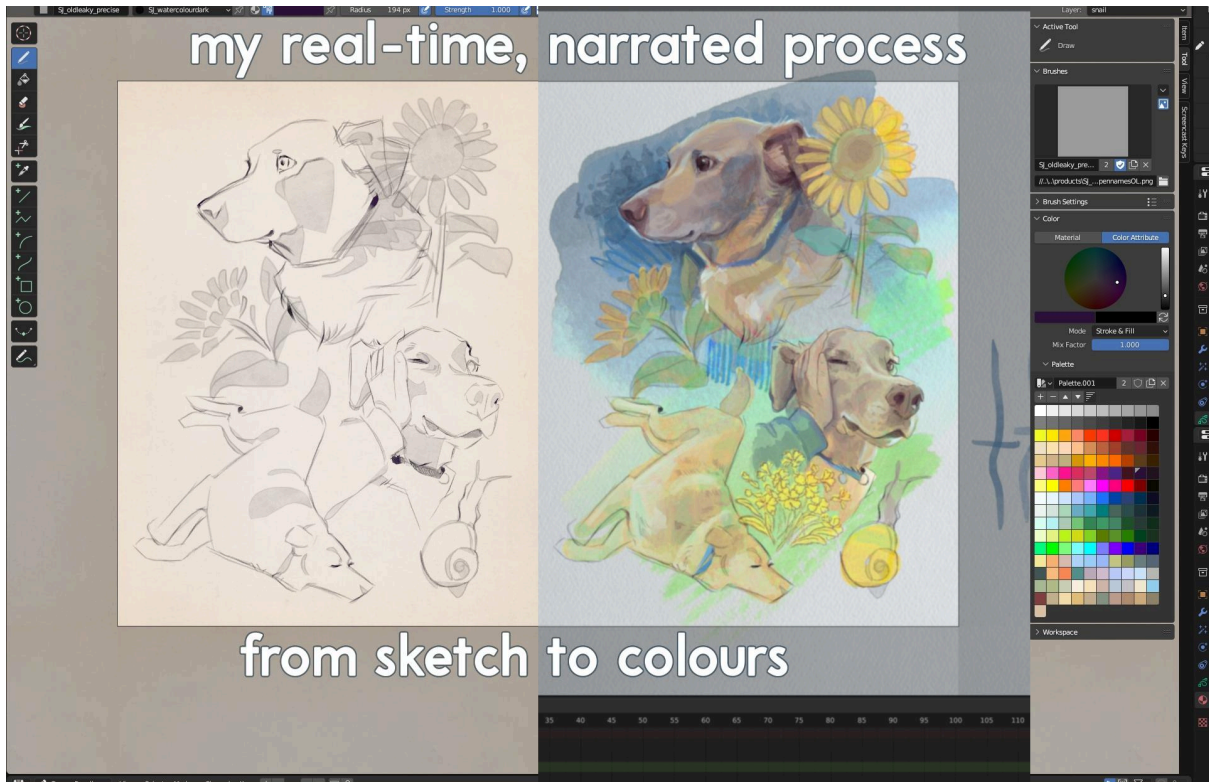
Video 3: painting with a video texture?

.blend files, pre-made brushes, and reference images included.

Over 2.5 hours of footage, including 1.5 hours of narrated footage.

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[Gumroad link](#)



December 2023

I was inspired to make this project when I was working on a pet commission page. My pet commissions are inspired by nature journal pages, and combine text and drawing to capture all aspects of an animal's personality.

So at each stage of my process, I'm thinking not just of making a pretty artwork, but also how to tell the story of this animal and their family. And while it wouldn't feel right to share the process behind someone's personal commission, since it's often full of intimate inside stories, I thought I could capture that same process in an artwork of my own dog and our little family.

Video 1: **sketching** (35 minutes, all narrated)

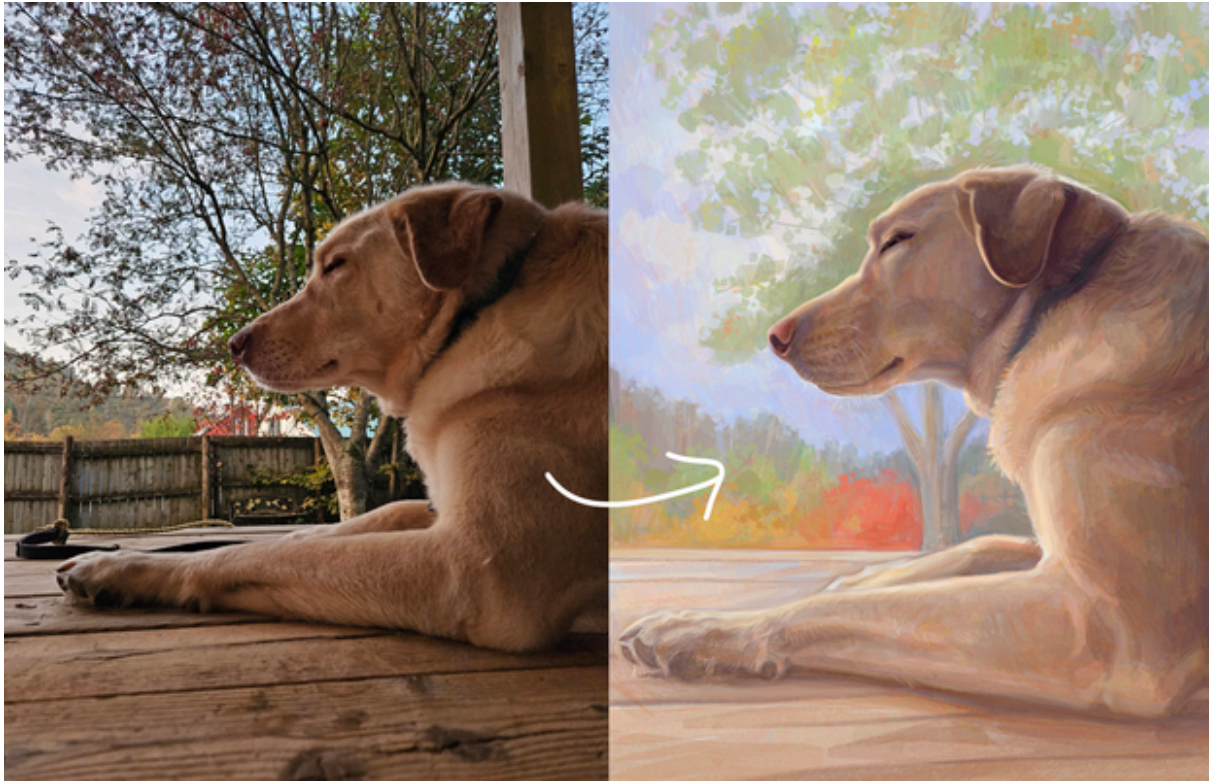
Video 2: **base colours** (45 minutes total, 30 minutes of narration)

Video 3: **how I render a painting** (1 hour total, 30 minutes of narration)

Video 4: **how I render a drawing** (45 minutes total, 18 minutes of narration)

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[Gumroad link](#)



November 2023

Watch as I paint this portrait of my dog in Blender. Over 1.5 hours of narration, I explain the different grease pencil tools I use at different stages of my process. I also share what kinds of artistic decisions I take to go from this initial reference photo to a vibrant and pastel artwork where that face is the star of the show!

BONUS Sketching video: 15 minutes

Base colours video: 1 hour (includes 30m of live narration)

Painting video: 1.5 hours (includes 30m of live narration)

Finalizing video: 1 hour (includes 30m of live narration)

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[Gumroad link](#)



August 2023

Theme: "sketching with grease pencil".

In previous months, I've either gone through my sketching process very quickly, or prepared the sketches in advance. But there is a lot that goes on in my sketching process, and a lot that I think about, and I wanted to finally share that.

[The first piece](#) focuses on different methods of capturing proportions: through measuring distances and angles and breaking a form down into abstract shapes. [The second piece](#) explores how and why I flip my canvas while I sketch, even upside-down. And in [the third piece](#), I add in textures to quickly create a more finished-looking sketch.

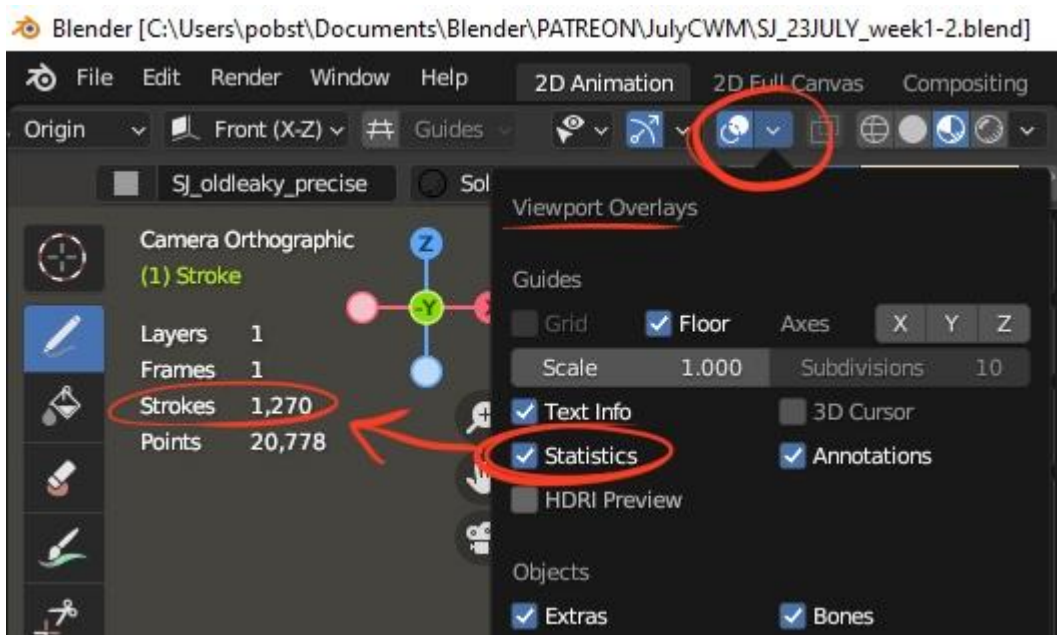
[Gumroad link](#)



July 2023

Theme: "painting with as few strokes as possible."

I'm fascinated by stroke count. In my .blend files, I like to have the statistics visible, which show the number of layers in a grease pencil object, the number of frames, and points, and... strokes.



I've noticed similar features in painting programs like Procreate, but in raster programs this number is strictly cumulative - unless you undo a stroke you just drew, there is no way to remove strokes. But since Blender is vector-based, every stroke exists independently and can be selected and removed at any time - thus making the stroke count a number that can go both up and down.

Since my pieces tend to have a high stroke count, between 1000-5000 strokes for a full painting, I challenged myself to make the same painting 3 times - first with 1250 strokes, then 350 strokes, and finally with only 50 strokes.

[Part 1](#)

[Part 2](#)

[Part 3](#)

[Gumroad link](#)



May 2023

Theme: imperfect references.

Description: As a pet commission artist, it's important for me to be able to offer someone a beautiful art piece of their pets - whether they've taken professional-quality photos of their pets, or all they have is blurry cellphone snapshots.

Over three one-hour videos, I'll explain how I took this reference image of my dog, (which is alright but there are things about it that I didn't like,) and turned it into a full-body painting. This includes: using additional references images to change an animal's pose, choosing an entirely different lighting scenario, and adding fun and colourful background details.

I hope this will give an insight into the kinds of decisions I may make when I'm painting a commission for someone, and how I may stylize and change things up.

[Part 1](#)

[Part 2](#)

[Part 3](#)

[Gumroad link](#)



April 2023

Theme: Getting a WATERCOLOUR style with grease pencil.

Description: I've been developing watercolour brushes that make use of the new stroke outline feature for a few weeks now, and I'm getting ready to make a YouTube video about them and to release them, but you will get to try them out before anyone else!

Every 15 minutes, I share a new watercolour texture and make flowers with that texture. I try something a bit different each 15 minutes, so there are a lot of different techniques being covered!

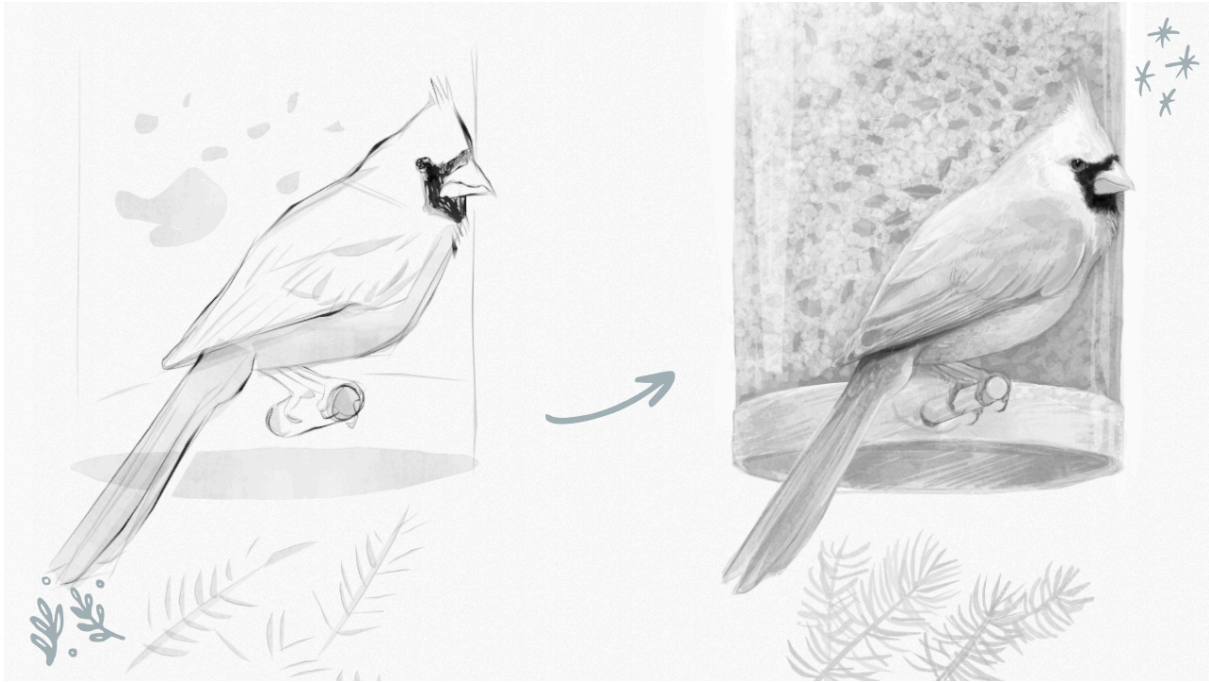
Duration: 3 x 1 hour videos. Each 15 minute focuses on a different watercolour texture.

[Part 1](#)

[Part 2](#)

[Part 3](#)

[Gumroad link](#)



March 2023

Theme: Getting a pencil style with grease pencil.

Description: This month, I'll be sharing how I make art that mimics a traditional graphite style: explaining what materials and techniques make this possible. Over three 1-hour videos, I'll be narrating everything I do as I create this illustration of a Northern Cardinal. There will also be a bonus video of my final rendering.

Duration: 3 x 1 hour videos (creating 1 piece) plus 1.5 hour silent bonus video

[Part 1](#)

[Part 2](#)

[Part 3](#)

[Bonus silent video](#)

[Gumroad link](#)



February 2023

Theme: The new Stroke Outline feature!

Description: This month, I want to share this wonderful new feature and how I use it. I'll be posting three videos in which I make a painting in one hour, using a different combination of materials and textures for each piece. I'll explain how I set up this new tool, how I've been using it, and why I think it's so powerful.

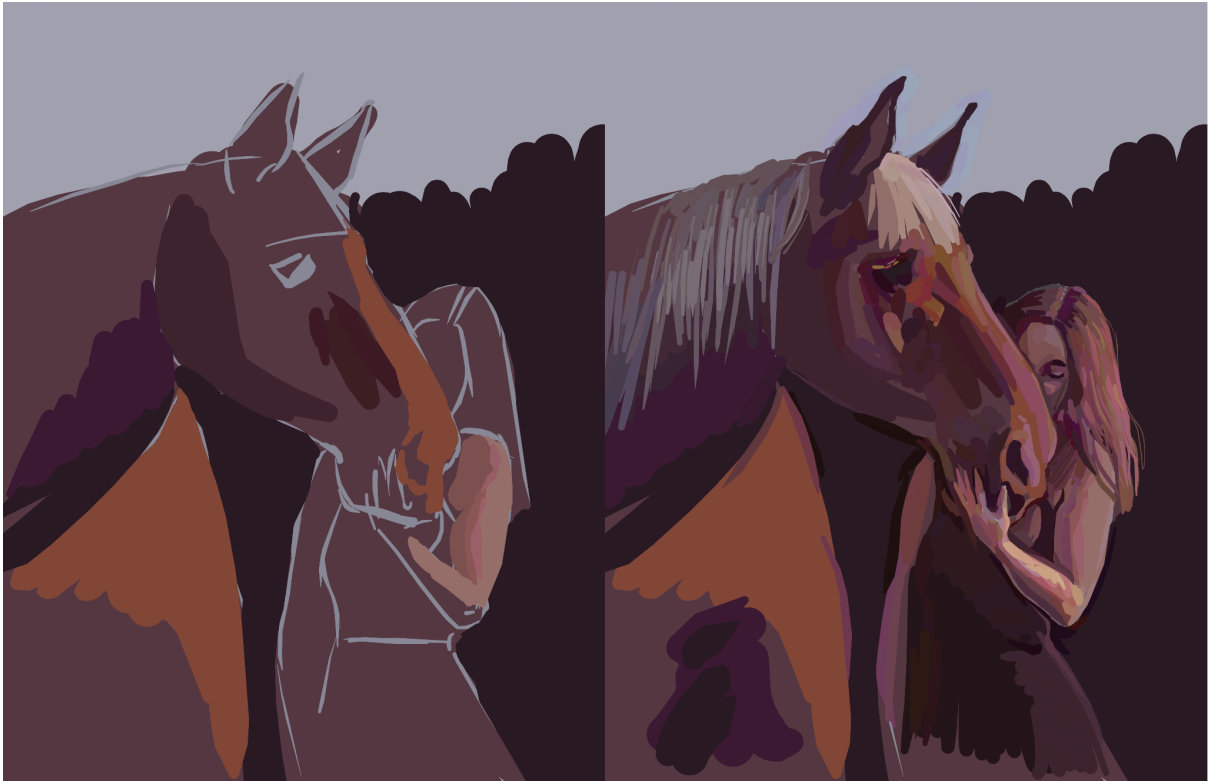
Duration: 3 x 1 hour videos (creating something different each week)

[Part 1](#)

[Part 2](#)

[Part 3](#)

[Gumroad link](#)



January 2023

Theme: Minimal tools

Description: I will be sharing how I paint with Blender... using NO brush opacity. Fully-opaque strokes, all the way.

Duration: 3 x 1 hour videos (creating 1 piece)

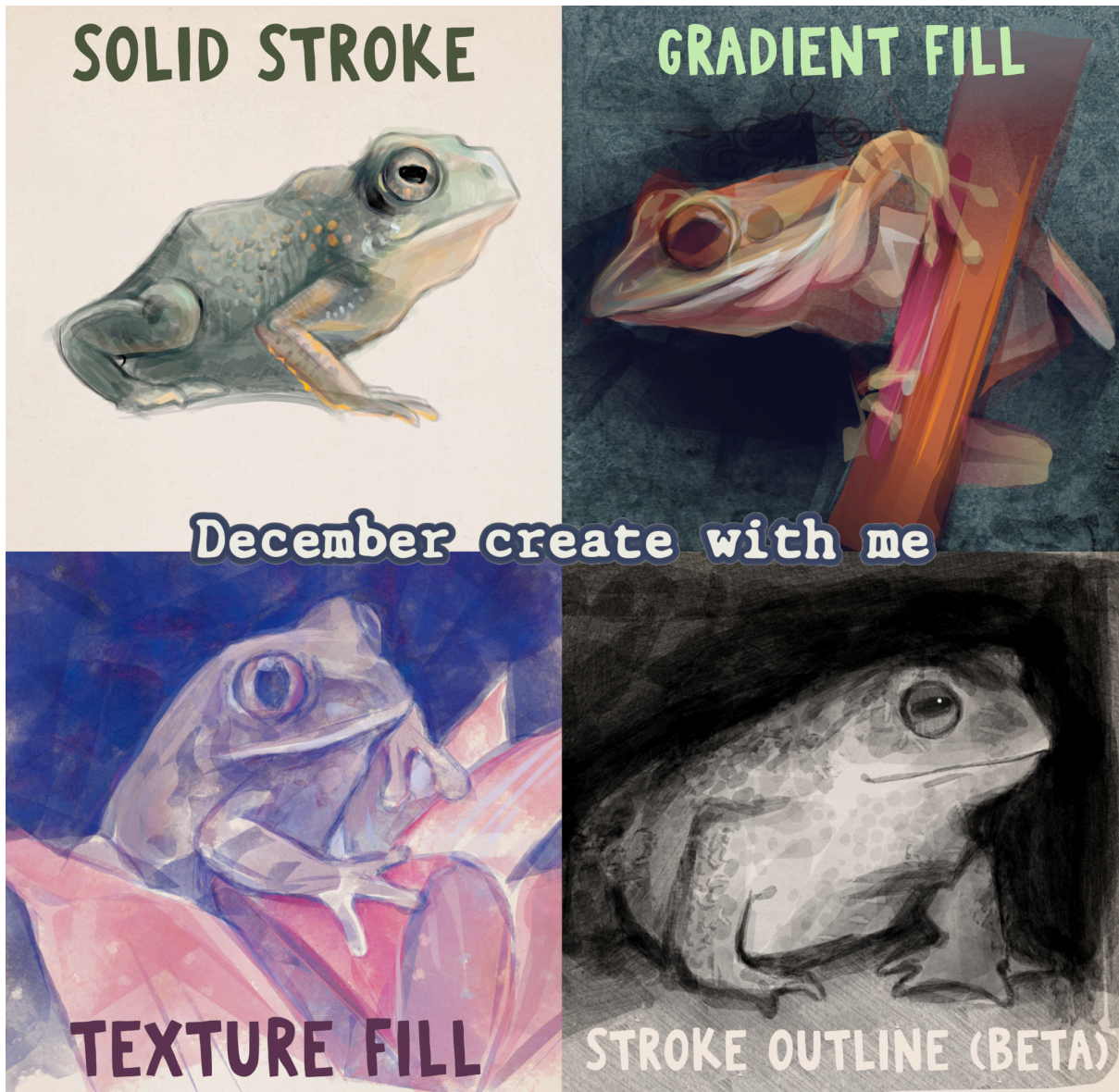
[Part 1: Sketching and base colours](#)

[Part 2: Rendering, discussing perfectionism](#)

[Part 3: Finalizing, curve editing, talking composition](#)

[Bonus: 30 minutes of extra rendering \(no narration\)](#)

[Gumroad link](#)



December 2022

Theme: The different types of grease pencil materials

Description: Each week, I'll be using a different grease pencil material type, and using only that material for the whole piece. You'll see how I make use of the material, and I'll explain both the advantages and struggles I face when using each.

Duration: 4 x 1 hour videos (creating something different each week)

[Part 1: Solid stroke material](#)

[Part 2: Gradient fill material](#)

[Part 3: Texture fill material](#)

[Part 4: Stroke outline \(beta\)](#)

[Gumroad link](#)



November 2022

Theme: Starting from scratch

Description: We'll be opening up Blender as if we're a first-time user, and I'll explain any settings I change to make my drawing experience more fun for me.

Duration: 4 x 1 hour videos (creating 1 piece)

[Part 1: Choosing a reference photo, setting up Blender, sketching](#)

[Part 2: Adding background textures, creating repeating textures and how I use them](#)

[Part 3: filling the canvas](#)

[Part 4: Rendering and then rendering some more](#)

[Gumroad link](#)