



## Gumroad – Process Theory 1 John Sweeney

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**Gumroad – Process Theory 1 John Sweeney:** In this course, I concentrate on dissecting the most basic tools and workflows I employ to create illustrations. I will also discuss my theories behind the decisions I make during the design process.

- High Definition JPEG picture of a painting
- Photoshop Process Timelapse (non-narrated) (0:21:19 timelapse)
- 3D Coat Timelapse (non-narrated) (0:02:40 timelapse)
- 2 hours of process and breakdown of the theory (narrated) (2:19:03 time of running)
- (narrated breakdown that includes)
- How do I start and come up with ideas
- Fundamental lighting and composition principles
- 3D Coat basics, Marvelous Designer 4 Basics
- Basic Photoshop Compositing
- Photo Reference Basics



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