

Sea and waves (masked off crests of waves and foam)

Try a graduated wash - horizontal strokes coming down from the horizon, from a greyed ultramarine to a slightly greyed coeruleum blue. Allow to dry. Then, wet on dry, add darker versions of these colours to the undersides of your waves and elsewhere - for waves just forming. You could also try dry brush dragging of these darker colours for additional texture. If your waves are large, model the white of them a little (like the technique for clouds) with a selected grey blue. If appropriate, you could also try lifting out softer waves with the edge of a flat brush.

Alternatively you could use no masking at all for big waves - try using controlled wet into wet instead for a softer effect

Foamy surf on beach

Carefully draw and mask off the swirling patterns of the foam on the beach with masking fluid before painting. To mask, use a brush coated in soap to protect your brush fibres.

For distant spot sparkles near rocks, you could try using a large hogs hair brush in a dry brush manner in an up and down stencil action, with masking fluid. Rotate the brush over the surface to prevent the same marks being made - the result should be a scatter of random tiny dots (this will take practice). After painting, you can also flick in white gouache for extra surf texture (flicked from the edge of a tooth brush).

Big wave with directional foam (such as kicking up against a large rock)

Mask the wave and foam with masking fluid, and use flicked splatter around the edges - directing it where you want the movement to be. After painting, texture the big wave with shades of blue/grey.

Or as above, try just using wet into wet flaring for a softer more abstract effect.

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