

Lesson 4

Painting and Editing

In this lesson you will see that Adobe Photoshop is not just an image editor, but it is also useful in creating art work by drawing and painting. In this lesson we will focus on Painting, but you can always add to this project if you would like to try your own drawing.

In this lesson we will be learning how to use the following:

- Use the basic painting tools.
- Use the colors palette, gradients palette, and the patterns palette.
- Use layers to paint the image.
- Use the blending mode, and paint strokes.
- Use the History paint brush, and History palette to make corrections.
- Use custom brushes and settings from the tool options bar.

Save image to your computer, as " **Adventures**".



Okay so its not the best drawing, well it's not suppose to be, your going to make the image a complete piece of art.

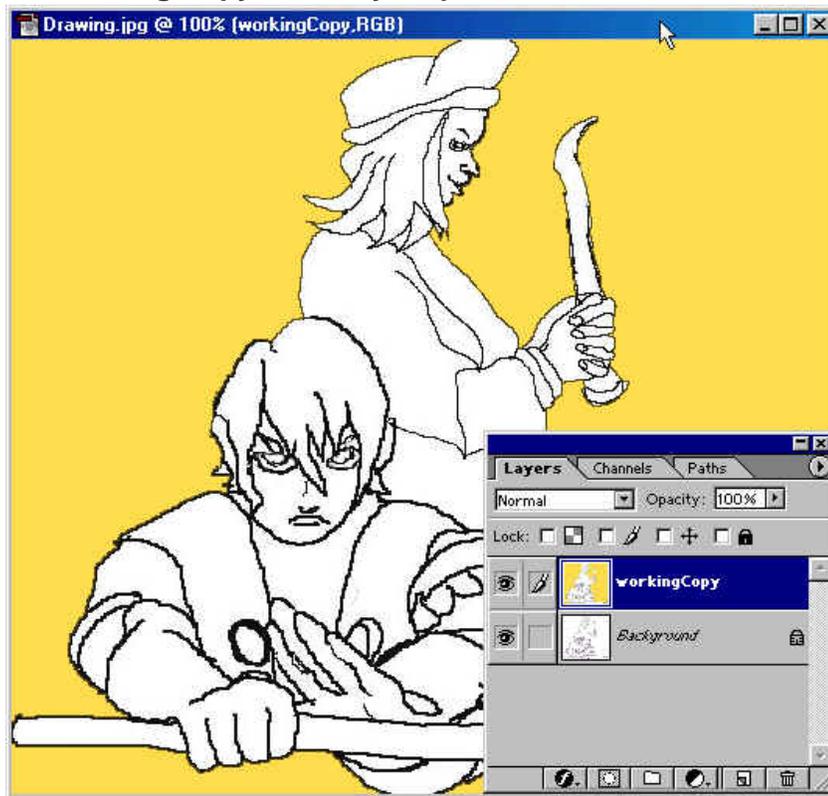
Choose **File**> **Open**>**Adventures** image.

- Choose the **Paint Bucket** . If you can't find it on the tool bar you have your **gradient button**  on, **Left click** in the **bottom right hand corner** in the **little triangle** and select the **paint bucket**.
- Use the **paint bucket** in the background, you will have to **click three times** to get all of the background

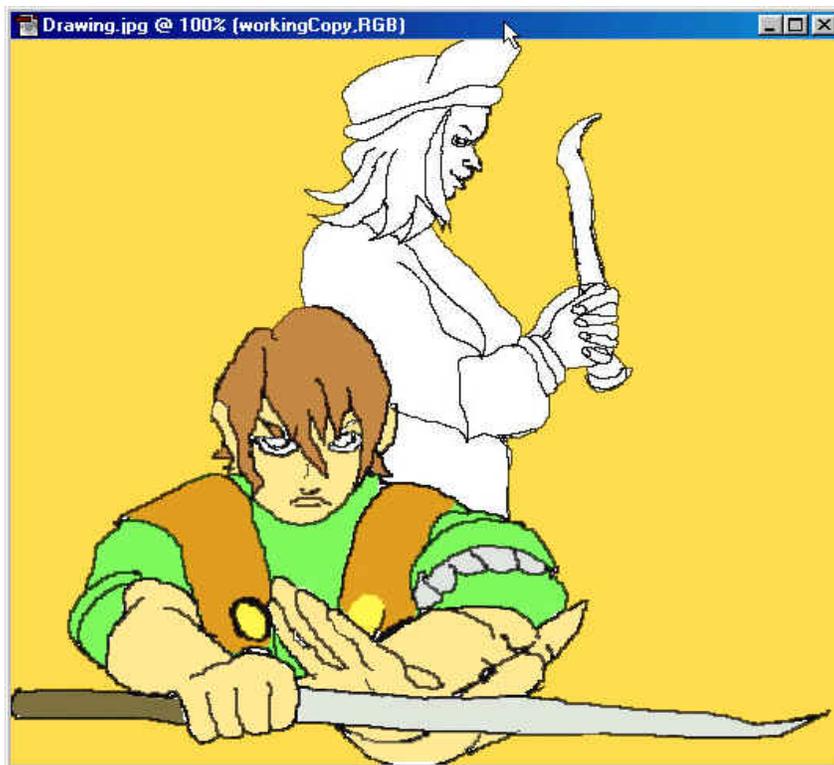
covered.

This will allow you to see the character better to work on them.

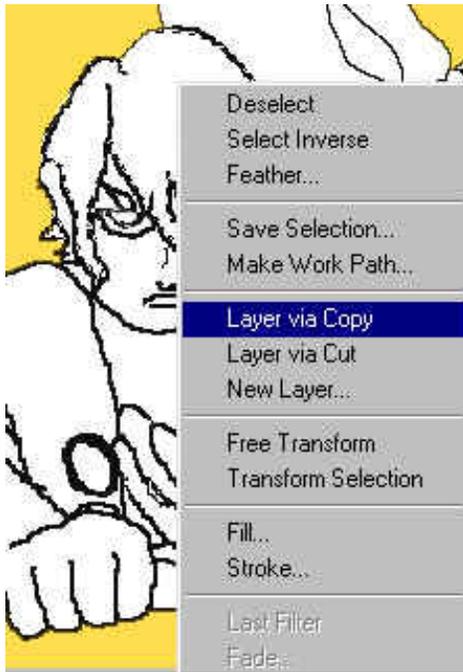
Don't forget to make a working Copy in the layers palette.



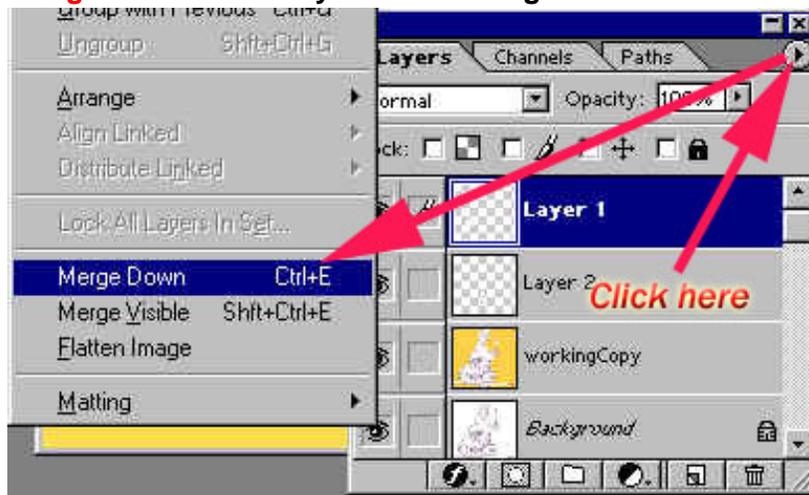
Next start working on the **characters** so we need to do some **blending**. This means we need to create a **base color**. Then add a blend color with a **paint brush** or **editing tool** and the end result is the two colors together making a blend.



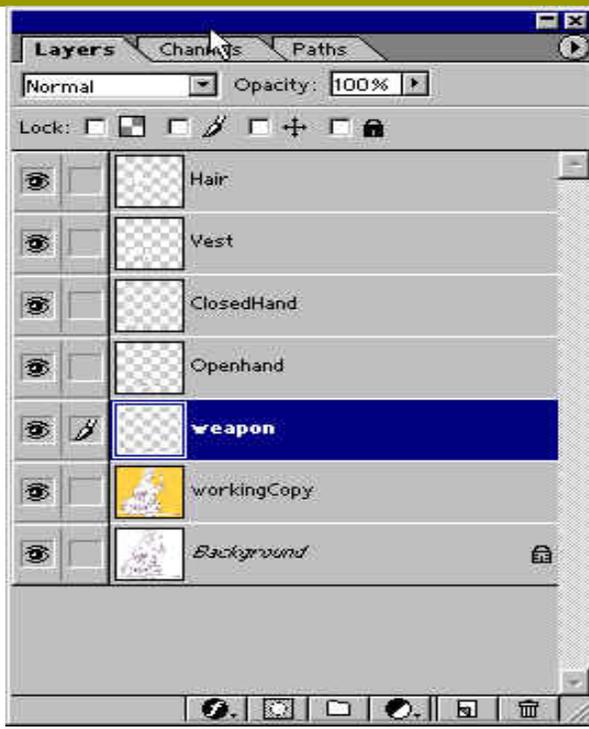
I created a **base coat** and to do this I selected parts of him using **Magnetic Tool** and **saving** them to a **layer** in the **layers palette**.



To **save a selection** **right click** on the selection choose **Layer via Copy**, it will be labeled in the layers palette **layer 1** or **2** depending on how many selection you save. I wanted my hand selections to be on the same layer, you have to use the **merge down** under Layers Palette to get this result.



This is what your **layers palette** will look like when your done **selecting**, **naming**, and **merging**.



Labeling allows you to keep track of layers and be able to work on one layer without effecting others, and it's an effective management tool.

Setting layer blending options

The blending options in the Layer Style dialog box(Photoshop) and the Layer Options palette (ImageReady) let you change a layer's opacity and blending with the pixels underneath.

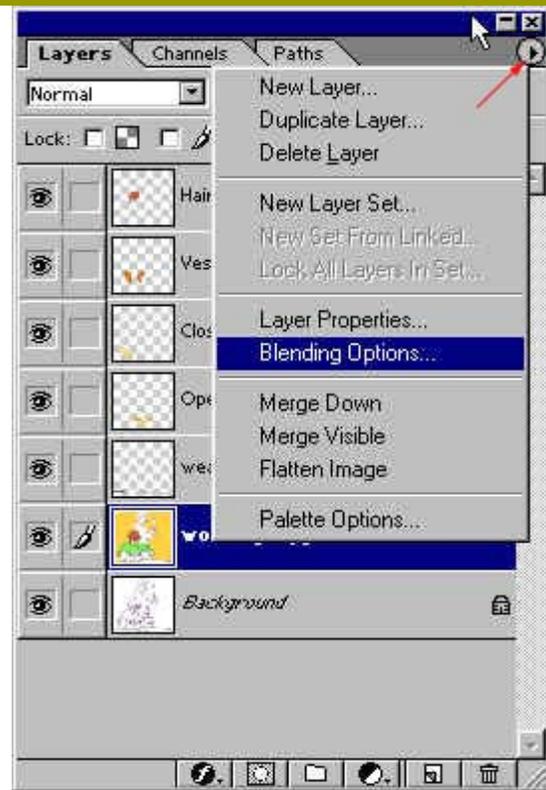
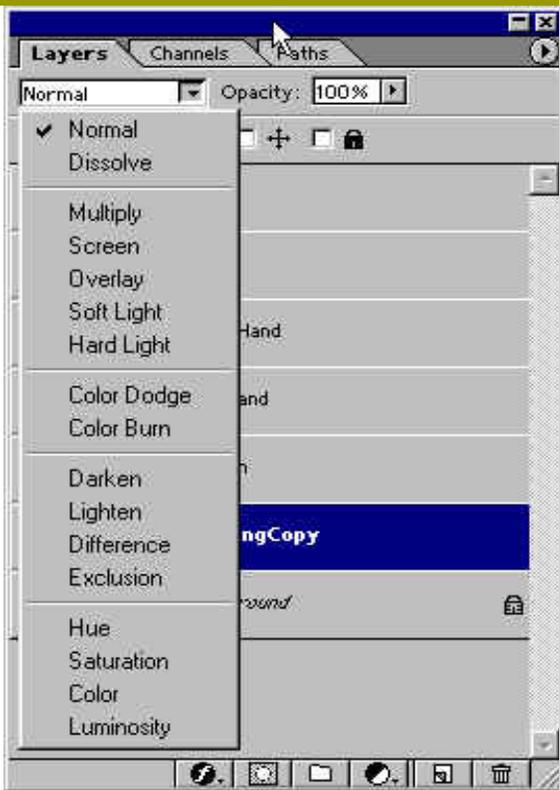
Keep in mind that a layer's opacity and blending mode interact with the opacity and mode of the tools you use to paint and edit the pixels on the layer. For example, suppose you are working on a layer that uses the Dissolve mode and an opacity of 50%. If you paint on this layer using the paintbrush tool set to Normal mode with an opacity of 100%, the paint will appear in Dissolve mode with a 50% opacity because this is the maximum the layer can display. On the other hand, suppose you are working on a layer created using Normal mode and 100% opacity. If you use the eraser tool with an opacity of 50%, only 50%% of the paint will disappear as you erase.

-From Adobe Photoshop 6.0 online Help-

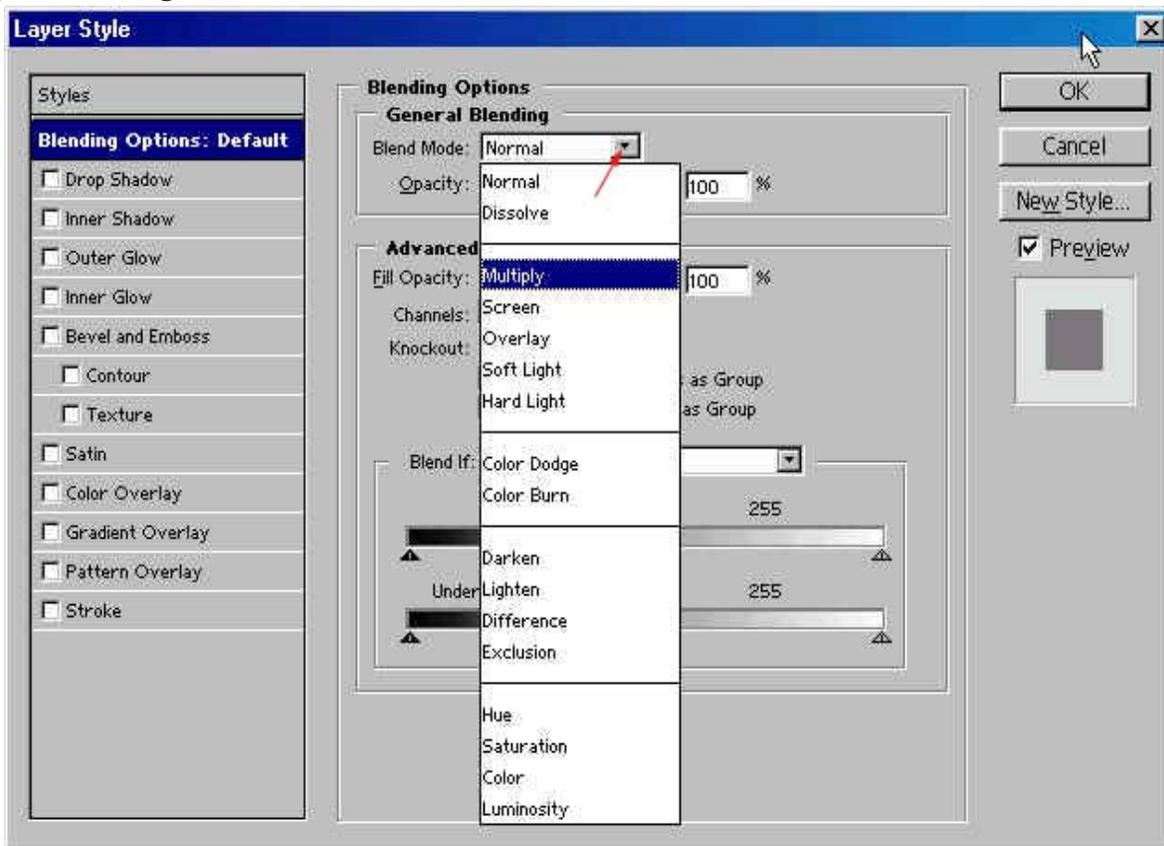
Selecting Blending Options, you have a couple of different ways to choose.

First:

Second:



Blending Options dialog box:



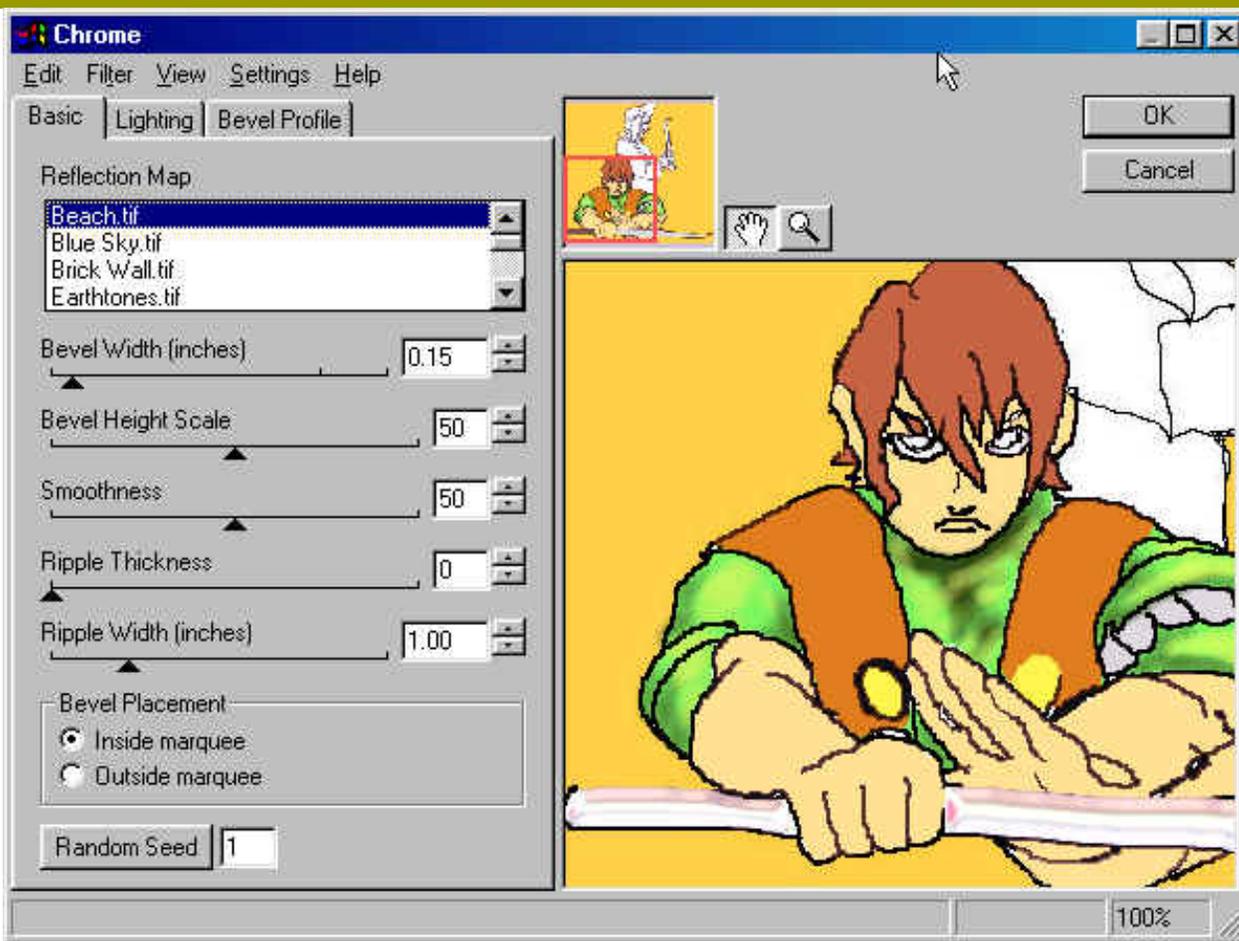
You'll have to **experiment** with the **options**, I'm going to use the **Multiply** > **Blending Mode** to start with, and I'm using the **Airbrush** to start adding my **blending colors** with a **80% Opacity**. You could also use the **Paintbrush**. I also used the **Eyedropper** to take a sample of the color of the shirt. Then click in the Foreground Color box and it will open up the color palette. I then chose a **darker color** for my **shadows**, I will continue to use this process to complete the project.



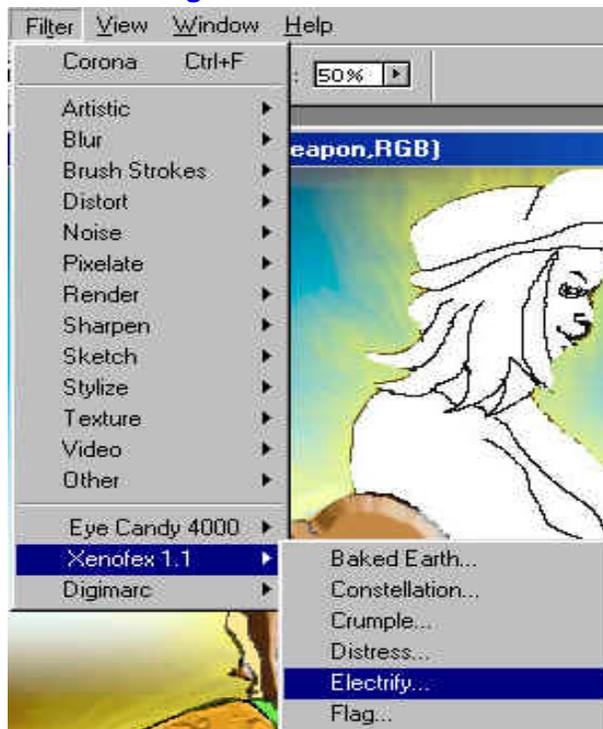
As you can see I started adding shadow with the Airbrush on the Shirt.

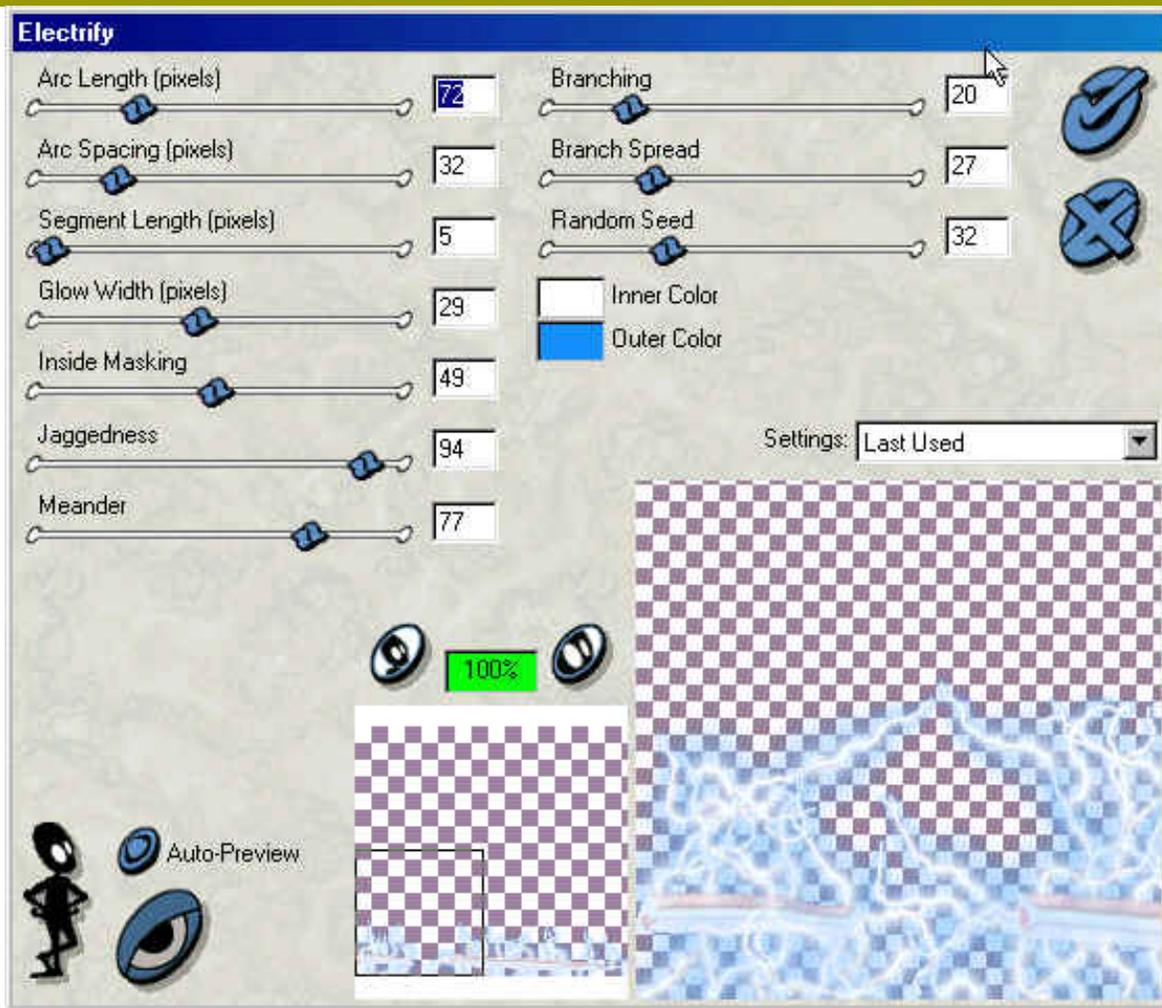
Next, I'm going to use one of my **Plug-ins** this one is called "**Eye Candy 4000**" which is located under filters (this is a program that you have to purchase separately from Photoshop) but it's well worth it. The other **Plug-in** that I will be using is **Xenofex 1.1**, both when installed will be found under your filter button. In this instance I'm using **Chrome** and the settings are below, you can experiment and create what looks best to you.





The Next **Plug-in** I used is from **Xenofex 1.1** and that is **Electricity** for the weapon.

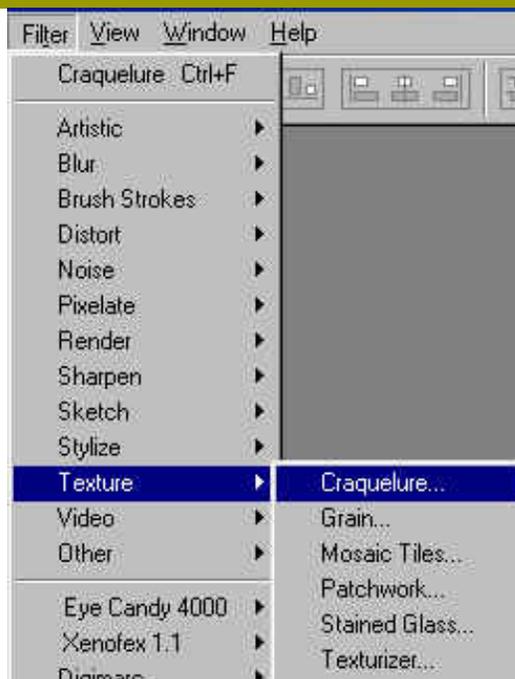




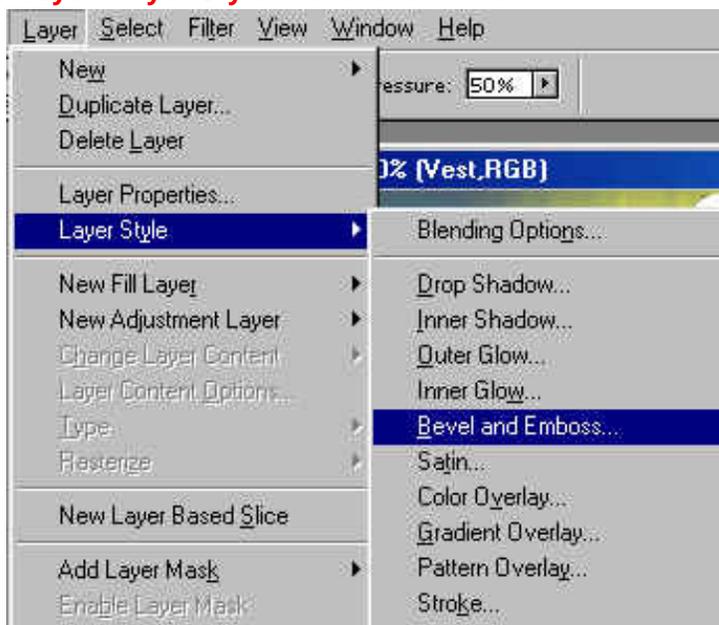
Now I'm going to work on the **Vest** so in the **layers palette**, click on the **vest layer**.

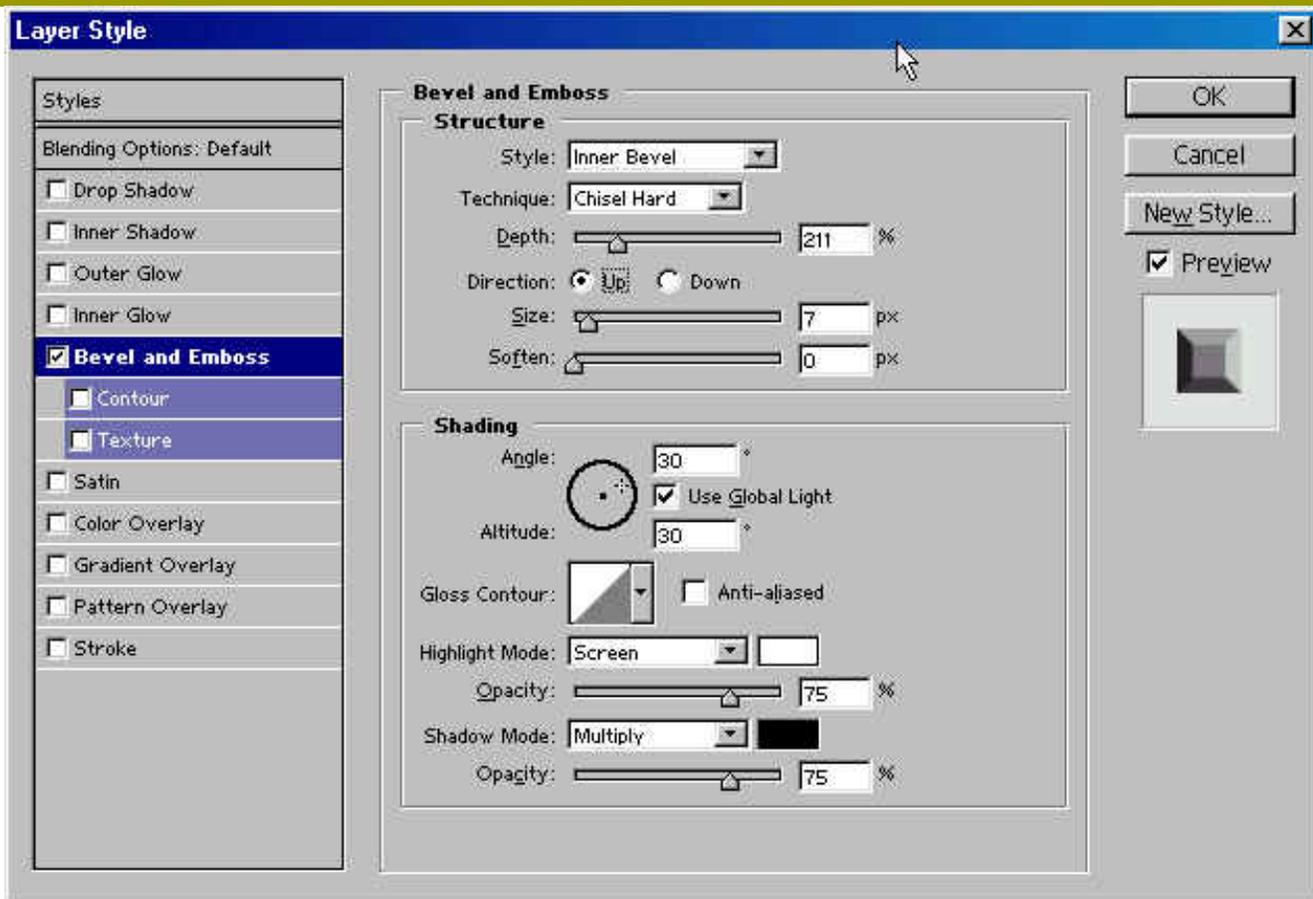


Now go to **Filter>Texture>Craquelure**, Try different settings, look at it in the **thumb nail view** area, when you like what you see, click **OK**.



Now in the **Layers Palette** select the **Hair layer**.
Go to **Layer > Layer Style > Bevel and Emboss**.





These are the selections that I made for the Hair, Try different settings and see what you get.



Beveling gives it a great 3-D effect.

I haven't finished the second character, I'm leaving that up to you!

Next is the **background**, it going to get a little tricky here. If you selected all the Parts of the character body and made different layers, like we talked in the beginning of this project it won't be a problem. Lets try it.

Select in the **layers palette** the **workingCopy**, then go to the tool bar and select the **paint bucket** for now pick any color, **click** into the background of the image. **If parts of your character have filled in**, then you need to use the **magnetic tool**. **Select** both **characters as one**, right click on the selection > **Layer via Copy**. Now they are on there on layer.

Click on the **background layer(workingCopy)** and try again this time only the background should be painted. You can choose any background you like, I used the **Styles palette** and click on **Chrome Satin** to create a background effect.

The last thing I did was I selected the **Characters Layer** and went to **Filter>Eye Candy >Corona** which creates an **outer glow**.

Good luck and have fun. Don't forget to work on the second character...

