

PaintShop Pro Tutorials

by Maureen Eves-Lavis

TITLE: ARTISTS WOODEN MANNEQUIN

Software: PaintShop Pro X7

Web Page: [Creative-Designs](#)

Materials Required: [Supplies.zip](#)

Previous Versions may be used



DESCRIPTION

Wooden Mannequins have been carved by artists for a very long time. This tutorial will show you how to create a digital wooden mannequin using tools in PaintShop Pro such as Vectors, Selections and Effects.

REMEMBER TO SAVE YOUR WORK OFTEN

Download and unzip the files from supplies. There is a Picture tube which you will place in your version of PSP Picture Tubes folder. a timber pattern which goes into the patterns folder.

You will be working with a lot of layers so be sure you name each one, otherwise you can get into a muddle.

Before we begin I would like to give credit to a colleague of mine from PIRC who wrote a tutorial for PhotoImpact - [Create a Wooden Figure](#). This tutorial has been converted for Corel PaintShop Pro from Debbie Hardisty's tutorial.

Tool Tip: If you lose visibility of the nodes, expand the Vector layer to show the sub-layer - New Ellipse. Click on that and all nodes reappear.

If you have difficulty seeing nodes, close the visibility toggle on the sub-layer of the vector layer which hides all fill from the shape.

STEP 1 - HEAD

The images in the workspace can now be closed.

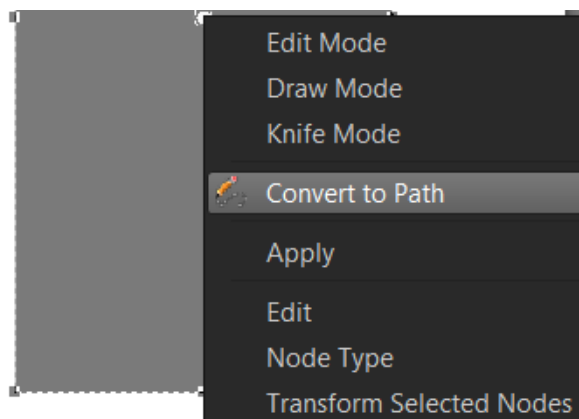
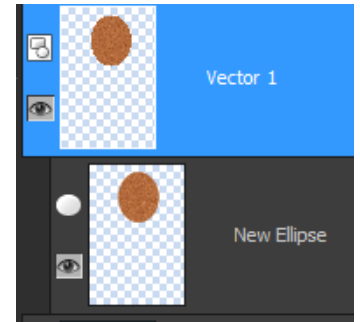
Open a New Image 800x1200 pixels at default resolution. Select a colour of blue or turquoise. This helps see nodes and editing shapes better than white or black.

On the materials palette, background colour, find the wooden pattern. Foreground should be transparent.

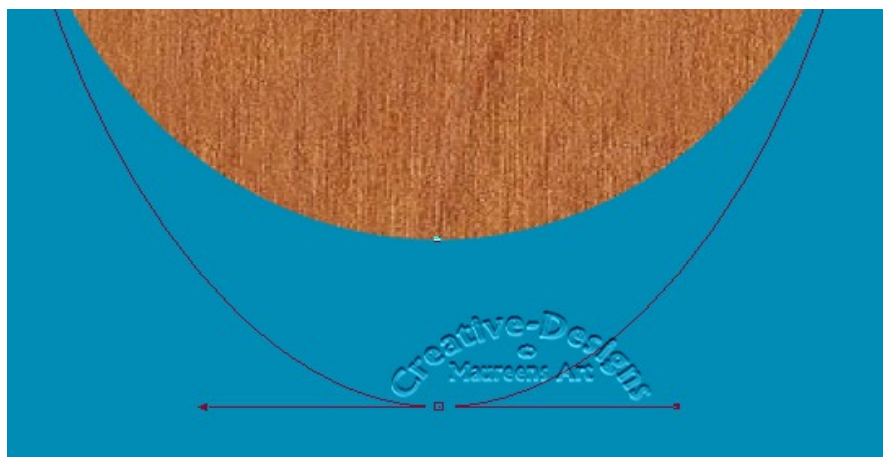
Select the Ellipse tool, with Draw Ellipse selected on the Tools Options Palette. Tick the following boxes if they're not already ticked: Show Nodes, Create on a Vector and Anti-alias. Draw an ellipse. A new layer has been created - Vector 1 and a sub layer.

Use the zoom so you can get quite close to edit nodes.

Right click on the vector object and convert to path.



Right click on the bottom node and pull downwards. Click the Apply button.



Right click on the top node, select Node Type: Symmetric. Pull the control outwards either side of the head. Click the Apply button.



Whilst this shape is still a vector resize it and move to the top of the canvas. Keep selected, go to Selections, From Vector Object.

From Vector Object

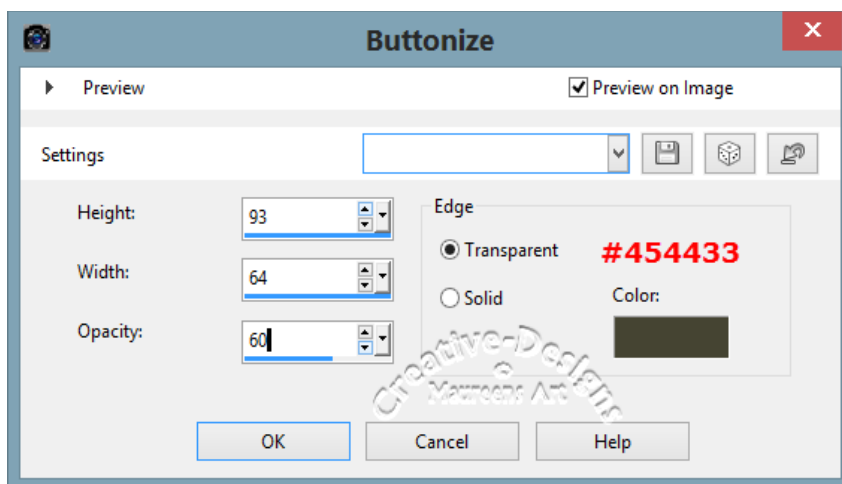
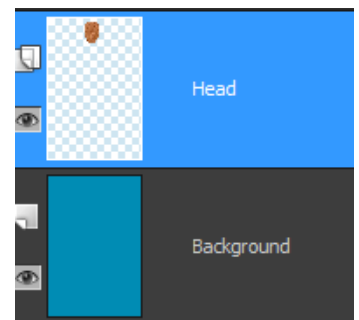
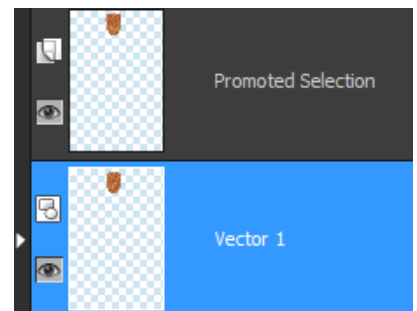
Ctrl+Shift+B

Go to the Vector 1 layer, right click, Promote Selection to layer. The vector layer can now be deleted.

Rename the Promoted Selection layer to Head.

With the selection highlighted, go to Effects, 3D Effects, Buttonise.

Apply the settings shown below. Keep the same colour throughout.



Apply Ctrl+D to deselect the selection.

Click on the head, go to Objects, Align, Horz, Centre in Canvas.

Remember to save as you go in PspImage format.

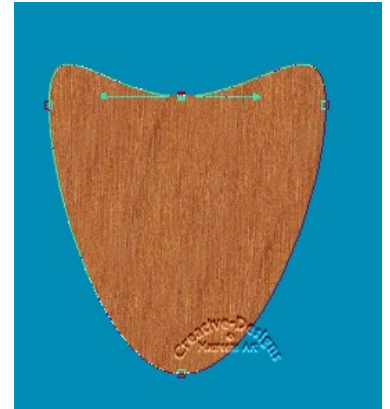


STEP 2 - MAIN BODY PART

Select the Ellipse Tool and draw an ellipse on the canvas.

Change to the Pen Tool, right click the image and Convert to Path.

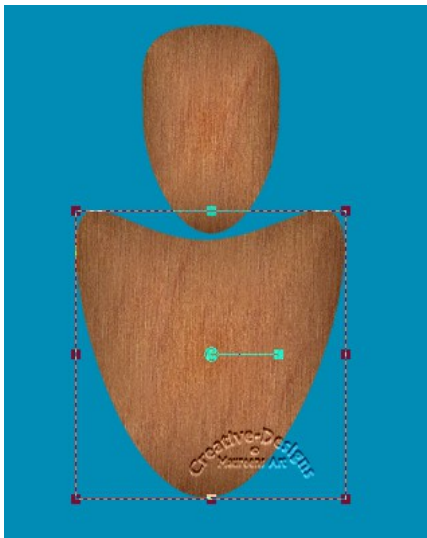
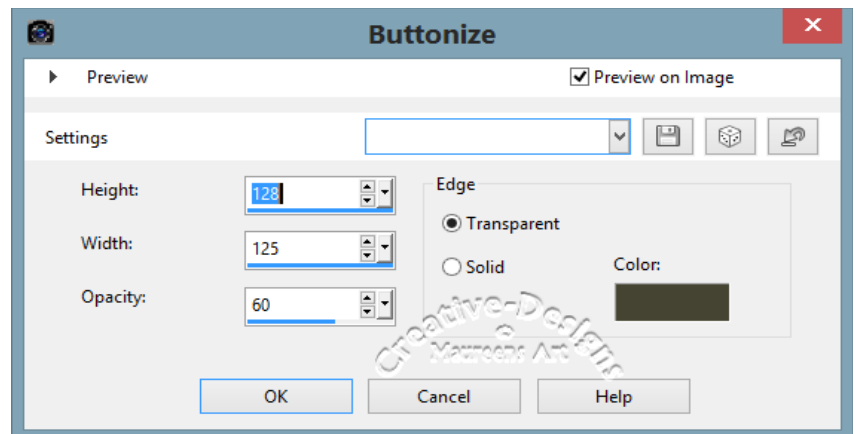
By pulling the top, centre and lower centre nodes, make this shape shown on the right. When done click Apply.



Change to the Pick tool. Go to Selections, From Vector Object. In the layers palette, promote that selection to a layer. The Vector can now be deleted.

Go to Effects, 3D Effects, Buttonise.

Apply the settings shown on the right.

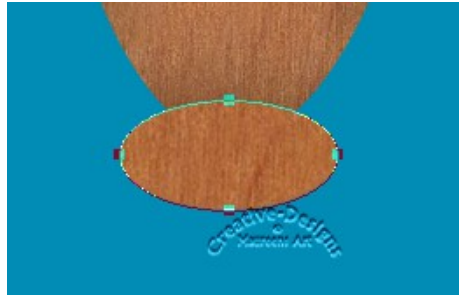


Ctrl+D to deselect. Always deselect before moving any objects otherwise the layers palette will create another selection.

Move the main body part up towards the head. Go to Objects, Align, Horz, Centre in Canvas. The body and head are not touching as there is to be an object placed between them.

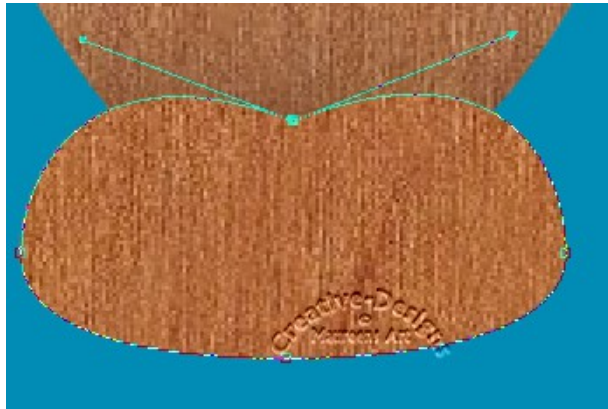
STEP 3 - MIDDLE BODY PART

In the layers palette, select the main body part. Select the Ellipse Tool, Draw Ellipse and draw a small oval.



Change to the Pen tool. Right click on the object and convert to path.

Select the top node, and right click. Edit node, Cusp. Pull the nodes slight up on the right then the left.



When done click Apply.

Change to the Pick Tool. Go to Selections, From Vector Object. Go to the Vector layer and Promote Selection to layer. Delete the Vector layer.

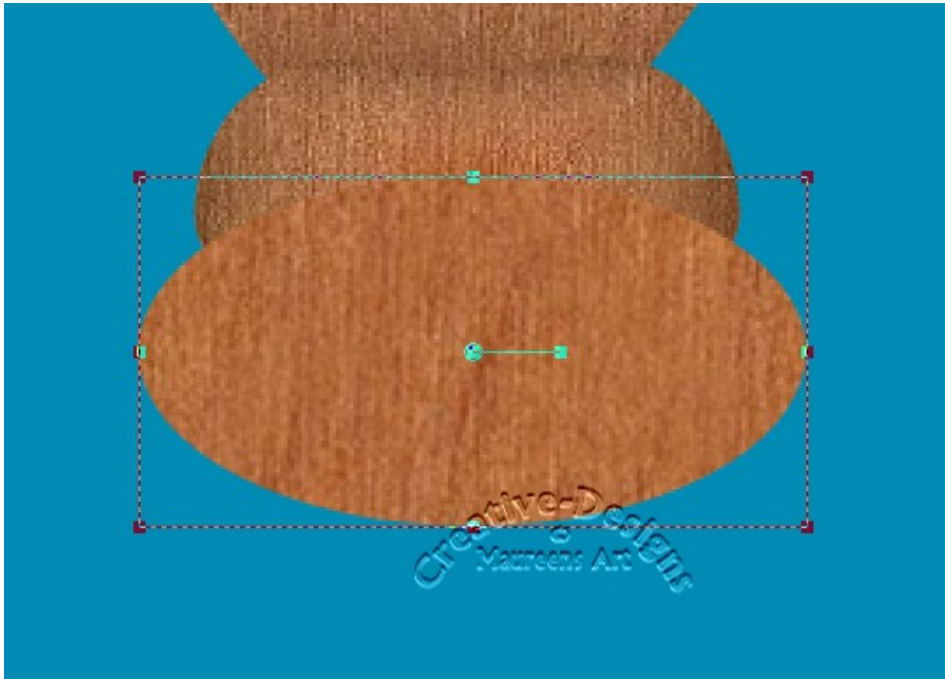
Rename the newly promoted selection to middle body part.

Go to Effects, 3D Effects, Buttonise. Use the same settings as previously. Click Ok then Ctrl+D to deselect object.



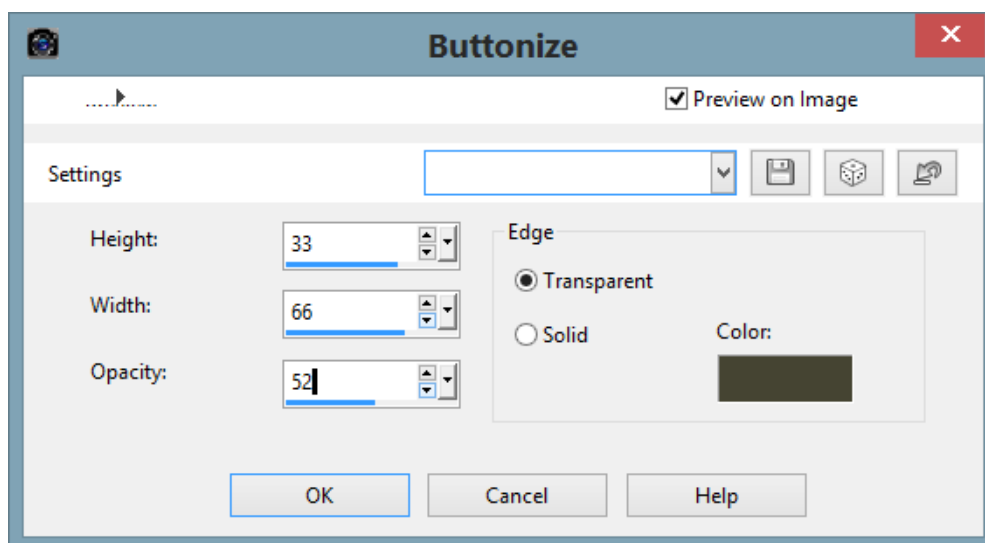
STEP 4 - LOWER BODY PART

In the layers palette select the head. Select the Ellipse Tool with Draw Ellipse from the Tools Options Palette. Ensure Show Nodes, Create on a Vector and Anti-alias are all ticked. Draw the ellipse at the lower part of the body as shown in the image.



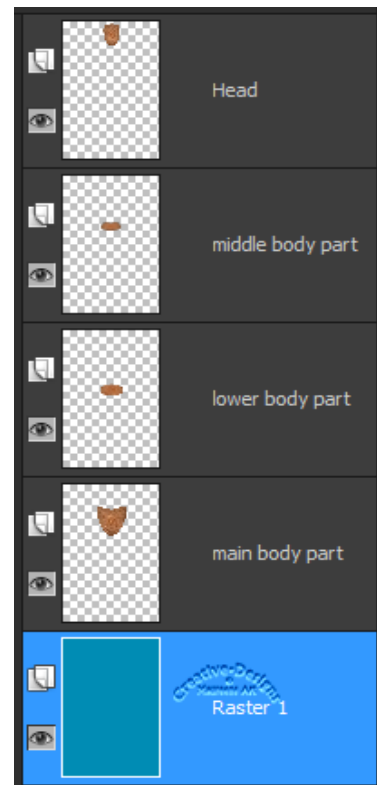
Change to the Pick tool, go to Selections, From Vector Object. Right click the Vector layer, Promote Selection to layer. Delete the Vector layer. Rename the Promoted Selection to lower body part.

Go to Effects, 3D Effects, Buttonise. Apply the settings shown below. Click OK. Ctrl+D - Deselect. Adjust the shape in place.



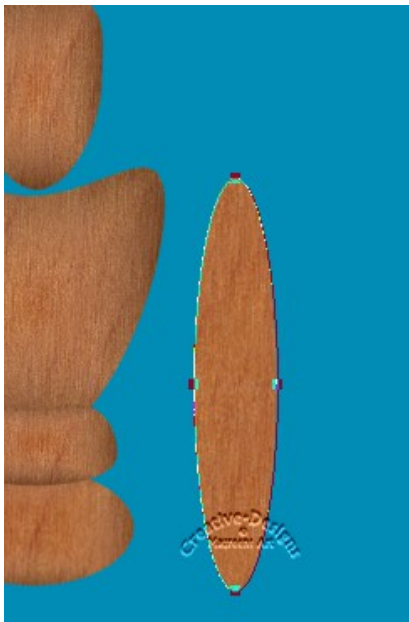
Your image should look like mine below.

Your Layers Palette should now look like mine also.



STEP 5 - ARMS

Select the Ellipse Tool, Draw Ellipse from the Tools Options Palette and ensure Show Nodes, Create on a Vector and Anti-alias are all ticked.



Draw a shape like shown in the image on the left. Make it larger than required as it makes it easier to edit.

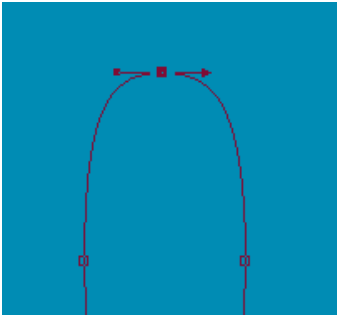
Select the Pen Tool. Right click on the shape, Convert to Path.

Right click on the lowest node,

Right click, Convert to Path.

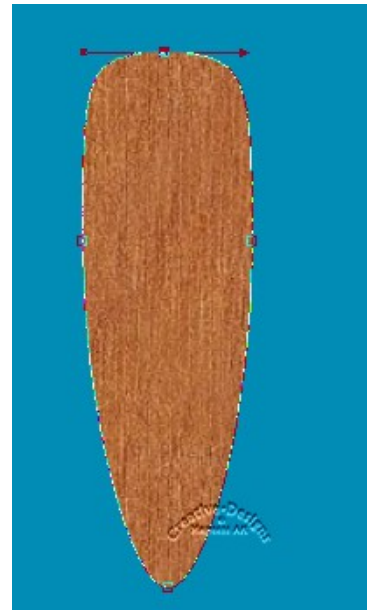
Click on the lower node, hold the left arrow and push in.





Select the top node and push down.

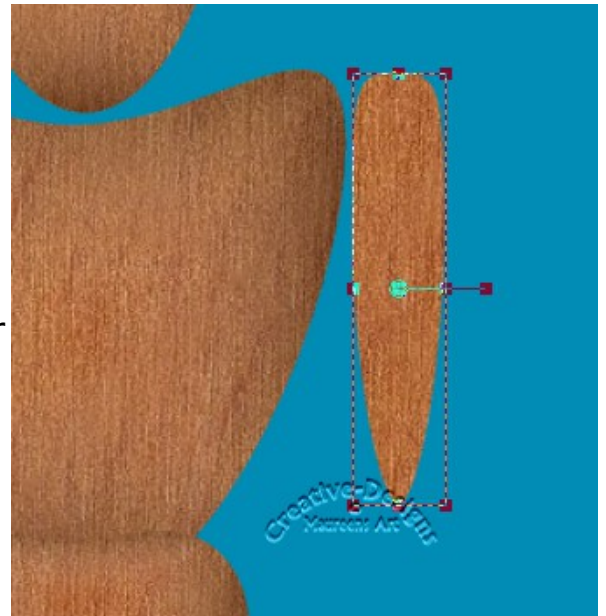
Pull nodes out left and right slightly.
Your image should look like mine on the right.



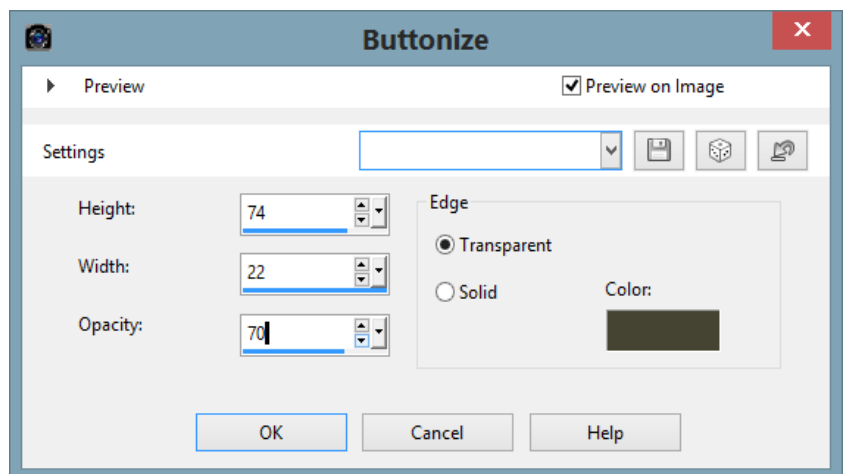
Change to the Pick Tool and resize the shape.
Move it to sit beside the right shoulder.

Rename the layer to right arm upper.

Change to the Pick tool, go to Selections, From Vector Object. Right click the Vector layer, Promote Selection to layer. Delete the Vector layer.



Go to Effects, 3D Effects, Buttonise.
Apply the settings shown on the right.
Click OK.
Ctrl+D - Deselect.



Right click on the right arm - upper layer in the Layers Palette, Duplicate.
Go to Image, Mirror - Mirror Horizontal. The arm has been placed on the left side.
Rename this layer to left arm - upper.



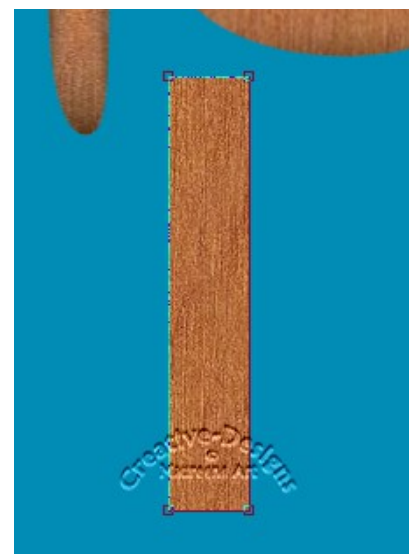
To make the lower arms, select the Ellipse Tool, Draw Ellipse and draw a long oval. Apply the same settings as you did for the upper arms.

Adjust the length of both upper and lower arms. They will be further adjusted before the final merge.

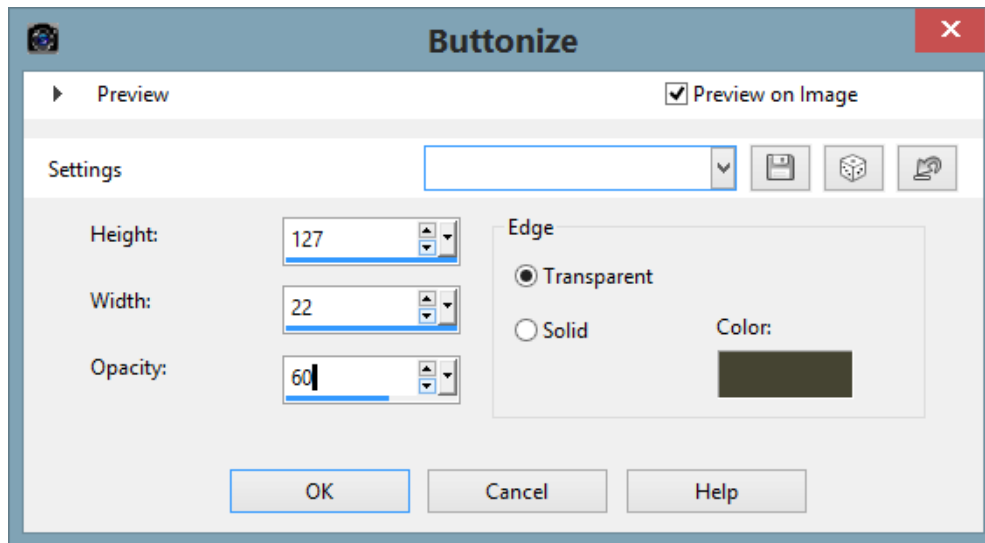


STEP 6 LEGS

Select the Rectangle Tool. Draw an oblong shape.
Change to the Pen Tool. Right click, Convert to Path.
Zoom in close to the top right node. Click it then move towards the centre.



Create the usual selection from vector, promote selection the delete vector layer. Apply the Buttonise settings below.



Rename the layer, left leg - upper.

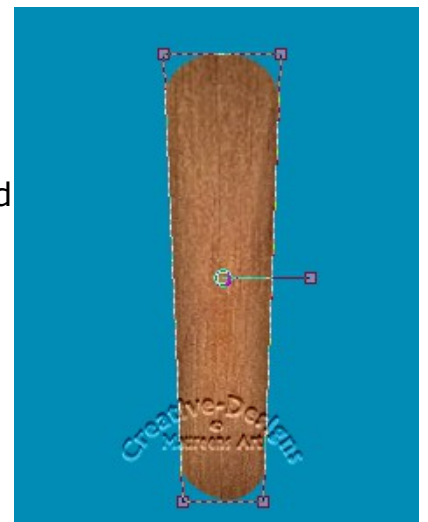
Deselect.

With the Pick selected, go to the Tools Options Palette, Mode and choose Perspective.

Click on the leg and pull the top nodes outwards slightly.

Move the leg so it tucks nicely under the lower part of the body.

Duplicate and Mirror Horizontal.



To create the lower parts of the legs, select the Ellipse Tool.

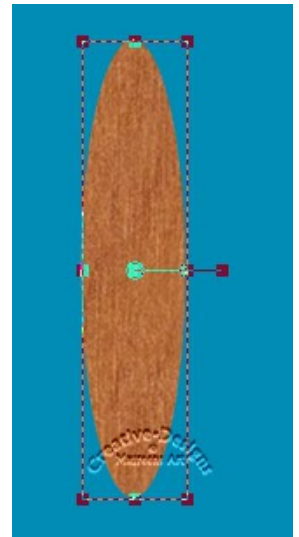
Draw a long oval like the one on the right.

Apply the same settings as above to create the effects on the leg.

Rename the layer, left leg - lower.

Again, duplicate and Mirror Horizontal.

The two lower parts of the leg should look like the image below.



This finishes the arms and legs, but now we have to add feet, hands, the noggins and studs, as well as a stand.

STEP 7 - JOINTS

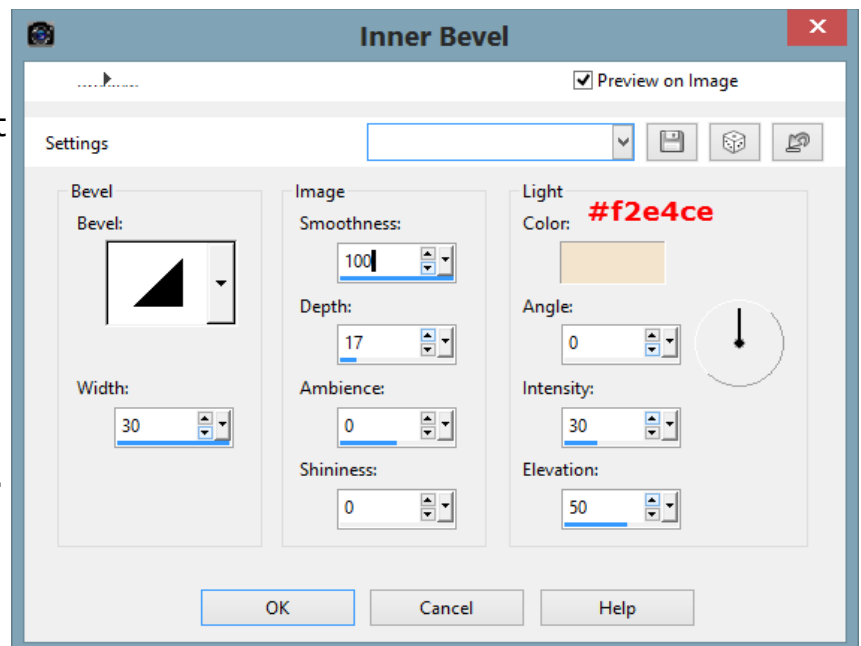
There are nine joints required but we will only make one the duplicate the rest so they are all the same.

On the canvas, draw a circle with the Ellipse Tool.

Selections, From Vector Object. Right click the Vector layer and Promote Selection. Delete the Vector layer. With the Selection layer highlighted, rename it noggins.

Go to Effects, 3D Effects, Inner Bevel. Apply the settings as shown on the right.

Deselect.



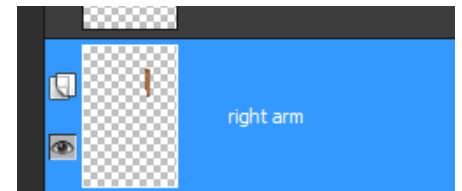
With the Pick Tool, click on the joint and squash it down slightly.
Move the joints layer to the top of the stack in the layers palette.



Place the first joint between the joins of the leg. Duplicate it and move to the other leg.



Duplicate a joint and move up to the shoulder/arm. Here's where there's a few tricky bits. The joint will be forward of the arm so the arm needs to be move up in the layer stack. To do this, highlight the arm, look for it in the layers (it should be highlighted blue), pull the layer up to the top of the stack.



Keep duplicating and adding joints to the areas they are required, including between the neck and body.

Sometimes you will need to move a joint to the top of the stack, when doing the arms.

You will be noticing the large amount of layers and why it is so important to name them. Each joint after the first one is name copy of and a number. There's no need to rename those.

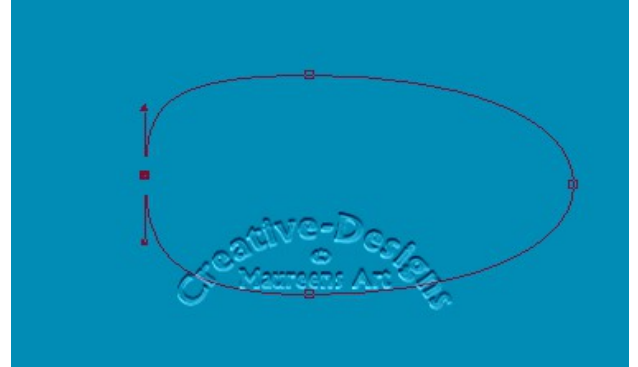
Okay, joints added. Let's make the hands and feet. Joints will also be required for those too.

STEP 8 FEET AND HANDS

Select the Ellipse Tool again and draw an ellipse
Change to the Pen Tool, right click and Convert to Path.



Adjust the nodes as shown in the image on the right.



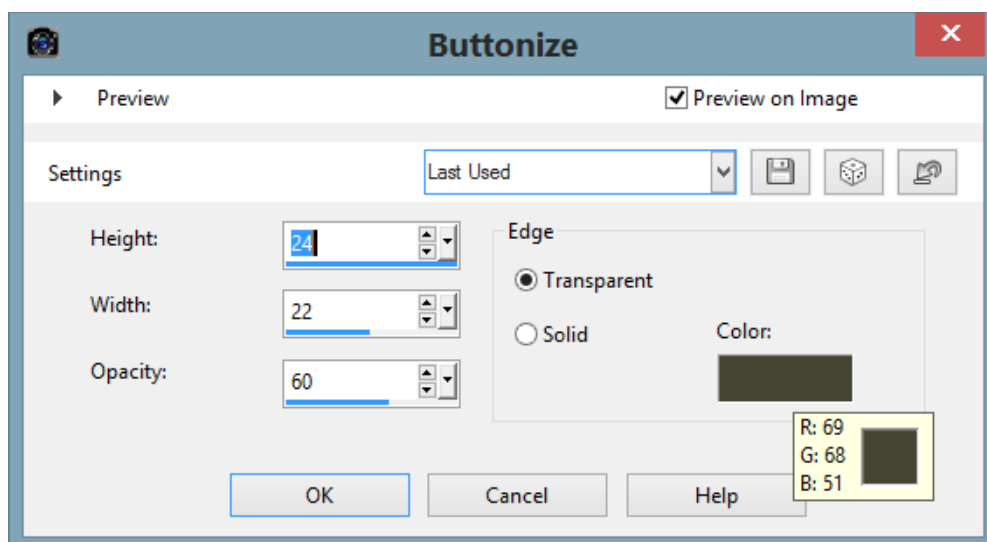
Selections, From Vector Object.

Promote Selection to layer.

Delete Vector layer.

Rename layer to left foot.

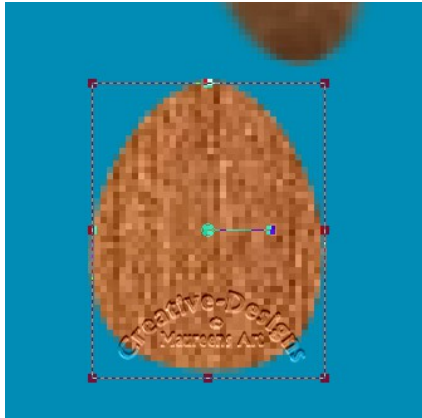
Go to Effects, 3D Effects, Buttonise and apply the settings shown below.



Duplicate a joint and move it down to the ankle area. Place the foot at an angle. Apply the same for the other side.



Now for the hands. Again, using the Ellipse tool, draw an oval shape. Change to the Pen Tool, right click and Convert to Path. Adjust nodes to form a shape like this:



It's a little blurry because I zoomed in 500% to view more closely.

Repeat the steps you made for the foot then duplicate and Mirror Horizontal to complete the hands.

You may have to adjust the limbs slightly to make them look right.

Now to add the studs.

STEP 9 - PICTURE TUBE - STUDS

Select the Picture Tube Tool. Scale 10, Step 326. Make sure Smart Edge is unticked.

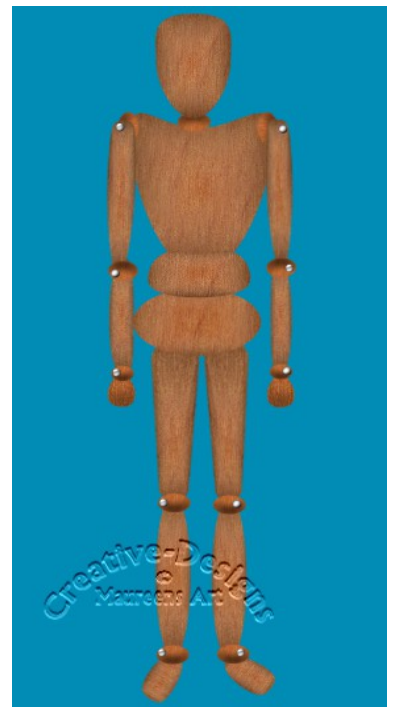
Go to the top of the layer stack and add a new raster layer, rename it studs.

Dab a stud down on each of the joints.

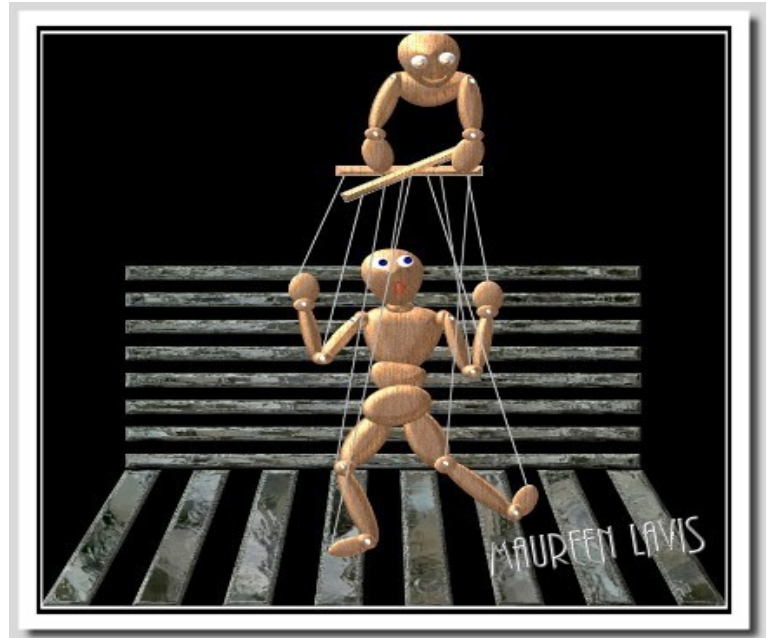
Save as a final PspImage.

Apply the visibility toggle to the coloured background. Right click, Merge, Merge Visible. Click the visibility toggle again to show the background.

Your Artists Wooden Mannequin is now complete.



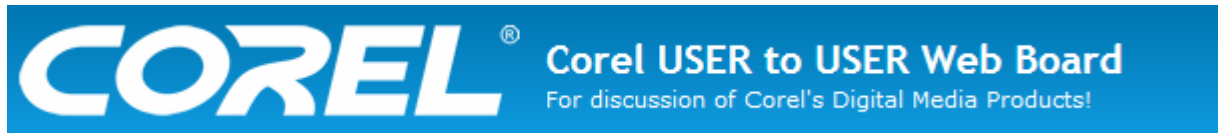
Now that you have the instructions to create this figure, why not do more with it as I did in the image below. You have the PspImage containing the many parts of the image to twist and move the joints to form unusual poses.



I hope you enjoyed creating your artist wooden mannequin.



Join a great community of like-minded people learning art and graphics in the PIRC Forums. There are a lot of activities for PaintShop Pro and also Digital Art, so come and join us!



New to PaintShop Pro, join the Beginner's Workshop for PSP where you will learn the basics of this great software. It's *FREE!*