

PaintShop Pro Tutorials

By Maureen Eyes-Lavis

TITLE: CANDLE IN A BOWL

PaintShop Pro X6

Web Site: Creative-Designs

Materials : Alien Skin EyeCandy 3 Or Upwards (optional)

other versions can be used

DESCRIPTION

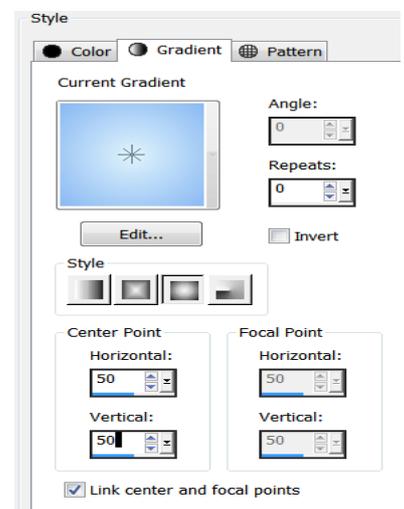
In this tutorial you will learn how to draw with the ellipse tool; applying media, gradients and texture to shapes and selections and using the pen tool. All this will make a lovely bowl containing a candle. The flame is applied with Alien Skin, however, if you don't wish to use it, a wick can just be applied.



Download Alien Skin 3 for free from <http://pircnet.com/downloads.html> Look to the sidebar on the left under the blue heading bar, Free Stuff then Downloads the link is the first in the list.

Open PSP and select a Raster canvas of 600x600 pixels, colour black. Having the dark canvas helps you see the image more clearly.

You need to select a colour for the bowl so go to the background colour (fill) double click it and select a gradient > duotones > light blue.



Under style choose sunburst as shown in the image on the right. Foreground colour null. Go to View and ensure there is a tick beside rulers and guides.

Working on the black background, pull down guides at 100 pixels and a second one to 300 pixels. From the left, drag out a guide to 100 pixels, then another one to 500 pixels.



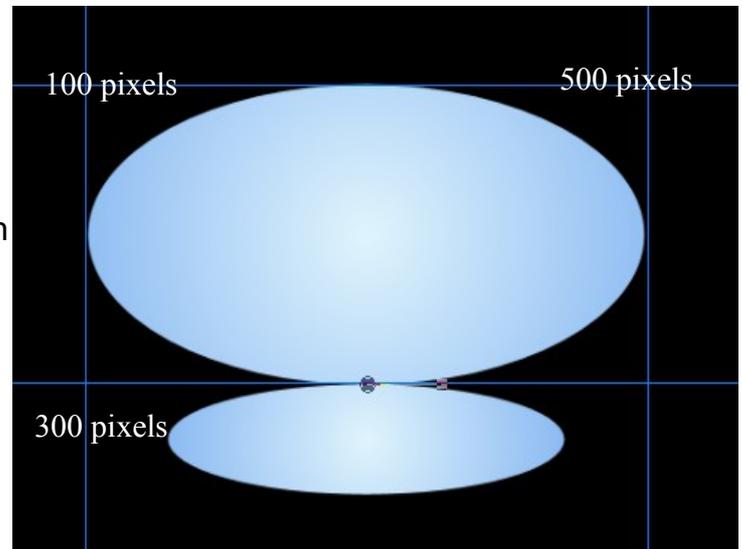
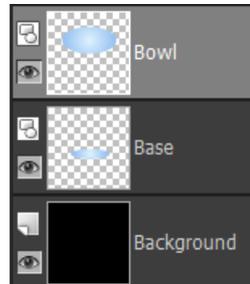
Select the Ellipse Tool and draw an ellipse. Start at the left upper corner and drag across and down to make the ellipse. Click on the Apply tick. The ellipse will now be sitting above the black canvas on its own Vector layer and look similar to the image below.

Click on the black background and from layers add a new vector layer.

On this vector layer draw another ellipse slightly smaller than the first one. Click on the Apply tick. Your image should look like this.

Name your layers as shown in the image on the right.

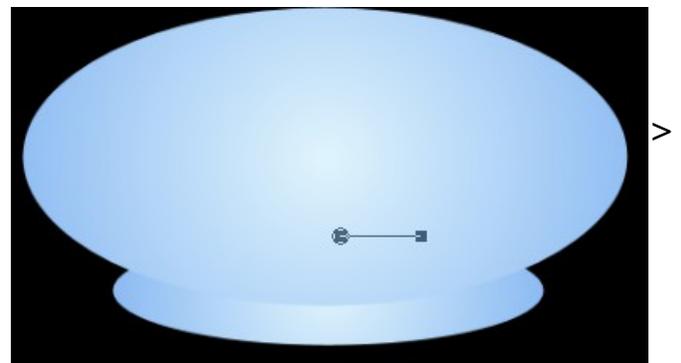
Name the layers as I have done as shown here.



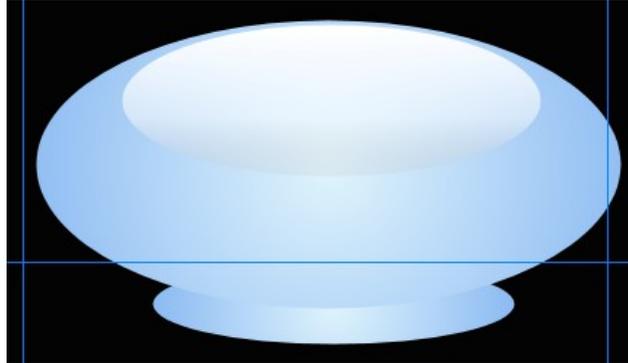
Grab hold of the large ellipse and pull it down to sit on top of the base. Select the bowl layer and add a new Vector layer.

Materials palettes foreground null, background gradient > fading white with linear style and Invert. Angle 0 and Repeats 0.

Draw an ellipse that just covers the top of the bowl. As shown in the image below. With the pick tool, highlight the ellipse and move the node up to narrow it slightly so it fits snugly on top of the bowl.

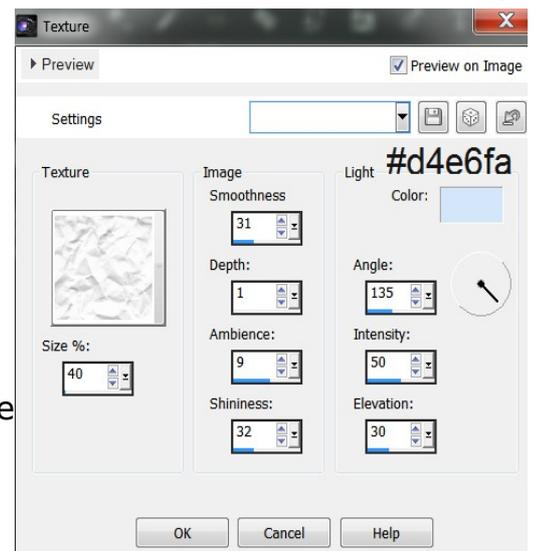


Duplicate this layer. Stand on the duplicated layer, right click and merge down. Do not merge all layers. It is only the two smaller light ellipses that will be merge. You should still have layers with the base, bowl and centre ellipses.

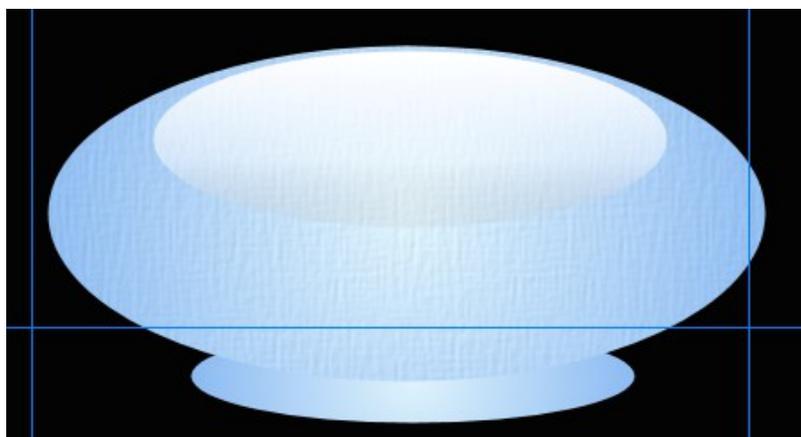


At this stage, you have a pretty bowl and I would suggest you save this as a PspImage file for future use. When saving, click on the options in the save as window and choose PSP9. If you ever wish to share your images for another person to use but they do not have a later version of PSP, then saving this way will enable the user of the earlier version to open the file.]

Highlight the bowl layer. Go to effects > texture. When the dialogue window opens, find crumpled paper in the dropdown window or a texture of your choice. Reduce the size to 40% and the rest of the settings as shown in the image on the right.



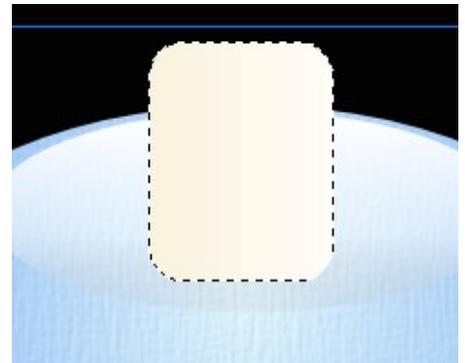
Also change the colour to the same as the bowl.



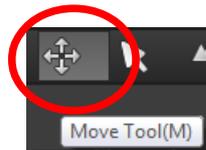
Change the background gradient to duotone > duotone ivory. Linear style, Angle 270, Repeats 0.

Add a new raster layer and name it candle.

Choose the selection tool, rounded rectangle, 0 feather, anti-alias ticked. Draw an oblong shape as shown on the right, select the flood fill, right click to fill with the duotone ivory. Ctrl+D to deselect.



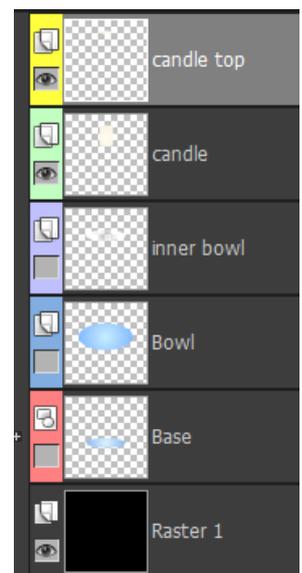
Change to the move tool, drag the candle down to just below the rim of the bowl.



Select the eraser tool, size 12, opacity 18 and gently rub away the candle so it looks as if it is sitting in the bowl. You will be better zooming in to do this.



When working with a lot of layers it is better to name them as it is easy to become confused what layer is what. PSP also give you the opportunity of colour-coding layers, which helps make visibility so much easier. When adding a new layer you will see a small tick box 'highlight in layers palette', double click on the colour material to select colours of your choosing.



Close all the eyes on each layer except the candle and background as shown in the image of the layers palette above.

Add a new raster layer and name it candle top.

Select the selection tool; zoom in and draw an ellipse so that it sits atop the candle. You may need to change to the pick tool to maneuver the ellipse into place. Right click and fill. Merge down so the candle is one layer.



Zoom in to the candle top. From the tools bar, select burn brush. This brush is found inside a drop-down selection of tools. Size 9, opacity 20. Make a few circular movements with the brush at the top centre. Also apply a little down each side of the candle.



Don't worry at this stage if it's not perfect it can be tidied up at the end.

Change the brush to the smudge tool, size 11, opacity 21, leave all other settings as is. Gently smooth out the burn brush strokes.



Now to apply a little dodge. Brush size 7, opacity 10, step 1, all other settings as is. Around the rim of the candle apply a little dodge and smudge lightly.

Select the pen tool. A new vector layer will automatically be added. Name this layer wick.

draw a line about 80 pixels in length and width 10. It must be drawn this large otherwise the EyeCandy, Fire-Candle plugin won't work correctly.

Convert the layer to raster.



With the wick layer highlighted, go to effects > plugins > Alien Skin > Fire. Choose the Candle effect under the folder Small. A candle flame should be attached to the wick.



If the flame doesn't attach itself, go back and make sure you have converted the layer to raster. It will not work on a vector layer.

The wick needs trimming. Select the eraser tool,

Merge down the wick layer so that you just have the candle.

You can now reveal all layers and remove all the guides.



Select the smudge tool, and very lightly brush the bottom part of the wick into the flame.

Change to the burn tool, and add a little darkness to the lower part of the bowl and base.

Apply the dodge tool to the background behind the candle to give a little glow.

I hope you enjoyed making your candle in a bowl. Now try one in your favourite colour and texture.

