

CREATIVE-DESIGNS

Tutorials



Title: Study of Art Media
Software: PaintShop Pro X8
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Skill Level: Beginner to Intermediate
Materials: None



Description: PaintShop Pro has an amazing painting programme, Art Media. In this tutorial you will learn how to use Art Media from scratch then paint a little something. It is quite a lengthy painting, but required to explain Art Media.

If you do not have PaintShop Pro you can download a trial version or purchase a full or ultimate version from Corel [HERE:](#)

Remember to save your work often

Art Media uses a special category of canvas, layers, textures, brushes and tools in PaintShop Pro. Art Media enables you to simulate rich, expressive results when working on a physical pigment media such as oils, chalk or pastel, to name a few. This tutorial will explore the many avenues of Art Media to give you a better understanding of how this media works. A full painting is not done in this tutorial, but there are following tutorials that you will find on my Web Site.

Tablet and Stylus

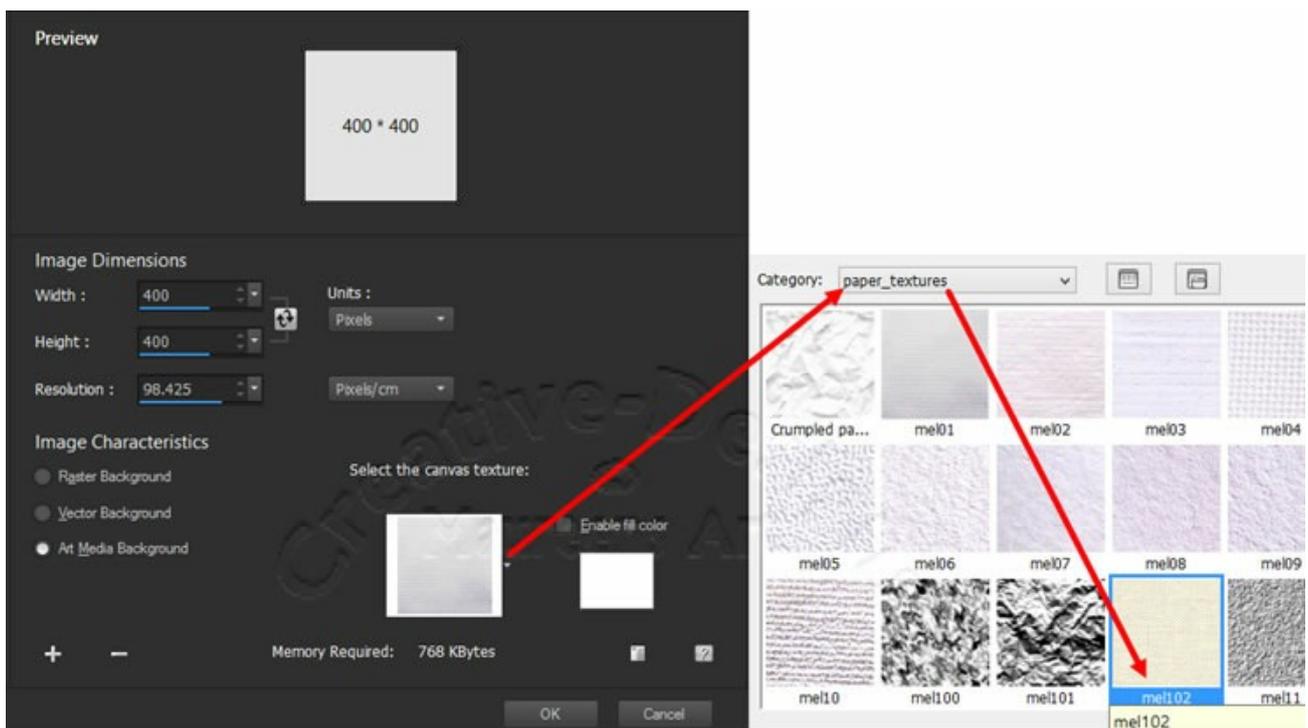
To paint with a mouse can be a little difficult and time consuming, but doable. If you are lucky to have a stylus and tablet that has the pressure sensitivity and tilting that works effectively with painting software, this is excellent. No matter what tablet and stylus you have, using it for digital painting is better than not using one at all. However, you can use a mouse for this tutorial, some of your results may be different, and that's just fine.

Art Media Layers

Only Art Media brushes and tools can be used on Art Media layers, with two exceptions, the Selection tools and Blend Modes.

- If by accident you chose a non-Art Media brush or tool, the Art Media canvas will become a raster layer. You will need to use the Undo button to get back to the Art Media layer.
- If you use the Pen tool a new vector layer will be added above the Art Media layer, it will not affect the Art Media layer underneath.
- Art Media layers can be converted to raster layers to use other tools if you wish.
- When you reselect an Art Media brush or tool, a new Art Media layer will be added above the Raster layer.

Open a New Art Media canvas. You have a choice of a transparent background with texture or a background with colour and texture. For this project choose a white background 600 x 600 pixels. Resolution at default. When painting it is better to choose a large canvas and high resolution, especially if it's your aim to print your painting. For the purpose of this tutorial we will use a smaller canvas.



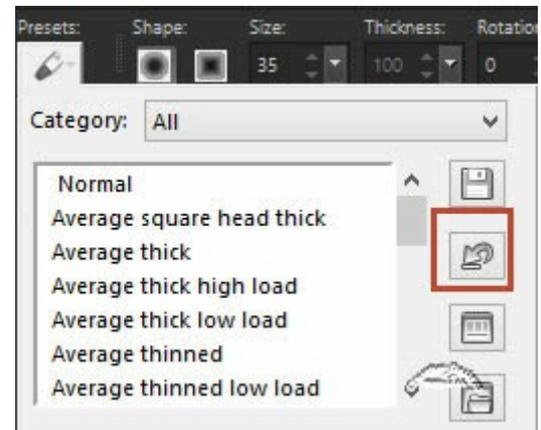
OVERVIEW of Brushes & Tools

To access the Art Media brushes, go to the Tools Toolbar. The oil brush is visible by default. All other brushes and tools are on the fly-out menu. Click on the down arrow to view all the brushes and tools, as shown below. In the toolbar, some brushes are known as 'tools', but really, they are brushes!

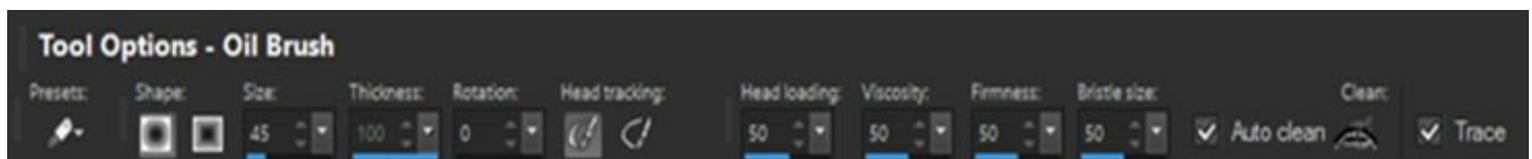


The Oil, Watercolour and Marker brushes are Wet Pigment Media that gives the effect of 'Running out of paint'. Chalk, Pastel, Coloured Pencil and Crayon are Dry Pigment Media brushes. These brushes do not run out of paint. They have less volume than say the Oil brush.

All brushes, except the Watercolour have Presets. Their presets are in the Preset drop-list on the far left of the Tools Options palette. When a brush or tool is selected, click the drop-list to choose a preset. If you create a custom brush and wish to save it, this is where you will save it by clicking on the Save icon. Your new brush will show in the brush category it was saved in.



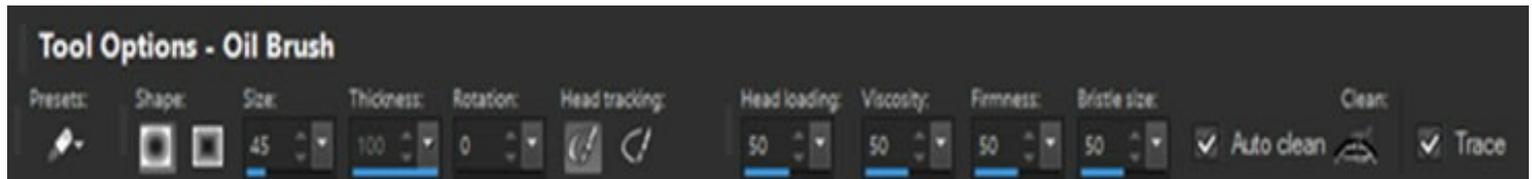
The Tools Options Palette changes to reflect the particular brush or tool you have selected. Below is an example of the Oil Brush Tool Options which has been pulled out of dock. Select the oil brush.



If you can't see all the options on the palette, you may need to click on the little arrow to the far right to make them available.

It is important to understand these options for painting so you can adjust the varying settings for brushes. When a brush has been customised to how you want it, you will want to save that brush for future use. As with other brushes and tools in PaintShop Pro, Art Media custom brushes can be saved too.

From left to right:



- a) Presets: This is where you select a preset for a brush as shown in the image above.
- b) Shape: All brushes and tools can have square or round tip.
- c) Size: Determines the size of the brush tip in pixels. Increase/decrease brush size on the fly by holding the Alt key then pushing the brush forward to make it smaller and pulling backward to enlarge the brush.
- d) Thickness: Defines aspect ratio of the brush head. It is only visible when Fixed Head tracking is activated.
- e) Rotation: Means you can narrow the brushes bristles or shape and rotate the brush to paint at different angles.
- f) Head Tracking: Determines whether the tool head bends around the path of the stroke or remains a fixed angle.
- g) Head Loading: This defines the amount of paint is on the brush at the beginning.
- h) Viscosity: The lower the value the paint will run out quicker. By default it is set at 100.
- i) Firmness: Determines the amount of splay in the brush. The more pressure with the brush the stroke/line gets wider and penetrates the surface/canvas.
- j) Bristle Size: Affects the underlying noise function for texture and application of paint.
- k) Auto Clean: If you tick this box each paint stroke you lay down will be fresh paint. Un-ticked the current colour will mix with the previous colour - known as 'a dirty brush'. Clean Button: If you have Auto Clean un-ticked, you can click this button to clean the brush.

Trace: Applying a tick to this box enables you to trace over an image. You select colours from the image then apply paint on the Art Media layer, thus giving the image a painted look. When sampling colour, always choose just below the centre of the colour.

l) Mixer Palette: Is used to mix colours. Knowing colour to create other colours is the next part of this tutorial.

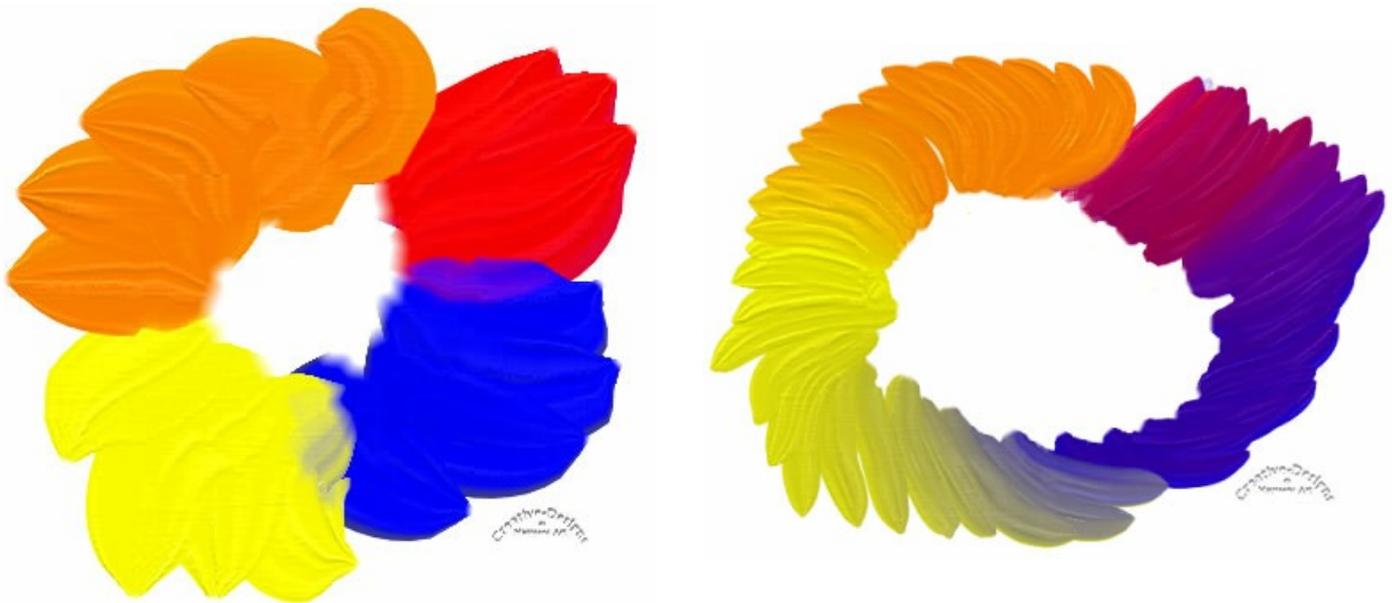
Tip: To clear a canvas of paint, click the Delete Key. To remove steps, use the Undo or Ctrl+Z.

You can select colours from the Mixer Palette or the Swatches palette for this little test. Paint strokes on the canvas with each of the brushes including the Palette knife. Do not apply any settings. Note how the media reacts with the texture on the canvas.

Select the Smear brush and gently blend some of the paint strokes. The Smear tool is used to create a smudging effect on dry pigment, or a smearing effect on wet pigment. Art Media smear brush is not harsh and blends very well. There are a number of presets for the smear brush, particularly finger and thumb smear that resemble rubbing with a finger or cloth. Try them out and see which smear brush preset you prefer. Blending and smearing can also be done with the Palette Knife.



Select the Oil brush. Place a tick in the Auto clean box on the Tools Options palette. If this is not applied, colours will mix together similar to the mixer pad and you could end up with a muddy mess, especially if it's watercolour. This is known as a 'dirty brush'. The image on the left shows paint strokes with Auto clean ticked. The image on the right shows Auto clean unticked. Notice how the colours blend from one colour to the next. Sometimes it is nice to paint with a 'dirty brush' particularly if you want a blended effect.



Make sure the dropper tool is selected on the Mixer Palette otherwise you won't be able to select colour.



Increase the size of the brush to 60. Select an orange colour, paint a few strokes on the canvas. The paint is thick and creamy.



Head loading: 3 - This will reduce the amount of paint on the brush at the beginning of the stroke.

Viscosity: 2 - The paint will run out a little quicker with a lower value.

Firmness: 7 - A lower firmness reduces the amount of splay. A higher value with pressure applied to the brush, the wider the stroke will be. With the mouse, the stroke will be the same thickness.

Brush down firmly to achieve a nice thick stroke with texture showing through. Apply lighter, softer feathery strokes to achieve thinner/finer strokes. Do you see the different thicknesses in the strokes?



Unfortunately, the paint stroke differences do not work very well with a mouse. Having a stylus and tablet gives you the control to paint heavy and light strokes without changing settings or painting with pressure, tilt and sensitivity.

Select the Oil brush. On the Tools Options palette apply the following:

Shape: Round

Size: 35

Head Tracking - Fixed Angle. Once Fixed Angle is set, the Thickness slider becomes active. Change the Head tracking to Track Path and see the difference in the brush strokes. Head Tracking actually determines whether the brush head bends around the path of your stroke, or remains at a fixed angle.

Head Loading: 4

Viscosity: 4

Firmness: 2

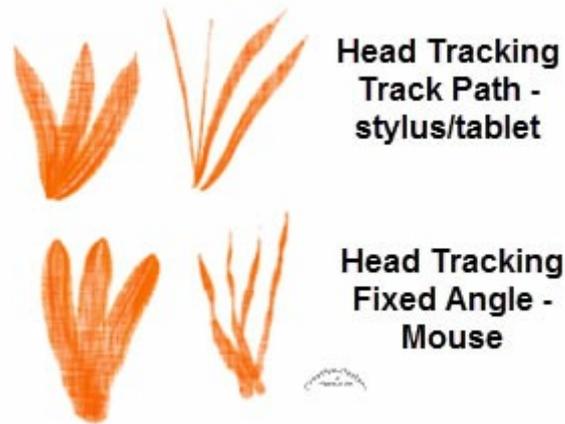
The Bristle size affects the underlying noise for texture and application of paint. Leave this at default.

Auto clean: Ticked.

a) Paint about 8 leaves. Start painting at the bottom and brush up, flicking the brush stroke upward.

b) Change to Track Path and apply a few more strokes.

From the image below, you can see the differences between the two Head Tracking settings and whether a mouse or stylus is used.



c) Change the colour to green. Keep the same settings as above and paint strokes to form large leaves as shown in the image below.



d) Clear the canvas by clicking the Delete key.

Watercolour Brush

Change to the Watercolour brush. Select a blue/purple colour. Tick Auto clean box.

Brush size: 50

Head Tracking: Track Path

Head loading to 80

Viscosity: 88

Firmness: 98

Bristle size: Default

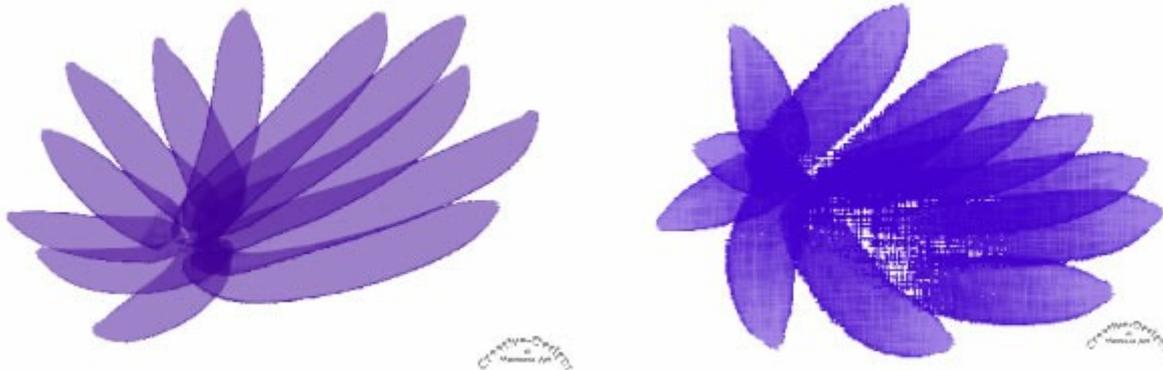
The texture shows through the pigment, as shown in the image on the below right.

Watercolour can be re-wetted by right clicking on the layer in the layers Palette, select Wet Art Media layer.

Alternatively, when a watercolour stroke is laid down, you can dry it immediately by applying Dry Art Media layer. This also applies to the other wet media brushes.

Paint strokes on the canvas. Paint over previous strokes and note the media darkens as you paint. This is because it is a Wet Media and the colour builds up. Paint strokes as shown in the image on the left.

Keeping the watercolour brush and settings above except for Head loading. Reduce it to 42. Paint strokes on the canvas as shown in the image on the right. You will notice that the canvas texture shows through the paint giving a nice effect.



Clear the canvas by clicking the Delete key.

The Mixer Palette

It's a lot of fun selecting colours, mixing and creating your own. Let's learn how?

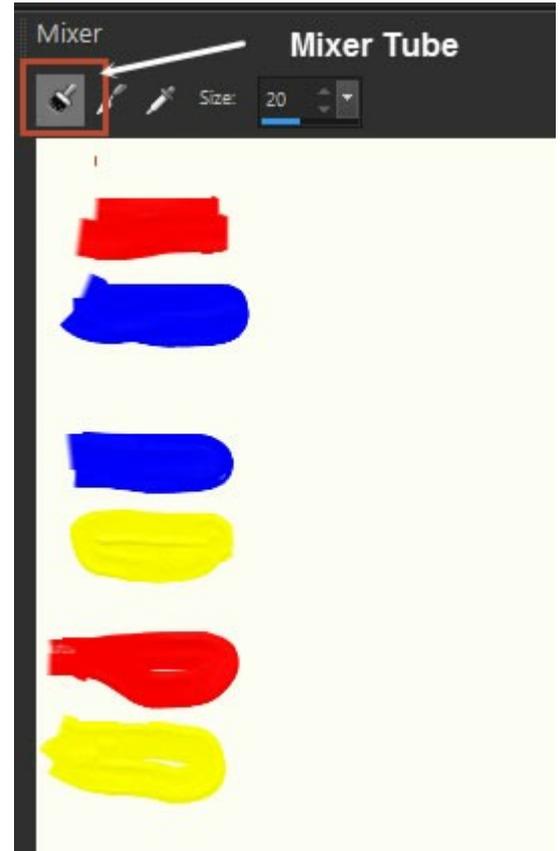
Select the Dropper tool choose the following colours from the swatches palette. Add the colours to the Mixer palette as shown below.

Red #ff0000 -- R: 255 G: 0 B: 0

Yellow #ffff00 -- R: 255 G: 255 B: 0

Blue #0000ff -- R: 0 G: 0 B: 255

To mix and blend colours together, select to the Mixer Knife . Start mixing by first selecting the red paint and brush out to the right. Do the same to the blue, but paint into the red bringing the two colours together so they blend making a purple colour. Do the same to mix the blue and yellow, and red and yellow.



If you make a mistake and wish to undo it, use the Undo/Redo button on the lower edge of the Mixer Palette menu.



Where the red and blue has been mixed to purples, add a little white paint to the right as shown in the image below. To do this, click on the dropper tool on the Mixer palette, go to the Swatches palette and click on white. Go back to the Mixer palette, change to the Mixer Tube and paint to the left of the mixed red and blue/purples.

Red and blue make purple. The more red applied the more vibrant the purple. Add more blue and the purple is a little darker. Adding white lightens the colour more - this is known as making a Tint. Adding black, darkens the colour and is known as making a Shade.

You have now created Secondary Colours. Apply a little white paint to the right side of the red and blue mix, as shown below. You can always add more colour if needed.

f) Look at the image below how colours are mixed to produce secondary colours.

g) Save this Mixer Page. Click on the Mixer Menu and Save Page, then click OK. The page is saved in your PaintShop Pro Folder / (or your version) Mixer Pages.



[View a WebVideo about the Mixer Palette here.](#)

Painting with Multiple Colours

This is a lot of fun painting with multiple colours on the brush. This of course can only be done with Art Media.

Select the Oil Brush. Go to Presets and choose the Stroke Old Thick. Don't change any of the settings as you are using a preset. Increase the brush size to 65.

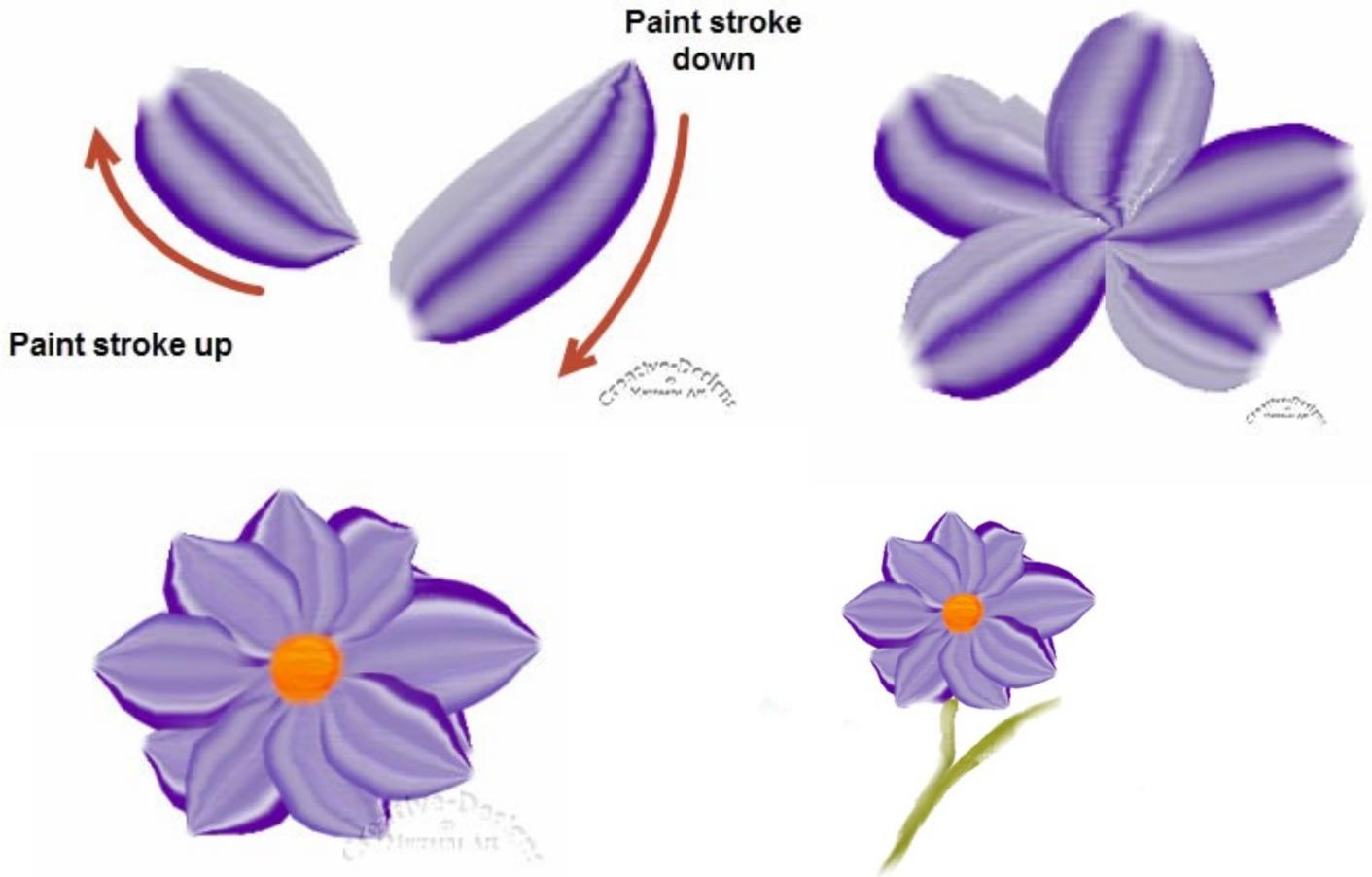
Make sure the Dropper tool is activated in the Mixer palette. Remember to use the Delete key to clear your canvas and the Undo to remove paint strokes.

Place the Dropper tool down on the Mixer palette near the purple/grey/white colours. Move the dropper tool around. Look at the layers Palette. You are seeing variations of the colours. Yours may differ and that's okay. Paint on the canvas with small, quick strokes. This

gives a petal look. Try different colours.

Select your own multi-colours and paint petals as shown below. When done, change colour to orange/yellow and dab in the centre. Now you have a pretty multi-coloured flower.

Clear the canvas with the Delete key and minimise.



[View a WebVideo about Multi-colour brushes here.](#)

Palette Knife

The Palette Knife also works with multiple colours.

Open a New Art Media canvas 400x400 pixels with a white background. Use a heavy texture. Select the Palette Knife and apply these settings:

Shape: Square

Size: 200

Thickness: 2

Rotation: 0

Head Tracking: Fixed Angle

Head Loading: 100

Auto clean: Ticked

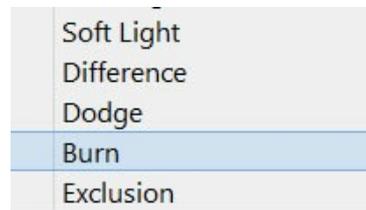
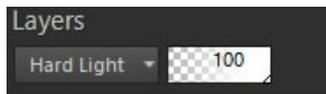
These settings make a large Palette Knife. Go to Presets and Save it. Go to Presets drop

list, click on the Save icon. When the dialogue window opens, give the palette knife preset a new name. Click OK.

Tap the dropper tool on the orange/yellow paint on the Mixer palette, so you get bright, bold yellow, red fiery colours as show below.

Drag the palette knife from the left to right, then right to left until the canvas is filled. You can create lovely painted backgrounds with painterly effects.

Add a new art media layer. On the Layers Palette, change Mode to Burn. Change colours on the mixer palette to the blue/yellow green by placing the dropper tool so you pick-up the colours.



From the Tools Options palette, apply a Rotation of 90 degrees. The palette knife is now horizontal. Drag the knife across the canvas. Lift the knife and apply short, wiggly strokes to form patterns. Again, try it with different colours, and



modes. You never know

what background creation you can make. The image can be saved or closed if you do not wish to keep it.

I hope you have enjoyed learning a little more about PaintShop Pro's wonderful Art Media.

You are welcome to join the PIRC Forums where there is a great community of graphic artists all learning together [HERE](#).