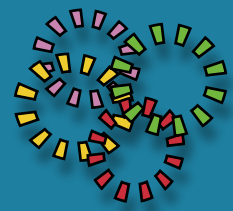


CREATIVE-DESIGNS

Tutorials



- Title:** Trace and Paint with Art Media
- Software:** PaintShop Pro All versions with Art Media
- Author:** Maureen Eves-Lavis
- Website:** [Creative-Designs](http://Creative-Designs.com)
- Skill Level:** Beginner
- Materials:** [Zip File](#)



Description: Art Media uses a special category of canvases, 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 teach you how to use the tracing feature and then using the brushes to paint the apple

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

TABLET AND STYLUS

Before starting with Art Media, I would like to mention about a Tablet and Stylus. Using a tablet and stylus gives you more control and versatility. The pressure sensitivity and tilting allows you to create different sizes and variations in paint strokes. Digital drawing and painting with a mouse can be a difficult and time consuming, but doable. Painting with a mouse to painting with a stylus the differences are more noticeable.

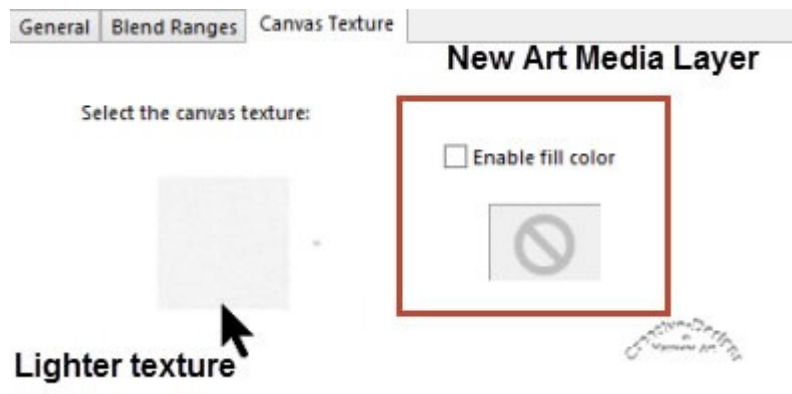
TRACING

Open the red apple image in the workspace. Duplicate the image Shift+D then close the original. Select the Coloured Pencil. Apply these settings on the Tools Options Palette.

- Size: 5
- Thickness: 32
- Head tracking: Fixed Angle
- Style: Tip
- Softness: 13
- Trace: Ticked.

This is a nice fine pencil to draw with. How about saving it? Open Presets and click the Save button. Name it: fine-drawing pencil. Click Save That was easy!

Go to the layers Palette lower toolbar. (do not hold the Ctrl key to select this layer) From the New layer drop-list select New layer, New Art Media layer. When the dialogue window opens, click on the Canvas Texture tab. Select a fine texture paper. The canvas is to be transparent. Click OK.



The pencil tip will have a small icon showing it's in tracing mode. Start drawing around the contour of the apple on the Art Media layer. The colour will change as you draw around the apple, because you are tracing. Don't worry if the outline is not perfect. If the line strays too far and you are using a tablet and stylus, the eraser on the stylus works very well to erase paint. If using a mouse, use the Art Media Eraser.



Rename this layer to Art Media Sketch.

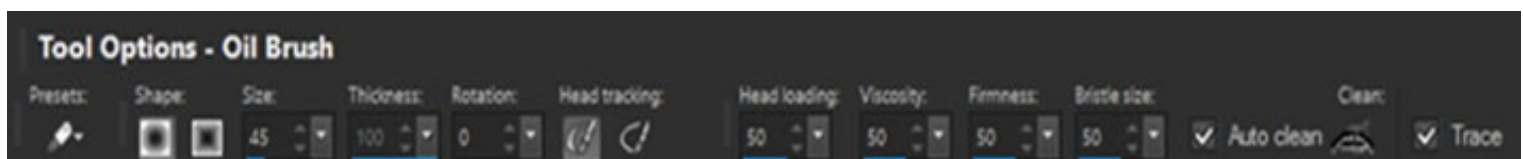
You cannot hide the apple image and trace at the same time, the image must be visible at all times. When you have finished drawing, you can hide the background image by applying the visibility toggle. You now have an outline of an apple.



PAINTING

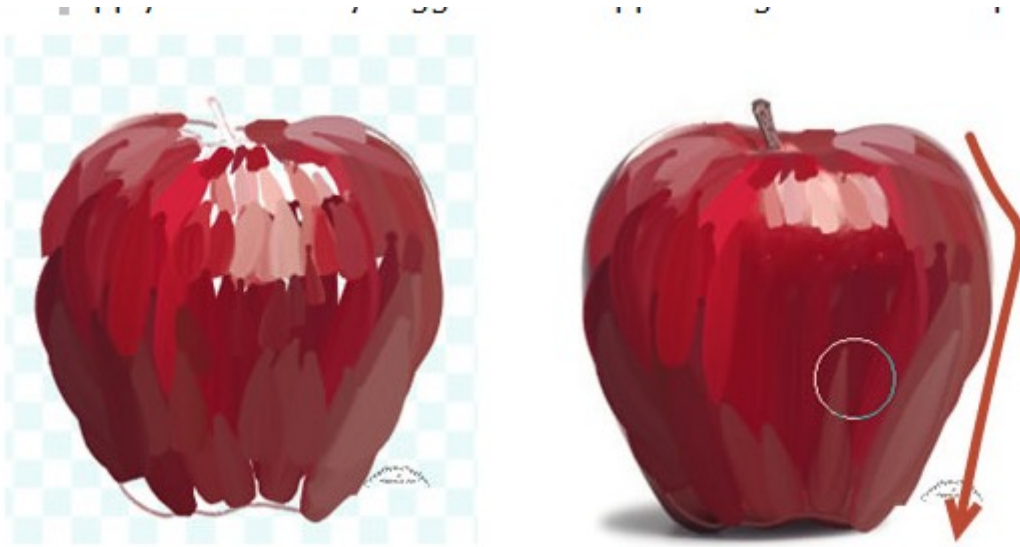
The best brush to paint the apple with is the Oil Brush. Select it. Apply the following settings to the brush from the Tools Options palette:

- Shape: Round
- Size: 45
- Head tracking: Track Path
- Head loading: 50
- Viscosity: 80
- Firmness: 10
- Bristle size: 50
- Auto clean: Ticked
- Trace: Ticked.




Hold the Ctrl key while selecting a New layer from the drop list and choose a New Art Media layer to sit above the Art Media sketch.

Begin painting with relatively small to medium downward strokes, as shown in the images below. Apply the visibility toggle to the apple image to view the paint strokes.



Don't be too concerned about a few areas not covered with paint. The Smear brush will take care of all that.

Change to the Smear brush.  Go to Presets and select Thumb. There is no Trace available when applying the Smear brush. The sketch and photo can be hidden while you are smudging.

Begin smudging and smoothing the paint to the contours of the apple. The image below shows the smudging has gone over the edges, this can be erased or further smudged before completion. Keep smudging until the paint is nice and smooth.



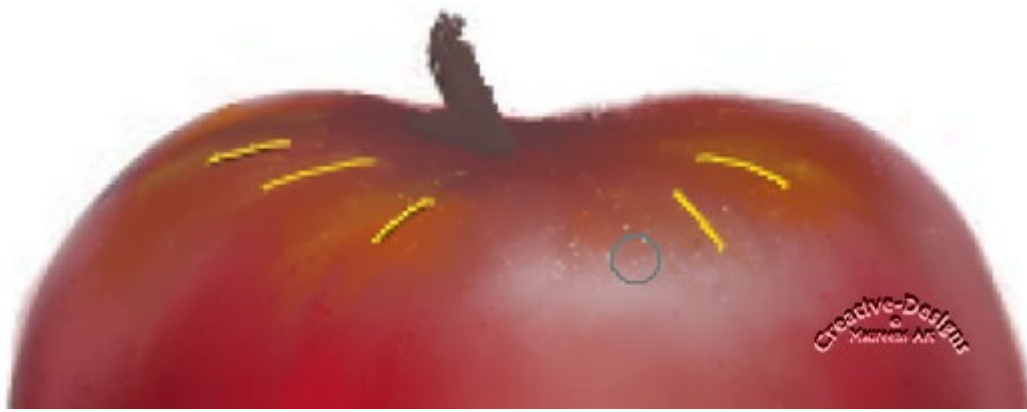
Change to the Oil brush Size 10, untick Trace. Select the following colour #52403e and paint the little stem.



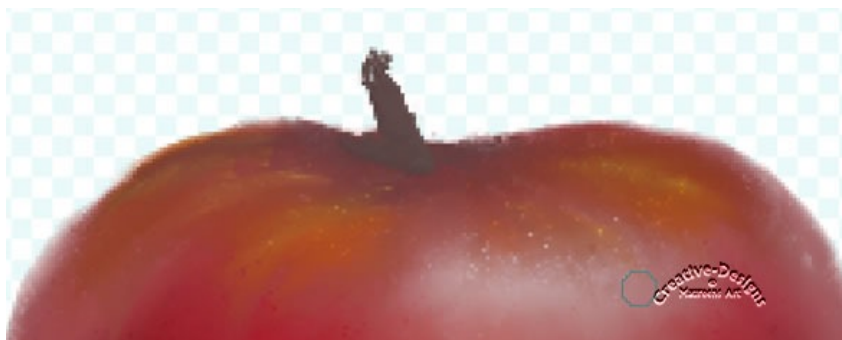
Reduce the brush size to 6, select white colour and dab a little white on the light part of the apple as shown below. Change to the Smear brush, Thumb Preset, reduce size to 10 and lightly blend in the white.



Oil brush again, size 5. Select an orange/yellow colour from the Mixer Palette.



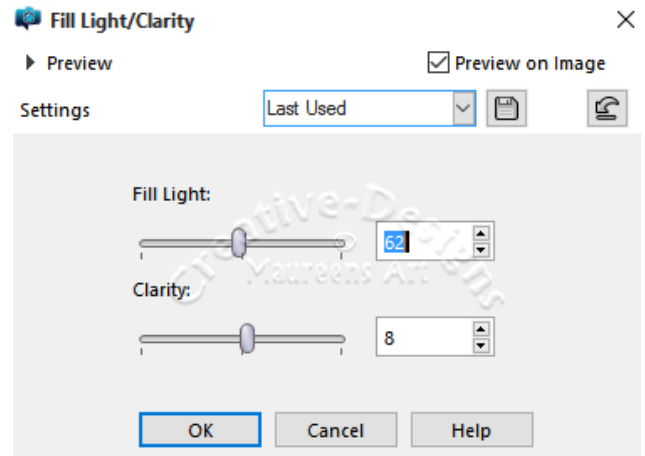
Change to the Smear brush, Thumb Preset and smudge / blend those lines in the shape they are painted.



Tidying up your painting. Check around the edges for stray painted pixels. If some areas still need a little blending, then do so. Blend with the Smear brush at the base of the stem by pulling paint down and blend into the top of the apple. Remember, it's a painting, not a photograph.

Delete the sketch and photograph from the layers palette.

Go to Adjust, Brightness and Contrast, Fill Light/Clarity. Fill Light 42 and Clarity 8. This will give the apple a nice boost.



Your apple sketch and painting is now complete.

I hope you have enjoyed learning how to Trace and Paint with Art Media.

Do you wish to learn more about Art Media, visit [Creative-Designs](#) web site.

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