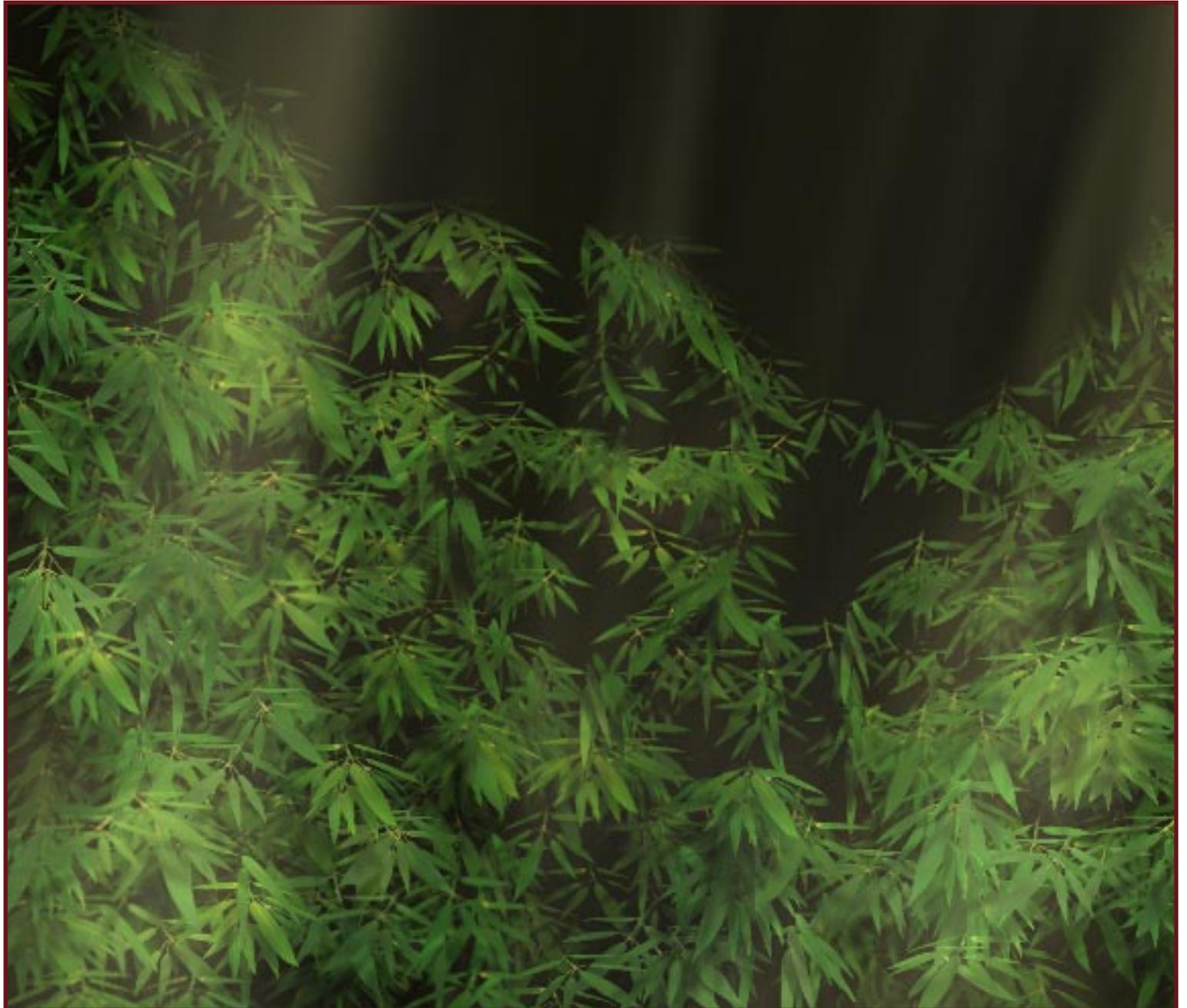


Painting Nature With Jungle 2D

Here is a step by step tutorial on the techniques used to create a jungle type image like the one shown here. It's uses one, small tube found on Jungle 2D.

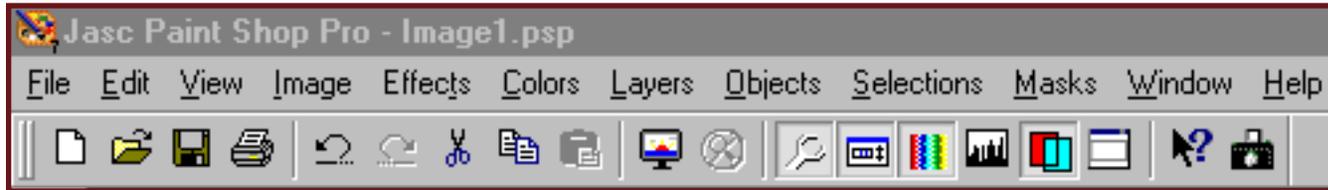
The tutorial takes about an hour to complete. A more detailed approach can add to that time, but those efforts generally add to enjoyment as well. In other words, don't feel limited to the methods or techniques mentioned here. Try new and different approaches. The whole point of the exercise is to expand your creative horizons.

The tutorial is written for Paint Shop Pro 7™. Some of the instructions may conflict with earlier versions of Paint Shop Pro™ so be sure to keep your manual nearby. If a particular step doesn't appear to apply in your version, refer to the manual or help files to find an alternative. We've kept the use of features relatively basic, so most of the time



differences involve “user interface” changes rather than program capabilities. Virtually all of the referenced techniques have alternative solutions so don't get discouraged if you run into an obstacle.

- 1) Okay, here we go, copy the Bamboo_S tube and paste it into your Tubes folder. The Tubes folder is found inside the Paint Shop Pro 7 folder. The likely DOS path is C:\Program Files\Jasc Software Inc\Paint Shop Pro 7.
- 2) Once you've copied the Bamboo tube into the tubes folder, launch Paint Shop Pro
- 3) Create a new image by selecting the File menu and choosing New, or click on the white New icon. The command key combination Ctrl+N works as well.

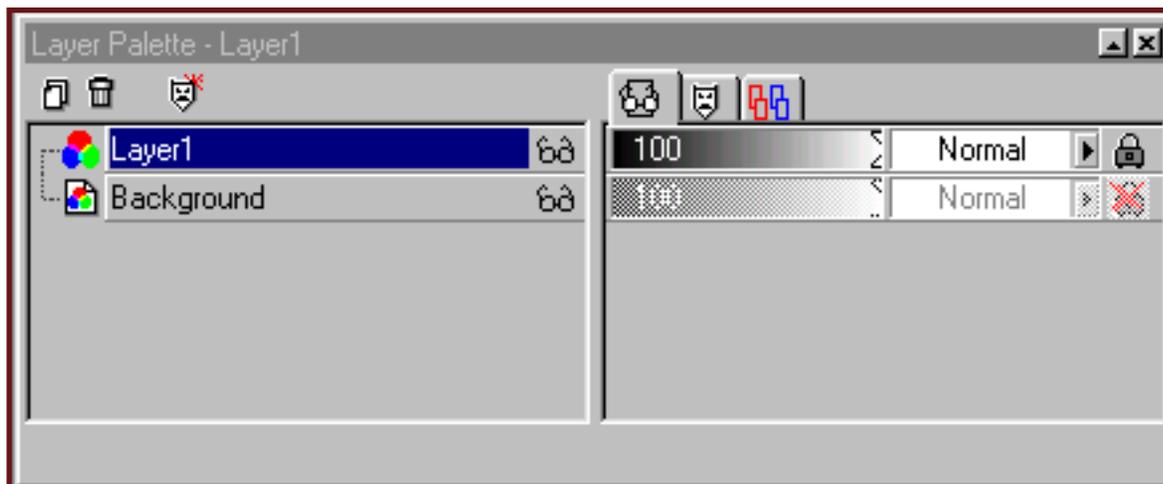


- 4) Make the dimensions 600 by 600 pixels and select Black as the Background color.

- 5) Choose the Picture Tube brush.

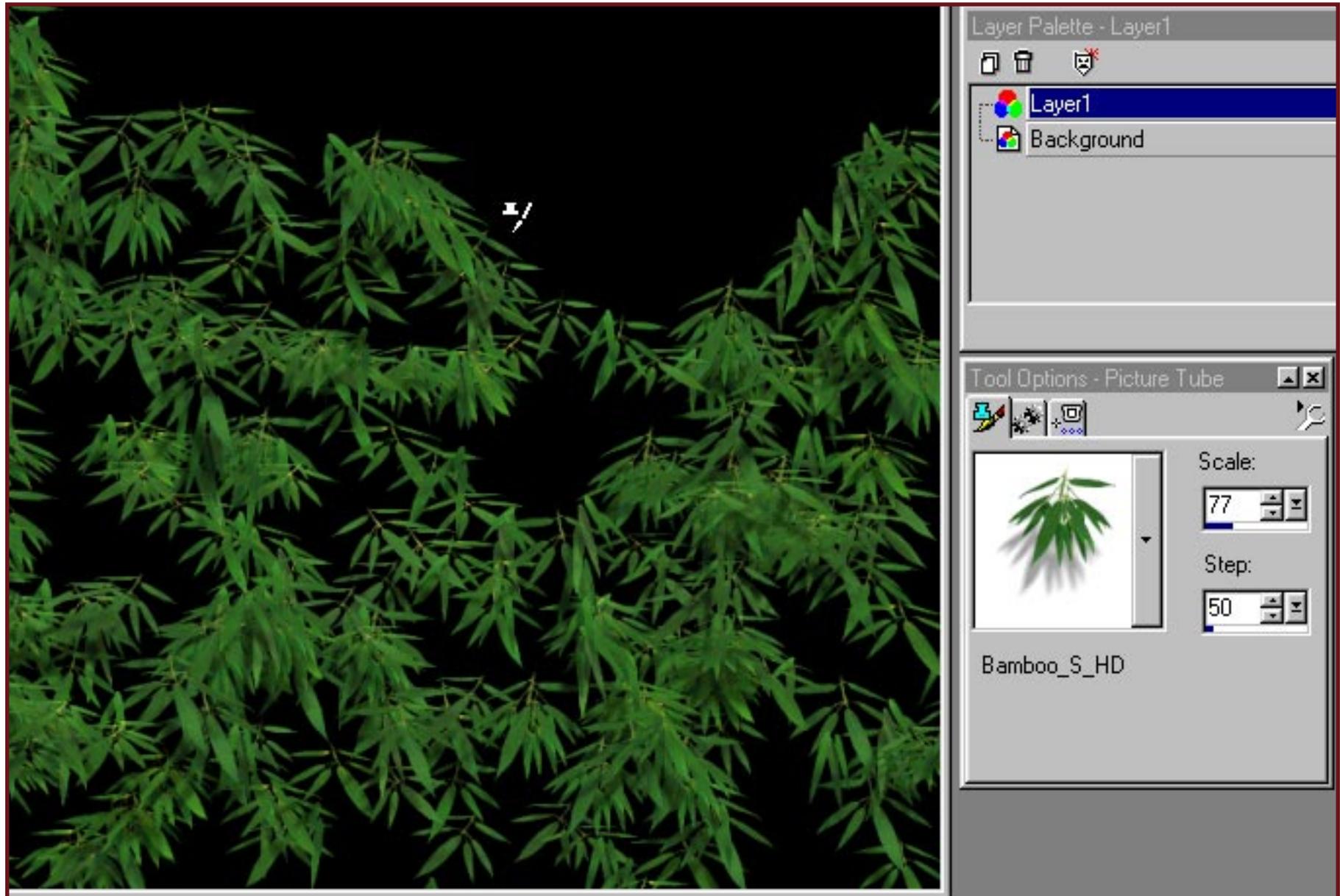


If you find that the Layer or Tool Options palettes are not visible, expand the View menu and select ToolBars at the very bottom. Once the Toolbars palette is open, check the Layer Palette and Tool Options Palettes and click on the Close button.

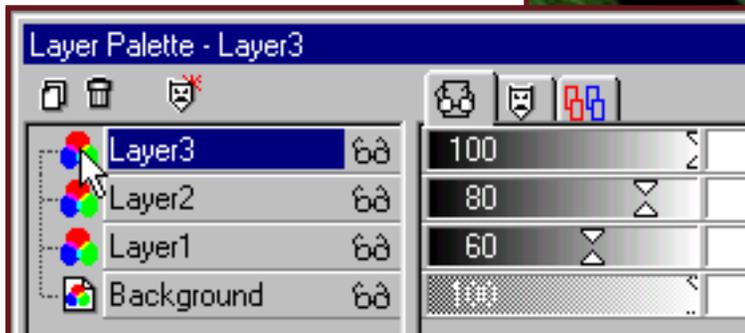
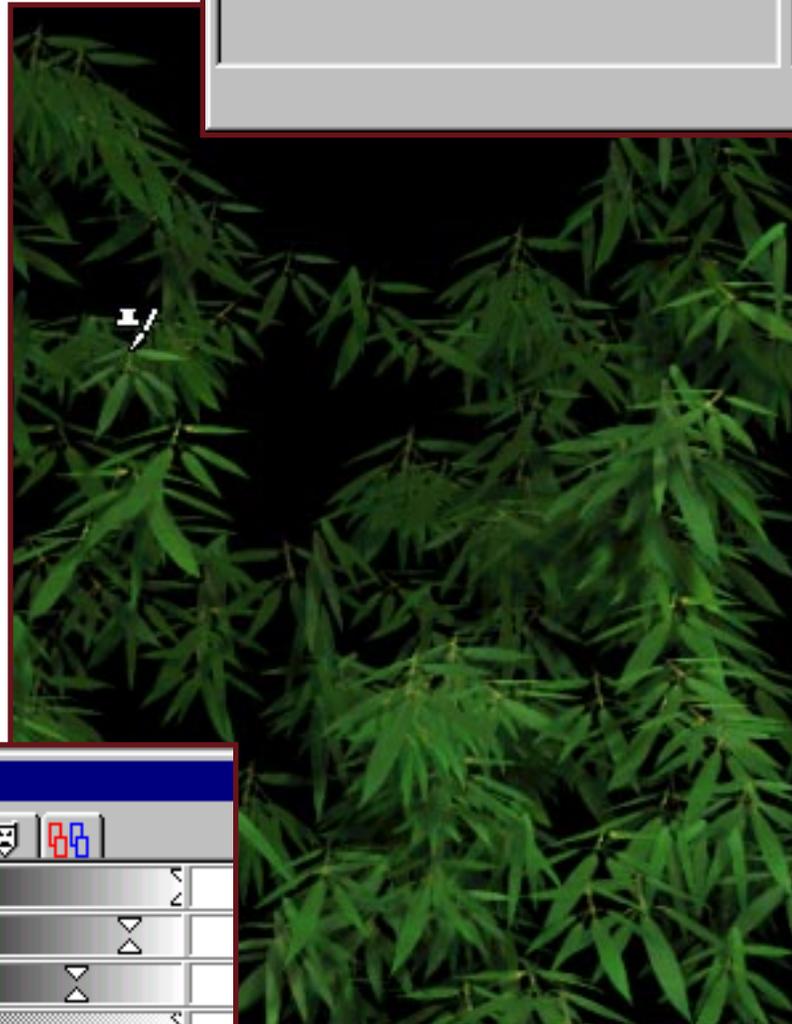
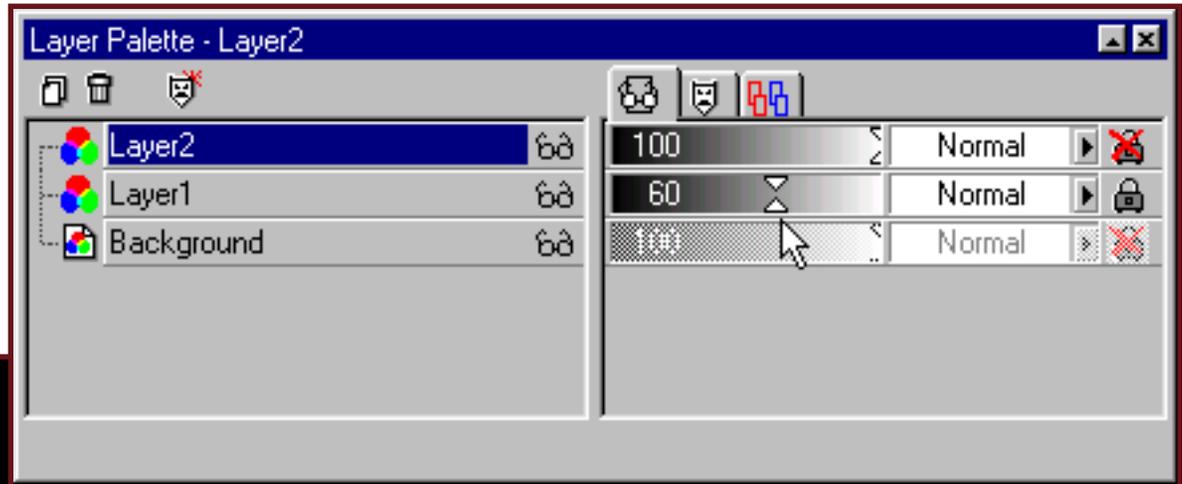


- 6) Since the tutorial involves a process we call “layer painting,” the first order of business is to create a new layer. Click on the New icon at the top left of the Layer Palette.

- 7) You will be working from background to foreground, so to create perspective you'll want the background leaves to be smaller than those in front. To do that, set the Scale to 77 on the Picture Tube Tool Options palette. Now start painting. If you don't like the result, just start with a new layer. Everyone makes mistakes. When we were creating this tutorial we repeatedly deleted layers that didn't look right or that didn't fit the composition.



- 8) Once you've finished painting leaves on Layer1, create a second layer.
- 9) Set the Tube Scale to 90 because you are about to paint leaves that are closer to the front of the image.
- 10) Before you paint on the 2nd layer, adjust the Layer1 transparency by lowering the transparency slider to 60%. Lowering the transparency darkens the appearance of the layer. That let's you distinguish what you're painting on Layer2 from what you painted on Layer1 as shown here.
- 11) As you paint on Layer2, be sure to leave spaces so background leaves remain visible. When you've finished painting, lower the Layer2 transparency to 80%.
- 12) Create a 3rd layer. Set the Picture Tube Scale to 100% and begin painting.



- 13) When painting on Layer3, use the same approach as Layer2. In other words, you want the leaves from the other two layers to be visible. This will give your image perspective while also allowing you to create a pathway or dimensional lighting effects.
- 14) Once you've finished painting on Layer3, set the layer transparency back to 100% on Layer1 & Layer2.
- 15) Use Adjust Color > Hue/Saturation/Lightness (Shift + H) to darken the layers so that they match the shading of the transparency. Essentially, you are replacing transparency for darkness.

We darkened Layer1 to minus 30 and Layer2 to minus 15. That distinguishes the layers and augments the illusion of perspective.

The fun really begins once the darkness of Layer1 and Layer2 are adjusted. That's when you begin to apply lighting effects.

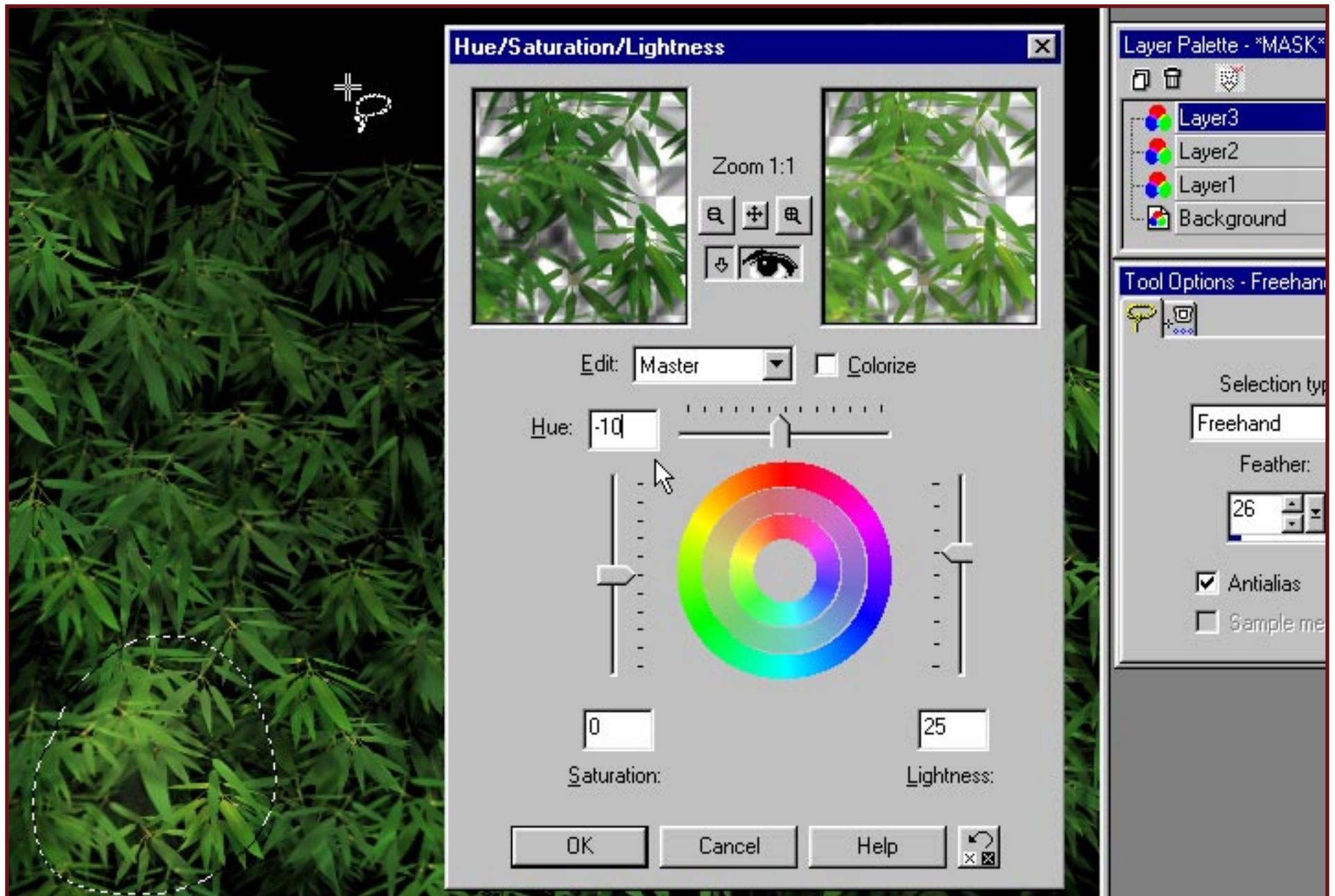
- 16) Select Layer3, the topmost or foreground layer on your image.
- 17) Now choose the Selection tool from the tools palette.



The image displays three overlapping windows from a graphics software interface:

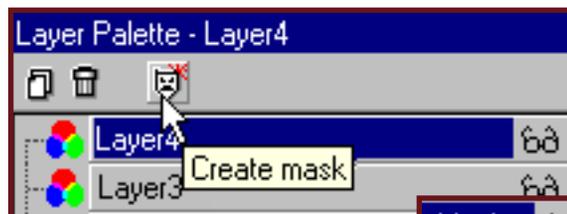
- Top Window: Hue/Saturation/Lightness** - This dialog box shows a color wheel and three sliders. The Hue slider is set to 0. The Saturation slider is set to -5. The Lightness slider is set to -30. The 'Edit' dropdown is set to 'Master'.
- Middle Window: Layer Palette - Layer3** - This window shows a list of layers: Layer3, Layer2, Layer1, and Background. Layer3 is selected and highlighted in blue.
- Bottom Window: Layer3 Thumbnail** - This window shows a small preview of the image being edited, which is a green leafy pattern on a checkerboard background.

- 18) Set the Selection tool to Freehand. Then set Feather to 26. Now select small area on the leaf layer you want to highlight. Use Shift + H to activate the Hue/Saturation/Lightness color adjuster and set lightness to 25 or so. Click on OK. If you make a selection you don't like, click outside the selection or use Ctrl + D to deactivate it. Repeat the process on each layer until you've created the look of dappled lighting.



19) Now you're going to light rays that match the foliage highlights. To do that, you need to create a new layer so Fill the new layer with light yellow using the bucket Flood Fill tool. This should fill the layer with solid yellow.

20) Create a layer mask by clicking on the mask icon at the top of the Layer Palette. A mask icon should appear next to the glasses to the right of the layer name.



21) Select Edit Mask and View Mask from the Masks pull down menu. This lets you see the edit you'll be making to the mask.

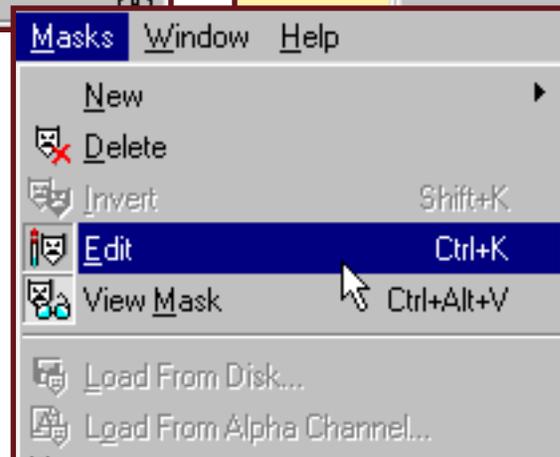
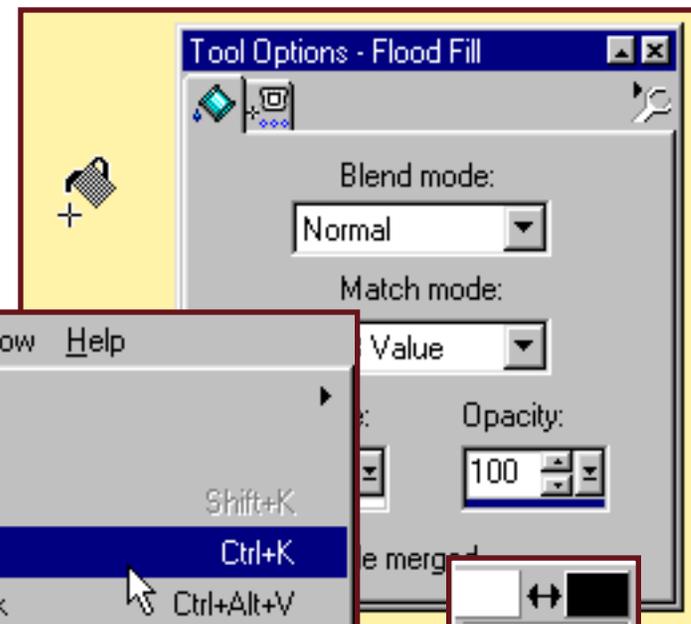
22) Click and hold to expand the Styles icon on the Color palette, then select the Gradient icon.



23) Once you've selected the Gradient icon, double click on it open the Gradient palette.

24) The Gradient palette lets you select pre-defined color blends. We selected Foreground-Background, which refers to the two colors found at the top of the Color palette. We chose Black and White (see NOTE). You can edit how these two colors blend using the Edit button.

We added 1 to Repeats in order to create the blended bar visible in the preview window. We also adjusted the Angle bar give the bar an angular direction.

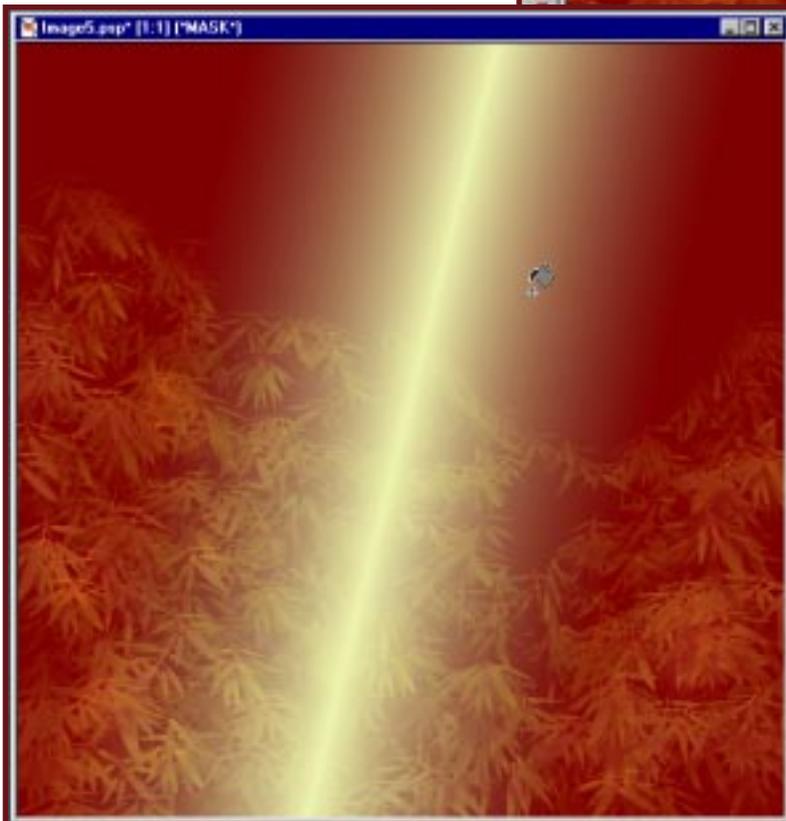
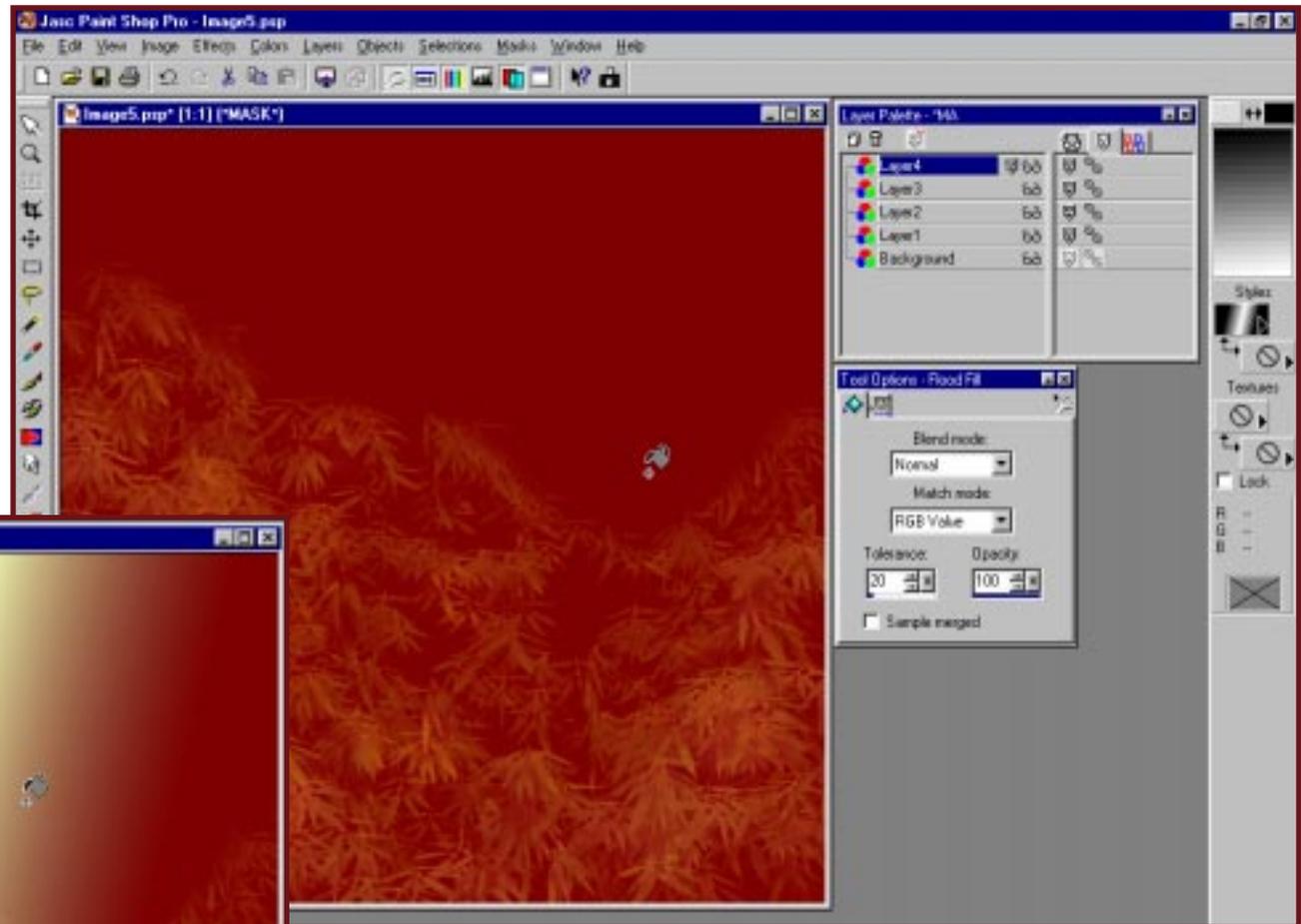


NOTE: Because you are editing the layer's "mask," fill colors are limited to grayscale (see above). That means areas of the mask filled with white will make the yellow layer visible. Areas of the mask filled with black will make that part of the layer transparent. Areas of gray will blend as semi-transparent.

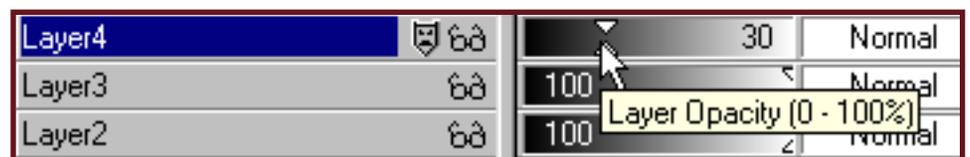
25) Did you get that last part? Don't worry, this part can be difficult to understand, especially if you are new to masks and layers. To review the mask sequence, on the last page you: a) created a new named Layer4; b) filled that layer with a light yellow color; c) created a mask for that layer; d) selected Edit and View Mask from the Mask menu, e) selected Gradient from the Color palette. If you haven't "filled" yet, you should see an image like this.

26) All things being equal, Fill the mask by clicking in the red area with the Flood Fill tool. A yellow band should appear as shown in the image below. If it hasn't, delete Layer4 and repeat the sequence on the last page.

If you get this result after filling the mask, you're almost finished. In fact, you can already see how the light ray will illuminate the foliage.



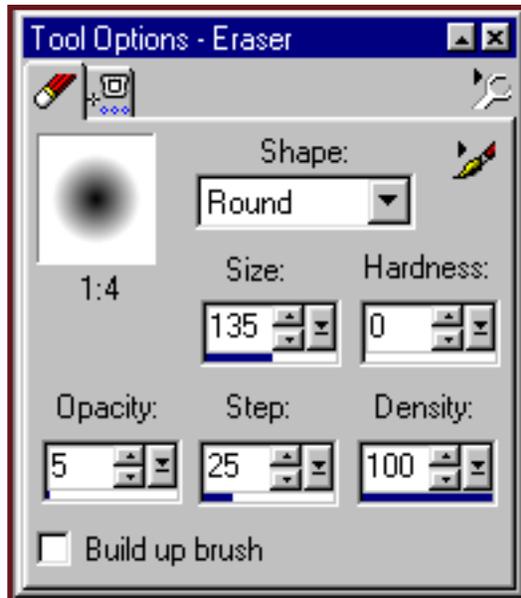
27) Lower the layer transparency to 30% or so.



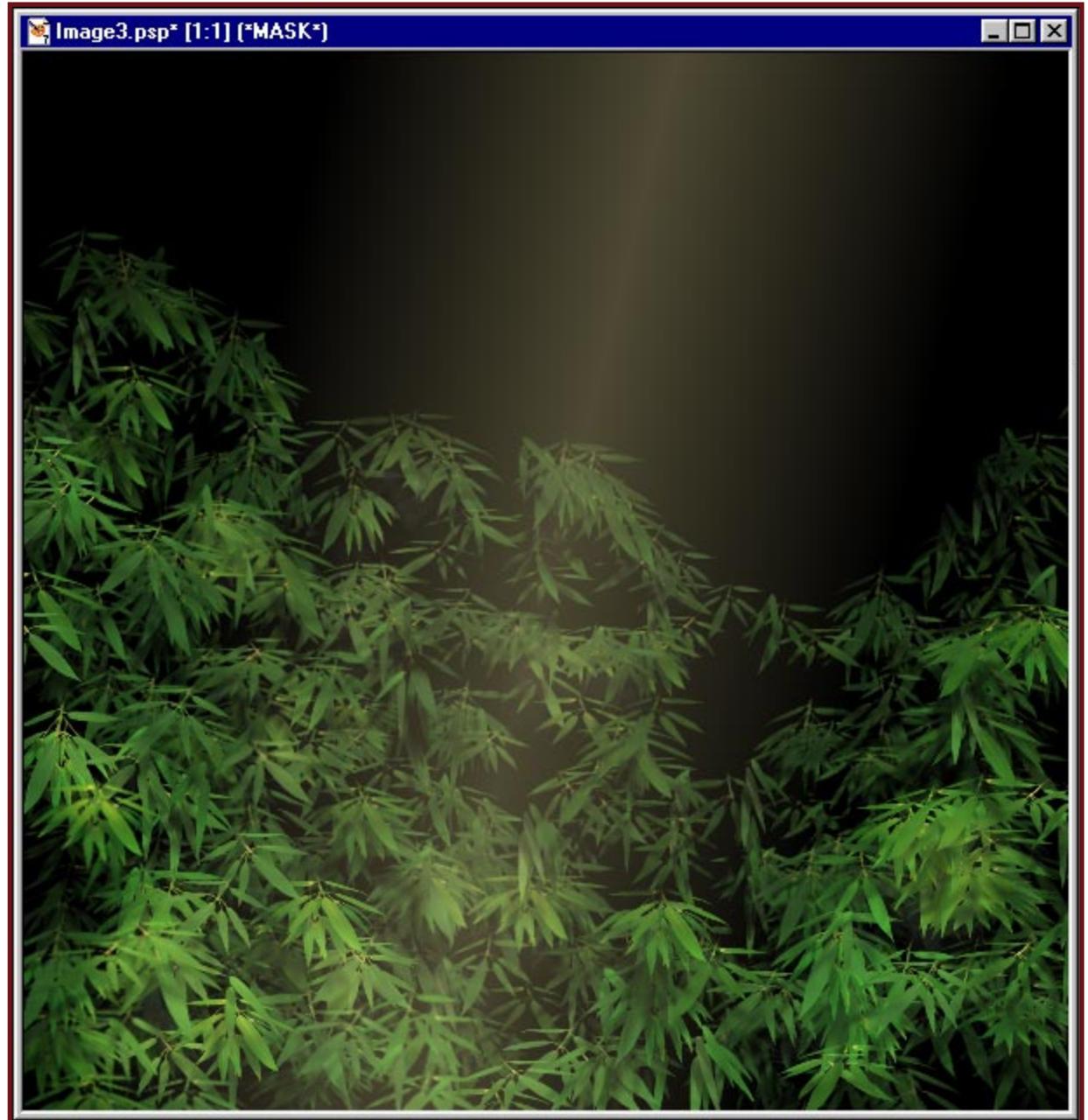
28) Expand the Mask menu and turn off Edit and View Mask. This is what you should see.

29) All that's left is to move the layer so that the light ray falls on the areas of foliage you previously highlighted. If you have multiple highlights, you can duplicate the layer each and create multiple rays of light.

Similarly, you can use a big, soft eraser brush (Size: 150, Hardness: 0) set to very low opacity (7) to customize the light ray.



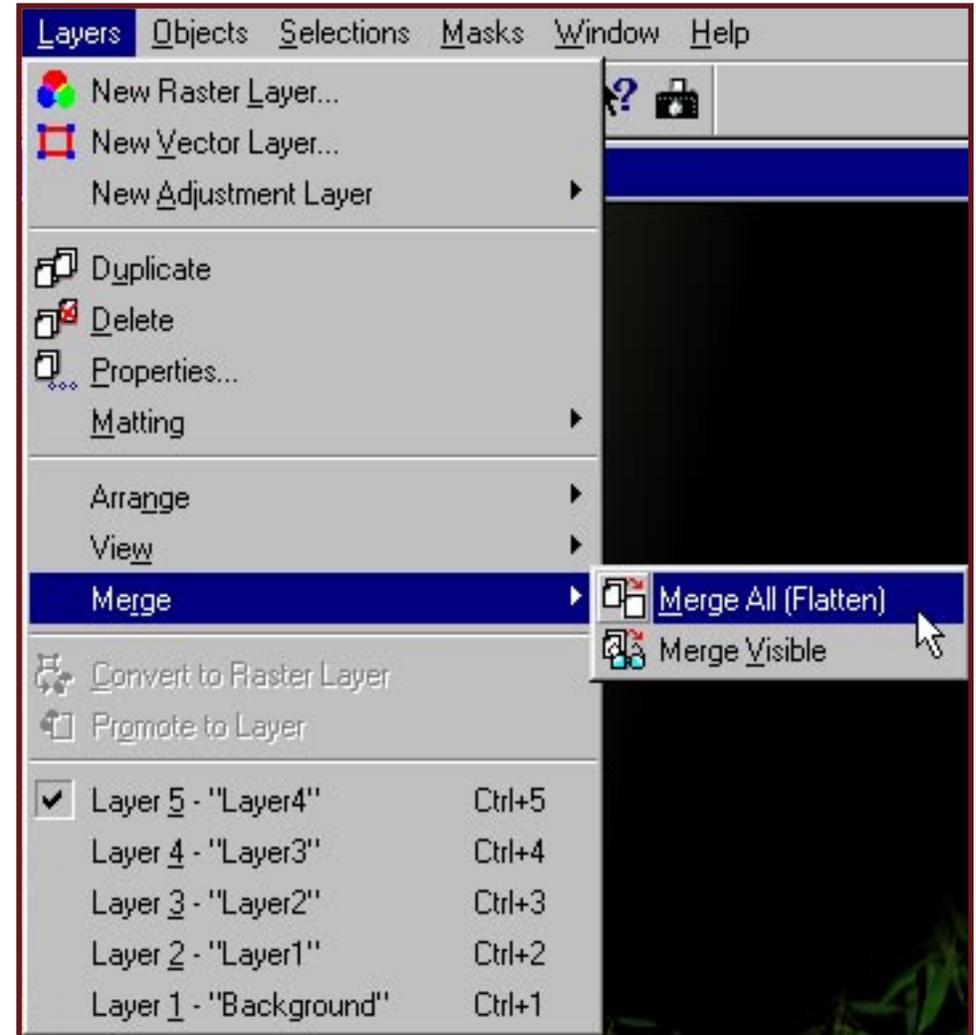
30) Holding the Shift key down lets you apply the eraser in a straight line.



With the eraser brush selected, hold the Shift key down. Click once at the top outer edge of the light ray. Click again at the bottom edge of the light ray. The brush automatically erases a straight line between the two points. If you repeat back and forth while moving each click a little closer to the center you can narrow the ray.

31) You're almost done. All you need to do is flatten the image. Expand the Layers menu and select Merge > Merge All (Flatten).

We hope you had fun and learned something new. If your image didn't turn out as well as you hoped, don't be discouraged. It takes a little time to learn the mechanics. Simply repeat the tutorial until you can navigate without distraction. The art will follow.



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