# Painting Trees with Jungle 3D

Trees can be as simple or complex as you choose to make them. In their simplest form, they can be painted on one layer. Three layers work better, however. And if you're after something with intricate levels of depth and lighting variations, virtually any number of layers can be employed. This tutorial address the simple three layer technique

The three-layer technique applies the background leaves to the bottom layer. Branches are painted on the center layer and are composited (merged) with a Trunk layer. The front or foreground leaves are applied to the top layer. It's pretty basic really. This same method was used to create most of the tree examples seen on our web site.

1) Begin by placing the Birch Branch_S and Birch (aut)_S tubes into the Paint Shop Pro Tubes folder (located inside the Paint Shop Pro 6 folder).

2) Launch PSP and open a "square" 512 x 512 image file. Display the Layer palette by selecting View > Toolbars > Layer Palette from the Menu.

3) Open the Birch Trunk file found in the Tree Tutorial folder.

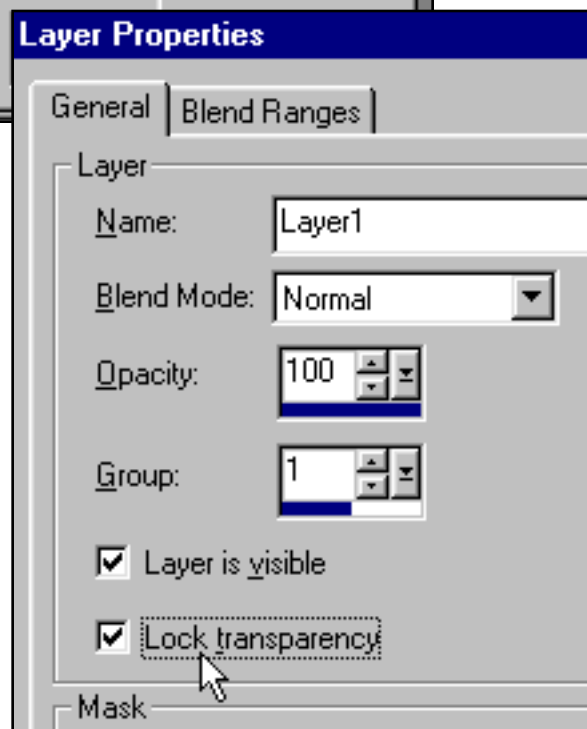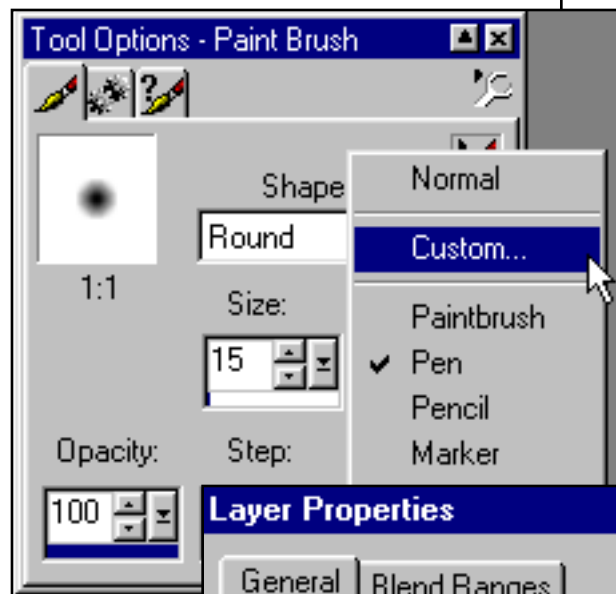4) Copy the trunk layer (Cntrl + C) and "Paste as a New Layer" into your image file (Cntrl + L). Once
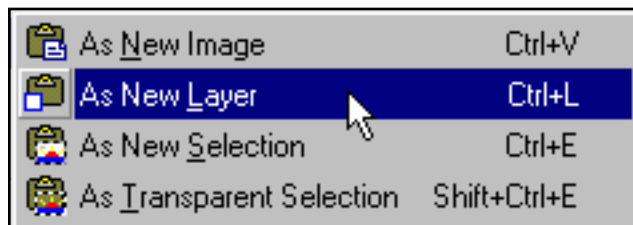
the paste is completed, close the trunk file.

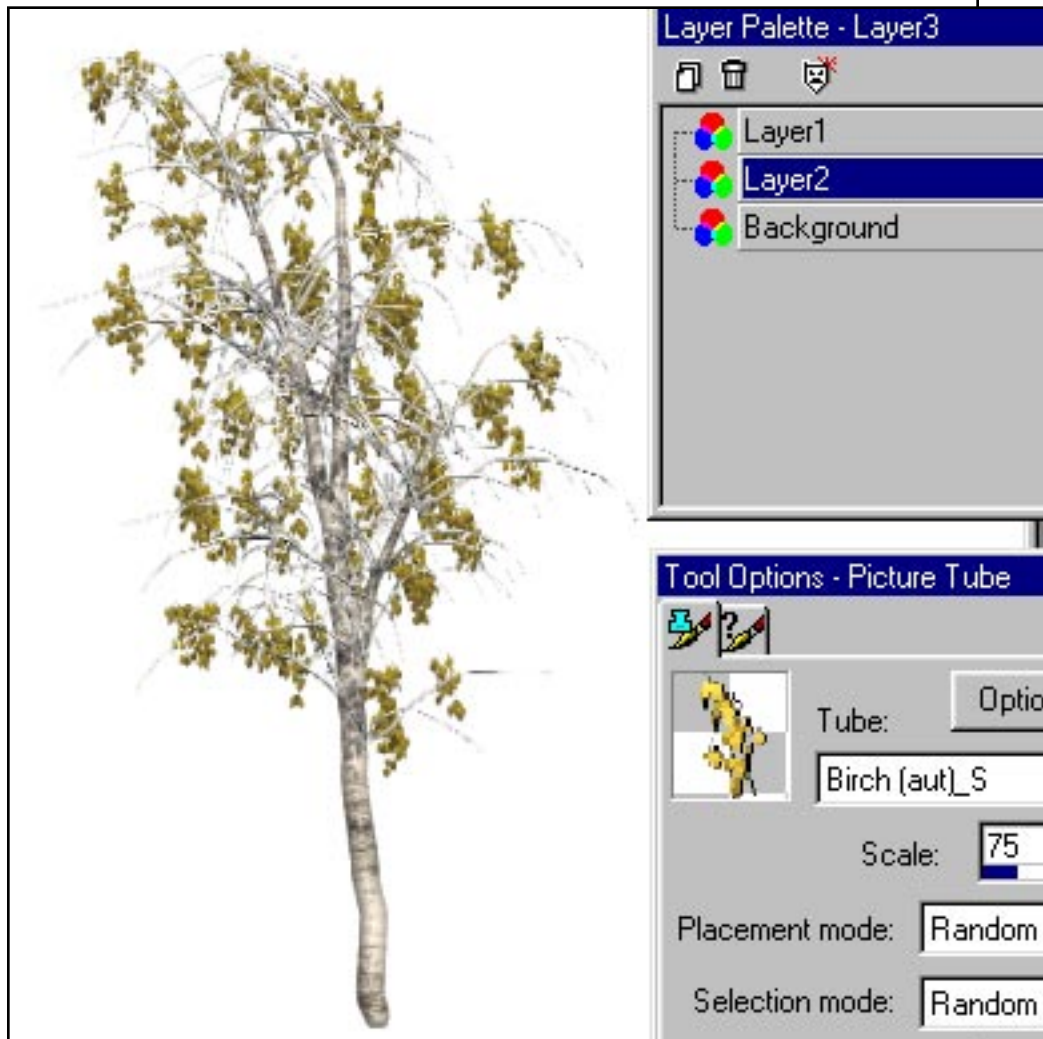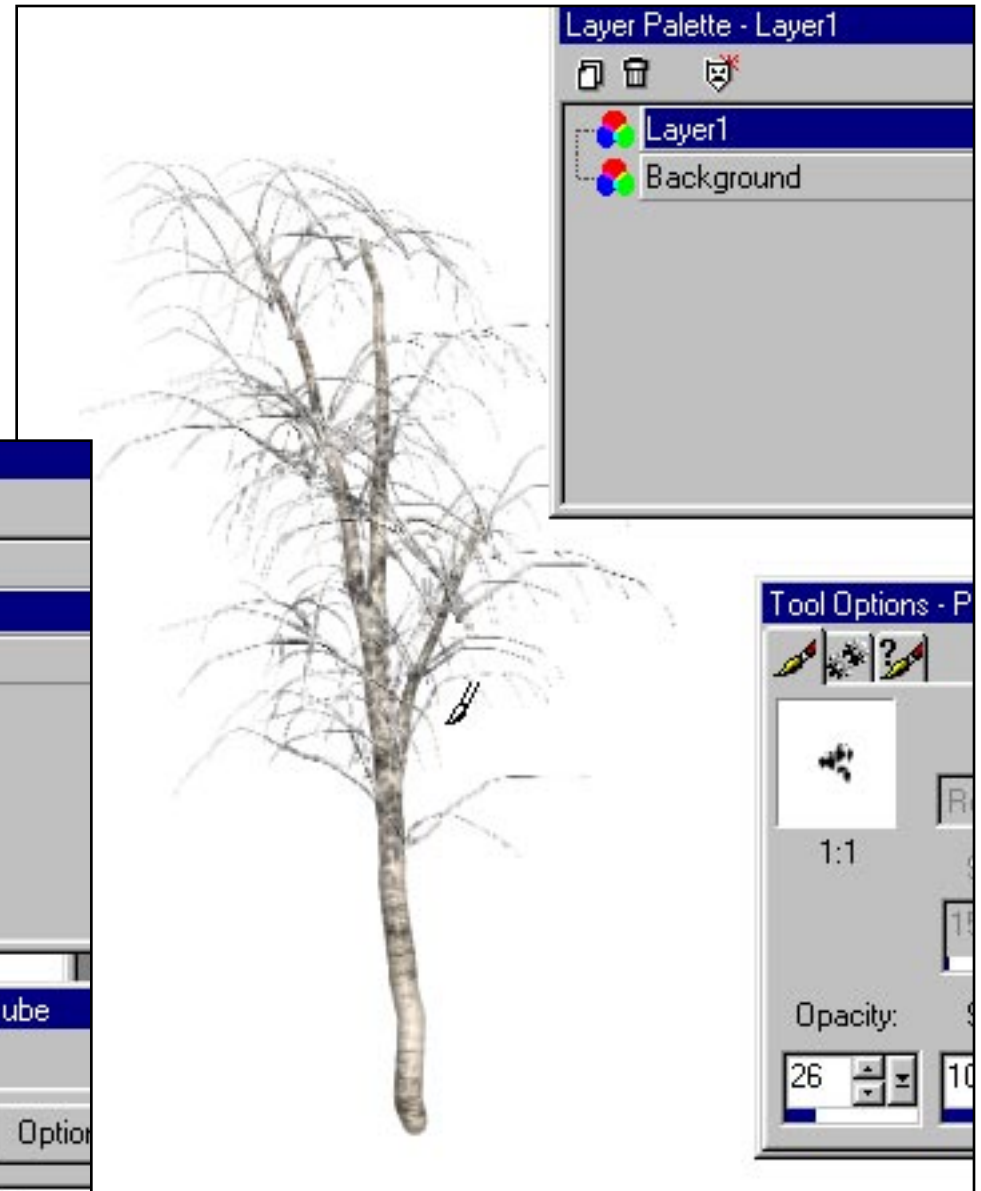5) Select the Picture Tube brush and choose the Birch Branch_S tube from the Controls palette.
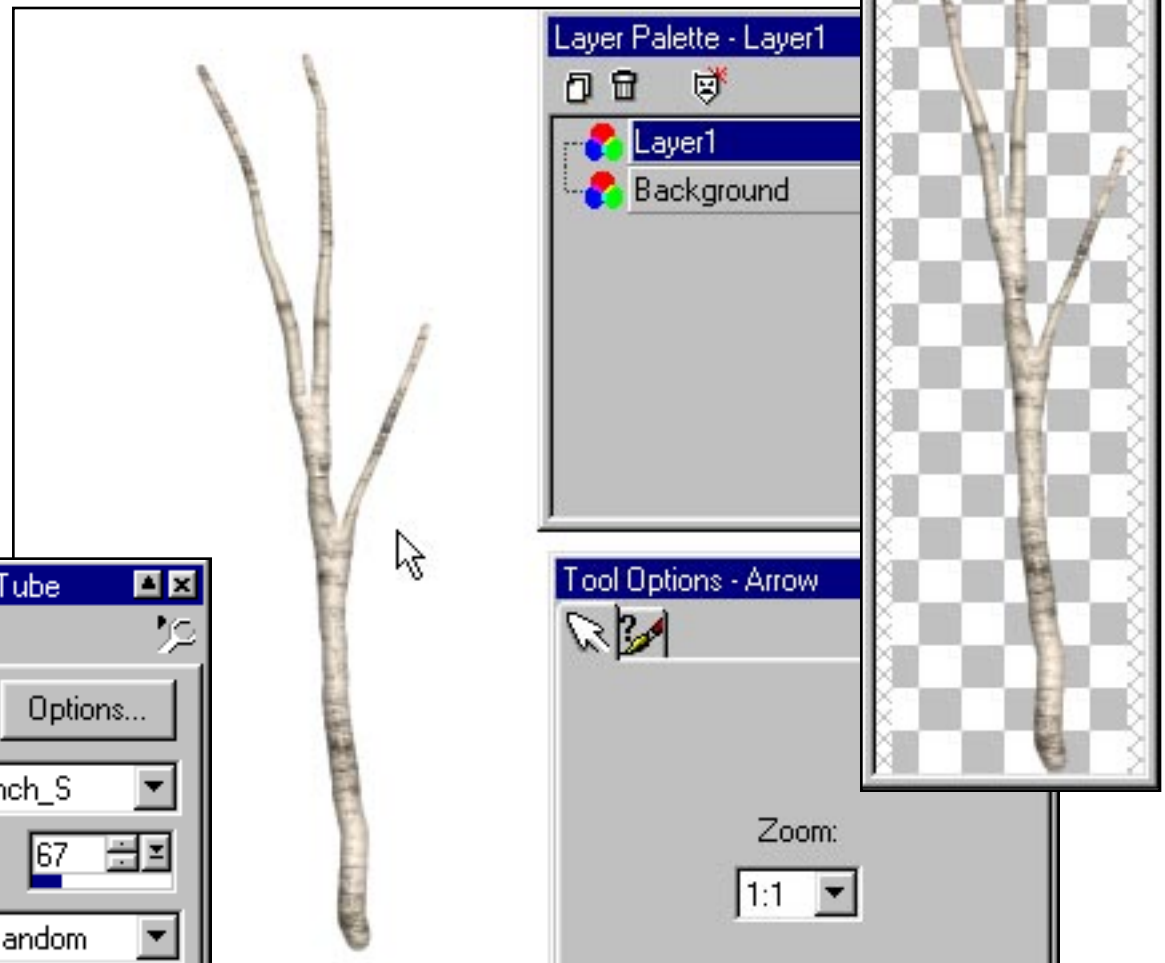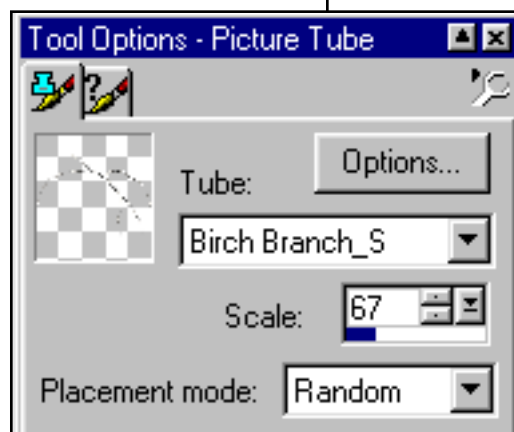
6) Paint the branches by following the line of the trunk. Scale the tube smaller to get size variation near the top.

7) When you're finished painting branches, select the regular Paint Brush and choose Custom Brush.

Tool Options - Paint Brush

Shape
Round

1:1

Size:
15

Opacity:
100

Step:

Normal

Custom...

Paintbrush
✔ Pen
Pencil
Marker

Layer Palette - Layer1

Layer1
Background

Tool Options - Picture Tube

Tube:
Birch Branch_S

Options...

Scale: 67

Placement mode: Random

Selection mode: Random

Step: 50

Layer Properties

General | Blend Ranges

Layer

Name: Layer1

Blend Mode: Normal

Opacity: 100

Group: 1

☑ Layer is visible

☑ Lock transparency

Mask

8) Click on the Browse button and load the "Shadow.jpr" file from the Tree Tutorial folder.

9) Double click on the trunk layer and select "Lock Transparency" on the Layer Properties palette This limits painting to the trunk and limbs.
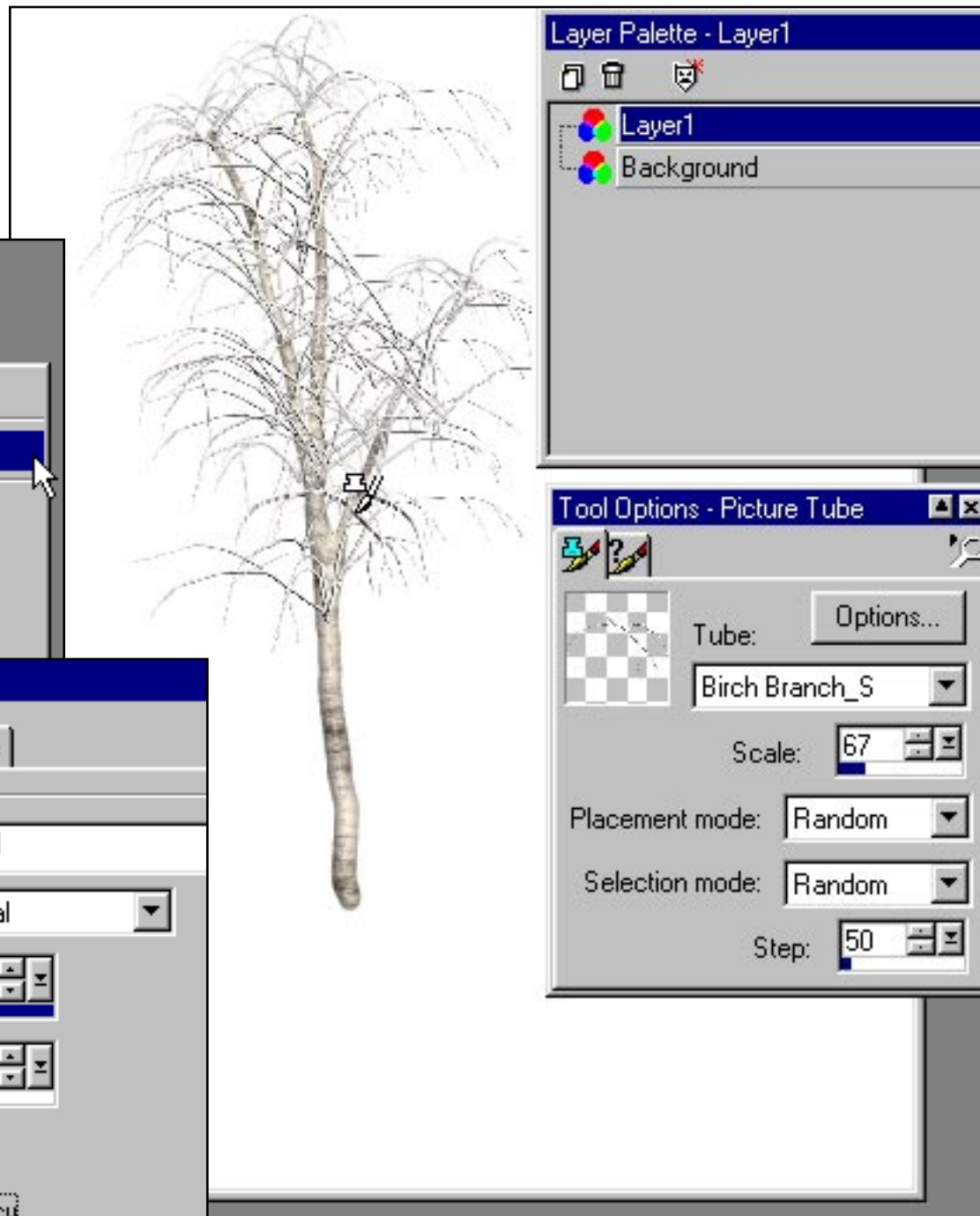
10) Set the Custom brush opacity to 26% and randomly "dab" some cast shadows onto the tree trunk and branch layer.

11) When you've finished applying shadows, create a new Transparent Layer (2) and position it below the branch & trunk layer.

12) Select the Picture Tube brush again and choose the Birch (aut)_S tube from the list on the Brush Controls palette. Scale the tube size to 75%.

13) Apply some leave using dabs or individual mouse clicks. Be very sparing, a little goes a long way.

Layer Palette - Layer1

Layer1
Background

Tool Options - P

1:1

R

Opacity:

26   10

Layer Palette - Layer3

Layer1
Layer2
Background

Tool Options - Picture Tube

Tube: Optio

Birch (aut)_S

Scale: 75

Placement mode: Random

Selection mode: Random

14) Use the Hue/Saturation/Lightness filter (Shift + H) to darken the background leaves as shown. Try setting Saturation to -25 and Lightness to -35).

15) Create a third Transparent Layer and position it at the top the layer list. Paint the foreground leaves on this layer.

Remember, be sparing. You want to see parts of the trunk and branches as well as the leaves on the other side.

Most important of all, you want to have gaps between the leaves. Try turning off the background to gauge the dimensional effect.
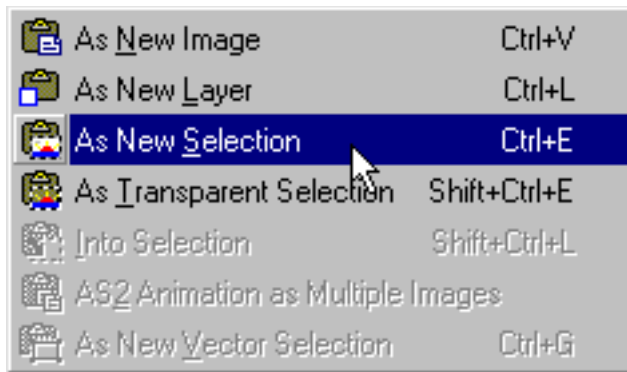
16) With the background layer turned off, select Merge the from the Layers menus. Choose Merge Visible to combine the foliage and trunk layers in a single "tree" layer.
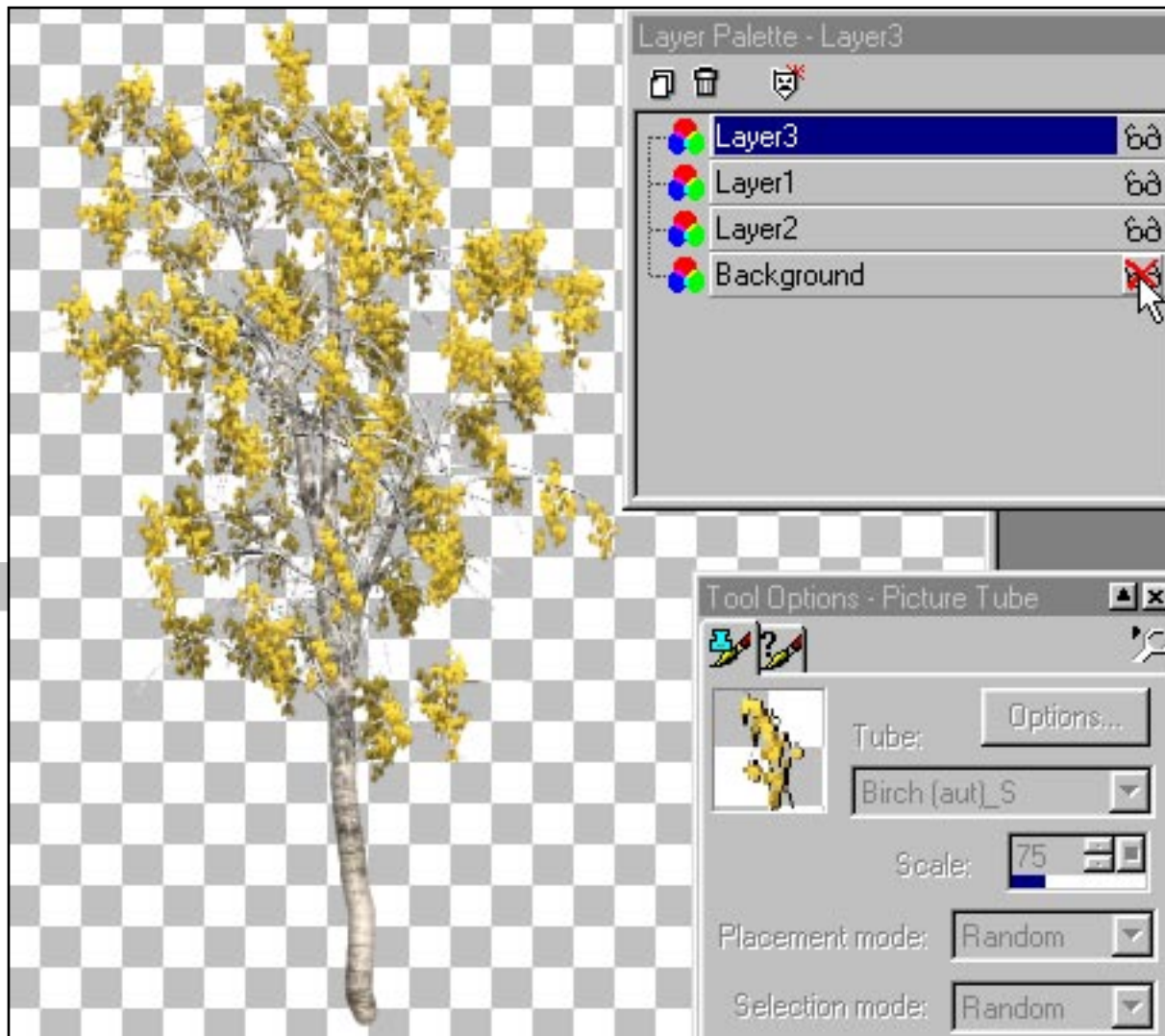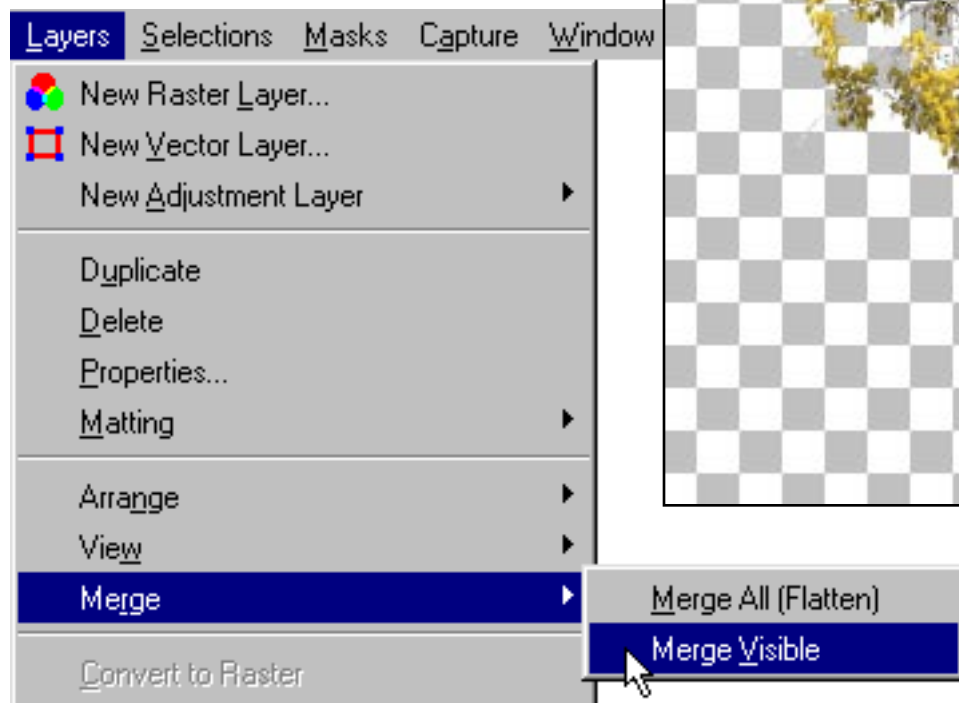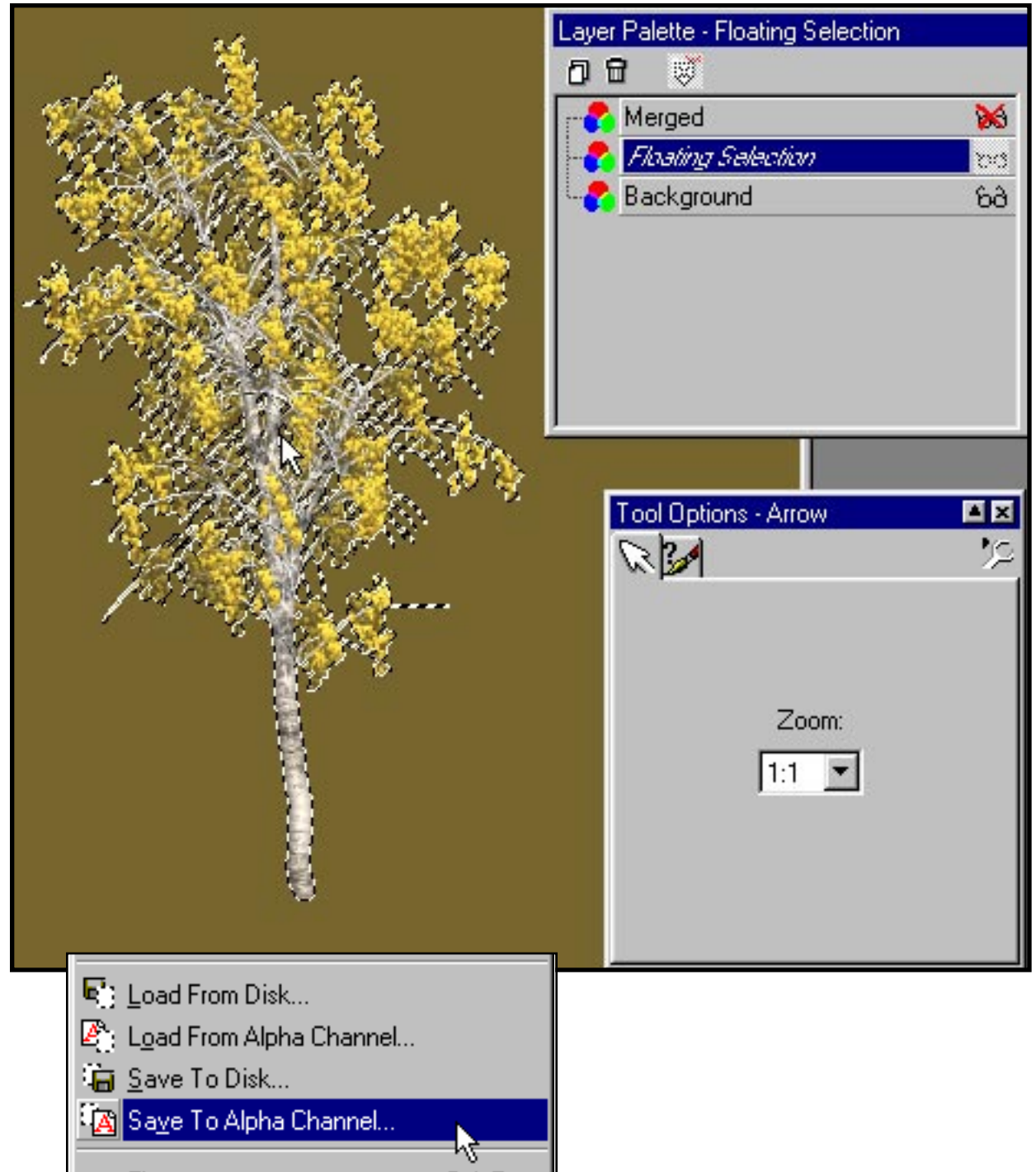
Once you've merged the visible layers, the tree is essentially done. If you want to Sharpen the focus, adjust Brightness & Contrast or use some other filter, this is the best time.

The next few steps will save the tree with a precise, antialiased alpha channel. These steps are necessary to avoid unwanted fringes or halos.

17) Using the Eye Dropper tool, sample the dark yellow leaves from tree.

18) Make the background layer visible again and select it as the active layer.

19) Using the Bucket tool, fill the background layer with the sampled color.

20) Reselect the foliage layer and choose Copy from the Edit menu (Cntrl + C)

21) Once you've copied the foliage layer, turn off the Merged layer as shown

22) Select the Background layer and choose Paste: As New Selection from the Edit menu.

As New Image	Ctrl+V
As New Layer	Ctrl+L
As New Selection	Ctrl+E
As Transparent Selection	Shift+Ctrl+E
Into Selection	Shift+Ctrl+L
AS2 Animation as Multiple Images	
As New Vector Selection	Ctrl+G

23) The image is attached to the cursor so center the image on the background layer and click once to release it as a Floating Selection.

24) Pull down the Selections menu and choose Save To Alpha Channel.

25) Save the image using a file format that supports alpha channels (tif, psd, etc) and import into Bryce™ or your favorite 3D program.

Layer Palette - Floating Selection

Merged
Floating Selection
Background

Tool Options - Arrow

Zoom:

1:1

Load From Disk...
Load From Alpha Channel...
Save To Disk...
Save To Alpha Channel...

It's a lot easier than it first appears. You simply have to get the hang of it. The challenge is conceptualizing a tree. Traditionally, you paint on a single canvas. Here, you paint the tree as segmented layers.

It's pretty simple really. The trick is to be sparing with your application of leaves.

Best of painting,