



Corporate Flow



Illustration



Image Editing



Automation



Web



Text Effects

Canvas Tips and Techniques



**Deneba
Creative Department**

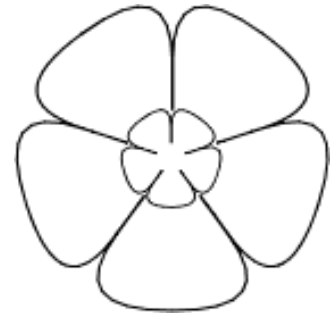
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Push your drawing abilities to the limit (Continued)

Step 2

Adding petals

Duplicate the main petal and reduce its' size like in the example. (Command-D on the Mac, Ctrl-D on the PC) This will form the center of the flower. Be sure to leave it aligned center. Resize the copy while holding the Option-Shift keys to reduce in place.

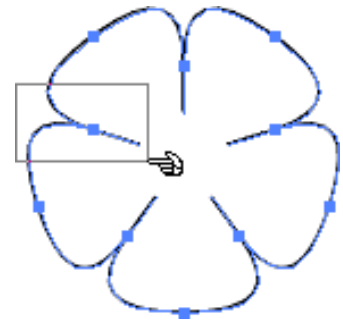


Paste (or Duplicate) a copy of the petal and reduce its' size.

Note: For Paste in Front duplication, be sure to set the Preferences>Drawing tab to 0, 0 coordinates, from the File menu.

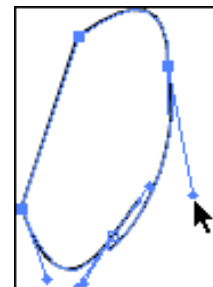
Creating the partial petal

To create the larger petal that appears on one side of the flower, duplicate the main petal again. I then deleted some of the points and made the final adjustments in the Bezier curves.



Delete the points to make create the side petal.

Double-click the main petal to place the object into Path-edit mode. Then marquee-select enough points to end up with the shape at the bottom right. Then press the Delete key. While still in edit mode, select the outside points and adjust the handles to pull out the curve until you get a shape similar to the example.



Adjust the curves to finish out the shape.

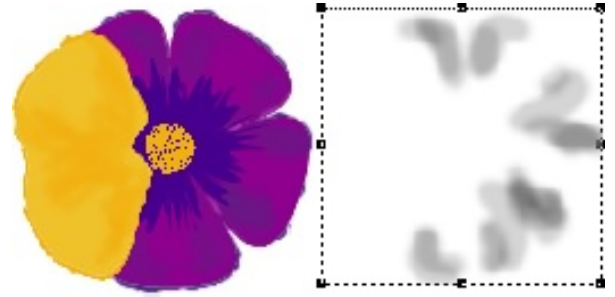
Push your drawing abilities to the limit (Continued)

Step 6

Painting the petals with a SpriteLayer

Next, select the main petal and apply a SpriteLayer (Object>SpriteLayers>New Channel Mask) to it. I used the Airbrush tool and set a medium brush size and the opacity to about 20. Next, I brushed the areas on the outer sides of the petals, letting the darker tones show through. This creates the illusion that the petals are painted with watercolors. Since the Spritelayer is editable and detachable, you can practice until you arrive at the effect you like.

Repeat the process for the yellow side petal. As a final detail, I used a medium brush with the Dissolve transfer Mode to had the "dots" on the flower center.



Apply a SpriteLayer and "paint away" the outer areas to produce an impression of organic material. With practice, the flowers can look very realistic.

Finishing touches: Leaves

Create several sizes of flowers and in a variety of sizes for a more complete illustration. The real beauty is in the details. The flower buds were created in the same way, just with more freeform shapes drawn with the pen tool.



The leaves were drawn with the Bezier tool and then duplicated in two colors.

The leaves were created by first drawing the basic shapes with the Bezier tool, and then duplicating it in a lighter tone. Then the top object was sliced with the Knife tool (found in the Toolbox). I then made one of the leaf halves a dark gray color. Then I applied a SpriteEffect to both leaf halves and chose a Gaussian Blur with a very low radius. I also lowered the transparency of the gray half to arrive at the final leaf. Several different leaf shapes and colors were used in the final.

Adding depth:

The background was created as a bitmap and with a large brush and a low Opacity, I picked up colors from the flowers and created a diffused shadow. Then I applied an image shadow to all the objects in a dark gray. The soften the shadows, I lowered the opacity.



Next, use the Knife tool to slice the top leaf object. Gray is added to one half and the Opacity is adjusted.

Push your drawing abilities to the limit (Continued)

Creating Finishing touches: Flower buds and stems

To complete an "arrangement" of flowers, stems, and flower buds can be added in different sizes to create a realistic grouping.

Flower buds: Draw the basic shapes for the flower buds and the Fractalize effect for the rough edge appearance. Duplicate the object and make the background object a darker tone. Then with a SpriteLayer applied, some subtle shading can be created with a few brush strokes. Create several different bud sizes for the final illustration.

Stems: Flowers are attached to stems so creating a variety of different stems will complete the illustration. I used the Freehand tool (from the Toolbox) to draw several different stems. Then I made them different widths and colors. Next, I duplicated each in a darker color (gradient Inks work the best), applied a SpriteLayer and brushed away small portions, using a medium to large brush size. This process yielded a bunch of stems to add to the final illustration.



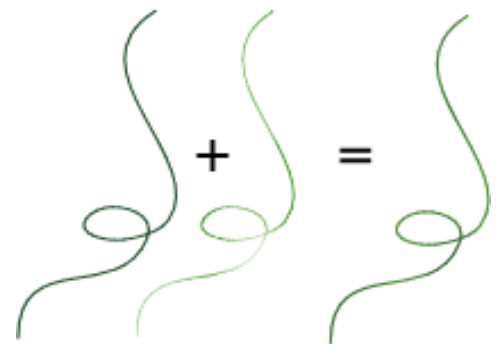
Flower buds can be created in several sizes and colors.



The basic flower bud is made up of three shapes. The same techniques used in the flower can be used for the buds.



A variety of stems can be created using the pen tool. Apply a gradient in the green or brown tones, then duplicate each one.



Duplicate the stem and apply a SpriteLayer. Then brush away some areas for a more natural appearance.

Push your drawing abilities to the limit (Continued)

