

# Workspace TOUR

In this tutorial, you'll explore the palettes and menus in the **procreate** Painter 7 workspace. This brief tutorial will introduce you to the Painter 7 interface, through the creation of the simple image shown below.



## You will LEARN HOW TO

- create a clone
- trace an image
- mask an area of the image
- pick colors and apply them using various brushes
- apply a surface texture
- add dynamic text

## BEFORE YOU BEGIN

Before beginning the tutorial, take a minute or two to browse through the workspace and explore the various menus and toolbars.

### TO OPEN THE TUTORIAL IMAGE

- 1 Start Painter 7.
- 2 Click **File ▶ Open**.
- 3 Navigate to the **Tutorial** folder, and choose **Penguin**. (The Tutorial folder is in the directory where you installed Painter 7.)
- 4 Click **OK**. A line drawing of a penguin should now be open in your workspace.

## CLONING AND TRACING

Before you trace an image, you must first make a clone of it. You must keep the original document open while working in the cloned document. You will now clone and trace the image you just opened.

### TO CREATE A CLONE:

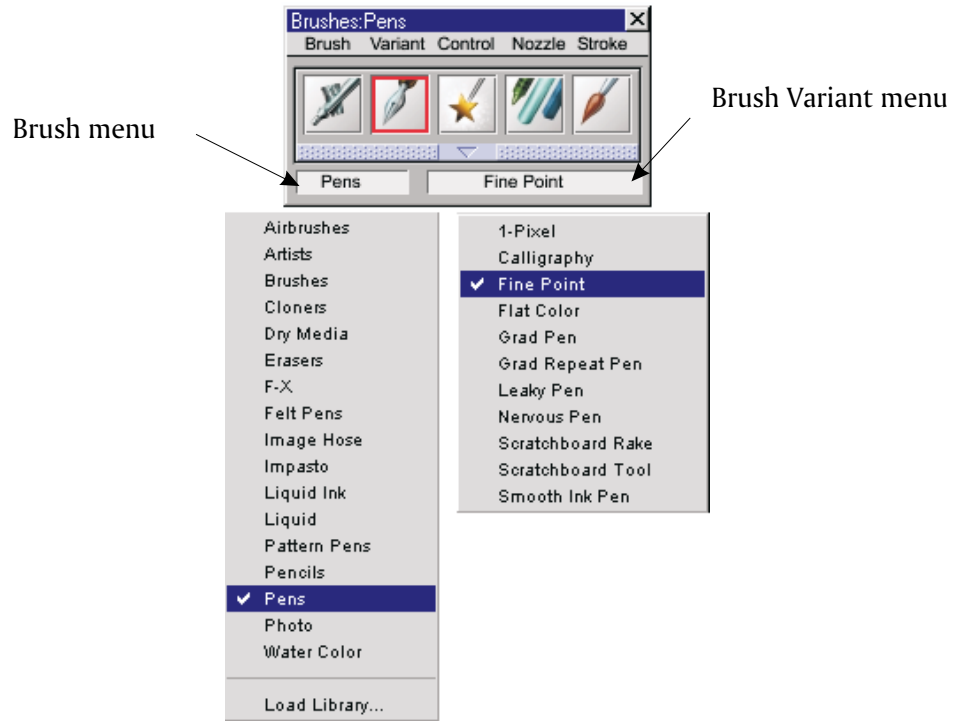
- 1 Click **File ▶ Clone**. This opens a duplicate image of the active document in a new window.
- 2 Click **Select ▶ All**, to select the entire image.
- 3 Click **Edit ▶ Clear** to delete the image from the clone.
- 4 Click **Canvas ▶ Tracing Paper** to activate the tracing paper. A slightly faded version of the original image appears on the page.

### TO TRACE THE ORIGINAL IMAGE

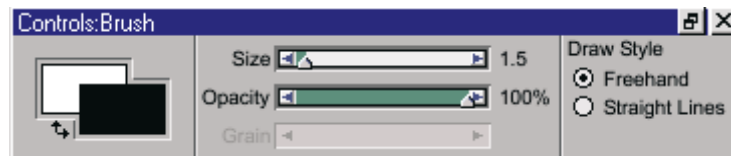
- 1 On the **Tools** palette, click the **Brush** tool.



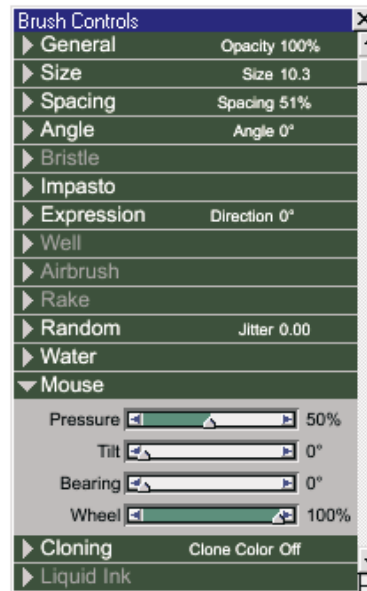
- 2 On the **Brushes** palette, from the **Brush** menu choose **Pens**, and from the **Brush Variant** menu choose **Fine Point**, as shown at the top of the next page.




- 3 In the **Controls: Brush** palette, move the **Size** slider to 1.5 and the **Opacity** slider to 100%, as shown below.



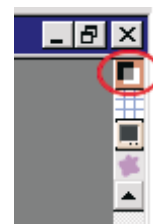
- 4 If you are using a mouse, open the **Mouse** section of the **Brush Controls** palette, and set the **Pressure** slider to 50%.



- 5 Trace all the lines in the drawing, zooming in when necessary. To zoom in, click the **Zoom** tool  from the Tools palette, then click your drawing. To restore the zoom level to 100%, double-click the **Zoom** tool.

**NOTE:** When you are tracing lines, make sure that each line that extends to the edge of the page is drawn slightly beyond the edge. Also, make sure that any closed shapes, such as the moon, are completely closed. This will make it easier to apply masks later in the tutorial.

- 6 When the tracing is complete, click **File** ► **Save**, and save the file in RIFF format.
- 7 To turn off the tracing paper, click the Tracing Paper button at the top-right corner of your screen. If parts of your drawing were not traced, click the Tracing Paper button again to turn the tracing paper back on.
- 8 Save the file.




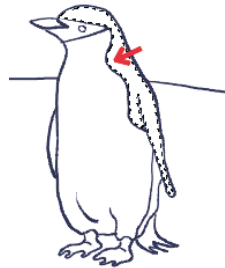
## Masking

Now that you have a complete line drawing, you will begin adding color to it. First, you will color parts of the penguin with black, using a mask and the **Airbrush** tool.

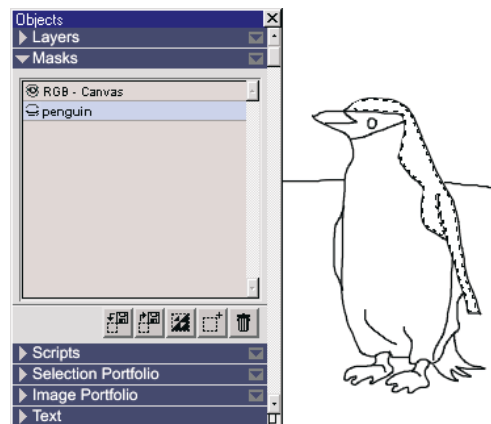
### To Create a Mask

- 1 From the **Tools** palette, click the **Magic Wand**  tool.

- 2 In the **Controls: Magic Wand** palette, set the **Tolerance** slider to 2, the **Feather** slider to 0, and enable the **Contiguous** check box (an x indicates that the check box is enabled).
- 3 Using the **Magic Wand** tool  , click inside the wing of the penguin, as shown below.




- 4 Click **Select ► Save Selection**.
- 5 In the **Save Selection** dialog box, make sure **New** is displayed in the **Save to** box and click **OK**.
- 6 In the **Masks** section of the **Objects** palette, shown below, double-click **New Mask 1** and rename the mask as **penguin**.  
You may have to click the eye icon beside RGB-Canvas to make your picture visible.



- 7 Click **OK**.

#### To add to a mask

- 1 Click the **Magic Wand** tool  and click inside the penguin's tail.
- 2 Click **Select ► Save Selection**.
- 3 In the **Save Selection** dialog box, choose **penguin** in the **Save To** box, enable the **Add To Mask** option, and click **OK**.
- 4 Use the same method to add the penguin's other wing and eye to the mask.


To view the contents of a mask in your drawing, enable the eye icon to the left of the mask name, and disable the eye icons for all other masks.

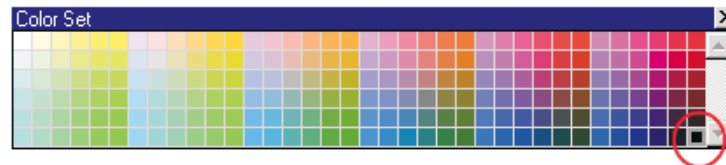
- 5 To turn off all selections, click **Select ► None**.

#### TO SELECT ALL AREAS IN A MASK

- 1 Click **Select ► Load Selection**.
- 2 In the **Load Selection** dialog box, choose **penguin** in the **Load From** box, enable the **Replace Selection** option, and click **OK**.

#### TO PAINT THE MASKED AREA

- 1 From the **Tools** palette, click the **Brush** tool .
- 2 From the **Brushes** palette, select **Airbrushes** from the **Brush** menu and **Fine Spray** from the **Brush Variant** menu. If you've forgotten where to find these tools, see the picture of the **Brushes** palette on page 2.
- 3 In the **Controls: Brush** palette, set the size to 25 and the opacity to 100.
- 4 From the **Color Set** palette, click the color black. It should be in the lower-right corner of the **Color Set** palette, as shown below.



- 5 Paint over the masked areas. Notice that only the areas contained in the saved mask are filled with the chosen airbrush color.
- 6 Click **Select ► None** to deselect the masked area.
- 7 Save the file.


## USING THE PAINT BUCKET TOOL TO ADD COLOR

You will now use the **Magic Wand** tool to select the sky, and then use the **Paint Bucket** tool to fill the area with a gradient color.

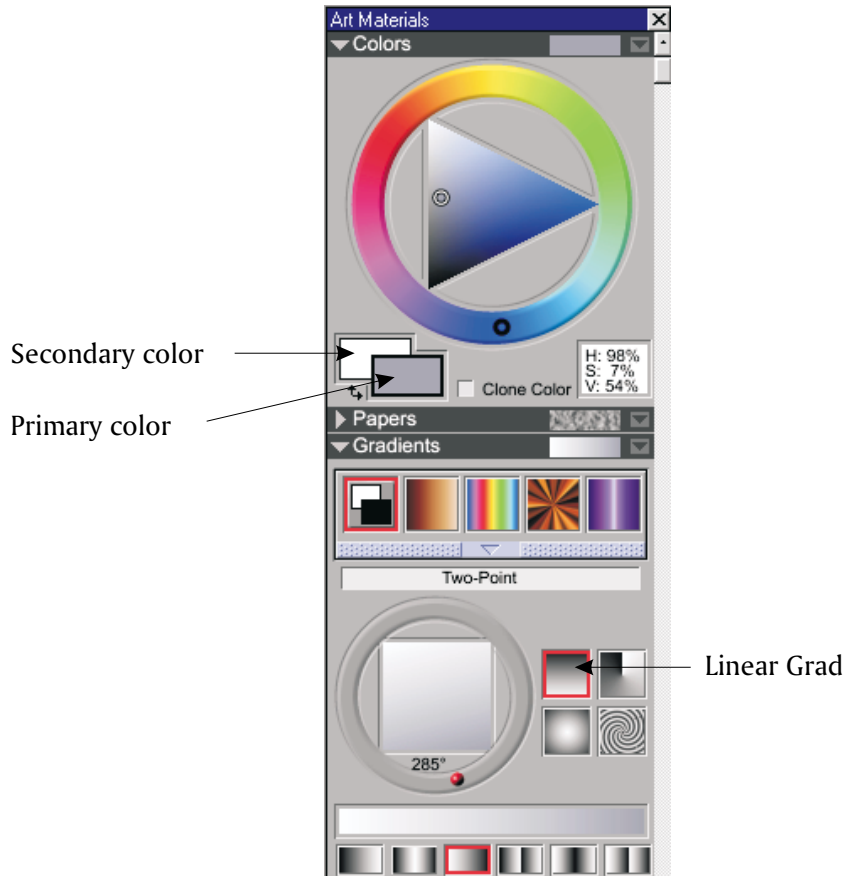
#### TO SELECT THE SKY

- 1 From the **Tools** palette, click the **Magic Wand** tool.
- 2 Click anywhere in the sky to select it.

#### TO ADD A GRADIENT FILL

- 1 From the **Tools** palette, click the **Paint Bucket** tool .
- 2 In the **Controls: Paint Bucket** palette, click the **Fill With** menu and select **Grad**.
- 3 From the **Art Materials** palette, click **Gradients** to display the full menu of gradient choices.
- 4 From the options, choose **Two Point** and **Linear Grad**.

- 5 Click and drag the red ball around the **Grad Preview** window until it shows 285 degrees.
- 6 In the **Art Materials** palette, click **Colors**.
- 7 Click the **Secondary Color** box, as shown below, and from the color triangle click white.



- 8 Click the **Primary Color** box, and select a light shade of blue.
- 9 Click on the sky to fill it with gradient color.

Now that you have successfully filled the sky with a gradient fill, you will use an FX Brush to add stars to it.

## Adding STARS TO THE Sky

You will now use one of the special effects brushes. If you are using a mouse, some of the stars may appear in places other than where you click. If you are unhappy with where a star appears, simply click **Edit**►**Undo** to remove it from the image.

### To add STARS

- 1 From the **Art Materials** palette, open the **Colors** section and choose a pale yellow.

- 2 From the **Brushes** palette, choose **FX** in the **Brush** menu, and **Fairy Dust** in the **Brush Variant** menu.



- 3 From the **Controls: Brush** palette, set the **Size** slider to 25, and the **Opacity** slider to 50.
- 4 Click on the sky to add stars. You can add single stars by clicking, or multiple stars by clicking and dragging. Different sizes can be achieved by clicking and holding for varying lengths of time. You can also create stars of different sizes by adjusting the size in the **Controls: Brush** palette.




Your picture should now look something like the following image.



## PAINTING THE WATER

You will now paint the water using an airbrush tool. You will use different shades of blue to create the appearance of depth.

### TO PAINT THE WATER

- 1 Use the **Magic Wand** tool  to select the area at the very bottom of the image.
- 2 From the **Tools** palette, select the **Brush** tool .
- 3 From the **Brushes** palette, select **Airbrush** in the **Brush** menu, and **Digital Airbrush** in the **Brush Variants** menu.
- 4 In the **Controls: Brush** palette, set the brush size to 50.
- 5 In the **Art Materials** palette, open the **Color** section and choose a medium blue color.
- 6 Paint the selected area of your drawing, using different brush sizes and shades of blue to create the appearance of depth. (You can sample colors from the water by clicking the **Dropper** tool  and then clicking a point in your drawing that contains the desired color. The color you click becomes the active color.)

Your water should look something like the water in the following picture.



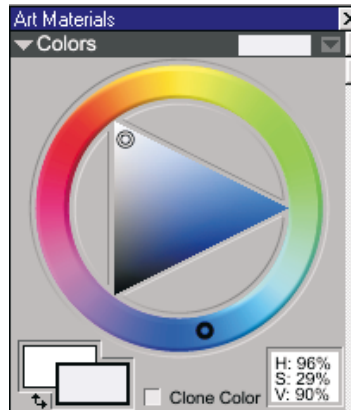
## PAINTING THE SNOW

You will now using the **Coarse Spray** airbrush to fill in the snow area of your picture.

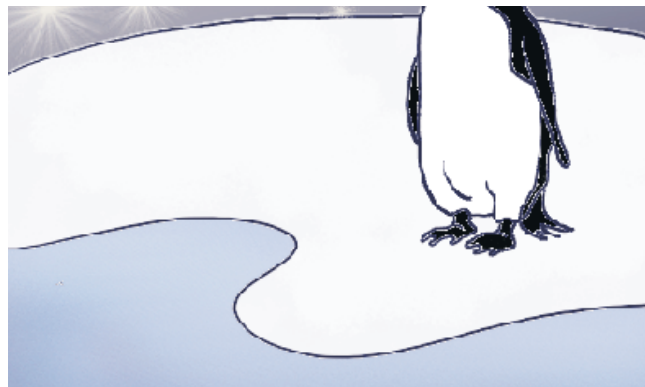
### TO PAINT THE SNOW

- 1 Use the **Magic Wand** tool to select the snow portion of image.
- 2 From the **Brushes** palette, choose **Airbrush** in the **Brush** menu and **Coarse Spray** in the **Brush Variant** menu.
- 3 From the **Controls: Brush** palette, set the **Size** slider to 12 and the **Opacity** slider to 60.

- 4 In the **Colors** section of the **Art Materials** palette, choose a pale blue in the color triangle selector, as shown below.



- 5 Fill in the snow with even brush strokes, adding highlights and shading as you go. When you're finished, the snow might look something like the snow in the following picture.



- 6 Save the file.

## Applying DRY MEDIA AND Adding TEXTURE

Another option for adding texture to your image is to apply a surface texture. Using the moon, we will first add color, and then apply a paper surface texture to add more visual interest.

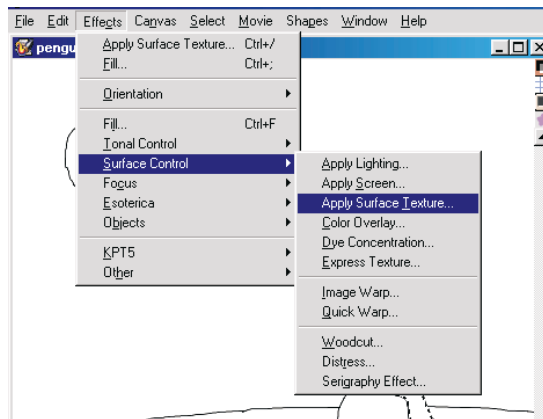
### To color the moon with chalk

- 1 Use the **Magic Wand** tool to select the area inside the moon.
- 2 From the **Brushes** palette, choose **Dry Media** in the **Brush** menu and **Artist Pastel Chalk** in the **Brush Variant** menu.
- 3 From the **Controls: Brush** palette, set the **Size** slider to 9 and the **Opacity** slider to 30.
- 4 In the **Colors** section of the **Art Materials** palette, choose a dark yellow.

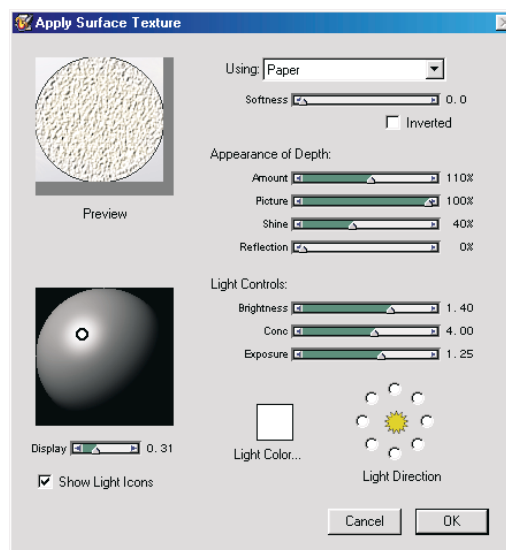
- Using circular brush strokes, fill in the moon. Use darker and lighter shades of yellow to add shadows and highlights.

## To Apply A SURFACE TEXTURE

- From the **Effects** menu, click **Surface Control** ► **Apply Surface Texture**, as shown below.



- In **Apply Surface Texture** dialog box, shown below, make sure **Paper** is selected in the **Using** box.




The Light Sphere, in the lower-left part of the dialog box, allows you to change the direction of the light source and to add and delete light sources. You can add a light source by clicking in the Light Sphere. You can delete a light source by selecting it and pressing **DELETE** (Backspace on Microsoft Windows®).

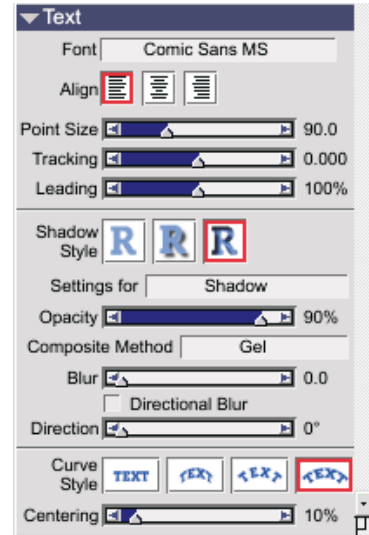
- Use the Light Sphere to adjust the lighting. The results of your settings are displayed in the **Preview** box above the Light Sphere.
- When you are happy with the results, click **OK**.

## Adding Dynamic Text

You will now add text to your picture. Dynamic text is automatically placed on a separate layer and remains editable until you choose to combine it with your canvas.

### To CREATE dynamic TEXT

- 1 From the **Tools** palette, click the **Text** tool .
- 2 From the **Colors** section of the **Art Materials** palette, choose a shade of blue that is darker than the color you used for the sky.
- 3 Click in the center of the sky and type **Cool!**  
This automatically creates a new layer entitled **Text "Cool!"**. You can see a list of layers in your file by opening the **Layers** section of the **Objects** palette.
- 4 From the **Objects** palette, open the **Text** section and experiment with the controls.  
The text in your picture changes as you make adjustments. The settings used for the text in the picture below are shown in the image to the right.



Congratulations on completing the Painter 7 Workspace Tour. Now that you know your way around the workspace, try some of the other tutorials.