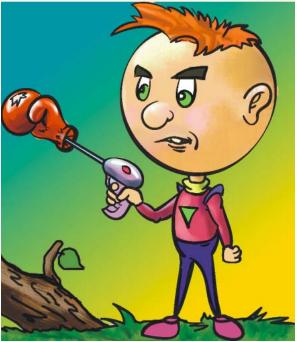
## Part 2 Highlights and Shadows

1) Open your completely colored .cpt file from your student folder. You will now add **light** and **shading** to create a detailed, finished looking composition.



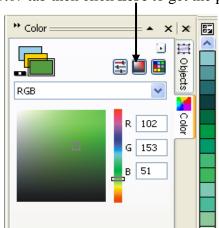


2) Look at the tabbed area that opens and closes your "*Objects*" docker. Find the Tab that is labeled "*Color*". Click on it to open the *Colors* docker.

(If you don't see this tab, go to Window > Dockers, and click the Color option (Ctrl+F2) This opens the tab)

3) Now you have a tab for *Color* and a tab for *Objects*.

Click the *Color* tab then click **here** to get the proper display view



- 4) Create a "Custom Color Palette" that uses only the colors you used in your picture.
- 5) Go to *Window > Color Palettes > None*. Your current color palette should disappear.
- 6) Go back to Window > Color Palettes > Create Color Palette from Document



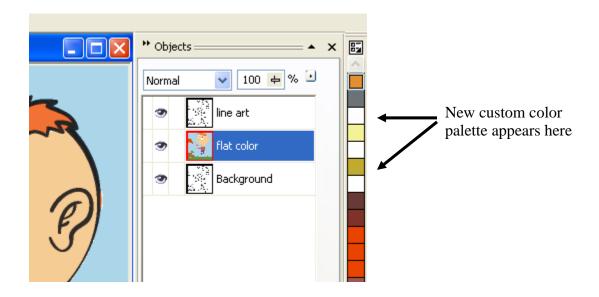
7) A window similar to that below will appear. Click **OK**.



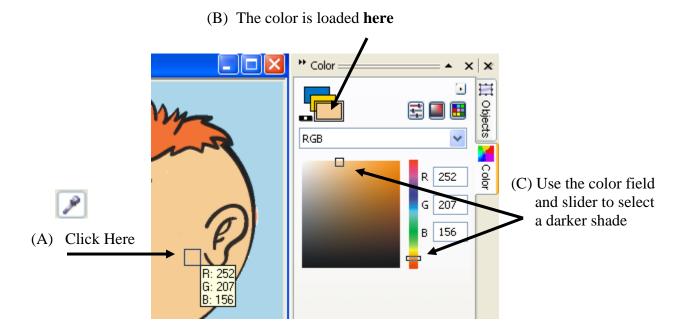
- 8) After clicking **OK**, the program will prompt you to save the file. Save your custom palette to your *student folder* for future use. Call it "**mycolors**".
- 9) Open your "mycolors" custom palette in Photo-Paint. Got to *Window > Color Palette > Open Palette*. Select your saved palette.



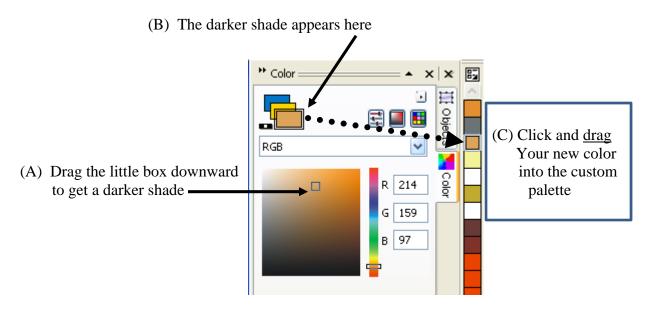
12) You now have a custom color menu based solely on the colors of your picture. This will help you as you shade and add detail to your image.



13) Use the "Eyedropper" tool When you click this tool, and then click on any color on the image, it <u>automatically loads the color you touched</u>. Try it a few times to see how it works. Watch how the color swatch changes every time you click a new color.



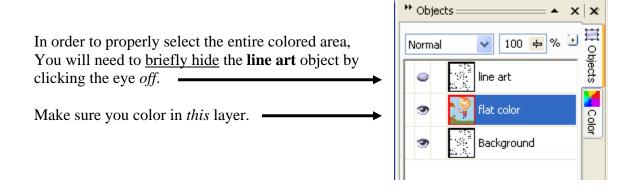
14) Create a <u>darker shade</u> of the same color for <u>shading</u> work

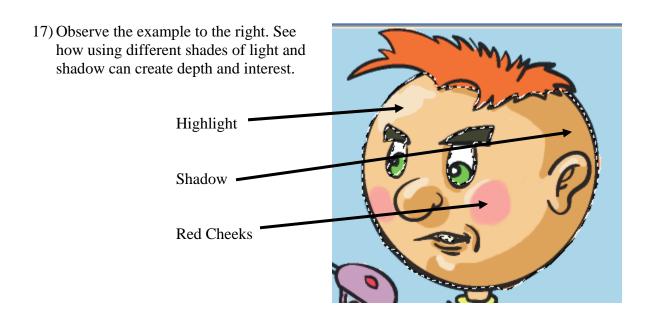


15) Use the <u>darker shade</u> of a color for shadows and other detail work. You should also create a <u>lighter shade</u> of color for painting highlights and reflections into the drawing.

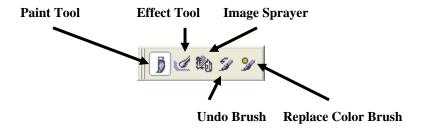
## 16) To apply **Light and Shadow**:

\* Select the Magic Wand Tool and click on a flat colored area that you want to render with light (brighter colors) and shadow (darker colors).

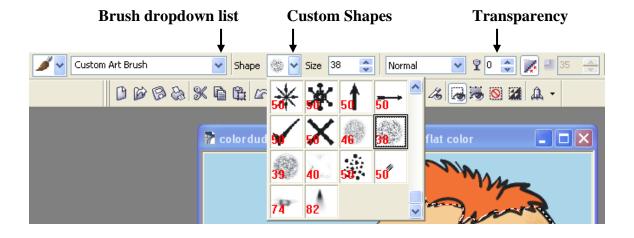




18) **Brushes** – Use different brushes to get different effects and textures. Experiment!

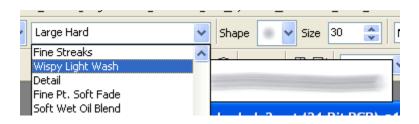


19) Different *Brush types* do different effects. Find a brush combination that allows for smooth blending between light and dark areas, or has interesting <u>textures</u>.



20) There are hundreds of different combinations to try. You are gunning for :

A) Texture B) Blending Lights and Darks together



## **BLENDING**

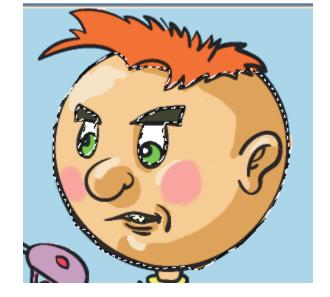
- 1) For effective <u>blending</u> of colors, choose the *Effect* brush.
  - \* From the dropdown menu, choose *Custom Smudge*.
  - \* Adjust the *Amount* setting. A good place to start is 30-50 with a transparency of your choice.

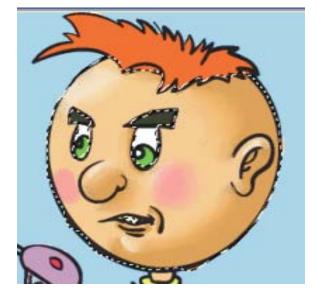


2) Using the above brush settings, you can easily and quickly blend light and shadow together.

Compare figure A to figure B and notice the difference that blending colors can make

Fig A Fig B





- 3) Refer to the above techniques and settings outlined in this instruction manual when creating your personalized composition.
  - a. Emphasize <u>light and shadow</u>. Refer to the examples if you are unsure of where to place light areas vs. dark areas.
  - b. **Blend** your shades of color together smoothly using the effects brush.
  - c. Add personalized **textures** or details that you create on your own
- 4) You will be evaluated on how well you demonstrate attention to:
  - a. Detail
  - b. Effort
  - c. Cleanliness
  - d. Contrasting lights and Darks
- 5) **Save your work as a .CPT** file for this one time only, so as to show that you properly created layers and changed the merge modes effectively.

