

The Painter X Wow! Study Guide

***Overview** This study guide / instructor's guide was designed to help you use *The Painter X Wow! Book* and its accompanying CD-ROM for self-study or as a textbook for classes in digital illustration, design, and enhanced photography, and using Corel Painter X.*

Painter X Wow! Course Suggestions

Each **Topic** relates to a specific chapter in the book. Topics are organized from basic to complex.

The **Overview** is a reading and study assignment that will provide students with the background they need to understand the demo and attempt the projects.

Each **Demo** is a “confidence builder” you can do as a demonstration, and then, in a classroom situation, have the class repeat.

The **Project** sections include techniques with numbered step-by-step instructions provided in the book, so that students can practice on their own. The Projects sections also include at least one original project for each topic, to be completed independently. These projects can be critiqued and evaluated in a classroom situation. Students can use the Wow! files and stock photos and movies on the *Painter X Wow!* CD-ROM with many of the projects.

This guide can be used for independent study, or for teaching a one-hour seminar, a three-day workshop, or a semester-long course. Depending on the length of the course and the expertise of the students, you can choose how much to cover.

For a short workshop, you can choose one or a few of the Topics that you think are most important to the audience. And you may want to limit your instruction to the Demo or to a single choice from the Projects list.

For a semester-long course, you can work through the entire Topics list, all the Demos, and many of the Projects. There are many additional projects in the book, particularly for the “Painting with Brushes,” “Enhancing Photos, Collage and Montage,” “Combining Painting with Photography” and “Using Special Effects” topics. These can be used for extra credit or as alternatives to the projects listed in this guide.

TOPIC

GETTING TO KNOW PAINTER

Overview. To use Painter efficiently, students will need to have a basic understanding of the program's organization, which can be found in the Painter Basics section of Chapter 1, on pages 10–17. Remind students to save in RIFF (Painter's native format) to preserve Painters native layers (Watercolor and Liquid Ink, for instance) and to keep effects (such as Bevel World) live so that you can edit them.

Demo. Open Painter and demonstrate Painter's interface, explaining the location of its most important components. Use the illustrations on pages 10–12 for reference.

Demo. Open Painter and demonstrate how to use the helpful grids and composition tools, such as Divine Proportion. See "Designing with Divine Proportion" on page 21.

Wow! files. Example RIFF files (Painter's native format) are included on the *Painter X Wow!* CD-ROM in the Painter sample files folder.

TOPIC

ORGANIZING ART MATERIALS

Overview. To take advantage of the amazing arsenal of brushes and art materials that are supplied on the *Painter X Wow!* CD-ROM and the Painter X Application CD-ROM, plan to discuss the topics Libraries and Movers, found in Chapter 1 on pages 17–19.

Demo. Choose tools, brushes, and other art materials such as papers, patterns and gradients. Demonstrate the Content Selectors and how to launch a palette (for instance, the Papers palette), where the paper can be scaled, and other functions. Demonstrate copying and loading an alternate library of materials.

Demo. Using the information in the Libraries and Movers section of Chapter 1, demonstrate how to load an alternate library, and how to create a new custom library.

Project. Using the information about Libraries and Movers provided on pages 17–19, practice copying and loading an alternate Papers library from the *Painter X Wow!* CD-ROM.

Project. Customize a Workspace. Demonstrate Painter X's new Workspace features, including how to build a custom Workspace. See the step-by-step technique "Customizing a Workspace" on page 20.

Wow! files. Custom brush, paper, pattern libraries (and more!) are located on the *Painter X Wow!* CD-ROM.

TOPIC**THE POWER OF COLOR**

Overview. The introduction of Chapter 2 covers translating traditional color theory concepts to Painter's color tools on pages 26–28. Using the examples provided in the chapter introduction, explain how different artists have used color to create atmosphere or impact, and to communicate emotion.

Demo. Demonstrate using the Colors palette to choose color. For instance, show how to saturate and desaturate a color using the Saturation/Value triangle in the Colors palette.

Demo. Show how to make color adjustments to an existing image using Painter's Effects, Tonal Control, Correct Colors, or Adjust Colors dialog boxes.

Demo. Demonstrate mixing colors with the universal Mixer. See "Using the Universal Mixer" on page 27.

Demo. Using Painter's default Color Set, introduce the concept of using a Color Set. See "Keeping Colors in Color Sets" on page 35.

Project. Using one of the photos included on the CD-ROM, create a Color Set by sampling colors from the photo. After saving their own Color Set, have them create a study using Painter's brushes, such as the Acrylics, Chalks or Pastels. See "Capturing a Color Set" on page 40.

TOPIC**PAINTING WITH BRUSHES**

Overview. The introduction to Chapter 3, "Painting With Brushes," covers painting basics and "Emulating Traditional Techniques" pages 55–64, "Painting on Layers" and "Painting Along a Path" on page 64–65.

Sketching

Demo. Brush Tracking is essential for getting the most sensitive performance from Painter's brushes. With Brush Tracking you can customize how Painter interprets the input of your stylus. For more information, see pages 16 and 66.

Demo. Using a Pencils variant, create a quick sketch using a pressure-sensitive tablet and pen. Demonstrate the quality of line and sensitive shading that is possible with Painter's Pencils variants. Using the Scratchboard variant of Pens, use your stylus to draw a line sketch that will demonstrate expressive line.

Project. Draw a portrait sketch of a family member or pet using Painter's Pencils. See "Sketching with Pencils" on page 66 and "Drawing With Colored Pencils" on page 67.

Project. Have the students create a sketch of their hand or foot using a Pens variant. See "Making Sketchbook Studies Using Pens" on page 68.

Project. Have the students create a loose drawing with unusual Pens variants. See "Expressive Drawing With Pens" on page 70.

Wow! Files. Sample sketches are included on the *Painter X Wow!* CD-ROM.

TOPIC

Painting

Demo. Demonstrate creating a dry media study using Painter's Chalk, Pastels and Blenders variants. See "Blending and Feathering With Pastels" on page 72.

Project. Draw a still life study or landscape using Painter's Chalk, Pastels and Blenders brushes.

Demo. Using the Acrylics and Oils variants, create two studies using a pressure-sensitive tablet and pen. Demonstrate the expressive qualities that are possible with Painter's Acrylics and Oils brushes.

Project. Paint a portrait study using Painter's Acrylics. See "Painting With Acrylics" on page 84.

Project. Paint a still life or nature study using Painter's Oils. See "Mixed Media Painting" on page 98.

Demo. See "A Painter Impasto Primer" on page 119. Demonstrate using the Impasto brushes. Create a study that uses thick Impasto paint.

Project. See "Brushing Washes over "Live" Canvas" on page 121 and "Working with Thick Paint" on page 123.

Demo. Demonstrate Painter's exciting Watercolor brushes and media layers. See "A Painter Watercolor Primer" on page 74.

Project. Experiment with Watercolor brushes and layers, and then have students create a study. See "Wet-Into-Wet Watercolor" on page 78.

Project. Demonstrate the Digital Watercolor brushes that can be used on the Canvas or on default layers. Create a study using Digital Watercolor. See "Coloring a Drawing Using Digital Watercolor" on page 82.

Demo. Demonstrate Painter's luscious Artists' Oils brushes. Show how they interact with the color in the Mixer palette. See "A Painter Artists' Oils Primer" on page 88.

Project. Experiment with Artists's Oils brushes, and then create a study. See "Painting with the Artists's Oils" on page 91 and "Illustrating with the Artists' Oils" on page 95.

Demo. Demonstrate Painter X's exciting new RealBristle Brushes. Show how they interact with the color in the updated universal Mixer palette. See "A Painter RealBristle Primer" on page 100.

Project. Experiment with RealBristle Brushes, and then create a study. See "Painting with the RealBristle Brushes" on page 103.

Wow! files. Oils sketch files, Liquid Ink sample files, Watercolor sample files and scripts to show the progress of an illustration are included on the *Painter X Wow!* CD-ROM.

Cloning, Tracing and Painting

Demo. Demonstrate Painter's Cloning and Tracing Paper features, including the new Quick Clone feature in Painter X.

Project. Using a photo that is included on the CD-ROM, practice making a clone, and then tracing a sketch. Then, experiment with Cloning brushes. See "Cloning, Tracing and Painting" on pages 106 and "Coloring and Cloning on pages 109.

Wow! files. Stock photos on the CD-ROM.

TOPIC

BUILDING BRUSHES

Overview. See the introduction to Chapter 4, "Building Brushes" for detailed information about brushes, and the Brush Controls and Brush Creator functions. In this section you'll learn how to create and organize your own custom brushes.

Demo. Demonstrate making a custom Oils brush using the Stroke Designer window of the Brush Creator, and then save it as a variant. See pages 150–151.

Project. Create a custom Pastel brush, and then save it as a custom variant. See "Painting in Pastel Using Custom Brushes" on page 154.

Demo. Demonstrate using the Transposer to create a custom brush based on two default Painter brushes. See page 152.

Project. Create an Oil Pastel Pencil by blending an Oil Pastel with the Thick n Thin Pencil. See page 152.

Wow! files. Custom brushes are included on the *Painter X Wow!* CD-ROM.

TOPIC

USING SELECTIONS, SHAPES AND MASKS

Overview. See the introduction to Chapter 5, "Selections, Shapes and Masks" for basic information and functions.

Demo. Demonstrate Painter's selection tools. Show that they will allow you to isolate areas for coloring.

Project. Create a sketch, and then use Painter's Lasso (or other selection tools) to draw selections that will isolate areas for coloring. See "Using Selections to Limit Paint" on page 187.

Wow! files. Stock photos are available on the *Painter Wow!* CD-ROM.

TOPIC

USING LAYERS

Overview. See the introduction to Chapter 6, "Using Layers" for basic information and functions.

Demo. Using a new file, demonstrate Painter's layers: create a default layer, a floating object, a reference layers, a shape, a dynamic layer, a text layer and the two media layers—Watercolor and Liquid Ink. Demonstrate organizing with the Layers palette (see page 213-214).

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Project. Create a black-and-white sketch on a layer, and then add color by painting with brushes on new layers. See “Painting on Layers” on page 220 and “Mixing Media on Layers” on page 226.

Demo. Demonstrate setting type with thick strokes and then using Painter’s layer mask function to hide a portion of the layer.

Project. Set type with thick strokes and blend it into a background image using a layer mask. See “Melting Text into Water” on page 228.

Wow! files. Sample layers files on located on the *Painter Wow!* CD-ROM.

TOPIC**ENHANCING PHOTOS, MONTAGE AND COLLAGE**

Overview. See the introduction to Chapter 7, “Enhancing Photos, Montage and Collage,” for image processing basics and creative ideas for using Painter’s effects with your photos.

Demo. Demonstrate Painter’s image editing and natural-media effects that shine when working with photos. See pages 240–245.

Projects. Color an image with sepia, simulate motion and selectively color an image. See pages 246–248.

Wow! files. The Photospin images used for the “Selective Coloring” and “Simulating Motion” techniques are on the *Painter X Wow!* CD-ROM.

TOPIC**COMBINING PAINTING WITH PHOTOGRAPHY**

Demo. Review how to make a clone from a photo. Demonstrate using Painter’s cloning brushes to work over the clone of the photo, creating a painted look. Demonstrate the File, Quick Clone function; see page 106.

Project. Open a photo, clone it and paint over the clone. See “Cloning, Blending and Painting a Photo” on page 254.

Demo. Open a photo and create a clone. After saving the clone with a new name, demonstrate making a colored background. Then use the cloning brushes to paint in the clone image, and gradually bring in details from the original photo.

Project. Open a photo and clone it. Paint a colored background on the clone canvas, and then use cloning brushes to “paint” details from the photo into the clone image with the colored background. See “Creating a Photo-Painting” on page 257.

Demo. Demonstrate making a collage using a few photos. Show how to blend two images using layer masks.

Project. Choose photos based on a theme. Then, assemble a collage using layers, then drop out a background of an image, or blend two elements into one another using layer masks. (See “Creating a Collage Using Masks and Layers” on page 269.)

Demo. For a workflow unique to Painter, demonstrate making a collage using point-to-point cloning. See “Collage with Cloning and Brushes” on page 222.

TOPIC

Project. Choose photos based on a theme. Then create a collage by cloning the imagery onto transparent layers. See “Collage with Cloning and Brushes” on page 222.

Wow! files. Stock photos are available on the *Painter X Wow!* CD-ROM.

USING SPECIAL EFFECTS

Overview. See the introduction to Chapter 8, “Exploring Special Effects” for creative ways to use special effects, such as Adding Effects with Surface Texture, Adding Dimension with Lighting, Exploring Patterns and more!

Demo. Open a photo and demonstrate how to add a painted Impressionist look to the image using Apply Surface Texture and Glass Distortion effects. (See “Creating an Impressionist Look on page 309.)

Project. Choose a favorite photo and follow the instructions in “Creating an Impressionist Look” on page 297.

Demo. Draw a pattern element and capture it as a seamless pattern, as described on page 292.

Project. Make a seamless pattern. See “Creating a Seamless Pattern” on page 292.

Demo. Demonstrate making using an environment map to add color and dimension to a graphic or title. See page 298.

Project. Follow the steps in “Applying an Environment Map” on page 299.

Project. Try out the default Nozzles in the Nozzle Selector. Then, follow the step-by-step “Creating A Color-Adjustable Leaf Brush” on page 312.

Wow! files. Graphic FX samples, emaps, Wow! Effects Scripts and John Derry’s Tidepool and Leaves nozzles are on the *Painter X Wow!* CD-ROM.

TOPIC

WORKING WITH TYPE IN PAINTER

Overview. See the introduction to Chapter 9, “Working With Type in Painter” for creative ways to use type, such as setting type on a curve, creating beveled chrome and more!

Demo. Demonstrate how to set type on a curved path in Painter.

Project. Follow the instructions in “Setting Text on a Curve” on page 334.

Demo. Demonstrate how to create a beveled chrome look.

Project. Follow the instructions in “Creating Beveled Chrome” on page 336.

Wow! files. Graphic FX samples are on the CD-ROM

TOPIC

USING PAINTER WITH PHOTOSHOP

Overview. See the introduction to Chapter 10, “Using Painter With Photoshop” for useful information about porting images back and forth between Painter and Photoshop.

Demo. Demonstrate saving a layered Painter file in Photoshop format and opening it in Adobe Photoshop. Show opening a layered Photoshop file in Painter.

Project. Assemble a sheet of favorite art paper and a black-and-white drawing and then scan them into Photoshop. To assemble your elements, follow the step-by-step technique “Compositing, Painting and Effects” on page 344.

Project. Follow the step-by-step “Illustrating with Soft Pastel” on page 346.

TOPIC

SCRIPTS, ANIMATION AND MULTIMEDIA

Overview. See the introduction to Chapter 11, “Animation and Film with Painter” for creative ways to use scripts, saving a script as a movie, creating animations and more!

Demo. Play a few of the scripts that ship with Painter. Demonstrate how to manually record a script in Painter.

Project. Record the process of a drawing using a script. See page 355–356.

Project. Follow the steps in “Animating and Illustration” on page 363.

Wow! files. See animations, movies, and the Wow! Effects Scripts on the *Painter X Wow!* CD-ROM

TOPIC

PRINTMAKING OPTIONS

Overview. See the introduction to Chapter 12, “Printing Options,” for basic information as well as creative ideas for digital printmaking and mixed media. The step-by-step techniques can be adapted for your own projects.

Project. For a step-by-step technique that includes color calibration and archival printmaking from the desktop, see “Making Color-Managed Art Print” on page 388.