

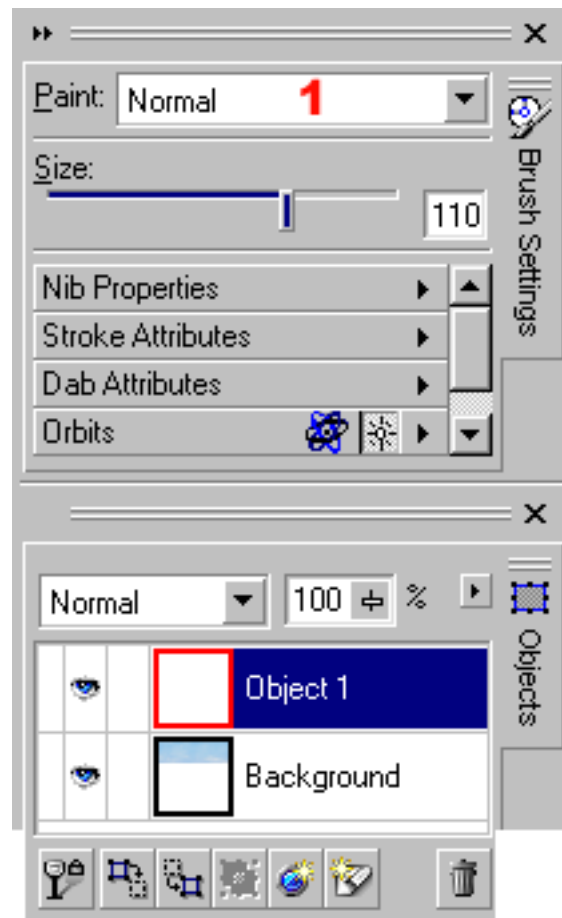
## Photo-Paint 9 Image List Painting

Photo-Paint 9™ has the capability of using Image Lists of objects to create images like those of Painter's Nozzles™, Paint Shop Pro's Tubes™ and Photo Impact's Object Cloner™. Each program has its idiosyncrasies as to how the image is created, but the final results are on the same level. To keep up with today's volatile graphic market one has to be able to produce quality work at an accelerated pace. These programs are the tools that help us to do that in a major way. The main focus of this tutorial is to demonstrate how easily this can be accomplished using one of Photo-Paint 9's™ most powerful tools, the Image Sprayer.

Open a new file at 400 X400, 72 PPI, and select a White background. To create the sky I used the KPT SkyEffects™ filter, one of 10 new filters found in the new plug-in KPT6™, developed by MetaCreationst™. If you don't have this plug-in you can easily make a selection for the sky area, fill it with a gradient of light to a darker blue. In the program **Menu Bar** select **Effects>Creative>Weather>Fog** and experiment with the settings to come up with some simple cloud effects.

Download the 10 free Image Lists you will need to complete this tutorial or use the ones on the cd.

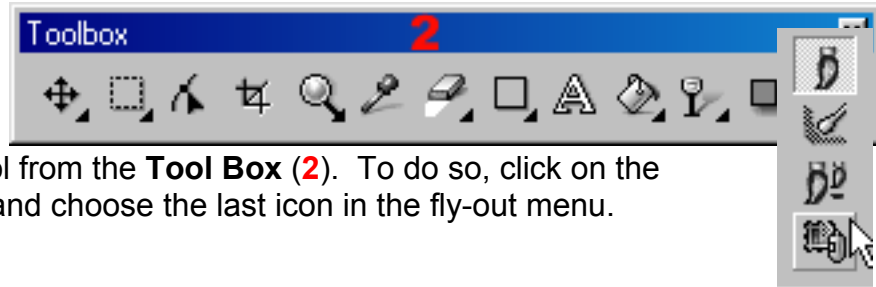
If your **Docker Group** window is not open, press **Ctrl+F7** to open it. Press **Ctrl+F8** to add the **Brush Settings** to the group. Click on the **New Object** icon located next to the **Trash Can** at the bottom of the **Docker Group** window (1).



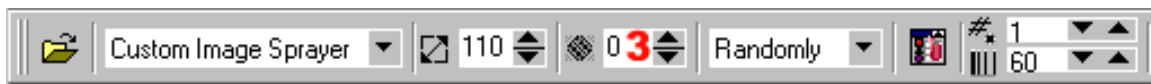
Double click on **Object 1** and the **Object Properties** window appears. Type **Far Trees** in the **Name:** box and click **OK**.

Press the 'I' key to access the **Image Sprayer** tool. You can

also select the tool from the **Tool Box (2)**. To do so, click on the **Paintbrush** icon and choose the last icon in the fly-out menu.

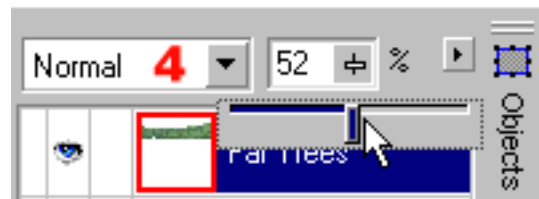


All adjustments to the **Sprayer** tool are made either in the **Brush Settings** section of the **Docker Group** window or from the tools **Property Bar (3)**. There are icons missing from the example shown.



Click on the **Brush Type** window (**Custom Image Sprayer**) to see what brushes are available. If you have loaded your download image lists in a folder other than the program default you will have to click on the folder icon (1<sup>st</sup>) to gain access to them. When the **Load Image List** dialog box appears, navigate to their location and select the **Mixed-Trees.cpt** file. Click on the **Open** button.

The default size of the brush is **255**, change this to **110**. You can do this in the **Brush Settings** window or the **Property Bar**. Paint in a few rows of trees overlapping the skyline. We want the trees to appear as they would in a distance, hence the lower size setting. To help with this illusion we need to lower the transparency of these objects. We do this by accessing the opacity slider bar in the **Objects** window of the **Docker Group (4)**. Set the slider to **50%**.



My trees look like this (5).



Change the sprayer size to **255**. Click on the **New Object** icon and name the object layer **4-Trees**. Paint in some trees just below the far trees. Adjust the transparency to **80%**. You should have something that looks like this (6).



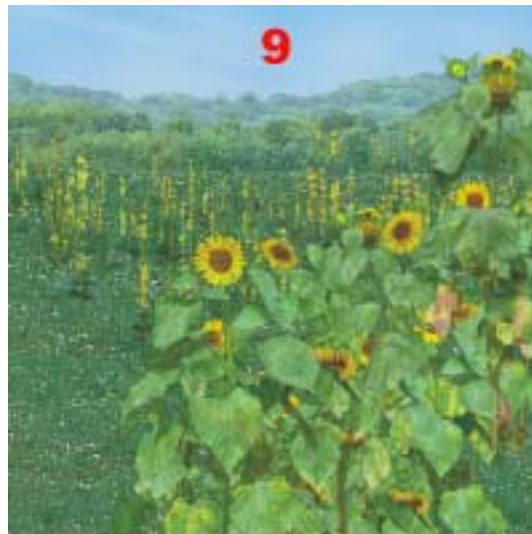
Click on the **Folder** icon on the **Property Bar**. Select **Summer-4.cpt** as your image brush file. Click on the **Open** button. Create a new object layer and name it **Far Grass**. Change the size from **272** to **150**. Starting at the base of the trees paint in some grass about 1/3<sup>rd</sup> of the way down. Change the size setting to **240** and paint all the way to the bottom of your canvas. My painting looks like this (7).



Load the **Goldenrod.cpt** file. Set the size to **120**. Create a new object and name it **Goldenrod**. Paint in some plants across the middle area of your canvas. Move the size down to **90** and paint a few more, then a few more at **80**. When you are satisfied, adjust the transparency down to **80**. You should have something similar to this (8).



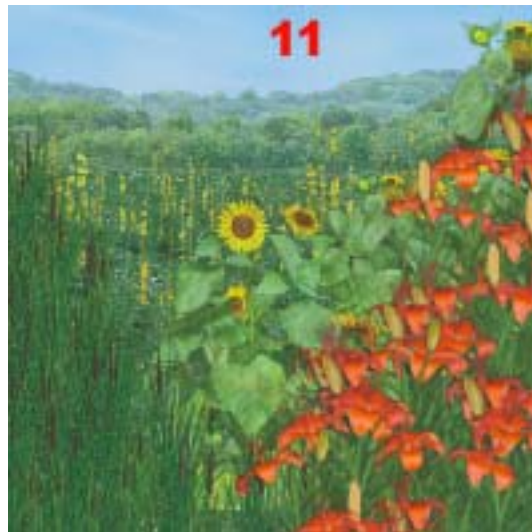
Load the **Sunflower.cpt** file. Set the size to **290**. Create a new object and name it **Sunflowers**. Paint in some plants at a diagonal in the right area of your canvas. Move the size down to **315** and paint a few more in the center foreground. When you are satisfied, adjust the transparency down to **80**. You should have something like this (9).



Load the **Cat-Tails.cpt** file. Set the size to **228**. Create a new object and name it **Cat-Tails**. Paint in some plants at a diagonal in the left area of your canvas. Move the size down to **200** and paint a few more. When you are satisfied, adjust the transparency down to **80**. You should have something similar to this (10).



Load the **Red-Lilly.cpt** file. Set the size to **248**. Create a new object and name it **Red-Lilly**. Paint in some plants at a diagonal in the right area of your canvas. When you are satisfied, adjust the transparency down to **90**. You should have something similar to this (**11**).



Load the **B-EyeSusan.cpt** file. Set the size to **246**. Create a new object and name it **B-EyeSusan**. Paint in some plants at a diagonal in the left area of your canvas. You should have something similar to this (**12**).



Load the **Gerber-Daisy.cpt** file. Set the size to **147**. Create a new object and name it **Gerber-Daisy**. Paint in some plants at a diagonal across the bottom of your canvas. Just the tops should be showing. You should have something similar to this (**13**).



Load the **Broad-Grass.cpt** file. Set the size to **190**. Create a new object and name it **Broad-Grass**. Paint in some grass across the bottom of your canvas. You should have something like this (14).



Load the **Alfalfa.cpt** file. Set the size to **190**. Create a new object and name it **Alfalfa**. Paint in some grass across the bottom of your canvas. You should have something like this (15).



I always save my work in the programs native format so I can easily make changes should any become necessary. Before I merge the layers I want to make some minor position adjustments to some of them. Don't forget to sign your work.

Once I have saved the file a second time with the objects combined with the background I will embed the Digimarc watermark. This won't prevent unauthorized use but it will be additional evidence in the event I ever have to bring a copyright infringement lawsuit against someone. This is another tool to help you protect your work, use it if you place any value on what you have worked so hard to create.

My finished painting looks like this.

