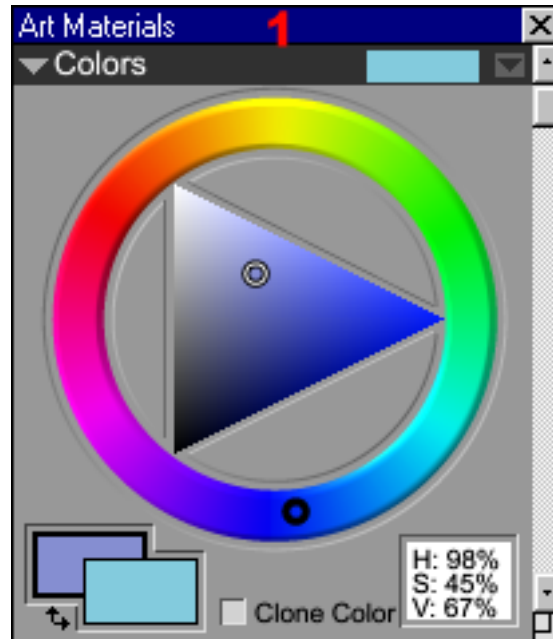


## P\_6 Free nozzles Painting

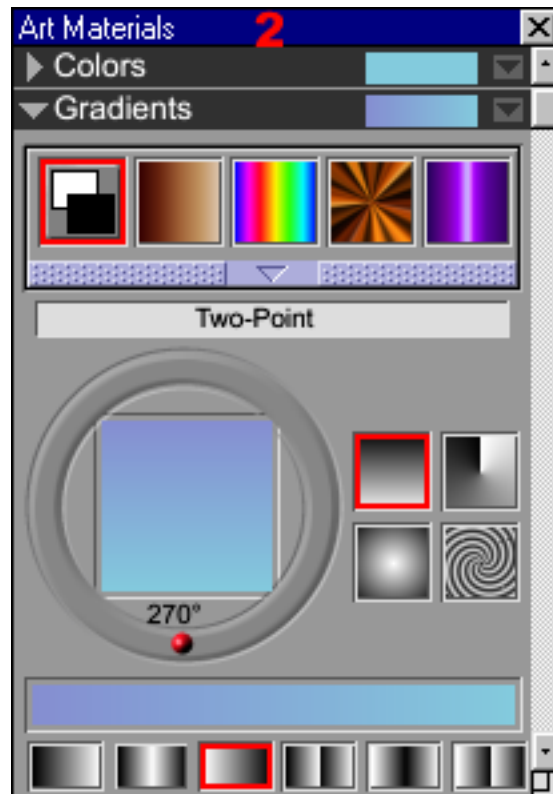
Download the 10 free nozzles you will need to complete this tutorial.

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 MetaCreation. If you don't have this plug-in you can easily make an acceptable sky.

Press the 'R' key to access the **Rectangular Selection** tool, select the top ¼ of the canvas. In the **Art Materials** palette **Color** section (1), choose a light Blue for the **Primary Color** and a medium Purple for the **Secondary Color**.



Still in the **Art Materials** palette, open the **Gradients** section (2), select **Two-Point** for your gradient and click on the **Left to Right Grad** icon. Move the **Red Ball** slider around the ring to **270** degrees.



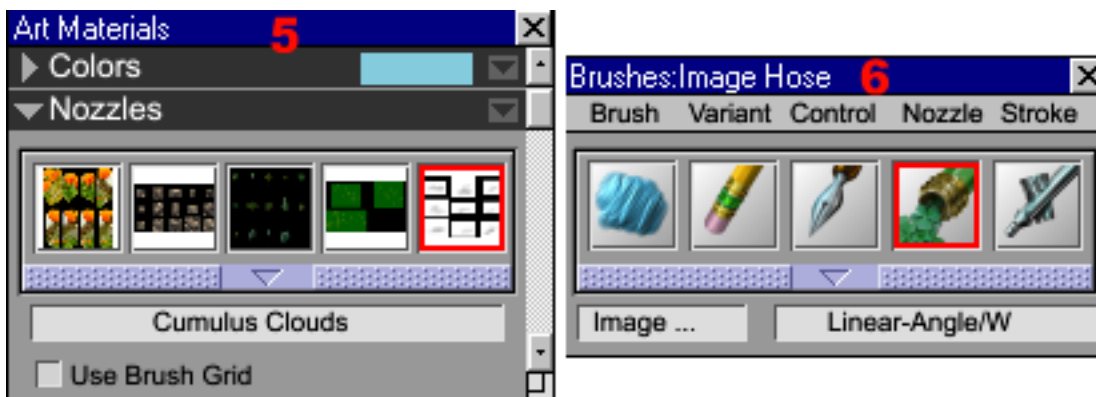
Press the 'K' key to access the **Fill Tool**. In the **Controls: Paint Bucket** palette, be sure to select **Grad** from the **Fill With** menu (3).



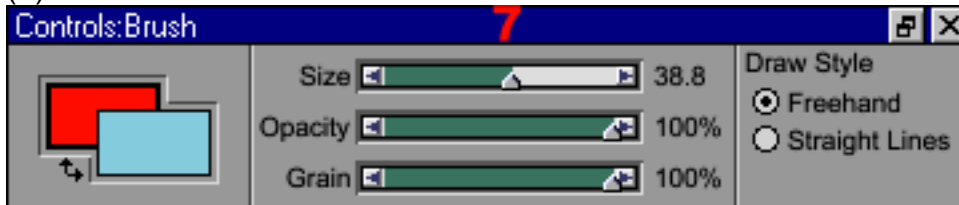
Click once inside the **Rectangular Selection** and you should have something that looks like this (4).



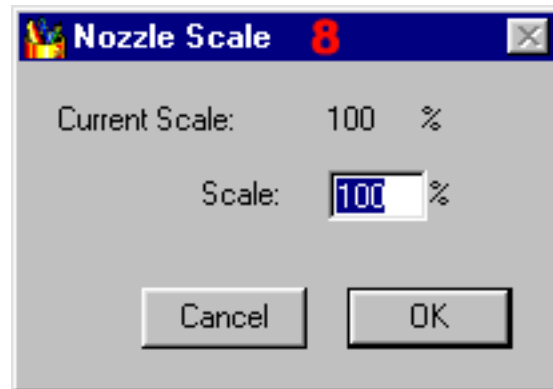
Add some clouds to give your sky a little character. In the **Art Materials** palette, open the **Nozzles** section and select the **Cumulus Clouds** nozzle (5). In the **Brushes:** palette (6), select the **Image Hose** brush and the **Linear-Angle/W** variant.



Paint in some clouds until they look the way you want them. If you want to change the size of the clouds, use the **Size:** slider in the **Controls Brush:** palette (7).



You can also change their size by clicking on the word **Nozzle** in the **Brushes:** palette (6). From the bottom of the menu, click on **Select Nozzle Scale**, enter the amount in the **Scale:** window (8).

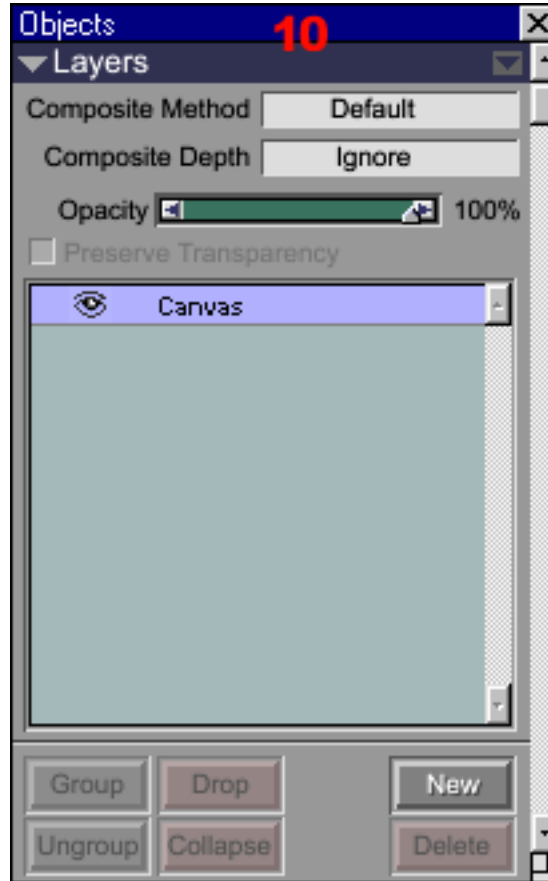


**Note:** The numerical readings are different in the **Brushes:** palette and **Scale:** dialog box. Adjust the **Size:** slider to check the difference between the two. My advice is to pick one method of adjusting the size of your nozzles and stick with it.

Press **Ctrl + D** to deselect the sky. You will have something similar to this (9).



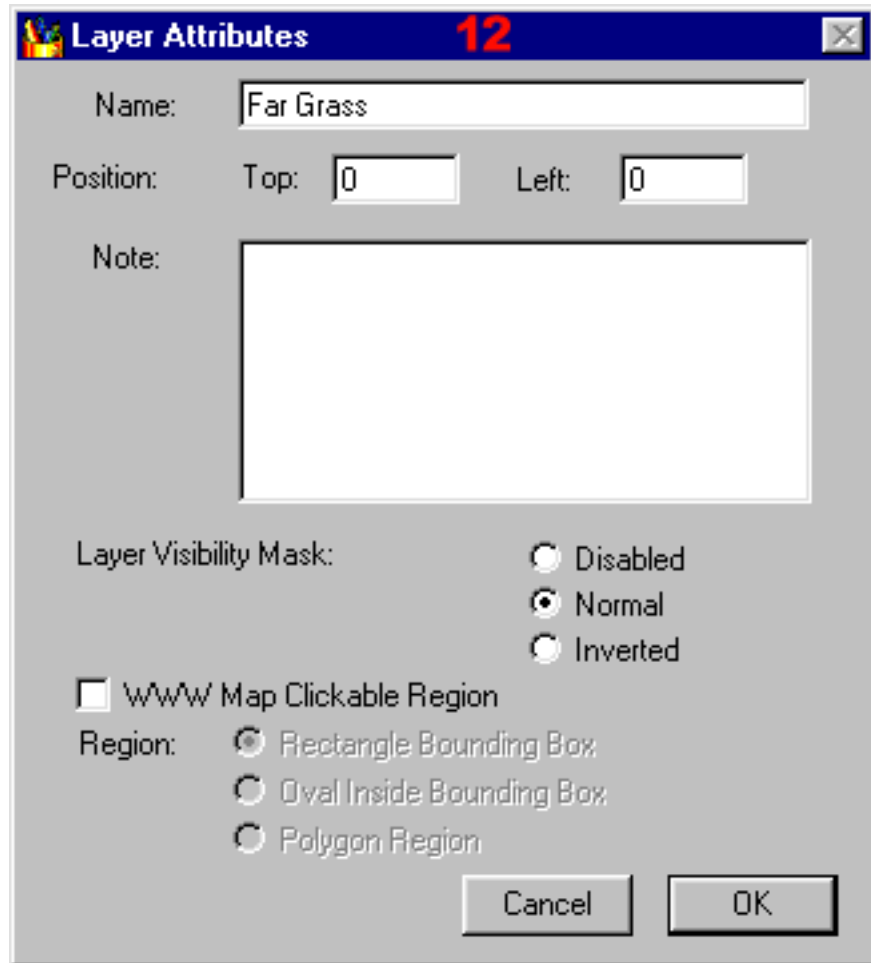
In the **Objects** palette, click on the **Gray Triangle** or the word **Layers** to gain access to the **Layers** section (10). Click on the **New** button to create a new layer.



You should have already downloaded the 10 nozzles for this tutorial, if not, do so now. Press **Ctrl + L** and load the **Short-4** grass nozzle. Set the **Size:** to around **50%**. Beginning at the bottom of the sky paint in some grass so it covers a little sky and about 1/3<sup>rd</sup> of the canvas. Change the **Size:** to **90%** and paint to the bottom of the canvas. You will have something that looks like this (11).



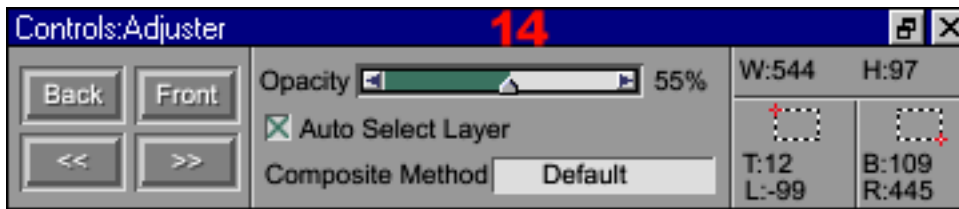
Create a new layer. Double click on the **Layer 1** bar, the **Layer Attributes** dialog box will appear. Type in **Far Grass** and click **OK (12)**.



Press **Ctrl + L** and load the **Mixtrees** nozzle. Set the **Size:** to **50%**. Paint in some trees leaving some sky showing and covering the top of the grass. You will have something similar to this (13).



Press the 'F' key to access the **Layer Adjuster** tool. In the **Controls: Adjuster** palette, move the **Opacity** slider to **55%** (14). Name this layer **Far Trees**.



Create a new layer. Set the **Size:** to **100%**. Paint in some more trees, leaving about half of the first tree layer showing. Name this layer **4-Trees**. You should have something that looks like this (15).



Create a new layer. Press **Ctrl + L** and load the **Goldenrod** nozzle. Set the **Size:** to **50%**. Paint in some rod until you have something similar to this (16). Name this layer **Goldenrod**.



Create a new layer. Press **Ctrl + L** and load the **Sunflower** nozzle. Set the **Size:** to **50%**. Paint in some flowers until you have something that looks like this (17). Name this layer **Sunflowers**.



Create a new layer. Press **Ctrl + L** and load the **Catails** nozzle. Set the **Size:** to **50%**. Paint in some catails until you have something that looks similar to this (18). Name this layer **Catails**.



Create a new layer. Press **Ctrl + L** and load the **Red Lilly** nozzle. Set the **Size:** to **50%**. Paint in some flowers until you have something that looks like this (19). Name this layer **Red Lilly**.



Create a new layer. Press **Ctrl + L** and load the **B-Eye Susan** nozzle. Set the **Size:** to **50%**. Paint in some flowers until you have something similar to this (20). Name this layer **B-Susan**.



Create a new layer. Press **Ctrl + L** and load the **Gerber Dsi** nozzle. Set the **Size:** to **50%**. Paint in some flowers until you have something that looks like this (21). Name this layer **Gerber Dasi**.



Create a new layer. Press **Ctrl + L** and load the **Broad Grass** nozzle. Set the **Size:** to **50%**. Paint in some grass until you have something similar to this (22). Name this layer **Broad Grass**.



Create a new layer. Press **Ctrl + L** and load the **Alfalfa** nozzle. Set the **Size:** to **50%**. Paint in some alfalfa until you have something that looks like this (23). Name this layer **Alfalfa**.



My painting looks like this.

