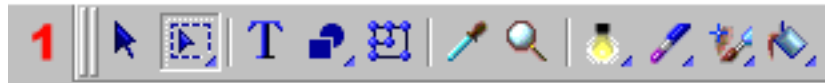


## Photo Impact OBJECT CLONE Painting

Photo Impact™ has the capability of using objects to create images like those of Painter™ nozzles, Photo-Paint™ image lists and Paint Shop Pro™ tubes. Each program has its idiosyncrasies as to how the image is created, but the final results are on the same level. Too 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 Impact™'s most powerful tools, the Object Clone Tool.

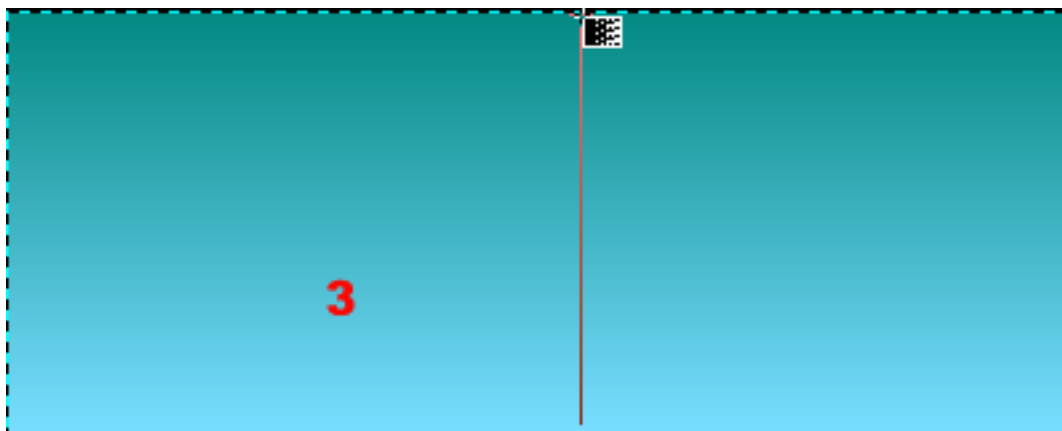
Download the 10 free [object files](#) you will need to complete this tutorial. Remember where you put them! Create a new file, 400 X 400 pixels at 72 PPI. In the Tool Panel (1) select the Standard Selection Tool (2<sup>nd</sup> icon), and create a rectangle covering the top 1/3<sup>rd</sup> of the canvas. This area is for our sky.



In the **Tool Panel** click on the **Bucket Fill Tool** icon (last one), choose the **Linear Gradient Fill Tool** from the menu. In the **Fill Attributes** bar (2) click on



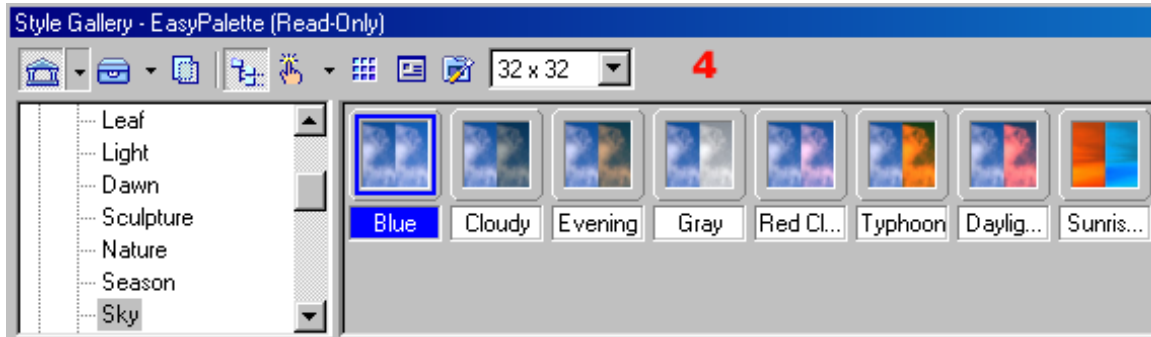
the 1<sup>st</sup> color chip and select a light blue from the **Ulead Color Picker** palette, click **OK**. Click on the 2<sup>nd</sup> color chip and select a dark blue green color. Using the **LG** fill tool click once at the bottom of the selection, hold down the mouse button and drag to the top. You should have something that looks like this (3).



The gradient appears to be very dark for a sky. In a few minutes you won't recognize these background colors. One important thing to remember is don't bother trying to duplicate the painting exactly. If I did this same one a hundred

times, I wouldn't be able to come up with an exact replica. It's the process you want to master for use in future works, not the duplication of the image.

If The **Easy Palette** is not open, press **Ctrl + F1**, the palette will open (4). Click on the **Galleries** icon and select the **Sky** gallery and double click on the **Blue** icon. Notice how the gradient changes colors? Experiment with the different effects contained in this gallery such as **Fading**. When you have an effect you think will make a good background you can add some clouds to complete the sky.



To add some clouds, in the **Tool Panel** click on the **Clone Tool (1)**(next to last), select the last item in the menu (**Object Clone**). In the **Attributes** bar click on **Open** and navigate to the **Ulead** folder. Under **Samples**,open the **Object Clone** folder. Select **cloud.UFO** for your object.

As you are painting you can adjust the transparency of the objects by entering A numerical value in the **Trans:** box on the **Attributes** bar. Adding some transparent clouds will help create the illusion of distance in your painting.

Once the clouds are painted, you still have options to manipulate them. Try switching to the **Pick Tool (1 - 1<sup>st</sup> icon)** and moving individual clouds to improve your sky. The clouds can be resized, individually or as a group using the **Transform Tool (1 – 4<sup>th</sup> icon)**. I sometimes use the **Easy Palette Layer Manager (4 – 3<sup>rd</sup> icon from left)** to view and select objects to group for resizing. Most of the time I choose the objects I want to use in a painting before I begin to paint. I make 3 or 4 different sizes so I can just paint, using a small group for distance and the larger ones to work towards the foreground. This is faster for me. You can still manipulate them if you want to. It is a matter of working styles, Some, of you will like this method and some won't.



My sky looks like this (5).



To complete the rest of this tutorial I have created 11 objects for you to download (all are located on the cd). They can be used in different combinations to create many different paintings. I hope you like them.

Once you have downloaded the object files, click the **Open** icon on the **Object Clone Attributes** bar. Select the **Smr-4.ufo** file. Paint in a few lines of grass at the base of the sky. To see what I have painted I switch to the **Pick Tool**, click once outside the image to deselect the objects. I may want to move one or more of the objects to create a better view of the grass. When I am satisfied the image looks the way I want, I go to the top of the program, click on **Object/Combine As Single Object**. This will help to conserve your computers RAM. I repeat the steps, switching grass objects, until I have something that looks like this (6)



**Note:** If you want to keep a master file using this technique for future use you will have to save a copy before combining the objects. The reason for doing this is because you will continually run out of RAM and have to shut down the program, thus losing everything you have not saved. Object Clone painting is very RAM intensive. I often have 10 or more copies of my clone paintings saved in UFO format so I can use different elements in future works. I create a folder, name it something relevant to the painting and save my numbered copies there. If you have the drive space or a CD-R, I recommend keeping copies of all your work. Clients often change their minds about what they want so save your work often. It will save you time in the long run.

To create the distant trees use the **mixtre-025.ufo** file located in the **Trees** folder. Try different transparency settings to achieve the results you want. Now paint the fore trees using **mixtre-050.ufo**. My painting looks like this (7).



Get into the habit of saving your work after each step. This painting is starting to come together. In the next step we will add some more fauna and continue until the painting is finished.

Using what you have learned, add some Goldenrod plants to your painting. Select the **Gold-050.ufo** file. My painting looks like this now (8).



Now we can add some sunflowers, after all it's my imaginary yard, besides, the lady down the road planted them along her driveway this year. Select **Sun-050.ufo** as your object file. This is what my painting now looks like (9).



My sister-in-law loves to grow exotic flowers and some not so exotic. When I saw her crop of red lilies I knew they had to be shared with as many people as possible. Select the **RL-050.ufo** file and add some lilies to the image (10).



I spent the day down at the pond and came home with a feeling that all was as it should be in my little corner of the universe. I stood among the cat-tails as the deer came in to quench their thirst and the frogs played on the lily pads while the turtles sunned themselves. There were many of gods creatures visiting that day. I like the memory so you can find the cat-tails in the **Cat-tail** folder. Now my painting looks like this (11).



Living in a rural setting like I do I am often forced to make the 7 mile run into town for one reason or other. Along the way I pass by this field of Black-Eyed-Susans. Just about every time I go by I think to myself, this year I am going to dig some up and plant them in the back of the house near the rock garden. I still haven't done it but I have figured out a way to share their beauty with all of you. Choose **BeyeSusan50.ufo** as your object file and you will see what I mean. My painting looks like this (12).



Gerber Daisies are one of my favorites so I threw in some hoping you might like them as much as I do. They are located in the **Gerber** folder; use **Gerber50.ufo** as your object file. My painting looks like this now (13).



Add some grass to the foreground and our painting is almost done. In the Grass folder you will find an example of our New England broad grass. Choose **Brd-050.ufo** as your file. Now my painting looks like this (14).

I used some alfalfa to set off the foreground and add to the overall depth of field for the painting. Below is my finished painting.

