



Corporate Flow



Illustration



Image Editing



Automation



Web



Text Effects

Canvas Tips and Techniques



**Deneba
Creative Department**

Copyright © 1995-2002
Deneba Systems Inc.
All Right Reserved Worldwide

Push your drawing abilities to the limit



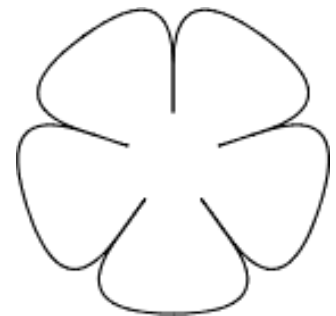
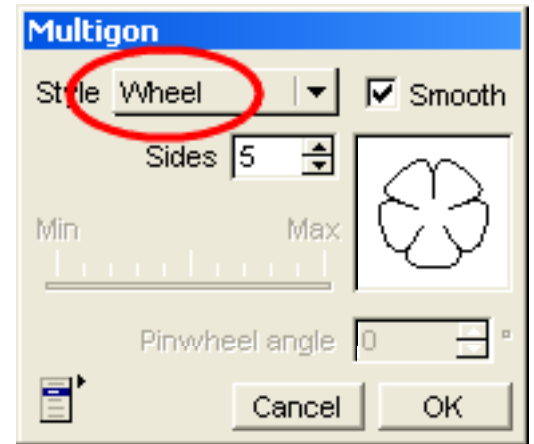
Do your painting skills leave a lot to be desired? Well check out this tutorial on how to create the impression of hand-painted flowers. By letting Canvas' Push Tool and Fractalize effects do all the work, you'll be "painting" like a pro in no time!

Step 1

Create the petals

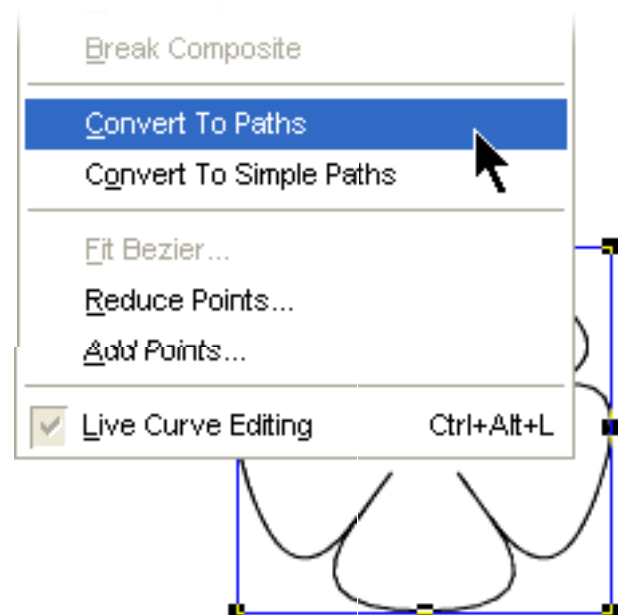
The appearance of hand-painted flowers such as these pansies can be easily created in Canvas. Start by creating the petals for the flower by selecting the Multigon tool from the Toolbox.

Choose Wheel as the Style with 5 Sides. Click OK.



Use the Multigon tool to create the main petal form.

In order to create a realistic edge on the petals, I used Fractalize (from the Effects menu). First, you'll need to convert the Multigon object to paths by choosing Object>Path>Convert to Path.



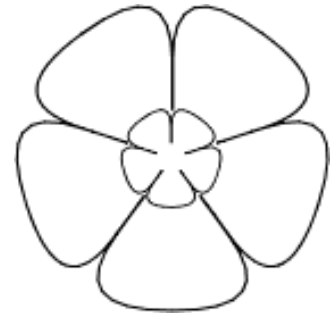
Convert the Multigon object to paths.

Push your drawing abilities to the limit (Continued)

Step 2

Adding petals

Duplicate the main petal and reduce its' size like in the example. (Command-D on the Mac, Ctrl-D on the PC) This will form the center of the flower. Be sure to leave it aligned center. Resize the copy while holding the Option-Shift keys to reduce in place.

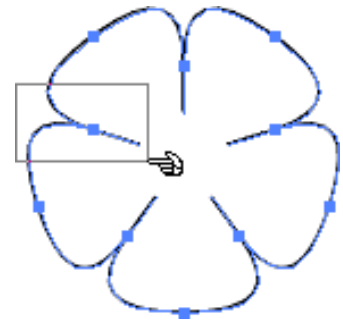


Paste (or Duplicate) a copy of the petal and reduce its' size.

Note: For Paste in Front duplication, be sure to set the Preferences>Drawing tab to 0, 0 coordinates, from the File menu.

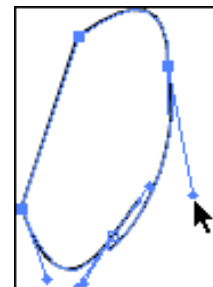
Creating the partial petal

To create the larger petal that appears on one side of the flower, duplicate the main petal again. I then deleted some of the points and made the final adjustments in the Bezier curves.



Delete the points to make create the side petal.

Double-click the main petal to place the object into Path-edit mode. Then marquee-select enough points to end up with the shape at the bottom right. Then press the Delete key. While still in edit mode, select the outside points and adjust the handles to pull out the curve until you get a shape similar to the example.



Adjust the curves to finish out the shape.

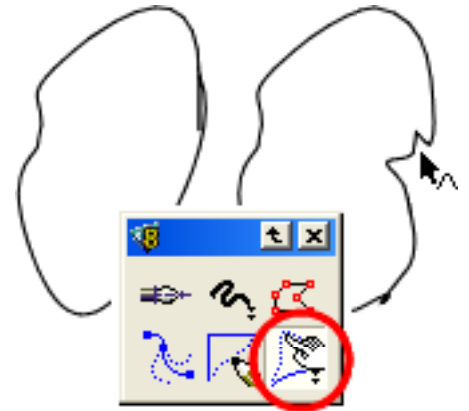
Push your drawing abilities to the limit (Continued)

Step 3

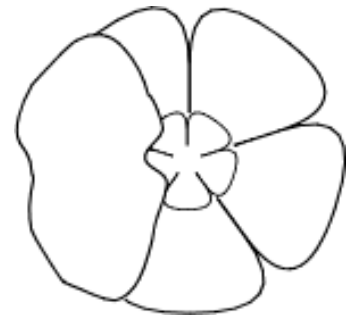
Pushing the petal

Next, use the Push tool from the Toolbox to add the natural indentations found on the petal. Adjust the amount of Range by double-clicking the tool and changing the settings. I used a fairly large amount Range to make a large indentation in the petal.

Note: Experiment with different settings to achieve the final results.



Your finished line art for the flower should look similar to the example seen at right.



Step 4

Adding color

Next, create a palette of colors to apply to the flowers. Since the pansies I chose for this example come in purples and yellows, I chose the set of colors seen below to apply to the line art.

Start by applying the base color for the main petal and the side petal. Highlight colors will be used later to create the "painterly" appearance of the flower petals.



Apply the colors to the vector objects.



Push your drawing abilities to the limit (Continued)

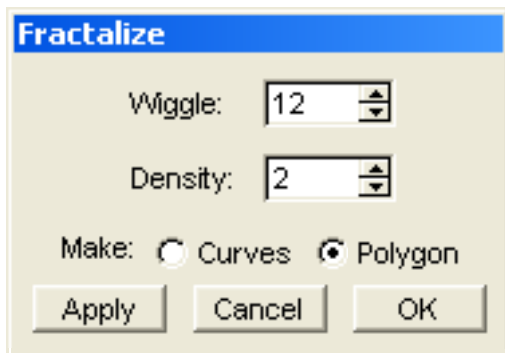
Step 5

Pushing the petals

Now we're ready to create the details that'll make the flower appear realistic.

Set the Push tool range to a small amount and push the edges away from the center. The Push tool creates thin, irregular shapes to create the center of the flower.

Next, add the yellow center. Draw a circle and apply a deep, warm yellow color to it. With the center object selected, choose the Fractalize... from the Effects menu. Apply the Fractalize effect to roughen the edges of the flower center. Select a high Wiggle and low Density. The settings I used are below.

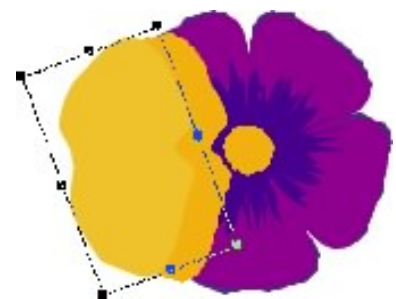


Note: To add more dimension, duplicate both petals first and apply a darker color. Then send them to the back.

In this case, apply the Fractalize filter separately so that the back object's edge will show just slightly. The darker color will also serve as the "shadow" color to use later.



Draw the flower center and apply the Fractalize effect to roughen the edges.



Duplicate the petal objects and apply a darker color.



Send the darker objects to the back. Then apply the Fractalize filter separately to all the objects.

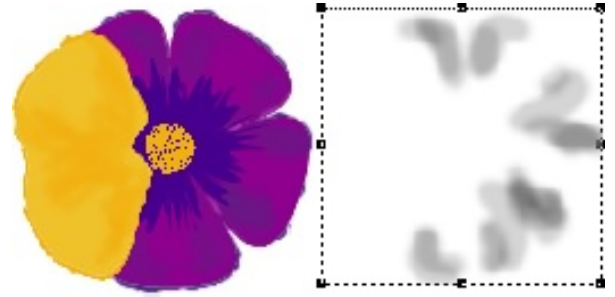
Push your drawing abilities to the limit (Continued)

Step 6

Painting the petals with a SpriteLayer

Next, select the main petal and apply a SpriteLayer (Object>SpriteLayers>New Channel Mask) to it. I used the Airbrush tool and set a medium brush size and the opacity to about 20. Next, I brushed the areas on the outer sides of the petals, letting the darker tones show through. This creates the illusion that the petals are painted with watercolors. Since the Spritelayer is editable and detachable, you can practice until you arrive at the effect you like.

Repeat the process for the yellow side petal. As a final detail, I used a medium brush with the Dissolve transfer Mode to had the "dots" on the flower center.



Apply a SpriteLayer and "paint away" the outer areas to produce an impression of organic material. With practice, the flowers can look very realistic.

Finishing touches: Leaves

Create several sizes of flowers and in a variety of sizes for a more complete illustration. The real beauty is in the details. The flower buds were created in the same way, just with more freeform shapes drawn with the pen tool.



The leaves were drawn with the Bezier tool and then duplicated in two colors.

The leaves were created by first drawing the basic shapes with the Bezier tool, and then duplicating it in a lighter tone. Then the top object was sliced with the Knife tool (found in the Toolbox). I then made one of the leaf halves a dark gray color. Then I applied a SpriteEffect to both leaf halves and chose a Gaussian Blur with a very low radius. I also lowered the transparency of the gray half to arrive at the final leaf. Several different leaf shapes and colors were used in the final.

Adding depth:

The background was created as a bitmap and with a large brush and a low Opacity, I picked up colors from the flowers and created a diffused shadow. Then I applied an image shadow to all the objects in a dark gray. The soften the shadows, I lowered the opacity.



Next, use the Knife tool to slice the top leaf object. Gray is added to one half and the Opacity is adjusted.

Push your drawing abilities to the limit (Continued)

Creating Finishing touches: Flower buds and stems

To complete an "arrangement" of flowers, stems, and flower buds can be added in different sizes to create a realistic grouping.

Flower buds: Draw the basic shapes for the flower buds and the Fractalize effect for the rough edge appearance. Duplicate the object and make the background object a darker tone. Then with a SpriteLayer applied, some subtle shading can be created with a few brush strokes. Create several different bud sizes for the final illustration.

Stems: Flowers are attached to stems so creating a variety of different stems will complete the illustration. I used the Freehand tool (from the Toolbox) to draw several different stems. Then I made them different widths and colors. Next, I duplicated each in a darker color (gradient Inks work the best), applied a SpriteLayer and brushed away small portions, using a medium to large brush size. This process yielded a bunch of stems to add to the final illustration.



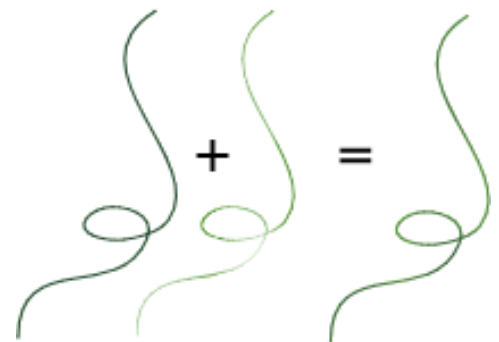
Flower buds can be created in several sizes and colors.



The basic flower bud is made up of three shapes. The same techniques used in the flower can be used for the buds.



A variety of stems can be created using the pen tool. Apply a gradient in the green or brown tones, then duplicate each one.



Duplicate the stem and apply a SpriteLayer. Then brush away some areas for a more natural appearance.

Push your drawing abilities to the limit (Continued)

