The Painter Wow! Study Guide

Overview *This study guide / instructor's guide was designed to help you use* The Painter Wow! Book *Tenth Edition and its accompanying CD-ROM for self-study or as a textbook for classes in digital illustration, design, and enhanced photography, using Corel Painter 12.*

Painter Wow! Book 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 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 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 Wow!* CD-ROM and the Painter 12 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 panel (for instance, the Papers panel), where the paper can be scaled, and other functions. Demonstrate copying and loading an alternate library of materials.

Demo. Using the information in the Organizing with Libraries section beginning on page 17 of Chapter 1, demonstrate how to load an alternate library, and how to create a new custom library.

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

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

Wow! files. Custom brush, paper, pattern libraries (and more!) are located on the *Painter 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 30–39. 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 Color panel to choose color. For instance, show how to saturate and desaturate a color using the Saturation/Value triangle in the Color panel.

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 Mixer. See "Using the Mixer Panel" on page 32.

Demo. Using Painter's default Color Set, introduce the concept of using a Color Set. See "Keeping Colors in Color Sets" on page 39.

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 44.

TOPIC

PAINTING WITH BRUSHES

Overview. The introduction to Chapter 3, "Painting With Brushes," covers painting basics and "Emulating Traditional Techniques" pages 61–70, "Painting on Layers" and "Painting Along a Path" on page 70–71.

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 72.

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 72 and "Drawing With Colored Pencils" on page 73.

Project. Have the students create a sketch of their hand or foot using a Pens variant. See "Making Sketchbook Studies Using Pens" on page 74.

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 Wow!* CD-ROM.

TOPIC	**Painting**

Painting

Demo. Demonstrate creating a dry media study using Painter's Chalk, Pastels and Blenders variants. See "Blending and Feathering With Pastels" on page 84.

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

Demo. Demonstrate Painter's exciting Watercolor brushes and media layers. See "A Painter Watercolor Primer" on page 88.

Project. Experiment with Real Watercolor, Watercolor brushes and Watercolor layers, and then have students create a study. See "Wet-Into-Wet Watercolor" on page 92.

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 96.

Demo. Demonstrate Painter's luscious Oils brushes with Artists' Oils capabilties. See "A Painter Artists' Oils and Real Oils Primer" on page 98.

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. Experiment with the Oils brushes, and then create a study. See "Painting with the Artists' Oils" on page 102 and "Illustrating with the Artists' Oils" on page 106.

Project. Paint a landscape or portrait study using Painter's Acrylics or Oils. See "Painting With the Oils and Real Wet Oils" on page 112.

Demo. See "Painting with the Mirror Tool" on page 117. Demonstrate the Mirror painting tool and create a symmetrical study.

Demo. See "A Painter Impasto Primer" on page 123. Demonstrate using the Impasto brushes. Create a study that uses thick Impasto paint.

Project. See "Brushing Washes over "Live" Canvas" on page 121 for ideas.

Wow! files. Oils sketch files, Liquid Ink sample files, Watercolor sample files are included on the *Painter Wow!* CD-ROM.

Cloning, Tracing and Painting

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

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 "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 functions. In this section you'll learn how to create and organize your own custom brushes.

Demo. Demonstrate making a custom Soft Captured Oils brush using the Brush Controls, and then save it as a variant. See pages 158–159.

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

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 Hand-drawn Selections" on page 195.

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 panel (see page 218).

Project. Create a black-and-white sketch on a layer, and then add color by painting with brushes on new layers. See "Mixing Media on Layers" on page 230.

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 Using Layer Masks" 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 244–249.

Projects. Color an image with sepia, simulate motion and selectively color an image. See pages 250–252.

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

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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 246.

Project. Open a photo, clone it and paint over the clone. See "Cloning, Blending and Painting a Photo" on page 258.

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 Portrait Photo-Painting" on page 264.

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

Demo. For a workflow unique to Painter, demonstrate making a collage using point-to-point cloning. See "Collage with Cloning and Brushes" on page 224.

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 224.

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

TOPIC	**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 300.)

Project. Choose a favorite photo and follow the instructions in "Creating an Impressionist Look" on page 300.

Demo. Draw a pattern element and capture it as a seamless pattern, as described on page 294.

Project. Make a seamless pattern. See "Creating a Seamless Pattern" on page 294.

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

Project. Follow the instructions in "Setting Text on a Curve" on page 302.

Demo. Demonstrate making using an environment map to add color and dimension to a graphic or title. See page 303.

Demo. Demonstrate how to create a beveled metal look.

Project. Follow the instructions in "Creating Beveled Metal" on page 306.

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

Project. Follow the steps in "Applying an Environment Map" on page 303.

Project. Try out the default Nozzles in the Nozzle libraryb. Then, follow the step-by-step "Creating A Color-Adjustable Leaf Brush" on page 311.

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

TOPIC

USING PAINTER WITH PHOTOSHOP

Overview. See the introduction to Chapter 9, "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 330.

Project. Follow the step-by-step "Illustrating with Soft Pastel" on page 332.

TOPIC

SCRIPTS, ANIMATION AND MULTIMEDIA

Overview. See the introduction to Chapter 10, "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 345.

Project. Follow the steps in "Animating an Illustration" on page 353.

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

TOPIC

PRINTMAKING OPTIONS

Overview. See the introduction to Chapter 11, "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 376.