

Down and Dirty Tricks (compliments of MacToday Magazine)

Making the page look like real paper, canvas, wood, etc

1) Open a new document, your choice of size and resolution

2) Choose your favorite paper texture from the Art Materials> Paper palette (try Raw Silk)

3) Navigate to: Effects> Surface Control> Apply Surface Texture> Using: Paper Texture

4) Be certain to have the Softness slider set to O. Adjust the Amount slider, light direction. Change light color for fabulous effects (e.g. very light yellow for Raw Silk paper))

5) Press OK Edit> Fade and adjust the slider bar to lessen the effect and add more subtlety.



Casting Lights Across an Image



1) Open any image (including a blank document)

2) Choose Effects> Surface Control> Apply Lighting

3) Experiment with the different lighting choices...remember that more subtle the lighting effects are better.

OPTION: Adjust the Spread slider to make a shaft of light. Click on the Color button to change colors. Notice that how colors mix when shafts of light are overlapping. Additionally, click on the light sphere to add lights and hit the delete key to eliminate them.



Carving words into the paper grain or canvas

1) Apply a surface texture using the first effect on this page.

2) Click on the hollow A on the Tools Palette to activate the Text tool.

3) If you want to, change the Font selection and Point Size on the Controls Palette

 $\ensuremath{\textbf{4}}\xspace$) Click on the canvas where the word is to begin, then type the word



5) Stretch the word by grabbing the corners using the Floater Adjuster Tool on the Tools Palette

- 6) Navigate to Shapes>Convert to Selection
- 7) Navigate to Select>Save Selection.
- 8) Navigate to Effects> Surface Control> Apply Surface Texture> Using: Mask
- 9) Slightly adjust the Softness slider (between 4 & 6) and increase the Shininess slider.
- 10) Click on the Invert Mask Box, press OK.
- **11)** Get rid of the marching ants by using the keyboard combination Ctrl/Command D.

Beveling Type

1) Choose the Text tool on the tools palette

2) Adjust the font size and determine the font type from the Controls palette

3) Type the word you want onto an open document

4) Group the letters (Command-G)

5) Press the Collapse button on the Objects palette, Floater List

6) Navigate to Effects> Surface Control> Apply Surface Texture> Using: Mask

7) Adjusting the Softness to 6 pixels and press ok.





Turning a Photograph into Mosaic Tiles

1) Open a suitable (read: colorful) image.

2) Navigate to Edit> Clone to create a copy of the image

3) Choose the Oval Selection too from the Tools palette

4) Click and drag from the top left corner to the bottom right corner of the image to create an oval selection



6) Click and hold on the little arrow on the top right corner of the Mosaic window

7) Drag the mouse to: Fill Selection and lift up on the mouse button.



8) Again navigate to Canvas> Make Mosaic, click on the top right menu arrow, and choose Render image to mask

9) Now navigate to Effects> Surface Control> Apply Surface Texture> Using: Mask

10) Adjust the softness slider to just above zero (experiment with this adjstment)

OPTION: Use the Cloner Brush to paint back in some photorealistic quality into the mosaic. Use Edit>Fade as a final step.



Making a picture into a chalk rendering (with or without a pressure sensitive tablet)

1) Open a suitable (read> colorful) image.

2) Navigate to Edit> Clone to create a copy of the image

3) Navigate to Select> Select All and press the delete key.

4) On the Brushes palette, choose the Chalk brush with Large Chalk variant

5) Activate the color wheel on the Art Materials palette.

6) Click on little box next to Clone Color (this will allow you to derive color choice from the clone source)



7) Stroke back and forth across the empty cloned file to fill it with chalk color from the clone source.

Note: If you do not have a pressure sensitive tablet, then adjust the Grain slider to 10% on the Controls palette prior to Step 7.

OPTION: Use the Cloner Brush to paint back in some photorealistic quality. Also, use Edit>Fade as a final step.

Recreating the bottom of your r efrigerator

1) Navigate to open the Pattern menu on the Art Materials palette

2) Choose Make Fractal Pattern

3) Make the size 256, Power @ 150%, Channel> Height as Luminance, Press OK

4) Click on the Grad icon on the Art Materials palette to choose a gradation (Earthen works best here)

5) Navigate to Grad> Express in Image on the Art Materials palette

6) Adjust the Bias slider as you see fit and press OK

7) Navigate to Effects> Surface Control> Apply Surface Texture> Using: Image Luminance





Automatically converting a picture into a Van Goghesque Painting

1) Open a suitable image.

2) Navigate to Edit> Clone to create a copy of the image

3) Choose the Auto Van Gogh variant of the Artists Brush on the Brushes Palette

4) Navigate to Effects> Esoterica> Auto Van Gogh

5) Navigate to Effects> Surface

Control> Apply Surface Texture> Using: Image Luminance

OPTION: Add a subtle photorealistic quality by navigating to Effects>Surface Control>Fill with the Clone Source, and press OK. Then go to Edit>Fade to adjust the intensity of the fill.

Fractal designs; no really, random fractal designs

1) Open a new document, your choice of size and resolution

2) Navigate to Effects> Esoterica> Growth...

3) The Growth window appears with many sliders to experiment with (play at will!)

4) Click and drag your mouse over the document where you want the Fractal pattern.

OPTION: You may change the colors of the Fractal design when the Growth window is open by choosing a new color on the Art Materials palette.

