



Creating Graphic Illustrations

Until now, we've used Pixlr Editor to work with photographic images. As you've undoubtedly learned, it's a very capable tool for image editing. It's also a capable tool for creating raster-based illustrations. In this chapter, we'll tap into the "inner artist" and create a few digital drawings using Pixlr Editor. Here's what we'll cover:

- *Creating a Night Sky Illustration:* In this part, we'll create an illustration of a star filled night sky with a crescent moon.
- *Creating a Billiard Illustration:* This part provides step-by-step instructions for creating an illustration of a billiard ball used in the game of pool.
- *Creating a Business Card:* In this final tutorial, we'll create a business card for a fictitious consignment shop.

■ **Note** Because you'll be creating most of the images from scratch in this chapter, you don't need to be concerned with duplicating the examples 100%. The goal of these tutorials is to acquaint the reader with techniques for creating images. Of course, it's a good idea to strive to get as close as possible.

Creating a Night Sky Illustration

In this tutorial, we'll learn how to draw a sky with stars (using the Brush tool) and a partial moon. Because creating the stars is a rapid process, your illustration will likely have a different star pattern than those shown in the upcoming figure(s).

TUTORIAL 23: CREATING A NIGHT SKY

Drawing a Star-Filled Night Sky Using Pixlr Editor

To do this exercise, follow these steps:

1. Create a new image using the default presets. Name the image Night Sky (or use a name of your choosing).
2. Click the Gradient tool icon.
3. Click the Gradient icon in the Tool Options bar—after the Options window opens, select the blue-to-black gradient (Figure 10-1).

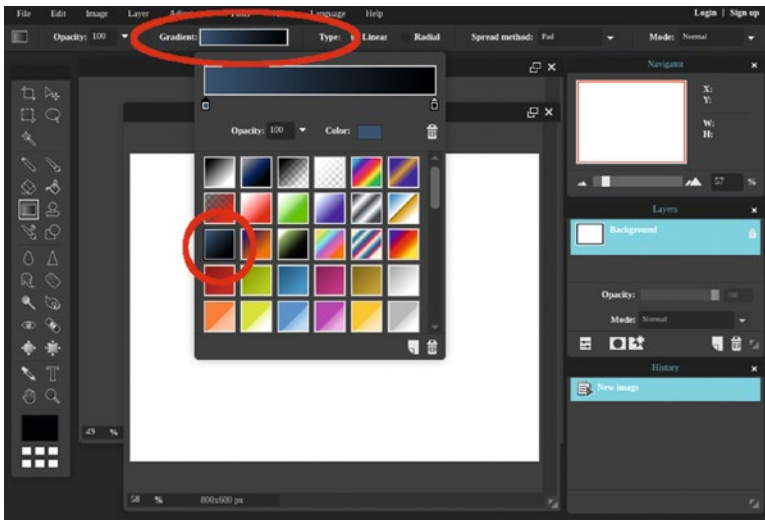


Figure 10-1. After launching the options window, select the blue-to-black gradient

4. Click and drag vertically from bottom to top on the Background layer to make a sky ranging from deep blue (in the lower portion) to black at the uppermost part (Figure 10-2).

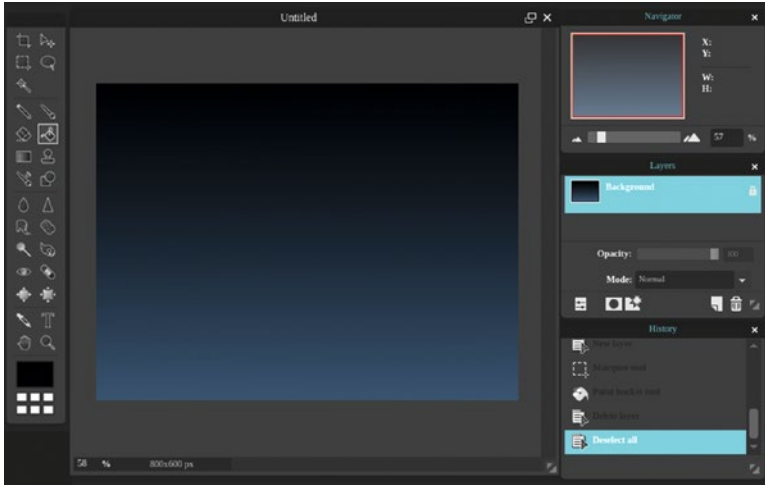


Figure 10-2. The gradient that will serve as the night sky color

5. Create a new layer (Layer ► New Layer) and rename it Moon using the layer thumbnail's textbox.
6. Click the Marquee tool icon (or press M on your keyboard).
7. Select the Elliptical option, set the Constraint to Aspect Ratio, and set the Feather radius to 10.
8. On the layer named Moon, click and drag to make a circular selection about 220-240 pixels in diameter near the upper-right corner (Figure 10-3).

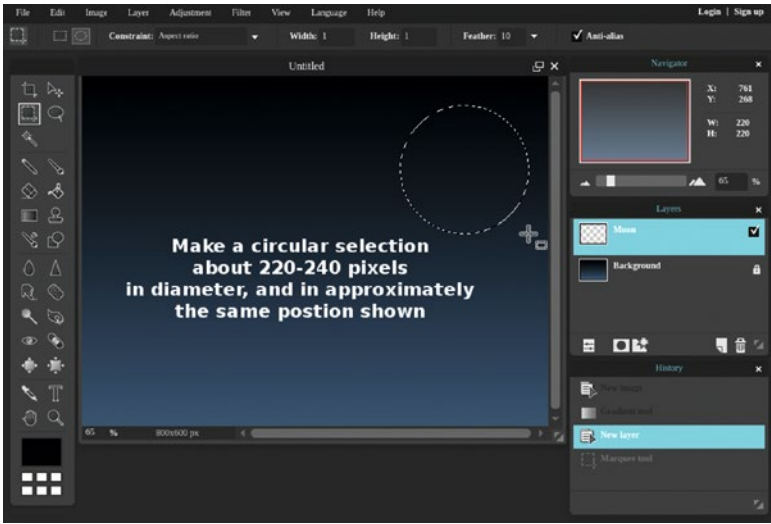


Figure 10-3. Use the Marquee tool to make a circular selection where the moon will be

9. The next step is to fill the circular selection with a pale yellow color. Click in the Set Main Color swatch to open the Color Selector dialog box.
10. Select a yellow hue using the numeric inputs: R-255, G-248, and B-122 (Figure 10-4). Click OK when you're done.

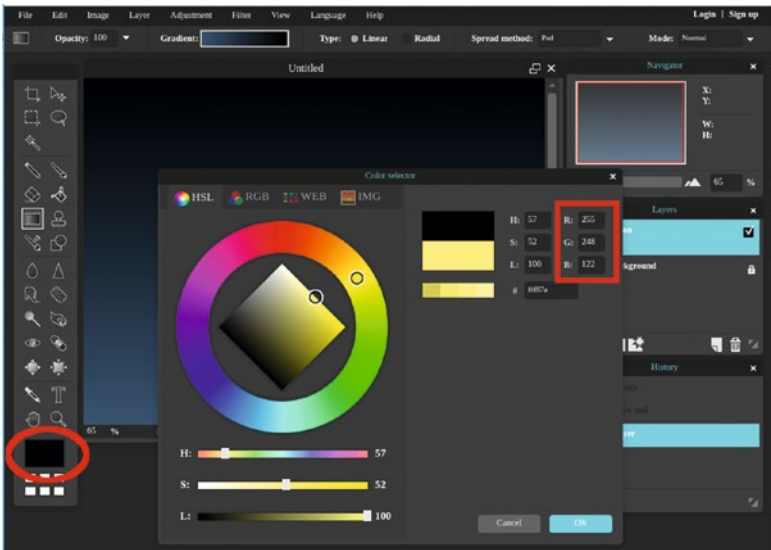


Figure 10-4. Launch the Color Selector dialog box and use the numeric settings shown to achieve a pale yellow

11. Click the Paint Bucket tool icon or press the letter G on your keyboard.
12. Fill the circular selection with the pale yellow.
13. Deactivate the selection (Edit ► Deselect All).
14. We'll now create the unlit portion of the moon. Duplicate the layer named Moon (Layer ► Duplicate Layer).
15. Turn the duplicate layer's visibility off by clicking the option box to uncheck it.
16. Click on the original layer named Moon to make it active and invert the color (Adjustment ► Invert).
17. Using Toggle Layer Settings, change the mode from Normal to Multiply and lower the opacity to 20% (Figure 10-5).

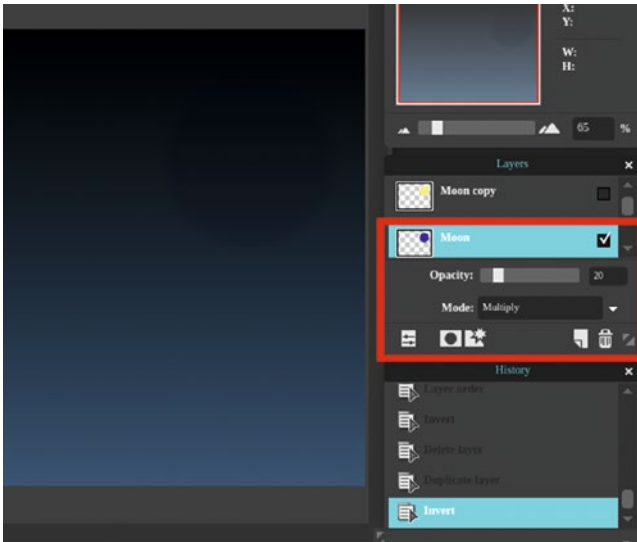


Figure 10-5. Use the Toggle layer settings to change the mode from Normal to Multiply and lower the opacity to 20%—this creates the unlit portion of the moon that’s barely visible

18. Click the layer named Moon Copy and click the checkbox to make it visible again.
19. Click the Marquee tool icon (or press M on your keyboard).
20. Select the Elliptical option, set the Constraint to Aspect ratio, and set the Feather radius to 10.

21. Draw a circular selection overlapping the image of the moon (Figure 10-6).

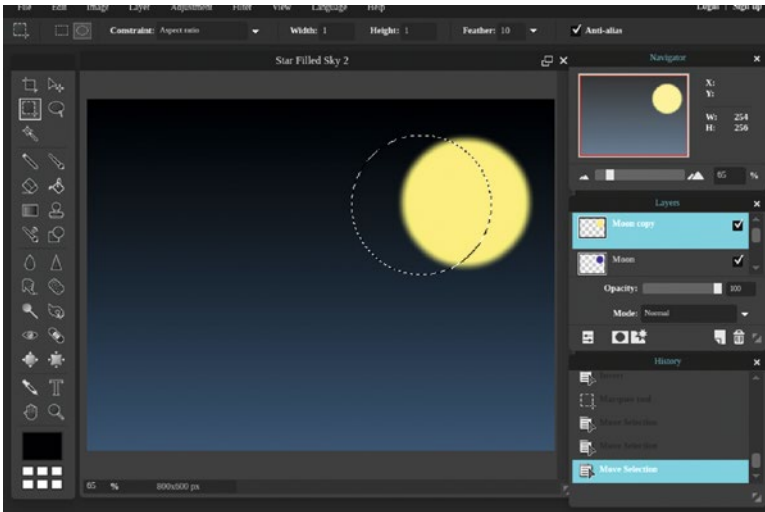


Figure 10-6. Draw a circular selection overlapping the moon

22. Remove the selected pixels (Edit ► Clear), leaving a crescent-shaped moon (Figure 10-7).

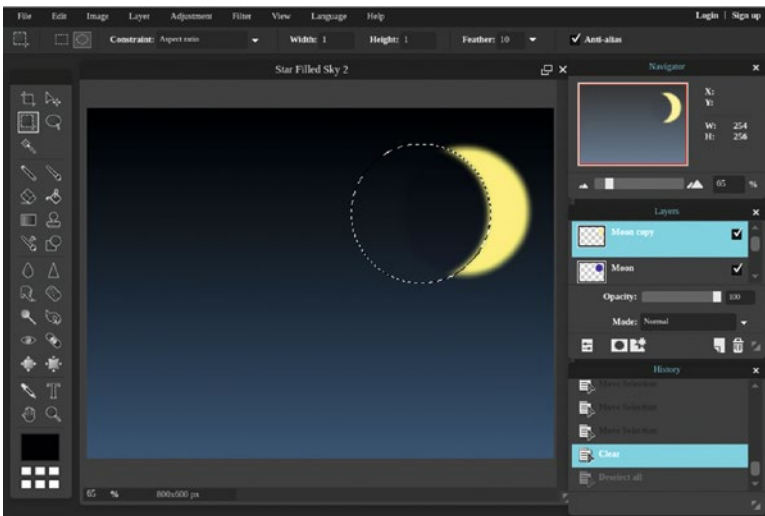


Figure 10-7. Clear the selected pixels to leave a crescent shape

23. Deactivate the selection (Edit ► Deselect all).
24. Create a new layer (Layer ► New Layer). Rename it *Stars* using the layer thumbnail's textbox.
25. Set the main color to white.
26. Click the Brush tool icon (or press B on your keyboard).
27. Select the brush 5 pixels in diameter from the brush presets.
28. Make numerous small stars by clicking around the image (Figure 10-8).

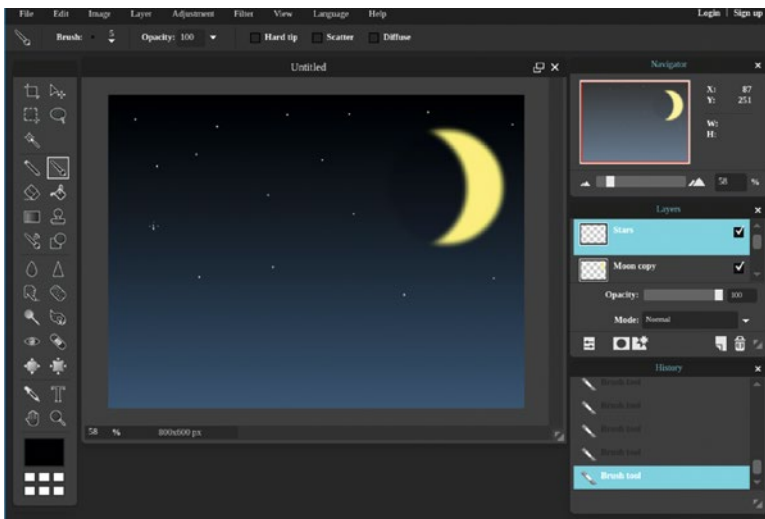


Figure 10-8. Use a 5-pixel diameter brush to make small stars

29. Select various other brushes to create stars of varying sizes—you can choose your own or use Figure 10-9 as a guide (shown larger than scale).



Figure 10-9. Guide to brush tip sizes to use for stars

Your work should bear a reasonably close resemblance to the example shown in Figure 10-10—understandably, the star pattern in yours will likely differ. When you're finished, either close the image without saving or save it as a PXD file for future reference. *If you are a student, your teacher may instruct you to save the image with a certain name and in a certain location (such as a flash drive).*



Figure 10-10. The final result should bear a reasonably close resemblance to this example

Creating a Billiard Illustration

In this tutorial, we'll learn how to draw a billiard resting on a felt covered tabletop. There are quite a few steps involved in this tutorial, but it shouldn't be too difficult to handle.

TUTORIAL 24: CREATING A BILLIARD

Drawing an Eight Ball Using Pixlr Editor

To do this exercise, follow these steps:

1. Create a new image using the default presets. Name the image Billiard (or a name of your choosing).
2. Click in the Set Main Color swatch to open the Color Selector dialog box. Select a green hue using the numeric inputs: R-0, G-99, and B-33 (Figure 10-11). Click OK when you're done.

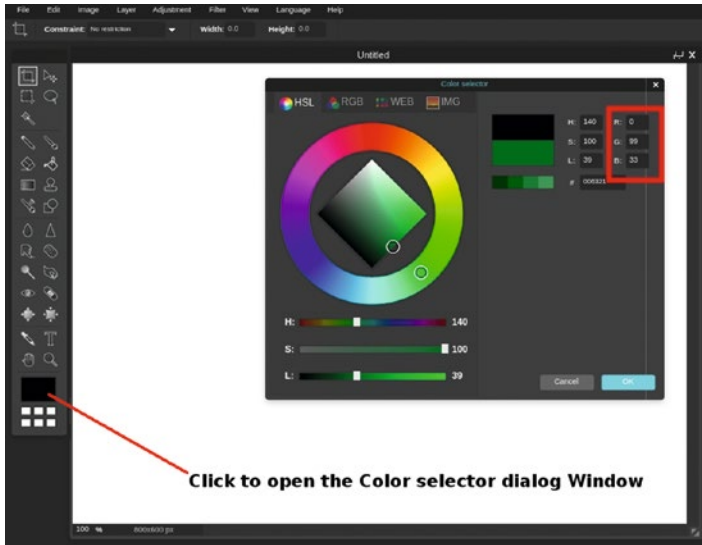


Figure 10-11. Launch the Color Selector dialog box and use the numeric settings shown to achieve the green hue that will be used

3. Click the Paint Bucket tool icon (or press G on your keyboard).
4. Click in the background layer to fill it with the green hue.
5. Add noise to give it some texture (Filter ► Noise). Set the amount to 50 (Figure 10-12).

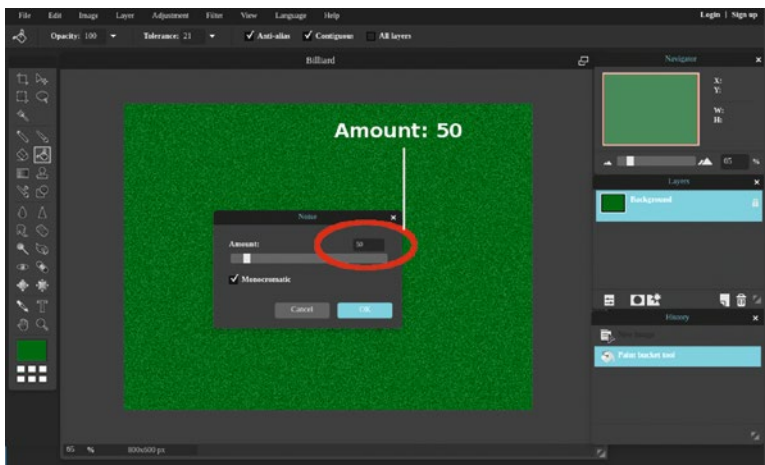


Figure 10-12. Using the Noise filter to create the appearance of texture

6. To smooth it out and make it appear more like felt, open the Gaussian Blur dialog box (Filter ► Gaussian Blur). Set the amount to 11 (Figure 10-13).

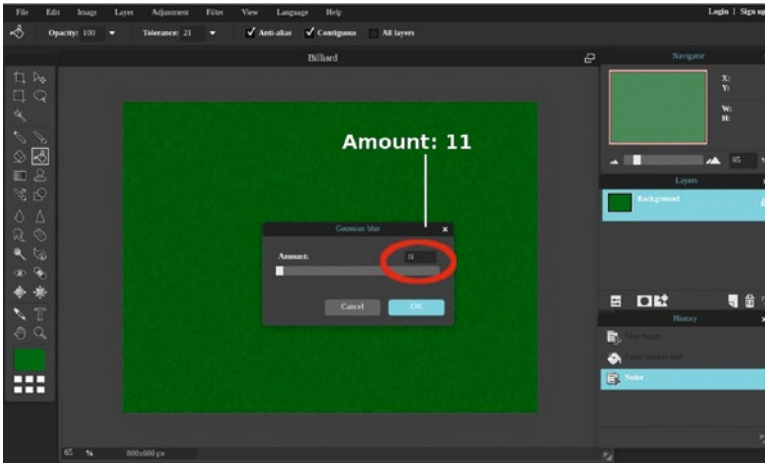


Figure 10-13. Using the Gaussian Blur filter to smooth the noise out

7. Create a new layer (Layer ► New Layer). Rename the new layer Ball using the layer thumbnail's textbox.
8. Click the Marquee tool icon (or press M on your keyboard).
9. Select the Elliptical option and set the Constraint to Aspect ratio. Make sure the Anti-alias box is checked.
10. Click and drag on the layer named Ball to create a circular selection until the diameter is about 334 pixels—it will display as W: 334 and H: 334 in the Navigator Palette (Figure 10-14).

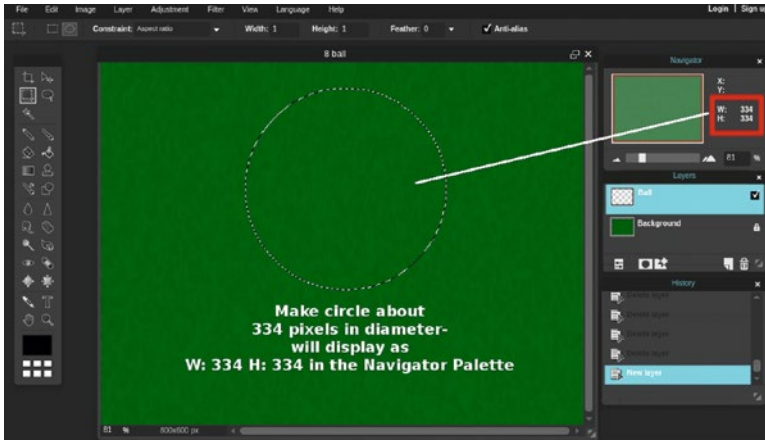


Figure 10-14. Use the Marquee tool to make a circular selection

11. Select black for the main color.
12. Click the Paint Bucket tool icon or press the letter G on your keyboard.
13. Fill the selection with black.
14. Deactivate the selection (Edit ► Deselect All).
15. Duplicate the layer (Layer ► Duplicate Layer) named Ball (this will be used to create the small, white circle to display the “8” character on).
16. Rename the duplicate layer Inner Circle using the layer thumbnail’s textbox.
17. Invert the color from black to white (Adjustment ► Invert).
18. Select the Free Transform tool (Edit ► Free Transform). Hold the Shift key and drag downward from the upper-left corner to maintain the aspect ratio and keep the circle centered. The white circle’s diameter should be about half that of the black circle’s (Figure 10-15).

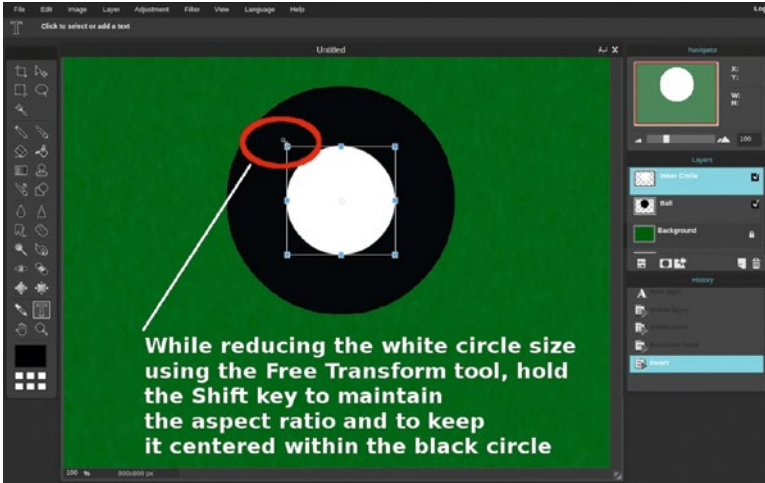


Figure 10-15. Creating the small white circle to display the “8” character

19. Select the Type tool icon (or press T on your keyboard).
20. Type the number 8 using a sans-serif font. (For this tutorial, Abyssinica SIL was used—if it isn’t installed on your computer simply choose a similar typeface.)
21. Increase the size to 130 and change the Style from Regular to Bold (Figure 10-16). Use the Move tool to center the “8” if necessary.

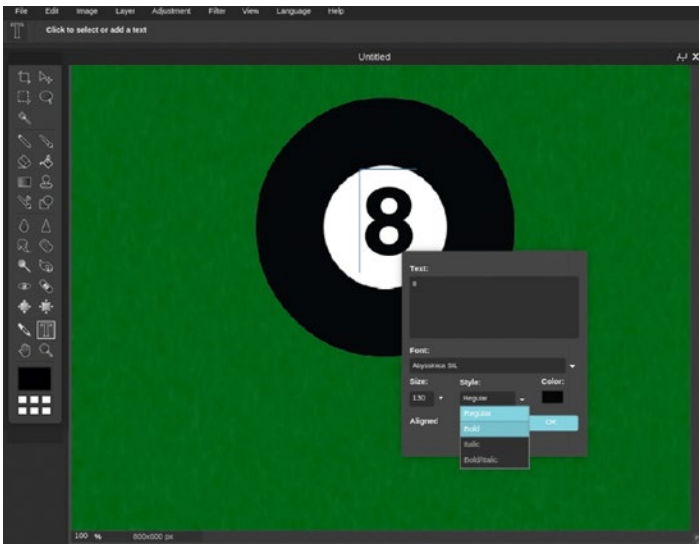


Figure 10-16. Use a bold, sans-serif font (size 130) for the digit

22. Create a new layer (Layer ► New Layer) and rename it Reflection using the layer thumbnail's textbox.
23. Click the Marquee tool icon (or press M on your keyboard).
24. Select the Elliptical option, set the Constraint to No Restriction, and set the Feather radius to 15.
25. Click and drag on the layer named Reflection to create an oval just above the white circle (Figure 10-17).



Figure 10-17. Make an oval selection just above the white circle

26. Select white to use for the main color (if it isn't already).
27. Click the Paint Bucket tool icon (or press G on your keyboard).
28. Fill the selection with white.
29. Deactivate the selection (choose Edit ► Deselect All).
30. Lower the layer's opacity to 75%. Now the billiard has a nice shine (Figure 10-18).



Figure 10-18. The billiard now appears to have light reflected

31. Create a new layer (Layer ► New Layer) and rename it Shadow using the layer thumbnail's textbox. Move the layer below the one named Ball in the stack.
32. Click the Marquee tool icon or press M on your keyboard.
33. Select the Elliptical option (be sure to use the same settings as in Step 24).
34. Click and drag on the layer named Shadow to create a small oval just under the billiard (Figure 10-19).



Figure 10-19. Make an oval selection under the billiard to make a shadow