

## MUMMY

In this tutorial, you will learn how to create a cute little mummy, just in time for Halloween! It is made from shapes and you'll be amazed as how easy it is to add the bandages!

### LETS GET TO IT

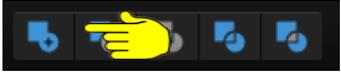
First download and extract the **tj-bandage.zip** file. Double left click the tj-bandage file to install it. You will get a notification in Designer that your brushes have installed. This is a Vector Brush and will be in your Draw Persona Brushes.

### THE SHAPES

Make a new document 800 px x 800 px

1. Using basic shapes from the **Shapes** tools, create the parts for a body. Sample 1

2. Position the arm shapes with a slight bend then use the **ADD** button to make into one shape.



3. Position the leg part together making a slight bend at the knee and use the **ADD** button. Sample 2.

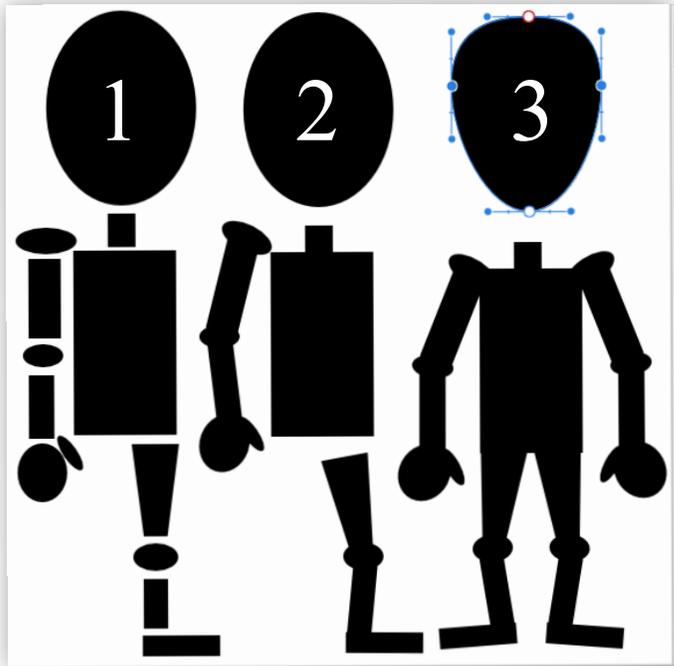
4. Connect the neck to the body using the **ADD** button.

5. Select the arm in the **Layers** panel, right click and duplicate. Position arms so they look like they are swinging.

6. Select the leg, duplicate and position on the body. Sample 3

7. Use the **ADD** button to connect the limbs to the body.

8. Select the head, right click and choose **Convert to Curves**. Raise the left and right nodes up a little to give the head a better shape.



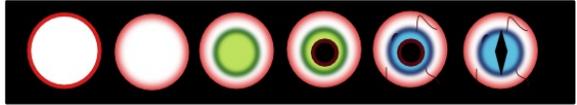
### THE EYE

1. Hold the shift key and draw a white ellipse with a red 3 px stroke.

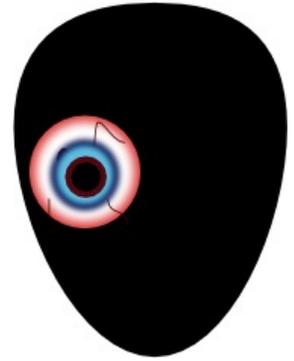
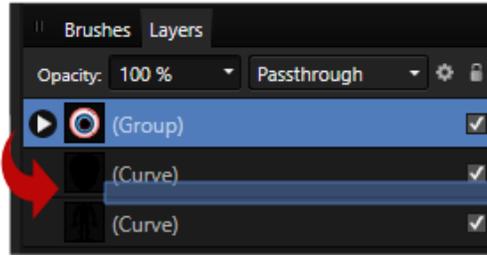
2. Use the **Gaussian** blur from the **Effects** panel, **Blur 3 px** and check **Preserve Alpha**.

3. Make a smaller ellipse and fill with any colour for the iris.

4. Male another smaller ellipse and use a black fill for the pupil.



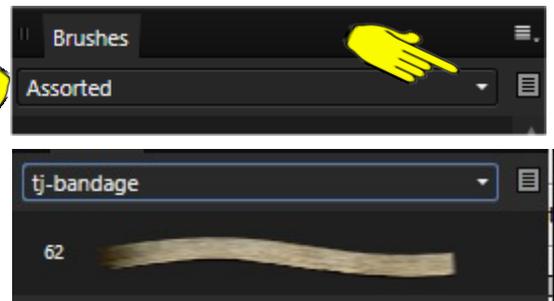
- Group the eye and move the eye to the head.
- In the **Layers** panel, grab and drag the eye to the Right of the head layer icon and drop to clip the eye to the head.



## THE BANDAGING

Now comes the fun part - adding the bandage and bringing him to life!.

- Select the **Vector** brush tool.
- Set both the **Fill** and **Stroke** to none in the colour panel.
- Open the **Brushes** panel and click the small arrow. Scroll to the bottom of the list and click on **tj-bandage**.



The size of the brush can be altered on the **Context** toolbar.



## HEAD BANDAGE

Use single strokes to fill in the head area.

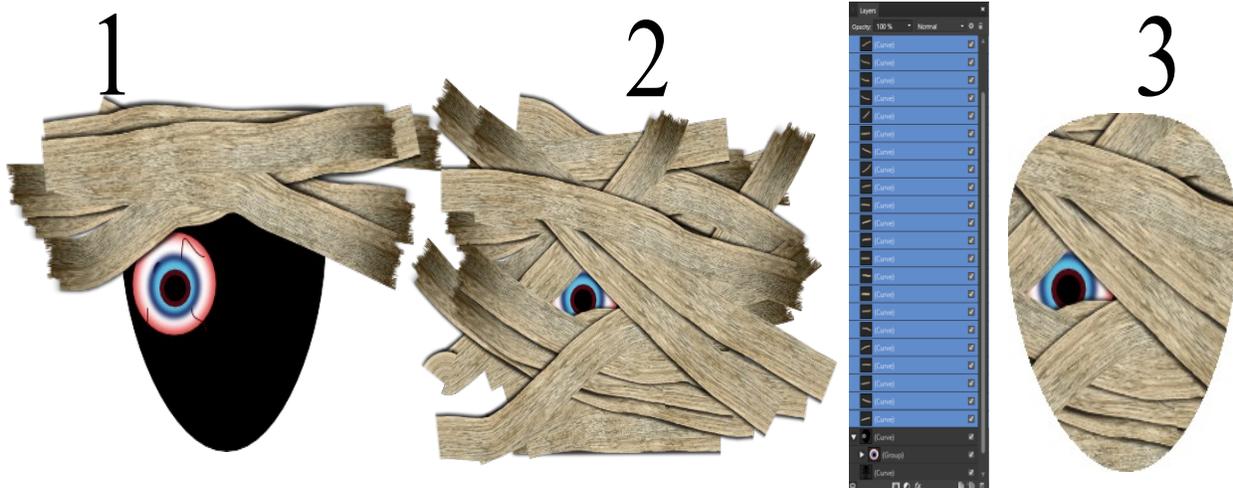
It is very important to let the strokes overlap the edges of the face . [Sample 1](#)

Fill the whole of the head but let the eye peep out. [Sample 2](#)

When you have filled the head, click in the **Layers** panel, click the top bandage layer hold the **SHIFT** key and click the bottom bandage layer. All the selected layers will be blue. Right click and choose **Group**.

Grab the bandage group layer and clip to the head (just as we did for the eye)

We have now got the basic mummy . [Sample 3](#)

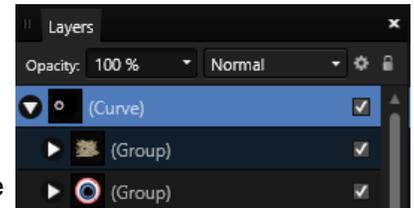


Before we move on to bandaging the body, we need to make a few bandage adjustments to give it a more complete look.

Select the **Node** tool. Click the the head (curve) in the **Layers** panel to select it.

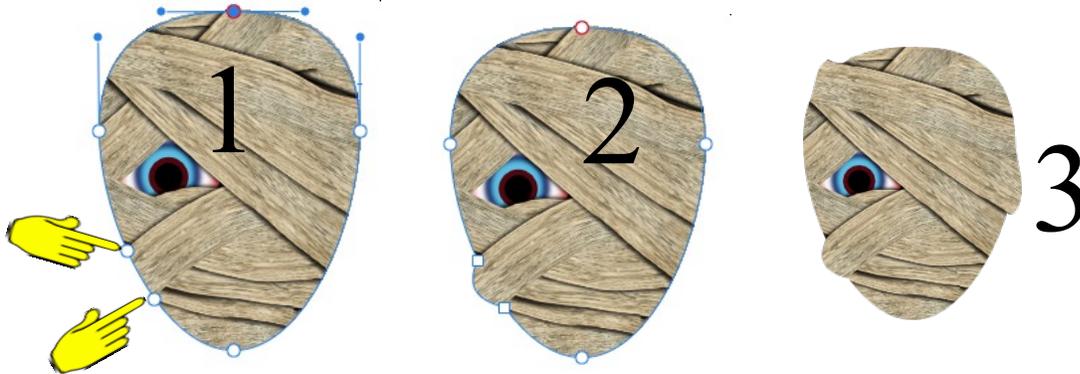
Make a node either side of a strip of bandage as in [Sample 1](#).

Hold the **ALT** key to keep the nodes from moving and grab the line between the nodes. Drag it out a little. [Sample 2](#).



This will give a lumpy bumpy unraveling look. [Sample 3](#).

You don't need to do many of these one or two, depending how 'slack' you want your mummy to look.

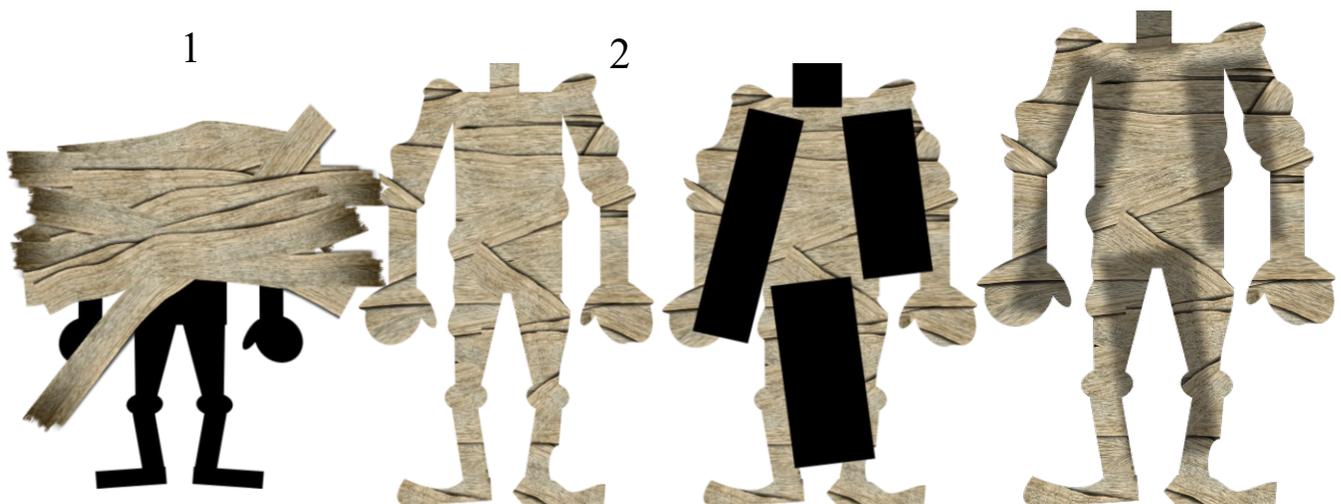


## BODY BANDAGE

Use the same process for the body. Lay strips of the bandage over the entire body being careful to overlap the edges. [Sample 1](#).

Then select all the bandage strips in the **Layers** panel, group them together and **Clip** to the body.

Select the body in the **Layers** panel and with the **Node** tool, add nodes at the ends of the strips of bandages and make some lumps. You can also shape the feet and other parts of the mummy if you wish. [Sample 2](#).



Make 4 black rectangles. These will be our shadows and shading. Place them over the mummy as in [Sample 3](#).

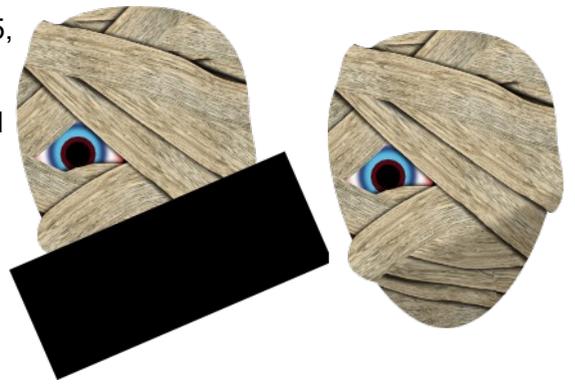
Give each rectangle a **Gaussian Blur** of 3 px. Change the opacity to 45 and clip each rectangle to the body.

Make another black rectangle to clip to the head place it towards the bottom of the head .

Give it the same **Gaussian Blur** of 3 px and reduce opacity to 25, then clip it to the head.

If you want trailing bandage try reducing the size of the brush and add a few 'streamers'.

That is it! Have fun making your very own mummies!!



Teejay's Mummy



MaryLou's Mummy

---

You're invited to join the [PIRCForum](#). This is an active forum for Affinity Designer and Affinity Photo for Windows users. You'll find a wonderful group of warm, friendly, talented, and knowledgeable people who are ready and willing to share their expertise with you. There are creative activities for all skill levels. This forum is "family friendly", 100% free, and everyone is welcome.