



TITLE: **ANIMAL EYES**

Software: Serif DrawPlus X8

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Website: **Tjs WebNest**

Skill Level: Intermediate

Supplies: None



Description: This tutorial will show you how to create animal eyes. You will learn how to make use of more than one layer in the process. You will also learn a quick way to feather an edge and how to apply transparency. The example above shows all these techniques and effects

LETS GET STARTED

There are not many occasions where you will need to use more than one layer but this is one of those times. DrawPlus retains the last materials/effects /style used and would make this eye so complicated if we used one layer for all shapes.

We will be using 3 separate layers to make this eye.


It is made in this manner simply for ease.




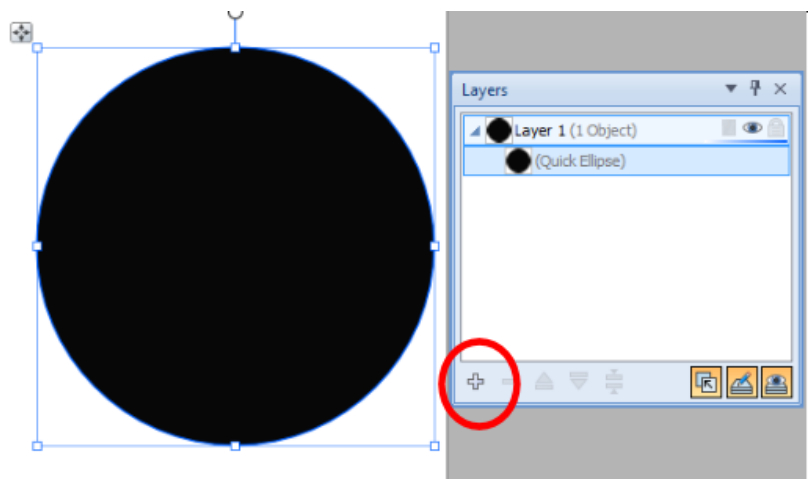
Open a new Drawing and select any size you feel comfortable with.

Lines are NOT used in any part of this tutorial. Set the Line color to None and the Fill color to black.


Using the QuickShapes ellipse, hold the shift key and draw out a large circle.

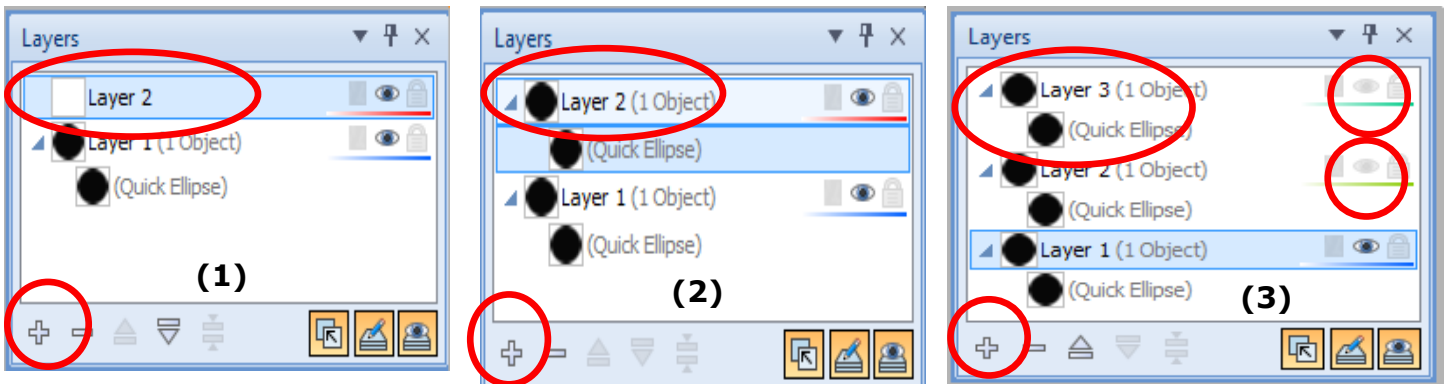
Using the Pointer tool, right click  on the ellipse and choose **Copy**.

On the Layers tab, click the  sign at the bottom of the Layers tab window to add a new layer .



You can see the new layer in place **(1)**. Right click on the ellipse again and choose **Paste**. Now you should see the layer thumbnail show the pasted ellipse **(2)**.


Click the Add new layer button once more, then right click the ellipse and choose **Paste (3)** (no need to copy as it is already copied to the clipboard). Here you can see how your layers should look. Click the Visibility icon  on layers 2 and 3 to hide these layers.



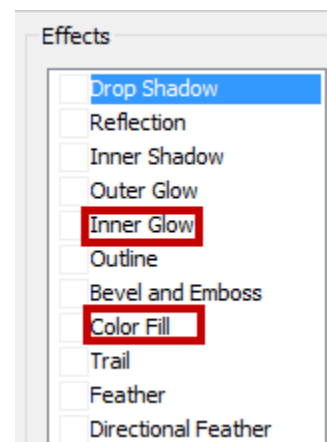
Making The Eye

Now we are ready to make the eye.

Click on **Layer 1** in the Layers tab to select it.

Choose the Effects icon  on the Drawing toolbar.

We will be using two effects; the Color Fill and the Inner Glow.



Place a check next to the **Color Fill** effect. Click the drop-down menu on the color box and select **More Colors**. From the Color Selector drop-down menu, select HSL Sliders.

In this tutorial, we used a green colour for the eye and used the following color settings:

H=100 S= 80 L= 41.

Place a check next to the **Inner Glow** effect.

Set the values as follows:

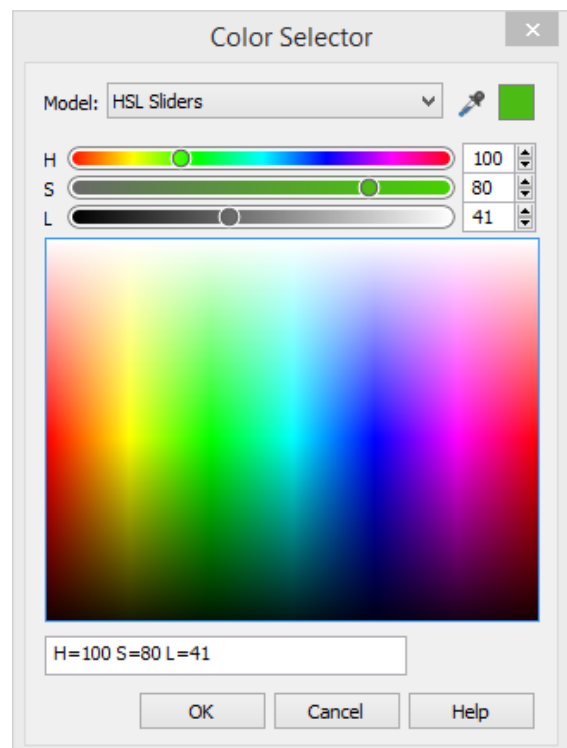
Blend mode Normal

Opacity=81

Blur=120

Intensity=25

Colour Black.



If the black area on your eye doesn't look similar to the one in this example, adjust the **Intensity** either up or down to show more or less black area.

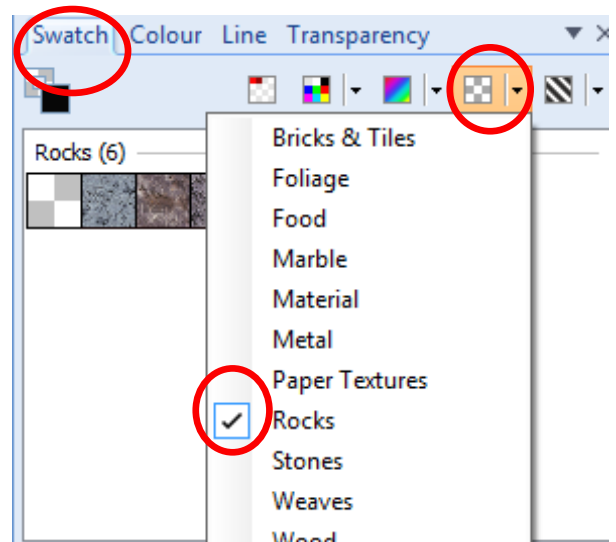
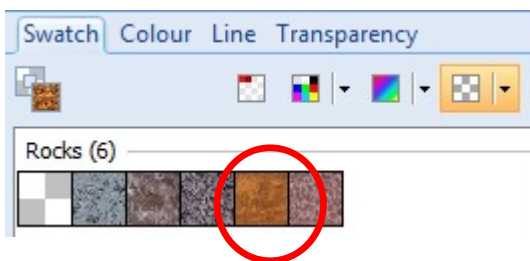
We have finished with this layer.

Click on **Layer 2** to select it and click the Visibility icon to un-hide it.

Do not be concerned when our shape turns black. This is correct and it will not look this way for long.

With the Pointer tool, click the black ellipse in the workspace to select it.

To fill this shape we use a bitmap fill pattern. Select the Swatch tab, then click the drop-down menu on the Bitmap icon. Select the Rocks category and click on the Rock 04 pattern.



We have replaced the black color on the ellipse with the Rock 04 bitmap fill.

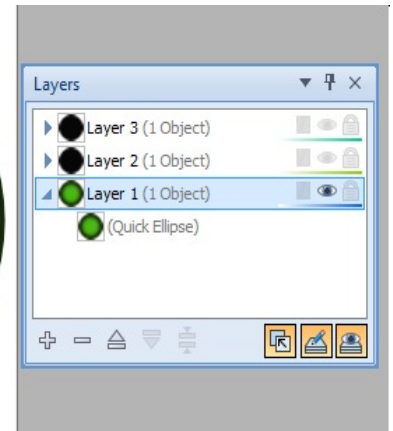
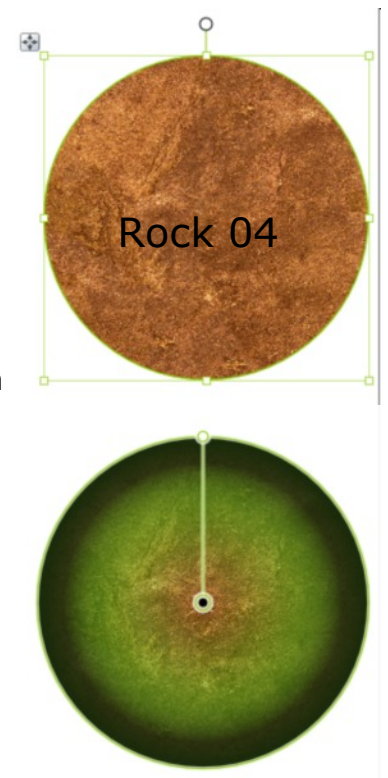
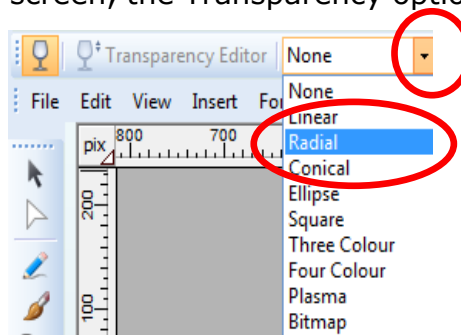
We need this to be less obvious though and we also need some of our green color from the layer below to show through.

A quick and easy way to do this is to use the Transparency tool.

Choose the Transparency Tool  from the Drawing toolbar.

On the Context menu at the top of the screen, the Transparency option will say **None**. Click the drop-down menu and choose **Radial**.

The transparency is applied to the eye. It should look similar to the sample. There is no need to touch any of the Transparent tool handles.



With the Pointer tool, click **Layer 3** and make this layer visible by clicking the Visibility icon then click the black ellipse in your workspace to select it.

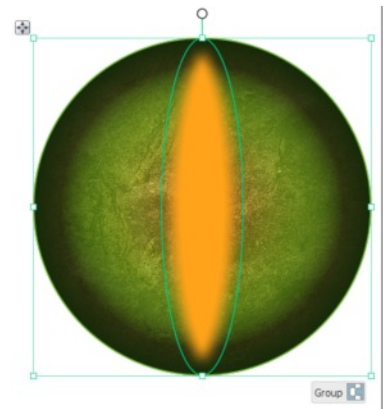
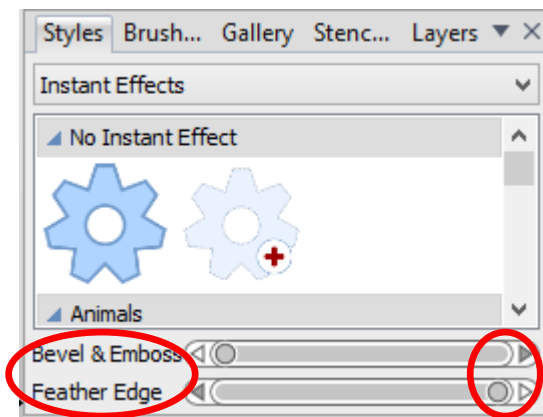
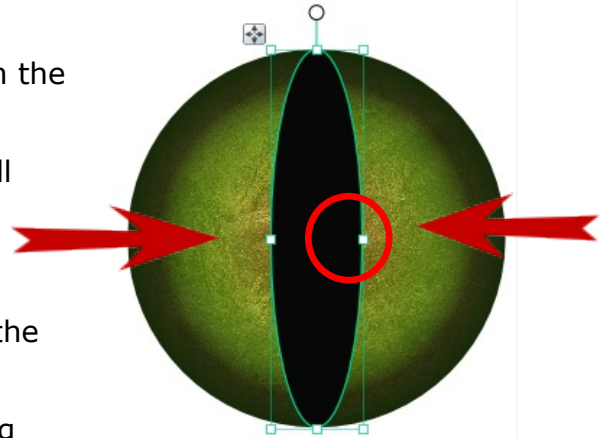
With the Pointer tool and CTRL button held down, push the right node inward until it looks something like this.

NOTE: Holding CTRL down while resizing this way will make the opposite node act in a mirror like motion.

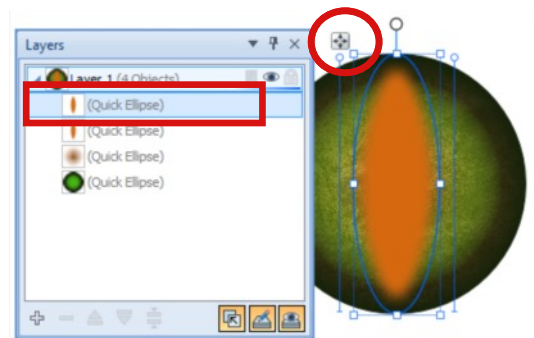
Click on the Color tab and pick a bright orange color.

The Styles tab is located in the same docking area as the Layers tab.

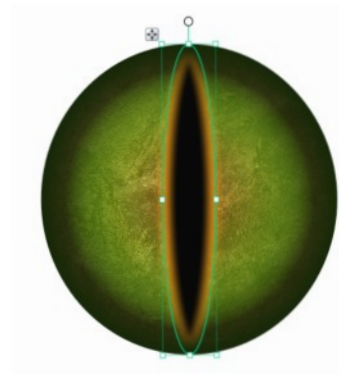
Although we are not using the Styles, we will be using the **Feather Edge** Located at the very bottom of the Styles tab. Move the Feather Edge slider all the way to the right. You will see a softening around the edge of the orange shape.



While holding CTRL key, click on the orange feathered shape then click on the Move Button to copy. Once copied, change the colour from orange to black

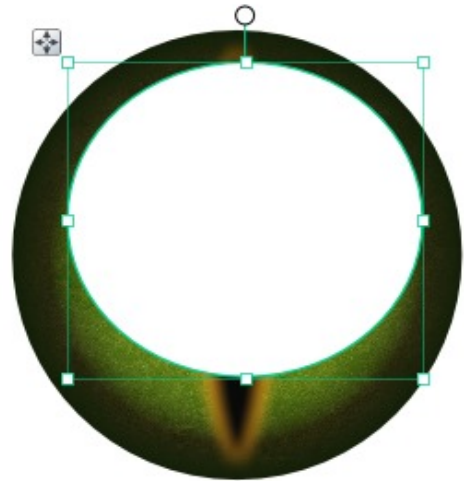


Once again whilst holding CTRL key, use the Pointer tool to push in the shape a little.



Make a QuickShapes ellipse. Draw this shape away from your eye shape area . Change back to the Pointer tool and position the shape over your eye shape and change the fill colour to white.

Try and get it to look like this example.



There is only one more thing to do.

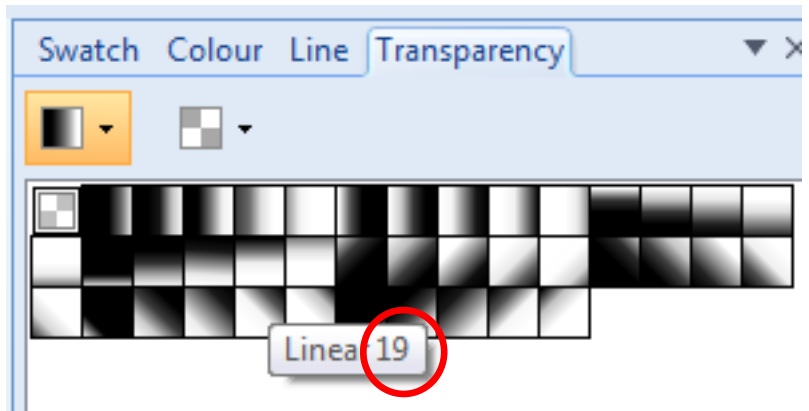
This is the magic of the eye and gives it a realistic look.

Select the Transparency tab. Mine is in the window with Colour Swatches and Line. Choose Linear 19.

With the Pointer tool, select all and group. You can save to your Gallery or export as a .png file.

And that is it - you are done!

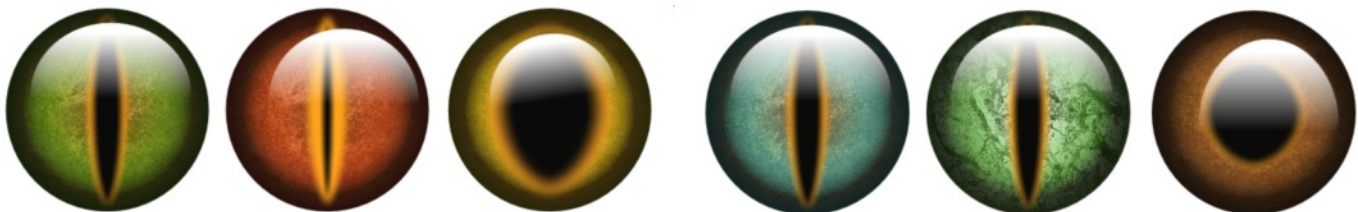
If you look at the samples below you can see that by moving the highlight or changing the shape of the pupil or change colour of the inner eye or iris you can get all sorts of different eyes.



And... all from this one template!

There are other ways of making eyes but this tutorial was written for fun and ease ...LOVE Tx

If you have any problems with this tutorial or have questions or suggestions, feel free to visit us at the PIRC forum.



You're invited to join the **PIRC Forum**! This is an active forum for PaintShopPro and DrawPlus 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.