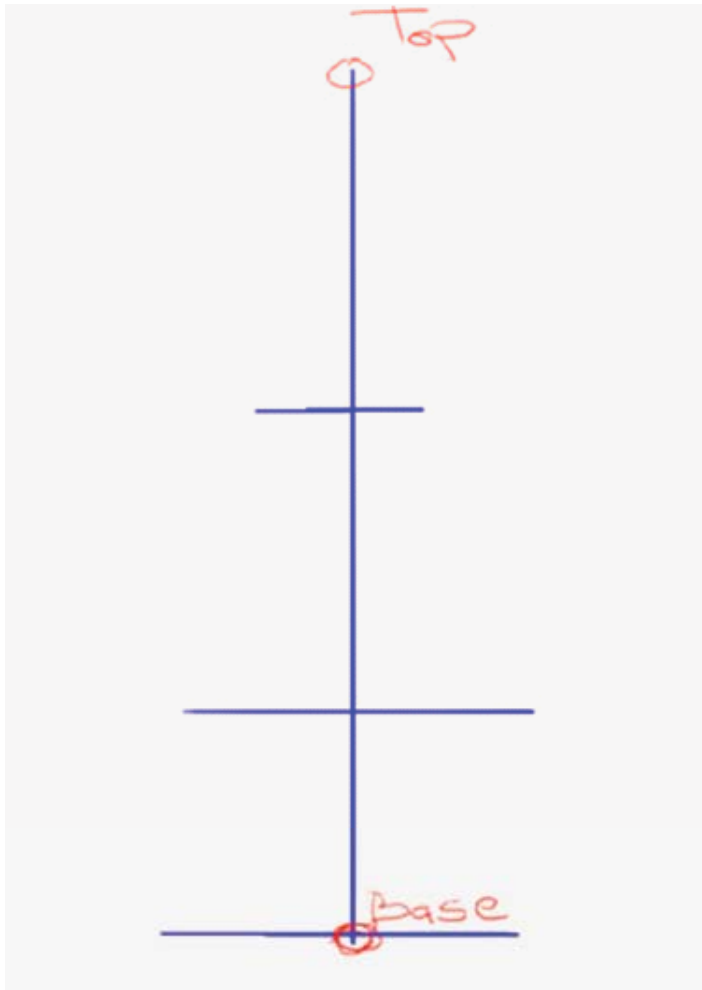


# INTRODUCTION TO GRAPHICS

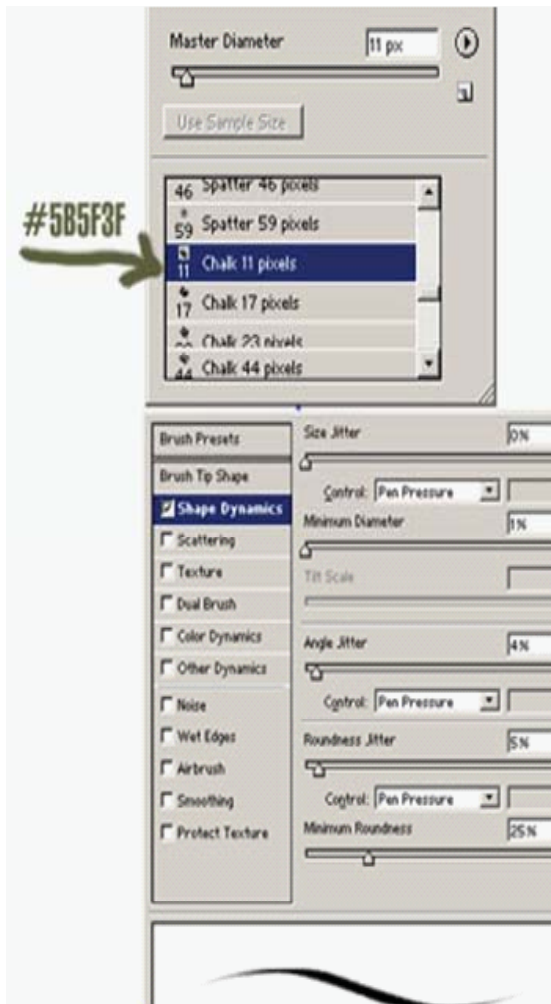
## Christmas Tree Drawing

Information  
Sheet No. PS675

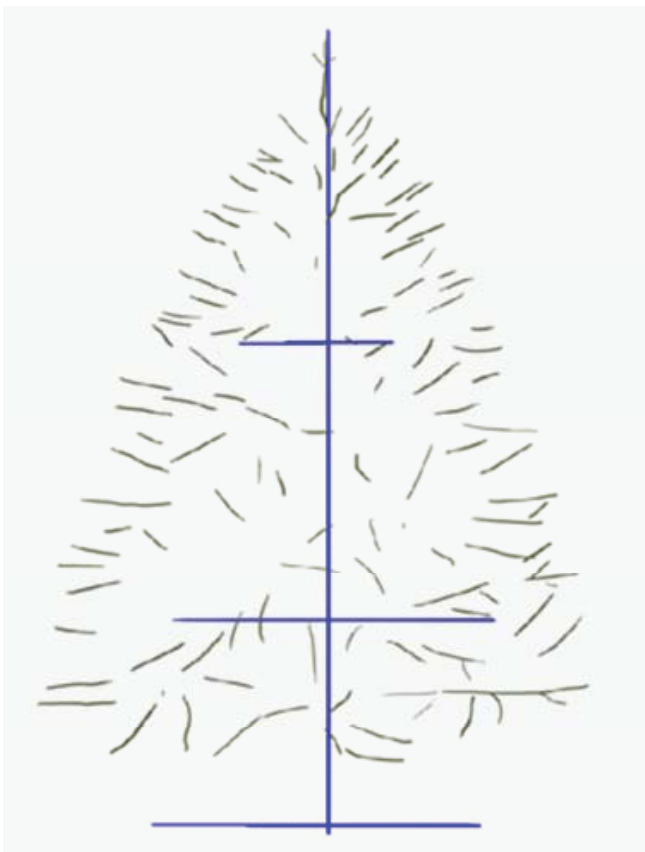
1. (RIGHT) When completed, this exercise should give you something like this picture. It's very simple and the results are good looking. All it takes is a little patience, a Wacom tablet (if you're not good with a mouse) and a modicum of drawing skills; No Van Gogh stuff here.



2. (LEFT) Make a new document as big as you dare. If it goes well you may want to print it; if not, oh well. You're going to have to create some sort of skeleton for our tree. Just draw some guidelines to help to see where your tree starts and how "fat" it's going to be.



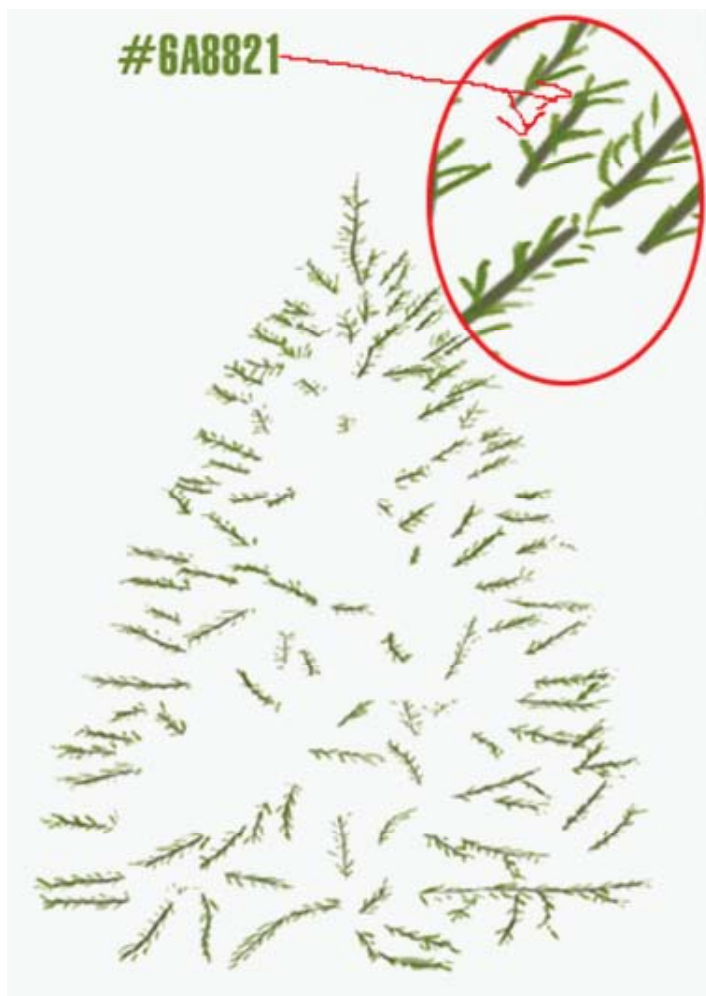
3. Now see what kind of brushes you'll be using. The "chalk" ones seem to give a nice texture...The settings used for this stage are pretty obvious. You will be using an olive green color. What you need to remember is that as soon as you change color, you need to make a new layer. The blue guidelines for instance are on their own layer... Each color you're going to use will have its own layer, for now at least.



4. Use the brush to draw the general outlines of your tree - this is the stage where you decide the final shape of the tree. You don't need to use fancy textures, just honest strokes. It looks like a porcupine but the shape is there.



5. Scan a real branch if possible. It's always nice to have a picture with real colors of the stuff you mean to draw. If that is not possible, check the internet for a large, good quality .jpg file. The "target" areas are spots likely to be picked for colors to use in your drawing. All throughout the process pick colors from this "real" pic.



6. Ok - now comes the "work" part. So far you've been only playing with settings and such: You made some needles for your branches. Remember to make these on a new layer; you changed color. . .



7. Below branches and needles layers start drawing with larger brushes and slightly more complex settings. You may stick to the chalk brushes but scatter them on both axes. If using a pen, they may be conditioned by the pen pressure to add a little texture to your tree. You can make a "spine" and some very heavy branches.

Remember to put every color on its own layer. Here, only three colors were used; the ones in the pic.



8. Now it's beginning to look more and more like a real tree. Merge four of your layers, the thick, scattered strokes and the branches. The needles are still on their own layer. Then start picking colors from your drawing, using about a No.11 chalk brush, scattered on both axes; just scribble a lot, picking colors from time to time. Mainly there are still three colors. But some other shades were added when you used the picker because of the feathering and the fact that some of the layers are now merged.



9. Notice how this definitely looks too blurry and smudged. That's because of what you did. You blurred the thing a bit and then used a 14 Spatter brush to smudge the strokes. This was done to bring out some more shades of green and to fill a bit the empty spots.

The needles layer is still on its own; not blurred and not smudged.

10. Duplicate the blurred/smudged layer and flip it horizontally. The layer on top has the blending mode set to "Multiply". Our little Tannenbaum is richer; more branches and fewer holes, but it looks like a mirror reflection. There's no randomness and it looks kind of bad.



11. This is what your tree should look like after a lot of brushing to remove that "mirrored" appearance. You could fool people and say it's a real picture. When it's resized this small it really looks like a picture. As you look closer though, you will still see the strokes. Take a look at a very large picture of this stage at the end of this tutorial. It came out nicely; no more repetitive parts. This is where you merged the "needles" layer with the others. Add a lot of strokes with colors that you picked from your former layers. It's not difficult; just scribble a lot. The fact that the brushes (still sticking to "chalk") are scattered helps a lot with the texture.



12. Now it's time to give your little drawing a few ornaments. You are going to add garland (the rope like fuzzy things). Draw those with a soft round brush and change the layer blending mode (yes it's on its own layer) to "Dissolve" Then made another, empty layer on top of that and merge the two to retain the dissolved look and still have "Normal" as blending mode. You'll see why next.

13. Now it looks much nicer and it was easy. Just go to >Distort>Wave>default settings - then add an "outer glow" effect to the layer still using default settings - only change the color of the glow from light yellow to white.



14. There, all done. The lights are extremely easy; just a soft round brush. There are actually three layers of lights, a layer for every color. They all have outer glow but the settings are different. The outer glow of the white lights layer is set to "Vivid light," for the blue layer is set to "hard light" and for the red layer to "Color burn." The background is just a gradient with some noise: Gaussian, monochromatic. You might dodge it around the tree with the Dodge tool set to Highlights range using a big round feathered brush.