

GLASS VALENTINE'S FRAME

SOFTWARE: PhotoImpactXL

AUTHOR: hillie@hillies-imageneration.com

TITLE: Glass Valentine's Frame

SKILL LEVEL: Intermediate

TOOLS USED: Path Tool, Gradient Tool, Transform Tool, Effects, Text Tool, Shadow

ADDITIONAL FILES: Download hands image from Tutorials Index.

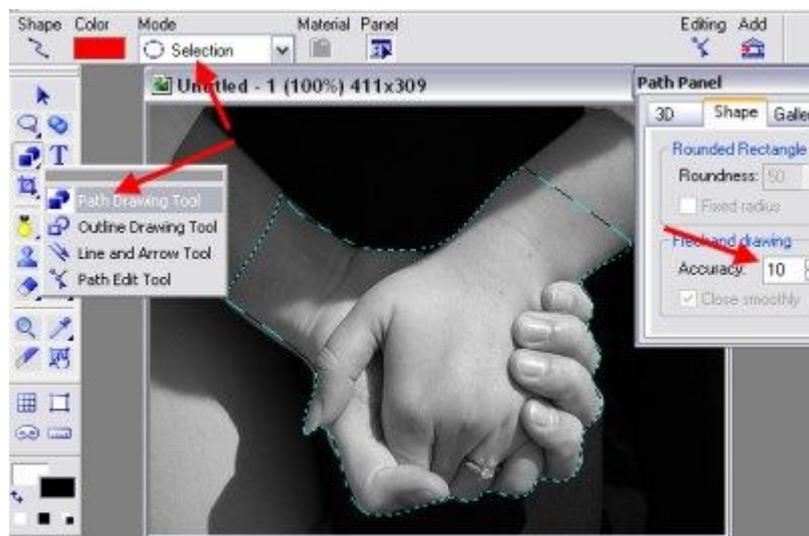
DESCRIPTION: Create a glass frame adding an image and text for Valentine's Day.

INSTRUCTIONS:

SAVE OFTEN as ufo file.

1. Open **glassframe-hands.jpg**. **Ctrl D** to duplicate. Close the original.

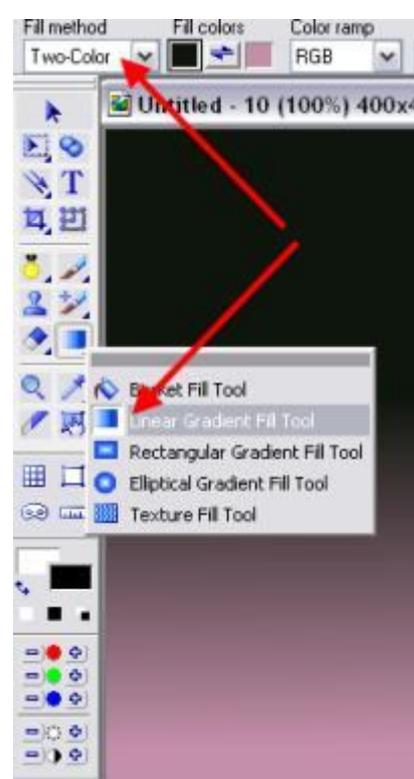
2. Using the Path Tool, create a clean selection **Shape: Freehand**. (See PI Tips / Tip 2: Cutting Out the Easy Way (pdf) on Tutorial Index for instructions - best with tablet, otherwise use the **Lasso Tool** if you have trouble). Settings as shown below (don't worry about what colour you have). You can also use your Object Paint Eraser  to get rid of any black bits around the hands after cutting out.



3. Using the Pick Tool  drag the object out to the workspace to create a new document and put aside for now.

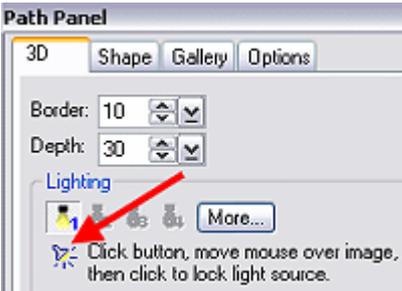


4. **Ctrl Open** a new document 400x400 pixels.
5. Using the **Linear Gradient Tool**, choose a dark and light colour as shown, click and hold half-way down the document and drag to the bottom to create the gradient as shown below. This will be the background for the glass frame, giving the illusion of a horizon and a ground for the frame.



MAKING THE GLASS:

6. Click on your **Path Tool** and in the **Attribute bar** make sure **Mode** is **3D Round**. Click on **Shape / Custom Shape** and choose **Rounded Rectangle 1**. Click on the **Material button / Gallery button** in the dialogue box with settings **Gallery: Material Attribute Gallery** and **Tab Group: Glass**, choose **G24**. Click OK. Click on the **Transparency tab** and set it to 95%. Click on **Border / Depth tab**, set the border to 10 pixels, click OK.
7. Drag the shape with your mouse on to your document to the size you prefer. Leave room down the bottom for a stand we'll make.
8. Click on the **Path Panel button / 3D tab** and, following the instructions there, change your light source on your object to make the edges brighter.



9. Click on the **Transform Tool**  On the **Attribute bar** click on the little padlock to open it. Drag the middle right side of your glass object to widen it. Over on the far left on your **Attribute bar** click on the down arrow and choose **Slant**. Drag the top right hand corner of the frame down a bit to change the perspective.

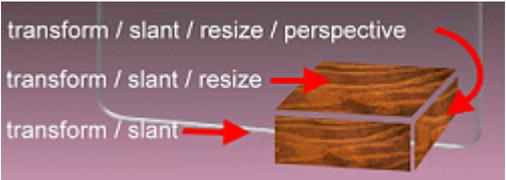
10. Drag your hands to the glass frame document with the **Pick Tool**. Use the **Transform Tool** to resize them (changing from **Slant** to **Resize** and closing the padlock). Use the **Pick Tool** again to place them where you want and use **Transform Tool / Rotate** in the **Attribute bar** if you wish.

11. You can add an effect to the hands to change from the grey or leave it. I chose **Effect / All / Emboss / Options** and played with the colour and direction of lights:



MAKING THE STAND:

12. Press **Enter** to deselect any objects. With your **Path Tool** set to **2D, Shape: Rectangle**, draw a shape approx 90 x 30 pixels (you'll see the width & height dimensions down the bottom in your status bar as you draw). In the **Easy Palette** go to **Material Attribute Gallery / Texture / Wood 1** and double-click to apply. **Shift D** to duplicate the rectangle. Shift D again. You now have 3 pieces of wood all the same size. Below shows you how to move and resize etc to make a box:



13. Select and move the pieces together to make the box. Make any changes (resizing etc) when the pieces are together if it needs it. Unlock the padlock if need be.

14. Before merging, darken the side and front of the box a bit to give some depth: click on the side to select. **Object / Convert Object Type / From Text/Path to Image**. Adjust brightness  - click the minus button to darken. Do same for front of box. Ctrl

and click on all 3 parts to select. **Object / Merge as Single Object**.

15. Move box into place (see below) and using the **Pick Tool** click the **Send to Back** arrow on the **Attribute bar**. As you can see, I've slanted the glass a little more to the right as well. You can't see but the box is glued to the back of the glass :-) - how convenient.



MAKING THE TEXT:

16. Hit **Enter** to deselect all objects. Click on the **Text Tool**. If you have a quote you like online maybe, copy it. Click anywhere in your image and **Ctrl V** to paste the quote. Click on **Pick Tool** to make text active. Go back to **Text Tool** and set font type and size of text. I chose **Bickley Script Size 24**. Use the **Transform Tool** to rotate the text parallel to the top edge of the glass and use the arrow keys to move it where you want it. Place more text down the bottom - maybe put it over the top of the box part to make the glass more believable.



Making the shadows:

- 17. * Select the glass. **Right Click / Shadow**. I chose the second from the right. Click OK.
- * Select the bottom row of text. **Right Click / Shadow**. Choose the first shadow. **X-offset: 38, Y-offset: 0**. Click OK.
- * Select the hands. **Right Click / Shadow**. Choose the first shadow. **X-offset: 95, Soft Edge: 40**. Click OK.

18. When you are happy with placement, text etc., **Object / Select All Objects** and drag all your objects to your **Easy Palette** for storage. **Object / Merge All Objects** to flatten your image and save for the web (**F4 / Save as jpg**).

TUTORIALS INDEX: <http://www.hillies-imageneration.com/pi-tutorials.html>

Hillie © January 2008
