

# PAINTING A SPECIAL EFFECTS SEASCAPE

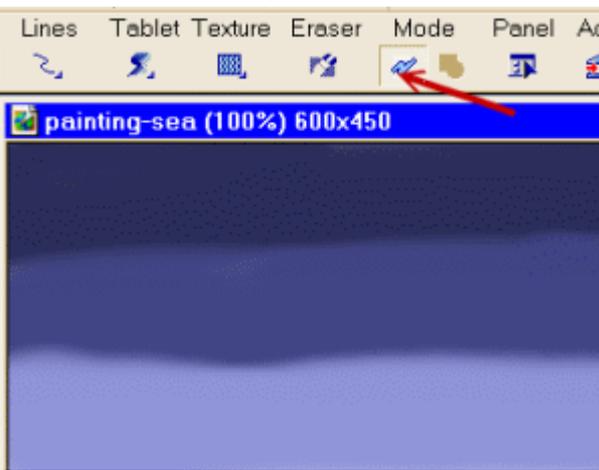
**SOFTWARE:** PhotoImpactXL  
**AUTHOR:** hillie@hillies-imageneration.com  
**TITLE:** Painting a Special Effects Seascape  
**SKILL LEVEL:** Intermediate  
**TOOLS USED:** Paint Tools, Effect menus, Transform Tool

**DESCRIPTION:** Paint a seascape using the paintbrush, Gaussian Blur and the Stagger effect.

### INSTRUCTIONS:

Save often.

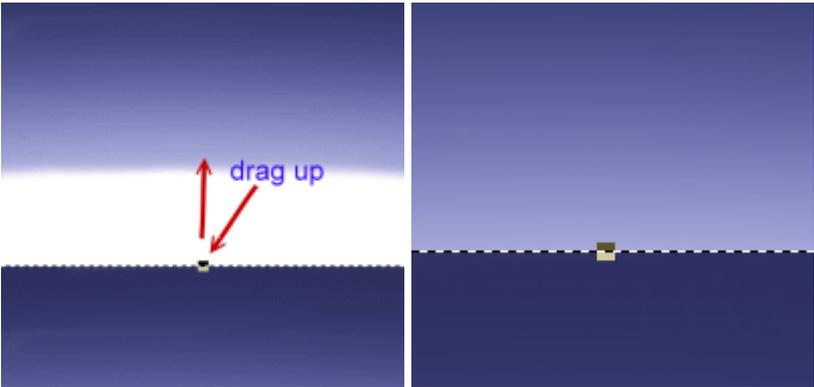
1. Open a new document 600x450 pixels.
2. Using **Paintbrush Shape Round, Size 50, Soft Edge 50** in **Mode**, paint 3 colours for the sky to half way down the page e.g. **#292B58, #424584 and #8F93D8** as shown here:



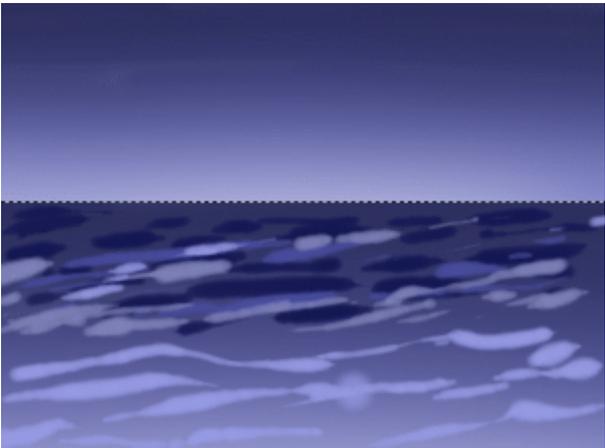
3. Click on the **Mode** icon again to go out of mode. You now have an object that you can apply effects to.
4. Go to **Effect / Blur / Gaussian Blur / Options** and type in **50** for the **Radius**. Click **OK**.



5. With the sky selected, **duplicate (Shift D)**. Click on the **Transform Tool** and **Flip Vertically**.
6. Using the down arrow key on your keyboard, move the duplicate down to the bottom of the image so there is no background showing down the bottom. Grab the middle handle and drag the "sea" up til it overlaps the sky slightly. If you want to change the dimensions of either sky or sea to make the image look balanced, just drag these handles to resize while using the **Transform Tool**.

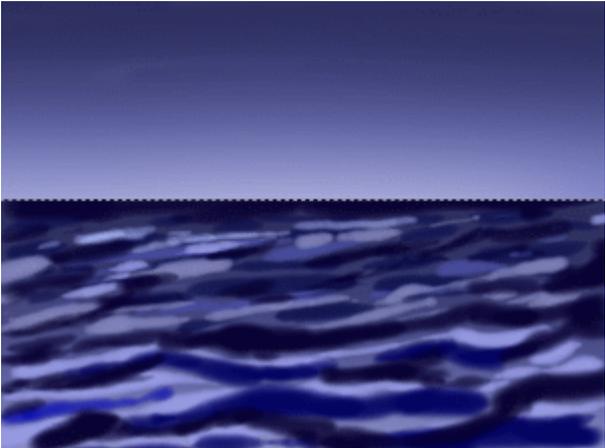


7. Select the sea. With **Paintbrush Size 20 or 30**, paint soft strokes of different blues from the horizon through to the front. (All this does not require exact painting. When we apply our special effect later, it will create some magic.) Make some waves shapes as I have done in the front where they are bigger. You can paint this in **Mode** if you wish but I didn't.

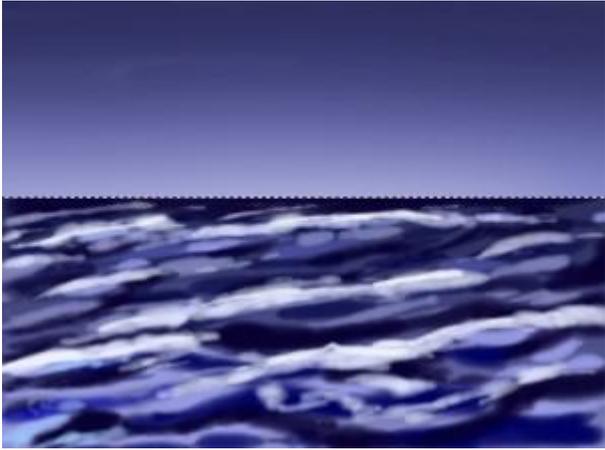


**Shift + F3** will bring up your Color Panel so you can grab your blues while you're working. **Ctrl Z** will undo what you don't like. If you are using a tablet, paintbrush size won't matter so much because you can choose **Size / Transparency** when you click the **Tablet** icon on the **Attribute Bar** and your hand pressure will do the work.

8. Stroke in a wave motion to get the effect of rolling waves, adding a darker stroke to the horizon and darker undersides to the waves.

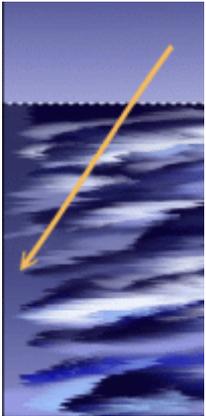


9. Grab some offwhite and with a smaller brush, add details to the tops of the waves.

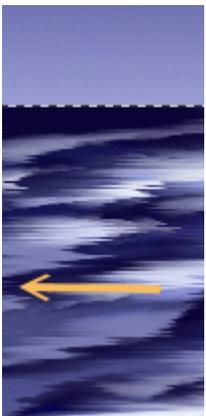


10. With your sea still selected, go to **Effect** on the menu bar and choose **Material Effect / Stagger**. Click the **1:1** in the dialogue box so you have a close up view of what happens in the **Dual View** tab. Click on the **After** tab occasionally to see an even better view. For **Direction**, click the "To the right" radio button, since that's the way the sea's flowing. Click the **Random** button to get different effects. Click **OK** when you're done.

The effect has moved the sea to the right and the size of this object has more than doubled its width.



11. Click on the **Transform Tool** icon. On the **Attribute Bar** click on the locked padlock to unlock so the height doesn't change with the width. In the **Width** box (mine says 933) type in 1000, or a number that will make the sea fill the area widthways. Use your left arrow key on the keyboard to move the sea over to the left, making sure the right hand side is ok too. If it's not, make it wider again.



12. At this point you can **Merge All** or add more to your scene before doing so. I merged and added a moon (**Effect / Creative / Moon**), keeping the ambient light similar to my painted scene so it wouldn't become too dark. I **Saved As** so that I could keep a copy of the ufo as well.



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

Hillie © 2004

---