



ProArtisan24 Tutorial

ProAction

3QD
DEVELOPMENTS LTD

APDL

ProArtisan24

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Introduction

ProArtisan 24 is a 24 bit **Art** and **Painting** package for the Acorn Risc PC range. It encourages experimentation and allows artistic expression through the wide range of tools available that mimic natural media. It also provides sophisticated image manipulation facilities.

A great deal of effort has gone into creating a user interface that gives access to the power of ProArtisan 24 without making it complex to use. Those of you used to ProArtisan 2 will quickly adapt to ProArtisan 24.

This section contains information that you will need to know in order to complete the tutorials. We advise that you skip it now and refer back to this chapter if you get stuck with the tutorials.

Typographic conventions

- Mouse buttons or keys on the keyboard appear in Corpus font: Select
- Special terms or jargon appear in italics when first introduced: '*Frisket...*'
- Instructions to press a key on the keyboard are shown in Corpus font eg Return. This means press the Return key on the keyboard.
- Menu options that may be selected are in Homerton font: 'Click on Edit to... ' means choose the option called Edit from a menu.
- Menu options which lead to sub-menus have an arrow after them: Subset ↵
- Options in dialogue boxes or options in windows are in Homerton font: Initialise
- Something important always appears **in bold**.

Conventions used in this guide

We use the standard Acorn conventions for the mouse buttons:

<i>Select</i>	is the left button, and the most commonly used.
<i>Menu</i>	is the middle button and is used primarily for opening menus.
<i>Adjust</i>	is the right mouse button.

It is assumed that you have read the Welcome Guide supplied with your computer and are familiar with the RISC OS Desktop environment.

Hard disc installation

This procedure is standard RISC OS. Select your preferred directory on the hard disc for the **ProArtisan 24** application, and then drag the ProArtisan 24 icon to that directory display.

If you wish to use ProArtisan 24 in conjunction with other programs it may be sensible to have all of these applications in the same directory.

You have now completed installation of ProArtisan 24 on the hard disc.

Note: We do not advise attempting to run ProArtisan 24 from a floppy drive.

Technical Information

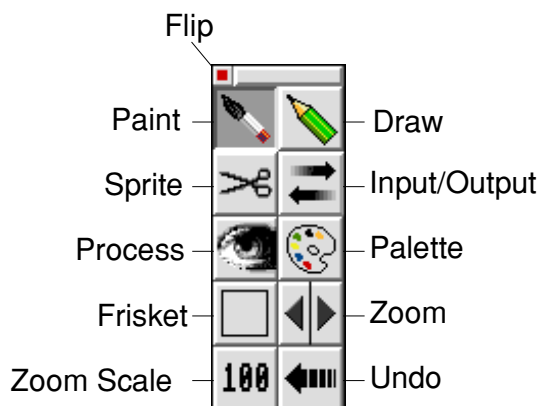
ProArtisan 24 is a 16.7 million colour painting package. These colours are held as 24 bit values. There is also a 256 level Frisket (or mask). Images created in ProArtisan 24 can be any size provided that your machine has enough memory. Pictures are ALWAYS stored as 24 bit images (16.7 million colours) - we make no compromise for 15 bit and 8 bit modes.

You can work in other modes if you wish but internally your images are always held at high resolution and in 24 bit colour, even when you work in a low resolution or low colour mode. When you return to a higher resolution mode the image is restored to the correct resolution. In other words, changing mode does NOT convert the image to that mode and potentially lose information. The image is only converted to another mode at save time and only then if you instruct ProArtisan 24 to save in another mode.

Warning: Editing images when not in a 24 bit 16.7 million colour mode may cause changes that are not apparent until you return to a 16.7 million colour mode.

The Main Tool pane

The Tool pane is the core of ProArtisan 24. It gives access to all of the functions available. There are ten icons on the Tool pane and five of these give access to five different menus. The others are options in their own right or are for information. The reason for having the Tool pane and associated menus is to simplify the use of the program. The icons and menus relate to useful groupings of tools. This method also reduces the number of menu levels that you need to move through in order to get at the function you require.



Show Palette



The palette window can be viewed by clicking **Select** on the above palette icon in the tool pane. This brings up the palette window shown below. Although you can use up to 16.7 million colours in ProArtisan 24 it would be very difficult to choose colours if you were presented with all of these at once. ProArtisan 24 provides 32 palettes each containing 256 colours. These palettes are logical groupings and have useful names such as flesh or grey scale. You can edit and save these palettes to contain any colours that you require from the full range of 16.7 million. This is explained later.

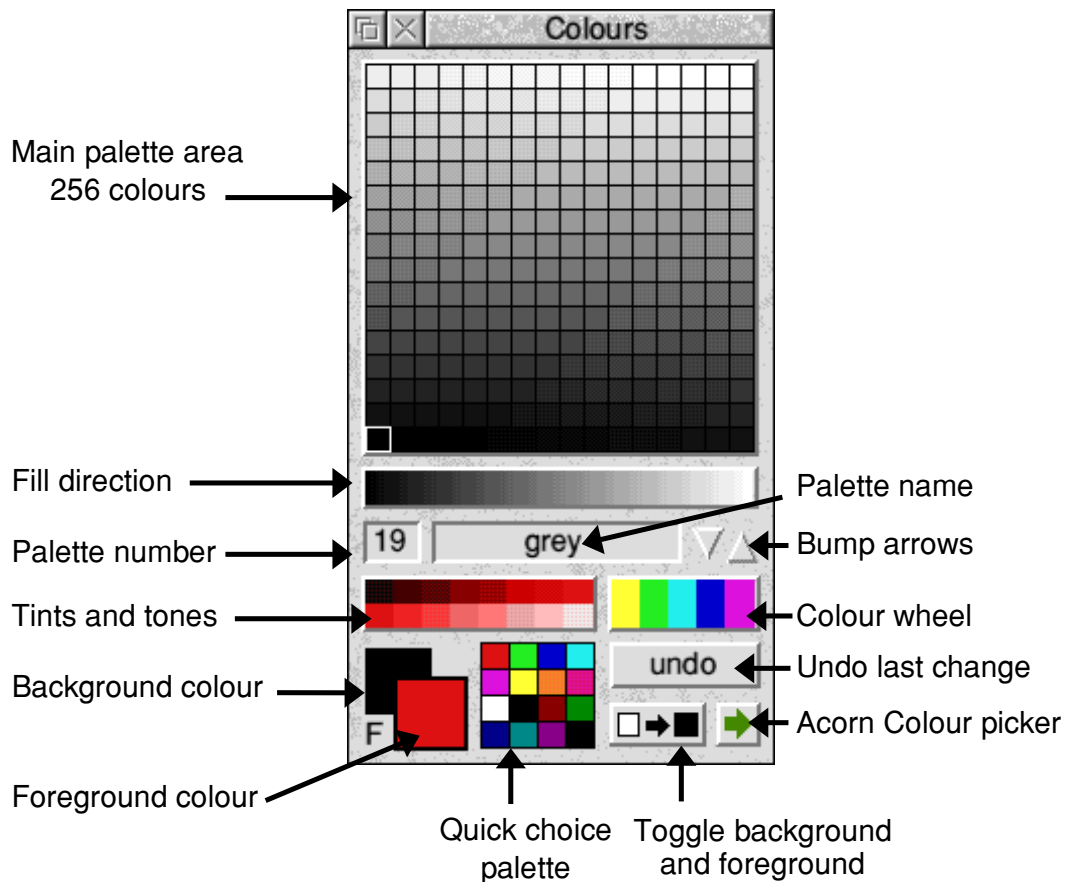
Selecting Colours

Colours can be selected in a variety of ways. The obvious way is to click on the required colour in the palette window. The chosen colour is then assigned to either the foreground colour or the background colour depending upon which one is currently selected. In addition, you can select a colour and then edit it using the Acorn Colour Picker.

A colour can also be selected off screen by holding down **Shift** and clicking on the colour on screen. The colour is then placed in the first position in the Picker palette (number 32). You can then select the colour from here. In addition you can hold down **Shift** whilst banding a box over an area of the screen. This transfers up to 256 colours into the Picker palette where they can be selected.

Palette Colour Selector

The Palette explanation is taken out of turn and explained here so that you are able to access it correctly as you work through the tutorials.



Main palette

This shows the current palette of 256 colours. Each colour can be individually selected as either foreground or background colour. In addition each colour can be edited using Acorn's Standard Colour picker to be any of 16.7 million colours.

By dragging **Adjust** between one colour and another in the Main palette area, intermediate colours are calculated and inserted.

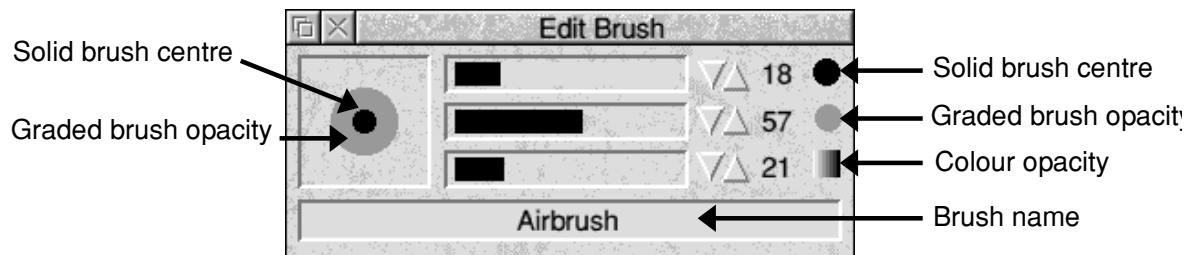
Individual colours can be dragged from one position to another within the main palette or from the main palette to the Quick choice palette. Tints and Tones can also be dragged to the main palette and the Quick choice palette. Palette files can be imported from disc by dropping them onto the main palette. This replaces the current palette with the new one. Note that the Undo button does not work in this case.

Note: If you do not get the colour that you expected when using the **Paint** menu check that you have **Foreground** selected otherwise the colours chosen from the palette will go into the **Background** colour.

Quick choice palette

This is a sixteen block working palette which can be used to transfer colours from palette to palette, or from one position in the palette to another. Colours may be dragged between this working palette and the main palette. Colours may also be dragged from the Tints and Tones. Choices from this Quick choice palette also become the current colour and affect the **Tints and Tones** and **Colour wheel**. The colour in the bottom right of this palette has special significance as it is the colour used by the **Magic Wand** for outlining areas. See **Magic Wand** for more information.

Edit Brush (Ctrl B)



This dialogue can be accessed from the menu and will disappear when you leave the dialogue box. If the keyboard short cut, **Ctrl B**, is used to bring the dialogue up, it will stay on screen until you close it with the **Close** icon.

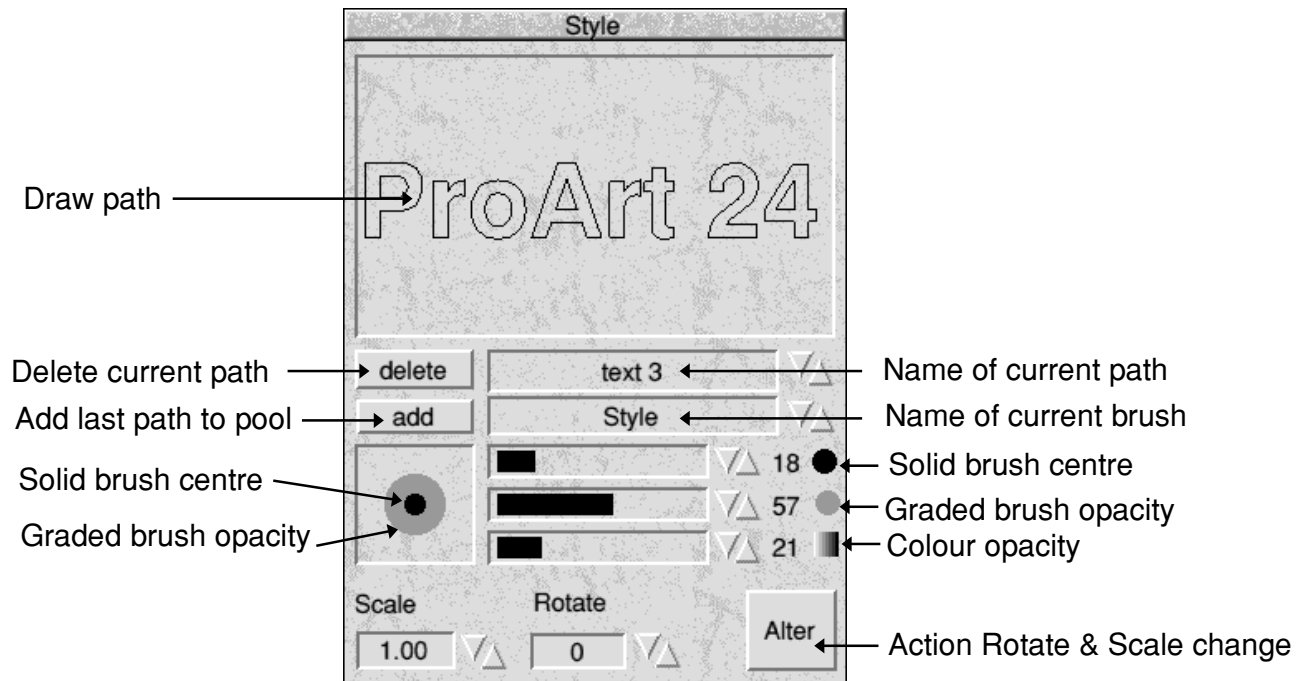
Drag the sliders or use the bump arrows to alter the settings of **Solid brush centre**, **Graded brush opacity** and **Colour opacity**. The **Solid brush centre** is the size of the brush that applies full colour, as specified by the current foreground colour in the palette and the setting of the **Colour opacity** slider. The **Graded brush opacity** provides a graduated effect to the brush. The **Colour opacity** slider defines the opacity (strength) of the selected colour.

Each brush has its own associated settings which are recalled when you change brushes. You can save the brush settings from the **Input-Output** menu by clicking on the **Save brushes** item.

The brushes provide a very wide range of effects. These effects are made even more flexible by the combined use of the 3 sliders in the **Edit brush** dialogue. A short description of each brush is given below, but a quick try with each brush will soon acquaint you with its properties. The brushes provided mimic their natural counterparts very closely indeed. While experimenting, try setting the **Colour opacity** slider to full, this makes it easier to see exactly what they do.

Draw ▸ Path ▸

This dialogue provides a very sophisticated and useful tool. The **Path** dialogue controls the way in which Draw paths are stroked to the canvas and allows for the insertion and deletion of paths from the **Path Pool**.



Draw path

This area shows the current Draw path. A Draw path can be a text object as above or any other object, such as a Polygon, created in the Draw menu. Alternatively, it can be a Draw file loaded onto the canvas. A copy is automatically placed in the **Path pool**. You can immediately delete the Draw file on the canvas using the **Undo** option if you wish. If you paste a Draw file on the canvas, but it is not visible, you can re-align the path to the canvas origin by clicking on the Draw path window with **Adjust**.

Delete

Double click on this to delete the current Draw path from the pool.

Add

Double click on this to add the last Draw path created to the pool.

Name of current path

Use the bump arrows to move through the paths available.

Name of current brush

Use the bump arrows to select the required brush. You can choose **Style**, which renders the path according to the **Style** settings (see below), or choose a particular brush (airbrush, charcoal etc), with associated slider settings. The brush sliders work in exactly the same way as those in the **Edit brush** dialogue.

Scale

Scale paths by using the bump arrows to set the desired scale and clicking on the **Alter** button.

Rotate

Paths may be rotated by setting the number of degrees of rotation required and clicking on **Alter**. Subsequent clicks on **Alter** will rotate by the same number of degrees again.

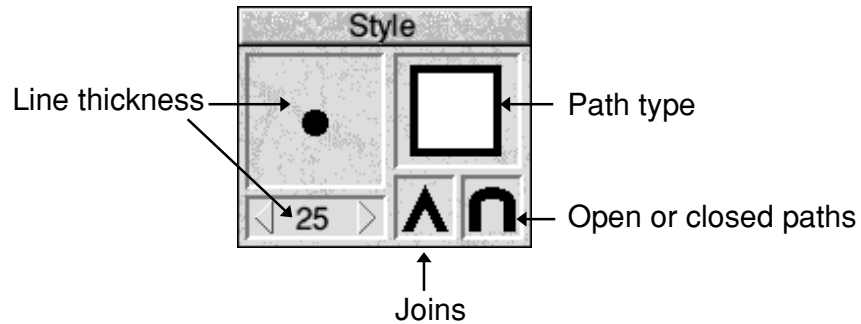
When the chosen settings have been made, click **Select** on the Draw path itself to transfer it to the canvas ready for re-positioning, by dragging within the bounding box. To render the Draw path, click outside its bounding box. Draw paths are rendered in the current foreground colour.

In some cases the Draw path may be larger than the canvas, thus not allowing you to click outside the Draw path boundary. In this case, clicking inside the boundary with **Adjust** will render the Draw path. Note that subsequent placements of the same Draw path are placed exactly on top of the last position. This is particularly useful for creating effects such as shadows etc.

Draw files can be loaded into ProArtisan 24 by dragging the Draw file to the canvas. The Draw file is rendered at the pointer position. As well as being plotted on the canvas the Draw file is also placed in the Draw Path Pool. From here you can render the draw file using any of the available brushes.

Style ▾

This dialogue box enables you to define how the drawing objects will appear.



Line thickness

The thickness of the line is shown graphically and numerically. The size can be altered using the bump arrows or by dragging out the circle.

Path type

The Path type can be toggled between **Stroked**, **Filled** or **Stroked and Filled**. The Path Type icon changes to reflect the differences. The foreground colour is used for stroked or outline objects, whilst the background colour is used for the filled area of objects.

Joins

This icon is used to select whether the joins are Butt, Round or Square. Toggle between the options by clicking on the icon.

Open or closed paths

This icon is used to indicate whether the lines and curves should create closed or open objects. Clicking on this icon toggles between the options available.

Frisket

A Frisket, or mask in the traditional sense, was a piece of strong paper or card that could be placed onto a painting surface and would stop subsequent actions of painting, drawing, crayoning etc from affecting the covered area. ProArtisan 24 allows you to choose the colour of this masking paper from a palette of 16 million colours. This allows you to see where the frisket is. To see the frisket more clearly, choose a colour that does not exist in the original picture. The colour you choose does not affect the way the frisket operates, it is purely a visual display of the frisket.

A traditional frisket was strictly a protect/no protect device. ProArtisan 24 goes a step further and allows the frisket to have varying opacity, or levels of protection. Imagine a paper frisket that allowed only a fraction of the airbrush or crayon to find its way onto the picture. The frisket in ProArtisan 24 uses 256 levels of opacity, providing varying degrees of protection, ranging from total protection, to none at all. ProArtisan 24 has 3 different modes that affect how the frisket works. These are **Frisket Inactive**, **Frisket Active** and **Create Frisket**.

Warning: A frisket requires additional memory equivalent to 1/4 the size of your canvas. Once you toggle the **Frisket Icon** a frisket is created. If you do not need the frisket and want to recover the memory use **Process ▶ Remove Frisket**.

The **Frisket** icon has three states:

Frisket Inactive



In this state the frisket does nothing. All painting and drawing tools have no reference to the frisket, they operate as though the frisket does not exist.

Frisket Active



In this state the frisket is active and the area defined by the frisket is protected from change. All drawing and painting tools use the frisket and have a varying effect according to the level of protection in that part of the frisket.

Note: When this mode is first entered, the frisket is created as having no protection. You need to use the frisket tools to create protected areas; so go to the next stage.

Create Frisket



See next page for example.

Frisket Example

Make sure that you are in **Frisket Inactive** mode and select the **Watercolour** brush in the **Paint** menu. Set all the sliders in **Edit brush** to maximum and paint some squiggles onto a blank canvas using any colour. Now click on **Make Last** in the **Process** menu, the squiggles are taken as the frisket, replacing any existing frisket.

Toggle the Frisket icon to **Frisket Active** and choose a different colour. Return to the **Paint** menu and try to paint on the frisket (your squiggles). You will see that you cannot obliterate the squiggles, you can only paint onto the rest of the canvas.

If you click on **Invert Frisket** you will now be able to draw on the area defined by the squiggles but not anywhere else.

Create Frisket

In this state a new menu, the **Frisket** menu, becomes accessible.

Frisket	
Edit brush	▶

✓ Airbrush	
Eraser	
Watercolour	
Add colours	▶
Fill	▶

Blur	
Texture	▶
Grey shift	▶

Make	▶
Add	▶
Subtract	▶

Invert	
Clear	
Frisket colour	

Mix	

When the frisket tools are used, they are defining different levels of protection. In this mode there are two ways of viewing the frisket; Mix and Unmix.

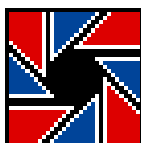
Tutorials

What do I need ?

To run ProArtisan 24 you need an Acorn Risc PC fitted with RISC OS 3.5 or later, a minimum of 4 megabytes of RAM and 1 megabyte of VRAM. Like most applications ProArtisan 24 will benefit from having more RAM and VRAM. Our suggested system would be 2 megabytes of VRAM and 8 megabytes of RAM. Having 2 megabytes of VRAM is the most important upgrade as this will allow you to use an 800 * 600 resolution with 16.7 million colours. Make this your first priority. If you want advice on obtaining VRAM please call us on 01606 48511.

Any of the monitors supplied with the Risc PC will support the 16.7 million colour mode at 800 * 600 resolution but we can attest to the quality of the 17 inch monitor and its usefulness.

Running ProArtisan 24



Run ProArtisan 24 by double clicking on the !ProArt24 icon in the directory display. The ProArtisan 24 icon will then appear on the icon bar. To open a canvas click on the ProArtisan 24 icon with **Select**. This opens the **Create** window allowing you to select a canvas size.

The ProArtisan 24 Philosophy

ProArtisan 24 is a very sophisticated art program with many image processing facilities added. This provides you with a very flexible environment in which to explore your talents.

The ProArtisan 24 tools are designed in such a way as to be used in conjunction with other tools. For example our rather unique Emboss feature can be used with different Blends to provide embossed images in any number of colour ways.

Another major consideration behind the ProArtisan 24 design is that all functions should be carried out quickly so as not to interrupt the creative flow. Probably the slowest tool you will use is the Anti-alias function on a complex picture but even this is quick when compared to other machines.

Short Tutorials

To get you into ProArtisan 24 as quickly as possible the following tutorials introduce some of the basic tools for creating and manipulating images. Remember that you can use tools in conjunction with others and it is this which makes ProArtisan 24 so powerful. Do not be afraid to try out different things as there are so many possible combinations that we are unable to cover them all in this manual. We will try to point out interesting effects when appropriate.

If you are reasonably conversant with RISC OS menus and dialogues then you should have no trouble working through these tutorials now. You do not have to complete all of the tutorials at once, you can dip in to them whenever you feel like it.

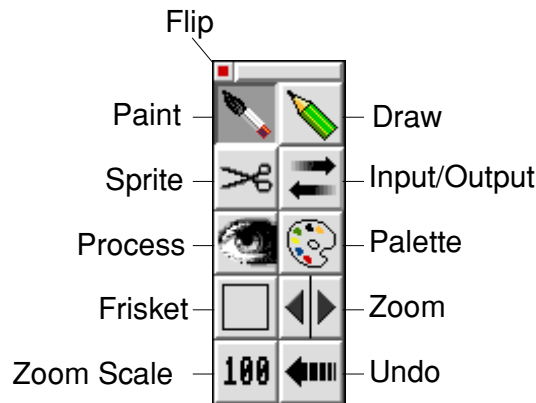
Instructions to use a particular menu item are written as **Paint ▶ Fill ▶ Plain** where **Paint** is the name of the icon in the **Tool pane**, **Fill** is the item in the main **Paint** menu and **Plain** is the item in the **Fill** sub menu.

Note: When a menu item is written as **Frisket ▶ Fill** it refers to the Frisket menu which is accessed via the Paint icon but only when in Create Frisket mode.

Instructions for the first few examples will be given in full but we will then switch to a form of short hand to enable you to progress more quickly.

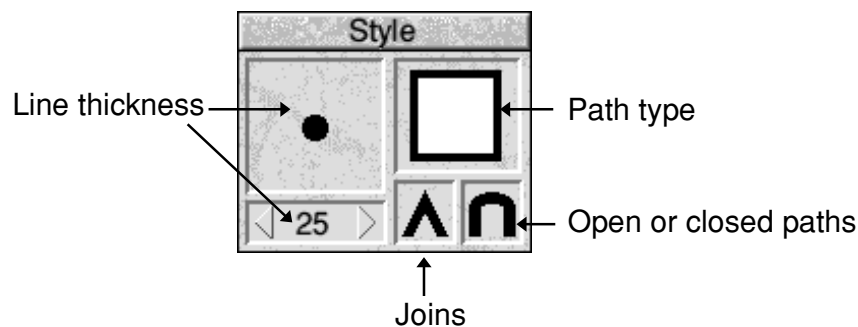
The Tool pane

All the examples assume starting from a clean canvas as if you had just run the program. The main Tool pane is shown below to help locate icons.



Anti-aliased text

1. Load the supplied file called **Apple**.
2. Go to **Draw ▸ Style** and set the style to be **Filled** but not **Stroked** (A solid rectangle without a border.. Do this by clicking on the **Path type**.



3. Go to **Draw ▸ Text** and select Trinity Bold at a point size of 150. Change the text to just read 24 and click on **Apply**. Click outside the text to paste it to the screen and immediately click on **Undo**.



4. Toggle the Frisket icon to **Create Frisket**. See the Frisket chapter for more information.
5. Click on the Palette icon and click on **Toggle foreground & background** (immediately below the Undo button, so that black is background and white foreground. See the **Palette** explanation in Chapter 1 for more information and a diagram.
6. Go to **Draw ▸ Path** and click on the 24 to paste it to the screen.
7. Move the outline 24 so that it is all on the apple and click outside the path to render it. You should see the 24 in red (the default Frisket colour..
8. Select **Frisket ▸ Blur** to anti-alias the frisket.
9. Toggle the Frisket icon to **Frisket Active**.
10. Use **Paint ▸ Watercolour** with the **Colour opacity** slider set to 70% and paint over the apple to reveal the 24.

Try some different brushes instead of the last step or try some Filters and Effects.

Clones - exploring textures

1. Create a new canvas and load the sprite **Leaf** into the **Sprite pool** by dropping it onto the sprite pool window.
2. Open the directory called **Palettes**.
3. Using a blank canvas select **Paint ▶ Clone ▶ Sprite colour** and paint onto the canvas. Note the texture of the sprite building up in the current palette colours.
4. Click on the **Fill direction** bar in the Palette and note the difference.
5. Load different palettes onto the palette window and try the same thing, noting the change in the colours. The Aqua1 palette which is normally present is particularly effective.
6. Also try using **Paint ▶ Clone ▶ Sprite texture** and **Clone ▶ Sprite mask**.

Embossed sky

1. Load the supplied image **Text1**.
2. **Process ▶ Effects ▶ Generic** and click on the bump arrows to select **Emboss1** and then click on **OK**.
3. Use **Sprite ▶ Cut** to cut out the whole canvas as a sprite.
4. Load the supplied image **Sky** by dropping it onto the open canvas.
5. Use **Paint ▶ Clone ▶ Sprite texture** to paint on the canvas and note the pattern of 24's.

Hidden text

1. Load the supplied image **Yellow**.
2. Drop the Draw file **Leaf+Co** onto the canvas and immediately click on **Undo**.
3. Toggle the Frisket icon to **Create Frisket**.
4. Set **Frisket ▶ Make ▶ Cutoff** to 76% and click on **Cutoff**.
5. Click on **Frisket ▶ Blur**.
6. Toggle the Frisket icon to **Frisket Active**.
7. Set up **Draw ▶ Style** to use a line width of 8 and **Outline & Filled**.
8. Set foreground colour to dark green and background to white.
9. Click on the text in **Draw ▶ Path** and drag the text to the centre of the screen.
10. Click outside the path to render it and note the partly hidden text.

Background

1. Load the supplied file called **Apple**.
2. Toggle the Frisket icon to **Create Frisket**.
3. Go to **Frisket ▸ Add colours** and set the slider to 30%.
4. Click on the grey background until all the background is shown in red. This is the Frisket.
5. Use the **Frisket ▸ Eraser** to remove any frisket that has been applied to the apple. You might find it useful to untick the **Frisket ▸ Mix** menu item to enable you to see any frisket on the apple.
6. Click on **Frisket ▸ Invert** to invert the frisket.
7. Toggle the Frisket icon to **Frisket Active**.
8. Bring up the Palette and select a mid grey either from the Tints & Tones or from the grey scale palette.
9. Click on **Process ▸ Clear screen**.
10. Load the supplied palette **btints** by dragging the file icon from the Palettes directory into the palette window - this replaces the existing current palette.
11. Set the foreground colour to white and the background to black (see section 4 for information on the palette..
12. Click on **Process ▸ Effects ▸ Halftone** with a setting of 30%.
13. Click on **Process ▸ Effects ▸ Emboss** (this uses the new palette.
14. Toggle the Frisket icon to **Create Frisket**.
15. Set **Draw ▸ Style** to be **Filled** but not Stroked and ensure that black is still the background colour.
16. Using **Draw ▸ Rectangle** band a rectangle over the top half of the canvas (it shows as red if the Frisket colour has not been changed..
17. Use **Frisket ▸ Fill ▸ Angled clear** and drag an arrow from the bottom of the canvas to about 3/4 up the canvas.
18. Toggle the Frisket icon to **Frisket Active**.
19. Click on Click on **Process ▸ Filters ▸ Darken** with a setting of 75%

Bevelled text

1. Open a blank canvas by clicking on the icon bar icon and then on **Create**.
 2. Toggle the Frisket icon to **Create Frisket**.
 3. Set **Draw ▶ Style** to be **Filled** but not Stroked and ensure that black is the background colour.
 4. Go to **Draw ▶ Text** and select Homerton Bold at a point size of 160. Change the text to just read **ProArt** and click on **Apply**. Drag the text to the centre of the screen and click outside the text to paste it to the screen.
 5. Toggle the Frisket icon to **Frisket Active**.
 6. Load the sprite **Leaf** into the **Sprite pool** by dropping it onto the sprite pool window.
 7. Go to **Process ▶ Effects ▶ Pattern** and click on **OK** to paste the sprite to the canvas.
 8. Load the sprite **Marble** into the **Sprite pool**.
 9. Click on **Process ▶ Invert Frisket**
 10. Go to **Process ▶ Effects ▶ Pattern** and click on **OK**.
 11. Toggle the Frisket icon to **Create Frisket**.
 12. Click on **Frisket ▶ Clear**
 13. Set **Draw ▶ Style** to be **Outline** with a line thickness of 10 and ensure that black is the foreground colour.
 14. Go to **Draw ▶ Path** and click on the **ProArt** to paste it to the screen. Click outside the path to render the text.
 15. Click on **Frisket ▶ Invert**
 16. Toggle the Frisket icon to **Frisket Active**.
 17. Use **Paint ▶ Airbrush** with the default settings, to spray the top and left of each letter using white. Then do the right and bottom of each letter with black.
 18. Toggle the Frisket icon to **Create Frisket**.
 19. Click on **Frisket ▶ Invert**
 20. Ensure black is the foreground colour and use **Frisket ▶ Fill ▶ Plain** at 50% to fill the body of each letter.
 21. Toggle the Frisket icon to **Frisket Active**.
 22. Set **Draw ▶ Path ▶ Style** to **Airbrush** with settings of 1:60:32 for the sliders.
 23. Go to **Draw ▶ Path** and click on the ProArt to paste it to the screen.
 24. Move the outline slightly down and to the right before clicking outside the path to render it.
- See the supplied file called **Bevelled** for an idea of how the final image should look.

Sunflower - cutting out complex shapes

1. Load the image **Sunflower**.
2. Toggle the Frisket icon to **Create Frisket**.
3. Set **Frisket ▶ Add colours** to 30% and click **Select** on the canvas around the flower head until all the background is converted to a frisket, leaving just the sunflower head.
4. The centre of the flower head is also likely to be included in the frisket so use **Frisket ▶ Eraser** to erase the frisket from this area. You might find it useful to untick the **Frisket ▶ Mix** item to see the frisket more clearly.
5. Click on **Frisket ▶ Invert**.
6. Toggle the Frisket icon to **Frisket Active**
7. Ensure that Foreground colour is currently selected and select the bottom right colour from the **Quick choice palette**. This is a special **Magic colour** that is used by the program to fill an area prior to attempting to do a **Magic wand**. If this colour is used as a fill it is treated as being transparent by the **Sprite ▶ Cut**.
8. After selecting the colour do a **Ctrl X** to clear the screen.
9. Use **Sprite ▶ Cut ▶ Rectangular** and band a box over the flower head (keep it tight to avoid wasted memory..
10. Name the captured sprite in the **Sprite pool** as **Flowerhead**.

Snake skin

1. Create a canvas of 400 * 400 pixels.
2. Select orange from the Quick choice palette and do **Ctrl X** to clear the screen to orange. Make sure foreground colour is active so that orange goes into this.
3. Make foreground colour white and background black.
4. Click on **Process ▸ Effects ▸ Halftone** with a value of 50%.
5. Click on **Process ▸ Filters ▸ Anti-Alias**
6. Select **Process ▸ Filters ▸ Generic ▸ Emboss1** and click on **OK**.
7. Click on **Process ▸ Filters ▸ Lighten** with a value of 70%.
8. Toggle the Frisket icon to **Create Frisket**.
9. Set **Draw ▸ Style** to be filled only and ensure that the background colour is black.
10. Enter the number **24** into **Draw ▸ Text** and select Trinity Bold at 200 point.
11. Apply the text and move it to the centre of the screen before clicking outside to render it.
12. Click on **Frisket ▸ Blur**.
13. Load the file **Leaf** to the **Sprite pool**.
14. Load the palette file **Fush** to the palette window and ensure that the fill direction bar shows green on the right. If not click on the bar to reverse direction.
15. Click on **Frisket ▸ Invert**.
16. Toggle the Frisket icon to **Frisket Active**.
17. Use **Paint ▸ Clone ▸ Sprite colour** with the brush sliders all set to 50 and paint on the canvas. Note the pattern of the 24 revealed.
18. Use **Process ▸ Filters ▸ Darken** with a value of 50%.
19. Use **Paint ▸ Clone ▸ Sprite colour** to lighten the top aspects of each number.
20. Use **Process ▸ Filters ▸ Darken** with a value of 50%.
21. Use **Paint ▸ Clone ▸ Sprite colour** to lighten the top aspects of each number again.
22. Toggle the Frisket icon to **Create Frisket** and click on **Frisket ▸ Invert**.
23. Toggle the Frisket icon to **Frisket Active**.
24. Set the brush in **Draw ▸ Path** to **Watercolour** with settings of 1:32:20.
25. Ensure that foreground colour is set to black.
26. Click on the text in **Draw ▸ Path** and move it down and to the right before clicking outside to paste it. This provides a drop shadow for the coloured text.
27. Click on **Process ▸ Invert frisket**.
28. Select **Paint ▸ Airbrush** with settings of 1:18:35 and a foreground colour of white.
29. Touch up the highlights of the numbers.

See the image called **Snake** to see what can be achieved.

More Quick Examples

This section contains lots of short examples which illustrate some of the effects possible with ProArtisan 24. This is in no way a comprehensive list but we hope that the examples will trigger off other ideas that you can try yourself. One of the aims of these examples is to get you to understand that the features in ProArtisan 24 can be mixed in an unlimited number of combinations to achieve lots of effects. Each new example assumes that the program is in its default state and particularly that the **Frisket** icon is set to **Frisket Inactive**.

The examples are deliberately kept short and terse to encourage you to try them out. In some cases starter files are provided and in these cases you will be told to load the file eg **Invert1**. In some cases a file showing the expected result is also provided and this always has the designation 2 at the end of the filename eg **Invert2**.

Invert

Load the image **Leafco**. Toggle the Frisket icon to **Create Frisket** and select the **Paint** icon. Press **Menu** to bring up the **Frisket** menu and click on **Frisket ▶ Make ▶ Blue channel**. This turns any blue components in the image to red, the default Frisket colour. Untick the **Frisket ▶ Mix** item to see the frisket and then turn **Mix** back on again. Toggle the Frisket icon to **Frisket Active**; select **Process ▶ Filters ▶ Inverse**. Note how the changes relate to the intensity of the frisket colour when you viewed the Frisket unmixed with the image. You may find it useful to use **Process ▶ Filters ▶ Inverse** on the image without a frisket active. This will illustrate that difference that the frisket makes.

Re-create the image and try using **Process ▶ Invert Frisket** followed by **Process ▶ Filters ▶ Inverse**. Note the different effects. Also try using the other **Frisket ▶ Make** options.

Shaded

Use blank white canvas (Disc label size) and place the word **TEXT**, in black, on screen in 72pt Homerton font. Remember that text uses the current background colour and for it to be solid you must set **Draw ▶ Style** to be solid. Click **Process ▶ Make Last** to create a mask from the text and then click on **Undo** to remove the text. Do a circular fill over the whole canvas using the grey scale palette. Set **Frisket** icon to **Frisket Active** and use **Process ▶ Clear Screen**. The text appears shaded with the fill because you have protected the filled area under the frisket. Use **Process ▶ Filters ▶ Anti-alias** to smooth the text.

Texta

Use a blank white canvas and place the word **TEXT**, in red, on screen in 72pt Homerton font. Circular fill each letter from top left corner using the grey scale palette. Go to the **Drawing ▶ Path** dialogue and ensure that **Style** is the selected brush. Click on the text path to paste it onto the canvas. Place it slightly higher and to the right of the original text and click outside the outline to give text with a drop shadow.

Textb

Using the image generated in Texta use **Paint ▶ Fill ▶ Plain** to fill the first letter in yellow (the foreground colour is the fill colour.. Now click on **Process ▶ Add Last**. Repeat this procedure for each of the remaining letters in turn. Now use **Process ▶ Invert Frisket**. Set Frisket icon to **Frisket Active**. Next use **Process ▶ Effects ▶ Half Tone** set at 50. Notice the yellow flecks on the red text. Now use **Process ▶ Effects ▶ Emboss** to get a nice effect.

Texture

Load the image called Lindos. Bring up the Palette and go to the Picker palette (number 32. You can do this quickly by clicking on the current palette number. Hold down **Shift** and drag a box from just above the door as far as you can towards the window on the right but without picking up any other colours from the roof or window. You should notice 3 or 4 rows of greys in the Picker. Select magenta as the background colour. Go to **Paint ▶ Magic Brush** and paint over the walls of the church. When finished click on **Process ▶ Make last** followed by **Undo**. Click on **Process ▶ Invert Frisket**.

Toggle the frisket icon to **Frisket Active** and use **Paint ▶ Texture** with the pebble texture to wipe over the walls of the church. You have just rebuilt the church in rough stone.

Sprite Stretch

Load the **Applepoint** image into the **Sprite Pool** by dropping it onto the **Sprite Pool** window. Clear the canvas and paint some wavy thick black lines down the canvas about 3 inches wide. Select **Paint ▶ Fill ▶ Spritestretch** and click into the black area to see the sprite fill the area.

Red apple

Load the file called **LeafCo** and toggle the **Frisket** icon to **Create Frisket**. Use **Frisket ▶ Add colours** at a setting of 20 and click on the apple. The screen will show a red frisket covering part of the apple. Select magenta from the quick choice palette as the foreground colour and click on **Frisket ▶ Frisket colour** to make the frisket easier to see. You will need to repeat the **Add colour** process several times on the bits of the apple that are not covered by the frisket. Don't worry about any other areas being affected as we will deal with this later. When the apple is completely covered by the frisket select **Frisket ▶ Eraser** and set the **Edit brush** so that the opacity slider is full on. Now wipe over the screen (avoiding the apple. to erase the frisket everywhere except the apple. If you toggle the **Frisket ▶ Mix** item you will see any stray areas of frisket that you missed and you can erase them. Toggle the **Frisket** icon to **Frisket Active**. Ensure that palette 19, grey scale, is selected and use **Process ▶ Filters ▶ Tint** to make the canvas grey, except for the red apple ! If you invert the frisket before applying the Tint then only the apple becomes grey.

Acorn 1

Load the supplied image called **Acorn** and then type the word **Acorn** into the **Draw ▶ Text** box using black text in Homerton 24 point. Place the text on top half of the acorn but inside the green boundary. Click on **Process ▶ Make Last** followed by a click on **Undo**. Toggle **Frisket** icon to **Frisket Active**. Use the Autumn palette and do a **Paint ▶ Fill ▶ Angled** by dragging from top to bottom of the top half of the acorn. Note the text in the green of the original acorn. Select the grey scale palette and click on **Process ▶ Effects ▶ Emboss** and note that the current palette is used for embossing.

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