

Open Canvas Tutorial: This is it, here i am :) Hope u'll enjoy this tutorial, and I hope that it is somehow useful! I dedicate this tutorial to Nep, cuz she always wanted to know how I draw my pictures in Open Canvas :) have fun then and enjoy your stay! most pics are thumbnails, so press them to get a larger version...

Programmes/Links :













- > [Open Canvas Version 11b71](#) (967 kb)
- > [Open Canvas Version 222](#) (845 kb)
- > [WPE-Viewer](#) (532 kb)
- > [this Open.Canvas-file](#) (3,33 mb)

:: getting started :: I used the OpenCanvas 11b71 - Version for this Pic. First of all, be sure that u are in the english-mode, that might prove useful *hehe*. press ALT + H --> E for that! Now open a new canvas.

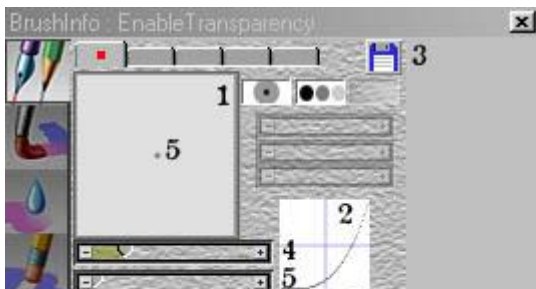
:: learn your tools ::

First of all u should probably know, how to handle all the different tools. Some might be self-explanatory, but I shouldn't expect that...

These are the open-canvas tools. described from left to right, and from top to bottom. the shortcut is always in brackets...

	:: the pen tool ::	u can draw with it (b) (a =pen, s =watercolor, d =water, f =eraser)
	:: move-tool ::	u can move the different layers around with it (v)
	:: pipette ::	pick colors directly from ur drawing (i) ; very useful :D
	:: line-tool ::	draw a line, thicknes depends on ur brush-size (n)
	:: rectangle ::	draw a filled rectangle
	:: erase-rec ::	u can erase parts of ur picture with a rectangle (x)
	:: polygon tool ::	draw something polygonal
	:: erase-poly ::	erase some parts of ur picture with a polygonal shape
	:: move.canvas ::	that's very useful. u can move the whole canvas around (h)
	:: rotate.canvas ::	rotate ur canvas to ur likes ;) great for outlines and the like
	:: zoom in ::	zoom in o_O
	:: zoom out ::	zoom out ô_Ù

There are 4 different tools u can draw with: pen, watercolor, just water (to blurr) and the eraser.



1: pressure control: seize, opacity
2: pressure correction
3: save brush settings
4: minimum brush seize
5: brush seize

1: in this row u can swith pressure controls on and off. that's quite useful when u draw with a graphic-pad. U can control the size and transparency of ur pen, depending on how much pressure u use.

2: you can correct ur pressure. depends on ur likes, wheter u draw with much or less pressure.

3: in this row u've got several cartularies - you can save different settings for ur pen. press the save button for that.

4: adjust the minimum brush size. if u draw with less pressure, this amount of the original brush size is used. good to get some variety in ur strokes!

5: well, the brush size :D hope u know what that is ;)

btw, wrong spelling of "size" in the pic ;) i'm the lazy bum XD and please don't be too strict with my poor english -__-

The pen can be modified in several ways:



1: another pressure control: edge smooth, for really smooth results.

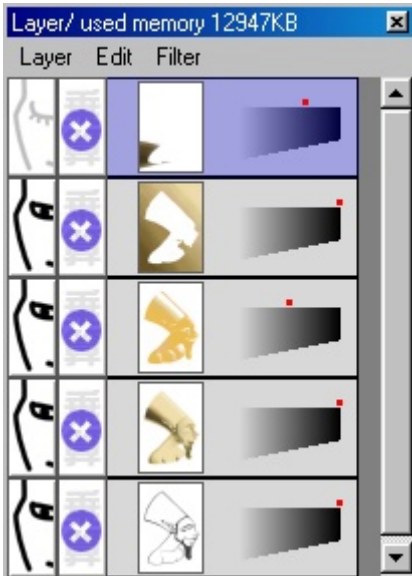
2: the watercolor-functions. i dunno the exact effect of them. the env-effect is the only thing i adjust. with a higher env-effect u can blend between colors so easily. They nearly flow into one another ;) perfect to get smooth shadings.

the other functions are always the same...

The watercolor-Tool has some extra adjustments

:: start drawing :: Don't mind. I think this programme is foolproof, there isn't much magic behind it ._.
U will get better results if u paint on a big canvas, and reduce the size of the final piece then...
for this picture i chose a 663 x 950 px Canvas Size. isn't that big, i know, but it was enough in my case...

first of all: here are the layers, that i've used in this picture. this should give you an overview ;)



this is the layer-window. with the eye u can switch them off, and with the x, the + and the - u can change blending modes. on the right side of each layer u can control the opacity.

these are my layers, from top to bottom:

- the shadow, that is caused by the bust itself
- the background, painted around the bust
- my second color-layer, to give the pic this touch ;)
- my first color-layer. basic shadows and color-work
- my outline-layer; it doesn't matter where u put it...



Such tutorials always start the same way, hugh? I want to say that this tutorial just represents my way to get nice results with Open Canvas. These are my methods, and everybody has his own way to draw - so this is mine. I just try to explain how I use Open Canvas -__-

Yesh, right, first of all u need a sketch. I always do that with the pen-tool. In this case i chose a dark-grey for drawing. For further information of the pen's adjustments look above.

As u can see on the picture, my outlines are always very thick. In this case i didn't take too much care of them at the beginning. i always do a lot of strokes, to get some scope :D I'm not able to draw such lines with just one stroke ;) Then I take the eraser and clean my outline a bit, that it looks somehow like a line... I don't start coloring the picture before i'm not completely satisfied with the sketch (at least to 80 % :)... But I think everyone has unique techniques and methods to do that. Once u're finished with ur sketch, create a new layer for the coloration-job !~!



I normally give the picture a ground color. In this case I painted with the pen tool and a big brush-size on the new-created layer to set the ground color. Of course u can use whatever u want to do that, but with watercolor it takes more time.

Ehm, the only thing I hate about the older OC-Versions is, that every layer has "multiply" as blending mode. that means: whenever u add a new layer and paint on it, the colors will be multiplied with all the other colors, that are underneath ur current layer. I haven't found a way to set the layers to "default-mode"...

I start with painting my main-object, in this case the bust. When I add a background then, u need to clean the image, and all this crap that's standing out of the outlines at the moment...

but at this state u shouldn't worry about that >__<

Once u've found ur ground color, here 'tis the skintone from the bust, u can start to shade ur pic and give it some depth. Consider ur source of light and beginn with the shading.



I used a tone that was slightly darker than my ground tone, and gave the pic some very rough shadows.

U can try to variate the "env-effect" from ur watercolor now and see, how it works. A low "env-effect" causes hard edges, and the color is clearer. increase the amount, and u'll get softer edges, and the colors will start to flow into one another. Look what happens when u paint over ur groundcolor and catch some white! see? the white comes in, it's some sort of smudging.

But at this state, i just added roughly my main shadows, mostly with hard edges.

Now i've blurred the shadows, to get some smooth results. I just picked a color, that was between the ground-tone and my shadow-tone.



I set the "env-effect" at about 85 % and moved my brush slightly between the shadow and the skin-tone, to blur it. Try a bit around, it isn't that difficult.

A bigger brush-size might help here. I used nearly no pressure, and as u can see some pics above, I adjusted the pressure control to my needs. I'm not the guy who has ridges in his graphic-pad >___< I always draw with less pressure...

Well, I can't tell u how to shade ur picture. In my case i added some darker shadows, they go slightly into green a bit - I love using different tones.



I didn't blur all shadows here. As u can see at the nose, there's a darker shadow, just one stroke. shadow next to light gives more contrast.

I think this picture here is very soft, there aren't any dramatic shadows. I just tried to give the picture a bit of depth and shape.



As in the last step, i added some more shadows. Now the hat/crown is taking shape. I played a bit around with other tones. In the region, where the shadow fades to the illuminated part, i brought in some green-grey tones and blurred them together. there, where the darkest shadow of the hat should be, at the left bottom, i left the colors bright --> i wanted to add a counter-light later ^^ i love counter-lights, they always add an interesting effect to the picture. and it's more realistic. in most cases reflected light from the environment lightens the shadows up...

Furthermore i corrected his eye a bit. this dark line at the bottom of it wasn't that good. i tried to shade it like a ball, and i zoomed in for 800 % to get an ultra-thin line around the eye ;)



now comes the interesting part ^^ well, that's just a method i happened to discover one day. Create a new layer, and paint another color over the entire picture. In my case i chose a nice slight orange. then reduce the opacity from the layer, until u are satisfied with it. I think that'S a good way to give ur picture a monochrome and unified look. u don't need to do that, but i like it ;)

at this point i began to waste some thoughts about my highlights. I took the eraser and set some spots on my figure. I erased the parts, that should be a bit lighter, from this third layer with the unifying color. that's not so good to see on this pic here.

I also played around with dark and light tones on this third layer. added some shadows too...



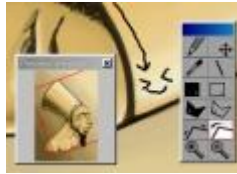
As u can see at the hat, i added my highlights. on the one side i erased some parts of the third layer (second color layer) , and on the other side i added some really light parts on the layer thereunder (not pure white, just some light yellow-orange-tones).

And, what's more, I gave my pic the long desired second source of light, the counterlight - as u can see on his neck, his shoulder, his jaw and the hat. I think, especially at the hat, and the shoulder it looks much more better this way, huh ? ;)

I also cleaned his beard and ear a bit... more of that in the next step ._.



This step I name the outline-correction ;) Open Canvas offers a very useful function - u can rotate ur canvas!



I'm just able to get straight clean lines when I draw from left top to right bottom. use the rotate-tool for that. what i don't like is, that it is such a mess to get ur pic back to the normal angle. I just save my pic and re-open it then ;)

For the correction I always zoom in. Then I switch to my outline-layer and try to repaint the lines a bit - i take the eraser and clean them out, mostly with peppy and fast strokes, cuz i've always so fidgety hands *hehe*. If it goes wrong, just press CTRL + Z to undo ur mistake. Ehm, OC has no Redo-Function, always remember that ^^ another lack...



now it's time to prepare ur picture for the background. well, i like having the background painted on a different layer, but that's not necessary. U have to be very careful when u paint the background on one of the existing color-layers tho!

I cleaned both color-layers up. Here these thick outlines pay off, it didn't take much time and I didn't have to be very careful 'bout that ... =D



Now i began to paint the background. I wanted to have some nice color-blendings. I started to paint 6 slightly different tone-areas, from dark to light. I used the pen tool and a big brush-size for that, cuz it's faster than to do that with watercolors.

Then i used the watercolor-tool, in addition with a high "env-effect" , to blend between the different tones. I always chose a tone that was between the two colors, i wanted to blend. And in this case i used a really big brush-size, 20 - 30 pixels.

on another layer i added the shadow that is caused by the bust itself - this helps to protect that ur objects starts to hover in the pic ;)

As u can see, i gave a shit on how much i painted over the bust >___< this is the advantage of a different layer for the BG!



In the end I erased all the overlapping parts from the background and worked a bit more on the bust's shadow. yes, i think this is it. and don't forget to sign ur works *hehe*.

Ayy, it might come in handy to save ur work as often as possible during the whole process ;)

I'm sorry that i cannot offer the event-file from this tutorial. that might have been a help. It isn't possible to export the event-data once u've pasted something in Open Canvas. Due to some problems with my sketch i was forced to do that at the very beginning... but I haven't thought of making a tutorial out of that all to this time, that's why i didn't bother... *phew*

>> [but u can download the open.canvas file](#) (3,33 mb)

I hope u enjoyed this tutorial, or that it was at least a bit helpful and gave u some kind of insight into Open Canvas...

farewell, yatu >__<

© by YatU, all rights reserved. U're not allowed to use or reproduce any of these works without my permission !~! Always remember: The Great Eye is ever watchful !!! 2002 *mwhehehehehe*