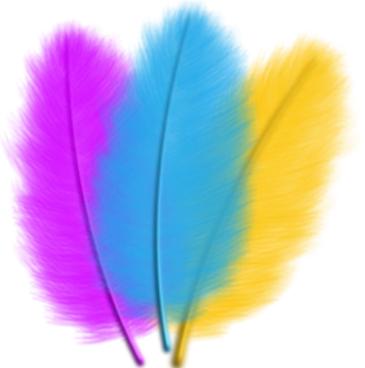


CREATING A FEATHER

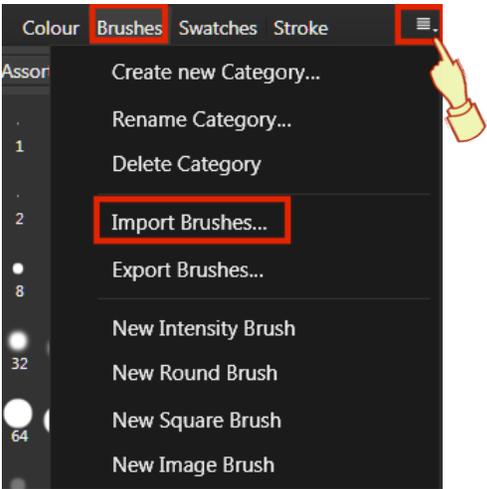
LET'S GET STARTED

Click the Download link at the top of this page. Download and unzip the Feather brush into a folder of your choice that you can easily locate. The zip files contains the **sj-featherbrush-1.afbrushes** and **sj-featherbrush-2** that you you will be using.



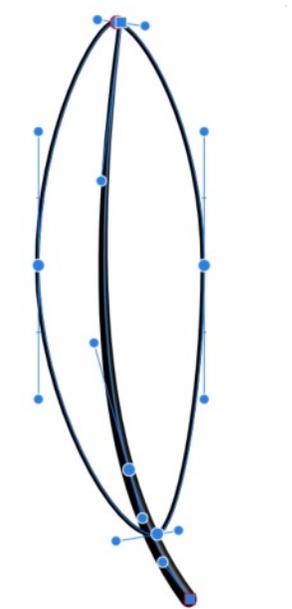
IMPORTING THE INTENSITY BRUSHES TO PIXEL PERSONA

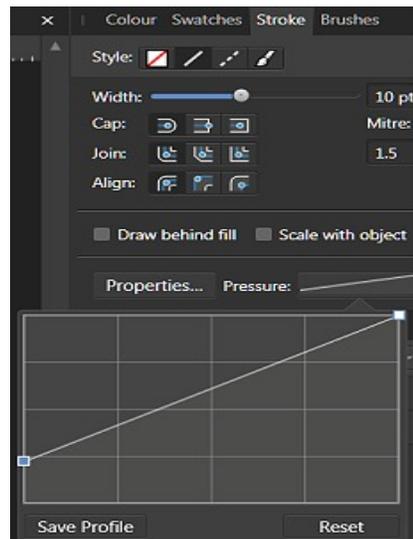
1. When opening Affinity Designer, switch to **Pixel Persona**.
2. Click the **Brushes** tab. If it not visible, go to **View > Studio** and check **Brushes**.
3. Go to the upper right corner and click the **options** drop-down menu. Select **Import Brushes**.
4. Navigate to where you saved your **sj-feather Brush**. Select it and click open.
5. Click the **Assorted** category at the top of your brushes panel and click on the drop-down menu. You will see the brushes **sj-Feather Brush** has been added at the bottom.



TEMPLATE FOR THE FEATHER

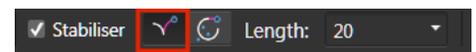
1. Open a New Document 500 x 500 px. DPI: 72.
2. In **Draw Persona**, draw an ellipse using only the **Stroke** set at 4. Width: 140 Height: 400. Colour does not matter.
3. **Convert to Curves**. Select the **Node** tool and shape it similar to a feather shape. You do not have to be very particular as this is only a template to help you make your feather.
4. Select the **Pen** tool, **Stroke** width 10. Set the pressure as shown in image below. Draw a line through the middle of the ellipse and past the bottom part. Change to the **Node** tool and drag the center of the line slightly to the left to a form a curve.





CREATING THE FEATHER

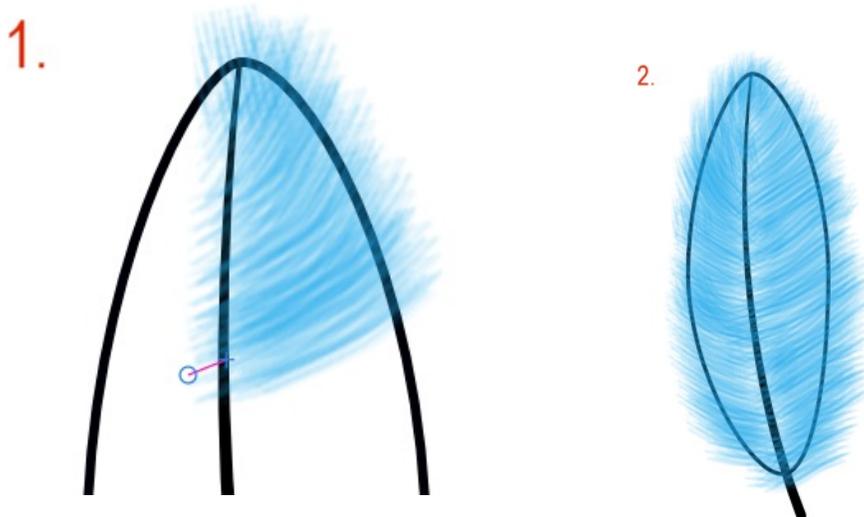
1. Switch to **Pixel Persona**. Click the **Color** tab, then double-click the **Stroke** icon to open the **Color Chooser** window. Set the **Stroke** colour to **#1EAAEC**, close that window and set the **Fill** colour to none.
2. Select the **Paint Brush** tool and the **Brushes** Tab. Then select **sj- Feather Brush-1**. On the **Context** tool bar, check **Stabilizer** and **Rope Mode**. Change **Rope Length** to about 20.



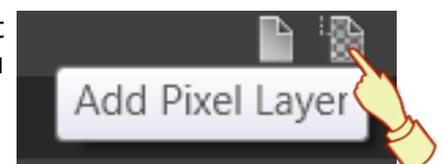
3. Click on the outside of the ellipse and **drag** the brush into the middle line similar to **Image 1**.

A new Pixel layer will automatic appear when painting your stroke if you are not happy with your strokes your greatest friend when painting is Ctrl +Z, the short cut for undo.

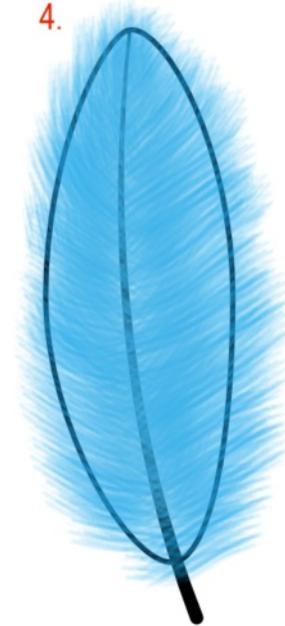
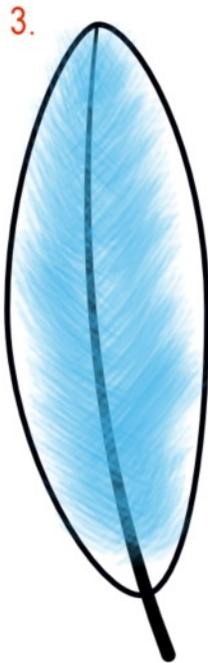
Keep painting and do the left side until your image looks similar to **Image 2**.



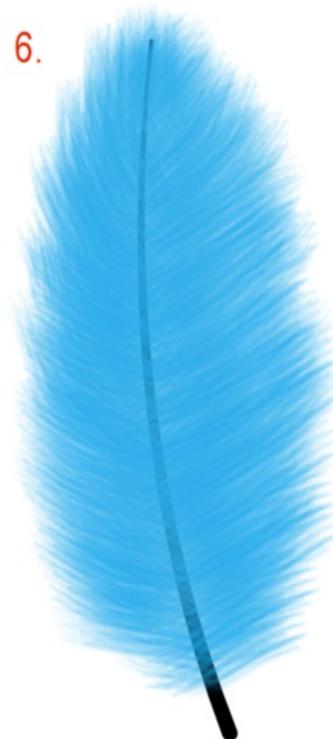
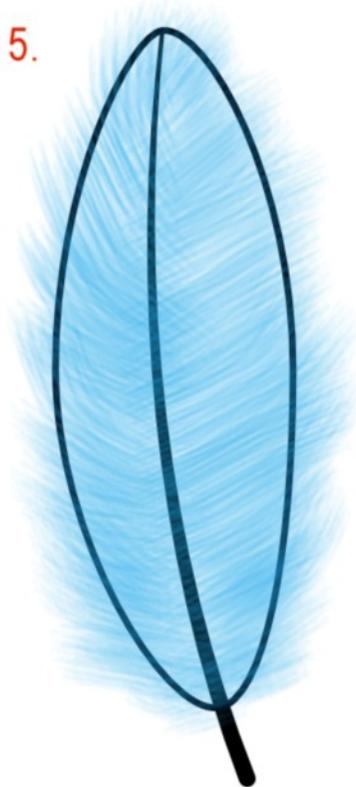
4. **Add** new **Pixel** layer. You will be painting with a different colour which makes it easy to delete the new pixel layer if you are not happy with your painting.



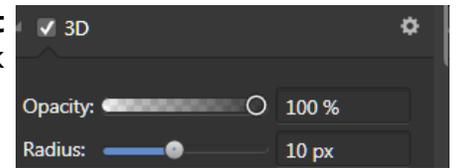
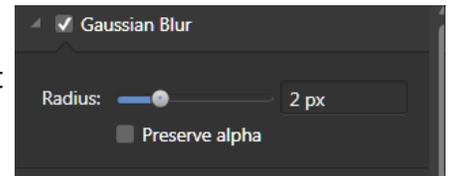
5. Change **Fill** colour to **#40B4E9** which is a lighter colour than the first layer. Using the same brush, paint this layer inside the ellipse it should look similar to **Image 3** when the first layer is hidden. Both layers should look similar to **Image 4**.



6. **Add** New **Pixel** layer and change the **Fill** colour back to **#1EAAEC**. Using **sj- Feather Brush-2**, hide the other two layers and paint strokes similar to **Image 5**. Unhide your other two layers then hide the ellipse should look similar to **Image 6**. If you are not happy with how it looks just go back to the layers and paint a few more strokes.

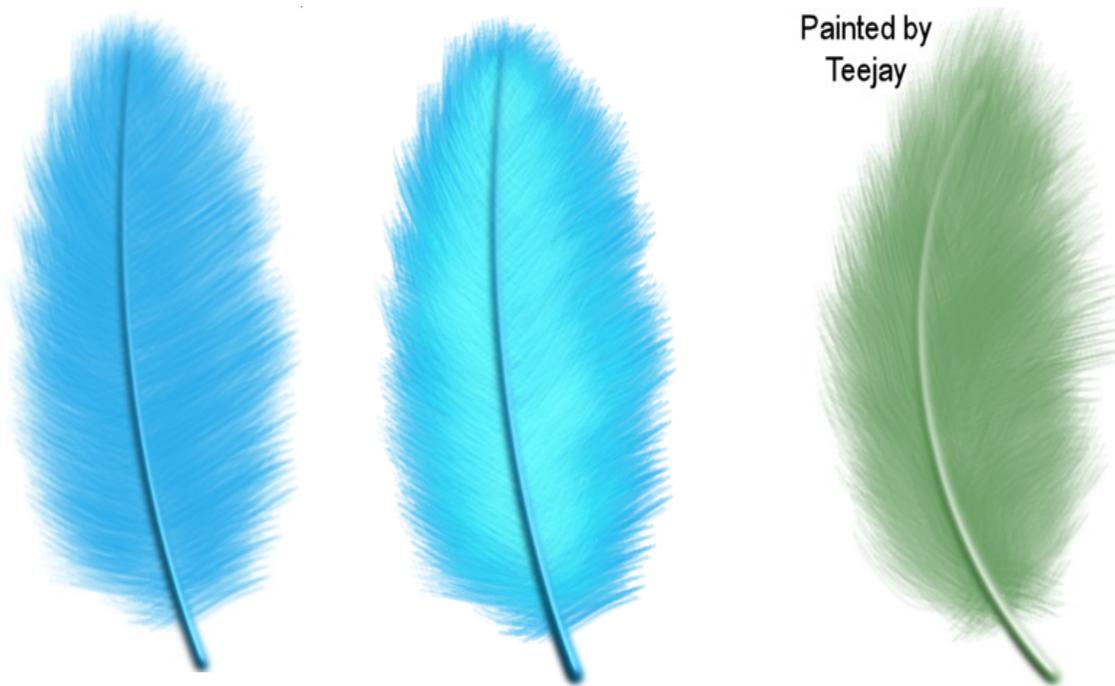


7. Select your curved line and **move to the front**. While it is still selected, change the colour to **#127DAE**.
8. Still keeping the line selected, go to the **Effects** tab. Select **Gaussian Blur**. Change Radius: **2 px**. Select **3D** and change the Radius to **10 px**.
9. Select all your layers. Click **File > Export > Export Settings: PNG, Area: Selection without Background**. Click **Export**.



If you have your layers Grouped you can change colours using **Adjustments - Recolour**. Also experiment with **Blend** modes. You can see below the difference using **Blend Mode > Add** on the two top layers

Hope you enjoy creating some great feathers. Don't be afraid to experiment. You do not have to be a great digital painter. I am not, but I have fun trying.



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