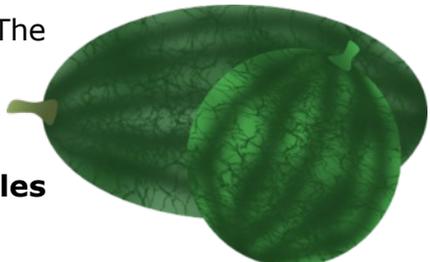


In this tutorial, you will be making a watermelon. You will also learn how to use Pixel Persona Brushes plus a few other tools in Affinity Designer.

## WATERMELON

### LET'S GET STARTED

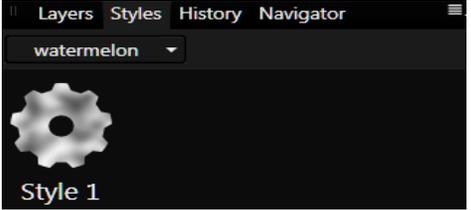
**Download** the **watermelon.zip** file to your hard drive and unzip. The file contains the watermelon.afstyles file that you will be using.



### IMPORTING STYLES

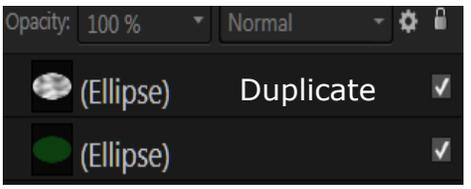
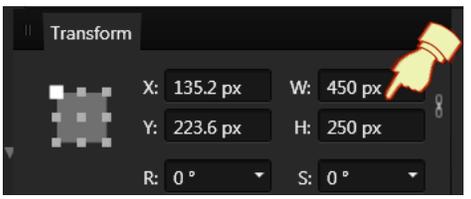
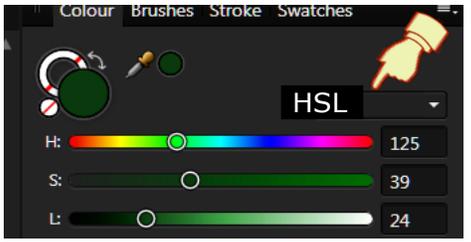
Open the **Styles** panel. If it is not visible, select **View/Studio/Styles** from the top menu.

1. Click the menu box  on the upper right corner. When the window opens, select **Import Styles Category**.
2. Locate the **watermelon.afstyles** on your hard drive and click **OK**.
3. Your Watermelon style will show up on the **Styles** panel drop-down category list and will be named **Style 1**.

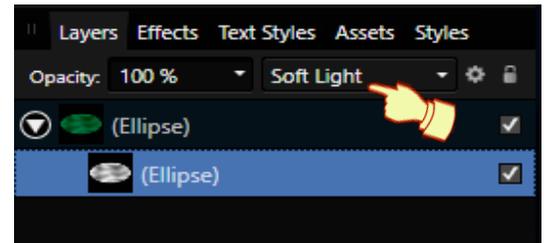
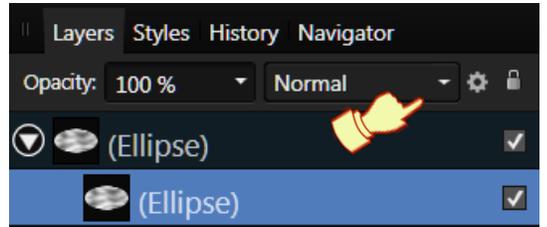
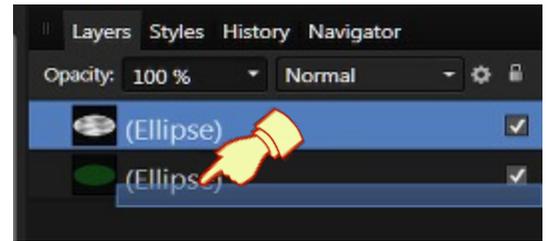
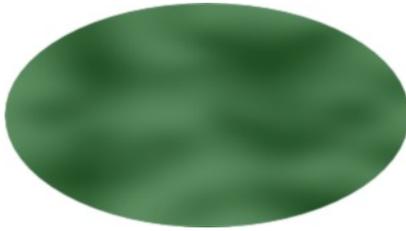


### THE WATERMELON

1. Select **File\New** or **Ctrl+N**. Create a new document 600x600px with either a white or transparent background.
2. Open the **Colour** panel. Click the menu  and select **Sliders**. Make sure the colour type is **HSL**. Change the **Fill** colour values to **H:125 S:39 L:24** which is a dark green. Set the **Stroke** colour to none.
3. Select the **Ellipse** tool  from the left toolbar and draw an ellipse. Open the **Transform** panel and type 450 in the **Width** and 250 in **Height** boxes.
4. Open the **Layers** panel. **Right click** on the **ellipse layer** and select **Duplicate** (or use **Ctrl+J**).
5. Open the **Styles** panel. Your **watermelon** category should be showing **Style 1**.
6. Click **Style 1** to apply that style to the duplicated ellipse.



- In the **Layers** panel, use your mouse to drag the top layer halfway down over the green ellipse until you see the bottom blue line, then drag to the right. It is indented which means it is clipped (placed inside) of the green ellipse.
- Your **Layers** panel will not show the green ellipse. This will be fixed in the next step.
- Make sure the bottom ellipse is still selected. Click the **down arrow** on the **Blend** mode and choose **Soft Light** from the menu. This will change the top ellipse back to green with the **Style** showing.

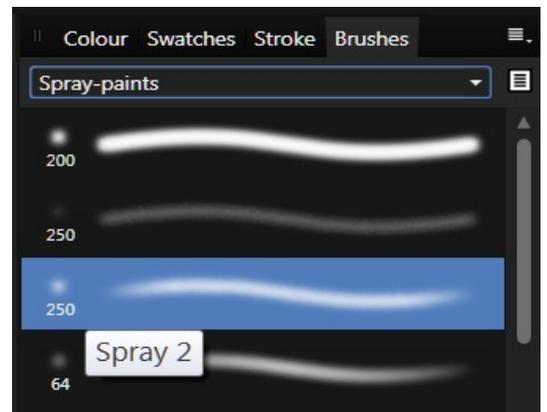


- Select the **Pixel Persona** from the top toolbar.

- Select the **Paint Brush** tool from the left toolbar.

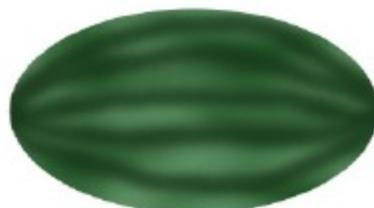
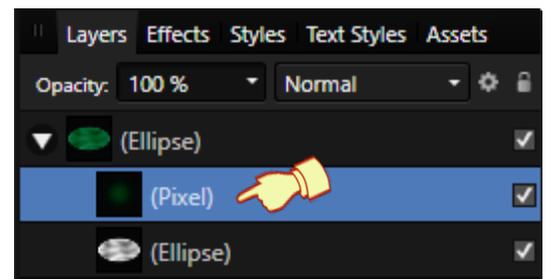
- On the **Colour** panel, change the **Stroke** colour to **H:125 S:39 L:16**. This is a slightly darker green. Set the **Fill** colour to none.

- Open the **Brushes** panel and select the **Spray-Paints** category. Move your mouse over the brushes to see the brush names and select **Spray 2**. On the **Context** toolbar, change the **Width** to **55**. Note: the numbers you see to the left of the brushes are the brush sizes.

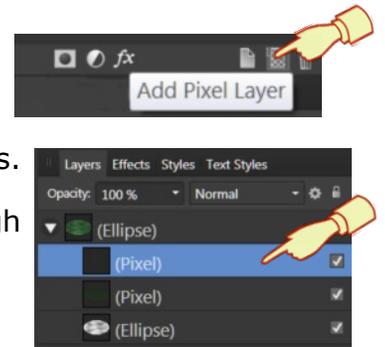


- Click the brush once on the workspace. A new pixel layer will automatically be created in the **Layers** panel. It should appear between the two Ellipse layers. If not, you can drag it there.

- Start on the left side and paint brush strokes across the watermelon as show in the image below. If you are not happy with a stroke, just undo. Since you are painting inside of the original ellipse, you don't have to worry about the brush strokes going on the outside of the watermelon.

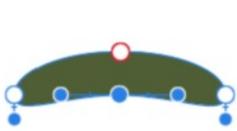


- Change the brush **Category** to **Texture** and select **Grunge 4**. Leave it at the default settings.
- In the **Colour** panel, change the colour to **H:125 S:39 L:20**.
- On the bottom of the **Layers** panel click Add Pixel Layer. It is a good idea to get into the habit of adding a New Pixel Layer when changing brushes as it is easy to delete layers than lots of undo's.
- Make sure you are painting on the new pixel layer and apply enough grunge to make the watermelon appear to have "veins".

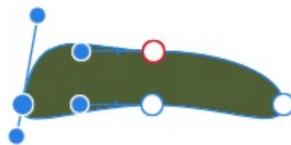


## MAKING THE STALK

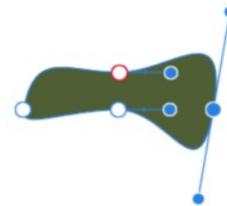
- Return to  **Draw Persona** and select the top layer in your **Layers** panel.
- Draw an ellipse about 58 x 24px, **Fill** colour to **H:81 S:28 L:29**, **Stoke** colour, none.
- Right click on the ellipse and select **Convert to Curves**.
- Select the **Node** tool  and change the nodes like the images below.



Select the bottom middle and move upwards

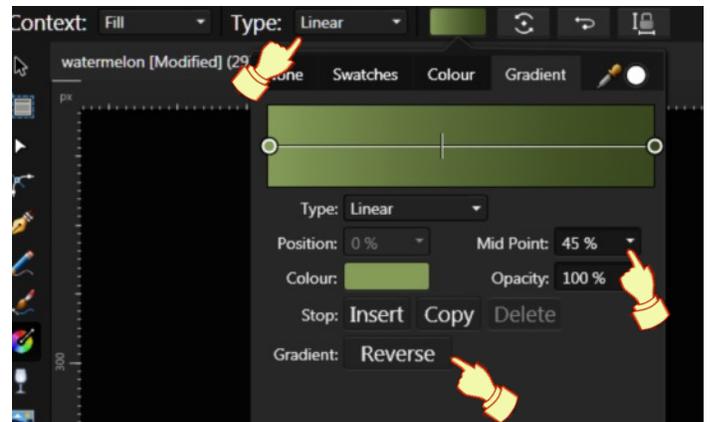
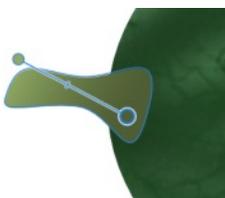
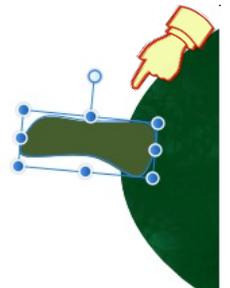


Pull the left handle up and the bottom down a bit.



Pull the right handle up and the bottom down.

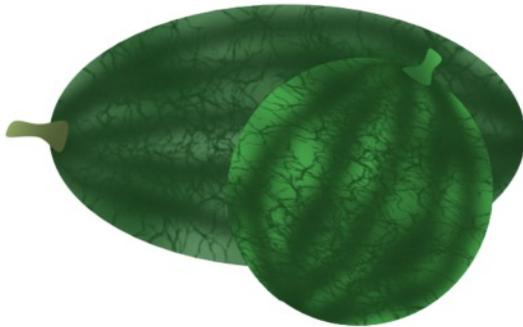
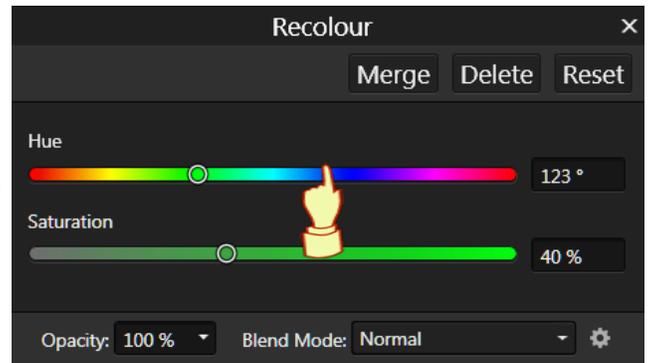
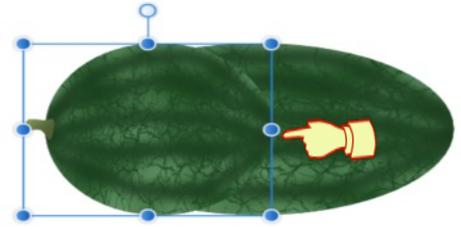
- Use the **Move** tool  and drag the stalk onto the watermelon. Click the **Rotate** handle and rotate the stem upward a slight bit.
- While the stalk is still selected, click the **Fill** tool  on the left toolbar.
- On the **Context** toolbar, select **Type: Linear**. **Reverse** the colours and change the **Mid points 45%**.
- Move the gradient so it is on an angle.



This completes your watermelon. Before you export it, we will make a round watermelon.

## MAKING A ROUND WATERMELON

1. Group the watermelon layers, then **Duplicate the Group Layer**.
2. Select the top **Group** layer with the **Move** tool  and drag the right side of the watermelon inward in until you have a rounded watermelon.
3. To make it look a bit different, change the colour by selecting the **Adjustments** at the bottom of the **Layers** panel.
4. When the pop-up menu appears, select **Recolour**. Change the **Hue** to 123, and the **Saturation** to 40%.



Hope you enjoyed this tutorial! Click [HERE](#) to learn how to make a single slice of Watermelon.

Visit my web page for more **Affinity Designer Tutorials by San!**

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