TITLE: LITTLE ANGEL

Software: Serif DrawPlus X8

Author: Sandra Jewry

Website: Draw Plus Tutorials by San

Skill Level: Beginner

Supplies: Bitmap File

Description: In this tutorial, you will learn how to create a lovely angel using a variety of shapes from the QuickShape tools and a few Styles to enhance your image.
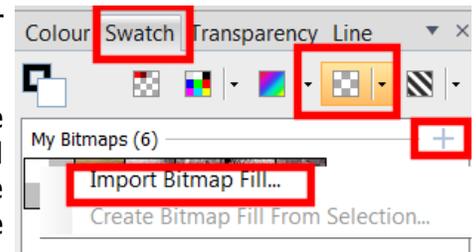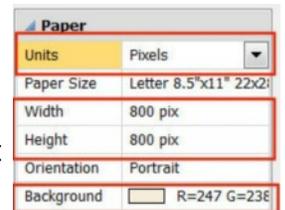
LET'S GET STARTED

Download the bitmap file (radial-1.jpg) to a folder of your choice so it can be easily located.

Open a new Drawing.

Go to **Page Setup** and change the Units to Pixels and the Width and Height to 800 pixels.

Choose a background colour of your choice. are using   The colour you choose   does not effect your drawing.

Select the **Swatch tab**, then click the **Bitmap down arrow**. Locate **My Bitmaps** category. Click the **+** in the upper right corner and select **Import Bitmap fill** from the menu. Locate the folder where you put the Gray Bitmap tile. Select it the click on Open. Your tile will load into **My Bitmaps.**
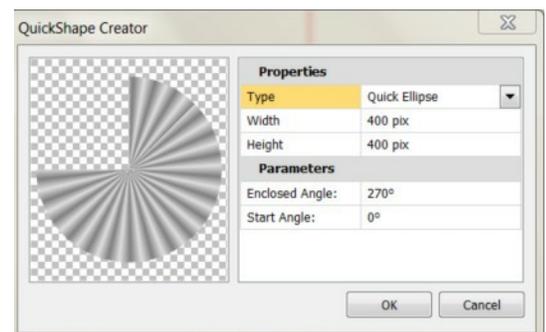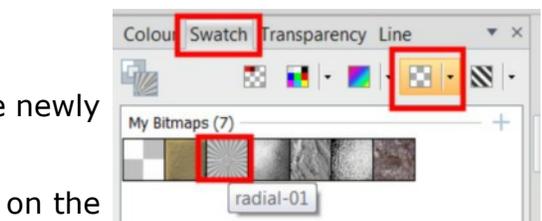
OUTSIDE WING

1. Set the **Line** colour to none. For the **Fill,** select the newly added **radial-1** from **My Bitmaps**.

2. Select the **Quick Ellipse** from the **QuickShapes** on the **Drawing** toolbar. Double click in the workspace to activate the **QuickShape Creator**.

    Set the Width: 400 pix

    Set the Height: 400 pix
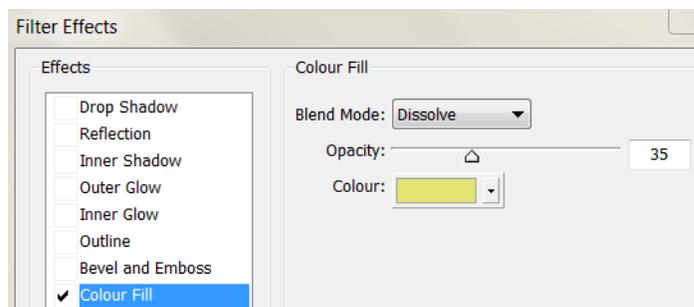
    Enclosed Angle: 270⁰

    Click OK

3. On your Menu bar select   **Arrange > Rotate > Custom** and type in **315** then click OK.

4. With the **Pointer** tool move your outside wing to about the center of your page.

5. With your ellipse selected. Select the **Filter Effects** *fx* on the Drawing toolbar. Select **Colour Fill** and use the below settings. The colour for this tutorial is a yellow.

    H=61, S=67, L=67

    Blend Mode: Dissolve

    Opacity: 35

THE SLEEVES

1. Select the **Quick Ellipse** from the **QuickShapes** on the **Drawing** toolbar. Double click in the workspace to activate the **QuickShape Creator**. Does not matter what the fill colour is as it will be changed.
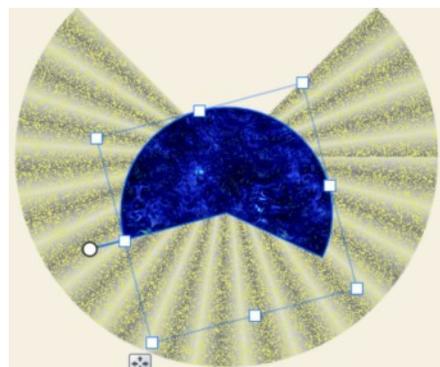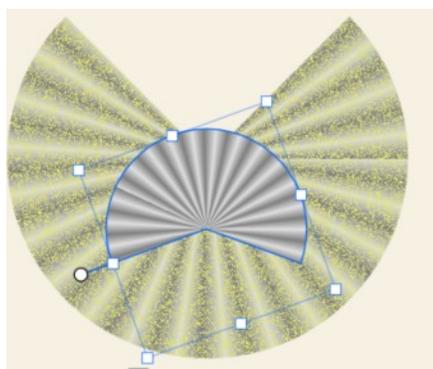
    Set the Width: 200 pix

    Set the Height: 200 pix

    Enclosed Angle: 220°

    Click OK.

2. On your Menu bar select   **Arrange > Rotate > Custom** and type in **110** click OK.

3. With the **Pointer tool** move your sleeves on top of your outside wing. Then move it so it sits just inside the outside wing. Do not worry if it is not centered we will do that later on.

4. With the sleeves selected go to the right side of your work space and select the **Styles** tab**.**   Click the down arrow and from the drop down list select **Instant Effects.**

5. Scroll down until you locate **Elements.** Keep scrolling until you find **Night SwimNight Swim**. Click on **Night SwimNight Swim** to apply the effect. You can also use a colour, effect or bitmap of your own choice here.

THE DRESS

1. Select the **Quick Ellipse** from the **QuickShapes** on the Drawing toolbar. Double click in the Workspace to activate the **QuickShape Creator**. Again it does not matter what colour is in the fill as it will be changed just check the the **Line** colour is none.
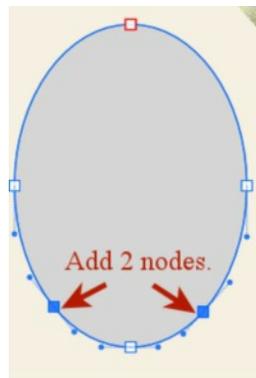
    Set the Width: 215 pix
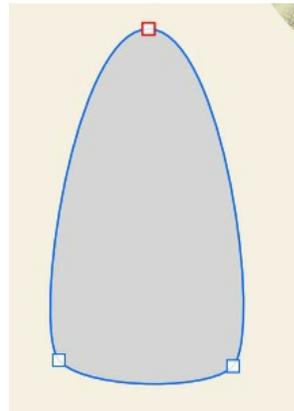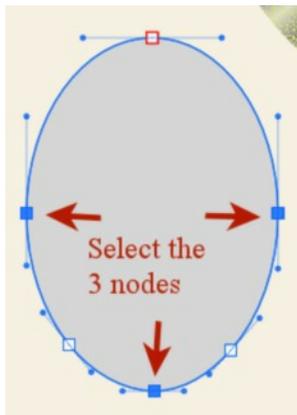
    Set the Height: 300 pix

    Enclosed Angle: 360º

    Click OK.

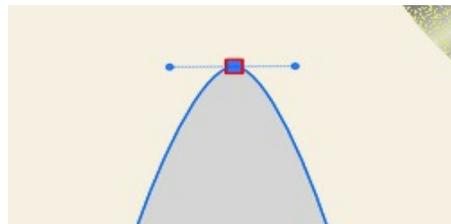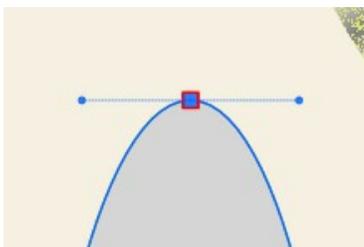 | Properties | |
    |---|---|
    | Type | Quick Ellipse |
    | Width | 215 pix |
    | Height | 300 pix |
    | **Parameters** | |
    | Enclosed Angle: | 360° |
    | Start Angle: | 0° |

2. Right click on your ellipse and Convert to Curves.

3. On the **Drawing** toolbar, select the [icon] **Node** Tool.

4. Add two nodes near the bottom of the ellipse.
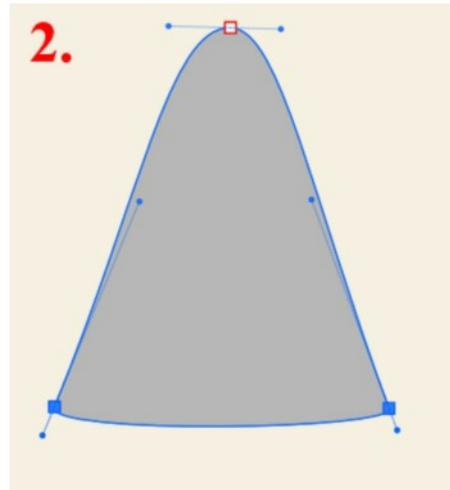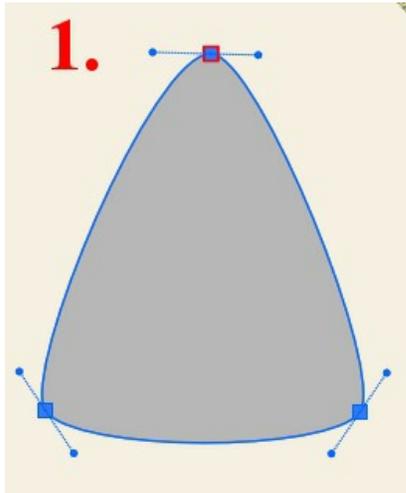

    Add 2 nodes.

5. Holding the Shift Key down select the 2 **side** nodes and the **bottom** node, Press the **Delete key** on your keyboard to delete them. Leaving only three nodes showing.

    Select the 3 nodes

6. Select the top node and push the handles in a bit similar to below.
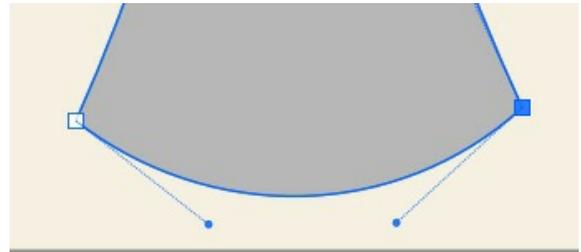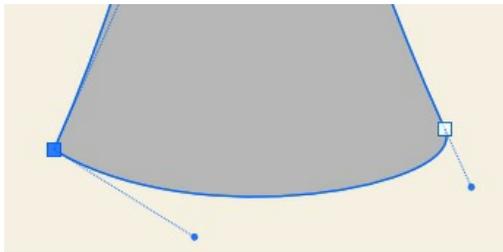

7. Select the bottom right hand node and drag out a little. Then do the same to the left hand node. So it looks similar to **Image 1**.

8. Next grab the top handle above the left node and pull it in a little until it looks like **Image 2.** Do the same with the right hand handle.
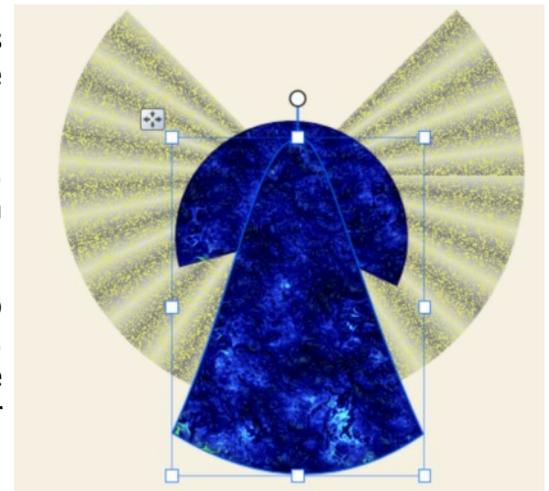

9. Holding down the Shift key, select the both bottom nodes.

10. On the **Context** tool bar select ⌒ Sharp Corner to change your node type.

11. Grab the left handle and drag it in and down a bit. Then to the same with the right handle.

12. With your **Pointer** tool selected, move your Dress and put it on the sleeves. If you need to adjust the size, this is the time to do it.

13. With the Dress selected, go the the **Style** tab. Click on the down arrow and from the drop down list select **Instant Effects**.

14. Scroll down until you locate **Elements.** Keep scrolling until you find **Night SwimNight Swim.** Click on **Night SwimNight Swim** to apply the effect or use the colour you have used on your inside wing.

THE HEAD

1. Set the **Line** colour to none and the **Fill c**olour with a skin colour. The HSL Slider settings for his tutorial are

H=22, S=100, L=89

2. Select the **Quick Ellipse** from the **QuickShapes** on the Drawing toolbar. Double click in the Workspace to activate the **QuickShape Creator**.
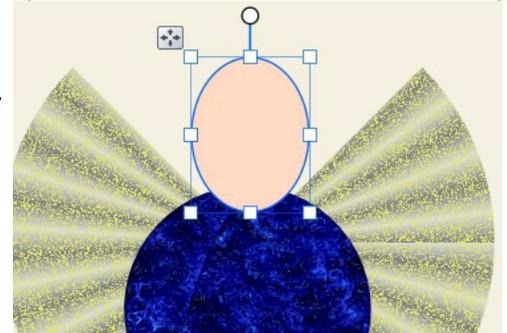
> Set the Width: 95 pix
>
> Set the Height: 125 pix
>
> Enclosed Angle: 360°
>
> Click OK.

Properties		
Type	Quick Ellipse	▼
Width	95 pix	
Height	125 pix	
Parameters		
Enclosed Angle:	360°	
Start Angle:	0°	

3. With the **Pointer** tool, move your head on top of your dress.

4. With the **Pointer t**ool select all the objects on the **Context** toolbar, select [icon] **Centre Horizontally.**

THE HAIR

1. Set the **Line** colour to none and **Fill** colour using a colour of your choice. For this tutorial, we used the following HSL Values.   H=45, S=78, L=59

2. Select the **Quick Ellipse**. Double click in the Workspace to activate the **Quickshape Creator.**
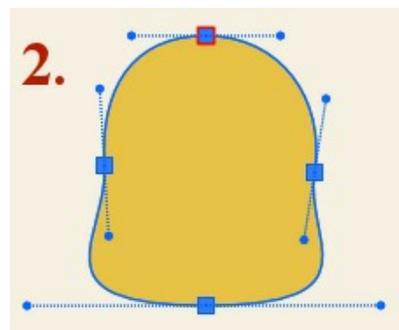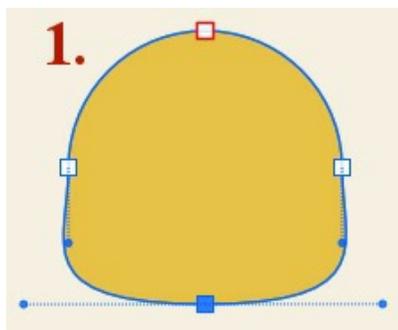
> Set the Width: 165 pix
>
> Set the Height: 145 pix
>
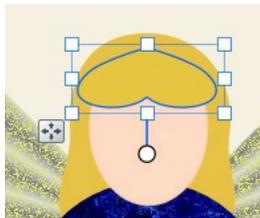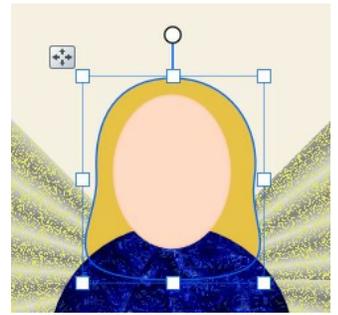> Enclosed Angle: 360°
>
> Click OK.

3. Right Click on the ellipse and **Convert to Curves.** On the Drawing toolbar, select the **Node** Tool.

4. On the **bottom node** grab the left handle and drag out like refer **image 1.** Do the same for the **right node.**

5. Then on the **left side node,** drag the node in a bit. Then grab the handle and drag that in a bit refer **image 2**. Do the same for the **right side node**.

6. Select the **Pointer tool** and drag your hair so it is on top or the head. Right click and select **Order of Objects > Send to the back**. This will send the hair behind the wings but we will fix that in the next step.

7. Select **Order of Object** again but this time **Forward One**. Then move your hair so it sits similar to the image on the right.

8. Now to add a bit more hair. Select the **Quick heart** and double click in the workspace to activate the **QuickShape Creator**. Change the **Width** 118 pix. **Height** 50 pix.

9. While the heart is still selected, click **Flip Vertical** on the **Standard** toolbar.

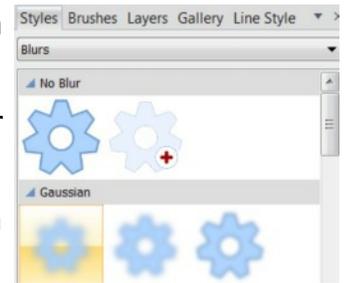10. Move the heart shape to sit on top of the head like the images below. Now you have hair on your angel.

THE FACE

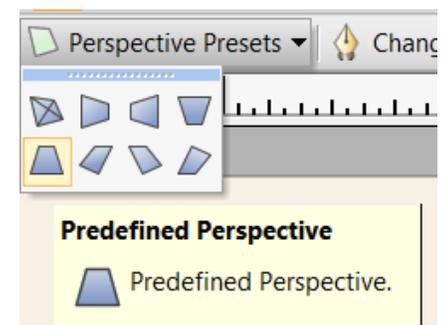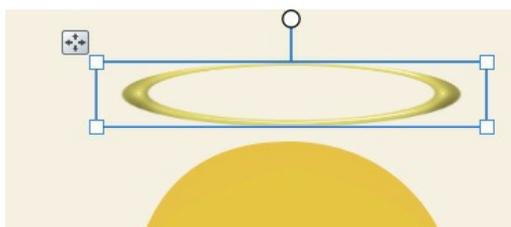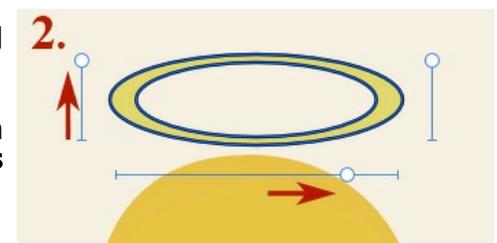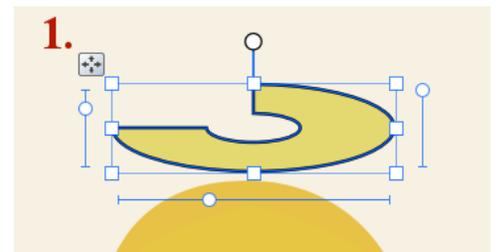You can make your own face or you can use the steps below.

1. The Eyes: Set the **Line** colour to none the **Fill** colour to **black**.

2. Select the **Quick Moon** and double click in the workspace to activate the **QuickShape Creator**. Change the **Width** 13 pix. **Height** 22 pix.

3. While the **Quick Moon** is still selected, on the Standard toolbar **Rotate Left 90º**.

4. With the **Pointer** tool, move your closed eye on to the face then duplicate and put them into place.

5. The Mouth: Set the **Line** colour to none the **Colour Fill** to a pink reddish colour.

6. Select the **Quick Moon.** Double click in the workspace to activate the **QuickShape Creator.** Change the **Width** to 17 pix**. Height** to 30 pix.

7. **Rotate Left 90º.** Using the **Pointer Tool** place the mouth on the head.

8. The Nose: **Line** colour to none the **Colour Fill** using the HSL sliders. H=21, S=100, L=82

9. Select the **Quick Donut.** Double click on the work space. Change the **Width** to 13 pix**. Height** to 16 pix.

10. Using the **Pointer Tool** place the nose on the face.

11. The Cheeks: Now to give your angel some rosy cheeks. Select a pink H=0, S=100, L=84 for the **Fill** colour.

12. Select the **Quick Ellipse**. Double click on the workspace. Change the **Width 20 pix. Height 20 Pix**.

13. Move the ellipse to the left cheek on the face.

14. With the ellipse still selected, go to the **Style** tab**.** Click the down arrow and from the drop down list select **Blurs**.

15. Select **Gaussian** click on **Gaussian 01** the first one. To blur your ellipse.

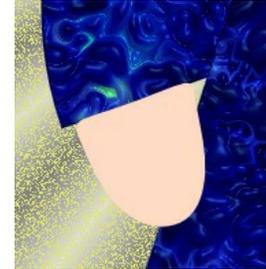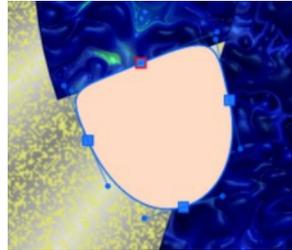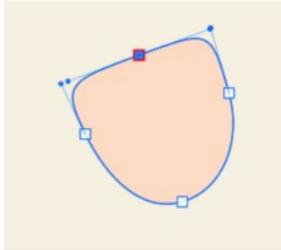16. Now duplicated your left rosy cheek and place the duplicate on the right side.
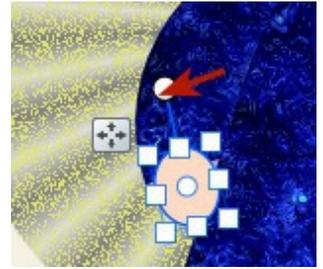
THE HALO

1. Set the **Fill** colour to H=54, S=69, L=69 and the **Line** colour none.

2. Select the **Quick Donut** . Draw a shape similar to **image 1**.

3. Move the side slider nodes to the top and the bottom slider nodes until you have a circle similar to **image 2**.

4. Ensuring your halo is still highlighted, on the **Drawing** toolbar, select the **Envelope** drop down arrow and choose the **Perspective** tool.

5. Select the **Styles** tab. Click the down arrow and from the drop down, list select Bevels. Go to **Inner Bevels** and click on the third one **Large**.

6. On the **Context tool** bar, on the **Perspective Presets** flyout select **Predefined Perspective**.

THE HANDS

1. Set the **Line** colour to none and the **Fill colour** to the same as H=22, S=100, L=89 the head.

2. Select the **Quick Ellipse.** Double click on the work space. Change the **Width 35 pix. Height 43 Pix**.

3. Move your ellipse to the left hand side and rotate it a fraction.

4. Right Click on the ellipse and **Convert to Curves.** On the Drawing Toolbar select the ▷ **Node** Tool.

5. Select the top node and drag the node down. Then pull the left handle out a bit and do the same with the right handle. Adjust your nodes and handles until you are happy with your shape.

6. Right click on your left hand **Copy** and then **Paste**.

7. On the **Standard** toolbar ⧗ **Flip Horizontal**. Now move the copy to the right hand sleeve. You might have to adjust it a little bit.

Hope you have enjoyed this tutorial and will look forward to seeing some of your angels.

Try changing the colour fill in the Filter Effect and/or using a Glass bitmap for the dress and sleeves and even bring the sleeves forward to create different looks for your angel..

To change the hair just play with the Vectors on the Quick Heart Shape. Just have fun creating your angel.