



## TITLE: FRIENDLY GHOST

**Software:** Serif DrawPlus X8

**Author:** TeejayJoyce

**Website:** Tutorials by Teejay

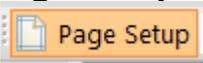
**Skill Level:** Intermediate

**Supplies:** None



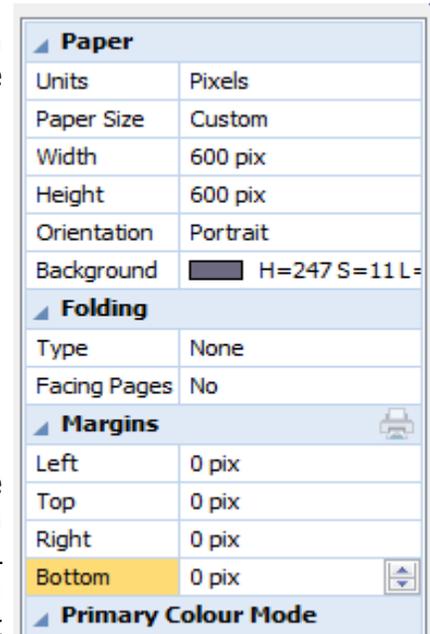
**Description:** In this tutorial, you will learn how to make an adorable little ghost. You will be using the Quick Shapes, Arrange Tab, FormatPainter and the fx (effects) to complete the project.

## LET'S GET STARTED!

Open a new drawing of any size. Click the **Page Setup** button on the upper left side of the Context toolbar.  Set the Paper up as follows:

- Units: Pixels
- Width: 600 pix
- Height: 600 pix
- Background: **H=247, S=11, L=46** (see instructions below)
- Margins: Set all to 0 pix

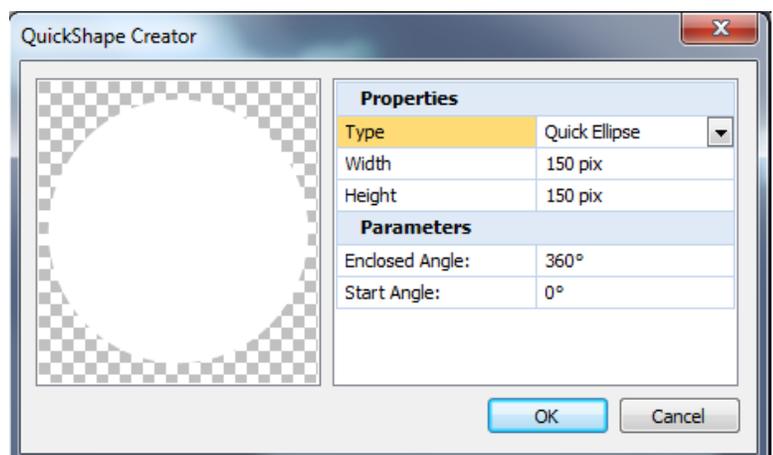
To change the **Background** colour, click the colour box and choose the **More Colours** option. This will open the **Color Selector**. On the dropdown window, select **HSL Sliders**. You can type in the H,S,L color values or simply drag the **Colour Picker** to the Background colour swatch above to sample it. If you prefer to work on a different color background, choose any dark colour other than black.



## The Body

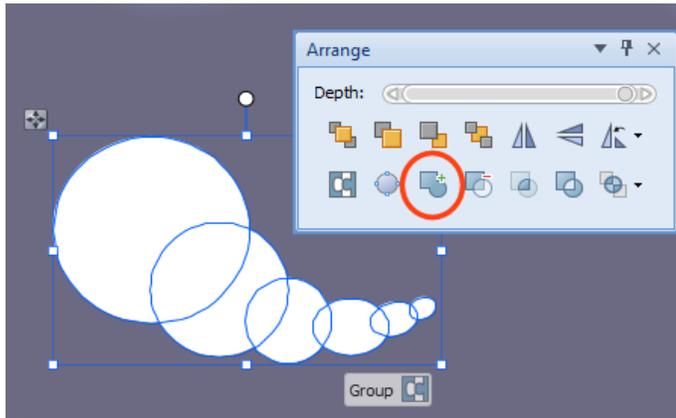
Choose the **QuickShape Ellipse** and double click in the workspace to activate the **QuickShape Creator**. Set the Width and Height as follows:

- Width: 150 pix
- Height: 150 pix
- Click OK.



Choose the **Pointer** tool and copy this shape by holding down Ctrl and grab and dragging the shape. Make this second shape smaller and overlapping the first do this again 4 more times for a total of 6 ellipses.

In this example, the left shape circles have been coloured so it is easier to see size and position. Notice the upwards angle of the last two shapes.



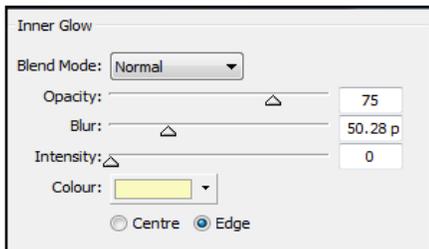
Drag a big box around all your shapes to select them all but do **NOT** group.

Find the **Arrange** tab in the right hand window. If you can not see it, go **View/studio** tabs and check the **Arrange** tab.

Click the **Add** icon  and all your shapes will be joined.

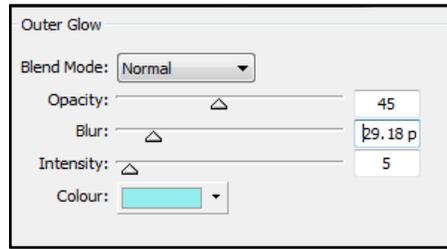
Next open the **Effects**  on the Drawing toolbar. There are three effects that we are going to apply. They are the **INNER GLOW** the **OUTER GLOW** and the **INNER SHADOW**. Set the values for each as shown in the images.

### Inner Glow



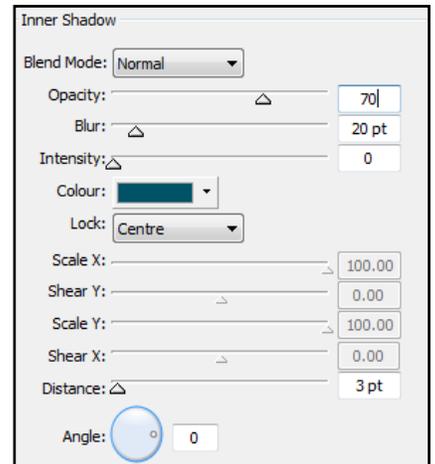
Blend Mode = Normal  
 Opacity = 75  
 Blur = 50  
 Edge = checked  
 Colour = default colour

### Outer Glow



Blend mode = normal  
 Opacity = 45  
 Blur = 29  
 Intensity = 5  
 Colour = H=180, S=73 L=76

### Inner Shadow



Blend Mode = normal  
 Opacity = 70  
 Blur = 20pt  
 Intensity = 0  
 Distance = 3pt  
 Angle = 0  
 Colour = H=192, S=100 L=20

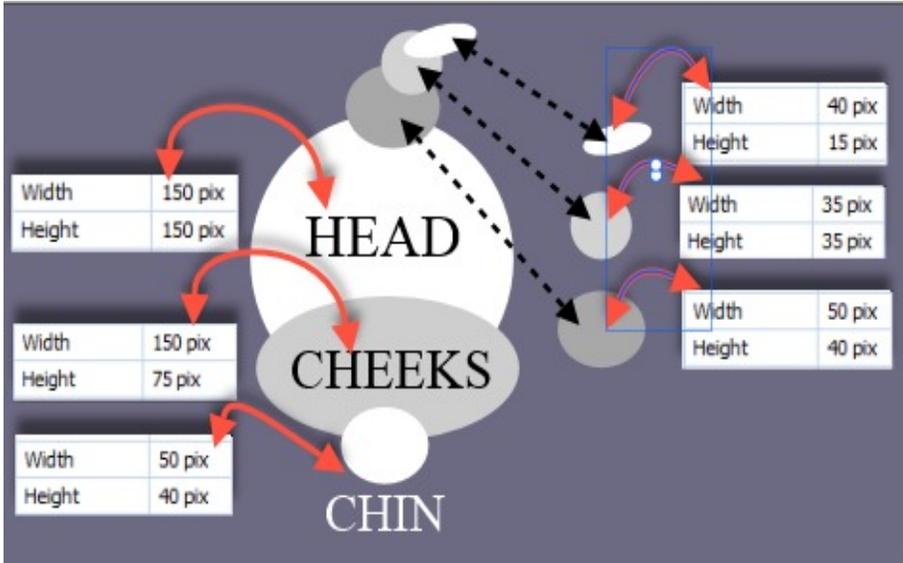
This is how our body will look after all the Effects  have been applied.



## The Head

The head is created in the same manner as the body. It doesn't matter what colour we make the shapes at this point. To size each shape, choose the **QuickShapes Ellipse** and double click the workspace to enter the width and height values.

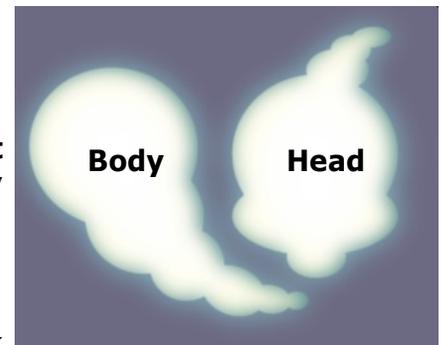
Here are all the sizes for the head ellipse shapes. If you prefer you can go with your own sizes. That way, you will make your own shaped ghost.



With the **Pointer** tool drag a box around all the head shapes to select them. Then click the **Add** icon in the **Arrange** tab to join all the shapes into one.



With the **Pointer** tool, click on the **body**. Choose the **Format Painter** from the Standard toolbar and click the **head** to copy the effects from the body to the head.



## The Eyes

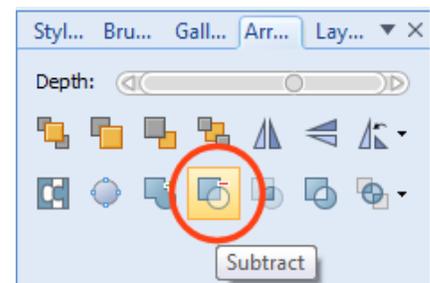
**Line** NONE **Fill** Black. Select the QuickShapes Tear. Double click on the workspace and set the values as shown below.

Properties	
Type	Quick Tear
Width	40 pix
Height	80 pix
Parameters	
Tail Position:	33%

Position eyes as in this example

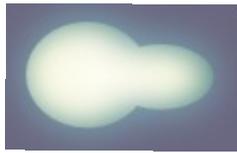
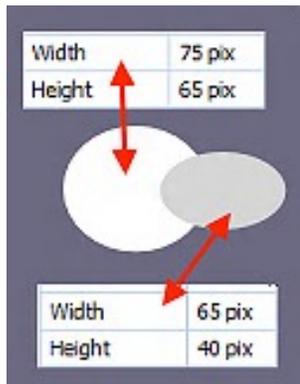


With the **Pointer** tool, drag a box around the face and eyes selecting them all. Go to the **Arrange** tab and this time choose the **Subtract** icon. This will remove the black eyes from the head leaving two empty "holes".

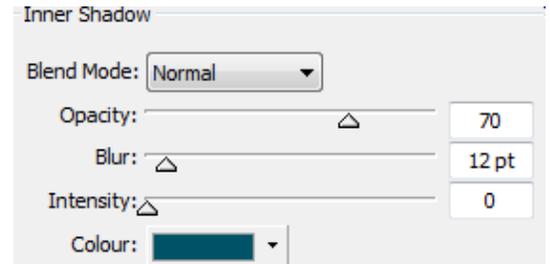
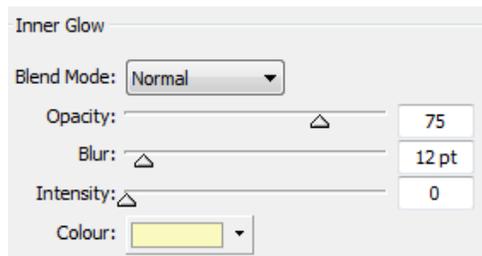


## The Arms and Hands

Make 2 **QuickShape Ellipse** to form the arms. Select both shapes, then on the **Arrange** tab, click the **Add** icon. With the **Pointer** tool select the **Body**. Select the **Format Painter** on the Standard toolbar, then click the arm to apply the body color to the arm.



The fx needs a small alteration on the **Inner Glow** and the **Inner Shadow**. Set the **Blur** on each to 12pt.

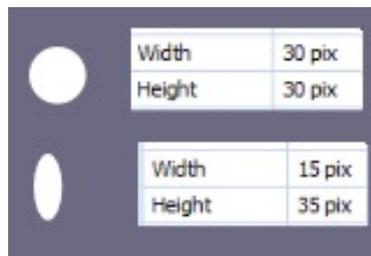


Copy the arm by holding Ctrl and clicking the **Move** icon.

## The Hands

With the **QuickShape Ellipse** draw out a circle for the palm

- W = 30 pix
- H = 30 pix



Draw another ellipse for a finger

- W = 15 pix
- H = 35 pix

Choose the **Pointer** Tool and Ctrl. Click and copy the finger 3 times. Place them on the palm as shown in this example. Drag a box around the hand Then go to the **Arrange** tab and click the **Add** icon.



With the **Pointer** tool, click the **arm** then click the hand with the **Format Painter**. Use the **Pointer** tool and Ctr to copy the hand.

## Finishing Touches

Make 3 black ellipses, for 2 eyes and 1 for a mouth.

Arrange the parts into different positions to suit your mood.

You can tweak the eye holes with the **Node** tool to give them different shapes. Let your imagination go!

Well now , that's enough from me , its over to you .

Have fun Love T.



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