



**Title:** SKULL

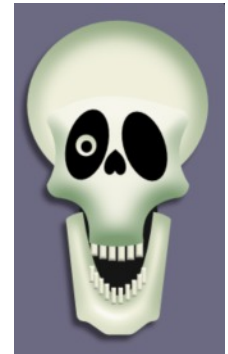
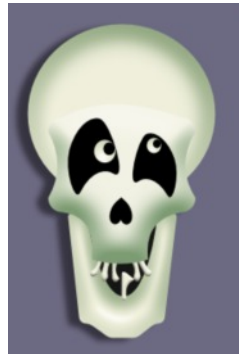
**Software:** Serif DrawPlus X8

**Author:** TeejayJoyce

**Website:** Tutorials by Teejay

**Skill Level:** Intermediate

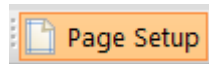
**Supplies:** None



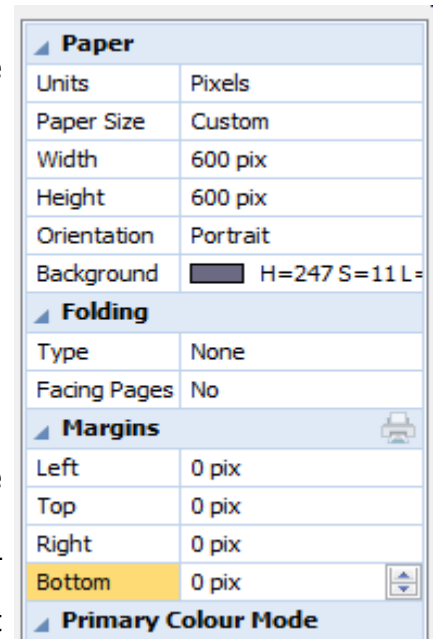
**Description:** Learn how to make a creepy skeleton head using Quick shapes, Effects, the Blender tool and the Format Painter. Once made you will be able to give your skull a multitude of expressions.

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

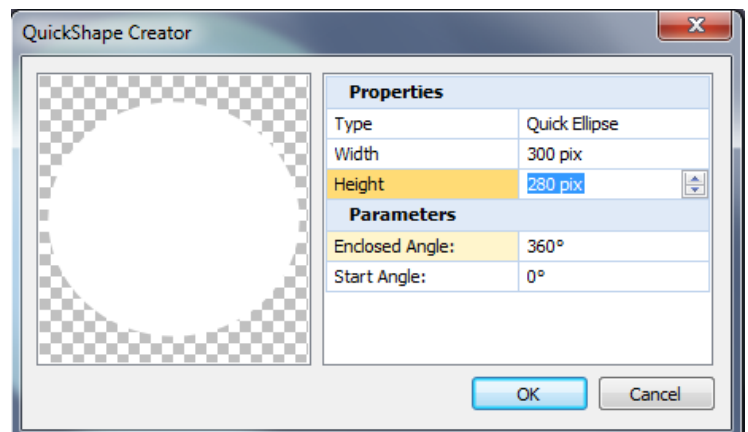


To change the **Background** colour, click the colour box and choose the **More Colours** option. This will open the **Color Selector**. On the dropdown window, select **HSL Sliders**. You can type in the H,S,L color values or simply drag the **Colour Picker** to the Background colour swatch above to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


## The Skull Head

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

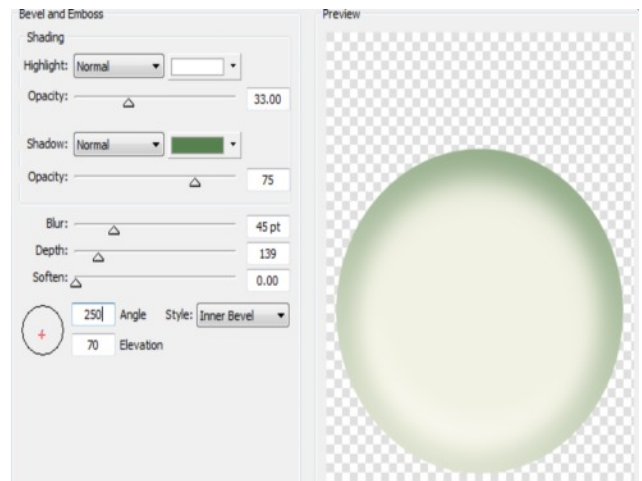
- Width: 300 pix
- Height: 280 pix
- Click OK.



On the **Swatches** tab, set the **Line** colour to **NONE** and the **Fill** colour = H 60 ,S 40 ,L 90

Select the **Effects**  from the Drawing toolbar, then check **Bevel and Emboss**.

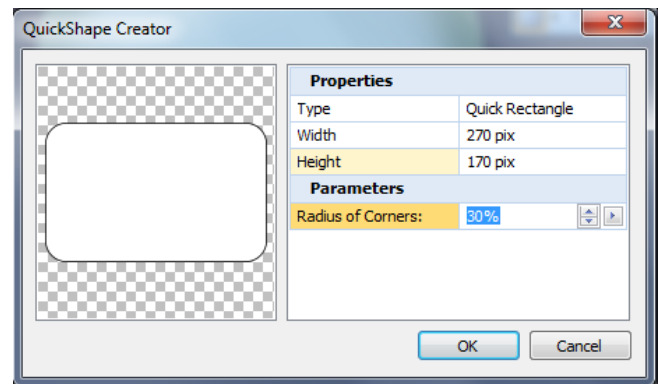
- Highlight: Normal
- Shadow: Normal, Colour: H= 110, S=23, L=41
- Opacity: 75
- Blur: 45 pt
- Depth: 139
- Soften: 0
- Angle: 250
- Elevation: 70
- Style Inner: Bevel. Click OK .




## The Skull Face

Choose the **QuickShape Rectangle** from the Drawing toolbar and double click in the workspace to activate the **Quick Shape Creator**. Set the values to:

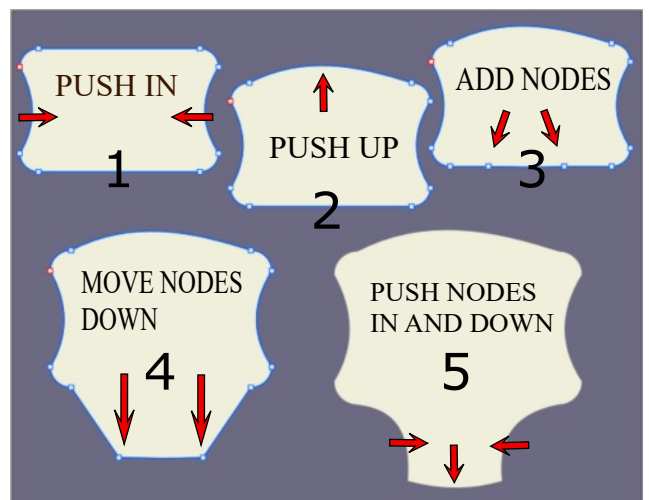
- Width: 270
- Height : 170
- Radius Corners: 30 %, Click OK.




It doesn't matter what colour your shape is at this point.

**Right** click on this shape and choose **Convert to Curves**. Choose the **Node** tool. 

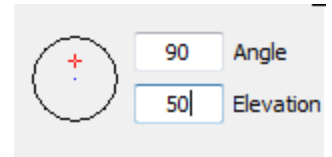
1. First we push in either side of the shape.
2. Then we push up the top a little.
3. Next we add 2 nodes on the bottom edge.
4. Move both of the new nodes down.
5. Push the sides in to give a nice curve and the bottom edge down just a little.



When you are happy with your shape, select the **Pointer** tool and click the **Skull Head** to select it.

Choose the **Format Painter** tool  from the Standard toolbar, then click once on your Skull Face to transfer the **Effects** from the head to the face.

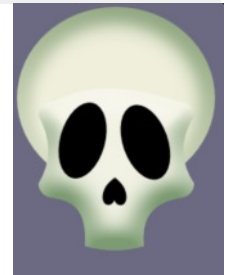
The Skull Face needs a small adjustment. Open the **Effects**  on the Drawing toolbar and click **Bevel and Emboss**. Change only the **Angle** to 90 and the **Elevation** to 50.



Place the Skull face on top of the Skull head.

### Eye and Nose Holes

Make two black **QuickShape Ellipses** for eyes and a black **QuickShape Heart** for a nose hole. Flip the heart and position holes on the face as shown.



### The Upper Teeth


Make a **QuickShape Rectangle**, **Line** colour: None, **Fill:**

H 60	,S 40	,L 90
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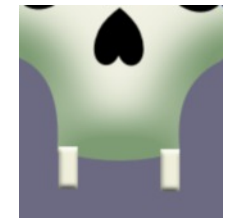
Width: 8 pix, Height: 20 pix



Choose the **Effects**  **Bevel and Emboss**. Change the following:

Angle: 80, Elevation: 50

Duplicate the tooth. Place a tooth on each side of the jaw line. Using the **Blend Tool**  on the Drawing toolbar, click the first tooth and drag to the end tooth. Set the **Blend Steps** on the Context toolbar to 3 or 4. 

Blend Steps:	4
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Use the **Node**  tool to curve the line of teeth. Send the teeth to the back by clicking the **Send to Back**  icon on the Standard toolbar.



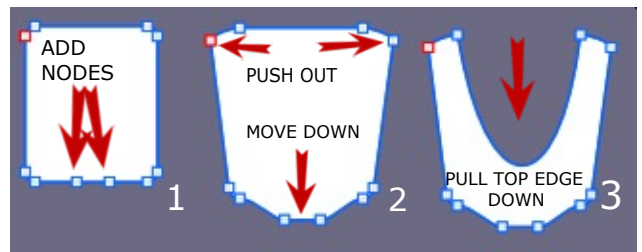
### The Skull Jaw

Choose the **QuickShape Rectangle** and double click in the work area to activate the **QuickShape Creator**. Set the properties as follows:


Width: 70, Height: 200, Radius of Corners: 15%, and ok it.

Right click and **Convert to Curves**. Choose the **Node Tool**.

1. Add 2 nodes to the bottom edge.
2. Move the new nodes down to form a chin and the top side nodes out a little to shape a jaw line.
3. Pull the top edge down.

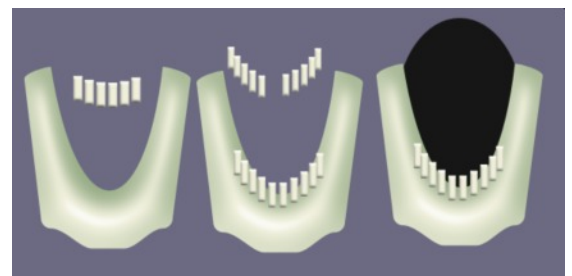


Using the **Pointer** tool, select the Skull Head, then click the jaw with the **Format Painter** tool to transfer the effects to the jaw.

Click the **Send to Back** icon  on the Standard toolbar to send the jaw to the back. Duplicate the upper teeth two times.

Using the **Node** tool, fit these teeth to the jaw. If there are too many teeth click the **Blend** tool and adjust the steps on the Context toolbar as before.

Make a large black **QuickShape Ellipse** to fill the area of the mouth and send it to the back.



## Making the Eye balls

Draw out a small ellipse for the eyeball. Click on the skull head with the **Pointer** tool then use the **FormatPainter** tool on the ellipse to give it an eyeball look. Make a smaller black ellipse for the pupil. Group these two pieces, then duplicate for the second eye.

## Putting it Together

Using the **Pointer** tool and holding the SHIFT key, click on the skull head, the skull face, the top teeth and **group**.

Using the **Pointer** tool and holding the SHIFT key, click on the black ellipse, the jaw, the left and right rows of teeth and **group**.

Do not group the eye holes and nose because we want to move them about .

Move the jaw into position under the face and move the eyeballs into position on the eye holes.



## Now the Fun Begins

You can manipulate the eyes with the Node tool (always Convert to Curves first) to make all sorts of expressions. The tweaking is limitless.

Because you grouped the skull in two parts, this makes it easy to move the jaw. You can remove all the teeth or if you right click Convert to Curves on your teeth you can move the nodes of each tooth.

Well enough from me, its time for you to have the fun.

Love T .



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You're invited to join the **PIRC Forum!** This is an active forum for PaintShopPro and DrawPlus users. You'll find a wonderful group of warm, friendly, talented, and knowledgeable people who are ready and willing to share their expertise with you. There are creative activities for all skill levels. This forum is "family friendly", 100% free, and everyone is welcome.