Paint.NET

The Unofficial User Guide

The Unofficial Paint.NET User Guide is intended to provide access to several Paint.NET tutorials in a single download. This will hopefully be useful for people without internet access, a pay as you go internet connection, those who prefer tutorials in a printed format and those who simply want a guide to improving their Paint.NET skills having just read the help file without going tutorial hunting.

This guide is the work of several members of the Paint.NET community (see the credits section for a full list) and would never have happened without their hard work and generosity. If you want to thank a specific author for their tutorial, click the url at the bottom of a tutorial.

For more information email pdn@simonandrewbrown.co.uk.

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Cutting out Images

BY SIMON BROWN

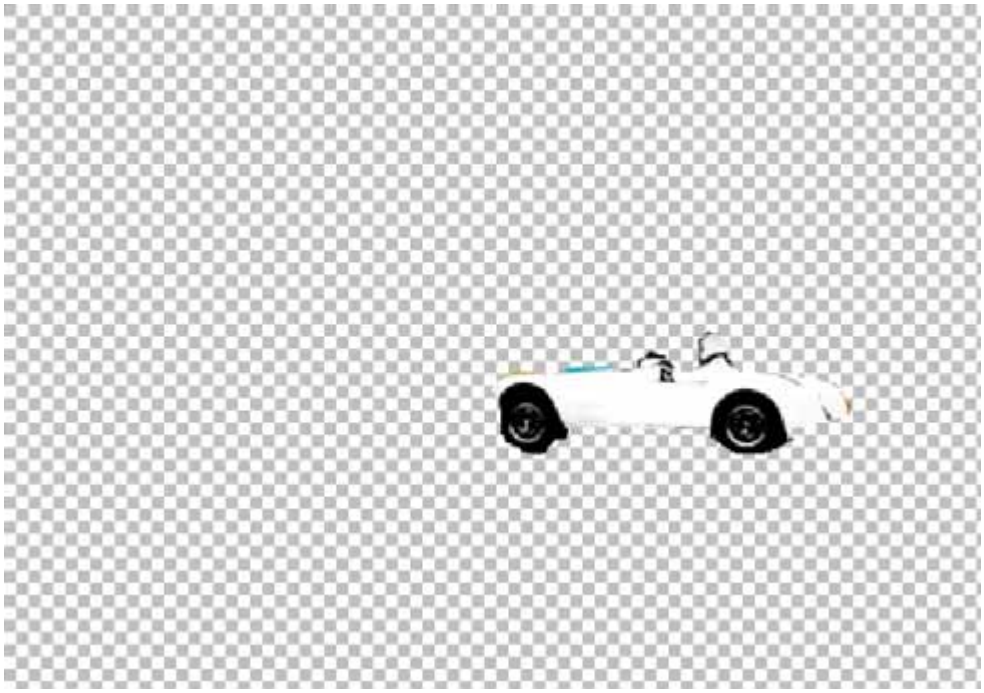
1. Find your image - I'll be using one of the Office 2007 clipart images.

2. On a new layer with a relatively thin width, (depending on the size of your image) cover the perimeter of the part of the image you wish to cut out with the pen and line tools being careful to leave no gaps.

3. Now select the magic wand tool (any tolerance below 60% should work fine) and click inside the outline.

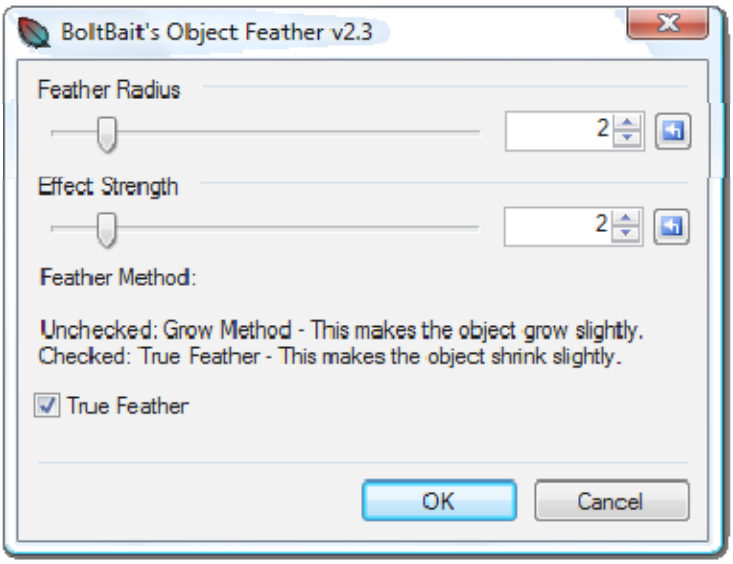
4. Now hold down Ctrl + I to invert the selection, and then select the background layer.

5. Now press the "delete" key and remove the layer you use to draw the outline.



6. Crop the image to the part you have cut-out.

7. Use the feather plugin to make the edges less sharp.



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http://paintdotnet.forumer.com/viewtopic.php?f=34&t=28790

Hard Wood Floors

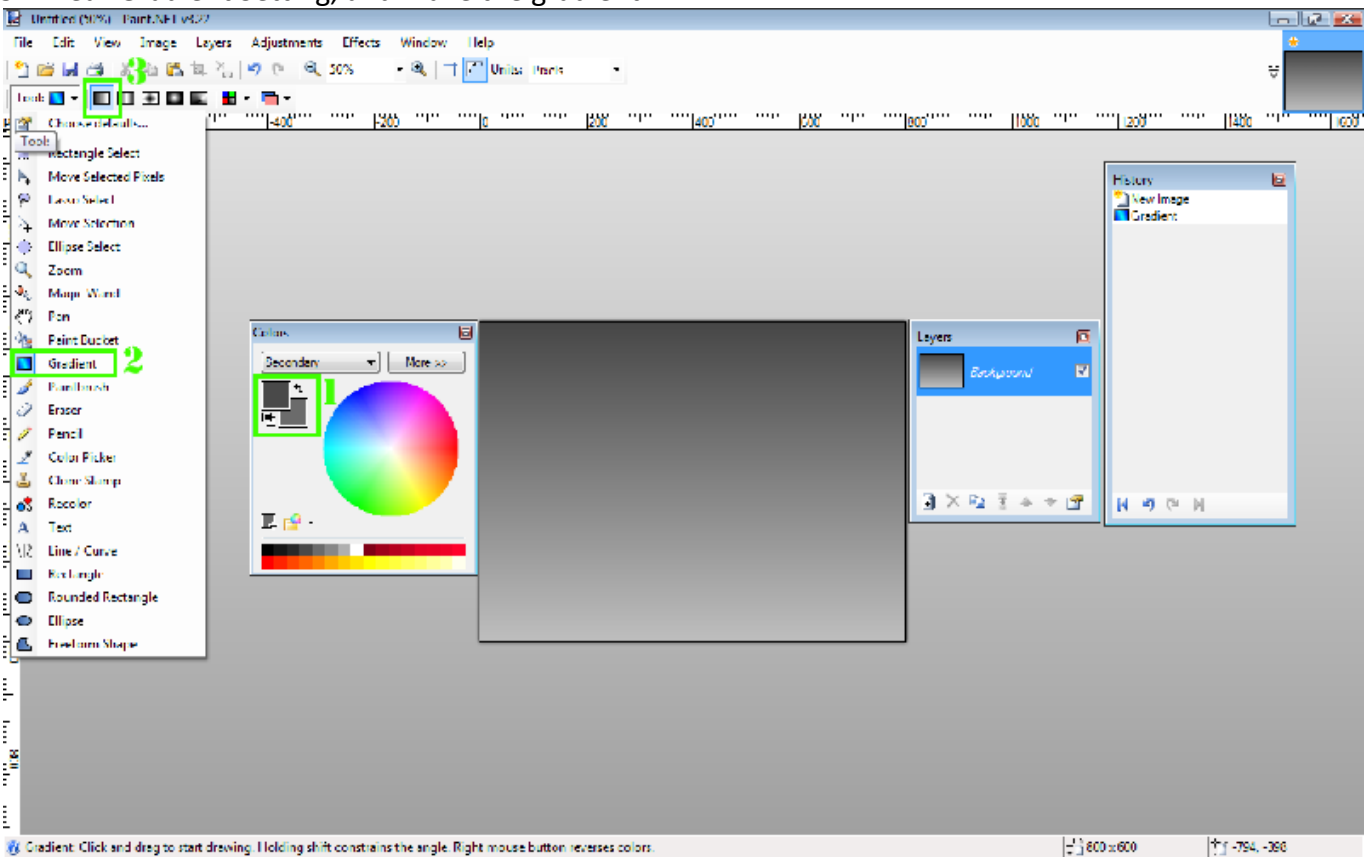
BY JERKFIGHT

Required Plug-ins

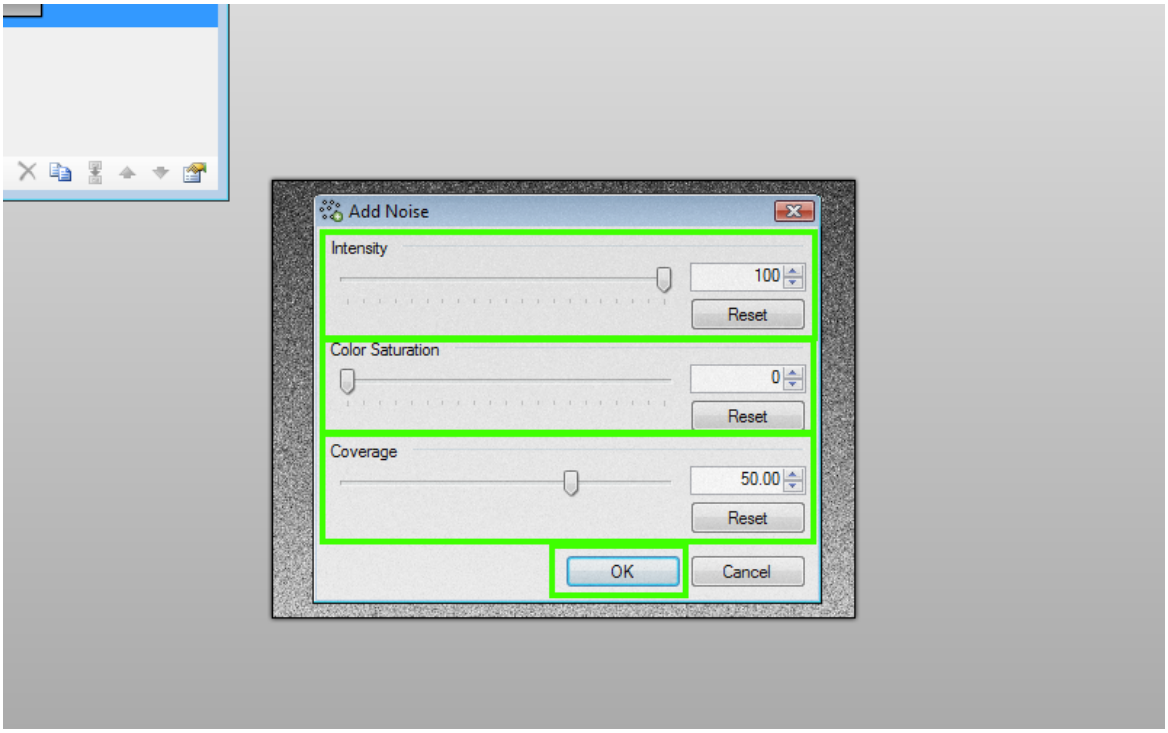
Jumble
Panelling

A. Open a Blank Canvas

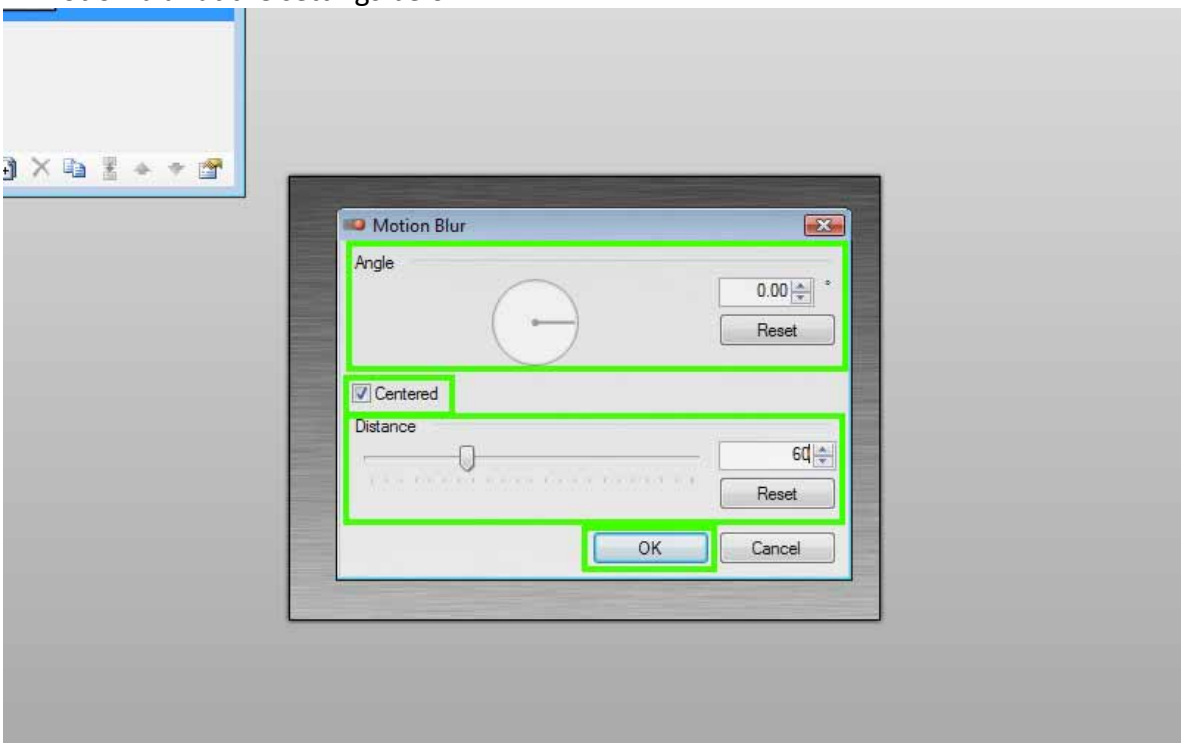
B. 1. Change Colours (Primary dark grey, secondary light gray)
2. Gradien tool
3. Linear Gradient Setting, and make the gradient.



c. Add Noise at the settings below, don't be afraid to expirememnt.

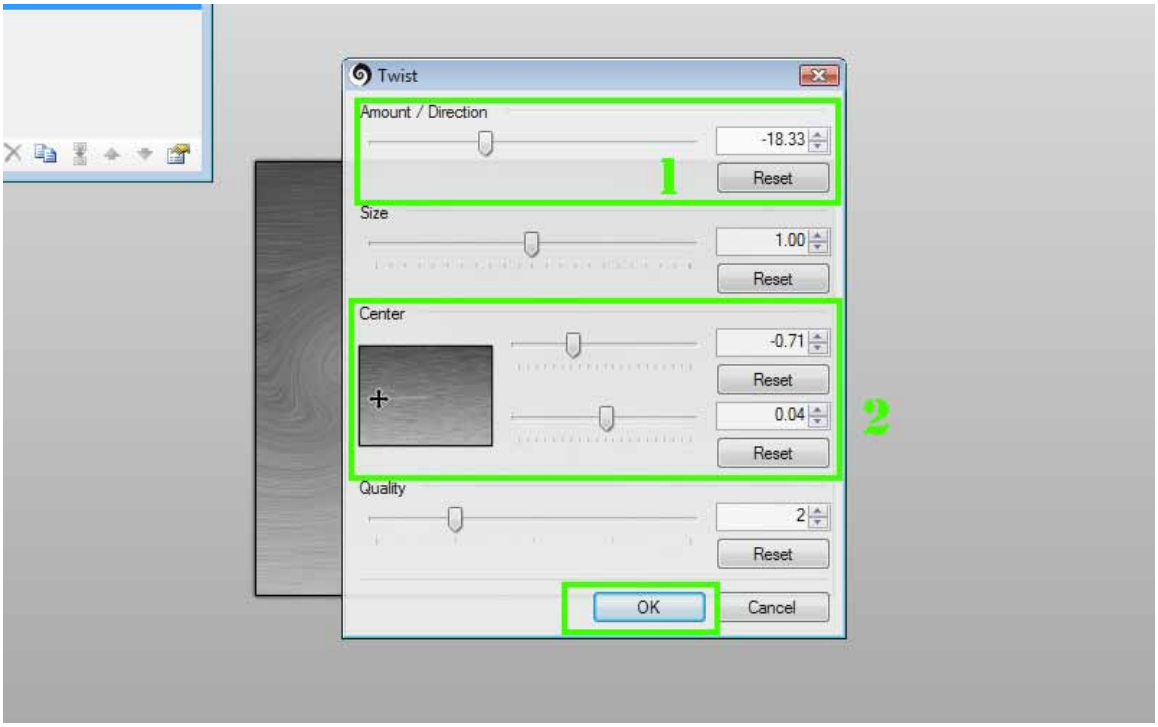


D. Motion blur at the settings below.

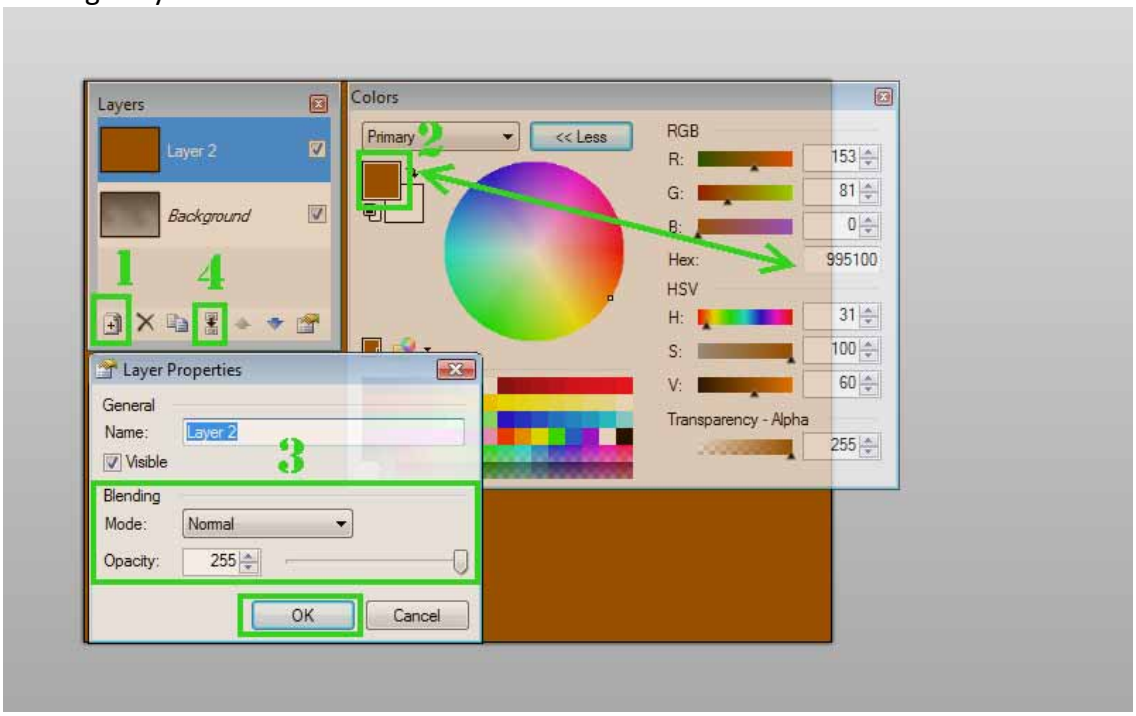


E. Using effects such as twist, try to make knots in the texture.

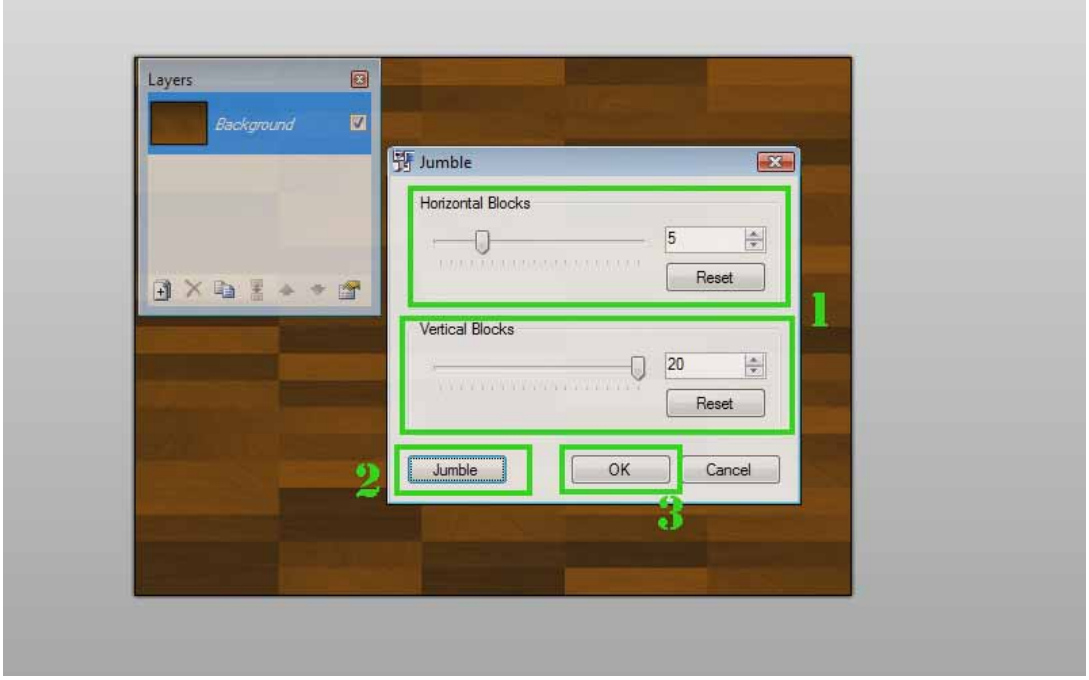
1. If using twists follow derections below.
1.1. Expirement with the amount
1.2. Expirement with position
*You may have to run this effect multiple times, but with diffrent settings



F. 1. New Layer
2. Paint the new layer brown, you can use my hex if you want.
3. Play with the layer proprities (F4)
4. Merge Layer down

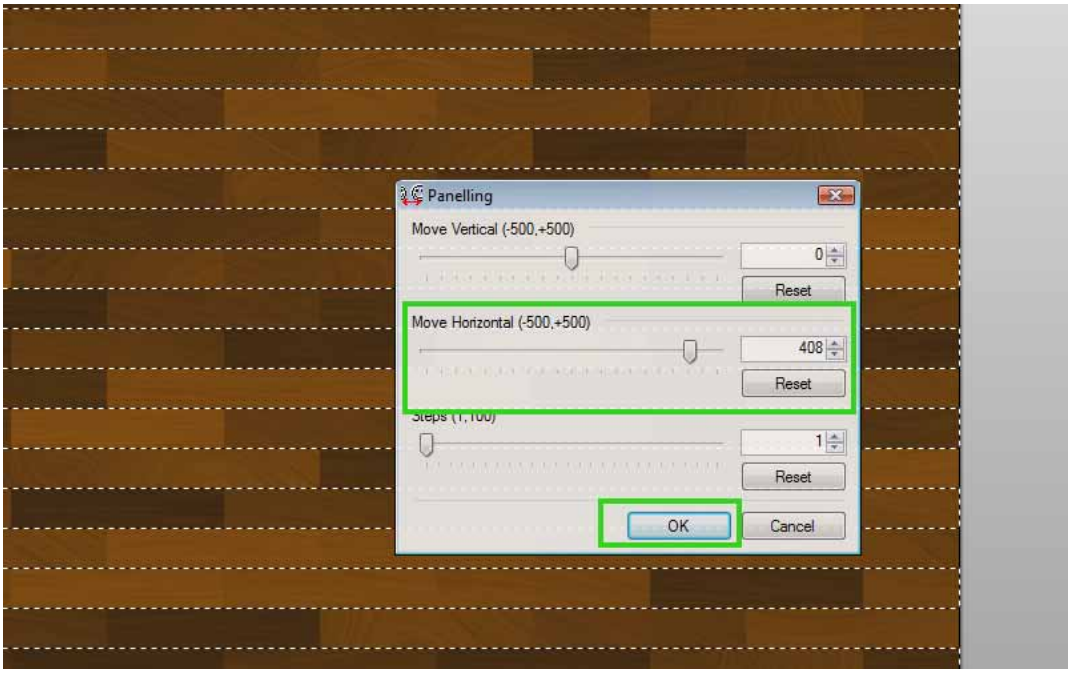


G. 1.Depending on image size, you may want to play with these settings.
2.Press the jumble button untill you get a nice balence of dark and light wood.
3. Press OK when ready

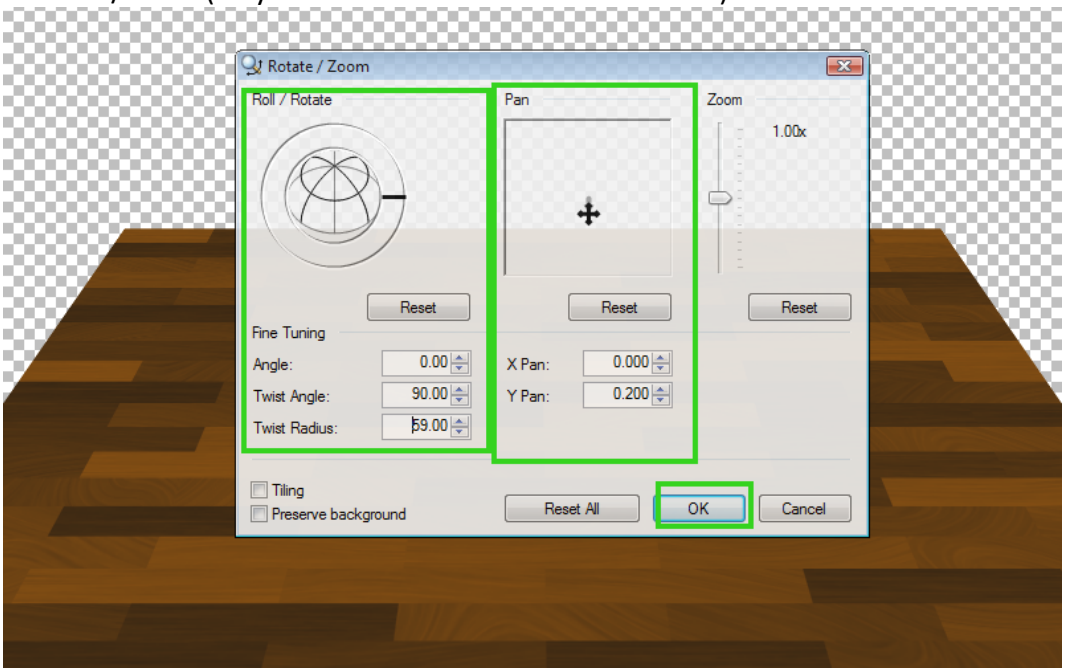


H. Select every second line of wood like below.

I. Using the panelling effect move the selection horizontal by an amount of your choice.



J. Rotate/Zoom (Play with the selections that are boxed)



This is a common setting I use.

There we go.

Made the floor of this with the same method above.

Thanks for reading.
Jerkfight

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http://paintdotnet.forumer.com/viewtopic.php?f=44&t=27097

The #1 Most Copied Sig On The Forum (AKA the pyrosig)

BY ZACH WALKER, A.K.A. PYROCHILD

Here's what you're making:

Yup, here it is. Finally. The long-awaited pyro-sig tutorial. I didn't even want to write a tutorial on this, but was suckered into it by countless requests, both in the main forum as well as private messages. A few emails even came my way... weird. To be perfectly honest, I don't think this is actually worth a full-blown tutorial, but hey, anything to keep y'all happy...

These instructions are to create an *exact* duplicate of my signature. Obviously, you just *might* want to change something or other, especially the name... unless you're the nitwit who keeps stealing my username on other forums. And deviantART. Grr.

Plugins and fonts needed:

Gradient Bars
Outline Object
Water Reflection
Evanescent (TrueType Font)
Optional:
Curves+
Gradient Mapping
Conditional Hue/Saturation

The procedure:

Notes:
-All given sizes are in PIXELS.
-Until step 11, you should keep your Primary color set to BLACK and your Secondary color set to WHITE. From that point on, colors don't matter, but if you change the colors before then, there's a good chance things won't work out.
-All given settings for plugins are APPROXIMATE, and you may have to experiment a tiny bit to get the look exactly right.

THE BACKGROUND

1 - Create a new image, 1000x200.
File -> New...

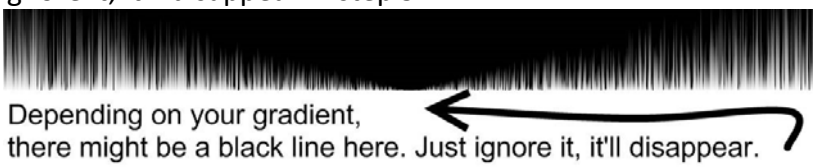
2 - Select the top half of your image
Tool: -> Rectangle Select
-Your selection should span the whole width of your image, and go from the very top to about halfway down. You can use the text in the Status Bar to help you select the correct height

3 - Run Gradient Bars
Effects -> Render -> Gradient Bars...
-Set the alignment to Bottom, Scale to 150%, and play with the seed value until you like the look

4 - Create a new layer
Layers -> Add New Layer

5 - Draw a gradient across the image
Tool: -> Gradient, Linear(Reflected)
-Start your gradient from the middle of the image and drag it across to either the right or left edge

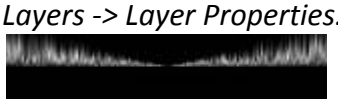
6 - Set the Blending Mode of the top layer to Color Burn
Layers -> Layer Properties...
-Depending on your gradient, there may be a black bar in the bottom half of your image. Ignore it; it'll disappear in step 9.



7 - Merge the layers
Layers -> Merge Layer Down

8 - Duplicate the layer
Layers -> Duplicate Layer

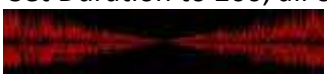
9 - Set the Blending Mode of the top layer to Negation
Layers -> Layer Properties...



10 - Merge the layers
Layers -> Merge Layer Down

11 - Color!
-Use whatever methods you feel comfortable with to recolor the image; at this point, the colors you're working with no longer matter
-I used Curves+ in the original, but now I think I'd prefer Gradient Mapping. Conditional Hue/Saturation works also.
-If you don't know how to recolor it, well, there are lots of other tutorials that cover that, so ... http://searchpaint.net/

12 - Run Water Reflection
Effects -> Distort -> Water Reflection...
-Set Duration to 200, all other values can be left at default.



13 - Create a new layer and name it Shadow
Layers -> Add New Layer

14 - Draw your text on the Shadow layer
Tool: -> Text
-Font: Evanescent 72pt

15 - Duplicate the Shadow layer and name it Text
Layers -> Duplicate Layer

16 - Put the shadow behind the text
Layers -> Rotate / Zoom...
-Twist angle: 90.00
-Twist radius: 75.00
-Y pan: 0.300

17 - Add a new layer under the Shadow layer and name it Glow
Layers -> Add New Layer

18 - Draw a filled ellipse
Tool: -> Ellipse, Draw Filled Shape

19 - Run Gaussian Blur

Effects -> Blurs -> Gaussian Blur...
-Radius: 25

20 - Recolor the shadow
You know how... if not, http://searchpaint.net/

21 - Run Outline Object on the Text layer
Effects -> Outline Object...
-Width: 15
-Softness: 254

22 - Run Water Reflection on the Text layer
Effects -> Distort -> Water Reflection...
-Distance: 70.00
-Waves period: 1.50
-Duration: 100.00

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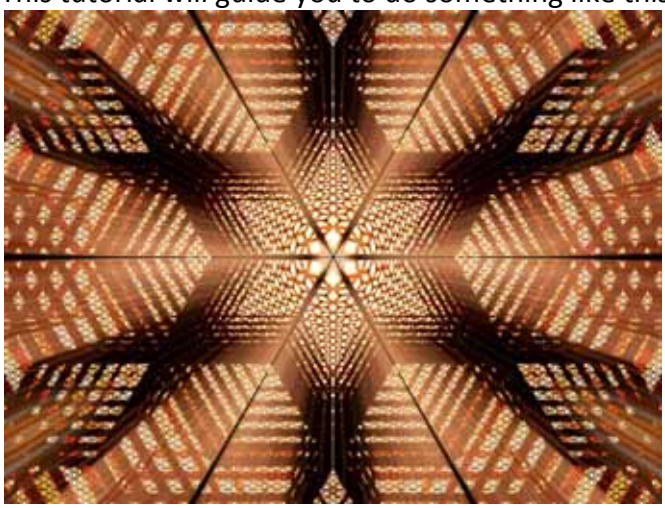
http://paintdotnet.forumer.com/viewtopic.php?f=31&t=26990

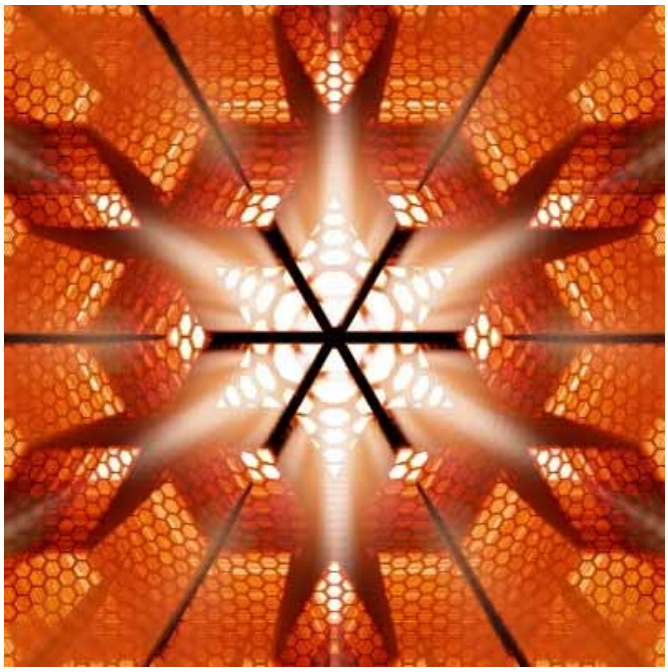
Power Reactor

BY MADJIK

This tutorial will guide you to do something like this:



The result is in fact from the tutorial is this:



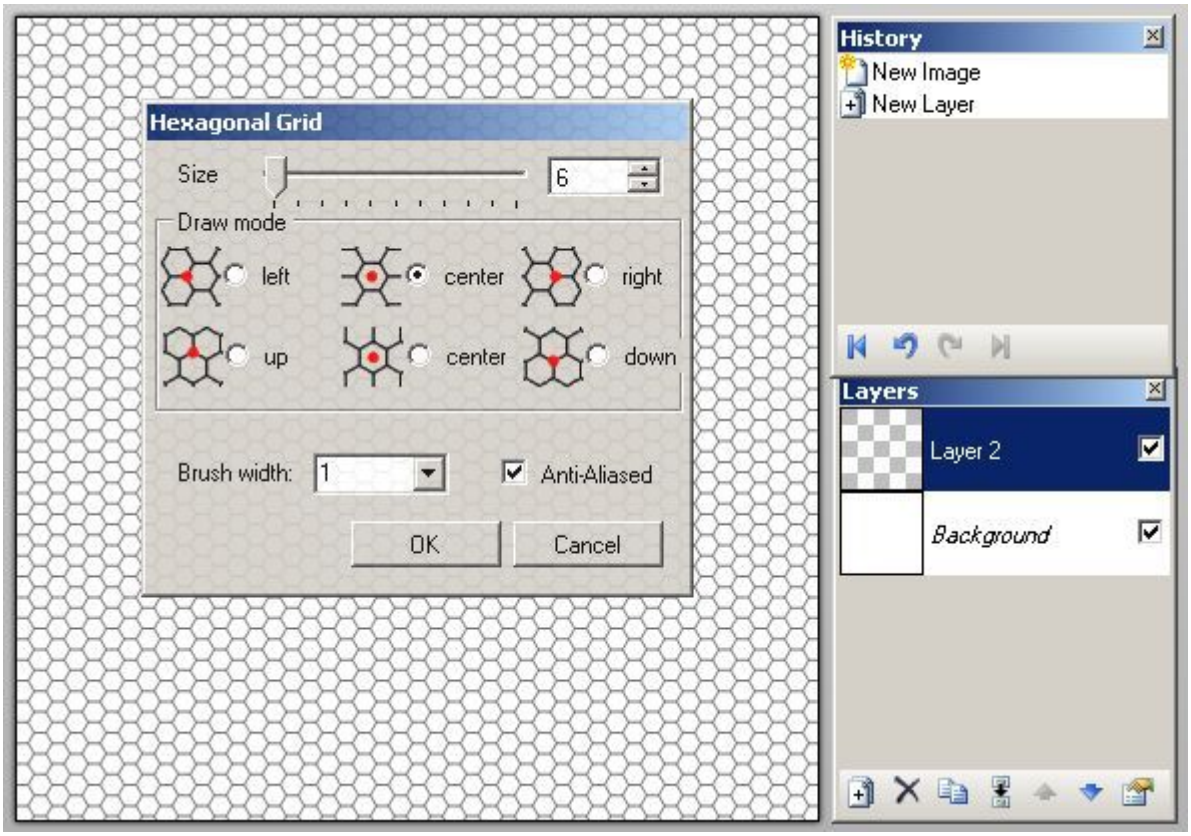
This tutorial mainly needs the hexagrid plugin. You could find it here:
http://paintdotnet.12.forumer.com/viewtopic.php?t=3607

You will need also the fast zoom blur (deluxe) plugin. You could find it here:
http://paintdotnet.12.forumer.com/viewtopic.php?t=3666

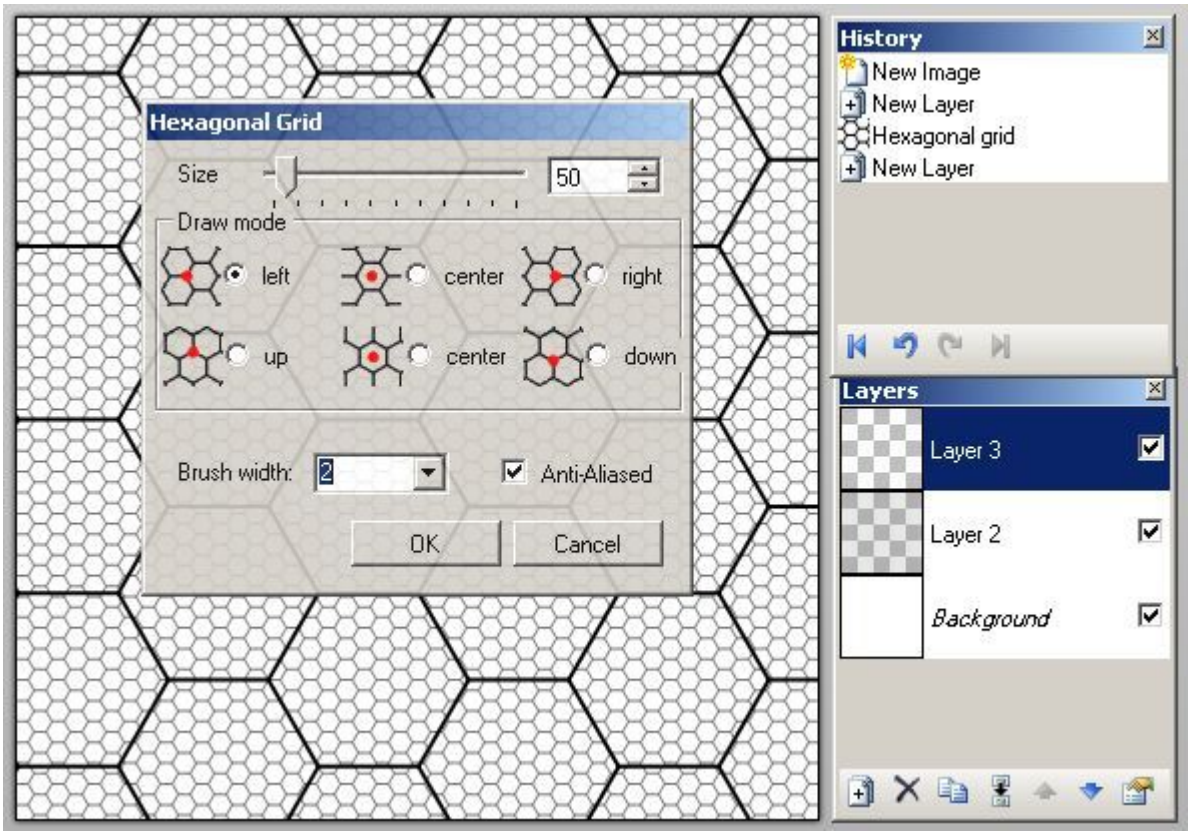
_____

1.
Create the background image : white 400x400 for this tutorial but bigger is better.

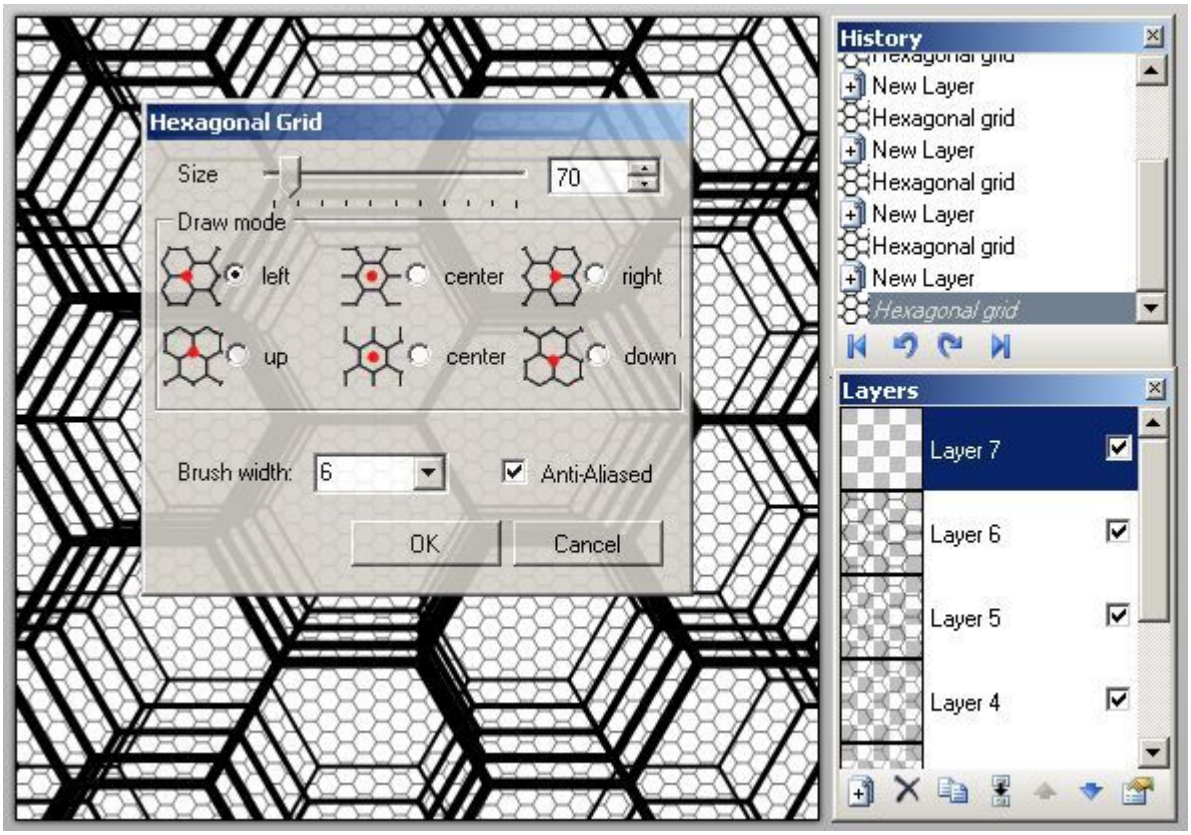
2.
Add a layer (nr2). Select a mid grey for primarycolor (hex:777777).
Run the hexagrid:
...Size:6
...Draw Mode:horizontal centered
...Brush width:1
...Antialiased:Y



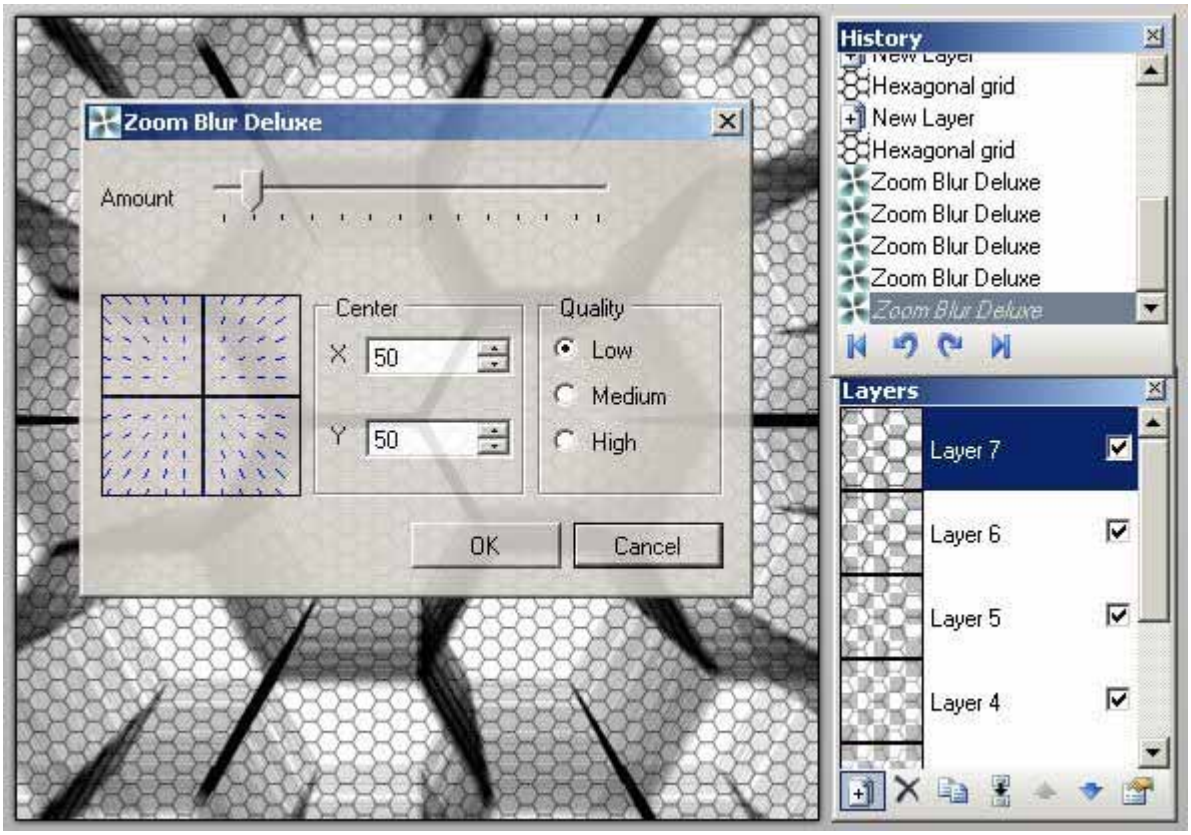
3.
Add a layer (nr3). Select Black for primarycolor.
Run the hexagrid:
...Size:50
...Draw Mode:left
...Brush width:2
...Antialiased:Y



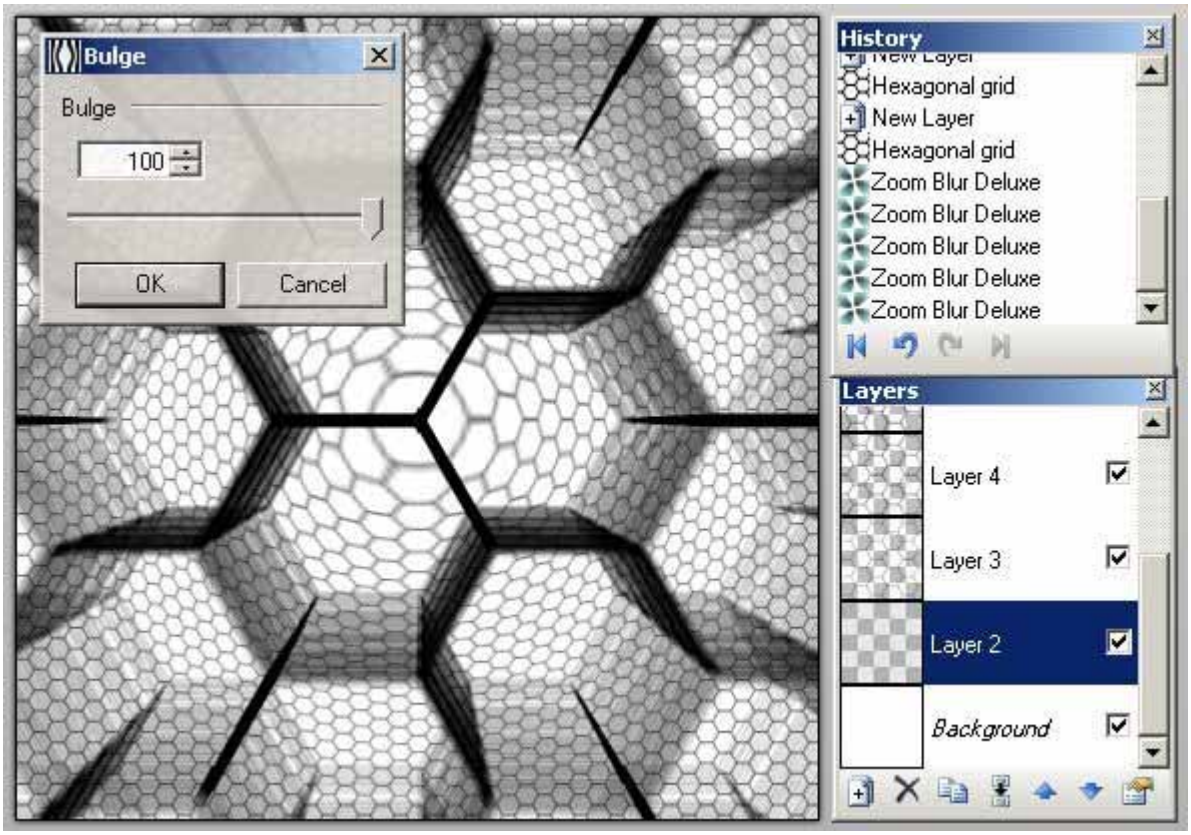
4.
Repeat step 3, 4 times, increasing the size by 5, and the brush width by 1.
..1.Add a layer (nr4). Run the hexagrid: Size:55 ; Brush width:3
..2.Add a layer (nr5). Run the hexagrid: Size:60 ; Brush width:4
..3.Add a layer (nr6). Run the hexagrid: Size:65 ; Brush width:5
..4.Add a layer (nr7). Run the hexagrid: Size:70 ; Brush width:6



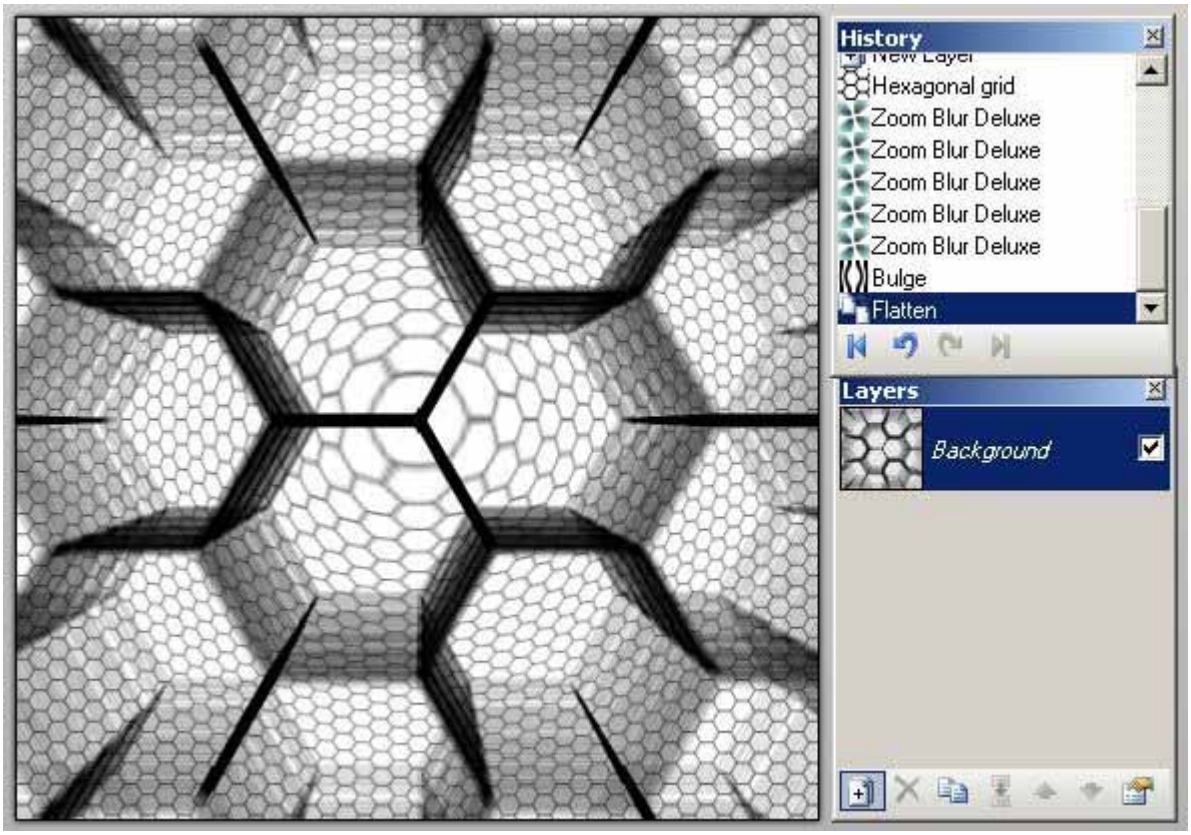
5.
Repeat now for each layers 3 to 7:
...Zoom Blud Deluxe: All default values



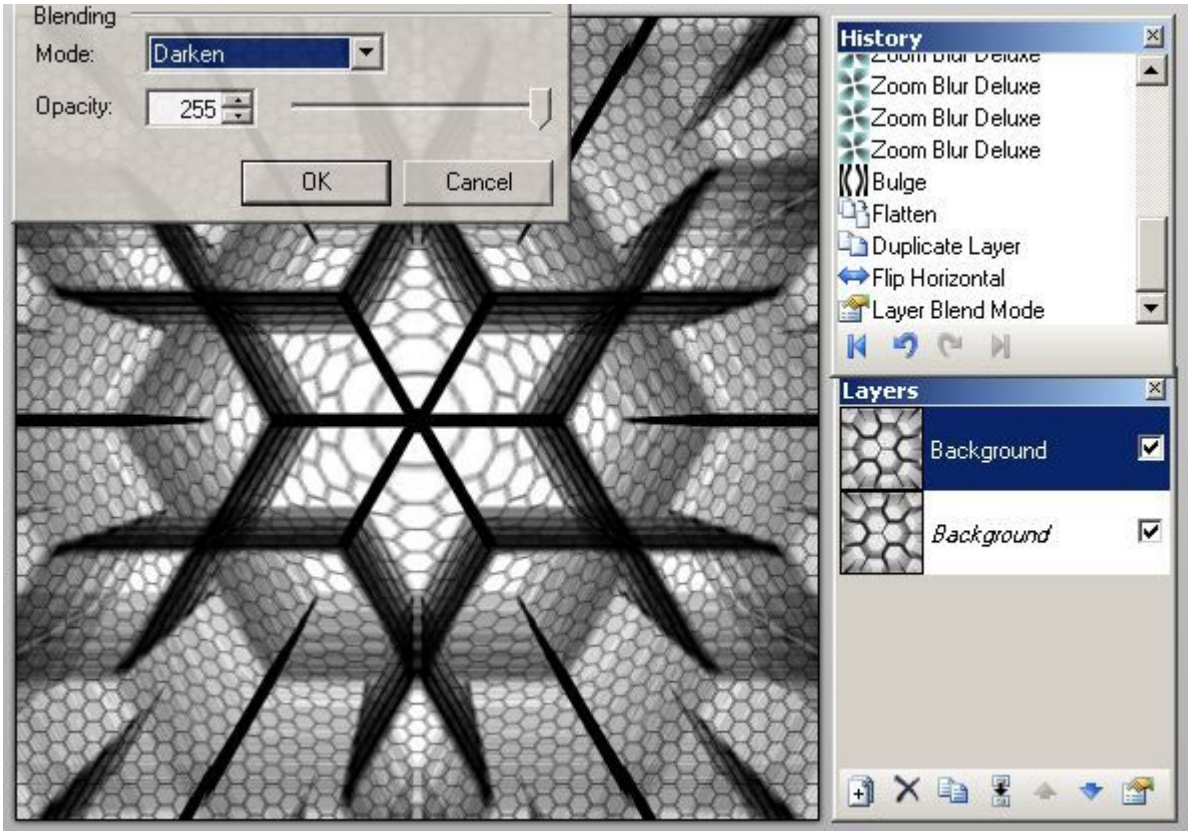
6.
Select layer nr2, and run the bulge effect.
...amount:100



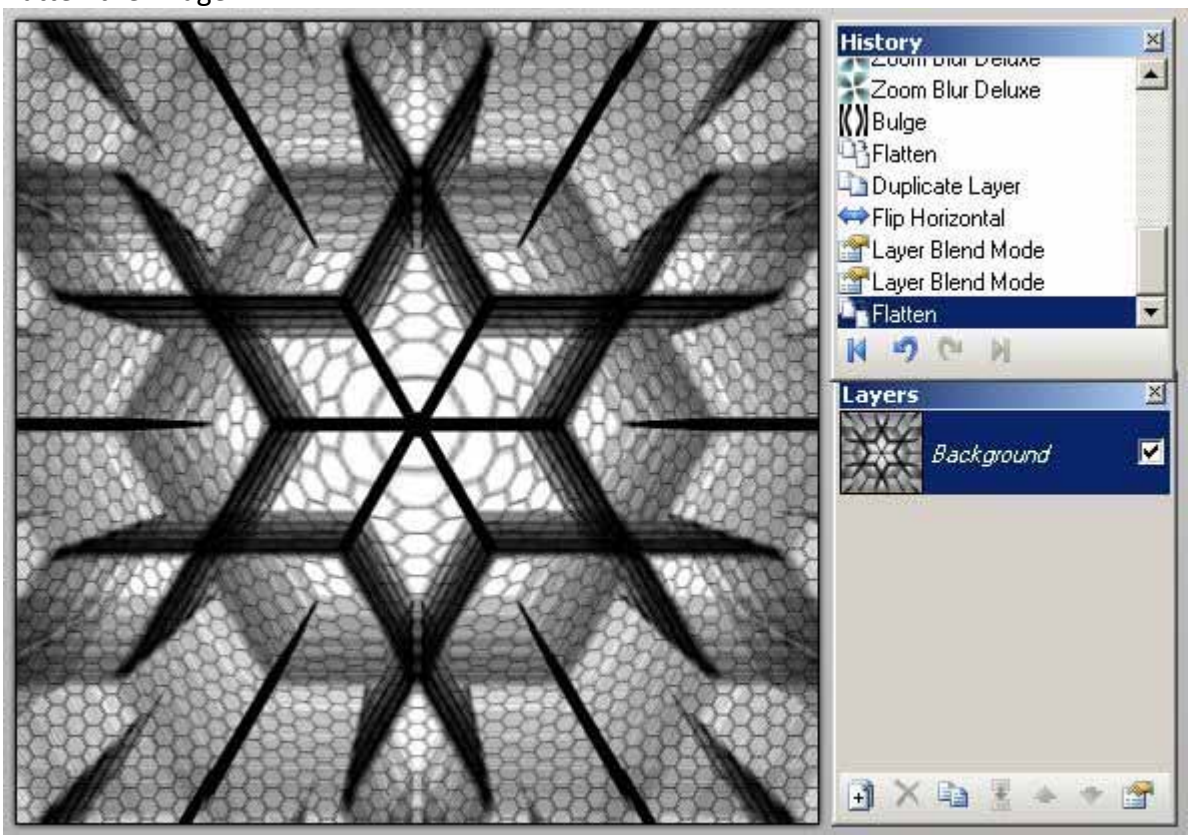
7.
Flatten the image.



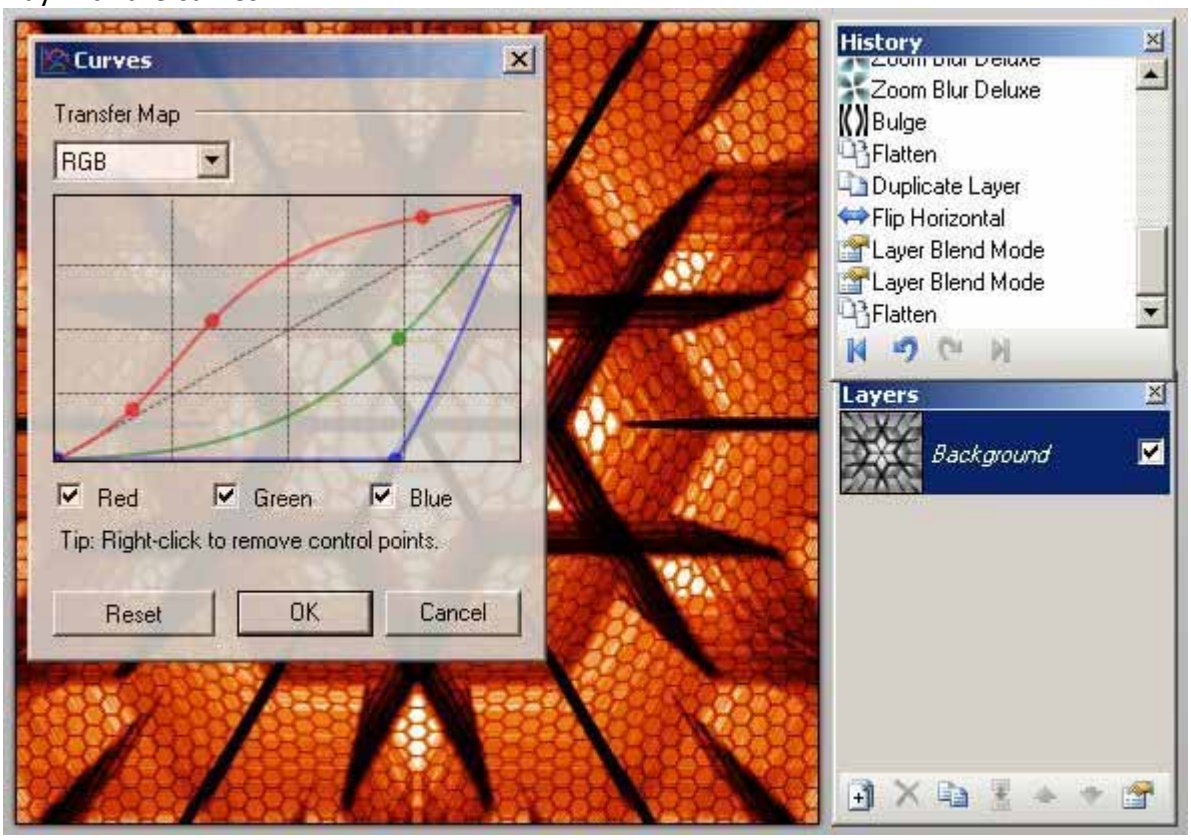
8.
Duplicate the layer.
Flip it horizontaly.
Set the blend mode to Darken (test all the mode...)



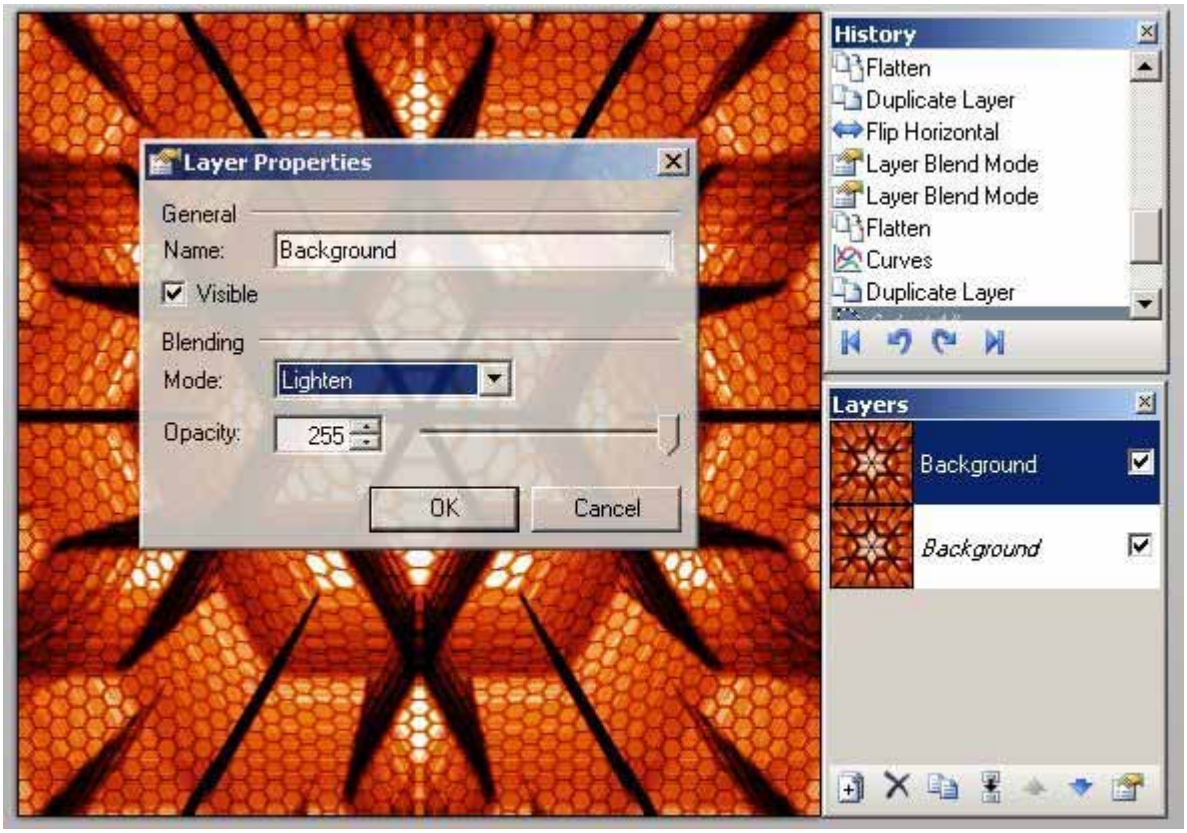
9.
Flatten the image.



10.
Play with the curves...



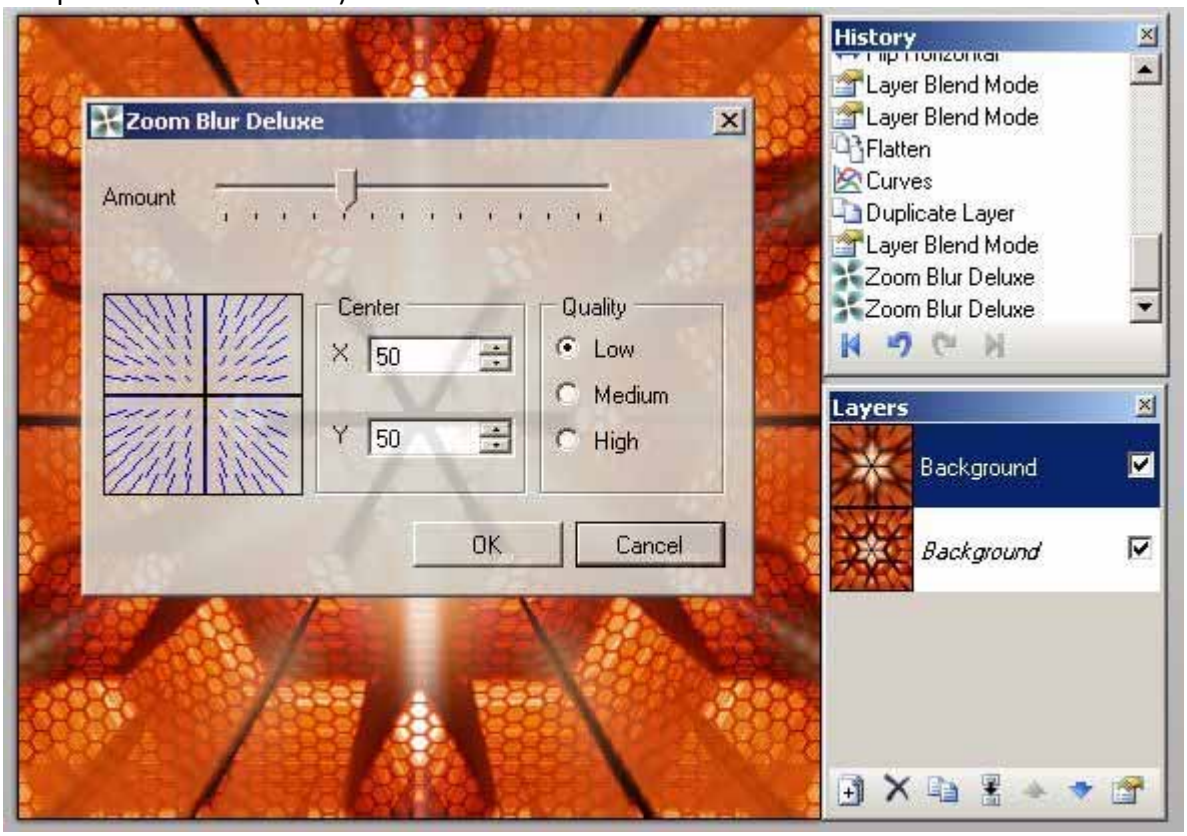
11.
Duplicate the layer.
Set the blend mode to Lighten (test all the mode...)



12.

...Zoom Blud Deluxe: Amount : 4 ? Rest : default values

...Repeat 3-4 times (Ctrl+F)



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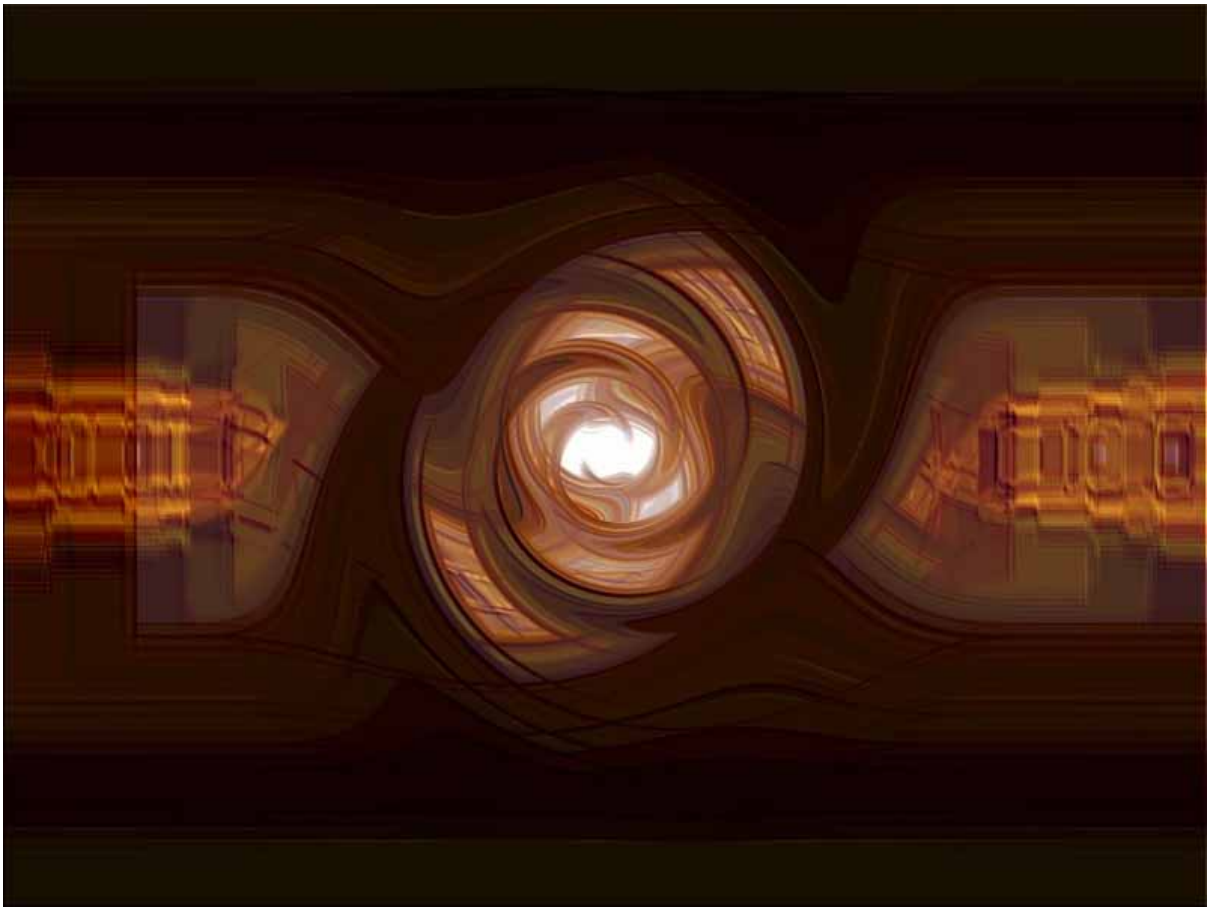
http://paintdotnet.forumer.com/viewtopic.php?f=15&t=4872

Some kind of Hi-tech wallpaper

BY MADJIK

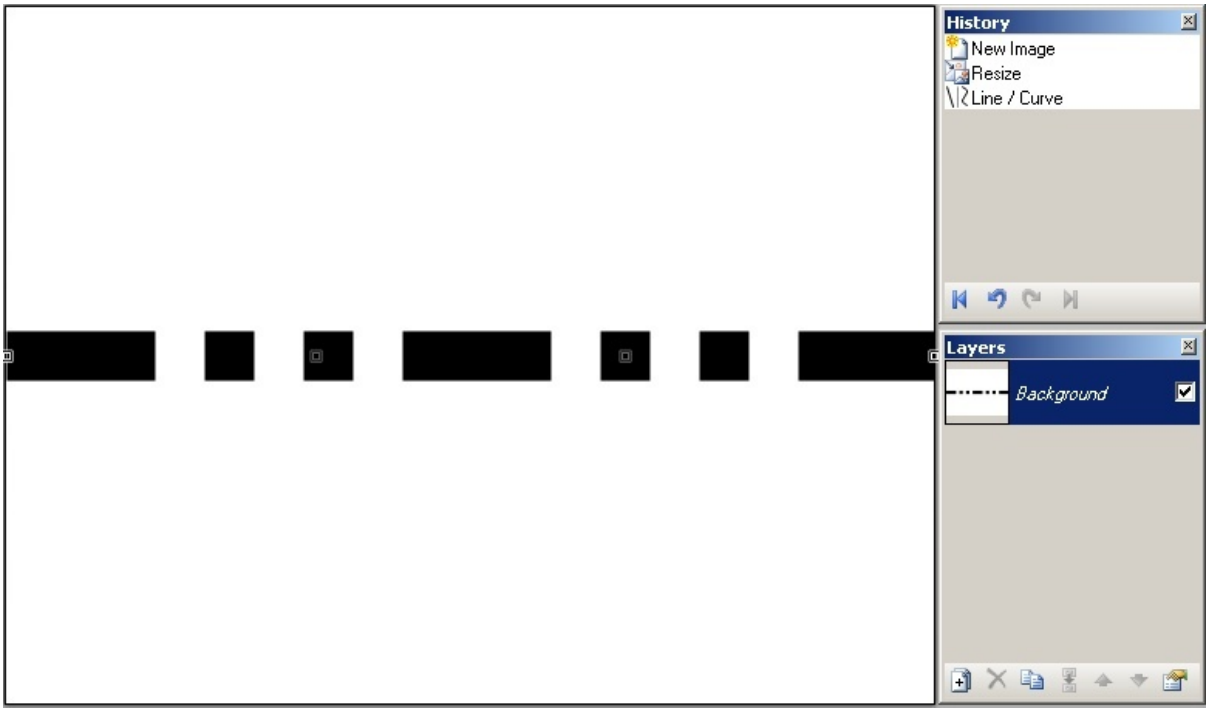
Playing around with several effects, looking for some nice art,
I made this:



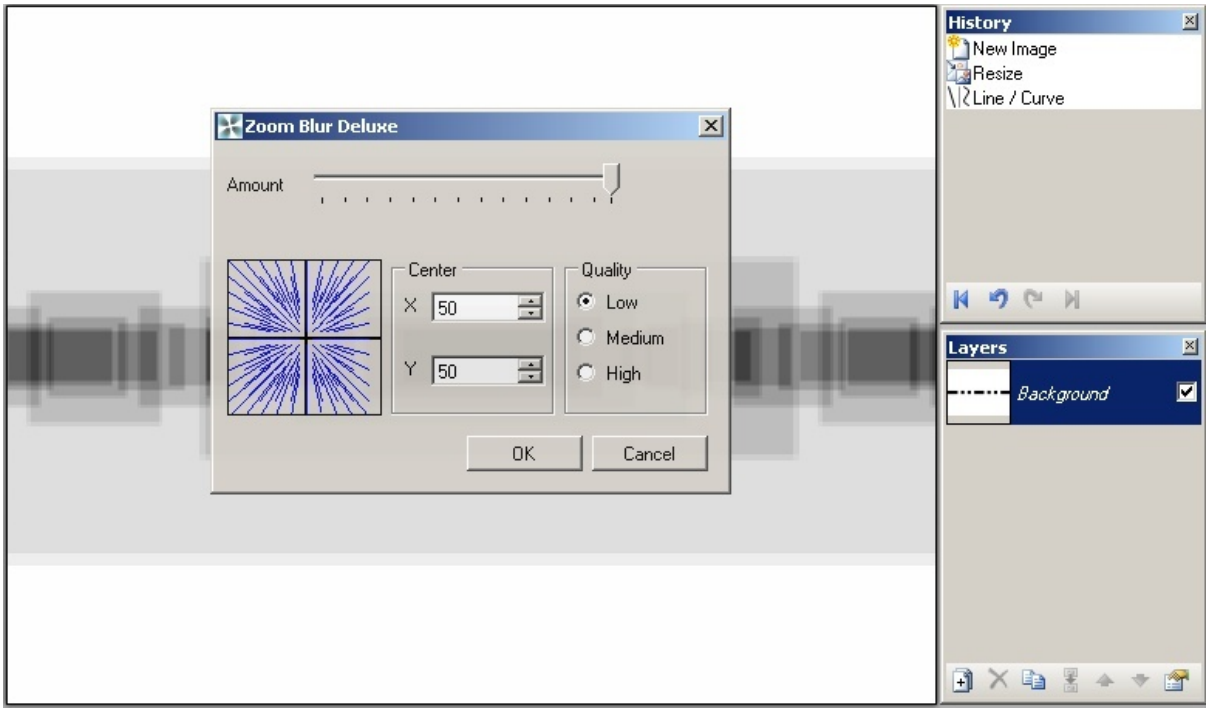
I will try to redo it in this tutorial.

1. Choose your image size (bigger=better, you could reduce it later).
...For the tut, I've choose 600x450.

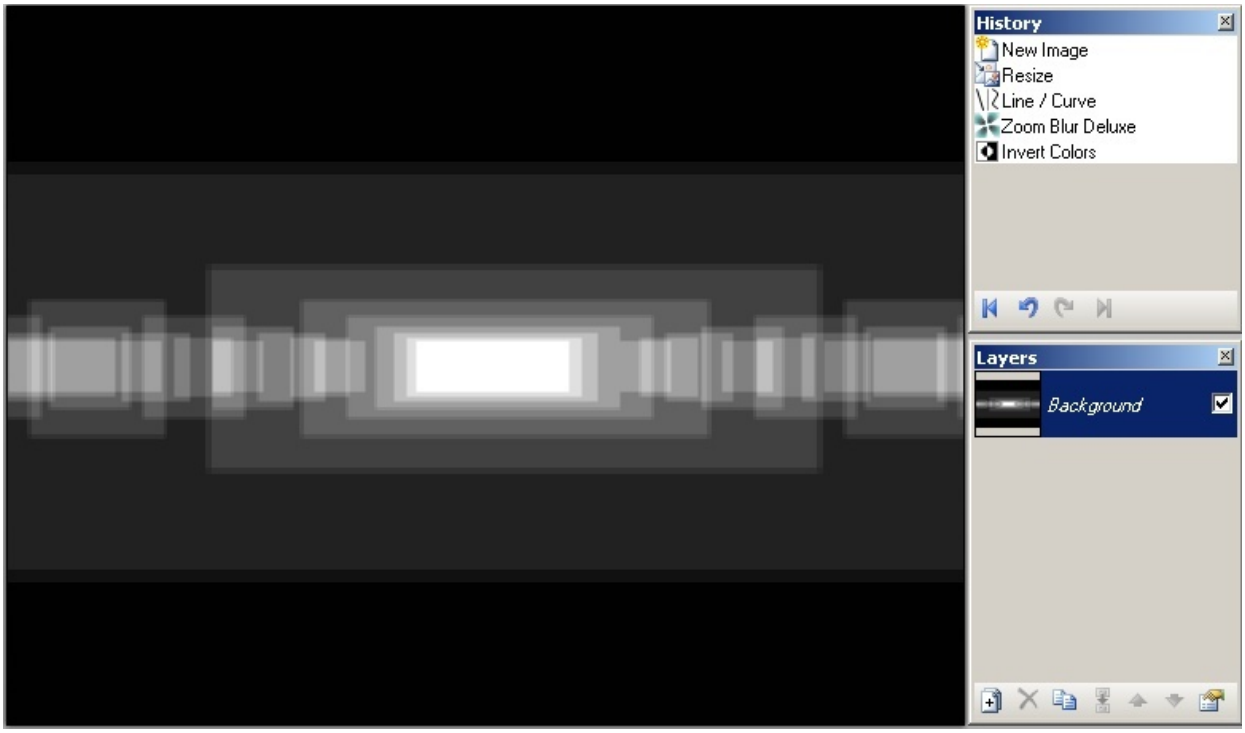
2. Select the Lines/Curves Tool,
...set the brush width to 30-50 (I set it to 32),
...set the style to Dashes, Dash-dot or Dash-dot-dot.
...draw a horizontal line centered:



3. Fast Zoom blur it (:Plugin: Plugin Zoom Blur Deluxe):
http://paintdotnet.12.forumer.com/viewtopic.php?t=3666
...Amount to the max,
...Default for the rest.

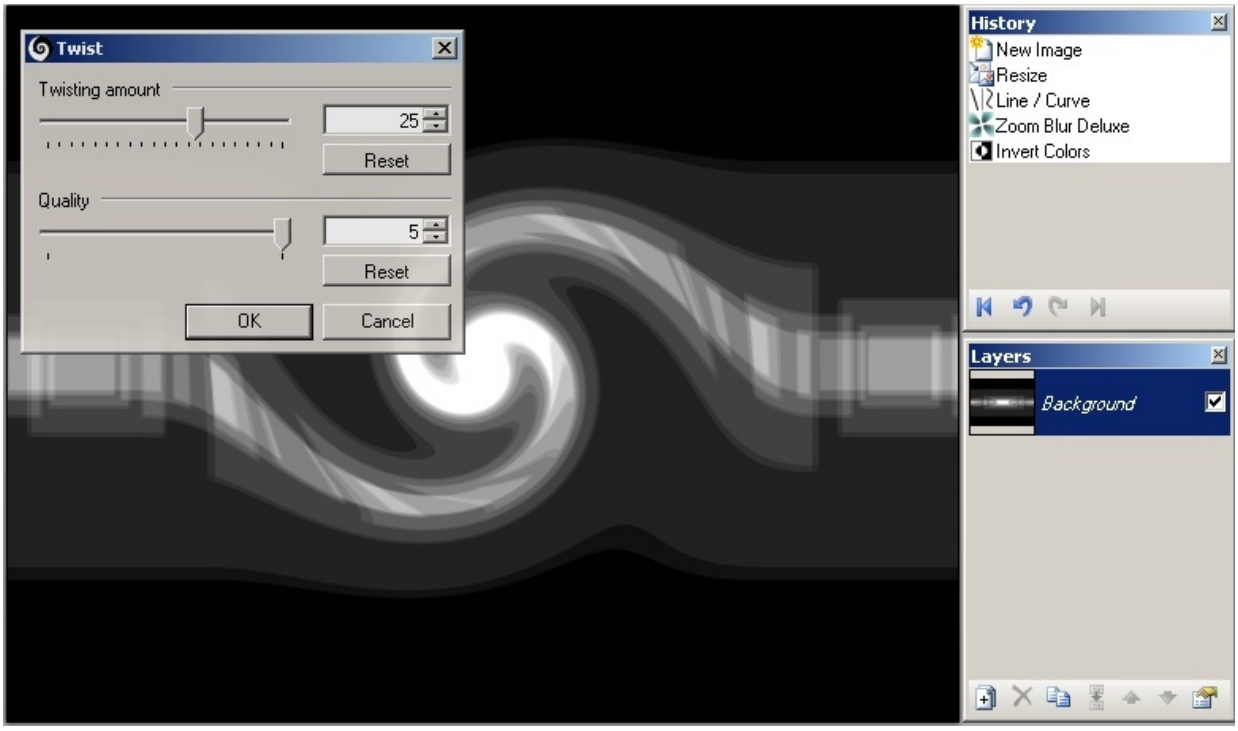


4. Invert the colors (Ctrl+Shift+I).



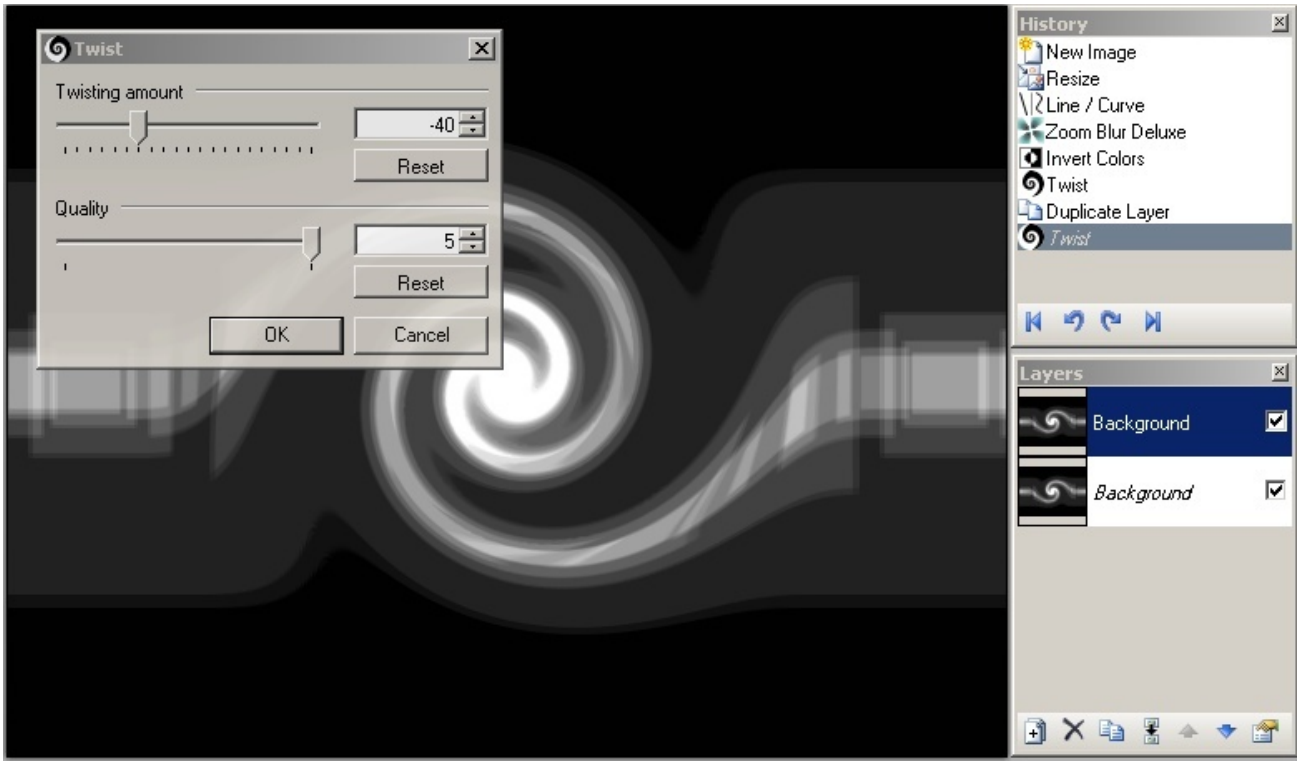
Next steps are partly based on the tutorial Make a â€žWaveâ€œ with Paint.NET
http://paintdotnet.12.forumer.com/viewtopic.php?t=4158

5. Distort the image with the Twist effect:
...Amount + 20-30
...Quality 5

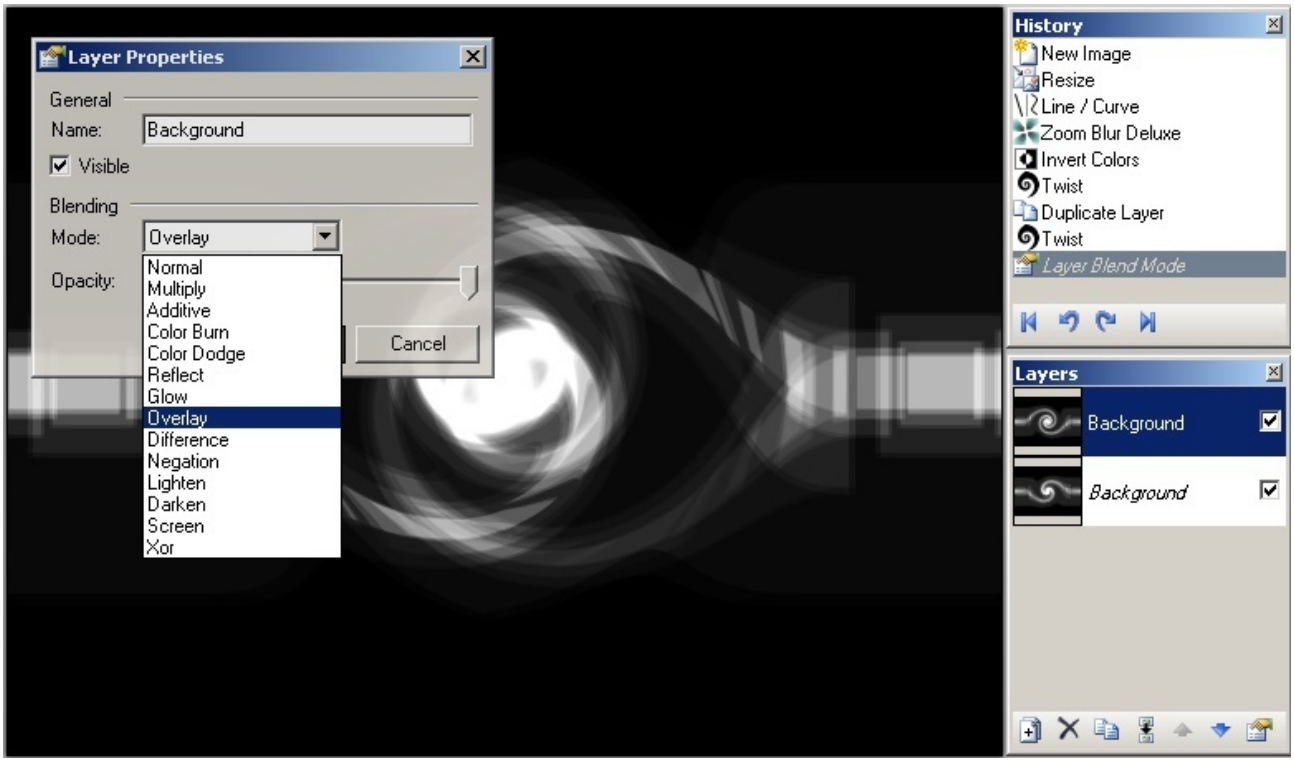


6. Duplicate the layer.

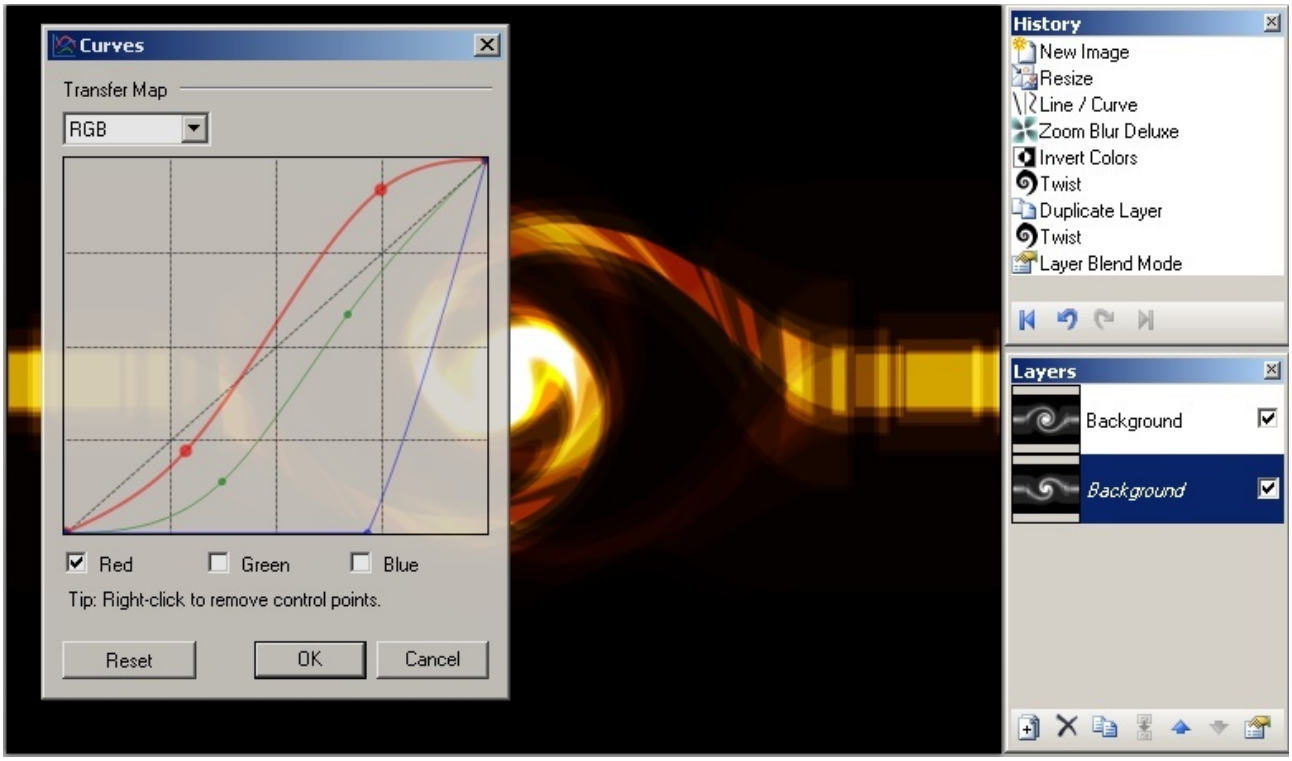
7. Distort the top layer with the Twist effect:
...Amount - 30-60 (max 2x the amount used step 5 in negative value)
...Quality 5



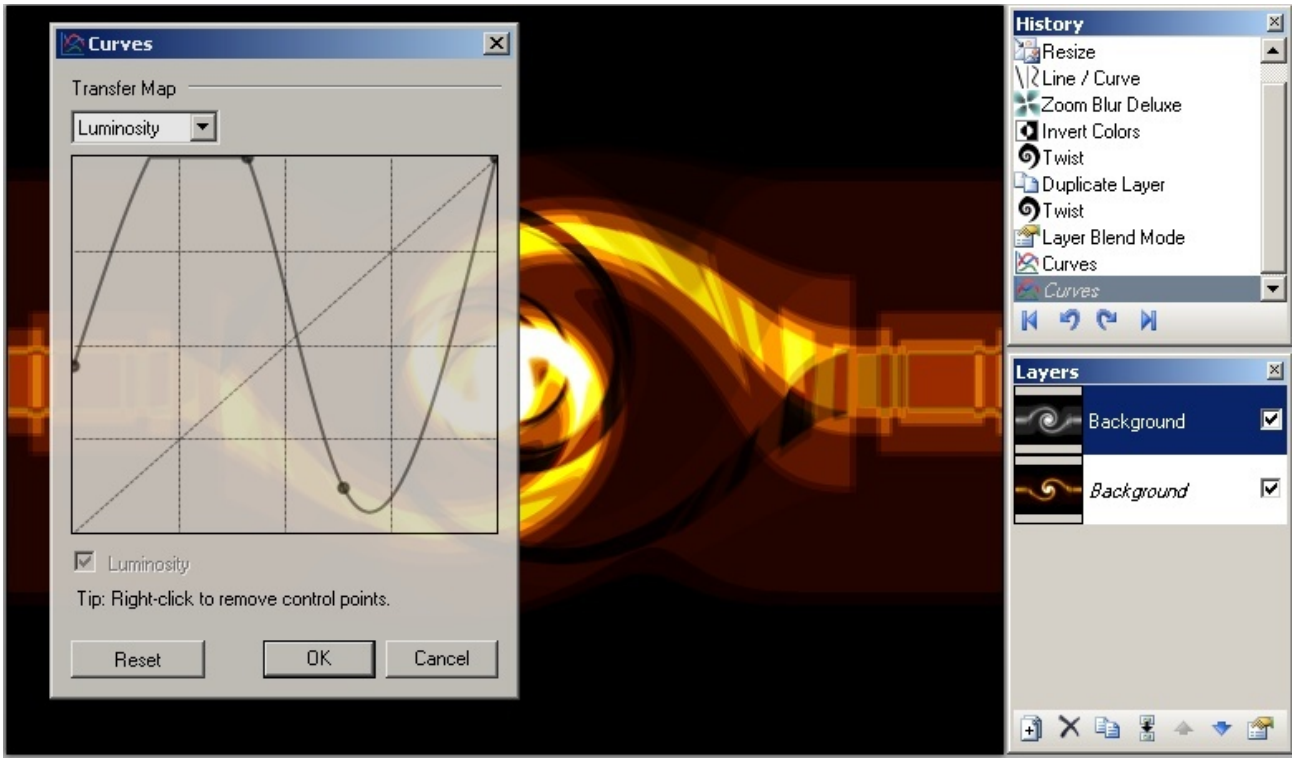
8. Open the Properties of the layer (press F4) and play with the blend mode to find the one you like more.
...I set it to Overlay (Lighten or Darken work well too)



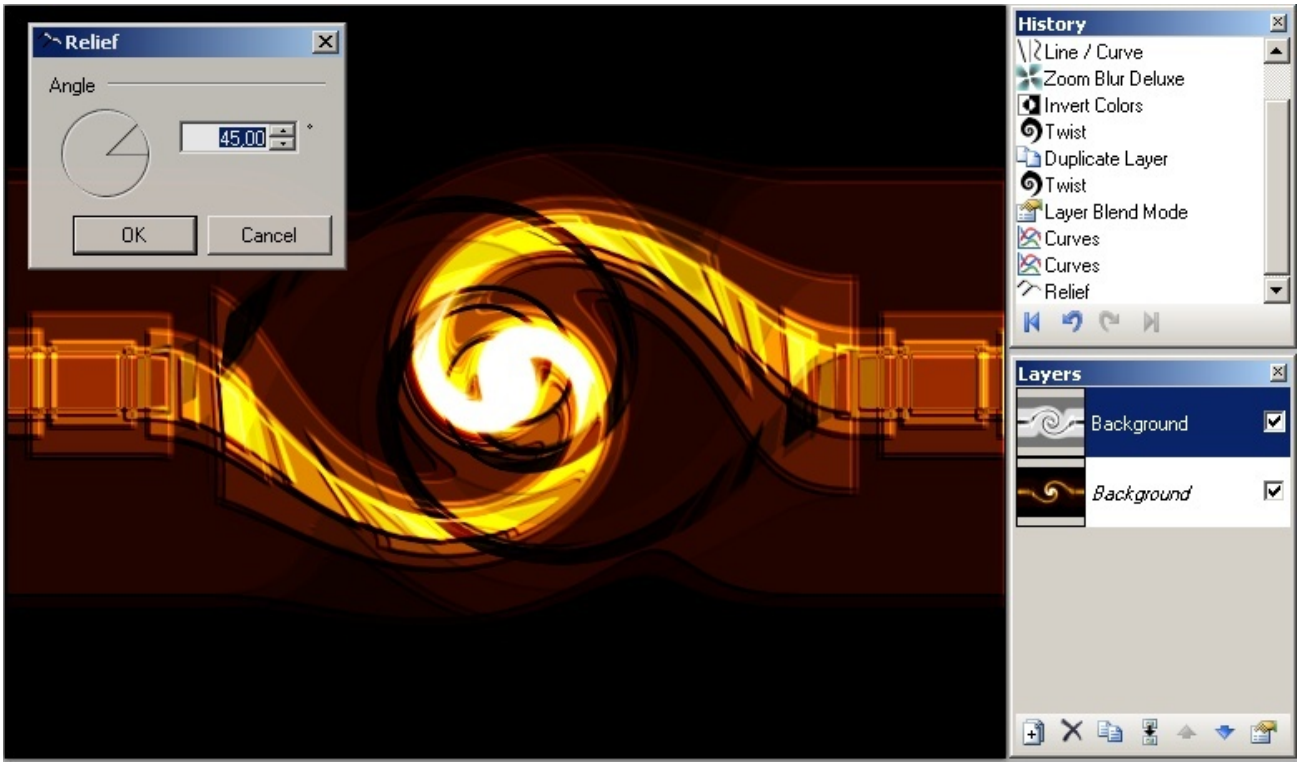
9. Now go to Adjustments/Curves RGB, and make it colored on one or both layers.
...I set these curves on the bottom layer, nothing on the top layer.



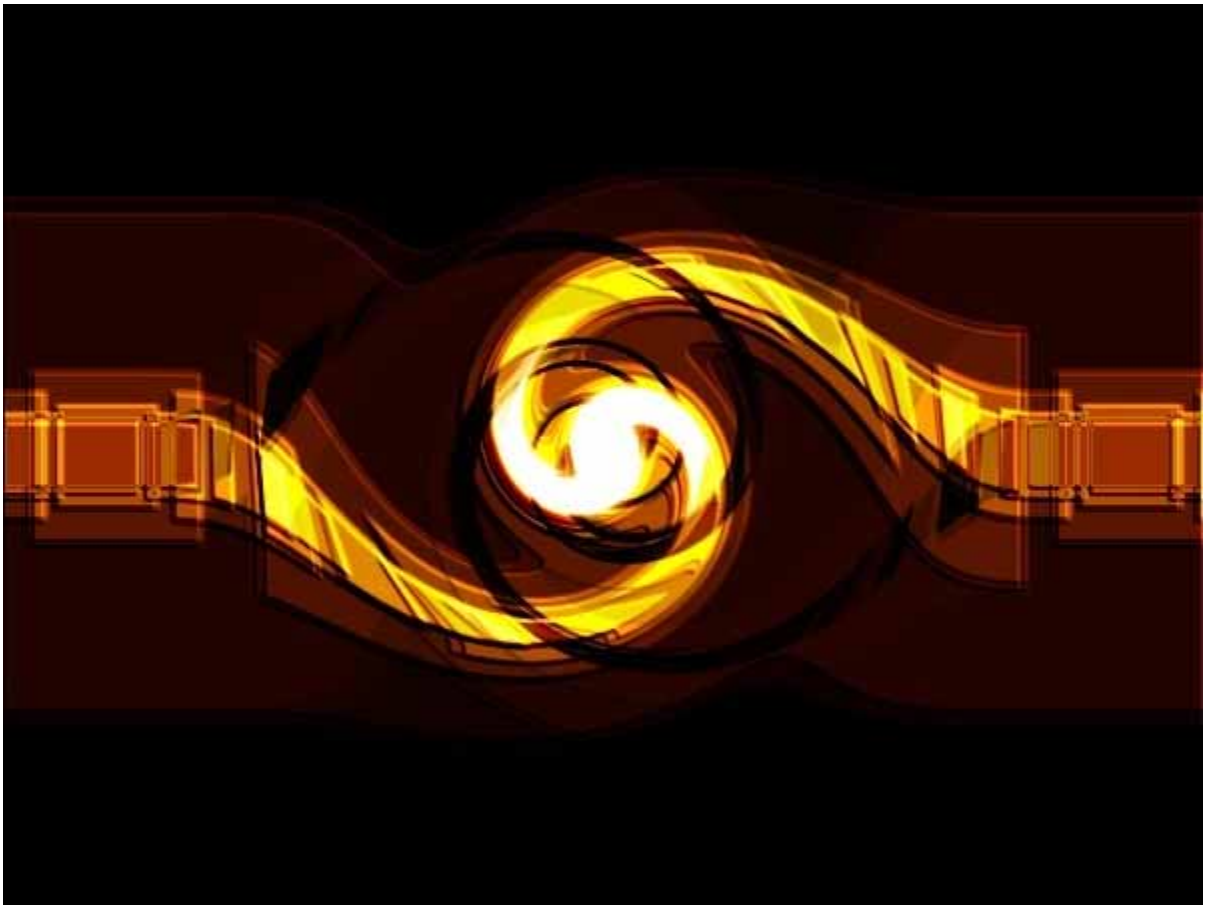
10. Go to Adjustments/Curves Luminosity, and change the curve on one or both layers.
...I set this curve on the top layer, nothing on the bottom layer.



11. On each layer, apply the Relief Effect with angle 45Â°.



12. Save the PDN file for later modification. Flatten the image and save as a flat format (PNG or JPG) for use.



Final result isn't so far than the model. Need more light somehow!
The size of the image and the brush width are important, the fast zoom blur will give different result depending on these factors...

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http://paintdotnet.forumer.com/viewtopic.php?f=15&t=4557

The Un-Photoshop style sig tut

BY LIAM DESIC (LJXD)

How completely lame of me to do a sig tut on my sig, but dignity aside here's the way I do my type of sigs.
These are some that i've released in this style.

Basically what I aim for when I design these is, gloss, colour and shape. For my latest one I focused on red orange yellow, green and black. In my sigs I never use stocks or brushes.
This is what you'll end up with, depending on what design you draw

These are the plugins you'll need
[url=http://paintdotnet.forumer.com/viewtopic.php?f=16&t=22881&st=0&sk=t&sd=a&hilit=Drop+shadow]
Drop shadow, Average blur..[/url] , Align Object

Okay so lets start

Part 1: Intro

1.Open a new canvas with a size of 1000x300 (I like my canvas's twice the size then resize later)

2. Now ctrl-a and hit delete.

3. Draw a straight line from top to bottom anywhere on the canvas, then run align object to centre the line. This will be the middle of our design.

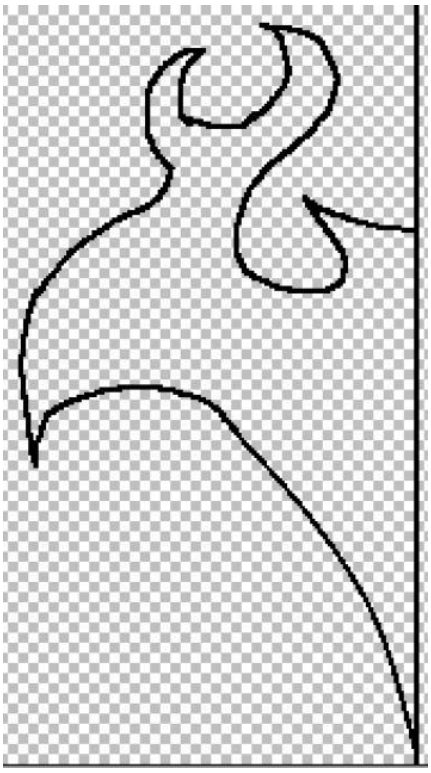
4.Now select the paint brush button, and change the setting to aliased. (If you'd prefer drawing the shape with the line/curve tool then by all means)

5.Add a new layer

Part 2: The Shape and Design

6.Now this the most crucial part, the shape design. We only want to draw one half and we'll flip it later, first we want to make our centre piece, in earlier pieces i made an orb but in my latest one i made a greeny shield thing.
The centre Piece is also what will be the avatar, to make a nice matching piece.

7.Keep erasing and painting until you've finished the basic out line. zoom into about 200-300% too see the lines easier. Remember were only drawing one half. This is what I get

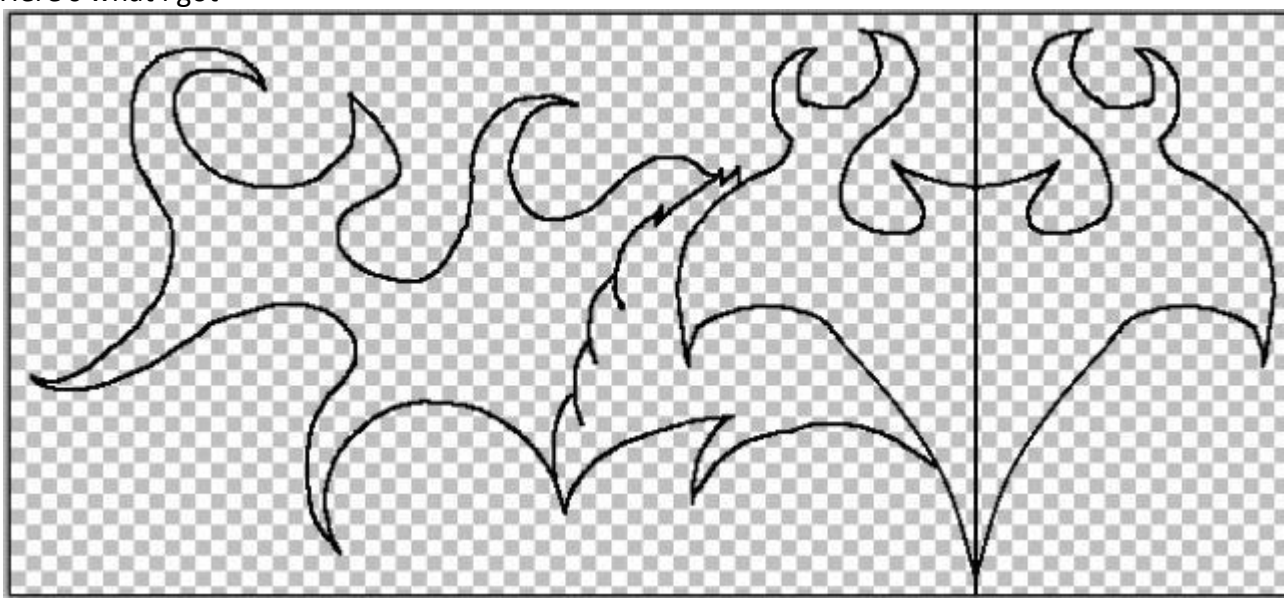


8. Okay now we duplicate the layer and flip it horizontally, if the design looks bad in full, you should delete that layer and make adjustments until you fine the centre piece looking good. Once you like it merge the centre piece layers.

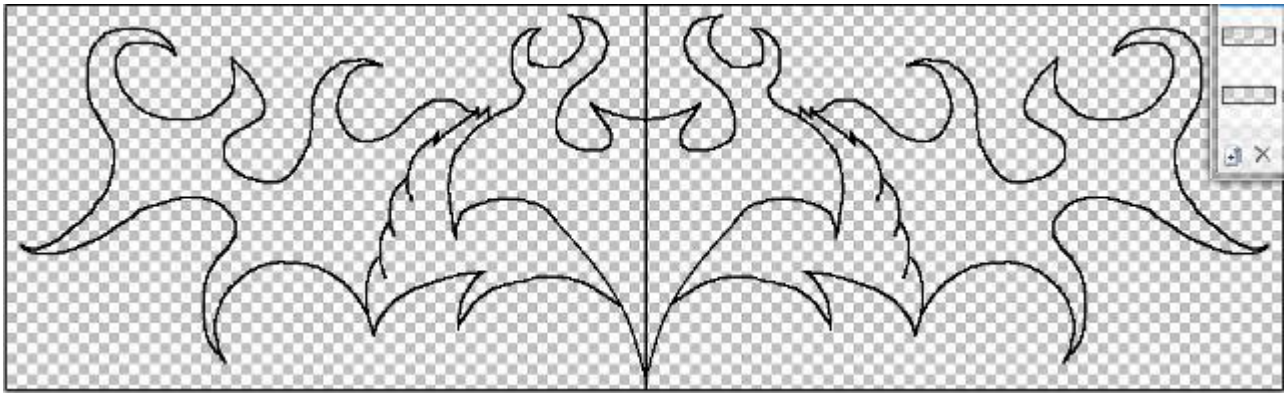
9. Add new layer

10. Now we want the Outside design, we need to decide whether its going to be attached to the centre piece or look as though its coming from underneath, because of the intricacy of my centre piece i'm going to have the centre piece coming from underneath.

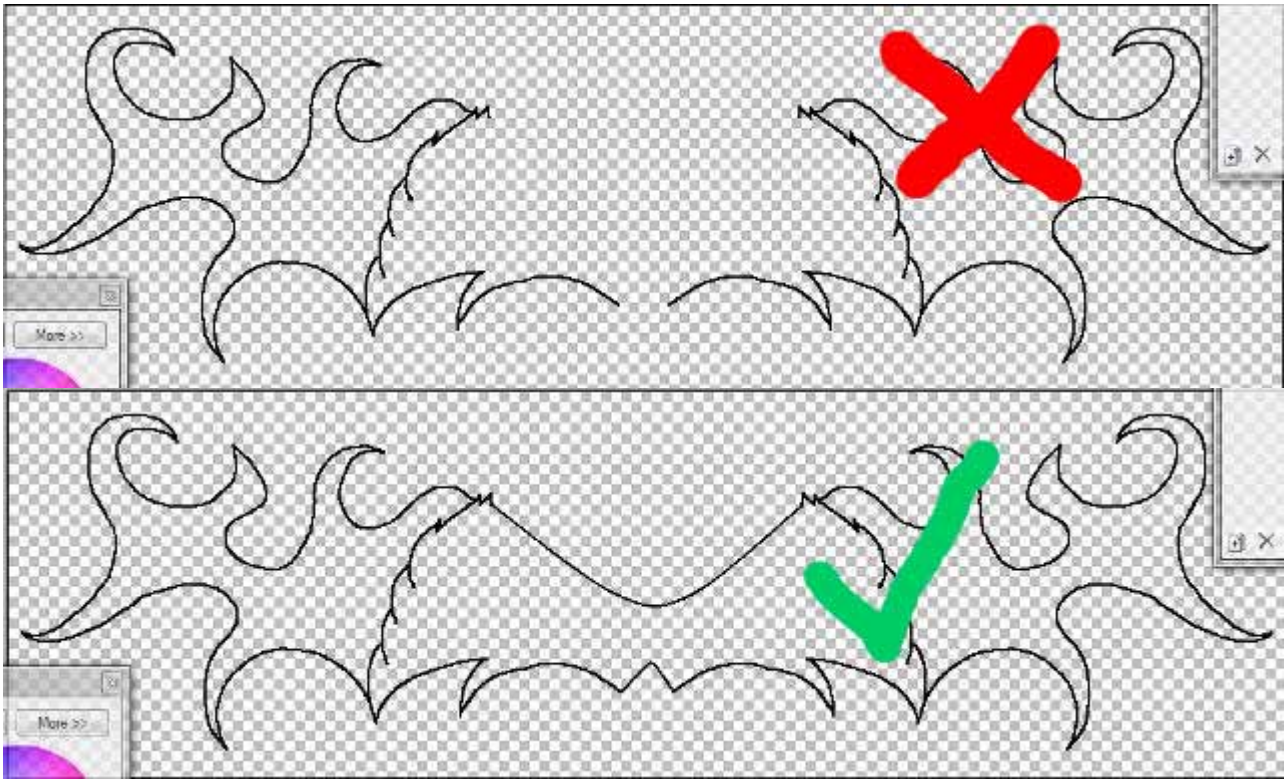
11. Okay so get your paintbrushes out and start designing again, remember only one half. Here's what i got



12.Now duplicate that layer and flip it, that's the whole shape of your sig, if your not happy then make changes. Merge the two layers, and make sure they're all closed up. This is how mine turned out.



NOTE: Make Sure that all your outside design lines are connected, uncheck the view icon next to the Centre Piece Layer to have a look. It doesn't really matter how they're connected as you wont be able to see it.



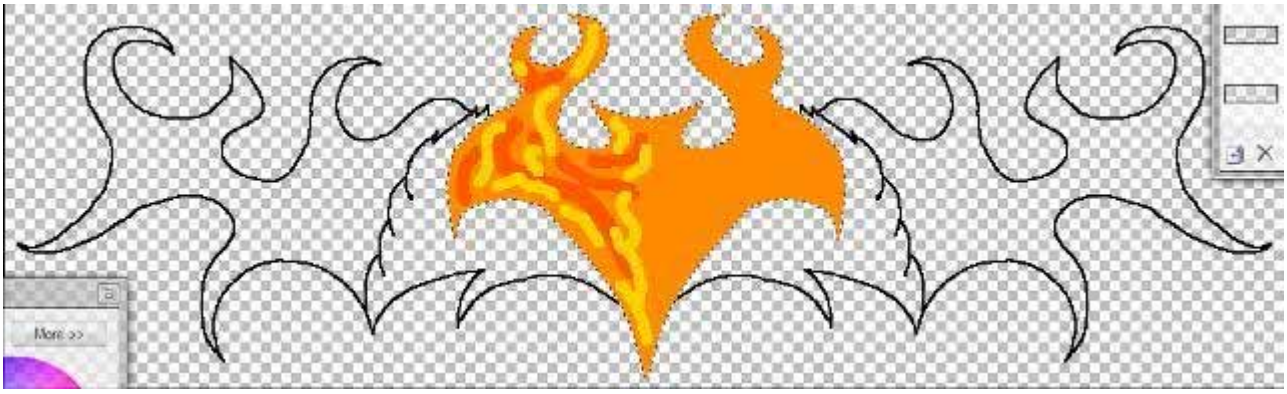
Part 3: Colours

13. Now its time for a bit of colour, we need one colour for the centre piece and one for the outside. I Like contrasting colours to catch the eye. Now choose your colour for the centre piece, i chose orange.

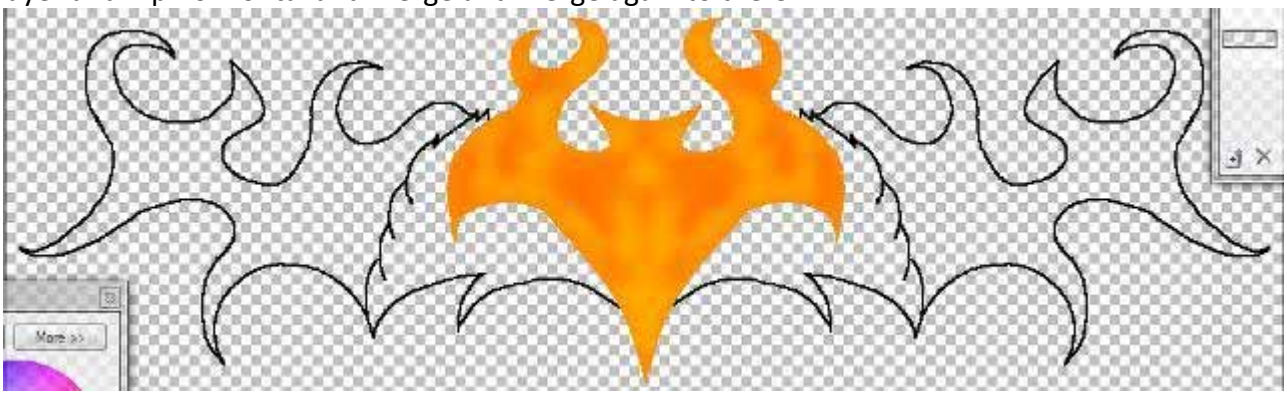
14. Grab the magic wand tool and select the outside of the CP (centre piece). Then ctrl-I and add a new layer Then paintbucket your colour. If it covers the whole canvas ctrl-z and try and find where you didn't link up.

15.Dont deselect, and add a new layer, get your paintbrush and and make the colour a bit darker, then draw some lines all along the same "flow".

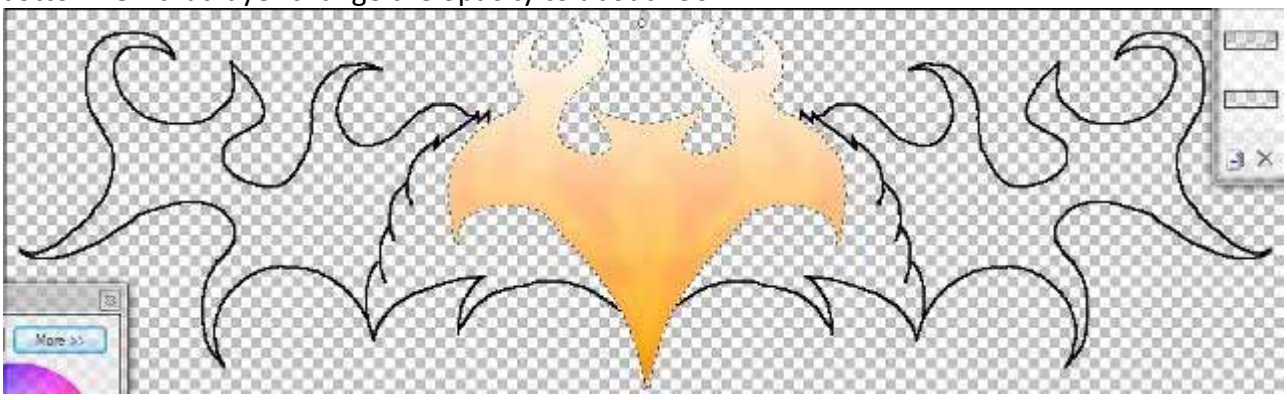
16. Get a smaller brush and changer your colour to something lighter than the original colour and draw some more flow lines. This is what I got, I put a bit too much flow lines i think.



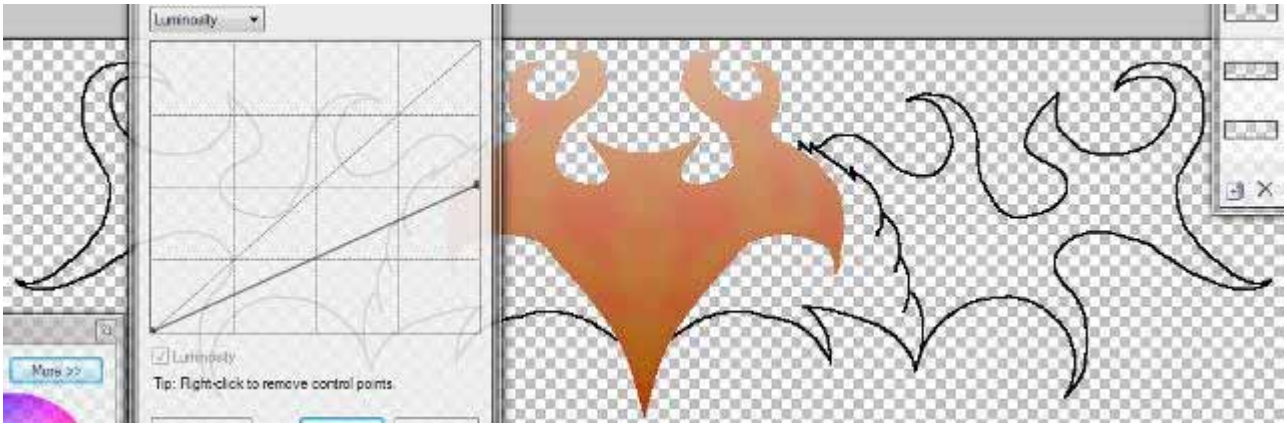
17. Now Gaussian Blur at around 15 and change the layer opacity to about 200, duplicated layer and flip horizontal and merge and merge again to the CP.



18. Magic wand the outside and invert again, and add a new layer. Make your primary colour white and secondary fully transparent and make a linear gradient from the top to the bottom. On that layer change the opacity to about 150



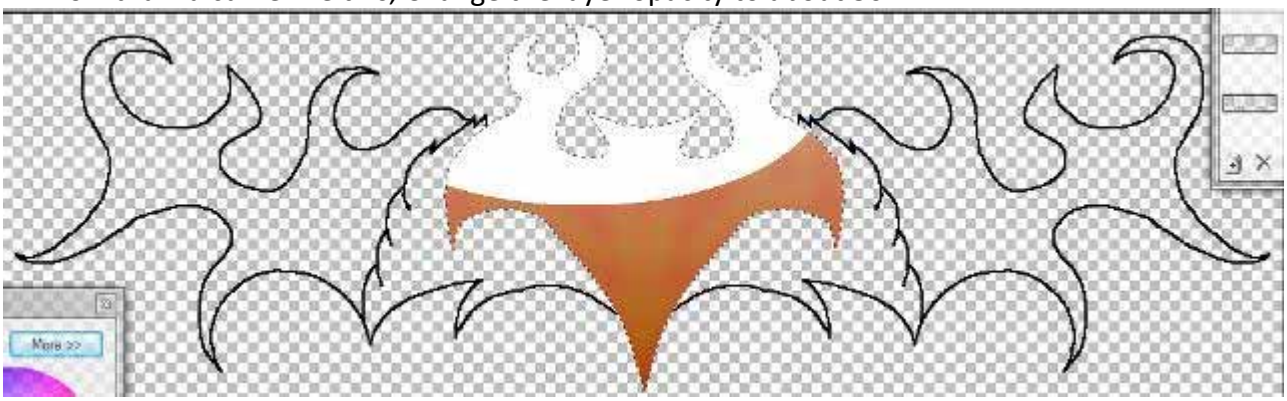
19.Open curves and change the line to about this. (Dont worry, we'll get our original colour back later)



20. Do that selection thing again with the magic wand and invert

21. Add a new layer and grab the circle/elpise tool. And change the Mode from outline to fill.

22. Now draw a curve like this, Change the layer opacity to about 30

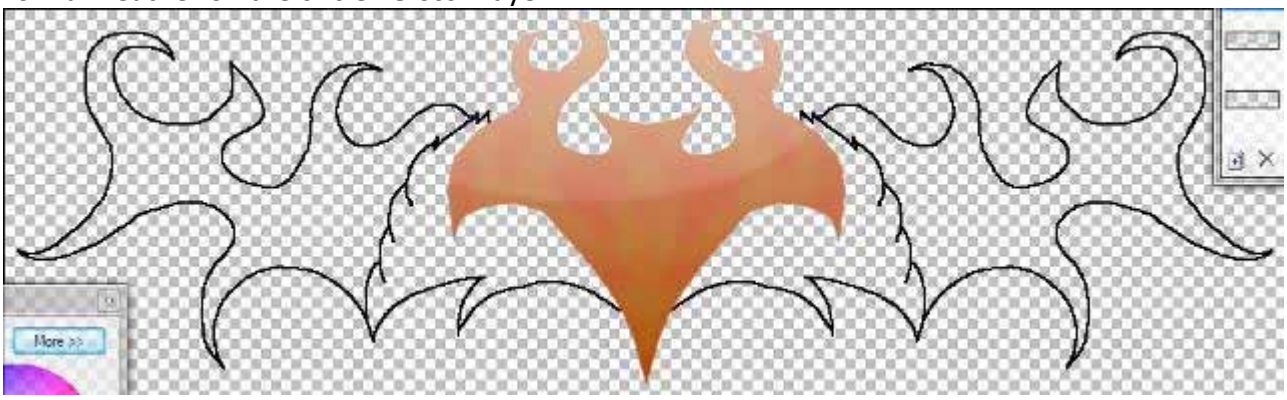


23. Delete the original CP outline layer

24. Run feather on default except tick the true feather box.

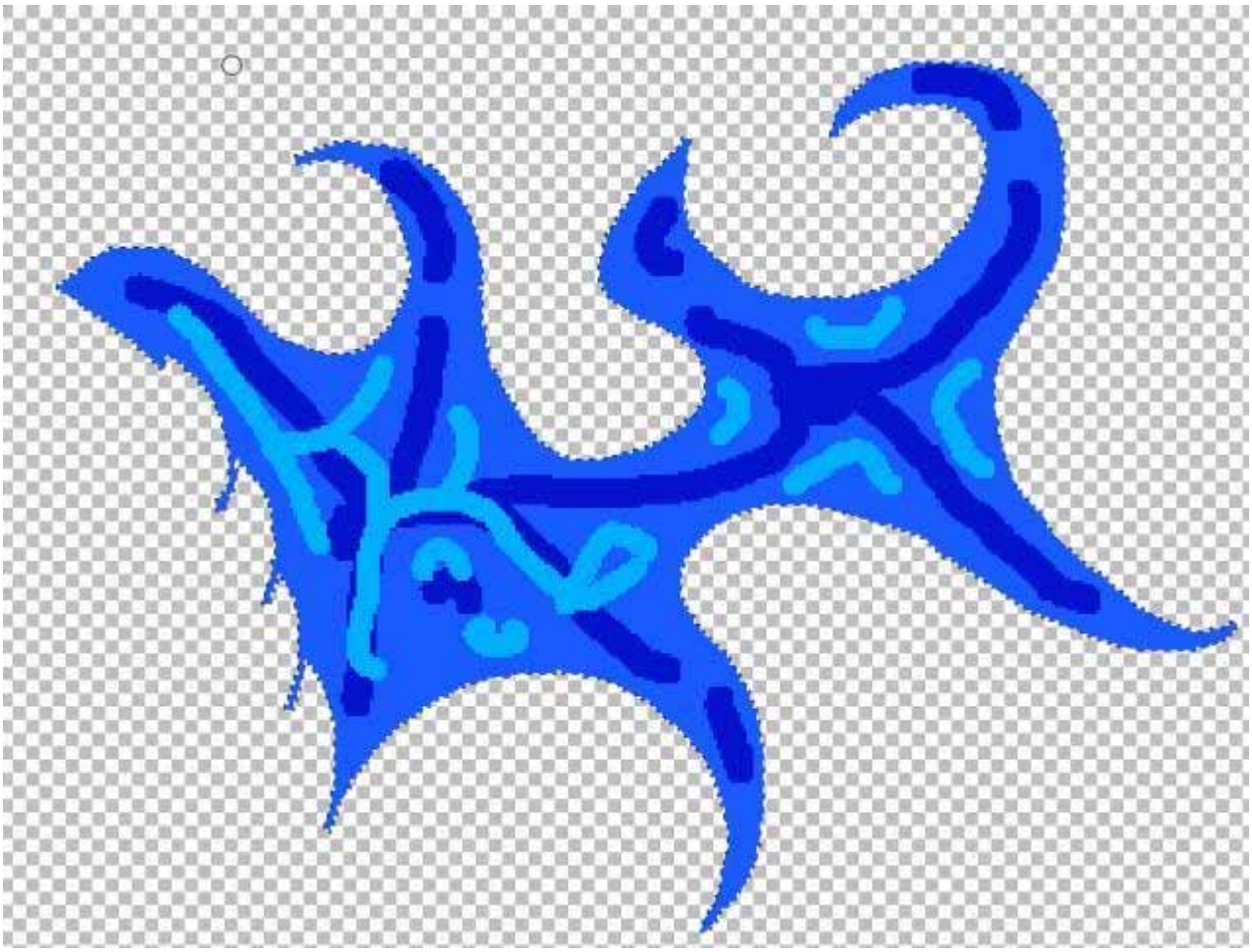
25. Run average blur on the transparent gradient on default settings

26. Run feather on the circle "Gloss" Layer



27. Run Glow on the base CP layer with everything on 10

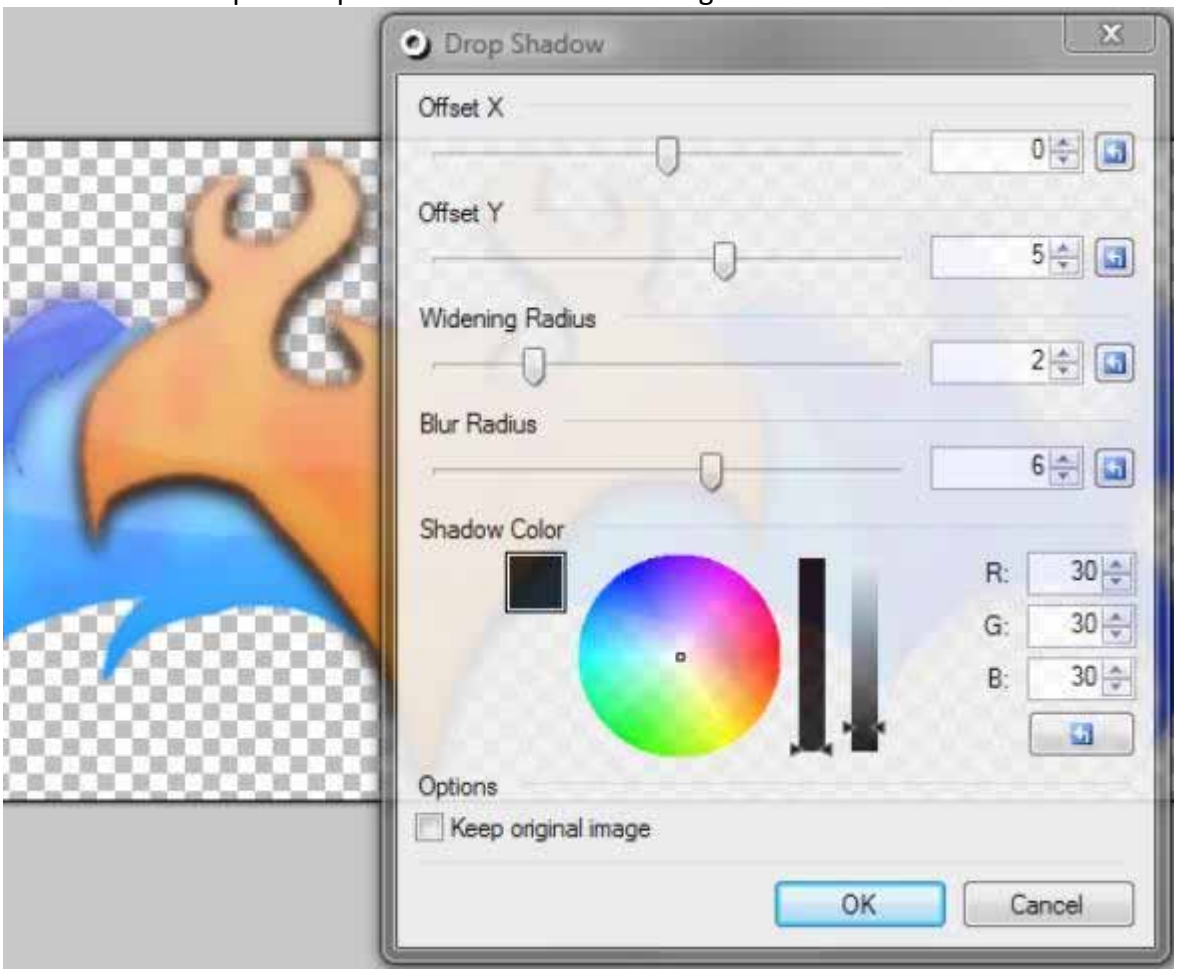
OUTSIDE DESIGN: Unless you want me to write a book on this tut, i'm going to have to let you do the out side design by yourself. Just repeat steps 13-27 (to a certain extent), and you'll be right. If you have any trouble just post your problem . Here are some screens of my progress dong the outside colour.



Part 4: Extras

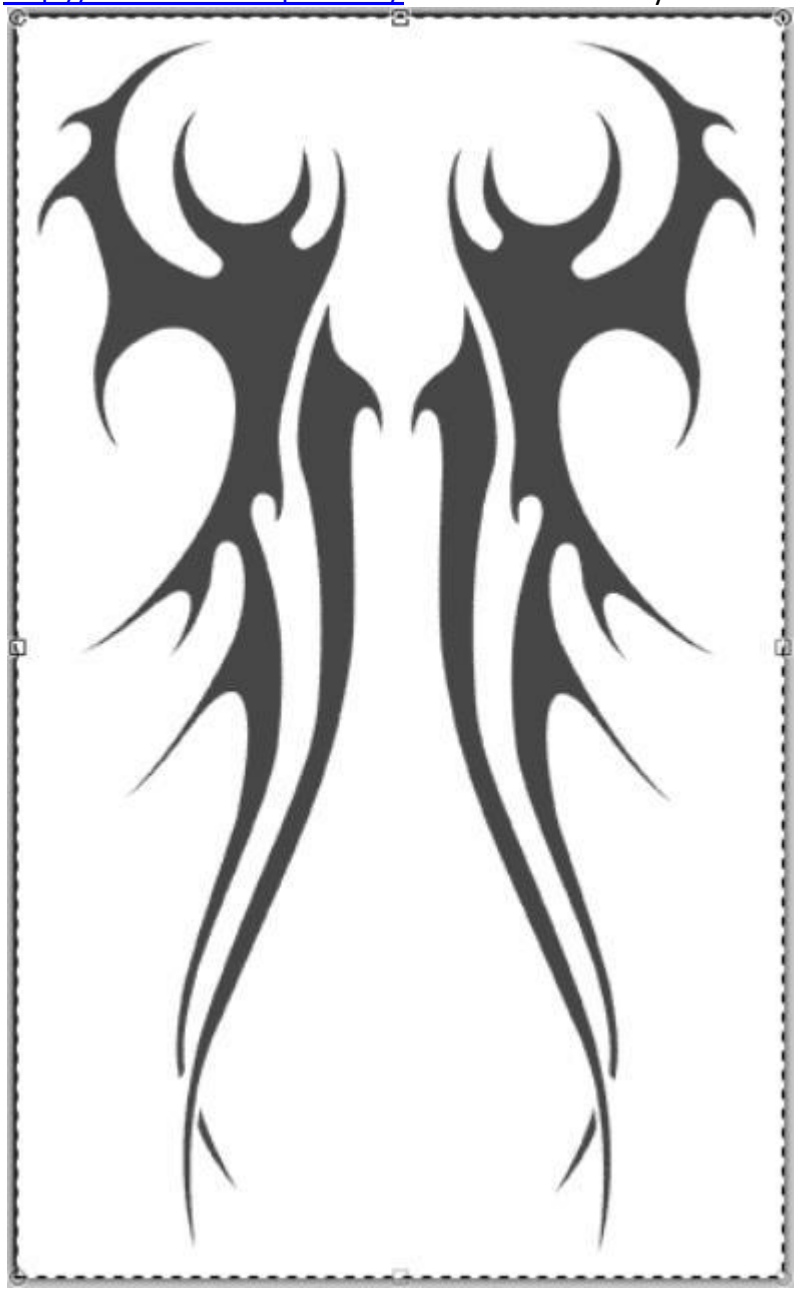
30. OK now, that ^^^ is what i have. But There's some thing missing. Earlier on i mentioned whether or not you want the outside to be attached to the CP. IF you wanted it attached then skip the next step

31. To give it a De-tached feeling we'll need to duplicated the main cp layer, select the one underneath and open Drop Shadow. I ran these settings

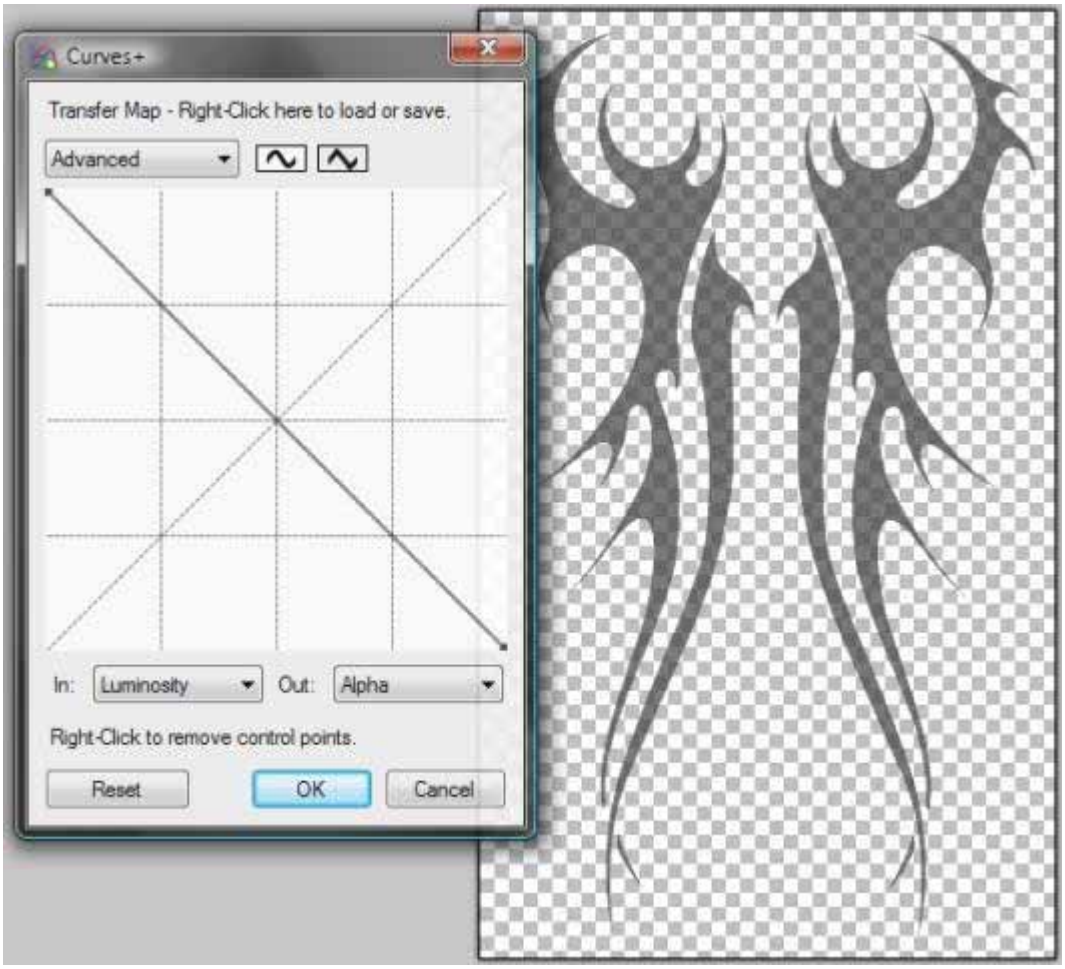


NOTE: The Keep original image box is unchecked

32. Want to add some text or a symbol? I found some great symbols here http://www.tribalshapes.com/ I chose this tribal symbol



33. I cut it out using Curves+ like this



34. Paste the symbol onto a new layer that is under the CP gloss layer, then do step 31 to the symbol

No Drop Shadow

Drop Shadow

35. You can also do step 35 to your outside design aswell
No Drop Shadow

Drop Shadow

36. Flatten the image, and resize it to 50%. And make sure you save it as a .png

YAY We're done, I hope that wasn't too confusing and It helped you out.

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http://paintdotnet.forumer.com/viewtopic.php?f=15&t=26064

Playing Cards & Chips

BY CJMCGUINNESS

Poker Set tutorial (Cards & Chips)

This tutorial is posted in response to many requests as to how I made the 'bent' cards and poker chips in this piece,

which I also use in my sig.

You will need at least Paint.NET version v3.20

You will also require the following plugins.

Align Object
Shape 3D

Part 1 - Ace Playing Card:

This part deals with the making of the playing cards I used. I decided on Aces as they were reasonably easy; you could, of course, make other cards - I'll leave it up to you, the user, to take these steps and modify them for your own purposes. I decided to make everything from scratch, but you could easlily do a GIS for some cards.

The steps demonstrated here are not anything new, or exciting, and I'm sure most PDN users could easily create a playing card image, however, for the PDN noob's, here's the steps

Start with a 500x700 canvas - filled white. Set your secondary colour with an alpha value of 0 (zero) so it is completely transparent.

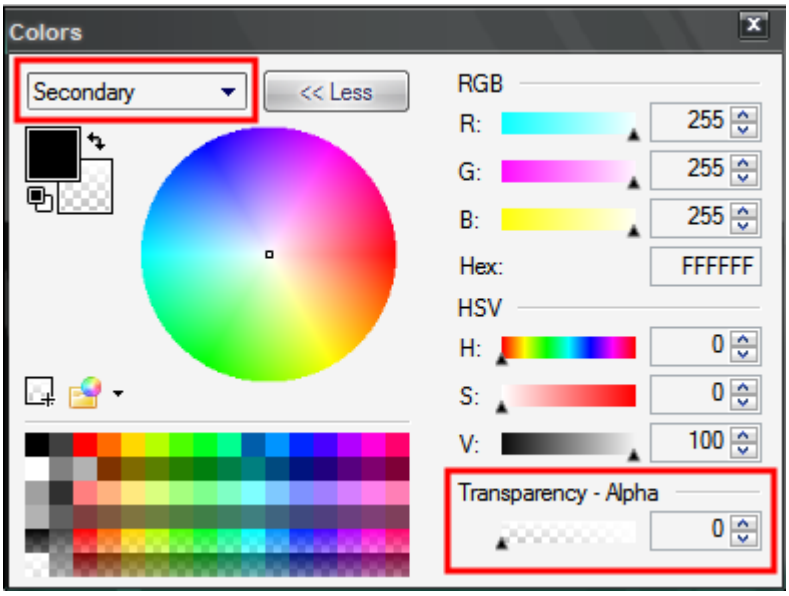
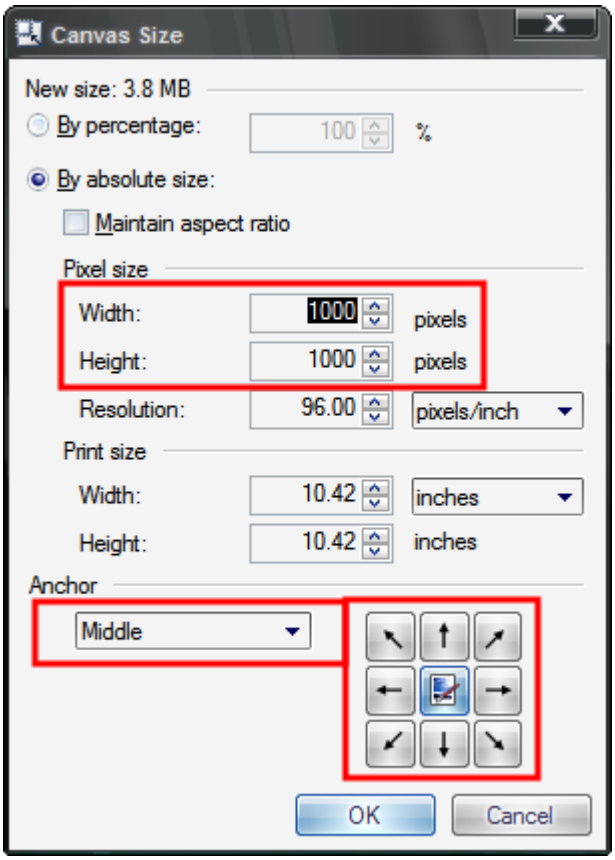


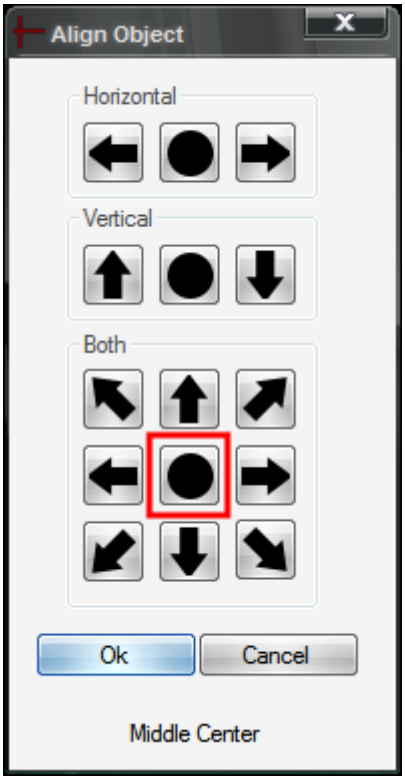
Image > Canvas Size (CTRL+SHIFT+R) and change the canvas to 1000 x 1000. You should now have a white rectangle with a transparent border.



Effects > Noise > Median: Radius 30 - Percentile 50. This will give your rectangle rounded corners.

Create a new layer - call it 'Centre'. On the Centre layer use the Rectangle Select tool and (anywhere on the canvas) drag a rectangle that is 350x500 - use the paint bucket to fill this black (this is for the black cards, you should fill this red for the red cards).

Effects > Align Object - Centre
This will perfectly centre your black rectangle.

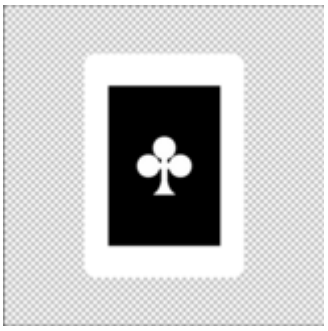


Now, I made my own card symbols from scratch - each is 200x200.
You can feel free to use these, or create your own (this tutorial would be huge if I gave instructions for how to create each one individually).

You will need both Red/Black and White versions of each symbol.
A quick way to turn a black symbol white, is to use Adjustments, Invert Colours. With the red ones, go Adjustments > Black & White, Adjustments > Curves > Luminosity (drag the the top right point over to the top left, setting 1, 255).

Create a new layer and call it 'Symbols'. Copy your pre-created white card symbol and paste it into this new layer. Again, use the Align-object plugin to centre this.

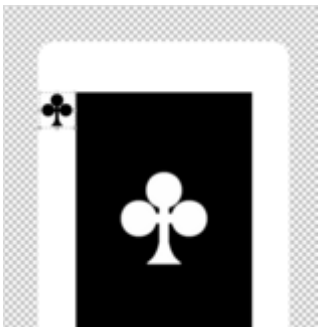
[*Edit: It has been pointed out that a simpler method would be to use existing text characters. You can always find text examples of these symbols - Times New Roman font has some nice ones. A way to insert these is to run Charmap (click Start > Run > and type Charmap). Select Times New Roman font from the drop-down and click on the symbol you want, press select then press copy. Use the Text tool in PdN and press CTRL+V to paste the symbol in. You can adjust the font size to suit.*]



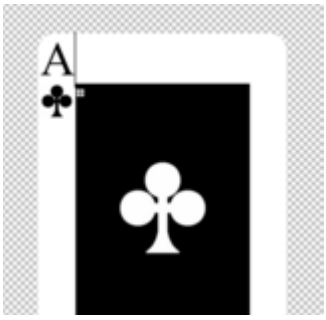
Do a resize of your card symbol (red/black) and make it 72x72 pixels.

Copy this black (or red, depending on what card you're working on) version of the card symbol and paste it into the a new layer (press CTRL+SHIFT+V when pasting).

Position this symbol in the top left of the card so that the top of the symbol is level with the top of your black (or red) rectangle).

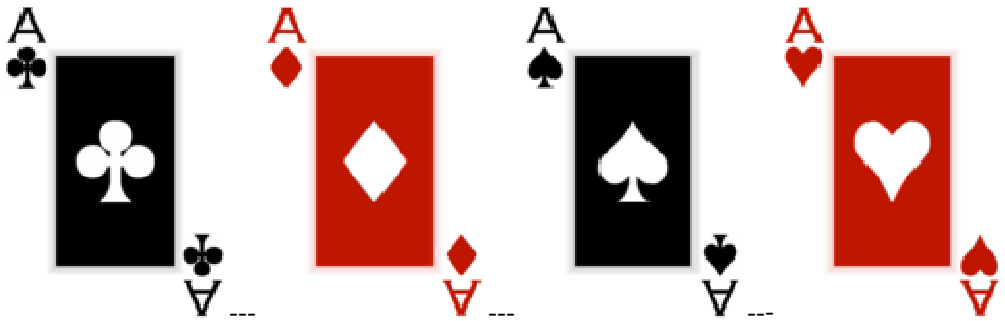


On the same layer, use the 'Text' tool and select font 'Times New Roman' and set size to 72. Type a capital 'A' and position it above the symbol.



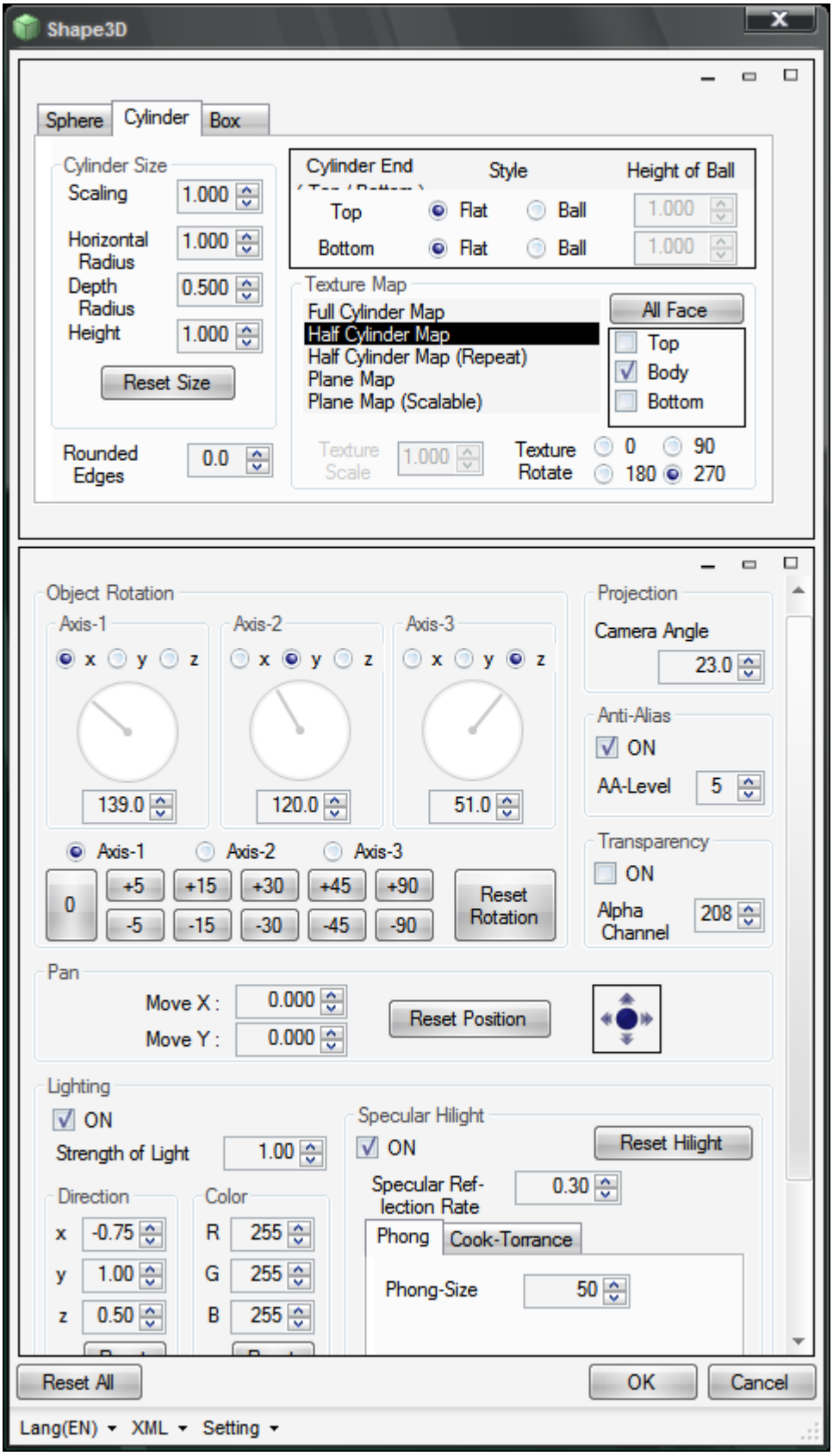
Press CTRL+SHIFT+D to duplicate this layer. Then, on the new duplicate layer, go Layers > Flip Horizontal followed by Layers > Flip Vertical. This will essentially rotate the layer 180 degrees and place the symbols in the bottom left corner.

Flatten the image and you now have a finished playing card. You can repeat these steps for the other 3 Aces.
I encourage you to create your own cards, and deviate from these steps to create your own designs. However, feel free to click on each of the cards below to download the originals, if you'd rather use these.



Now that you have created your required cards it's time to invoke the all powerful Shape 3D plugin and make the cards bend.

Here is a visual of the Shape 3D settings you require:



Attached here is the Shape 3D .xml file with all the settings saved. Simply download this file, extract it to the Paint.NET user files folder and, through the Shape 3D plugin, click on the XML option at the bottom and load this file.

Editor note: The file is attached to this document.

Once you run the Shape 3D plugin with these settings you should have this.

This is the end of part 1.

- - - - - - - - - -

Part 2 - Poker Chip

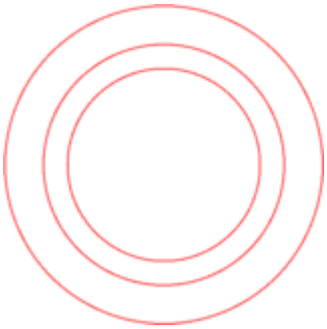
You will also require the following additional plugins for this part of the tutorial.

Polygon/Stars
Light Rays (part of Madjik's plugins for v3.20)
Drop Shadow

Start with a 500x500 canvas.

Create a new layer and call it 'Guide'.

Effects > Render > Polygon/Stars: Size 99, Vertices 100. This will render a circle at the outer edge of the canvas.
Effects > Render > Polygon/Stars: Size 75, Vertices 100. This will render second circle inside the first.
Effects > Render > Polygon/Stars: Size 60, Vertices 100. This will render a third circle inside the second.



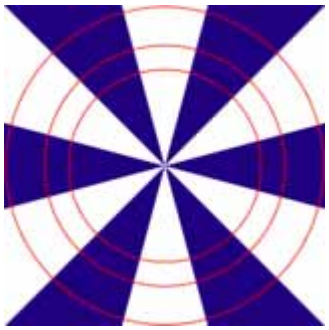
These three circles are going to act as a guide as to where you can position elements of your Poker

Chip.
The area outside the first circle will disappear later, so should not be used.
The area between the first and second circles will form the outer edge of the chip.
The area between the second and third circles will be the outer rim on the upper face.
The area inside the third circle will form the centre of your poker chip, where the main design elements will go.

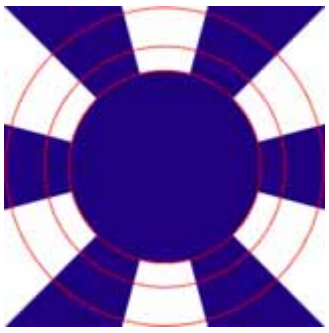
You are obviously free to come up with your own design for the poker chip, but this tutorial will continue to explain how I made my version.

Go back to the 'background' layer and, on the colour palette, select your primary and secondary colours (the two colours of your chip) - I made various colours for different denominations each with the secondary colour set to white.

Once you've picked your colours, Effects > Render > Light Rays: Set the number of rays as 12 - the rest of the settings can be left.



Create a new layer (this should be created in the middle, above the background and below the guide), call it 'Centre'
Click on the 'Guide' layer and, using the Magic Wand tool, select the inner circle. Now, switch back to the 'Centre' layer and fill this with the primary colour. Press CTRL+D to deselect and Effects > Blurs > Radial Blur, at the default settings - this will soften the edges.



Now, my original design uses the four Aces that I created previously for the bent cards. I simply resized each of these to about 70 x 95 and pasted them into a new layer, arranging them in a fanned layout, within the centre of the chip. You can, of course, put whatever design you require - but make sure to leave some space for text, at least for the chip value. Below is an illustration of the cards

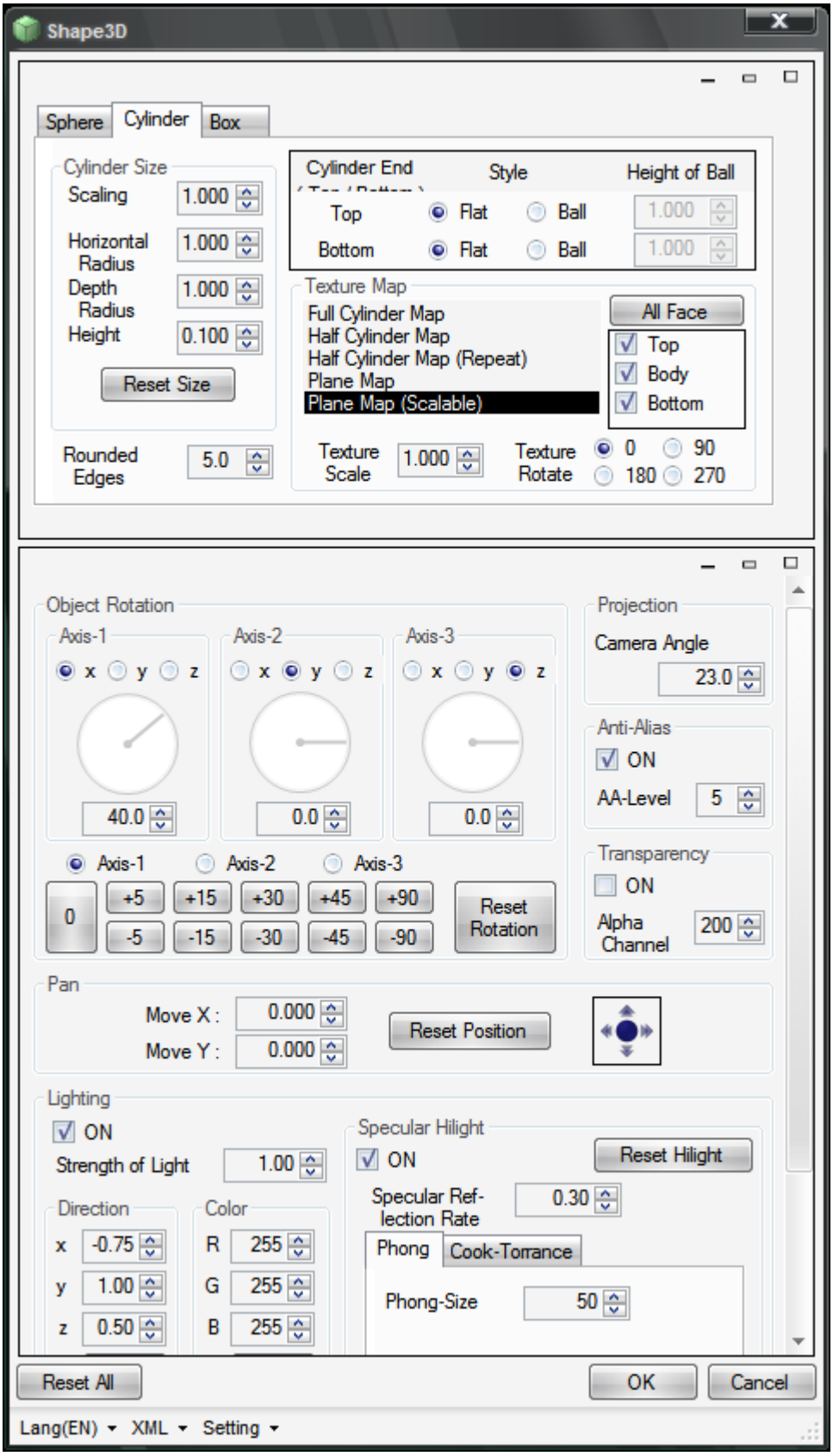
positioned slightly differently.

Create a new layer and call it 'Value'. Select the 'Text' tool and choose your favourite font (or one that is appropriate for the chip), I am using Arial Narrow, Bold, size 48. Set your primary colour to Black and type the value of your chip in the very centre. You can make use of the 'Align Object' plugin (used in the earlier card tut) to get this perfectly centred.

Effects > Drop Shadow: X = 0, Y = 0, Blur Radius = 1, Shadow Colour = White. Press CTRL+F four times to repeat the shadow.

You are essentially finished the design of the poker chip, but you could add extra detail by putting some of the card symbols in the white spaces of the face rim. Deselect (untick) the 'Guide' layer and press CTRL+F to flatten the image.

Now is the time to apply Shape 3D to your poker chip. Here is a visual of the settings required.



As before, attached here is the Shape 3D .xml file for the Poker Chip. Simply download this file, extract it to the Paint.NET user files folder and, through the Shape 3D plugin, click on the XML option at the bottom and load this file.

Editor note: The file is attached to this document.

Your finished Poker Chip should look like this:

And here's an alternative, with some graphics on the face rim (you may have to adjust the texture scaling to 0.80 in Shape 3D to fit).

For each chip denomination you should change the colours in the 'Background' and 'Centre' layers - as well as changing the text in the 'Value' layer. You can do this by pressing CTRL+Z to undo the shape 3D and flatten actions and making the appropriate changes.

Please experiment with the design of the chip and play with the angle settings in Shape 3D for your own effects.

I hope this tutorial has been informative and enjoyable.

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http://paintdotnet.forumer.com/viewtopic.php?f=31&t=27082

Cropping photographs – The Rule of Thirds

BY CJMCGUINNESS

As PDN is more than a digital art creation medium and is used by many for enhancing their own photographs (myself included) I thought I'd post this tutorial regarding cropping of photo's for most pleasingly artistic composition.

This tutorial will show you how to crop your digital photographs according to a tried and tested method known as the **Rule of Thirds**.

The Rule of Thirds is a well known and respected compositional rule of thumb in photography.

Whereas most 'amateur' photographers tend to place their main object in the centre of their view, the Rule of Thirds works on the principal that when an image is divided into nine equal parts (by two equally-spaced horizontal and vertical lines) and the main feature is positioned according to the four intersecting points it produces a more aesthetically pleasing and professional-looking result than simple centering of the feature would.

The rule is usually applied by lining up subjects with the guiding lines and placing the horizon on the top or bottom line instead of the center. Although commonly known as the 'Rule' of Thirds this is really more a guideline than a hard rule.

The picture below demonstrates these principals:

You will notice that the main feature in the picture is the tower. This is perfectly centred on the right vertical dividing line. Also, the horizon in the background is positioned according to the bottom horizontal line.

Cropping a landscape picture:

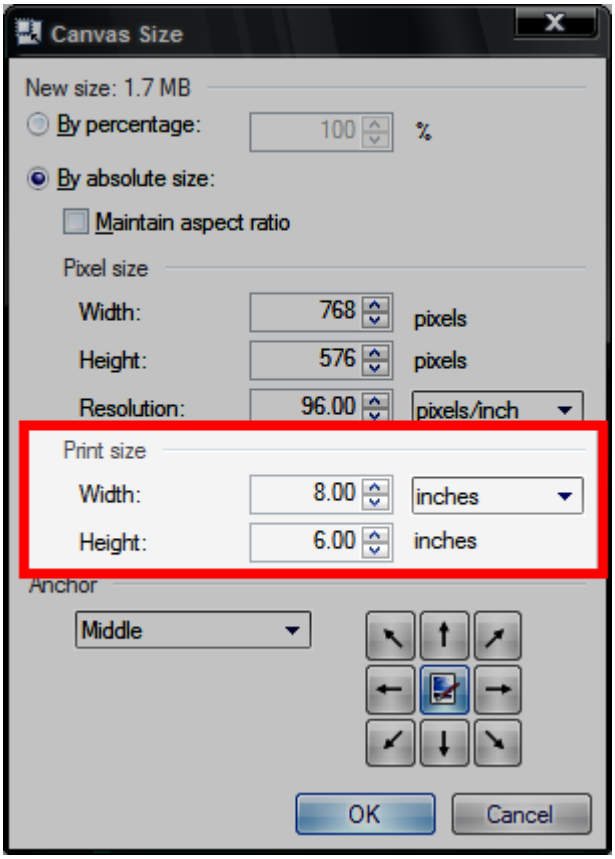
The usual reason for cropping a picture is to remove extraneous material and leave a pleasing image for printing. This tutorial aims to produce a final image of 8" x 6", a standard photographic print size, but can be adjusted to suit any size.

First, load the required image into PDN. I am using this picture of the Washington Monument.

This image was originally 1024x768 - I have scaled it down to 600x450 for display purposes

As you can see the monument itself is perfectly centred in the photograph. We are going to crop it according to the Rule of Thirds to produce a more professional and aesthetically pleasing look.

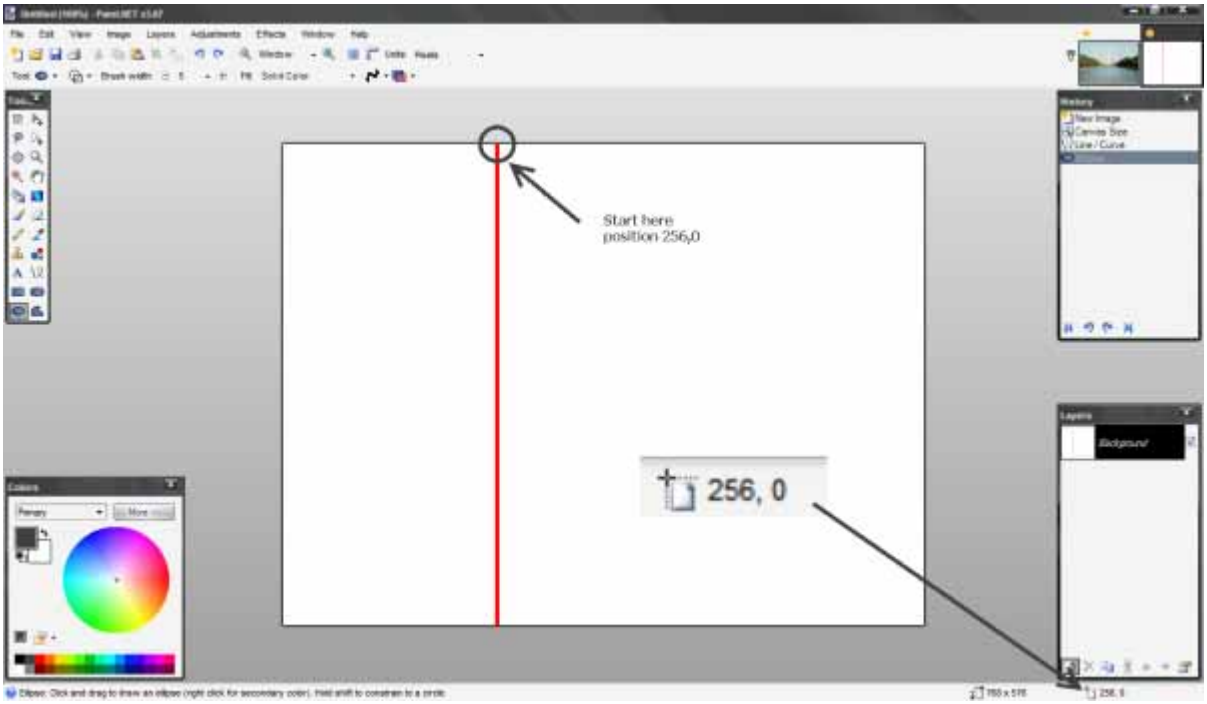
Create a new image and enter the canvas size as follows:



At 96 DPI your canvas should now be 768x576

Create a new layer and call it 'Thirds'. On this new layer we are going to create the grid.

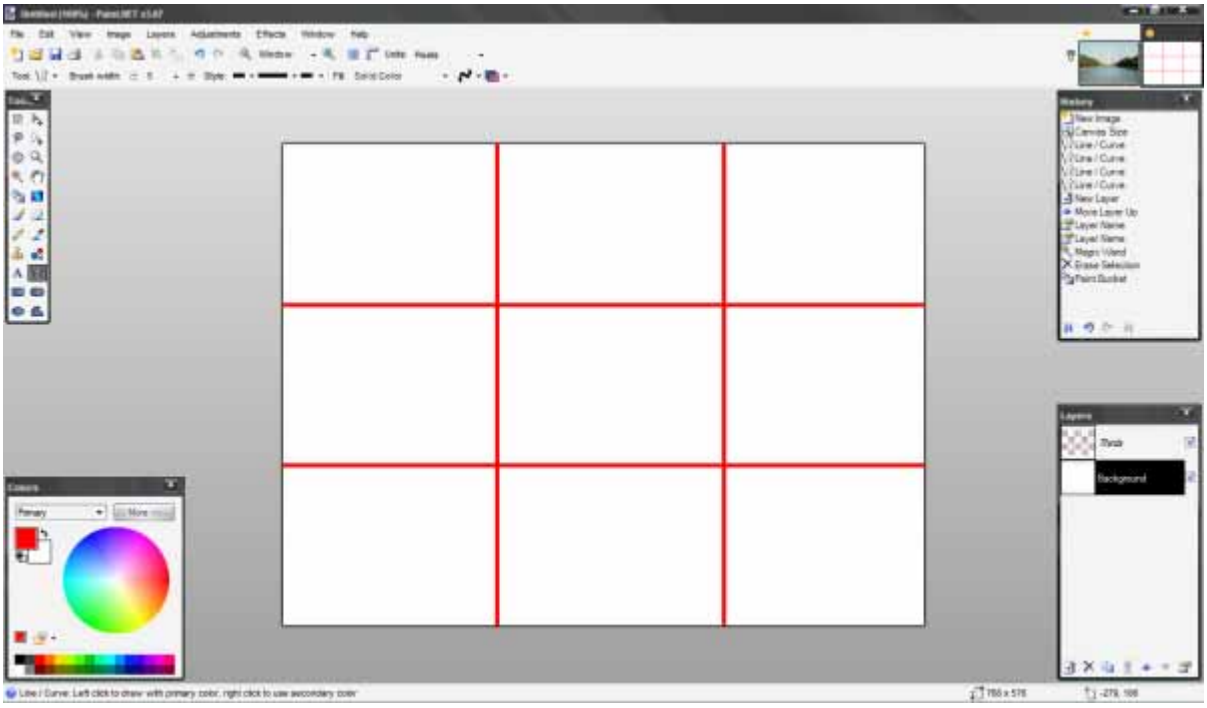
Position your cursor at the top of the canvas, at the position 256,0 (see below), and using the Line/Curve tool draw a line straight down the canvas, ensuring you finish at position 256,576 (you can go below the canvas).



Repeat this, and draw another vertical line from position 528,0.

Now, start on the left side of the canvas and position the cursor at 0,192 and draw a horizontal line across the canvas.

Repeat this from position 0,384. You now have your 3x3 grid.

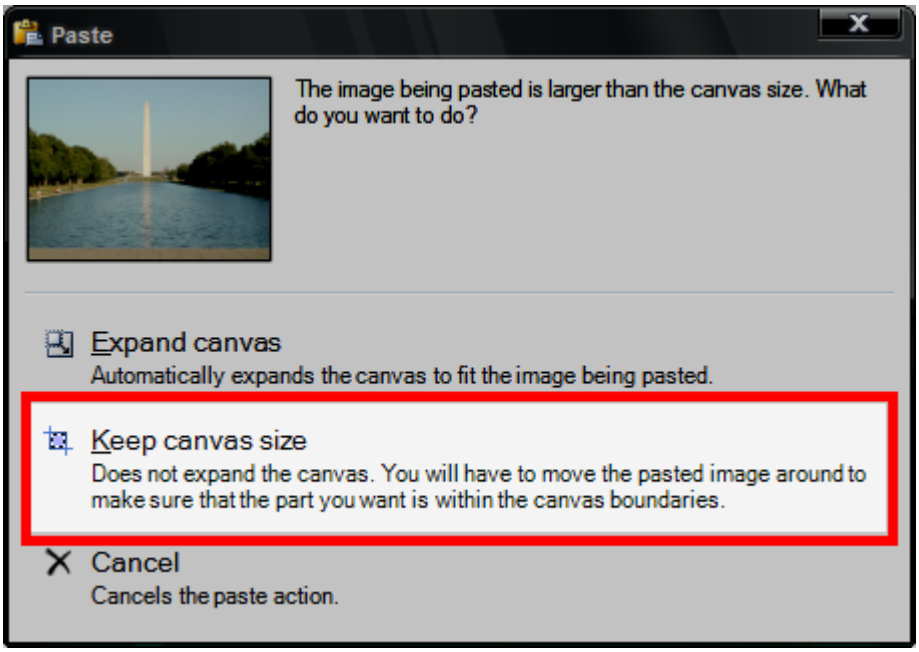


Zoom out to about 66%. This will give you some space to work when you paste the original image in.

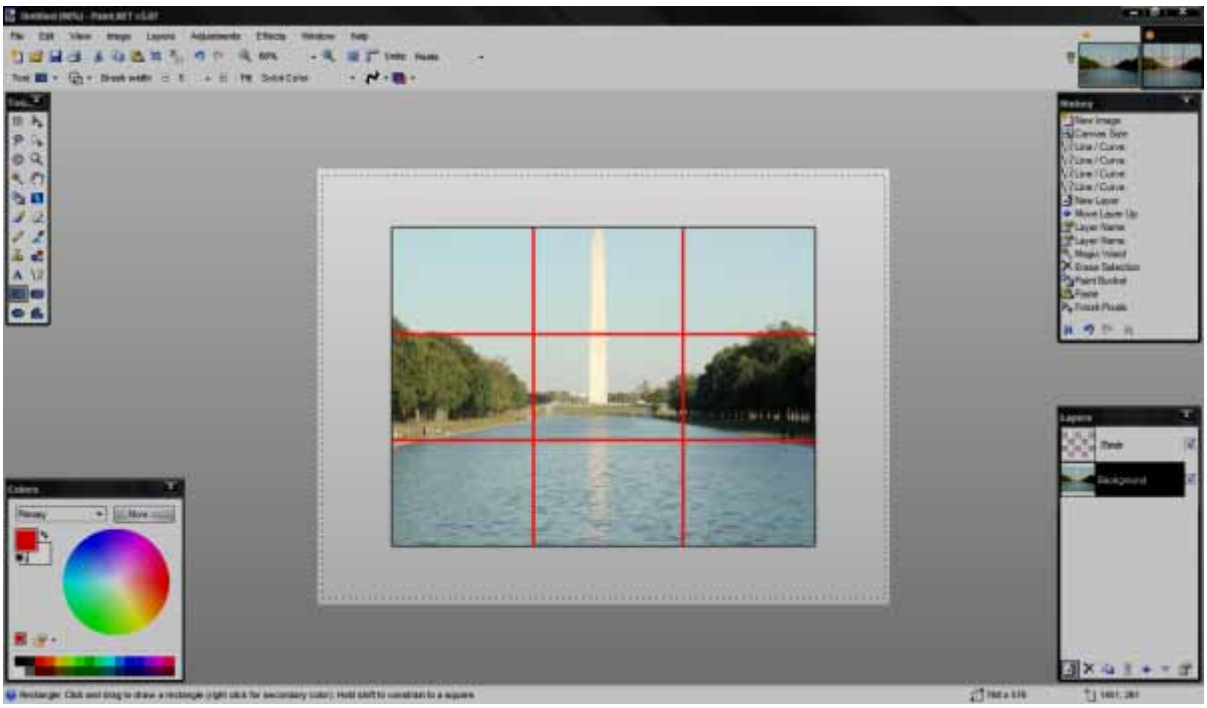
Go to your original image and press CTRL+A, to select all and CTRL+C, to copy.

Move back to the image with the grid, select the Background layer and press CTRL+V to paste.

You will get the following dialog:

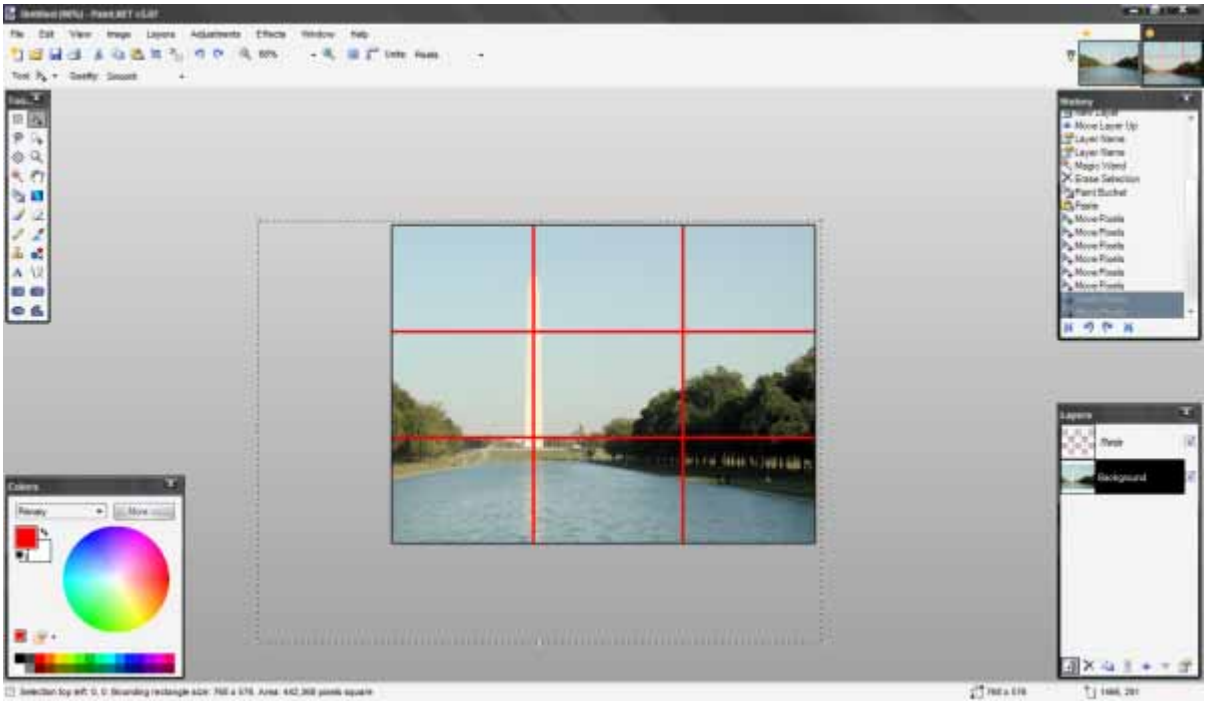


Select 'Keep Canvas Size'. This will paste the image so that it is outside the bounds of the canvas.



Use the mouse, click and drag the image to position the main feature (the monument) along the left vertical line. You should also position the horizon along the bottom horizontal line.

You may wish to include more (or less) of the picture within the bounds. To do this you can click on one of the corner nodes and, holding the [SHIFT] button drag to adjust the image size.



Press CTRL+D to deselect. You can now uncheck the 'Thirds' layer to remove the grid.

Your image is now cropped and compositionally complies with the Rule of Thirds.

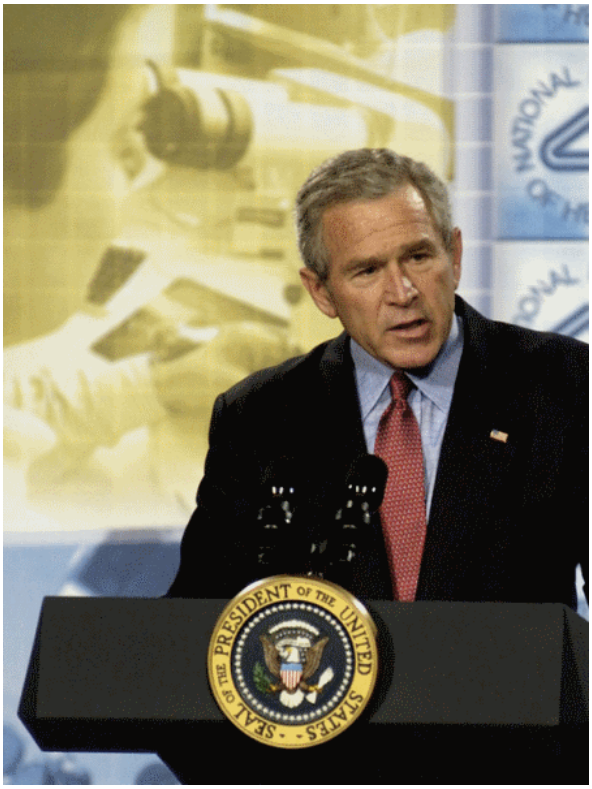
Compare this to the original image; is this a more pleasing picture?

Cropping a Portrait picture:

If you are cropping a picture of a person you can follow the same 'Rule of Thirds'.

Take this picture of a well know political leader (just a random picture that happens to suit my needs). The object is centrally positioned.

If we create a canvas that is 6" x 8" and recreate our grid (same principal, only portrait in orientation) you should position the subject so that their eyeline intersects the top horizontal line and the bodyline follows the right (or left, depending on your composition) vertical line.



This is a well established methodologhy for picture composition and I lay no claims to any inventiveness on my part here; I just thought that PDN could do with some different tutorials for those interested in enhancing their photographs.

However, the same Rule of Thirds can apply to creative compositions as well. If, for example, you are creating a space scene - try positioning the main feature (planet, sun, etc..) according to these rules.

I hope this tutorial is in some way enlightening and informative.

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http://paintdotnet.forumer.com/viewtopic.php?f=36&t=27075

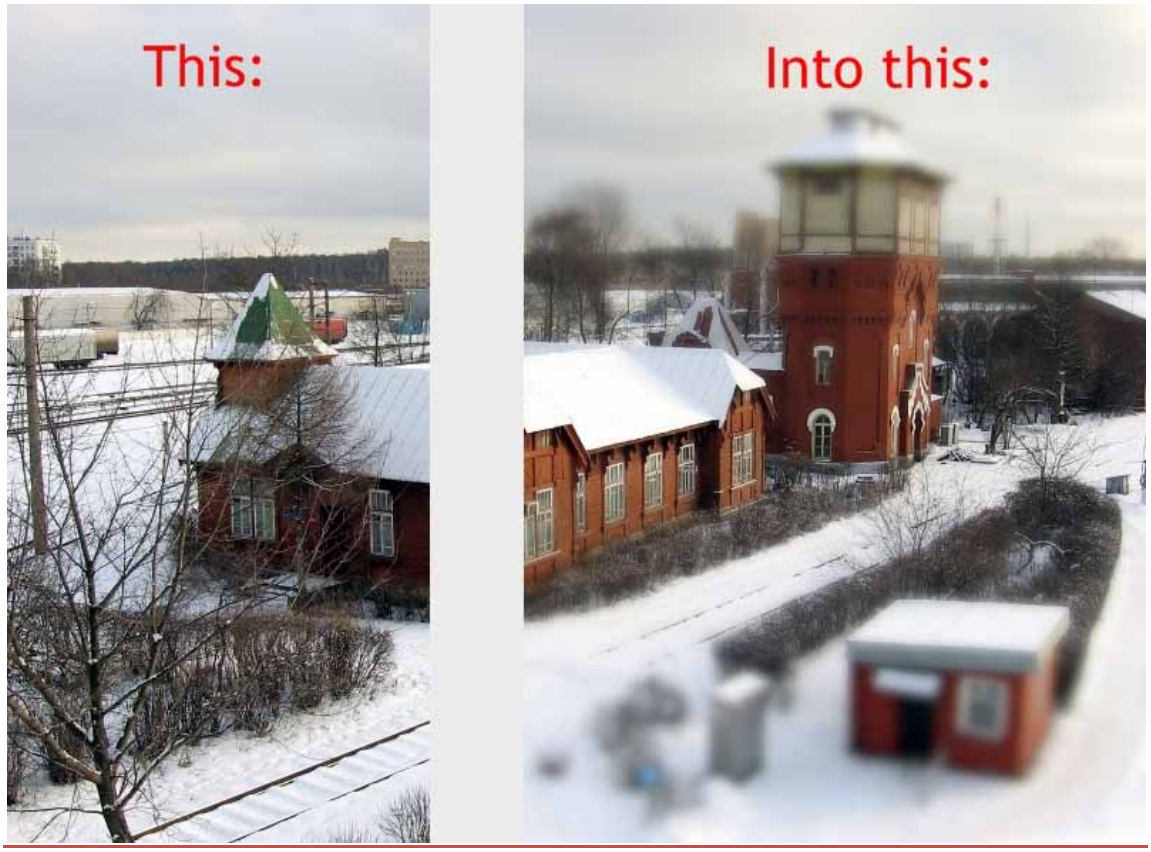
How to shrink a city in 5 easy steps

BY DAVID ATWELL

So you want a model of your city. You could go to the hobby store, buy some foam core, carve out the city, add some paint, some decorative touches like trees and people, and six months later you might be halfway started.

Or you could just take a picture and let Paint.NET do the rest! This is a technique known as Tilt-shift photography (Wiki this), and what it essentially does is fake a smaller depth of field (Wiki this). The tutorial you're about to read is adapted from this photoshop tutorial. It will teach you a little about the Alpha Mask, about Gradients, and maybe even a little about photography!

You'll be turning



So, here we go!

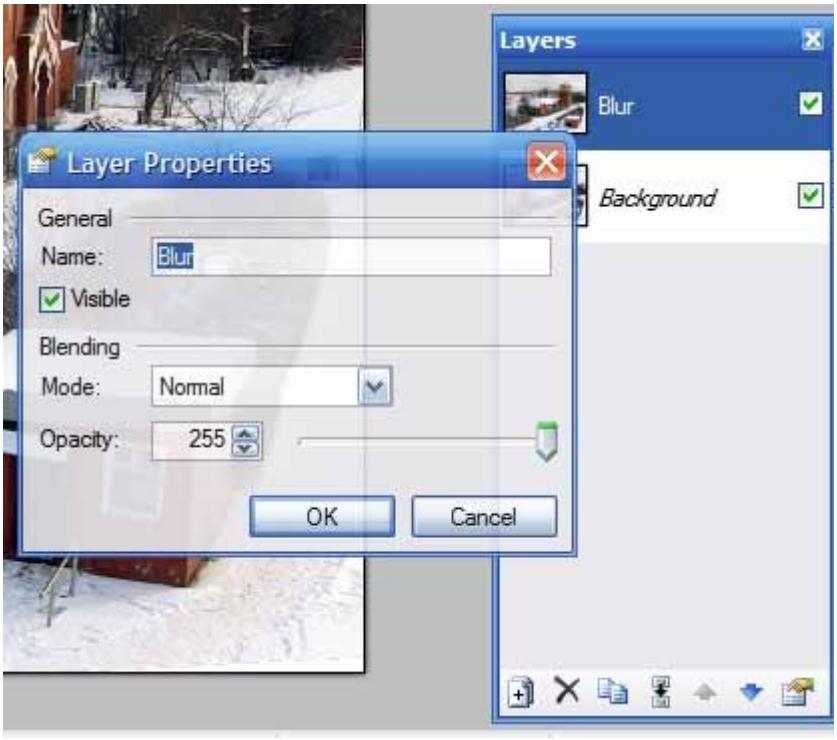
You Will Need:

-**1 Photograph**, preferably taken from above. It improves the illusion if it's taken from far above the ground. It also doesn't have to be a city: it can be a mountain, a train station, a highway

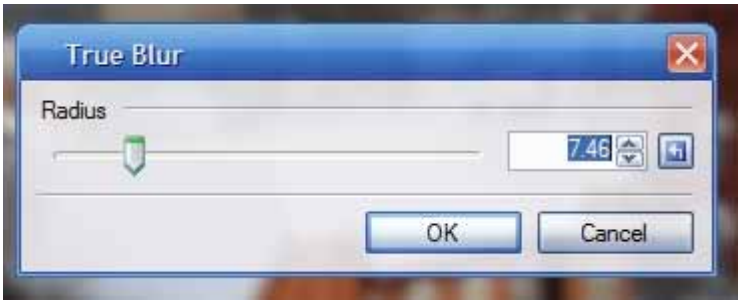
overpass...pretty much anything large that you would like to make smaller.
-**Ilnab1024's Alpha Mask Import Plugin.**
-**Ed Harvey's True Blur effect**, located within his plugin pack. Though this tutorial will technically work with just the Gaussian Blur that ships with Paint.NET, it's much more realistic with his True Blur (known to Photoshop users as Lens Blur). Plus, Ed's effect pack is a great addition to your PdN arsenal, and you should have it anyway.

Step-by-Step:

Step 1: Open your image. First, duplicate the layer. Name the new layer "Blur" if you're into that sort of thing.

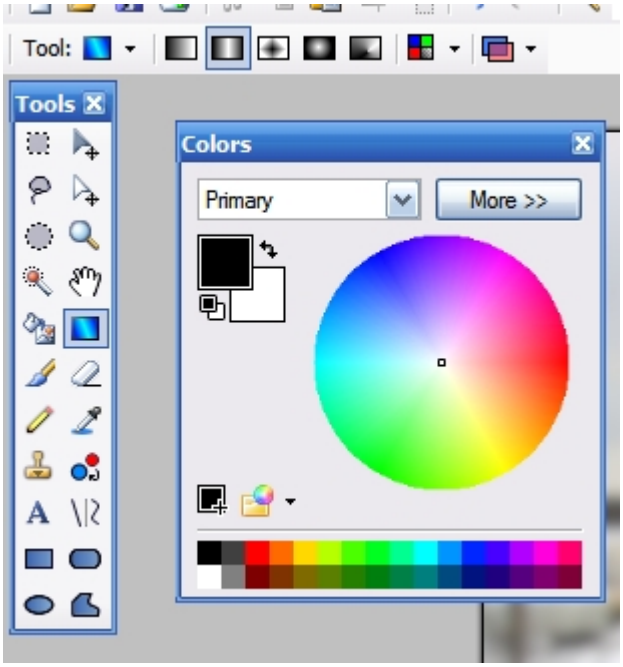


Step 2: Run Ed's "True Blur."Run it with a radius between about 7-8 (you can fiddle with it a little bit, but 7-8 should be about right).



You'll end up with this:

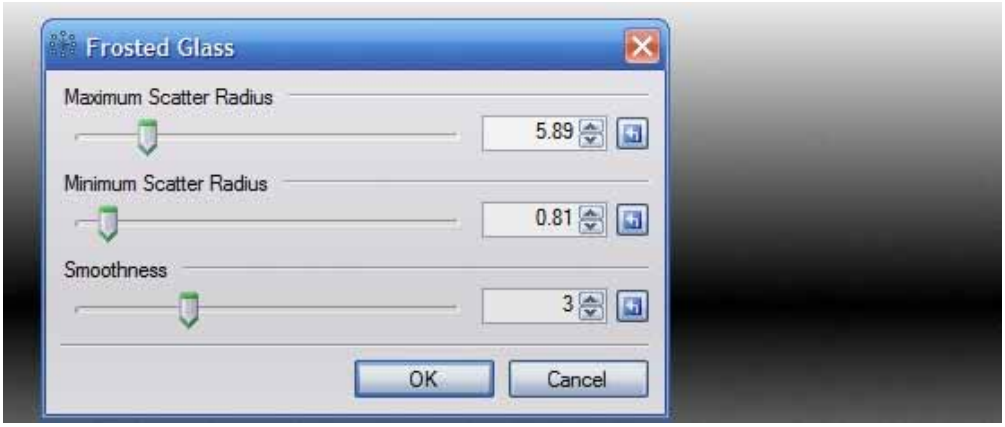
Step 3: Add a new layer. Name it "mask" if you like. Now, with the colors left at their default black and white, choose the Gradient tool with the "Linear (Reflected)" mode, as shown below.



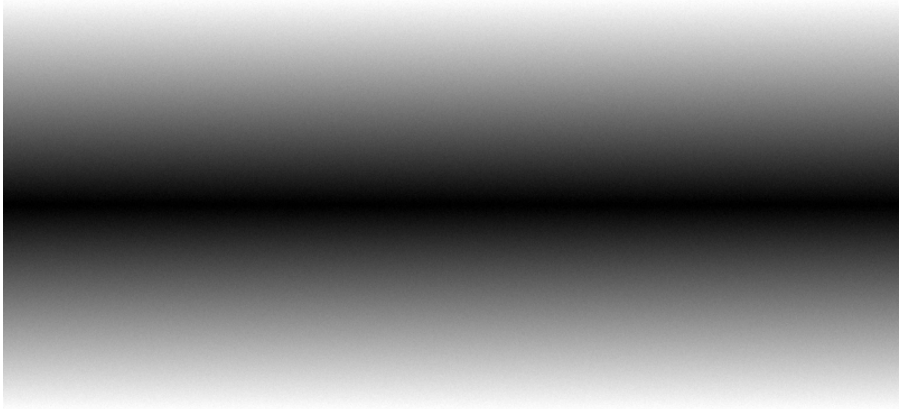
Click on the focal point of your picture, and hold Shift. Drag the gradient until the black is a decent size. Then release the mouse button before you release shift. This keeps it in a perfect line across the photo.

You'll end up with this:

Step 4: You may have noticed that it's a bit less than perfectly blended as a gradient. You can fix this pretty simply by running Frosted Glass. (If you can't find it, click here.) Run it with a Maximum Scatter of about 6, a Minimum Scatter of about 1, and a smoothness of about 3. Again, you can fiddle with this, but that should be about enough to give you a good "grainy" look.

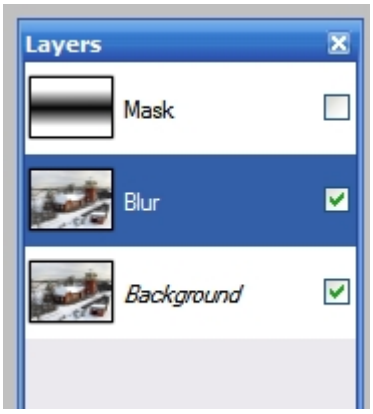


This should leave you sitting pretty on this:

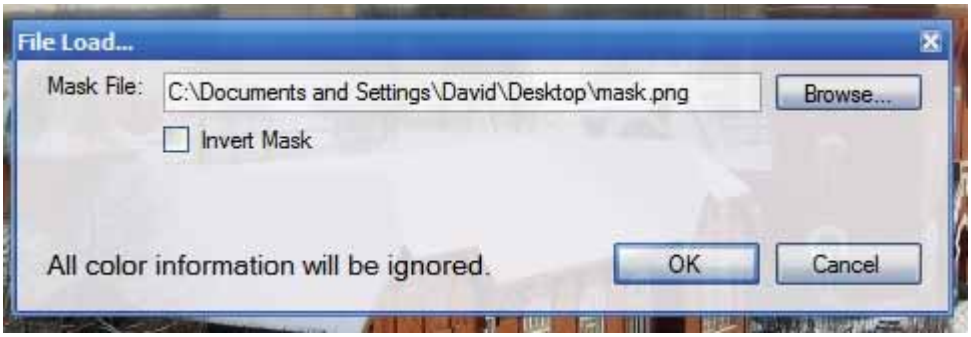


Save the file as a .PNG in someplace that will be easy to find later, such as your desktop (don't worry, you can delete it without fear once you're done). I saved mine as "**mask.png**."

Step 5: Deselect the "mask" layer, and select the "Blur" layer again. Your Layers window should look like this:



Now run the Alpha Mask Import plugin. (If you can't find it, click here.) Click on "Browse..." and find the "mask.png" file you saved earlier.



Result

Once you hit "Ok," you're done! You should end up with this:

How cute! Now you can add extra finishing touches such as maybe a hand entering the shot, little people on the ground...also, upping the saturation really adds to the "toy" feel. Anything, really! Try it out and post your result.

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http://paintdotnet.forumer.com/viewtopic.php?f=36&t=27075

Real Car -> Toy Car conversion

BY CJMCGUINNESS

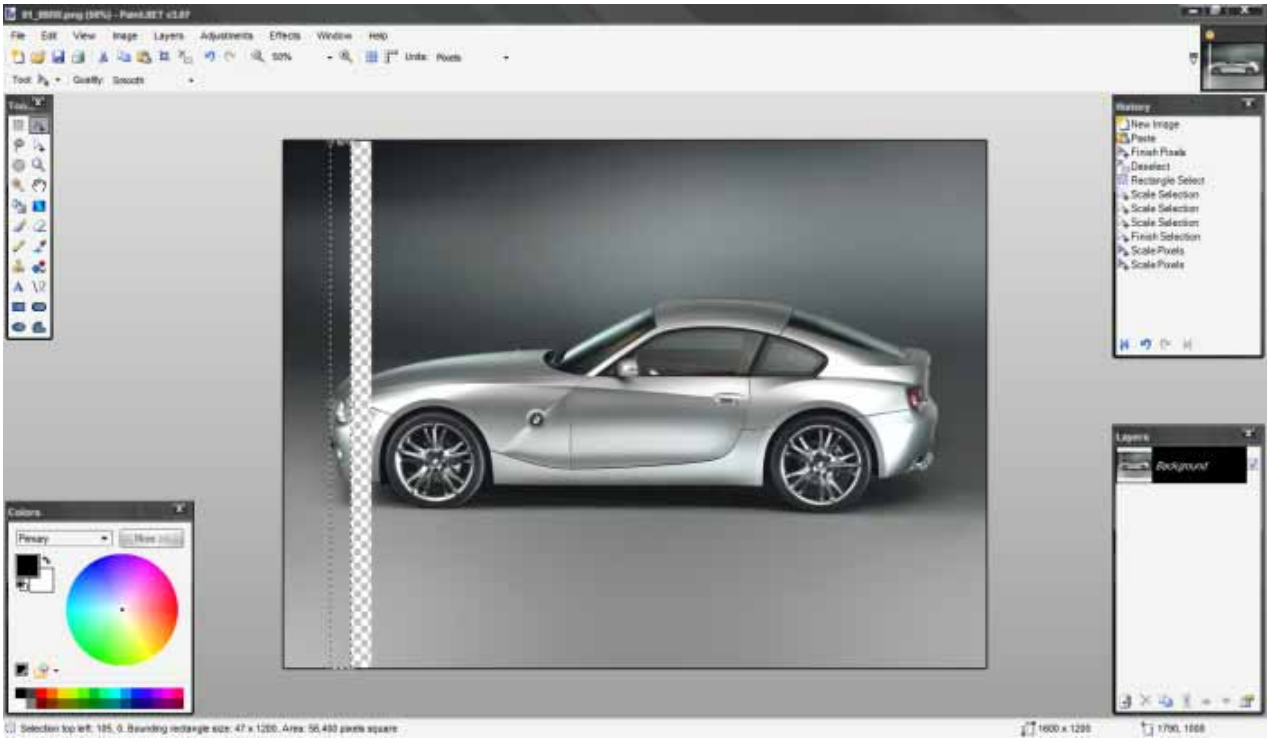
This isn't a really a tutorial in the strict sense, as it does not really demonstrate any type of effect or technique - it's just a bit of fun.

We are going to take a picture of a full-sized sports car and modify it to look like a cool Toy Car.

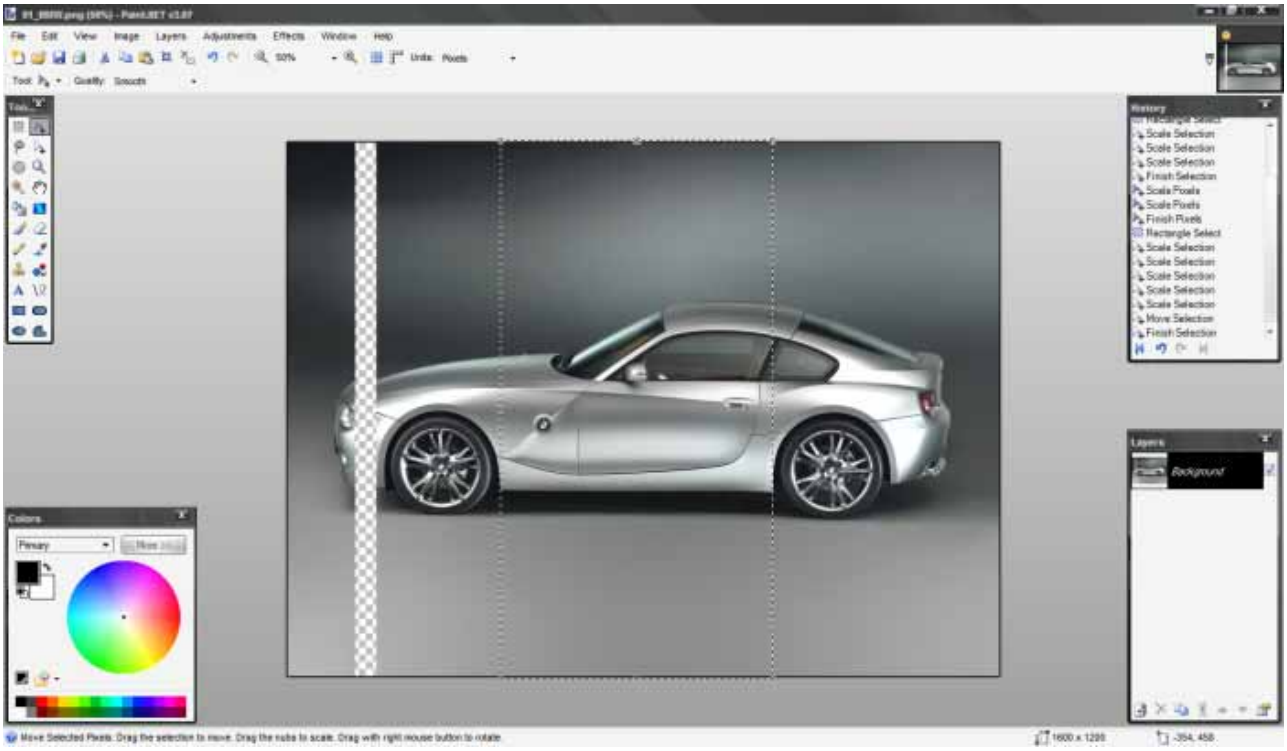
Start with a picture of a car - must be taken completely side-on for best effect.

Start with the Rectangle Select tool and select the front area of the car - ahead of the wheel arch, from top to bottom of the picture. (If there is a flare on the wheel arch select outside that as well, it'll look better).

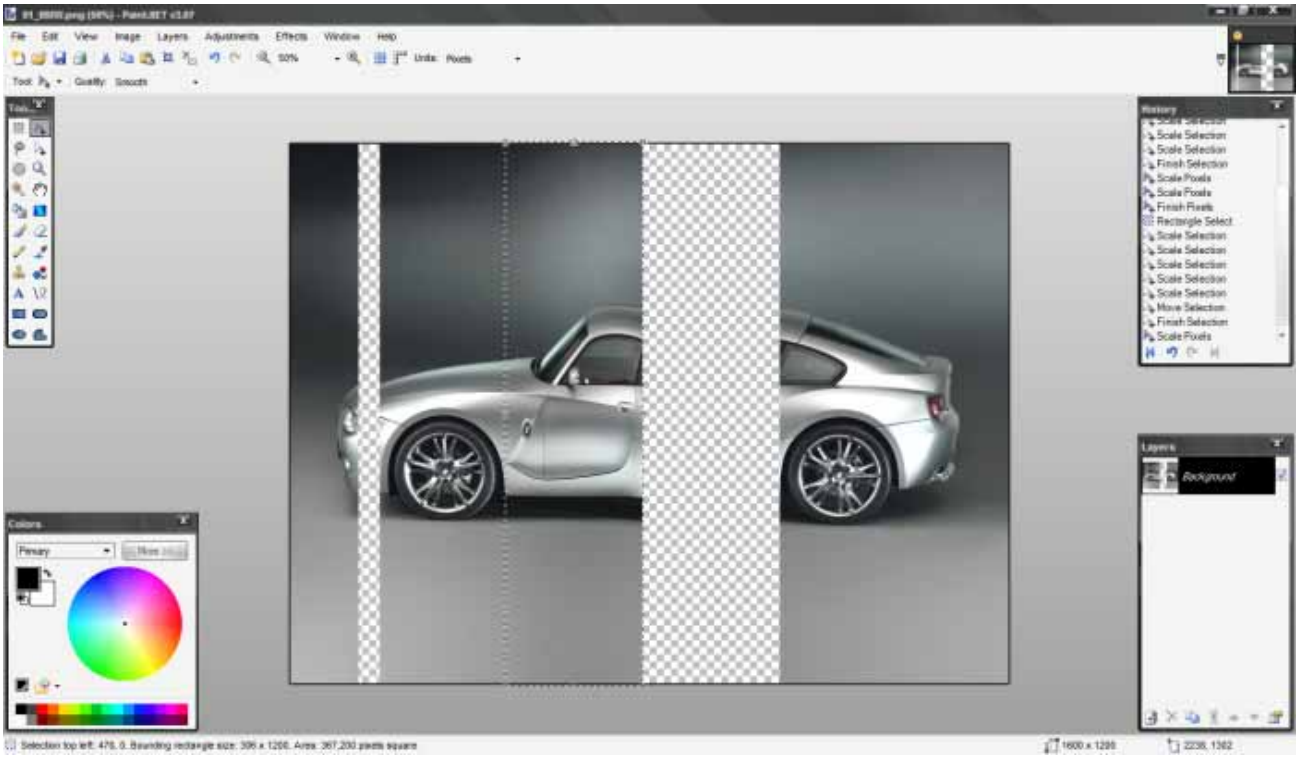
Now, switch to the Move Selected Pixels tool and, selecting one of the middle points, contract the size of the selected shape by 50% (so, if your selection is 100px wide, squash it to 50px)



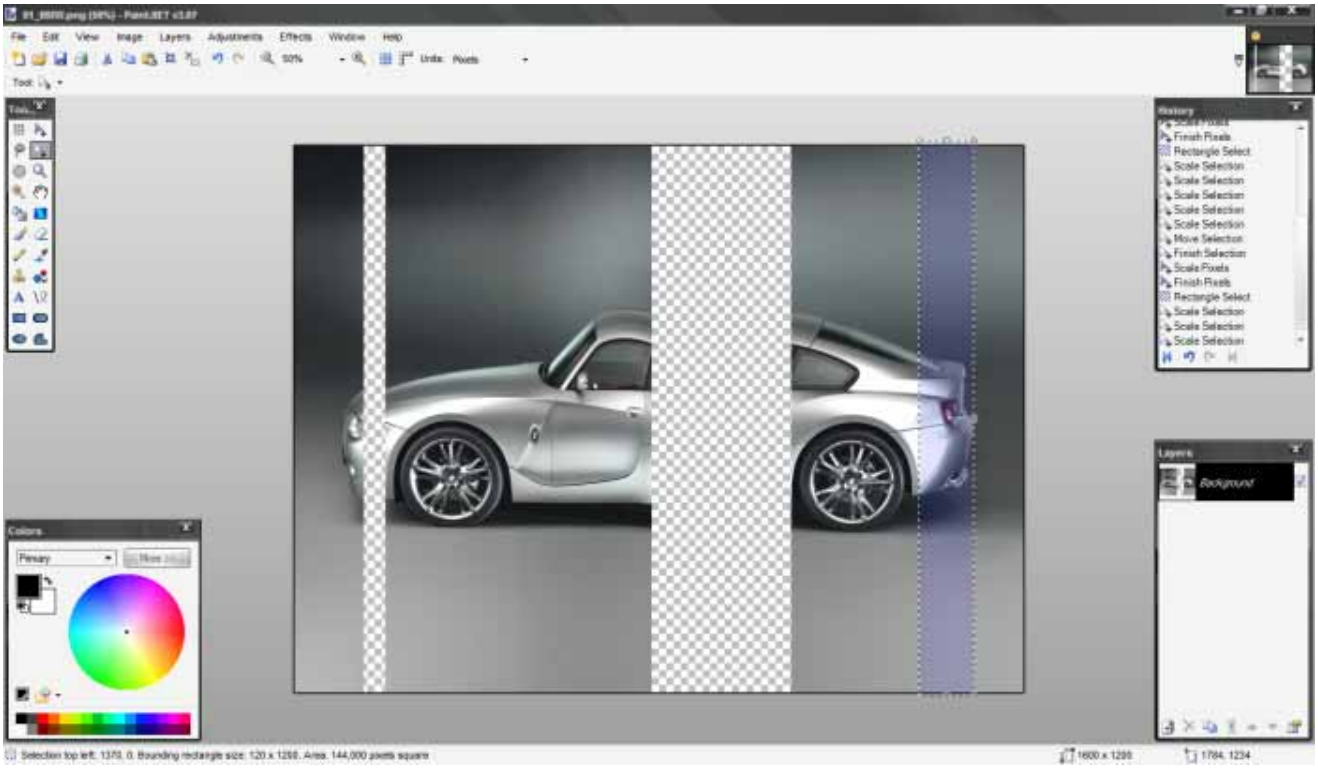
Switch back to the Rectangle Select tool and now select the middle area of the car, the whole area between the front and rear wheels.



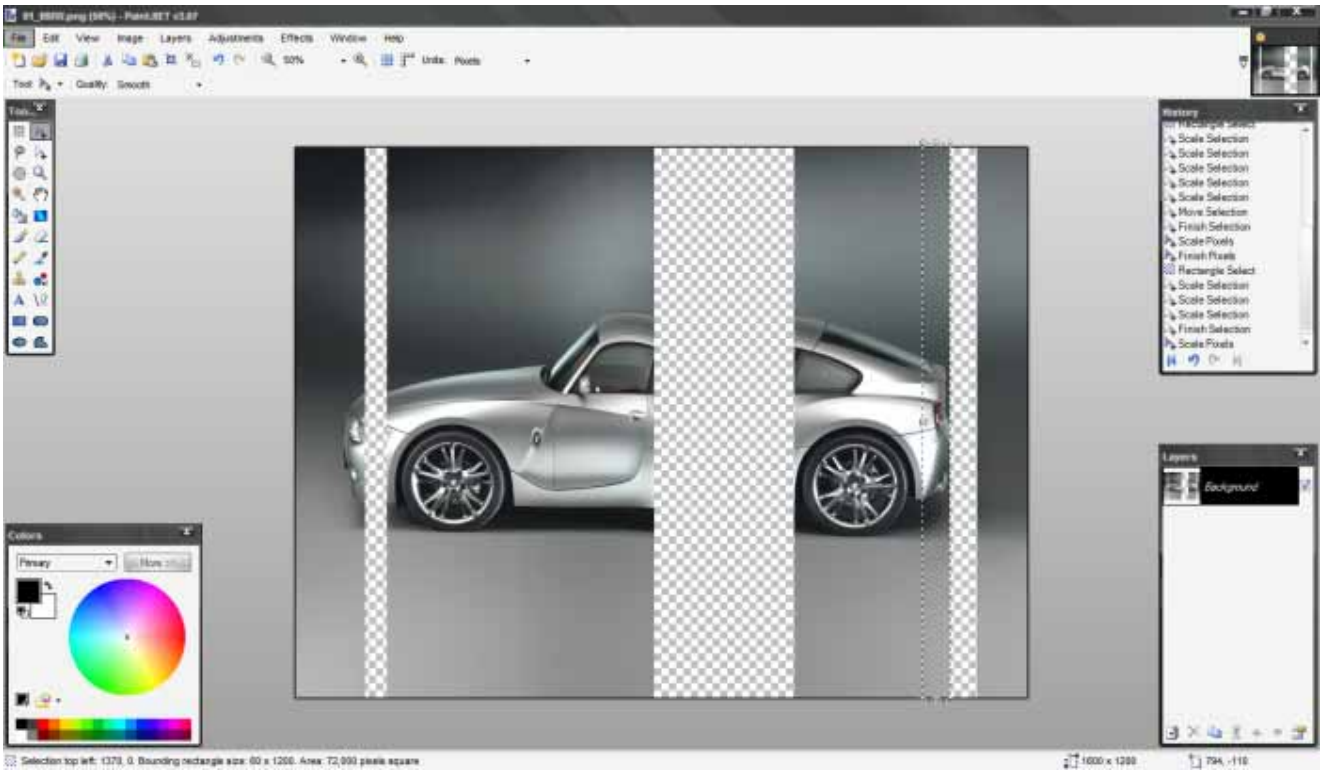
Again, use the Move Selected Pixels tool to squash this selection to 50% of it's original size.



Then, using Rectangle Select again, highlight the are behind the rear wheels.



Once more, use the Move Selected Pixels tool to contract this to 50% of it's original width.

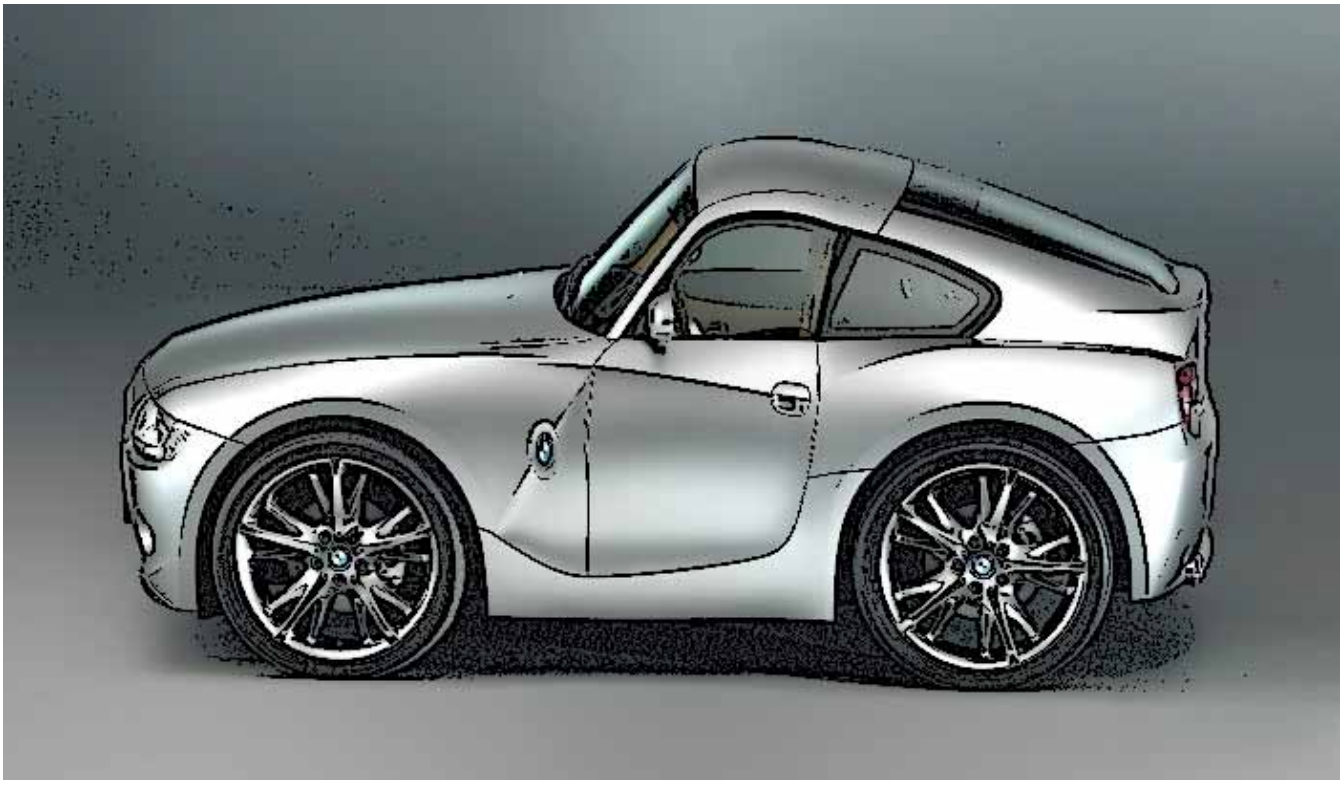


Now, you need to move all the pieces back together, so that they join up neatly. The simplest way to do this is with Madjik's Gravity plugin.

Press CTRL+D to make sure any active areas are deselected - alternatively you can press CTRL+A and select the entire canvas; either will work.
Then go to Effects > Distort > Gravity: Select the direction as 'Left' or 'Right' and all the pieces will be moved back together.

To get rid of the left-over space, use the Magic Wand tool and select the transparent area of the canvas. Press CTRL+I to invert the selection and go Image > Crop to Selection (CTRL+SHIFT+X) and voila - you have turned a full sized car into a toy version.

Try turning it into a cartoon version using the combinations of the Ink Sketch, Pencil Sketch and/or Toon Filter effects.



This'll work for any car as long as the pic is taken directly side on...

Like this.....

or this.....

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http://paintdotnet.forumer.com/viewtopic.php?f=35&t=26968

Levels

BY MIKE RYAN

Introduction

Levels, in terms of Paint.NET, are a histogram based view on the colors, the amount of a particular color, and how frequent the color is across the image. If one were able to bear through that, it should already be clear that this is a powerful tool that can be used to precisely change the amount of color in an image.

Understanding a histogram

A histogram is a graphical view of tabulated frequencies. In other words, a histogram is an easy way to see particular data across a map of data. When using Paint.NET's Levels one will find that it is easy to see the colors Red, Green, and Blue (RGB) and the colors Cyan, Magenta, Yellow, and Key (CMYK).

Understanding color

Before one rushes into Levels, one needs to understand the basic color wheels possible to alter using Curves. RGB is the basic color wheel that is used in Paint.NET. RGB stands for Red, Green, and Blue and makes up for most of the color spectrum visible to the human eye. Likewise, Levels can alter the color wheel entitled CMYK. CMYK stands for Cyan, Magenta, Yellow, and Key (Black). CMYK is not supported for full use in Paint.NET, but using tools like Levels one can still edit these color channels.

RGB Color Model

Beginning the tutorial

1. **Ok, first open up Paint.NET. Vista users,** open up the image entitled Waterfall.jpg found in your Sample Pictures in your Pictures folder. If you are using XP, or do not have Sample Pictures, then it is recommended you search for a natural wallpaper. Alright! Now go to Adjustments> Levels or press Ctrl+L.

2. **You should be presented with a small** plugin dialogue. Go ahead and make it full screen for the purpose of understanding t the layout of this adjustment. If you have not, go ahead and press the Reset Button to get the default view. If you have done so, you should see near the bottom center check boxes for R G and B. As previously explained, this stands for Red Green Blue. Because all three of these check b boxes are currently filled, your current color channel for editing is Key (Black). As well, the two histograms (on the left and right) show the current amount of each color channel in the image.

3. **Now go ahead and uncheck the box for R. Because the color channels Green n and Blue are still** left open, they combine to a Cyan color. This means you are now editing the Cyan color channel. Also noticeable is that the input and Output boxes have changed from a White and Black gradient into a Cyan and Black gradient. Continue to uncheck and check R G and B check boxes to discover all colors possible. For instance, R + B = Magenta. R + G = Yellow. Also notice that when the color channels change, the colors represented in the two histograms change.

4. **Now then, restore your Levels dialogue box. I want to show you something that shows off the** power of Levels, but first I want to get a message across. Because RGB and C CMYK are the only channels available for alteration, they are not the only colors available for alteration. In fact, you have the entire color spectrum at the tip of your fingers! Go ahead and uncheck the R checkbox. You should now be altering g the Cyan color channel. Now then, in order to experience the color spectrum, drag the top arrow under the Input side of the dialogue box up and down. You are changing the specific color you want to alter (Input). As well, the farther you drag it down the 'flatter' the Output histogram becomes and more Cyan is added to your image.

5. **Go ahead and Reset Levels. Now** we are going to change the Output of Levels to alter the amount of the particular color that is going to replace the Input color. Go ah head and uncheck both the G and B checkboxes. You are now editing the Red color channel. Move the Output arrow up a and down. Unlike changing the input, the e higher you raise the Output of Red the redder the image gets. The lower you raise the Output of Red the more lush (blue and green) the image gets.
6. **Now you can combine the Input** Levels and Output Levels to replace your Input with your Output. Go ahead and reset Levels. Be sure that all check boxes are checked because we are going to alter the Key color channel. Use the following settings to alter the amount of white versus black to 'burn' the image.

Other Uses for Levels

Levels is good for multiple things. A good use is using it to adjust Brightness s and Contrast. By adjusting Key you can determine the overall brightness and contrast, or you can focus on one color wheel. As well, Levels s is good for changing the seasons from cold and bittery to lush and green and summery by using the Cyan color channel. If you find a good use, share it with others!

Conclusion

Yes, that is about all there e is to know about Levels. I hope you have learned something new about Paint.NET, and I think if you master this technique your image editing will go farther then you believed possible. Also note that this tutorial was completely inspired by the Curves tutorial. I recommend reading that tutorial as well because you can use Curves to map color channels onto an image. Thanks for re-reading! I would love to hear your feedback, and if you find a mistake let me know and I will be sure to sort it out.

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http://paintdotnet.forumer.com/viewtopic.php?f=34&t=26980

Antiquing

BY HELIO

In this tutorial we will make a photo antique. I converted this for PDN from a PS tutorial.

NOTE: You will need the Color Balance plug-in for this tutorial.

This is what you'll end with:

Alright. This is the image that Iâ€™m starting with.

Now, at the time period that we want to convert this photo to, many of the photos were cropped to squares. So thatâ€™s just what weâ€™re going to do! (This step is optional.)

Using the selection tool, hold the shift key down while clicking and dragging to the size and position you want. Then, crop to selection (Ctrl-Shift-x.)

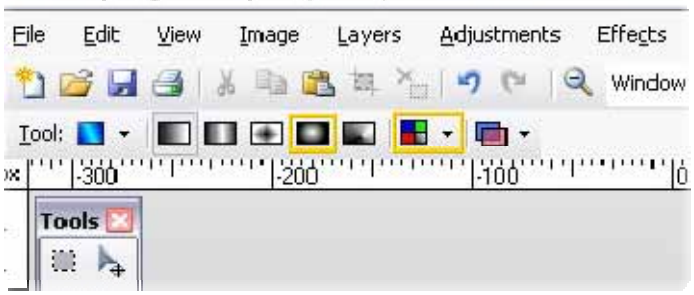
Now, make the image Sepia (Ctrl-Shift-p.)

Now is the time to use the Color Balance plug-in. I adjusted the image 10 points toward yellow.

Then, duplicate the layer (Ctrl-Shift-d.) Unfocus blur at a setting of 2 on your new layer.

This is what it should look like so far:

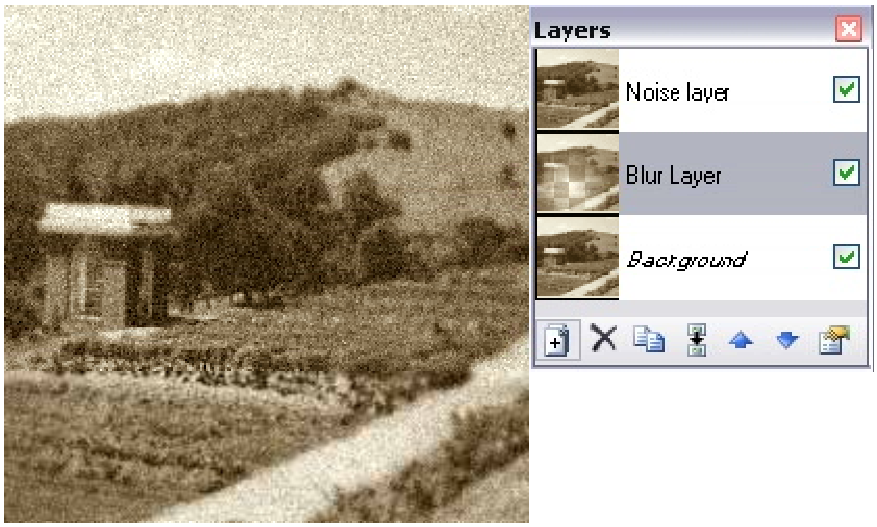
Now, weâ€™re going to make a transparent radial gradient. Select the gradient tool, then the radial type gradient, and make sure that it is set to make a transparent gradient.



Then left click and drag where you want the image to be more focused.

Now, duplicate the background layer. Add Noise to it at a setting that you like. I put mine at 40 because I want it to look really aged.

This is what the image and your layers window should look like at this point:



Open the Layer Properties window (f4.) Set the Noise layer blend mode to lighten.

Now it needs a vignette. Flatten the image. Then, add a new layer. Make a box around the edges in your new layer with the brush size set to around 20 pixels. Then Gaussian blur it so it has a very smooth, transparent look. I use a setting of 70.

Now we need to add some scratches. Add another layer, and add some white lines using the brush tool at a size of 1 to your new layer (You could also use a brush size of 2 to add really large scratches.) Open the layer properties window the new layer and adjust the opacity to however much you want the scratches to show. I use a setting of 45.

Now is the time if you want to adjust the contrast of the picture to make it look even older. I choose increase the contrast of mine.

Flatten the image. You can leave it just the way you have it, now. Or, you could add a paper border to it!

Open the Canvas Size window under the image tab (Or Ctrl-Shift-r.) Time to do some math. I want an extra 15 pixels on either side of my photo, so making sure that Maintain Aspect Ratio is checked, I add 30 to the width of my canvas size. You shouldnâ€™t have to add anything to the height, it will add to it automatically.

Using the magic wand, select and delete the extra white that it added. We want it to be transparent. Add a new layer, move it beneath the picture layer, and render some clouds (default settings) on it with a light tan as your primary color and a slightly darker tan as your

secondary color. Using the selection tool on the top layer, select almost all of the picture only excluding the very edge. It should look something like this:

Invert the selection (Ctrl-i) and use Frosted glass at a setting of 1. Then Median blur with the Radial slider at 1 and default Percentile. Deselect (Ctrl-d.) This is how it should look.

Now we are going to repeat the last few steps. Increase the canvas size (any size you want, just larger than 20 pixels.) Delete the extra white. And repeat Frosted Glass this time at a setting of 3. Then repeat the Median blur.

Done!

Add a background:

And another one I made:

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http://paintdotnet.forumer.com/viewtopic.php?f=36&t=26969

How to Clone Yourself

BY JULIAS SIEDLER

Plugins Used: Feather by BoltBait
Other Things: Camera!

I'm new here, but I want to show you a Tutorial about "How to Clone Yourself on a Picture!"
Before I start, I want to say, that I'm from Germany and can't speak so much English!
But, let's start!

1. Step!

You have to make so many pictures, how often you want to clone yourself! **<figure out how many "clones" you want, and take that many pictures. --d.a>**
The camera have to stand on the same point all pictures long! **<you'll need to use a tripod or some other solid base for your camera. --d.a>**
If you shot all photos, go to your Computer and start Paint.net!

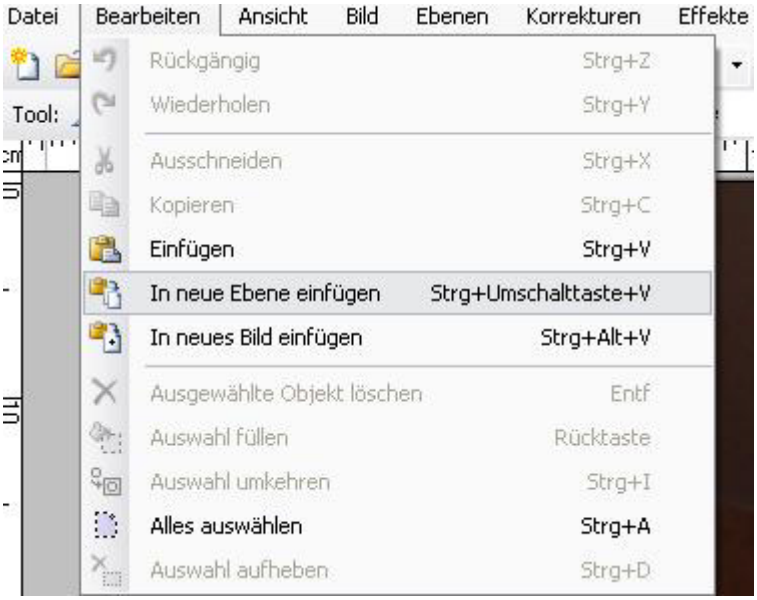
2. Step!

Open all Pictures you shot!

Start with the *Background Image!*

3. Step!

Go to your *second picture!*
Copy the picture!
Go to your *Background Image* and go to "Insert in New Layer"



4. Step!

Now you choose the Rope-Tool! **<"Lasso Tool" in English versions. -d.a>**

And delete the part around of you!

Now it should look like this:

The Next Steps!

Now you repeat the last step, with the other pictures!

You can use the Feather-Plugin by BoltBait!

The End!

If all you pictures are on the top of each other, your Picture should look like this:

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