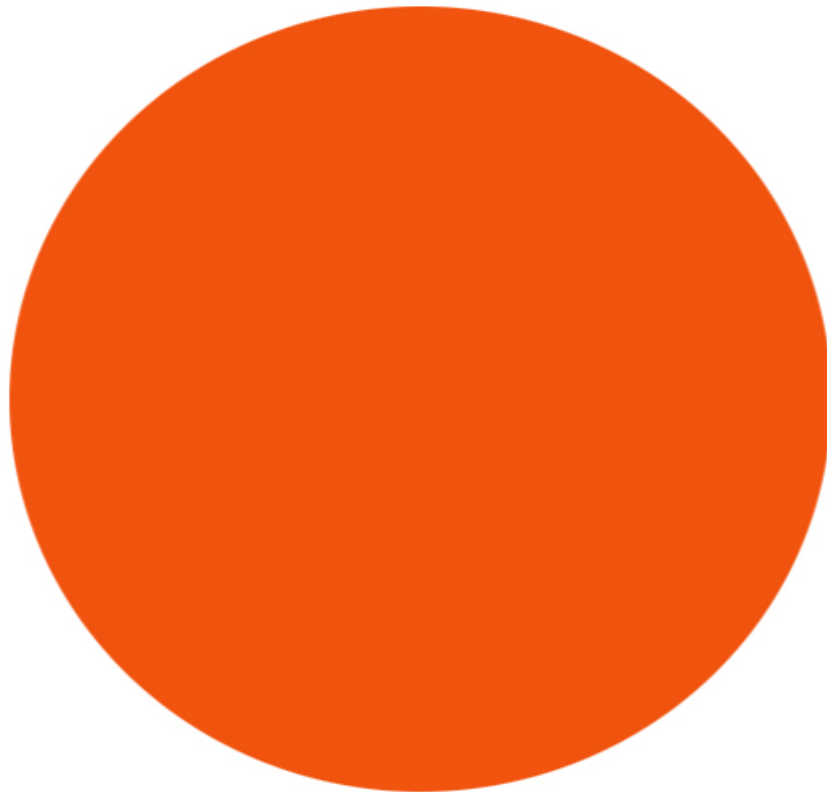


Sinaasappel tekenen

Stap 1

Nieuw bestand: 600 x 600 px, 72 dpi, wit

Nieuwe laag, cirkelselectie maken, vullen met oranje. (# FB4C0B)

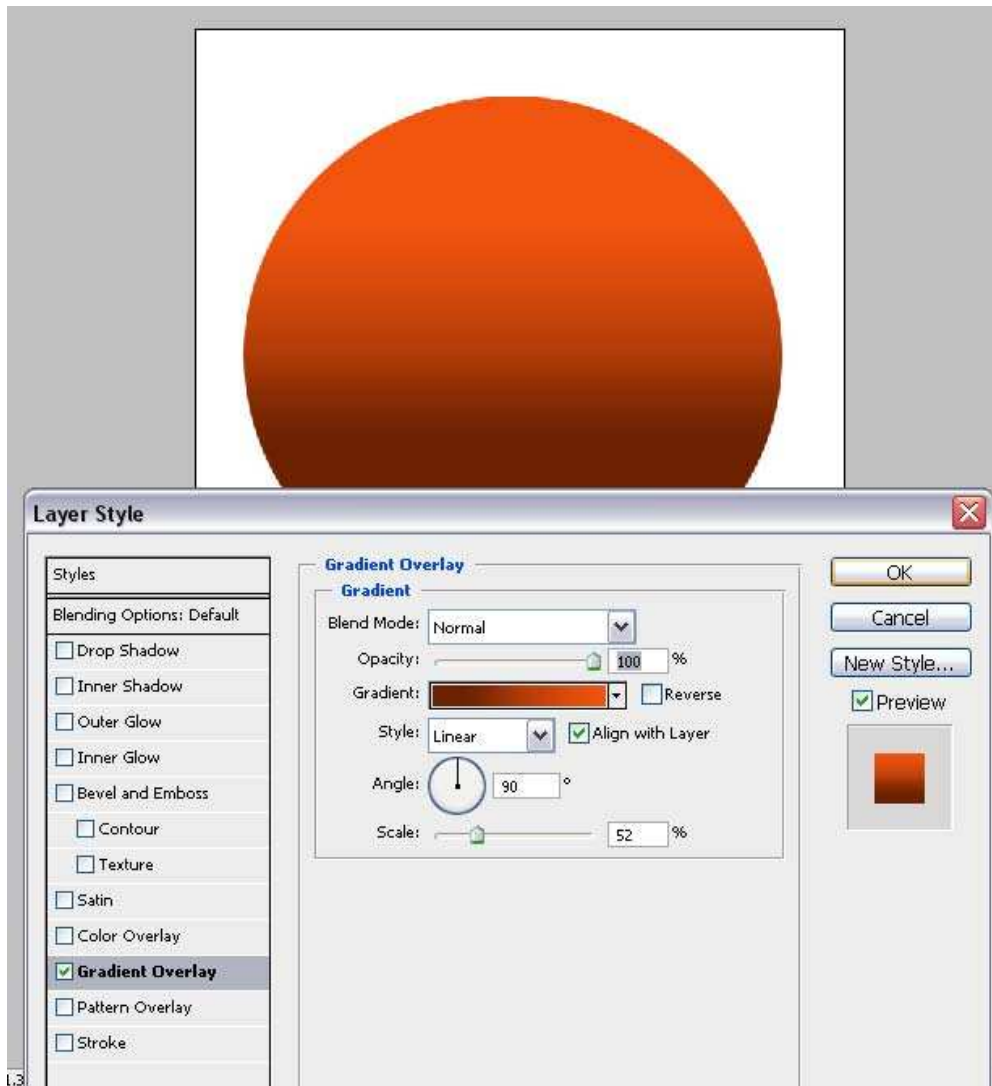


Stap 2

Laag dupliceren. Geduplicateerde laag onder originele laag plaatsen.

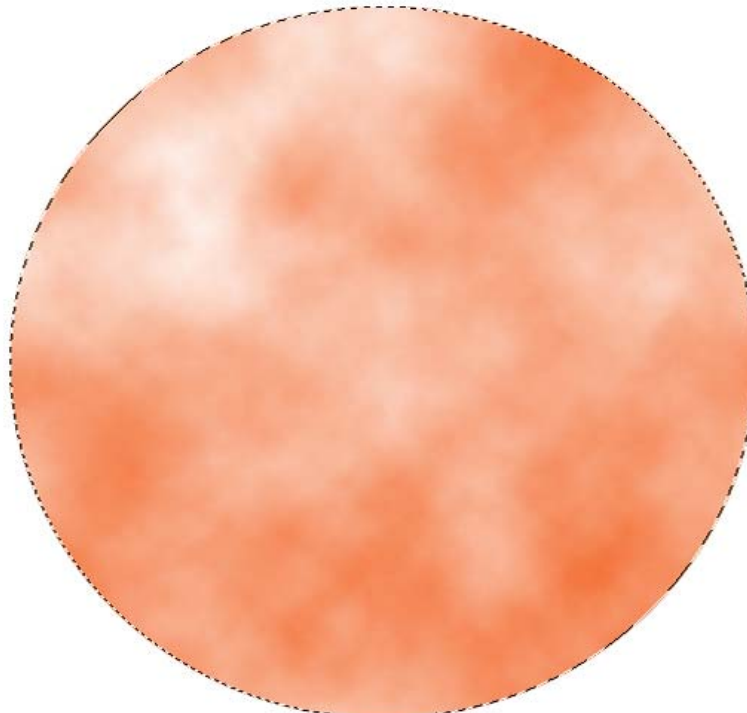
Geef aan deze kopie laag als laagstijl: Verloopbedekking.

Gebruik de kleuren: # 7A2121 en # FB4C0B



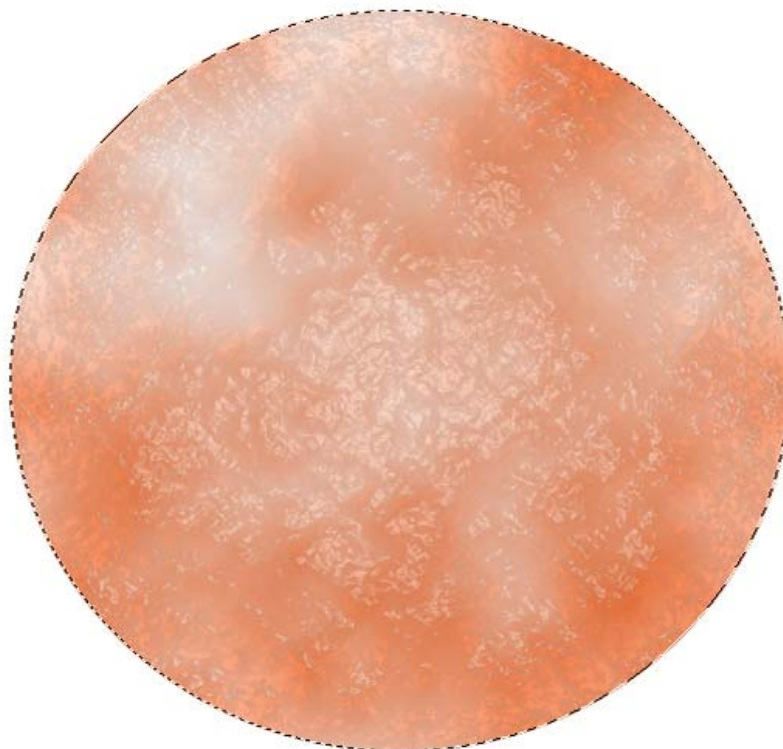
Stap 3

Om een oranje huid te geven, bovenste laag selecteren (Ctrl + klik): Filter > Rendering > Wolken.



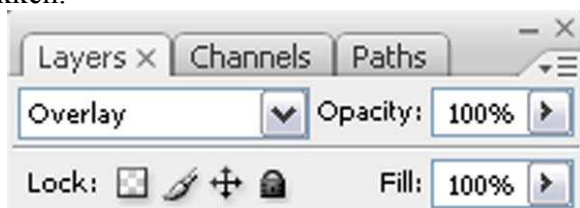
Stap 4

Daarna Filter>Artistiek > Plastic (waarden: 15 ; 15 ; 3)



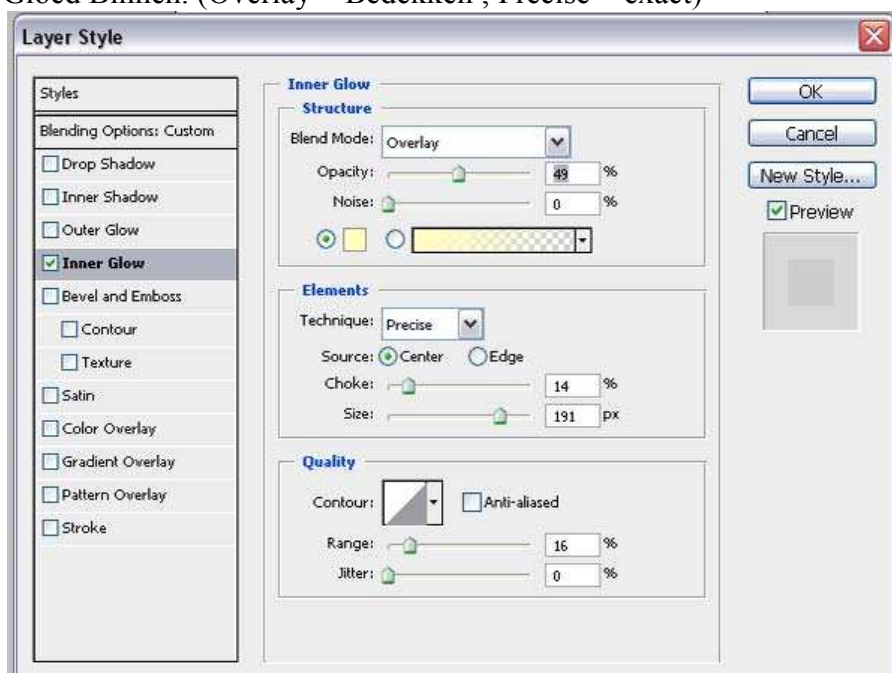
Stap 5

Zet de laagmodus op Bedekken.



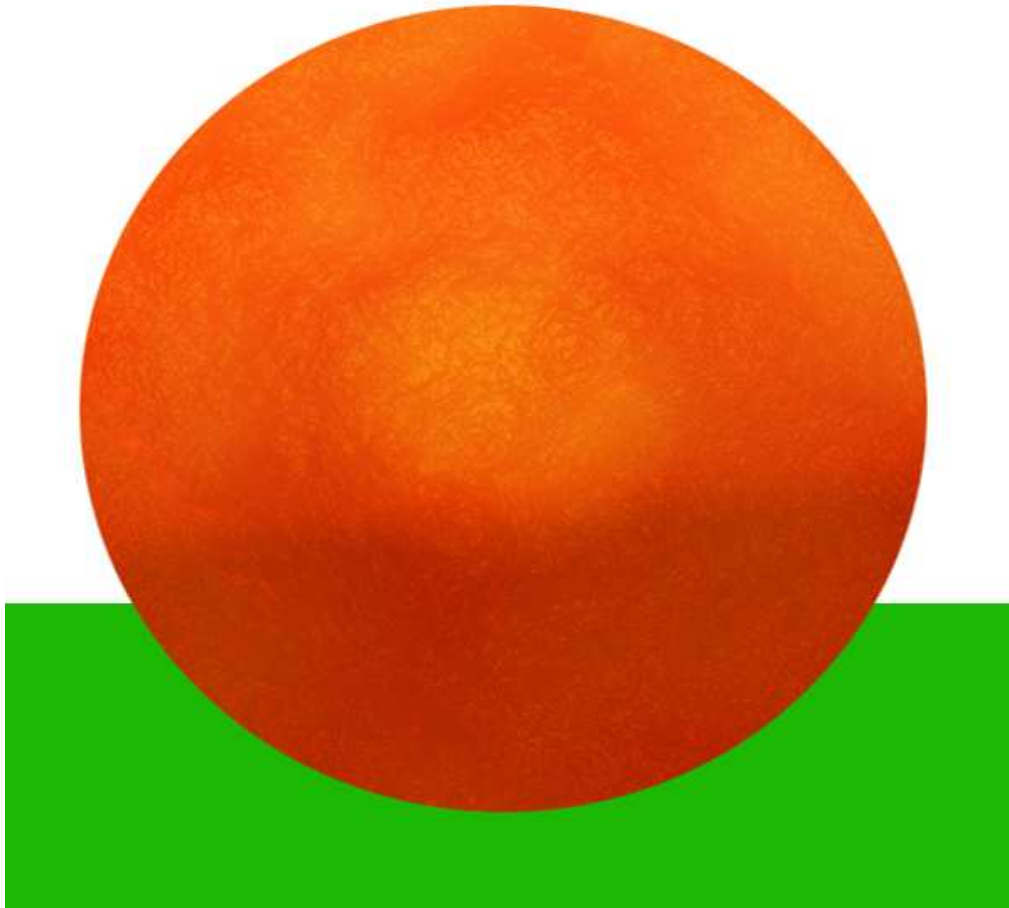
Stap 6

Geef laagstijl: Gloed Binnen. (Overlay = Bedekken ; Precise = exact)



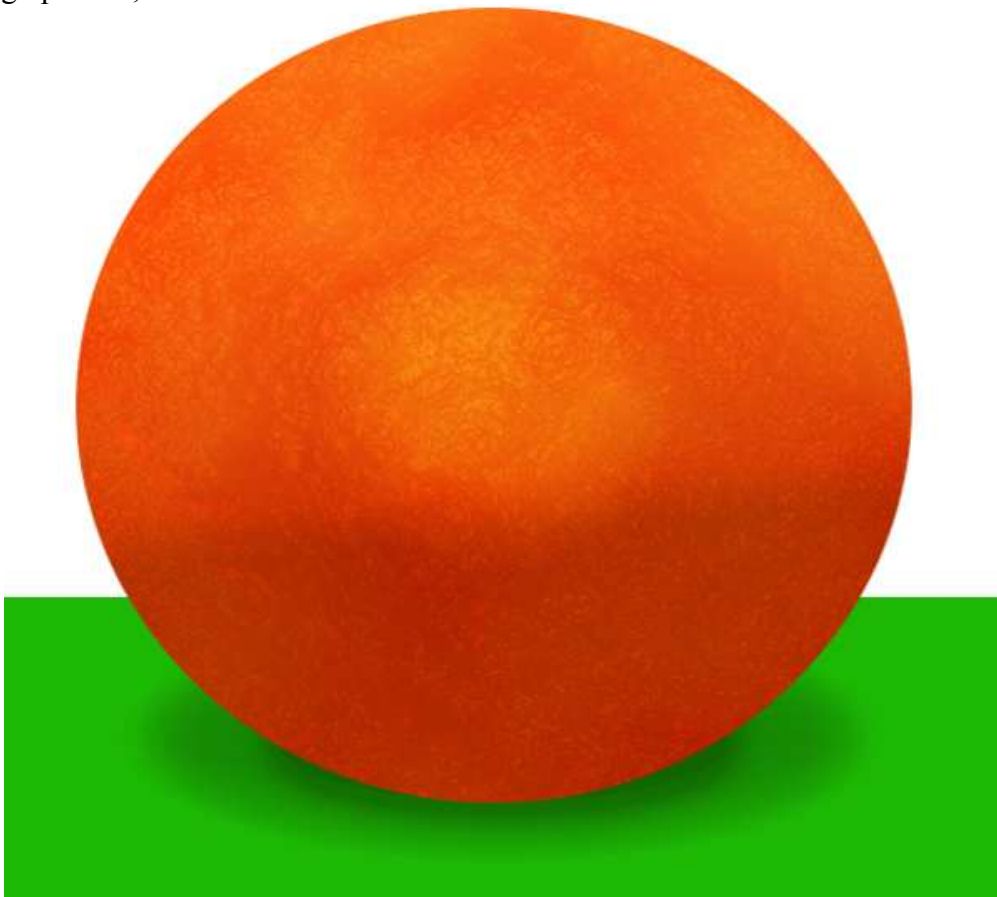
Stap 7

Nu achtergrond maken, nieuwe laag, rechthoekige selectie onderaan, vullen met groen.



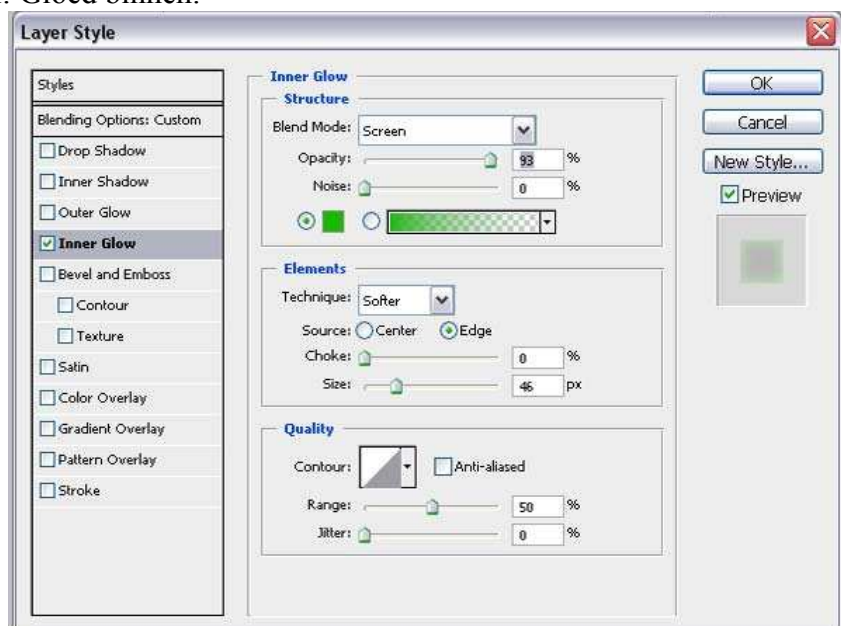
Stap 8

Schaduw maken onder sinaasappel = Nieuwe laag, Ovalen selectie maken, vul met zwart, zet laagdekking op 25% ;



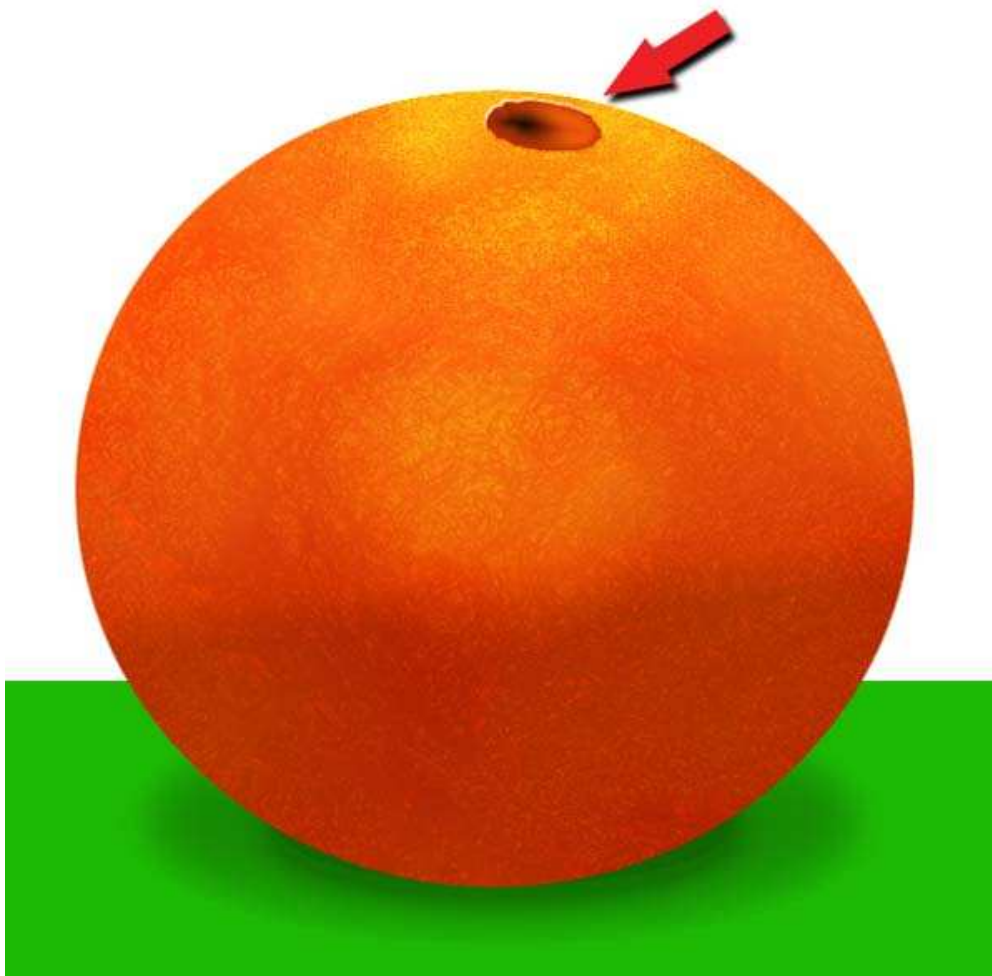
Stap 9

Geef als laagstijl: Gloed binnen.



Stap 10

Ronde vorm bovenaan = Ovalen selectie maken, nieuwe laag bovenaan het lagenpalet, vullen met zwart



Stap 11

Geef aan deze laag volgende laagstijlen:

Schaduw binnen

The screenshot shows the 'Layer Style' dialog box with 'Inner Shadow' selected. The 'Structure' section is active, showing 'Blend Mode' set to 'Multiply', 'Opacity' at 100%, 'Angle' at 127 degrees, 'Distance' at 0 px, 'Choke' at 21%, and 'Size' at 10 px. The 'Quality' section shows 'Contour' set to a default gradient and 'Noise' at 2%. A preview window shows a dark shadow on a red and green background.

Gloed binnen

The screenshot shows the 'Layer Style' dialog box with 'Inner Glow' selected. The 'Structure' section is active, showing 'Blend Mode' set to 'Screen', 'Opacity' at 100%, and 'Noise' at 0%. The 'Elements' section shows 'Technique' set to 'Precise', 'Source' set to 'Edge', 'Choke' at 0%, and 'Size' at 13 px. The 'Quality' section shows 'Contour' set to a default gradient, 'Range' at 50%, and 'Jitter' at 0%. A preview window shows a bright glow on a red and green background.

Gloed buiten – Kleur tegenhouden

The screenshot shows the 'Layer Style' dialog box with 'Outer Glow' selected. The 'Structure' section is active, showing 'Blend Mode' set to 'Color Dodge', 'Opacity' at 100%, and 'Noise' at 33%. The 'Elements' section shows 'Technique' set to 'Softer', 'Spread' at 39%, and 'Size' at 141 px. The 'Quality' section shows 'Contour' set to a default gradient, 'Range' at 53%, and 'Jitter' at 0%. A preview window shows a glow that prevents the underlying colors from showing through.

Schuine kant en Reliëf – gegraveerd zacht

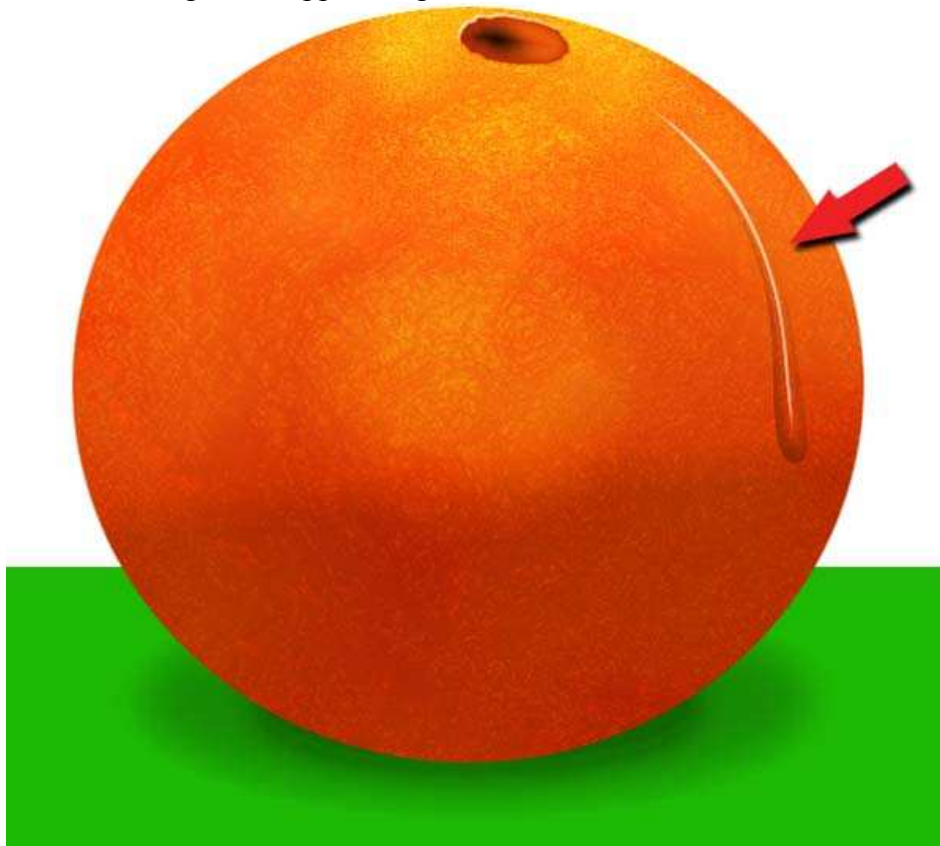
The screenshot shows the 'Layer Style' dialog box with 'Bevel and Emboss' selected. The 'Structure' section is active, showing 'Style' set to 'Outer Bevel', 'Technique' set to 'Chisel Soft', 'Depth' at 1%, 'Direction' set to 'Up', 'Size' at 2 px, and 'Soften' at 0 px. The 'Shading' section shows 'Angle' at 127 degrees, 'Altitude' at 64 degrees, 'Gloss Contour' set to a default gradient, and 'Anti-aliased' checked. 'Highlight Mode' and 'Shadow Mode' are both set to 'Normal' with 100% opacity. A preview window shows a soft, beveled effect.

Verloopbedekking → Hiernaast

The screenshot shows the 'Layer Style' dialog box with 'Gradient Overlay' selected. The 'Gradient' section is active, showing 'Blend Mode' set to 'Normal', 'Opacity' at 100%, 'Gradient' set to a red-to-white gradient, 'Style' set to 'Linear', 'Align with Layer' checked, 'Angle' at 25 degrees, and 'Scale' at 39%. A preview window shows a gradient overlay on a red and green background.

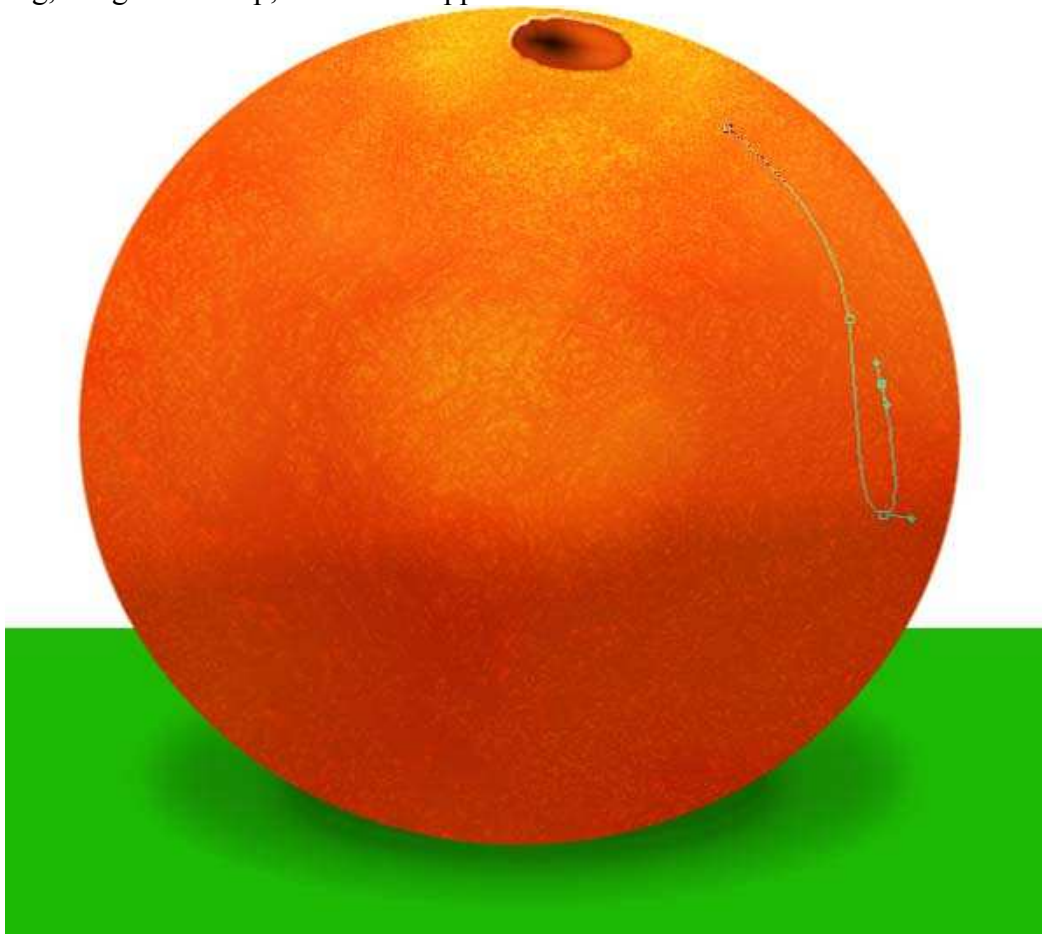
Stap 12

Om druppels te maken, volgende stappen volgen.



Stap 13

Nieuwe laag, Pengereedschap, teken de druppels.



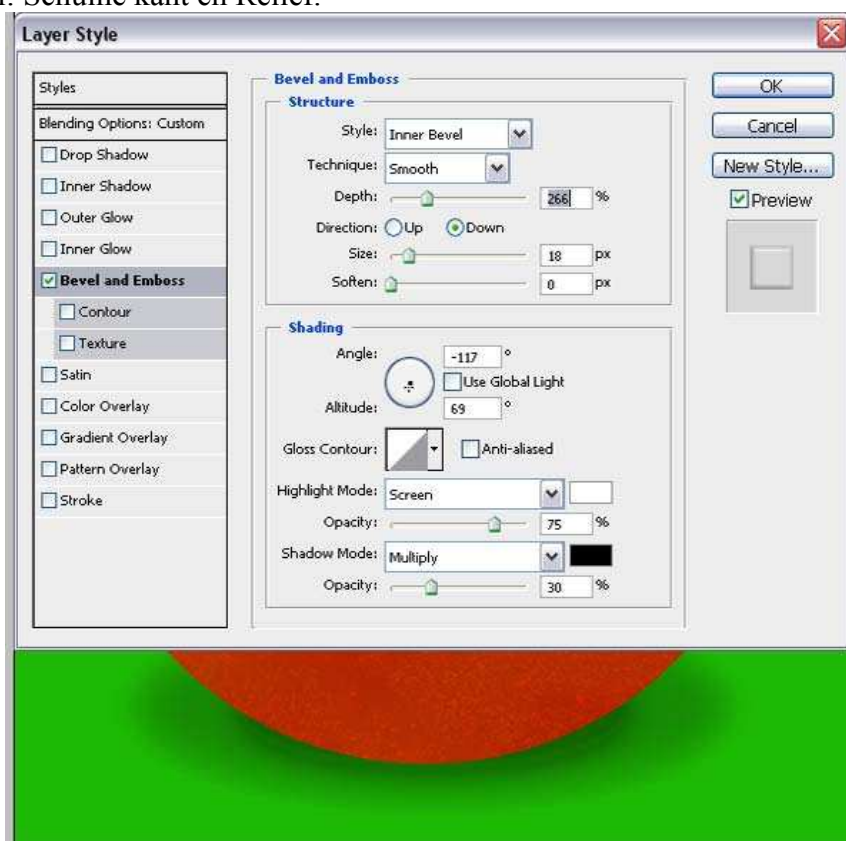
Stap 14

Vul met zwart, zet laagvulling op 0%.



Stap 15

Geef als laagstijl: Schuine kant en Reliëf.



Stap 16

Herhaal dit voor de andere drup effecten.



Stap 17

Ook nog dit...



