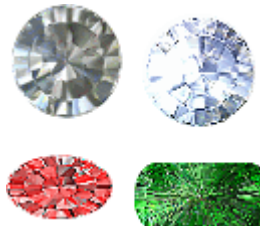




Go [here](#) for more details.



Glass Hummingbird--revised for v.8



Gems--revised for v.8



Straw Hat--revised for v.8



Old Radio--revised for v.8



Crop Circles

## China Bowl and Pitcher

PhotoImpact v.7



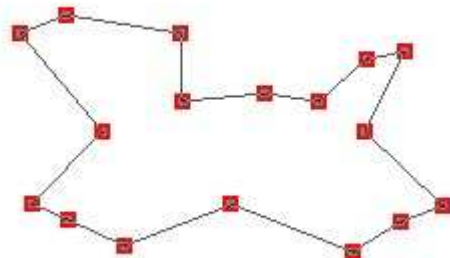
In this tutorial, I will attempt to show how to make the above bowl and pitcher.

First, let me say that I do not recommend this tut for those not familiar with PI's tools, tool settings or editing path nodes. This tut assumes a knowledge of these tools and does not go into details concerning the location of tools or their function.

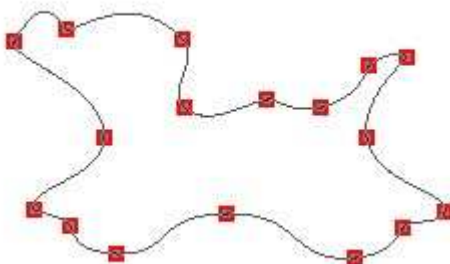
That said, let's get started!

1. Open a 500x500 canvas; draw a 2D rectangle; color of your choice...I used these settings: RGB 214,207,201.

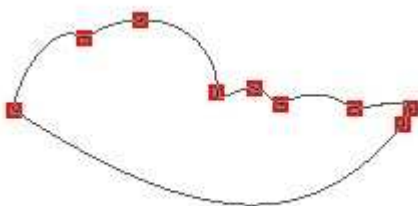
Click on the path edit function and toggle on. Using the add node function,add nodes and pull into this shape:



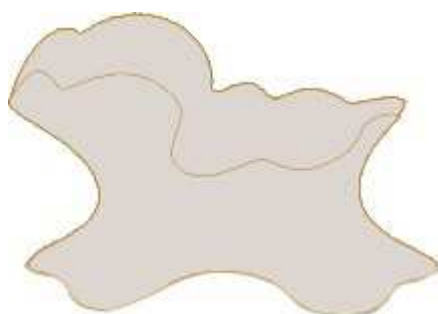
2. Click on each line and convert it to a curved line. Using the node handles, adjust the lines until you have a shape somewhat like this:



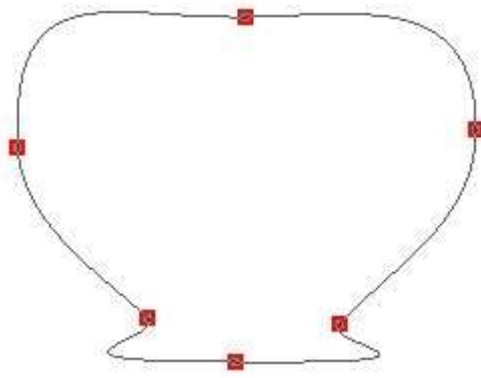
3. Toggle back to path mode; draw another rectangle and edit to this shape:



Send this shape to the back; using the paintbrush, size 2, gold color from the drop-down menu,go to Effects,Paint on edges, for each shape. Line the shapes up like so:



4. Back in the path mode, draw a 2D round circle; send to the back; edit to this shape:

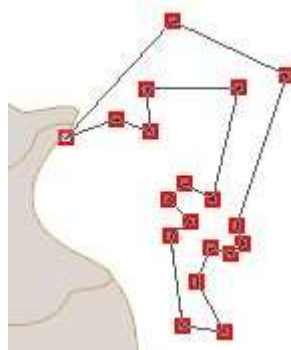


5. Edit the path nodes so the sides line up with the top and your shapes look like this:

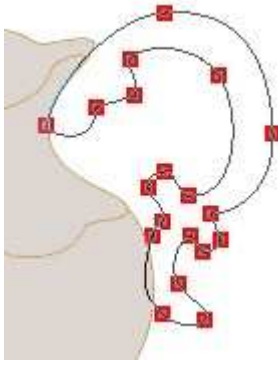


When it fits like you want, paint on edges.

6. This next part, the handle, is a bit tricky, but it can be done. Draw a 2D rectangle; add nodes and pull into this shape:



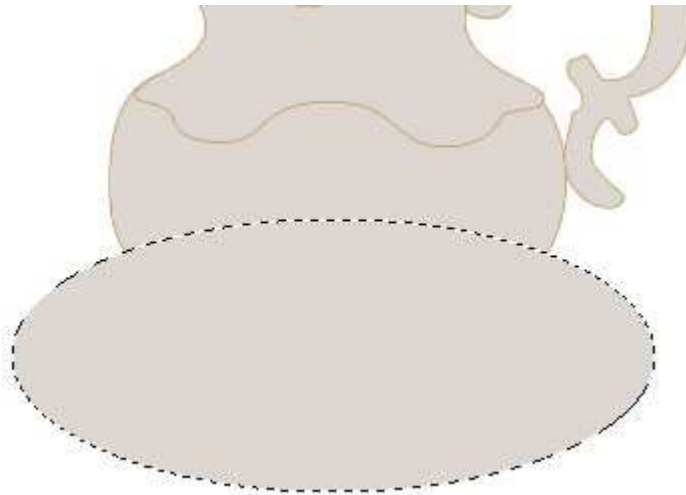
7. Convert each line to a curve and adjust to this shape for the handle:



8. Toggle back to path mode, paint on edges as above and send to the back.  
Hopefully, you have something like this now.

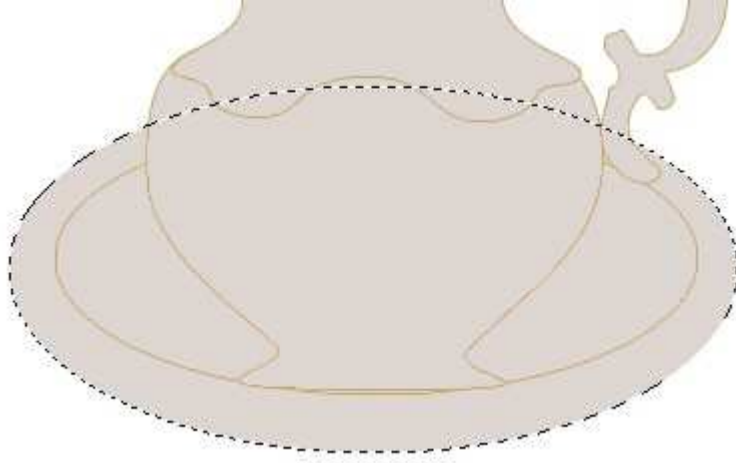


9. Draw a 2D ellipse like so:

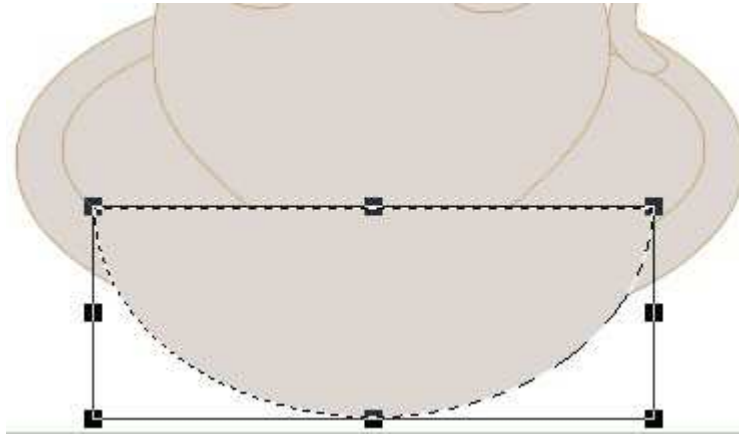


Send to the back; paint on edges.

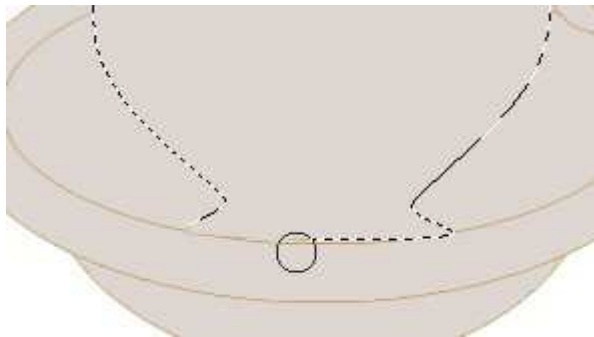
10. Draw another rectangle, larger than the first; send to the back.  
Use the transform tool, if necessary, to make it fit like this; paint on edges.



11. Under Custom Shapes, find the half-moon shape. Flip vertically, send to the back and paint on edges.



12. Click on the bottom piece of the pitcher; use the eraser tool to carefully remove the bottom line.

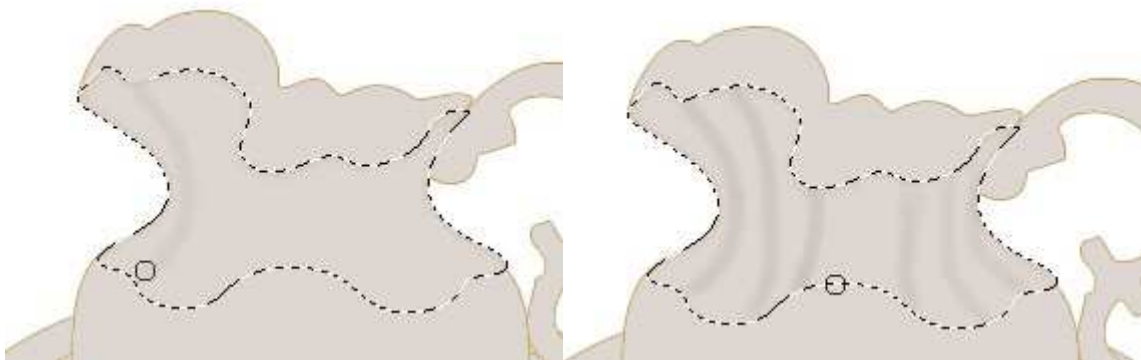


Now you have the shapes for the bowl and pitcher. The rest of this tut deals with the shading of the pieces to give it a 3D look. The best I can do here is to just show some of the steps and techniques for the shading...most of it will have to be trial and error on your part until it looks like you want.

13. Begin by using the blur tool, size 10, to soften the edges of the top pitcher object. I did not blur the very bottom line on this piece.



14. Use the Burn tool, size 8-10, to begin drawing curved lines on the object. Try to place the burn marks where the curves in the objects will be located.



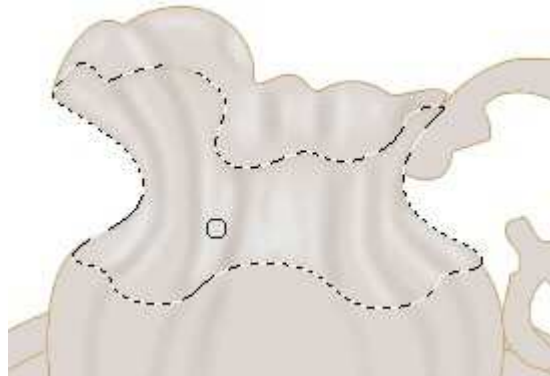
15. Click on the bottom pitcher object and draw burn lines to curve in opposite directions of the top ones. Do the same for the back of the pitcher top.



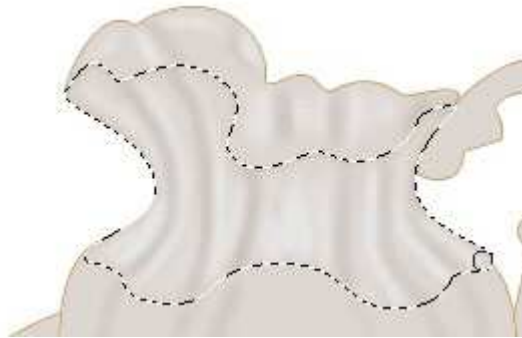
16. Use the Dodge tool, size 8-10, to go between each burn mark.



17. Now make two or three passes with the dodge tool right along each side of the burn mark.



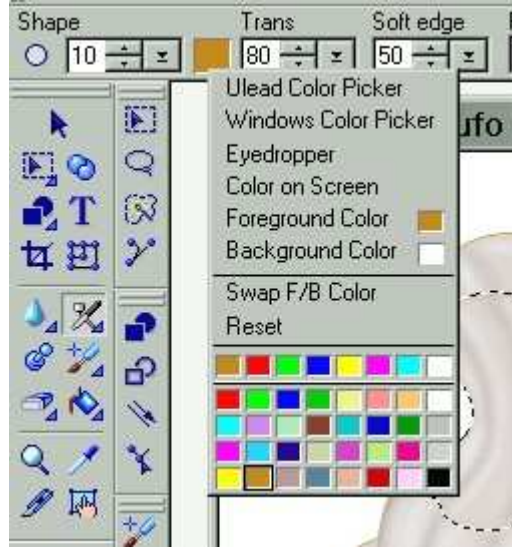
18. Use the blur tool, size 8-10, to slightly blur the burn and the dodge marks together:



19. Go back along the side of the burn mark one or two more times with the dodge tool.



20. Click on the airbrush tool and use these settings:



21. Make a couple of light passes along the bottom and along the outer sides.



22. Now we will work on the handle. Use the blur tool to soften the outside edges; switch to the dodge tool and make two passes through the middle of the handle.



23. Click on the smaller of the ellipses in the bowl. Blur the edges; use the airbrush with the same settings and paint along the sides. Make two or three passes with the dodge tool down the outside middles.



24. Click on the larger ellipse; blur the edges; use the burn tool to make marks like so:



25. Use the dodge tool along the edges of the burn marks and through the middle to give it a rounded look.



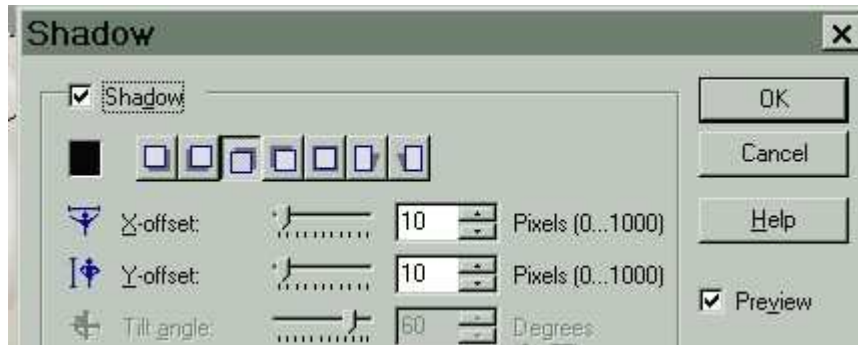
26. Use the burn tool around the outside edges:



27. Click on the bottom of the bowl; go around the outside edges with the burn tool.



28. Now let's go work on the top some more. Activate the top front piece of the pitcher; right-click, shadow and use these settings:



29. Right-click, split shadow; click on the shadow and use the eraser tool to remove the shadow along the sides, just leaving the shadow showing across the top.



30. Activate the top front piece again; set the burn tool to size 1; make a small burn line along the outside top like this:



31. Use the dodge tool, set to size 1; go along the top of the burn mark. See how it makes it look like a lip on the pitcher?



32. Set the paintbrush to white, size 2. Make small, short strokes randomly, to simulate light reflecting off the pitcher.



33. Do the same thing with the paintbrush on the handle and the bottom piece.



34. Now do the rim the same way.  
Almost done!



35. Use a flower object, if desired, for decoration. Use the paintbrush as above to make light reflections on the top flower.



Continue blurring, burning and dodging until your image looks like you want. When you are completely satisfied with it, then right-click and merge as single object.



More tutorials available on my CD



Go [here](#) for more details.

Any problems or questions, e-mail [me](#).

[Paradigm PI Graphics](#)