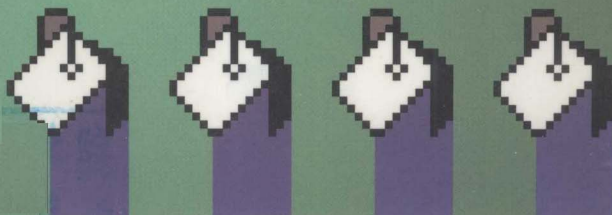
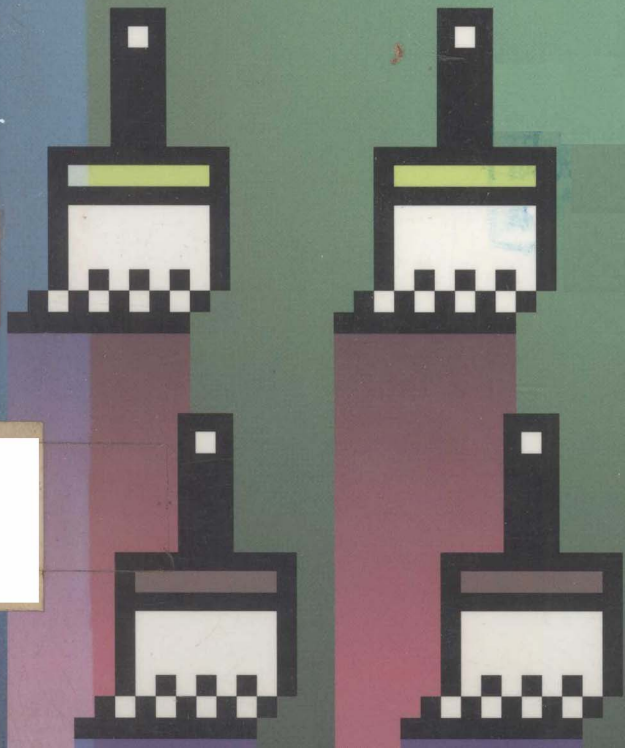
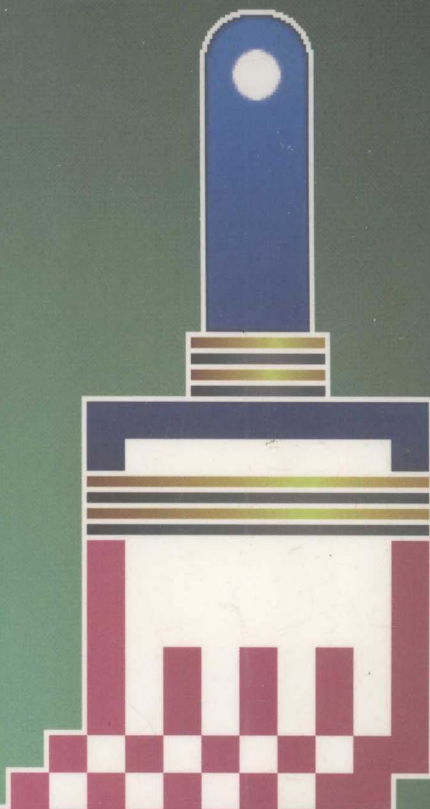


# PAINTING ON THE PC

A NON-ARTIST'S DRAWING GUIDE TO PC PAINT, DR. HALO, PUBLISHER'S PAINTBRUSH, AND MANY OTHERS



**Deke McClelland**  
**PUBLISHING RESOURCES INC.**

**Dow Jones-Irwin**  
Desktop Publishing Library

# PAINTING ON THE PC

---

*A non-artist's drawing guide to  
PC Paint, Dr. Halo,  
Publisher's Paintbrush, and many others*

Deke McClelland  
Publishing Resources Inc.

*Dow Jones-Irwin  
Homewood, IL 60430*

© RICHARD D. IRWIN, INC., 1989

Dow-Jones Irwin is a trademark of Dow Jones & Company, Inc.

*All rights reserved.* No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior written permission of the copyright holder.

This publication is designed to provide accurate and authoritative information in regard to the subject matter covered. It is sold with the understanding that the publisher is not engaged in rendering legal, accounting, or other professional service. If legal advice or other expert assistance is required, the services of a competent professional person should be sought.

*From a Declaration of Principles jointly adopted by a Committee of the American Bar Association and a Committee of Publishers.*

Library of Congress Cataloging-in-Publication Data

McClelland, Deke, 1962-  
Painting on the PC.

Includes index.

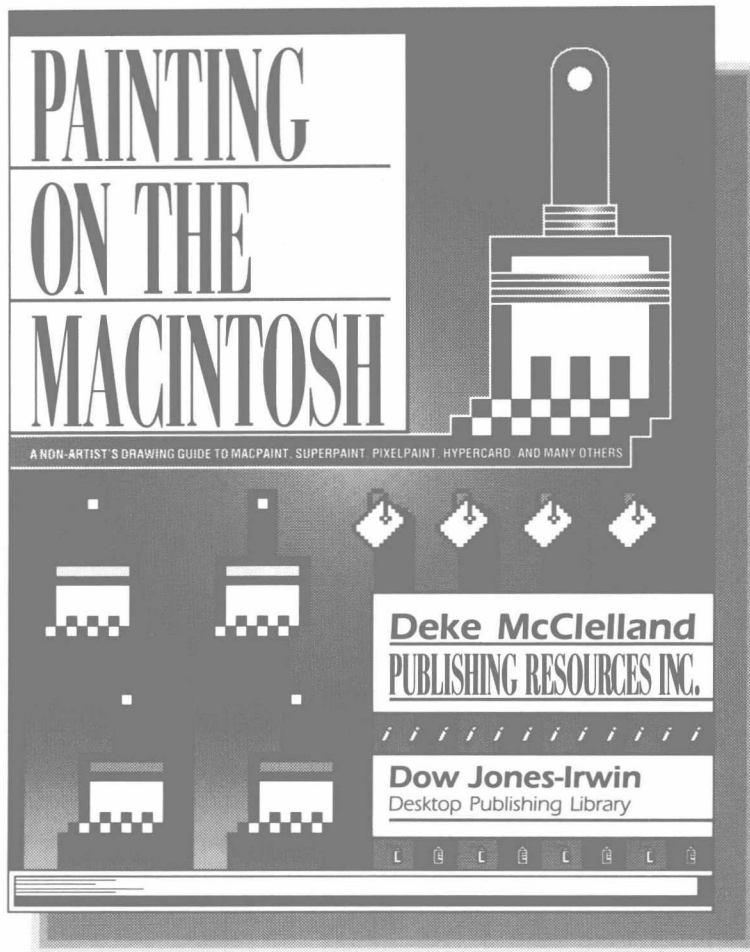
1. Computer graphics. I. Title.

T385.M3782 1989 760'.028'5536 89-16839

ISBN 1-55623-266-7

*Printed in the United States of America*

3 4 5 6 7 8 9 0 ML 6 5 4 3 2 1 0 9



*This title is also available in a Macintosh edition.*

## Acknowledgements

The following people helped on Project #8:

Thanks to Carolyn MacPhail and Scott Harmon for their work on proofing and printing, and to Craig Danuloff for paying the phone bill.

For product acquisition, thanks to Rose and Tony at RIX Software, Nicole Noland at Electronic Arts, Pam Kerwin at Media Cybernetics, Eliska Amyx at Digital Research, Tony Rodrigues at Mouse Systems, Bob Lange and Carol Dunagen at ZSoft, Donna Gardner at Paul Mace Software, and Leslie Daley at Spinnaker Software.

Here's another hint for you all, the walrus is R.D., S.R., J.G., A.E., and J.M.

And thanks to Elizabeth Pheasant, star of the local press.

## About the Author

Deke McClelland  
Publishing Resources Inc.  
*Mastering Adobe Illustrator PC,*



provides training and consulting services through  
His work includes *Desktop Publishing Type & Graphics*,  
*The PageMaker Companion*, and *Painting on the Macintosh*.

## What's your opinion?

As computer book authors, we are interested in helping you to better understand and utilize your computer and computer software. This means that we not only want to produce quality books, but that we also want to improve our existing books with each update.

As a reader, we value your comments and criticism. If you find any inaccuracies, typographical or informational, or have any suggestions for future editions, we encourage you to write us at the address at the bottom of this page. Perhaps you have a tip you would like to share, or an opinion regarding an application covered in this book. Your letter will be very much appreciated.

**PUBLISHING  
RESOURCES**  
INCORPORATED

711 Walnut Street, Suite 200  
Boulder, Colorado 80302  
(303) 442-8221

# Also available from Dow Jones • Irwin

---

## *The PageMaker Companion*

Deke McClelland and Craig Danuloff

ISBN 1-55623-189-X DJI # 15-2944-01

## *Mastering Adobe Illustrator PC*

Deke McClelland and Craig Danuloff

ISBN 1-55623-158-X DJI # 15-2864-01

## *Painting on the Macintosh*

Deke McClelland

ISBN 1-55623-265-9 DJI # 15-3108-01

Purchase these titles from your local bookseller  
or directly from Dow Jones • Irwin by calling 1-800-634-3966

---

# Table of Contents

---

Foreword .....	I
----------------	---

<i>Part One, Developing a Successful Drawing Technique</i> .....	5
--	---

---

Chapter 1: Understanding the Graphic Process .....	7
--	---

*Who can draw?* 7

The electronic graphic process	9
--------------------------------	---

*Developing purpose and concept* 10, *Sketching initial ideas* 12,

*Creating a final draft* 14, *Saving drawings for future reuse* 15

Examining drawing technique	17
-----------------------------	----

*Personal artistic style* 20





The type tool and font commands	102
<i>The limitations of type in a paint program 103, Entering type from the keyboard 104, Determining font, size, style, and alignment 105</i>	
Selecting and manipulating elements	109
<i>Using the free-form selection tool 109, Using the selection rectangle 113, Cut, copy, and paste 114, Cloning and drawing with an element 116, Rotating and flipping 119, Enlarging and reducing 121, Slanting an element 124, Inverting an image 125, Tracing around the edges of a solid object 127</i>	
View sizes and scrolling	129
<i>Zooming and using the pencil in fat-bits 130, Moving the graphic with respect to the window 132</i>	

## Chapter 4: Hints, Tips, & Painting Secrets ..... 133

Thickening a line	134
<i>The lasso-and-clone method 134, The trace-edges-and-fill method 135</i>	
Adding a custom interior to a shape	136
<i>The cookie-cutter method 137</i>	
Type effects	141
<i>Changing letter spacing 142, Filling text with a pattern 143, Adding a custom interior to type 145</i>	
Creating and using gradations	148
<i>The spraypaint-layering method 149, The custom-gray-value method 151, Painting with custom gray values 155</i>	
Adding a shadow to an image	157
<i>The fill-scale-and-slant method 157</i>	

## Part Two, Drawing from Scratch

163

### Chapter 5: Basic Hands-On Projects ..... 165

Creating a page ornament	166
Creating a simple cartoon	179

### Chapter 6: Intermediate Hands-On Projects ..... 195

Creating a human silhouette	196
Creating a company logo	210

### Chapter 7: An Advanced Hands-On Project ..... 223

Creating a voluminous object	224
------------------------------	-----

Chapter 8: Creating Illustrations Using Clip-Art .....243

Customizing clip-art	246
<i>Simple clip-art transformations</i>	247, <i>Modification hints and tips</i> 248
Combining multiple clip-art images	250
<i>Determining similar clip-art styles</i>	250, <i>Positioning multiple images to interact</i> 255
Inserting clip-art into original drawings	257
<i>Finding clip-art similar to your personal style</i>	257, <i>Modifying your style to match clip-art</i> 259, <i>Framing your work with clip-art</i> 261

Chapter 9: Using Scanned  
Artwork & Photographs .....265

<i>Scan formats and paint application compatibility</i>	266
Cleaning up scanned images	269
<i>Refining and enhancing artwork scans</i>	269, <i>Refining and enhancing photographic scans</i> 272

Part Four, Comprehensive Software Review

Chapter 10: PC Paint Applications .....281

ColoRIX VGA Paint	284
DeluxePaint II	287
Dr. Halo III	290
GEM Paint	293
HotShot Graphics	296
Microsoft Windows Paint	299
PC Paint	302
PC Paintbrush for Windows	305
Pictor	308
Publisher's Paintbrush	311
Splash!	314

Clip-Art Listing .....319

Pages featuring clip-art images 320

Clip-art package vendors 322

Vendor information 323

Index .....325

A 325, B 326, C 327, D 328, E 330, F 330, G 331, H 332,  
I 332, J 332, K 332, L 333, M 333, N 334, O 334, P 335,  
R 337, S 337, T 340, U 341, V 341, W 341, X 342, Y 342,  
Z 342

# Foreword

---

*Craig Danuloff*  
*President*  
*Publishing Resources Inc.*

It is often said that our world is becoming more and more the domain of the specialist. As each category of human interest and endeavor becomes increasingly complex and competitive, practitioners are left with little choice but to forgo a wide range of expertise in order to develop and maintain their chosen specialization. Time does not allow, or so the theory goes, one person to be an accountant and a researcher and an artist.

On the other hand, think of all that you can do with the aid of your personal computer and some software. If you have a spell-checking program,

you can spell; if you have an accounting package, you can correctly perform double-entry bookkeeping; if you have a telecommunications program, you can communicate with millions of people or search vast databases; and if you have page composition software, you can electronically “paste-up” complex documents. It seems that the personal computer is the anecdote to specialization.

In each of these cases, a complex process has been simplified to little more than data entry and button pushing. The tools required to perform these tasks have been computerized and the use of these tools has been automated.

The process of drawing, however, has yet to undergo such a complete transformation. While the tools of drawing have been computerized—pencils, paintbrushes, and spraypaint cans are now simulated on-screen—the use of these tools has not been automated. This represents a fundamental difference between drawing and most other computerized processes: To draw, a person must know how to use “the tools of the trade.”

But how many of us know how to use the tools of the drawing trade? Certainly not the average computer user—or so you may believe. Millions of people own drawing software, but few of us dare to draw more than a map to a party. We assume that the ability to draw is solely dependent on talent, or that it requires extensive study and practice.

This book is for people like us.

This book demystifies the artistic process, demonstrating that by learning a few basic principles, understanding the power of your automated drawing tools, and remembering where the “Undo” command is located, almost anyone can create the kind of art they need to spruce up newsletters, reports, letters, brochures, and so on. With a little practice, you will be creating original art as easily as you already correct your spelling, balance your books, or layout the monthly newsletter. In no time you will be personalizing your work, making it more attractive, saving both time and money, and having a little more fun with your computer.

A few words of advice before you set off to become the complete Renaissance Man or Woman: Start simple, stick with it, and refer back to the elementary sections of this book often. Drawing isn't going to be quite as easy as running your spell-checker (although it may be easier than balancing your books). And don't be embarrassed by your early work; just claim that it's some horrible clip-art you are trying to fix.

Best of luck.



# Part 1

---

## Developing a Successful Drawing Technique



