

# Playing with Children's Art

This tutorial uses the soft plastic effect found in [PSP7](#) to add texture to a child's drawing. I stumbled across this handy little effect when I was playing with a scan of a child's drawing...well, not just any child ...me...done when I was about 10 years old.



You may have CD-collections that include child-like drawings or the drawings of a child you know that you can scan or use a digital camera to capture the drawing.

The soft plastic settings used in the screen shot in this tutorial work best on an image with light colors. You may have to make some adjustments if your image has a lot of dark colors.

## *PSP version and tools used*

Scanned or picture of a child's drawing, preferably colored with crayons or colored pencils

Soft Plastic (Located under effects/ textures)

Inner Bevel

Borders

Magic Wand

Eye Dropper

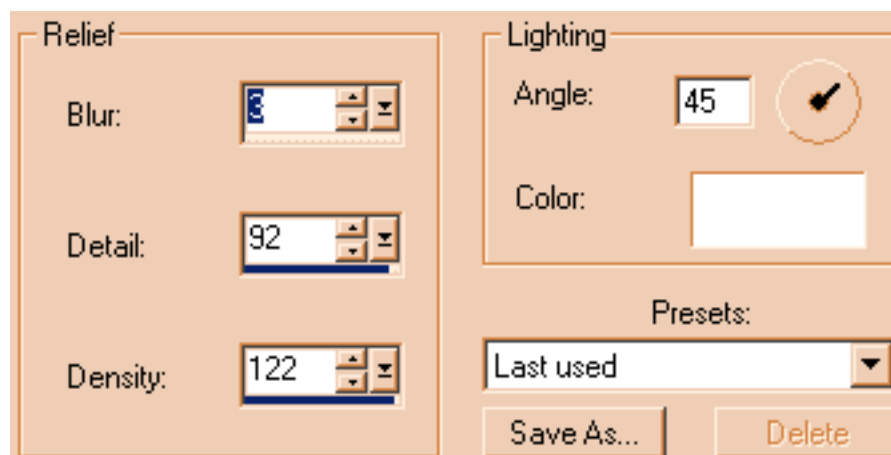
Kaleidoscope



You may use this image, because I drew it when I was 10. Right click, save as to a folder on your computer, or right click, copy and paste into PSP7. If you are using my image, go ahead and set your background color to #EBD2B1. If you are using your own, use the eyedropper to select a color from your image that pleases you.

**Step 1:** Go to Effects/Textures/ Soft Plastic

If you are using my image, use the settings shown in the screen shot below. If you are using your own image, start with my settings, but adjust the sliders until you are satisfied with the results.



**Step 2:** We will start the framing technique. You will be adding 3 sets of borders using the Image/Add Borders tool.

Add a symmetrical border of 5 pixels. This will be referred to as the inner border.

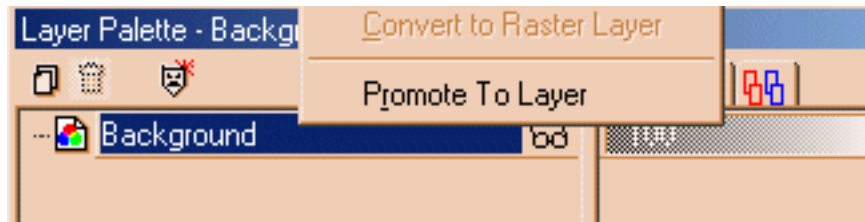
*This is the double arrow.*



Switch your foreground and background colors by clicking on the double arrow in your styles palette. It doesn't matter what your foreground color is, because it is going to be going away. Add a new symmetrical border of 15 pixels. This will be referred to as the middle border.

Switch your foreground and background colors again and add another symmetrical border of 5 pixels. This will be referred to as the outer border.

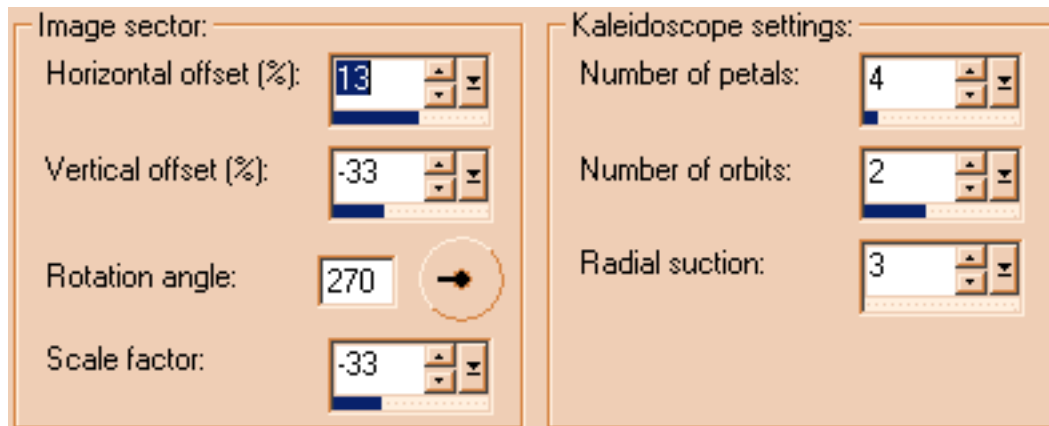
Promote your background image to a layer by right clicking on the layer palette.



**Step 3:** Use the magic wand with these settings: Match Mode RGB, Tolerance 0, Feather, 0 and select the outer border. Hold down your shift key and select the inner border. Both of these selections should now show marching ants. Go to Effects/3D Effects/Inner bevel. Select the metallic preset, but change the shininess value to 60.

Next: Go to selections, select none (Control + D). Use the magic wand on the middle border and hit the delete key on your keyboard. Do not deselect this section as it needs to remain active for the next step.

**Step 4:** Go to Effects/Reflection Effects/Kaleidoscope and use the following settings:



You can always adjust these settings if this is not the effect you want. Here's my finished image:



This tutorial originally located at\_  
[http://www.geocities.com/pixel\\_tickler/childart.htm](http://www.geocities.com/pixel_tickler/childart.htm)

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