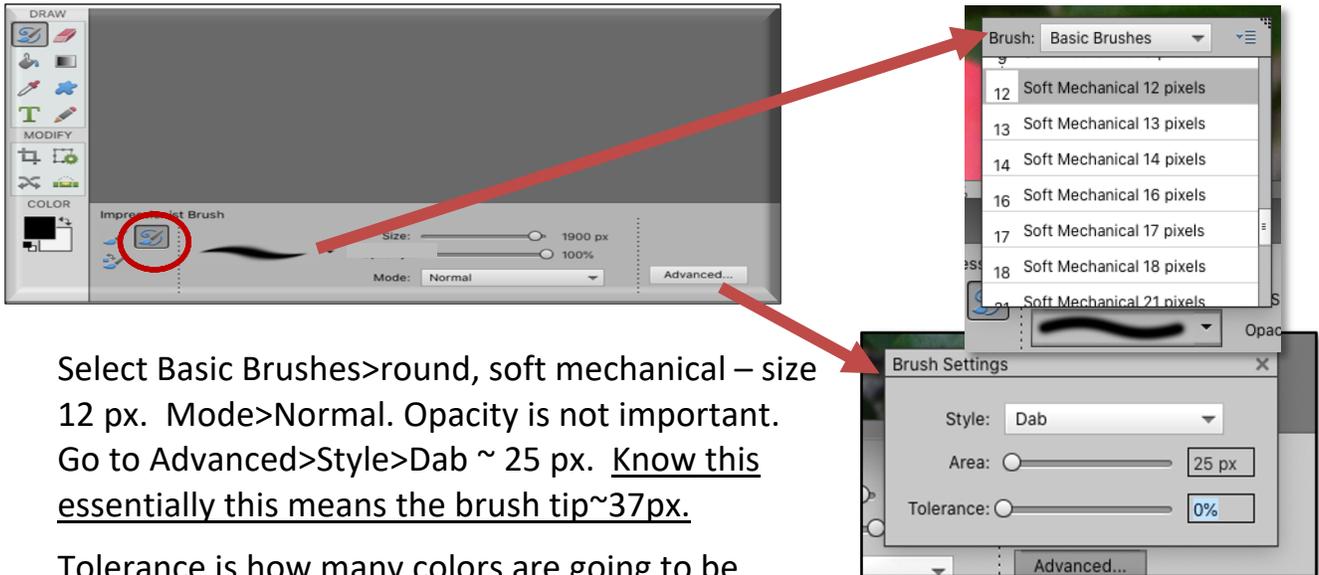


CREDIT: Karen Schultz, Members Classes 2021 NAODS video

1. The Impressionist Brush Tool-The 2nd Draw brush icon>Tool Options.



Select Basic Brushes>round, soft mechanical – size 12 px. Mode>Normal. Opacity is not important. Go to Advanced>Style>Dab ~ 25 px. Know this essentially this means the brush tip~37px.

Tolerance is how many colors are going to be affected by the brush tip. Increased tolerance means fewer other colors are going to be affected. Best to keep impressionist brush with low tolerance.

Use the tip of the brush soften the edge and click and drag tiny bits along edges using almost small click and drag motions. Purpose is to remove sharpness/detail from edges and soften/blend interior portions of images.

Reverse the effect with control/cmd z or go to Filter/Artistic/Dry brush and use default settings to add back edges.

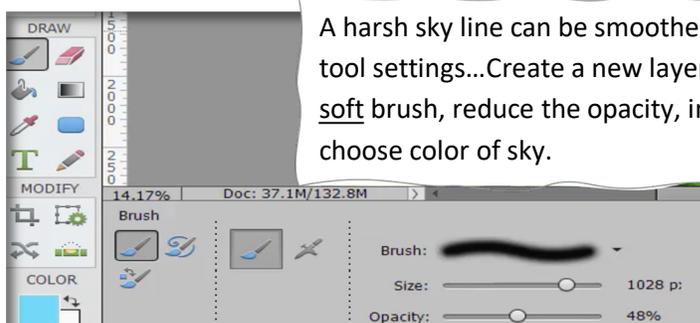
2. Guided Edit Watercolor

Have landscape photo in photo bin and go to Guided>Special Edit>Watercolor Effect. Note reverse button above left side. This reverse feature is important because the effects can be accumulative, and anything undesirable needs to be canceled before proceeding.



There are 3 effect options + refinement tools. Use the before and after views.

When satisfied with result, click next to further edit in **Expert** where layers are visible.



A harsh sky line can be smoothed up by using a brush tool settings...Create a new layer, choose a regular draw soft brush, reduce the opacity, increase its size and choose color of sky.

Learn about **PLACE** while changing the watercolor texture.

PLACE is another way to add an image file rather than open or drag in. The purpose of using a texture/overlay is to give the image interest.

An overlay can be an element, text, photo, texture or anything.

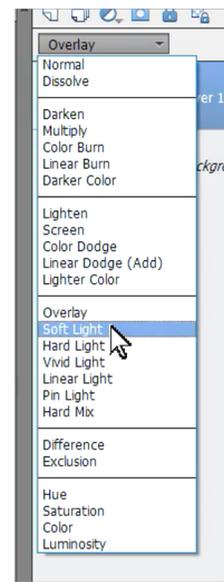
Go to File>**PLACE** new image over a previous (can't Place as a first layer) but it will make a new layer.

Blend Modes cause one layer to interact with the layers **below** it.

Determine a favorable effect by cycling down the Blend modes button.

Click on down pointing arrow to identify other modes in the drop-down menu.

Blend mode choices will interact with the layer/image below and produce an effect. To remove some of the texture/effect, add a layer mask to the image layer and remember white conceals and black reveals. After making sure default color is black...click on mask to make it the active thumbnail. Brush tool is basic, soft edge, size 1028, opacity 48%. Use brush to reveal some texture, reveal more of picture.



Another effect is use **clipping mask** which is causes one image to take the **shape of another image**.

3. Use Watercolor Overlays

Add watercolor effect base file ks-cu-watercolor overlay and reduce its opacity.

Create a new layer (above the overlay)

Fill with color using paint bucket (your color choice)

Use Blend mode cycle – choose the one you like

OVERLAY is a good choice

Add new Adjustment Layer/Levels (or shortcut control/command L) which brings up a new layer

Manipulate adjustment layer windows

Brightness & contrast layers – use sliders

Hue/saturation – change hue with sliders

Filter/blur/gaussian blur – try radius 66

Grab a brush...tap some blue purple green &/or yellow to make your own watercolor overlay that coordinates with kits/images or pages.

4. Use Watercolor Styles

Styles extension is .asl and can be seam or seamless. Elements 2020 & 2021 versions allows new styles after loading into the presets.

1. Create white background, 12 x 12

2. Style use always happens on its own layer...add new layer

3. Can use seam style by enlarging it.