

## Paint.Net for beginners: Make a G2 Tux

by [HandyBob](#) on October 23, 2009

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## **Intro: Paint.Net for beginners: Make a G2 Tux**

This is actually a port from a Photoshop [tutorial](#) on [CrystalXp.Net](#).

There really isn't much to add to the tutorial itself, just some minor differences between [Photoshop](#) (US\$ 699) and [Paint.Net](#) (US\$ 0).

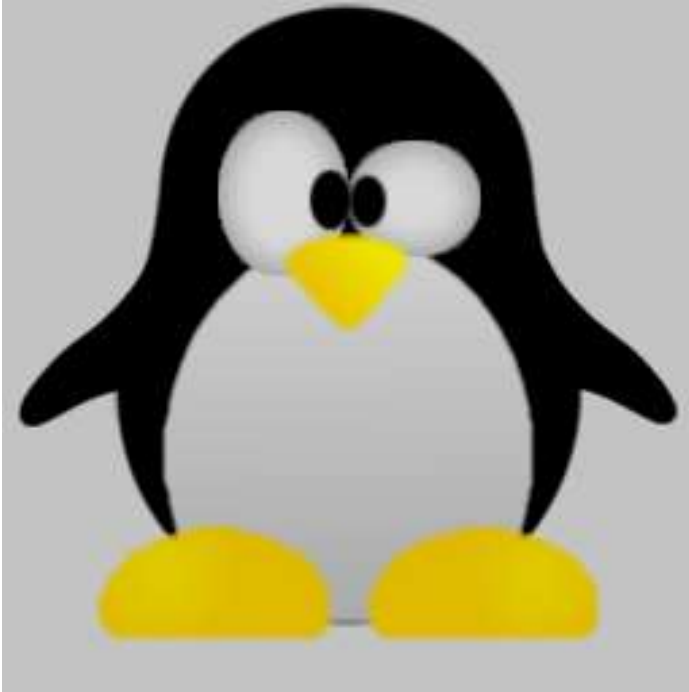
The hardest part was adapting the Photoshop template to Paint.Net and sizing the selections.

This is quite a long tutorial, but I think it's a great exercise on how to use gradients for glossy effects.

There's a French tutorial using [The Gimp](#), if I get the time I'll do a translation (sort of).

Let me know if you'd like the other tutorials ported to.

Now, roll up those sleeves and let's get cracking.



## **step 1: Things you need**

We'll start from the Photoshop psd-file available [here](#) or below.

In order to be able to open the Photoshop file, you'll need yet another plugin.

The Photoshop file plugin (PhotoShop.dll) needs to be placed in the **FileTypes** folder of your Paint.Net installation. Download the file [here](#) or below.

You'll also need Boltbait's Feather plugin. If you haven't already downloaded it from [my previous instructable](#), you can download BoltBait's Pack [here](#) or below.

Paint.Net doesn't support grouped layers (I think), so we'll lose some layers, but the important ones are still there. Although the colors do look a bit weird.



## File Downloads



**tux-g2-en.psd** ((256x256) 100 KB)

[NOTE: When saving, if you see .tmp as the file ext, rename it to 'tux-g2-en.psd']



**photoshop.zip** (18 KB)

[NOTE: When saving, if you see .tmp as the file ext, rename it to 'photoshop.zip']



**BoltBaitPack.zip** (71 KB)

[NOTE: When saving, if you see .tmp as the file ext, rename it to 'BoltBaitPack.zip']

### step 2: Making the base

When you open the psd-file you'll notice 14 layers, one for each part of Tux and a background.

The colors are all wrong, so we'll rectify that first.

For easy working uncheck the layers not currently working on.

Lets look at the **Body** layer. It's blue? The edges are softend, so there are pixels that are transparent. If you select the body with the **Magic Wand** and standard 50% **Tolerance**, you can't select all the blue pixels. There will be a blue edge.

Selecting with a **Tolerance** of 75% selects all the blue pixels, but when you fill the body you'll loose the smooth edge. Luckily there are tools like **Feather** (BoltBait's plugin), **Smooth Edges** (standard tool), **Blur** (standard),....

For the black parts there's even an easier way. Using the **Black and White** and **Curves...** from the **Adjustments** menu.

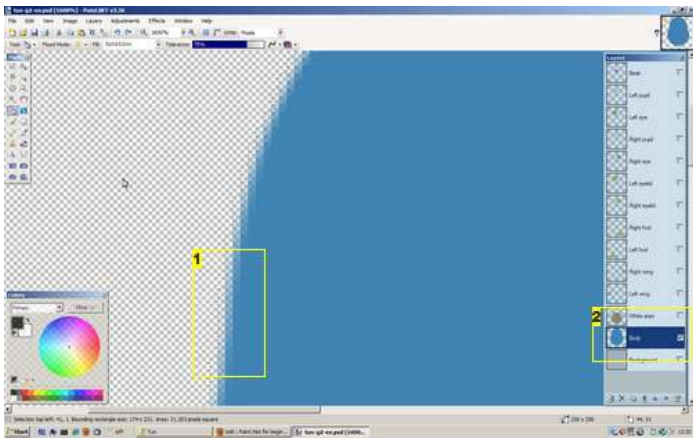
The Body, Left wing, Right wing, Left eyelid and Right eyelid layer:

1. Select the layer
2. Turn it into a black and white using **Black and White** from the **Adjustments** menu
3. Open the **Curves...** window from the **Adjustments** menu. Drag the curve to the bottom-right corner

The left wing has a little flaw at the top. Use the Rectangle Select tool to delete it.

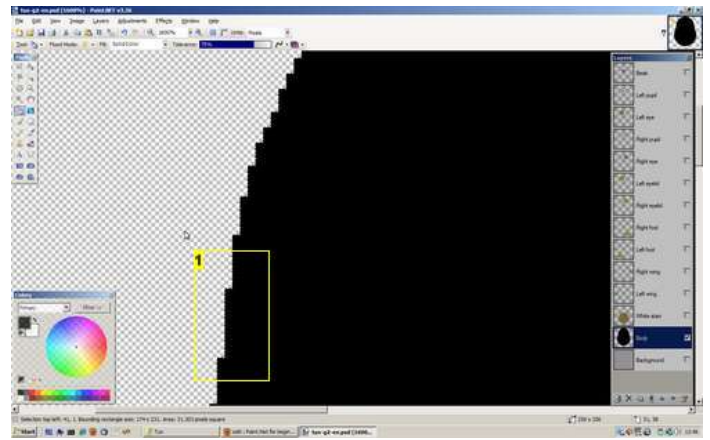
The White stain layer:

1. Select **Magic Wand**, set **Tolerance** to **50%** and select the white stain
2. Invert the selection with **Ctrl+i** and press **delete**, this makes sure there are no other pixels outside the stain
3. Select the stain again with the **Magic Wand**
4. In the **Colors** window click on the **More >>** button
  - Set the primary color **Hex** value to: #D0D0D0 (or R: 208; G: 208; B: 208)
  - Set the secondary color **Hex** value to: #ABABAB (or R: 171; G: 171; B: 171)
5. Choose the **Gradient** tool in **Linear** mode and drag the gradient from the top of the selection to the bottom
6. Choose **Feather...** under **Effects > Objects** and set *Feather Radius = 2; Effect Strength = 2* and *True Feather = checked*



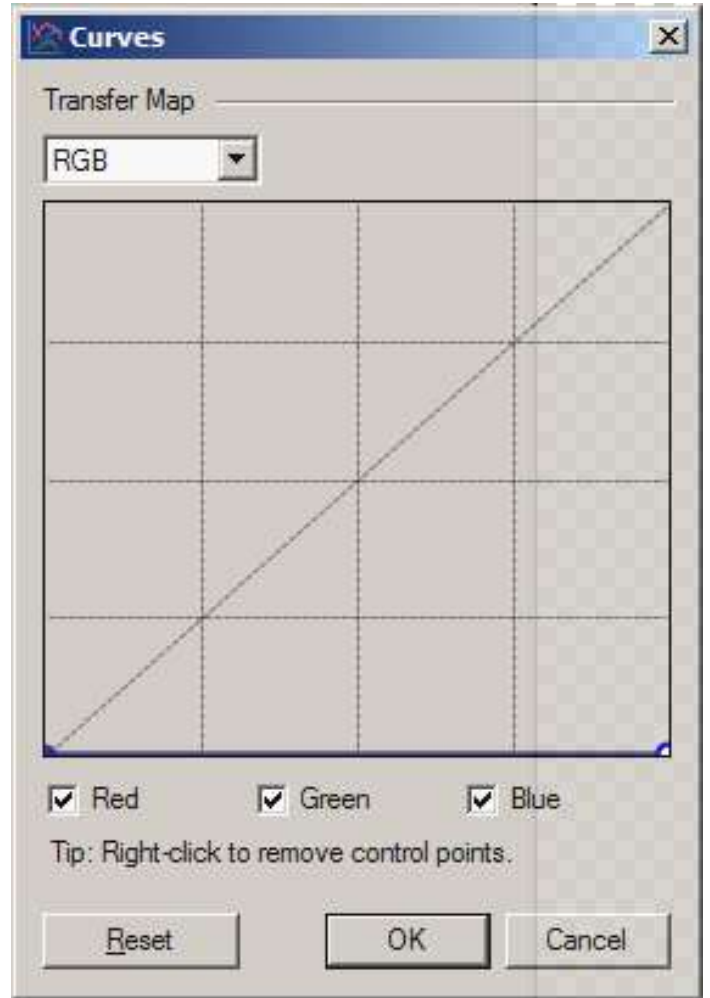
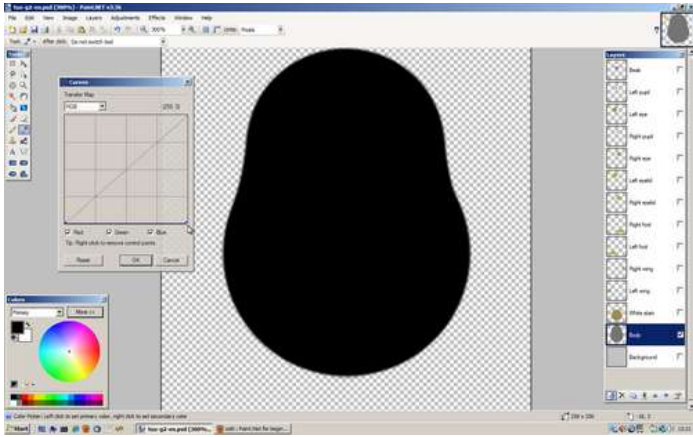
**Image Notes**

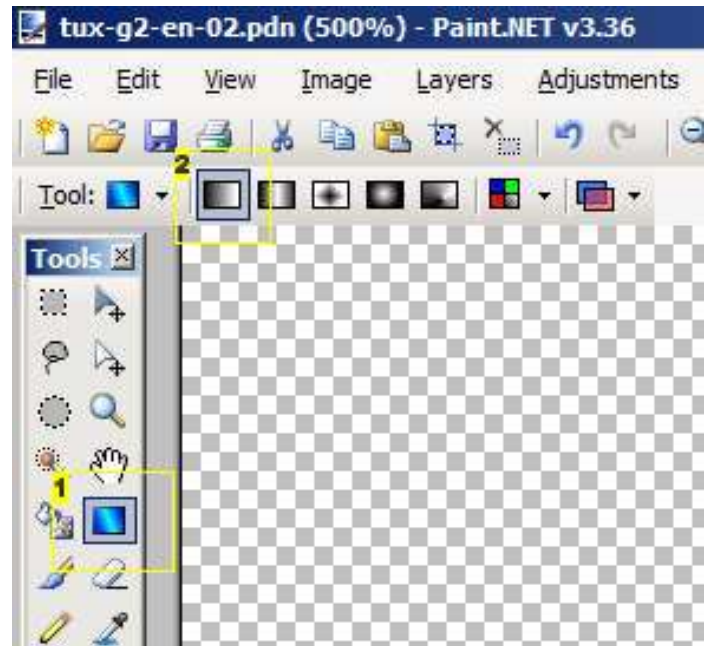
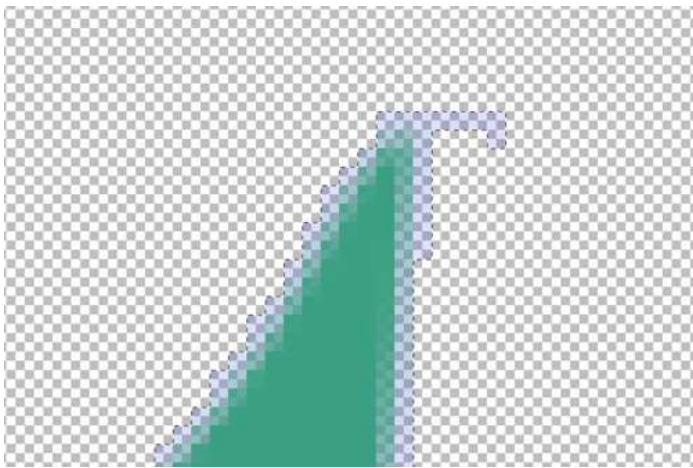
1. Soft edges
2. Only the Body layer is checked, for easy working



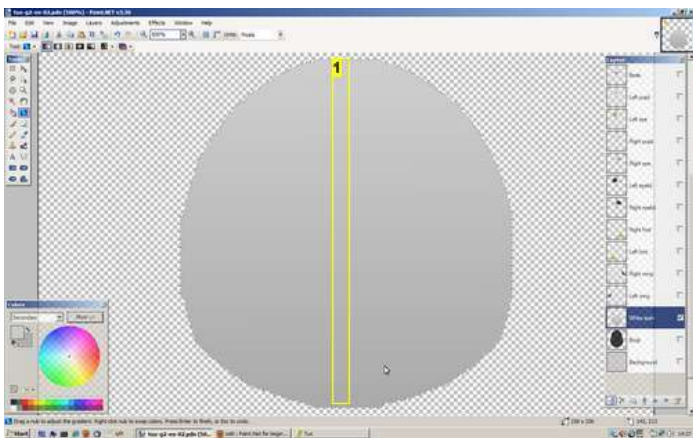
**Image Notes**

1. No soft edges. Bucket fill alone wont do.





**Image Notes**  
 1. Gradient tool  
 2. Linear mode



**Image Notes**  
 1. Drag the gradient from top to bottom

### step 3: Making the base (continued)

The Left foot and Right foot layer:

1. Choose **Magic Wand**, set **Tolerance** to **75%** and select the foot
2. Invert the selection with **Ctrl+i** and press **delete**, this makes sure there are no other pixels outside the foot
3. Select the foot again with the **Magic Wand**
4. In the **Colors** window click on the **More >>** button  
 Set the primary color **Hex** value to: #E0CD00 (or R: 224; G: 205; B: 0)  
 Set the secondary color **Hex** value to: #DFBA00 (or R: 223; G: 186; B: 0)
5. Choose the **Gradient** tool in **Radial** mode and drag the gradient from A to B approximately as shown in picture 1
6. Choose **Feather...** under **Effects > Objects** and set **Feather Radius = 2**; **Effect Strength = 1** and **True Feather = checked**
7. Repeat step 6 or just choose **Repeat effect** (**Ctrl+F**) in the **Effects** menu. This gives an ever smoother effect.

The Beak layer:

1. Choose **Magic Wand**, set **Tolerance** to **75%** and select the beak
2. Invert the selection with **Ctrl+i** and press **delete**
3. Select the beak again with the **Magic Wand**
4. In the **Colors** window click on the **More >>** button  
 Set the primary color **Hex** value to: #EEE300 (or R: 238; G: 227; B: 0)  
 Set the secondary color **Hex** value to: #EAC300 (or R: 234; G: 195; B: 0)
5. Choose the **Gradient** tool in **Radial** mode and drag the gradient from A to B approximately as shown in the picture
6. Choose **Feather...** under **Effects > Objects** and set **Feather Radius = 2**; **Effect Strength = 1** and **True Feather = checked**
7. Repeat step 6 or just choose **Repeat effect** (**Ctrl+F**) in the **Effects** menu.

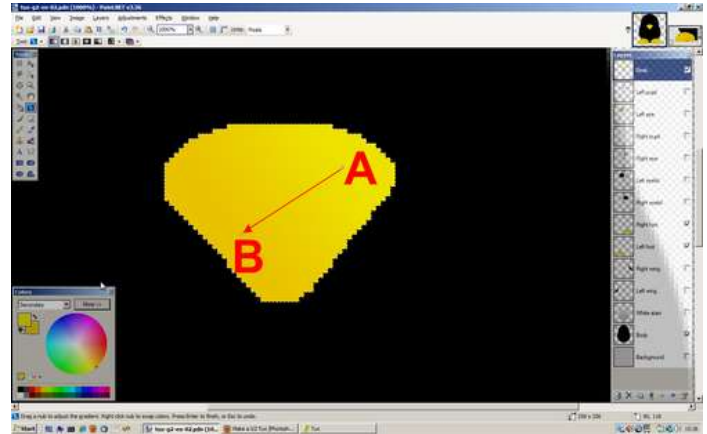
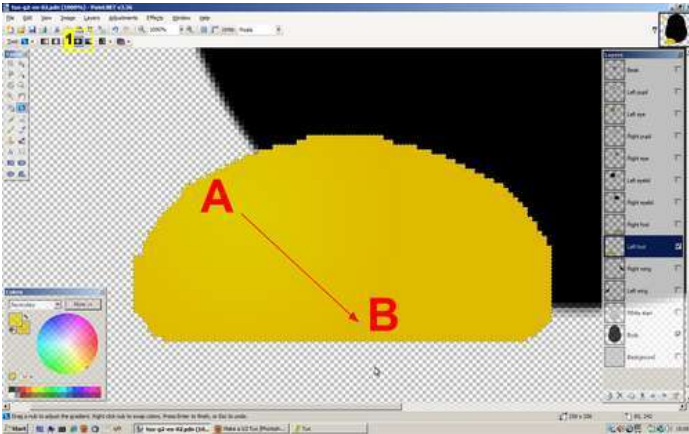
The eyes are done a little different then the Photoshop tutorial. There's no inner glow effect, but there's a glow effect, close enough.



The Left eye and Right eye layer:

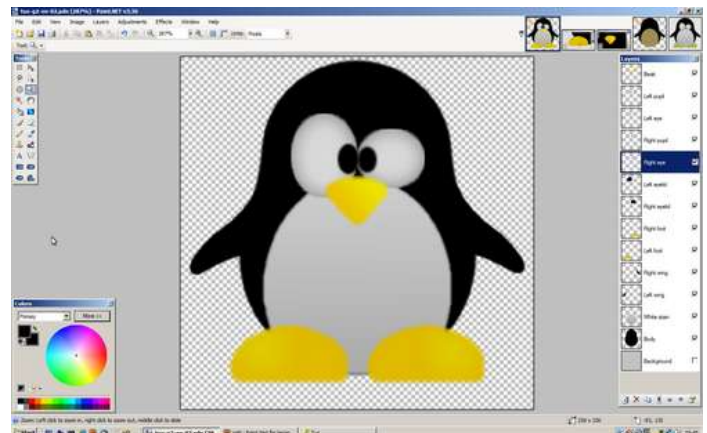
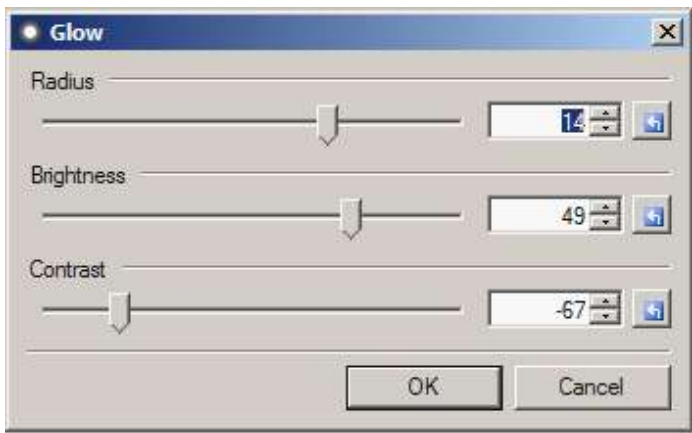
1. Select the eye layer
2. Turn it into a black and white using the **Black and White** from the **Adjustments** menu. The eye should have color #848484 (or R: 132; G: 132; B: 132).
3. Choose **Magic Wand**, set **Tolerance** to 75% and select the eye
4. Invert the selection with **Ctrl+i** and **delete**
5. Select the eye again with the **Magic Wand**
6. Choose **Glow...** from the Effects > Photo menu with *Radius = 14; Brightness = 49; Contrast = -67*

Now we have the basic flat Tux. It's time to add the gloss and shades  
It's a good time to save your work now.



#### Image Notes

1. Radial mode



#### step 4: Adding glossy reflections

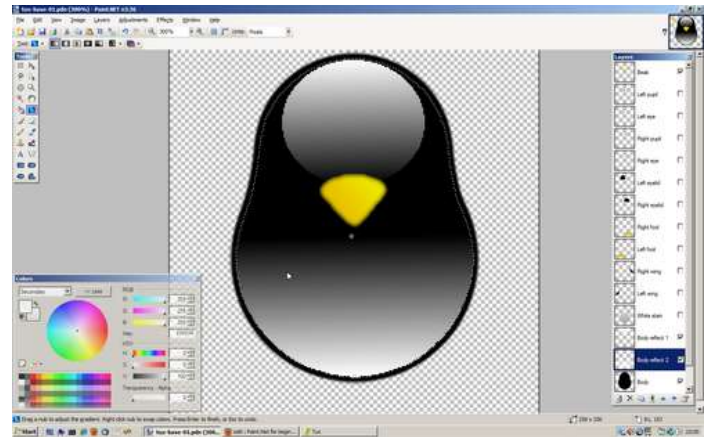
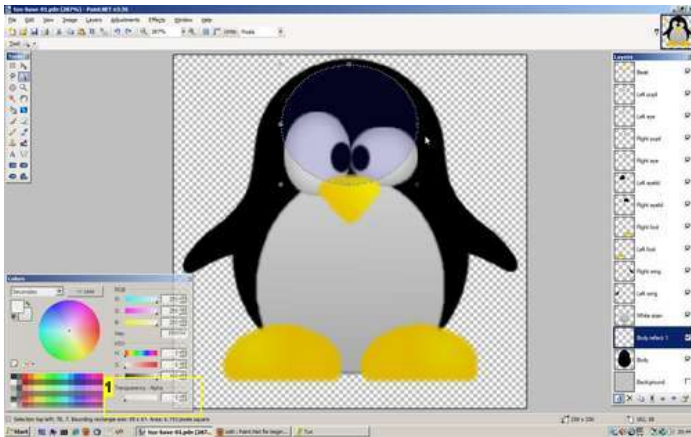
A glossy effect is basically a gradient from white to transparent.

Body reflections:

1. Select the **Body layer** and add a new layer. Give it a meaningful name, something like **Body reflect 1**
2. With the **Ellipse Select** tool draw an elliptical selection like on picture 1. Use the **Move Selection** tool to get the size and position perfect. You can use the arrow keys if the mouse is too difficult
3. In the **Colors** window, set *White* as primary color and secondary color fully *transparent* (Transparency - Alpha = 0)
4. Use the **Gradient** tool with **Linear** mode to draw a gradient from top to bottom of the selection
5. Apply a **Feather** effect to the layer. *Feather Radius = 2; Effect Strength = 2; True Feather = unchecked*

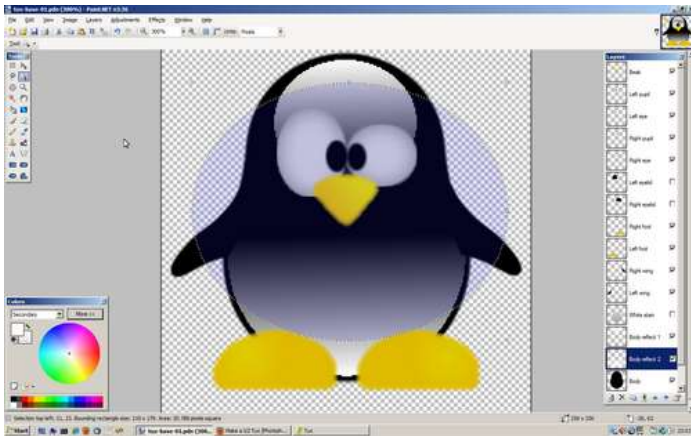
I didn't find a way to 'contract' a selection, this seems possible in Photoshop but not Paint.Net.  
Here's a possible work around.

5. Select the **Body layer** and duplicate the layer
6. Rename it to avoid confusion and make sure this layer is selected
7. Choose the **Magic Wand** tool with **Tolerance = 0%** and select outside the body
8. Invert the selection **Ctrl+i**
9. Apply a **Feather** effect from Effects > Object: *Feather Radius = 2; Effect Strength = 1; True Feather = checked;*
10. Choose the **Magic Wand** tool, keep the **Tolerance** at **0%**, select the body (but not near the edge).  
The selection should now be a few pixels smaller.
11. Leave the selection on. Select the **Body layer** and add a new layer, name it **Body reflect 2** (or not).
12. Choose the **Gradient** tool with **Linear** mode. Drag a gradient from the bottom of the selection to just under the beak.
13. Choose the **Ellipse Select** tool, draw an elliptical selection like in picture 3 and delete it. Set the layers **Opacity** to 225 in the layers properties window.
14. Apply a **Feather** effect to the layer. *Feather Radius = 2; Effect Strength = 4; True Feather = unchecked*



### Image Notes

1. Transparency - Alpha = 0



### step 5: Glossy eyes

On to the eyes. Again, the selection needs to be a few pixels smaller. Because of the radial gradient used for the eyes we need an extra step in the work around used in the previous step.

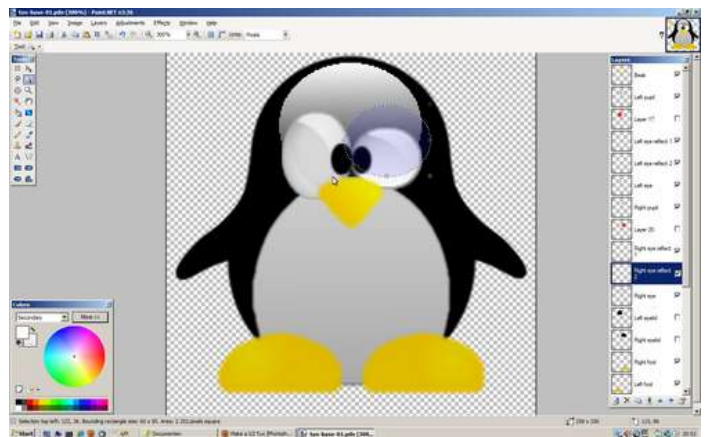
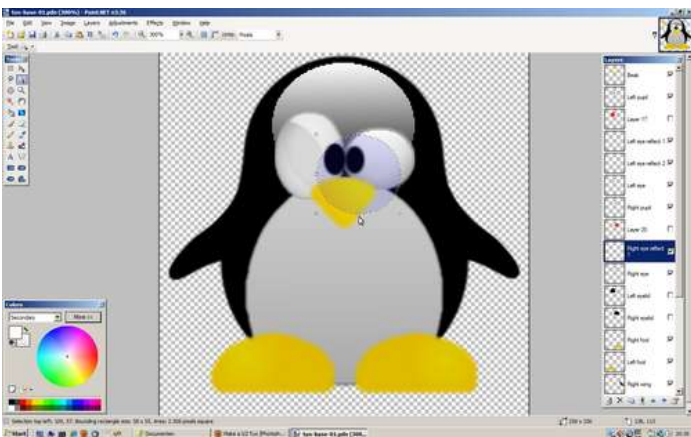
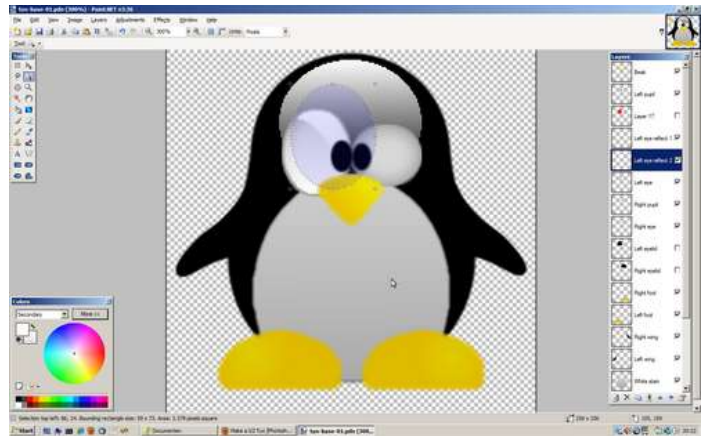
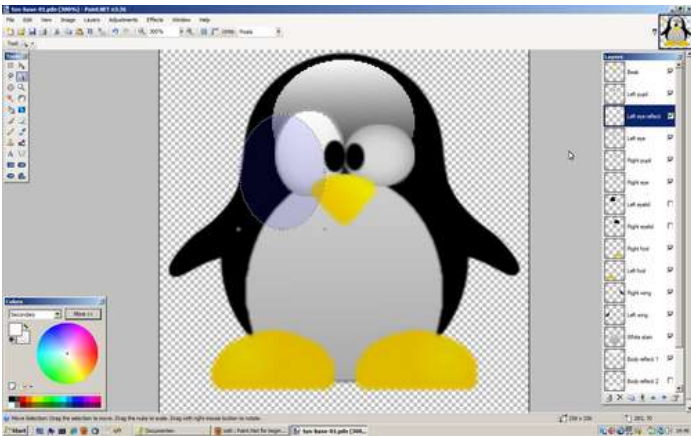
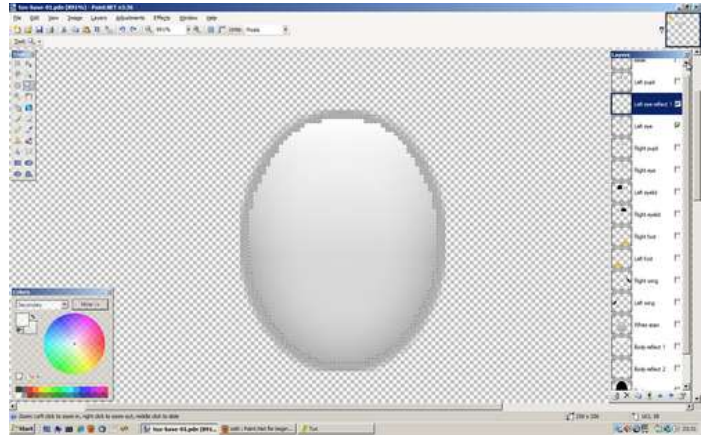
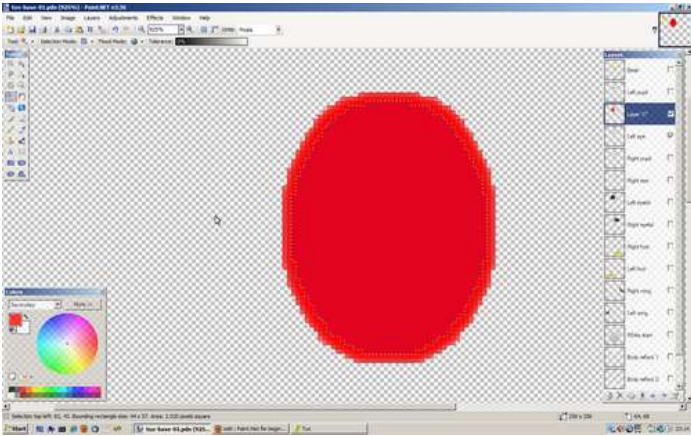
#### The Left eye:

1. Select the **Left eye** layer.
2. Choose the **Magic Wand** tool with **0% Tolerance** and select outside the eye.
3. Invert the selection with **Ctrl+i**.
4. Add a new layer and select it (here it's Layer 17).
5. Choose a nice color you like and with the **Paint Bucket** tool fill the selection.
6. Apply a **Feather** effect to the selection. *Feather Radius = 2; Effect Strength = 1; True Feather = checked*
7. Choose the **Magic Wand** tool with **0% Tolerance**, select the middle of the eye. Selection is now a few pixels smaller than the eye.
8. Leave the selection on. **Don't** delete the layer, we'll need it a bit later, just hide it for now. Select the **Left eye layer** and add a new layer named **Left eye reflect 1**
9. Choose the **Gradient** tool to draw a **White to transparent Linear** gradient from the top of the selection to its middle.
10. Choose the **Ellipse Select** tool and draw an ellipse like in picture 3 and press **delete**
11. Apply a **Feather** effect to the layer. *Feather Radius = 2; Effect Strength = 2; True Feather = unchecked*
12. Set the layers **Opacity** to 190
13. Select Layer 17 again and with the **Magic Wand** tool and **0% Tolerance**, select the middle of the eye so we have a selection a few pixels smaller than the eye again.
14. Leave the selection on. Select the **Left eye layer** and add a new layer named **Left eye reflect 2**
15. Choose the **Gradient** tool to draw a **White to transparent Linear** gradient from the bottom to the top of the selection
16. Choose the **Ellipse Select** tool and draw an ellipse like in picture 3 and press **delete**
17. Apply a **Feather** effect to the layer. *Feather Radius = 2; Effect Strength = 2; True Feather = unchecked*
18. Set the layers **Opacity** to 90

The **Right eye** steps are very similar, so here's a short(?) version

1. Select **Right eye layer**
2. **Magic Wand; Tolerance 0%** select and invert (**Ctrl+i**) selection so the eye is selected completely
3. Add new layer. **Paint Bucket** the selection with your favorite color
4. Apply **Feather** effect. *Feather Radius = 2; Effect Strength = 1; True Feather = checked*
5. **Magic Wand; Tolerance 0%** select middle of the eye
6. Add new layer **Right eye reflect 1**
7. **Gradient white to transparent** from top of the selection to its middle
8. With the **Ellipse Selection** tool, draw an ellipse like in picture 5 and press **delete**
9. Apply **Feather** effect. *Feather Radius = 2; Effect Strength = 2; True Feather = unchecked*
10. Set the layers **Opacity** to 190
11. Select the extra layer (red eye). With **Magic Wand, Tolerance 0%**, select eye
12. Add new Layer **Right eye reflect 2**

13. Gradient *white to transparent* from bottom to top of the selection
14. With the **Ellipse Selection** tool, draw an ellipse like in picture 6 and press **delete**
15. Apply **Feather** effect. *Feather Radius = 2; Effect Strength = 2; True Feather = unchecked*
16. Set the layers **Opacity** to 90





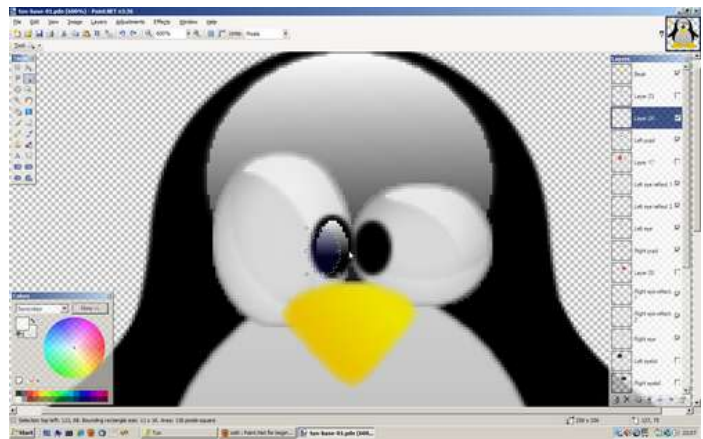
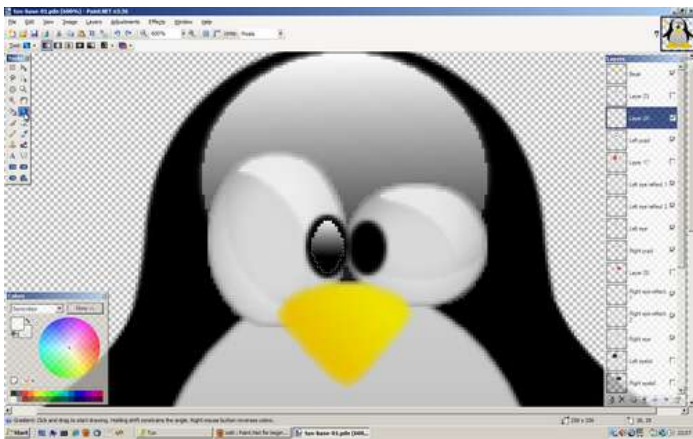
## step 6: Glossy pupils

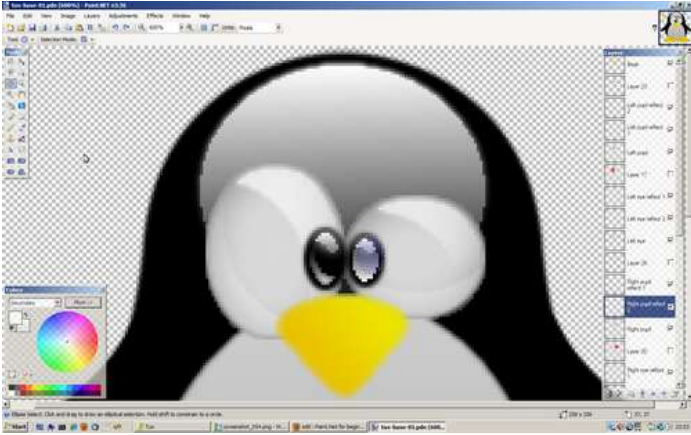
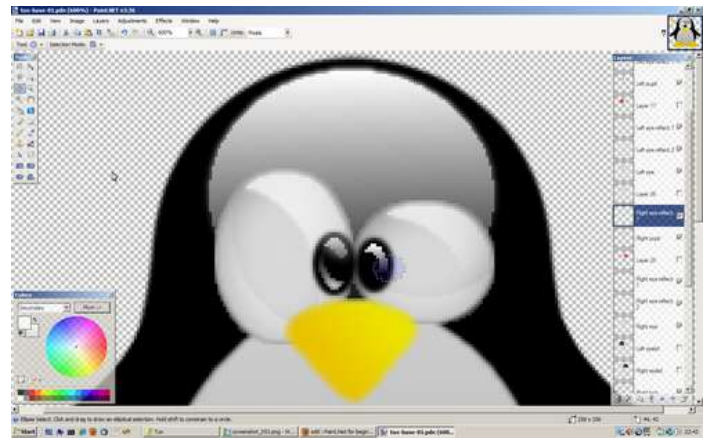
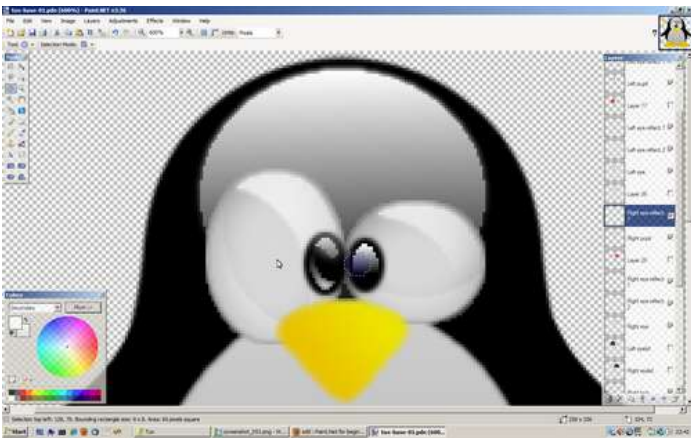
The glossy effect on the pupils is the same technique as with the eyes, only smaller

The Left pupil:

1. Select the **Left pupil layer**
2. With the **Magic Wand** tool and **60% Tolerance**, select the middle of the pupil
3. Add a new layer (temporary) and **Bucket Paint** the selection with your favorite color
4. Apply a **Feather** effect. *Feather Radius = 2; Effect Strength = 1; True Feather = checked*
5. With the **Magic Wand** tool and **0% Tolerance**, select the middle of the pupil
6. Add a new layer and name it **Left pupil reflect 1**
7. Choose the **Gradient** tool to draw a *White to transparent Linear* gradient from the top of the selection to just over its middle
8. Choose the **Ellipse Select** tool and draw an ellipse like in picture 2 and press **delete**
9. Choose the **Ellipse Select** tool and draw an ellipse like the picture 3 and press **delete**
10. Apply a **Feather** effect to the layer. *Feather Radius = 4; Effect Strength = 2; True Feather = unchecked*
11. Select the **temp layer** (red eye) and with the **Magic Wand** tool and **0% Tolerance**, select the middle of the pupil
12. Add a new layer and name it **Left pupil reflect 2**
13. Choose the **Gradient** tool to draw a *White to transparent Linear* gradient from the bottom of the selection to the top
14. Choose the **Ellipse Select** tool and draw an ellipse like in picture 4 and press **delete**
15. Apply a **Feather** effect to the layer. *Feather Radius = 1; Effect Strength = 1; True Feather = checked*

For the right pupils the steps are the same, look at the pictures for the selections, I'll let you figure out the rest ;-)



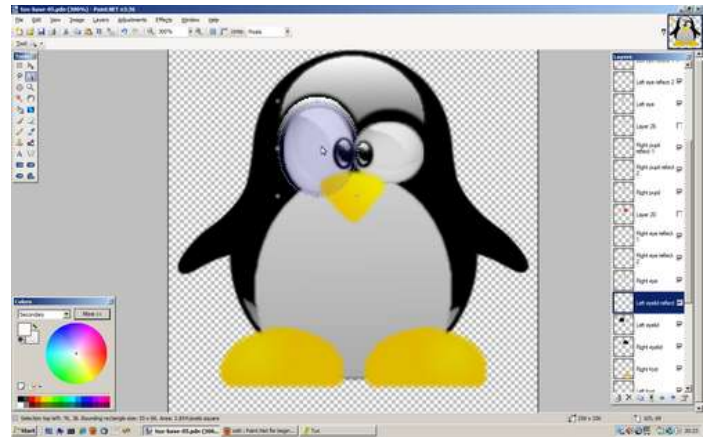
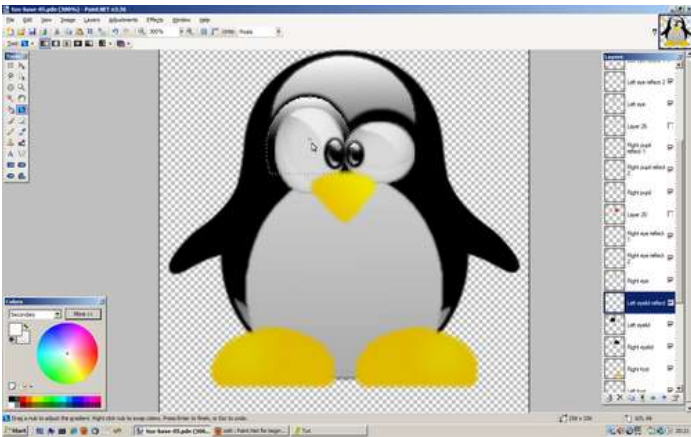


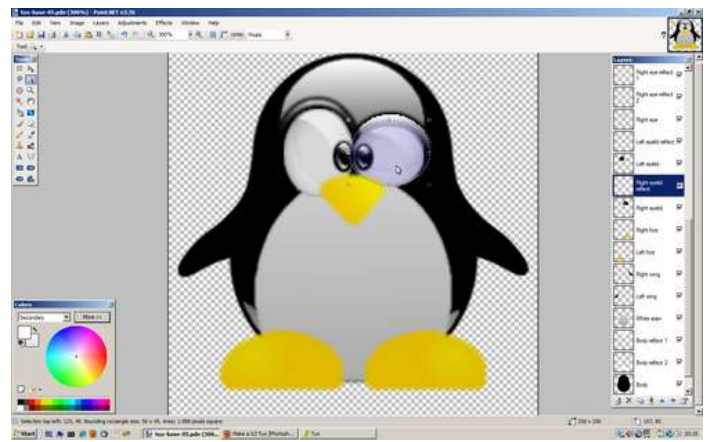
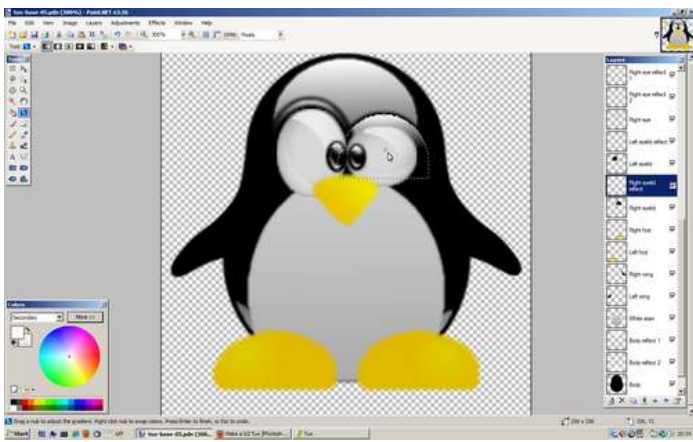
## step 7: Creating the eyelids

The Left eyelid:

1. Select the **Left eyelid layer**
2. Choose the **Magic Wand** with **10% Tolerance** and select the eyelid
3. Add a new layer and name it **Left eyelid reflect**
4. Choose the **Gradient** tool to draw a **White to transparent Linear** gradient from the top of the selection to its middle
5. Choose the **Ellipse Select** tool and draw an ellipse like on picture 2 and press **delete**
6. Choose **Gaussian Blur...** from Effects > Blurs with **Radius = 2**

Repeat for the **Right eyelid layer** (see pictures for selections).





## step 8: A shiny beak

The Beak:

1. Select the **Beak** layer.

2. Choose the **Magic Wand** with **0% Tolerance**, select outside the beak and invert (**Ctrl+i**) the selection to select the beak only

3. Add a new layer (temporary beak) and **Paint Bucket** the selection with your favorite color

4. Apply a **Feather** effect. *Feather Radius = 2; Effect Strength = 4; True Feather = checked*

5. Choose the **Magic Wand** with **0% Tolerance** and select the temporary beak

6. Select the **Beak** layer and add a new layer, name it **Beak reflect 1** (hide the temporary layer)

7. Choose the **Gradient** tool to draw a *White to transparent Linear* gradient from A to B like in picture 1

8. Choose the **Ellipse Select** tool and draw an ellipse like the 2nd picture and press **delete**

9. Apply a **True Blur** effect from Effects > Blurs with *Radius = 1.30; Tileable = unchecked*

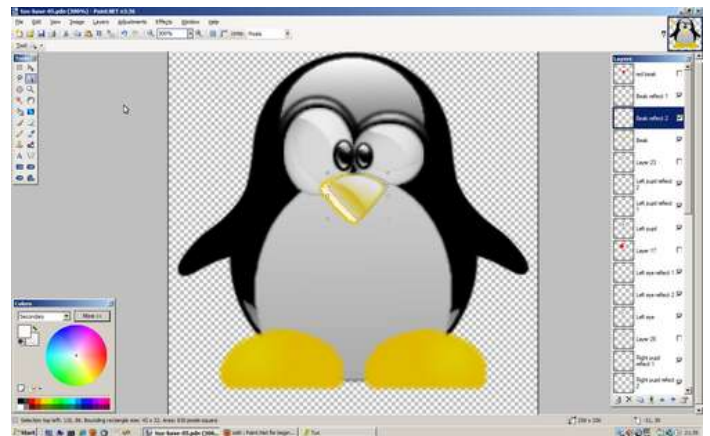
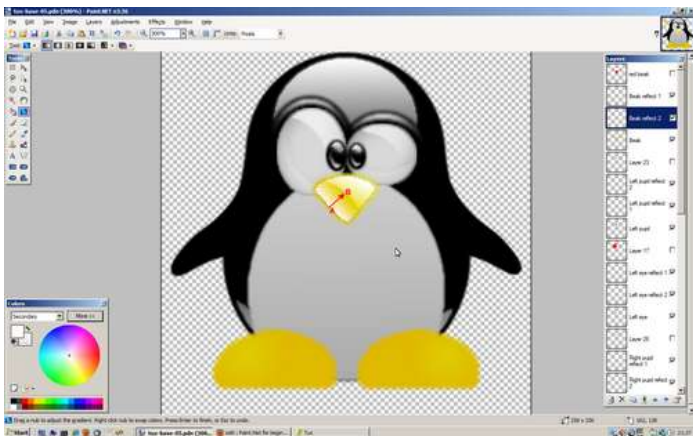
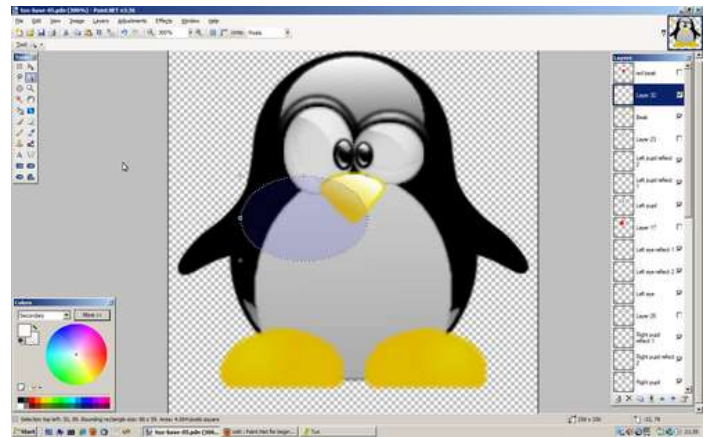
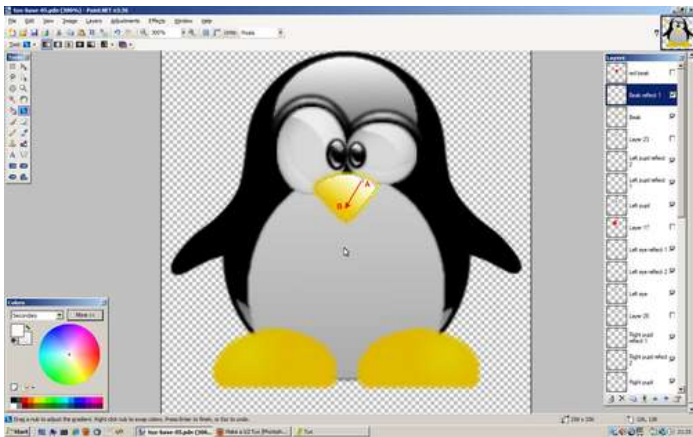
10. Select the temporary beak layer and with the **Magic Wand** and **0% Tolerance** select the beak

11. Select the **Beak** layer and add a new layer **Beak reflect 2**

12. Choose the **Gradient** tool to draw a *White to transparent Linear* gradient from A to B like in picture 3

13. Choose the **Move Selection** and with the arrow keys nudge the selection 4x right and 2x up, press **delete** (see picture 4)

14. Apply a **True Blur** effect from Effects > Blurs with *Radius = 2.50; Tileable = unchecked*





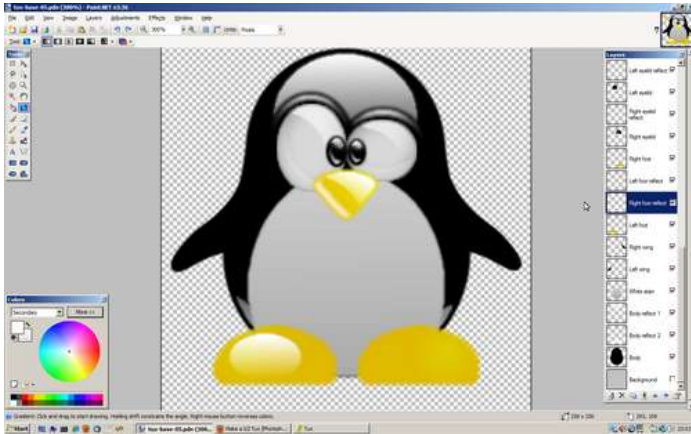
## step 9: And some shiny dancing feet

The Left foot:

1. Select the **Left foot layer** and add a new layer named **Left foot reflect**
2. Choose the **Ellipse Select** tool and draw an ellipse like the 1th picture
3. Choose the **Gradient** tool to draw a **White to transparent Linear** gradient from the top of the selection to the bottom
4. Deselect the selection and apply a **Feather** effect. *Feather Radius = 2; Effect Strength = 4; True Feather = unchecked*

For the Right foot we'll save some time (pfeew)

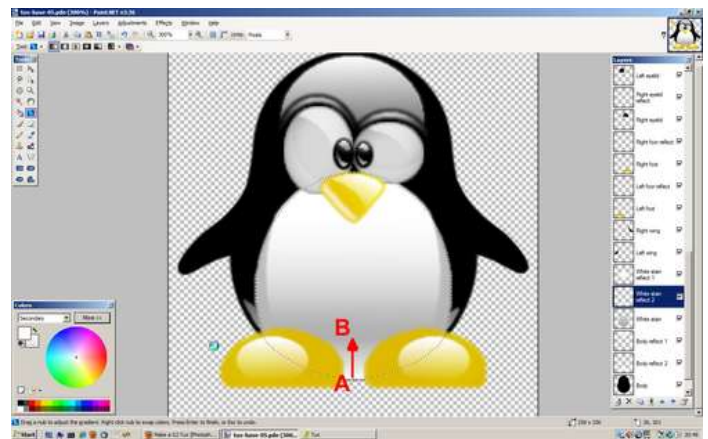
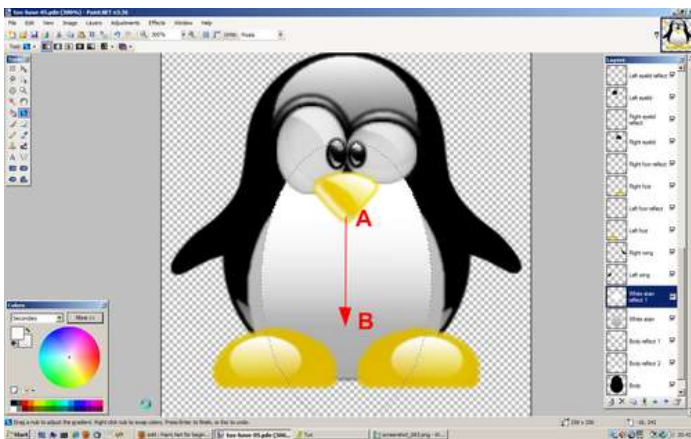
1. **Duplicate** the **Left foot reflect layer** and rename it to **Right foot reflect**
2. In the **Layers** menu choose **Flip Horizontal**
3. Move the layer up just above the **Right foot layer**



## step 10: A shiny body

The White stain:

1. Select the **White stain layer**
2. Add a new layer and name it **White stain reflect 1**
3. Choose the **Ellipse Select** tool and draw an ellipse like picture 1
4. Choose the **Gradient** tool to draw a **White to transparent Linear** gradient from A to B like in picture 1
5. Select the **White stain layer**
6. Choose the **Magic Wand** at **35% Tolerance**, select the stain and invert (**Ctrl+i**) the selection
7. Select the **White stain reflect 1 layer** and press **delete**
8. Apply a **Feather** effect. *Feather Radius = 3; Effect Strength = 4; True Feather = unchecked*
9. Select the **White stain layer**
10. Choose the **Magic Wand** at **50% Tolerance** and select the stain
11. Add a new layer named **White stain reflect 2**
12. Choose the **Gradient** tool to draw a **White to transparent Linear** gradient from A to B like in picture 2





## step 11: Shiny flippers

Hang in there we're almost there, we're on to the last of the reflections.

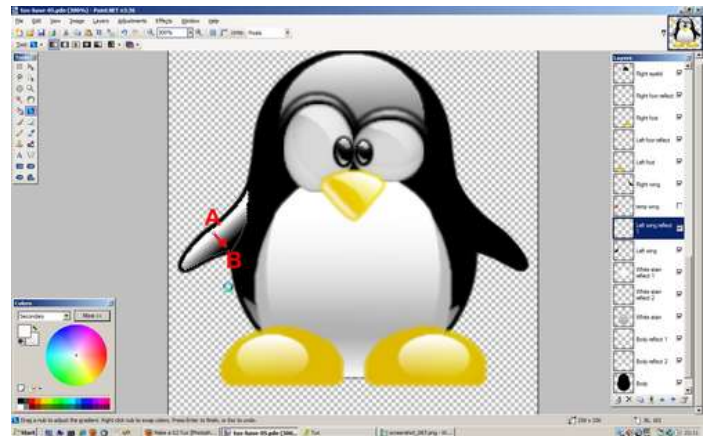
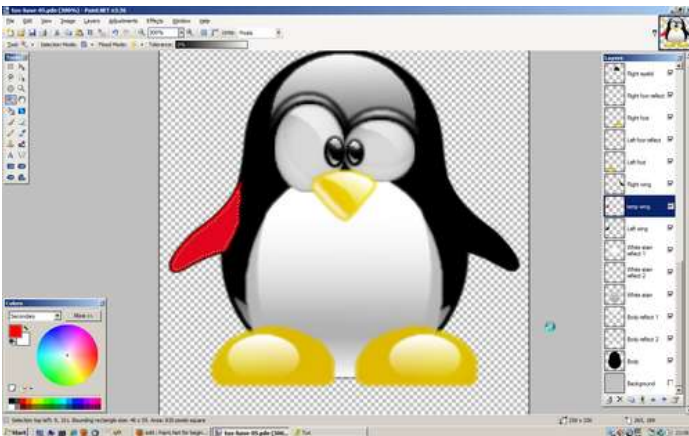
The wings:

1. Select the **Left wing layer**
2. Choose the **Magic Wand** with **50% Tolerance**, select the wing
3. Add a new layer named **temp wing**
4. Choose **Paint Bucket** and fill the selection with your favorite color
5. Apply a **Feather** effect. *Feather Radius = 2; Effect Strength = 2; True Feather = checked*
6. Choose the **Magic Wand** with **0% Tolerance** and select the **temp wing layer**
7. Select the **Left wing layer** and add a new layer named **Left wing reflect 1**
8. Choose the **Gradient** tool to draw a *White to transparent Linear* gradient from A to B like in the 2nd picture (hide the temp layer)
9. Select the **Left wing layer**, with the **Magic Wand** and **50% Tolerance** select the wing
10. Select the **Left wing reflect 1 layer**. Choose **Move Selection**, move the selection half-way the wing, like in the 3th picture, and press **delete**
11. Apply the **Soften Edges** effect from Effects > Blurs. *Phase = 1; Amount = 2; In/Out of Phase = checked; Edge Only = unchecked*
12. Set the layers **Opacity** to 200
13. Select the **Left wing layer** and add a new layer named **Left wing reflect 2**
14. Select the **Left wing layer**.
15. Choose the **Magic Wand** with **0% Tolerance** and select the wing
16. Select the **Left wing reflect 2 layer** and **Paint Bucket** the selection with a solid *white*
17. Select the **temp wing layer**
18. Choose the **Magic Wand** with **0% Tolerance**
19. Select the **Left wing reflect 2 layer** and press **delete**
20. Choose the **Lasso Select** and select a portion of the wing like in the 3th picture
21. Invert the selection (**Ctrl+i**) and press **delete**
22. Apply the **Soften Edges** effect from Effects > Blurs. *Phase = 1; Amount = 1; In/Out of Phase = checked; Edge Only = unchecked*
23. Set the layers **Opacity** to 180

Thank God for symmetry.

1. **Duplicate** the **Left wing reflect 1 layer** and rename it to **Right wing reflect 1**
2. In the **Layers** menu choose **Flip Horizontal**
3. Move the layer up just above the **Right wing layer**

Do the same for the **Left wing reflect 2 layer**



## step 12: It's all in the details

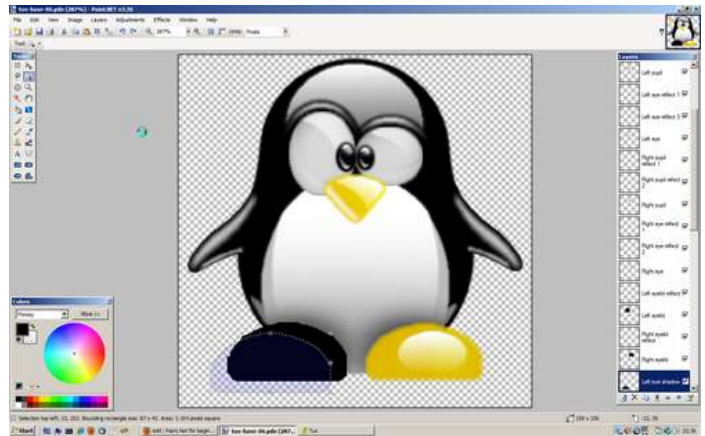
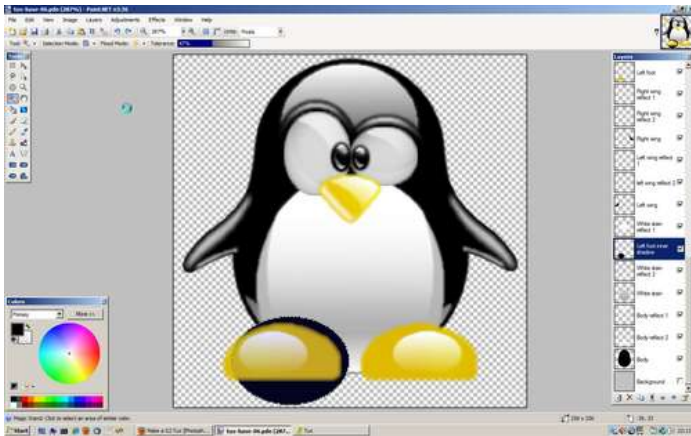
For the finishing touch it needs some shadows.

Feet inner shadow:

1. Select the **White stain reflect 2** layer and add a new layer named **Left foot inner shadow**
2. Choose the **Ellipse Select** tool and draw an ellipse like on the picture 1
3. Choose **Paint Bucket** and fill the selection with *black*
4. **Deselect** and apply a **Gaussian Blur**, *Radius = 18*
5. Set the layers **Opacity** to 160
6. **Duplicate** the **Left foot inner shadow layer** and rename it to **Right foot inner shadow**
7. In the **Layers** menu choose **Flip Horizontal**
8. Select the **Body layer**
9. Choose **Magic wand** with **50% Tolerance** and select outside the body
10. Select the **Left foot inner shadow layer** and press **delete**
11. Repeat steps 9 - 10 for the **Right foot inner layer**

Feet shadow:

1. Select the **Right foot reflect layer** and add a new layer named **Left foot shadow**
2. Select the **Left foot layer**
3. Choose the **Magic Wand** with **0% Tolerance**, select outside the foot and invert (**Ctrl+i**) the selection
4. Select the **Left foot shadow layer** and **Paint Bucket** the selection with *black*
5. Choose **Move Selection** and move the selection to the left and down like in the 2nd picture and press **delete**
5. **Deselect** and apply a **Gaussian Blur**, *Radius = 18*
6. Set the layers **Opacity** to 120
7. **Duplicate** the **Left foot shadow layer** and rename it to **Right foot shadow**
8. In the **Layers** menu choose **Flip Horizontal**



## step 13: Shadows (continued)

Beak shadow:

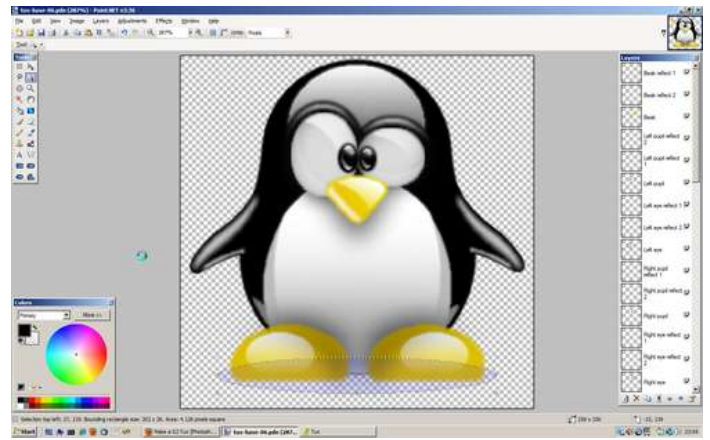
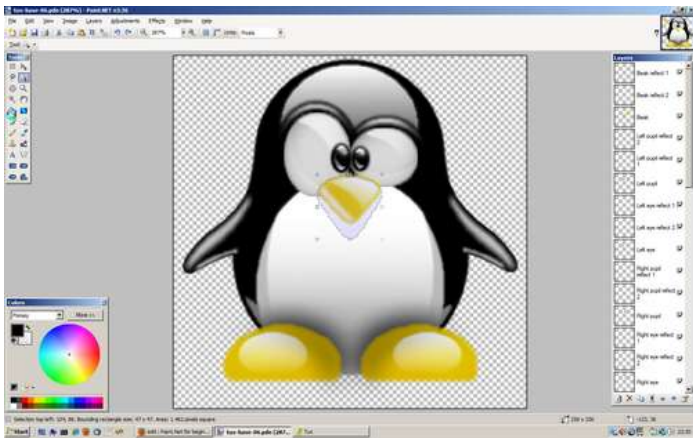
1. Select the **White stain reflect 1** layer and add a new layer named **Beak shadow**
2. Select the **Beak layer**
3. Choose the **Magic Wand** with **50% Tolerance** and select the beak
4. Select the **Beak shadow layer**
5. Choose **Move Selection** and stretch the selection down like in the picture 1
6. Choose **Paint Bucket** and fill the selection with *black*
7. **deselect** and apply a **Gaussian Blur**, *Radius = 18*
8. Set the layers **Opacity** to 145

Eye shadow:

1. Select the **Left eye layer**
2. Apply a **Glow** effect from **Effects > Photo** with *Radius = 15; Brightness = -100; Contrast = -100*
3. Repeat for the **Right eye layer**

Drop shadow:

1. Select the **Body layer** and add a new layer named **Drop shadow**
2. Choose the **Ellipse Select** tool and draw an ellipse like on the picture 2
3. Choose **Paint Bucket** and fill the selection with *black*
4. **Deselect** and apply a **Gaussian Blur**, *Radius = 18*
5. Set the layers **Opacity** to 200



**step 14: Congratulations**

If all went well you'll have a something that looks close to the Photoshop version on CrystalXP  
 I did get the feeling that Paint.Net isn't as smooth as Photoshop. I mean did you see the screenshots on CrystalXp? Those pixels seem smaller or they work on a bigger template.

This really was the longest instructable I wrote so far. So, if there are any missing or wrong steps or if you know of any shortcuts, let me know. Still, I'm very pleased with the result and I hope you enjoyed the tutorial.

Have a nice day.



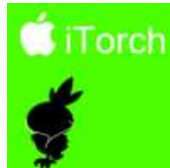
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