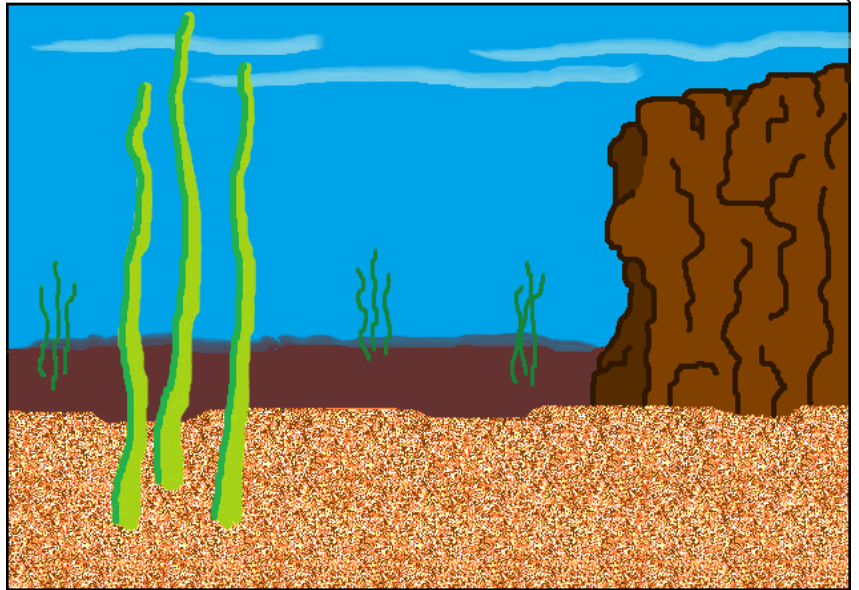


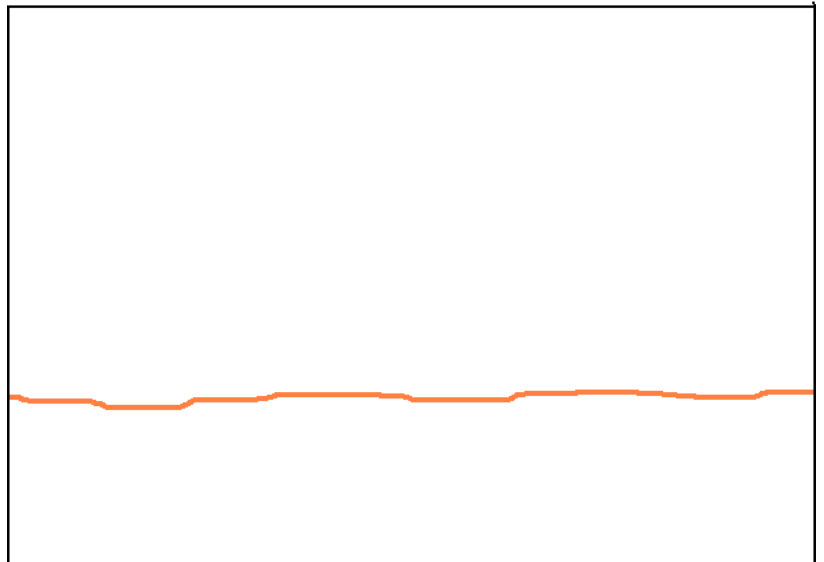
# Underwater Landscape in Windows Paint

For this assignment, you use tools and textures to draw a picture that fills the document.



## Make the sea floor

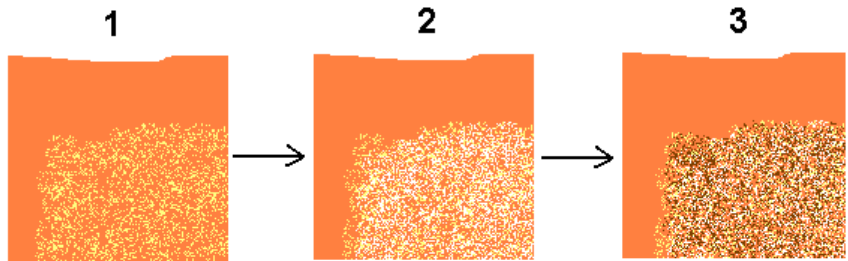
- 1) Format the document to be 9 inches wide and 7 inches tall
- 2) Zoom out so you can see your whole document.
- 3) Around 1/3 up from the bottom, draw a sand colored line. It doesn't have to be perfectly straight (its going to be the ground).



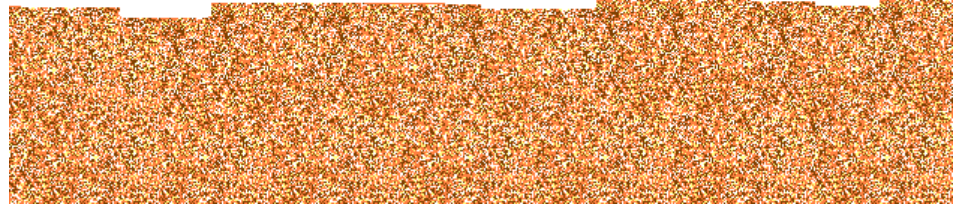
- 4) Fill that bottom section with that same sand color.



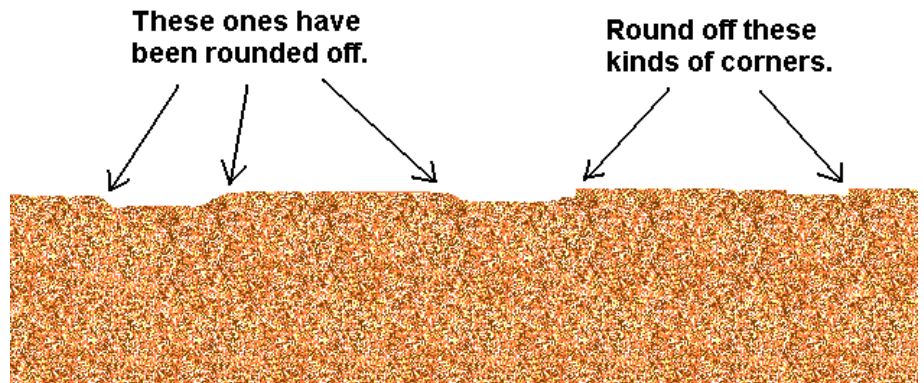
5) Use the Airbrush Tool to layer colors in a corner of the beach. Lightly airbrush a corner with yellow, letting the sand color show through. Then lightly spray it with white, then lightly with brown. **It should look like sandpaper when it's done.**



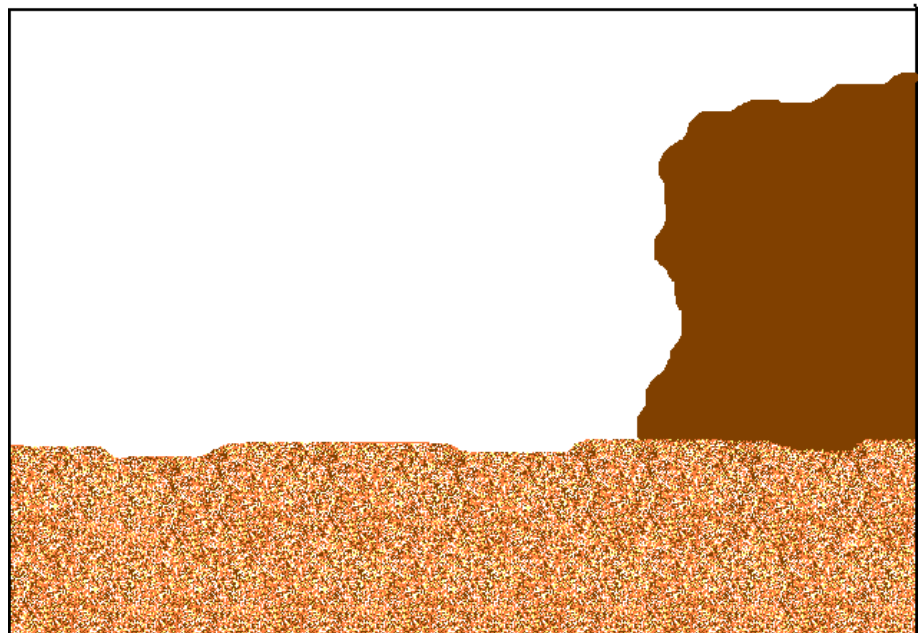
Then use copy and paste to make the whole bottom section sandy. You can make some raised areas so your sea/lake floor isn't totally flat.



6) Use an eraser or white paintbrush to round off the sharp corners on the floor.

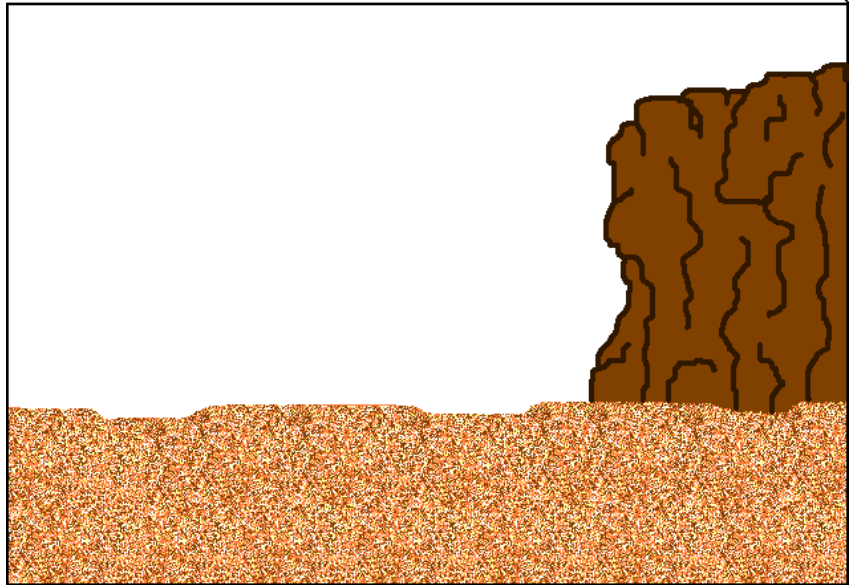


7) Use a medium brown to draw and fill a big craggy rock on the right side.

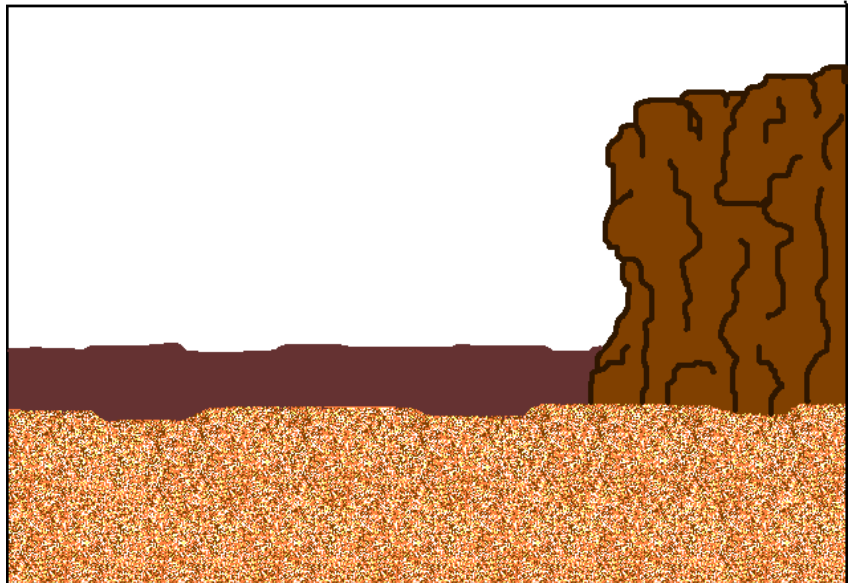


8) Save your work in your student folder.

- 9) Use a darker color to outline and add some details to enhance the craggy rock.



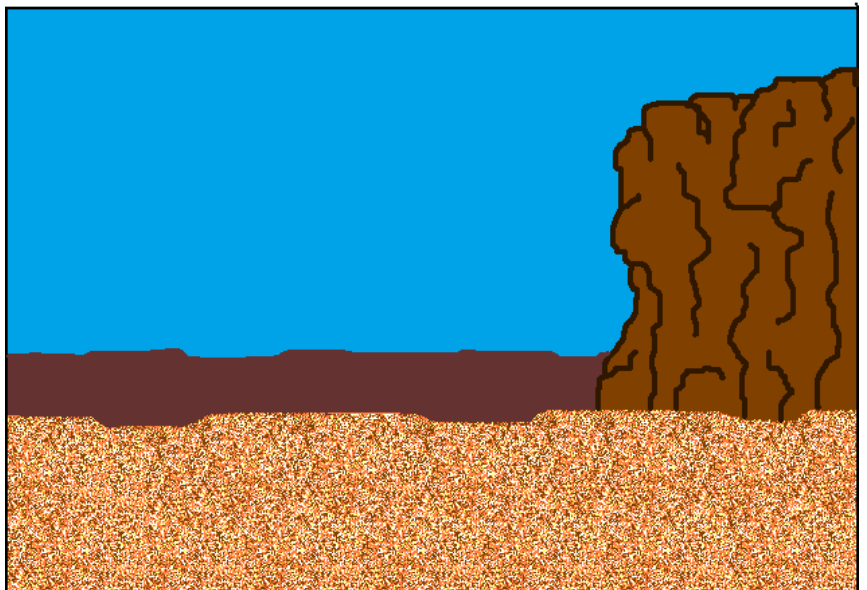
- 10) Next choose a dark color that is different from the colors you used for the craggy rock (like dark brown, dark violet, or dark blue). Use it to make some ground "off in the distance". Draw the line a bit above the sandy bottom – not exactly straight, but close. Then fill it in.



- 11) Remember to save your work.

Make the sea water and enhance with blends

- 12) Fill the background with a water blue color.





- 13) Use the same dark color that you used for the background sea floor with a size 16 px Watercolor brush. Brush along the top edge of the dark sea floor, overlapping it slightly, giving it a blurred blended “off in the distance” look.

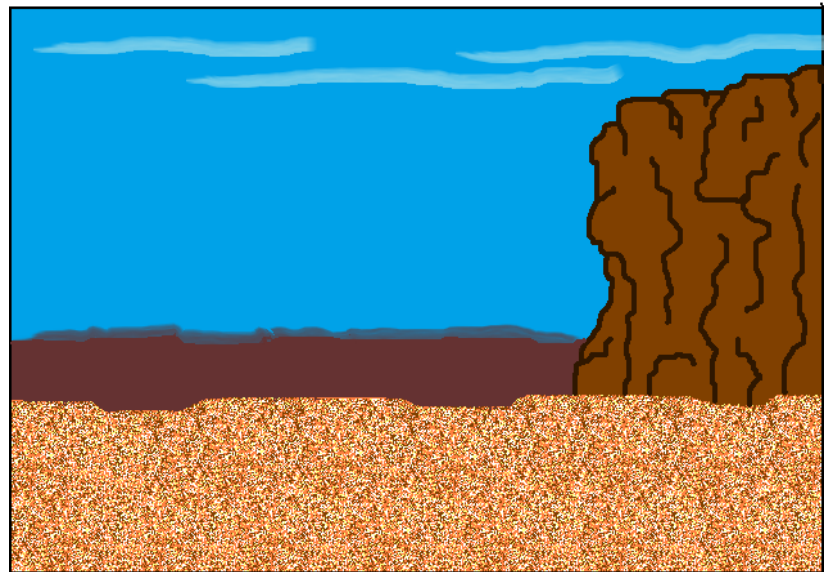


BEFORE



AFTER

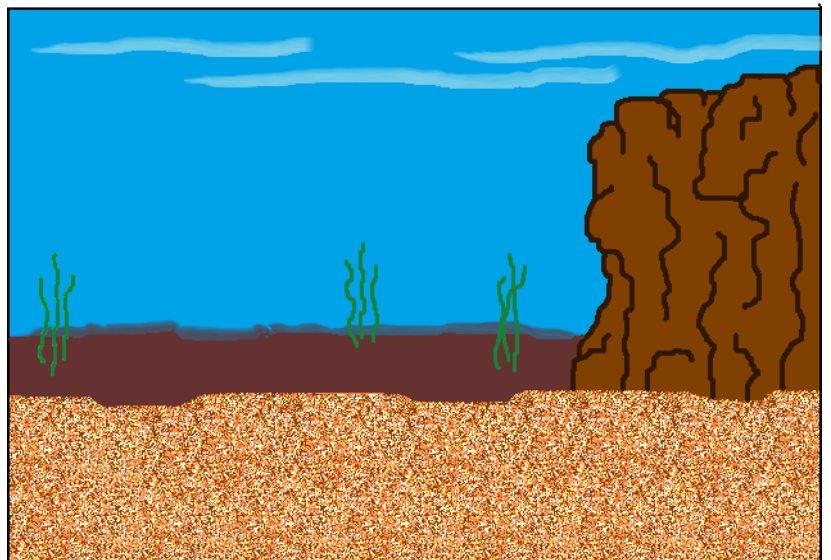
- 14) Use a size 16 px Watercolor brush with a light blue color. Add a few watery highlights near the top of the water.



- 15) Remember to save your work in your student folder.

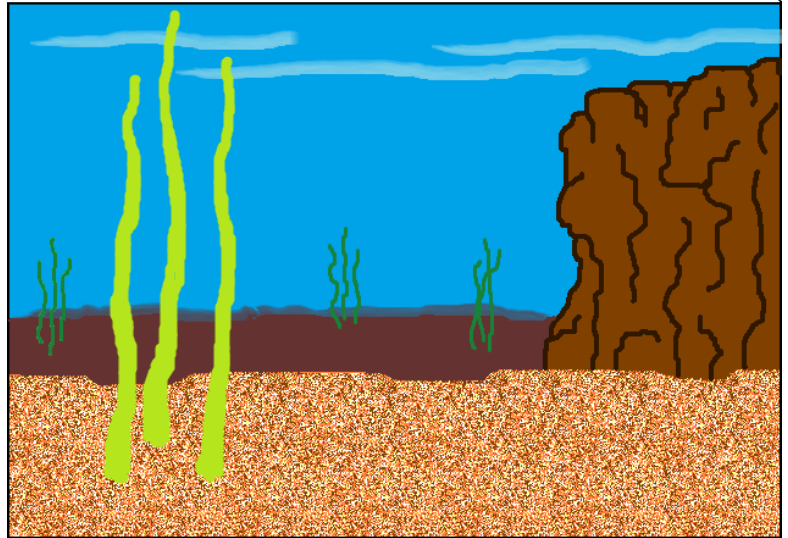
#### Add some underwater plants

- 16) Use the Edit Colors to make a dark green color. Use a size 3 px brush to make three patches of wavy water plants out on the darker “distant” ground. Make them overlap the ground and go up a bit onto the blue. Use the overlapping to create a sense of space & depth.



- 17) Use a lighter green and a thicker paintbrush to make a group of longer thicker wavy plants closer up in the sandy area. Make them overlap the darker background up into the blue. This combination of value changes, size changes, and overlapping enhances the illusion of depth.

If the brush isn't thick enough to make a plant with one stroke, then use two lines to make each plant.



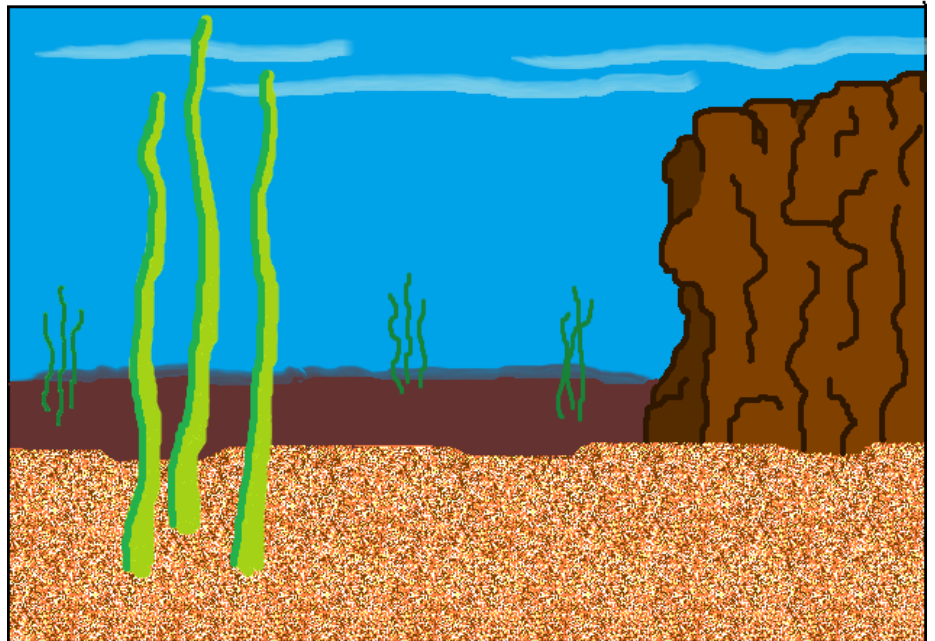
Add some finishing touches that create more depth

- 18) Add a bit of shading on the plants. Use a darker green with a small to medium paintbrush. Trace the left edges of the three closer plants you just drew.

- 19) Add a bit of shading to the craggy rock. Use a color that's a little darker than the craggy rock. Fill in a couple areas on the left edge of the rock, and maybe a just couple crags along the top of the rock too.

- 20) Check your picture with the checklist and make any needed fixes.

- 21) Save your finished work in your student folder.



Name: \_\_\_\_\_

## **Computer Art – Underwater Checklist & Questions**

**How well you've done on the items below impacts your grade. Check off each item after you've checked it with your work. (You may use a Y or N to denote Yes or No.)**

- \_\_\_\_\_ Workmanship is neat and clean; Composition looks well put together; There are no awkward "sloppy" white spaces, stray lines, etc.
- \_\_\_\_\_ Document is 9 inches wide and 7 inches tall
- \_\_\_\_\_ A sandy textured area fills the bottom 1/3 of the document
- \_\_\_\_\_ A textured, shaded craggy rock sits on the right side of the composition
- \_\_\_\_\_ A dark, distant-looking sea floor can be seen just above the sand. Its top edge has a blurred/blended look to enhance the illusion of distance.
- \_\_\_\_\_ The area above the dark, distant floor is filled with a watery blue. A Watercolor brush was used to create slightly blended looking watery highlights near the top.
- \_\_\_\_\_ Three long wavy water plants were drawn in the background, on the dark distant floor area. They overlap the dark floor and the water.
- \_\_\_\_\_ A larger long wavy water plant was drawn in the foreground, on the sand. It is shaded and overlaps the objects behind it creating an illusion of depth/distance.
- \_\_\_\_\_ The work fills the document in a constructive and purposeful way; Composition space was used to its full potential

**These are to help you reflect on your composition. Write thoughtful answers in the space below each question.**

- 1) Describe ways that an illusion of depth or distance is created in the composition.

