

Chocolate Cookie

1. Make a cookie.

Create a cookie text as in Iced Cookie tutorial, steps 1 through 5.



2. **Create a mask from text** by either selecting Mask > Create from Object(s) or clicking on the Create Mask from Object icon in the Objects palette.

3. **Make a new object**. Click on the New Object icon in the Object palette. A new object is created right above the cookie object.

4. **Fill selection**. With the mask still on, go to Edit > Fill and choose Uniform Fill in the pop-up dialog. Click Edit... In the RGB color selector, edit the following:

Red: 131
Green: 89
Blue: 6



Click OK twice. The selection is now filled with a dark brown color. This will be the chocolate icing.

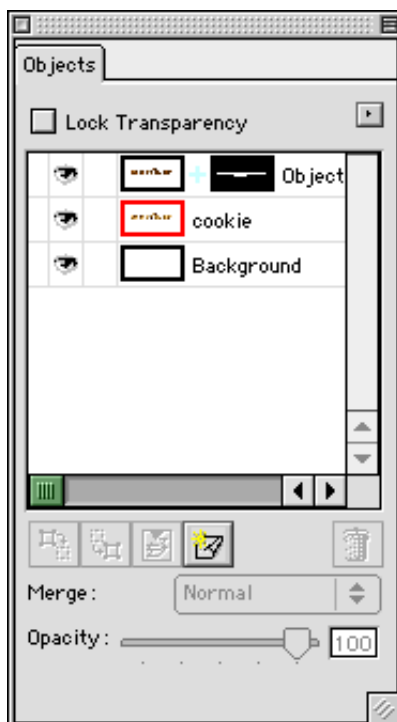
5. Make the chocolate plumpie and glossy.

Use your favorite filter (The Boss,

Glass, Plastic Texture,

or third-party plug-ins). I suggest using the same filter you used to make the plain cookie. Provide that bulging and light settings are the same you used for it. Give it a glossy surface. As I still have PP version 8, I used a third-party plug-in, which works much like P-P9's Plastic Texture.

You may use the latter with settings of your choice.



6. **Make a clip mask.** Select Object > Clip Mask > Create > To Hide All, or Right-click (Command-Click in MacOS) on the chocolate glaze icon in the Objects palette and select Create Clip Mask > To Hide All from the contextual menu.

The glaze will temporarily disappear.

7. **Select white as Paint color** from the Color palette and then Art Brush from the Brush tool. Give it a square, neat

shape, 30 pixels across. With the clip mask on, brush the lower part of the cookie. The chocolate icing will appear in the parts you just painted. Make sure that the upper end is a bit wavy for realism.

8. Select the original cookie and drop a fair shadow. You're done.

