

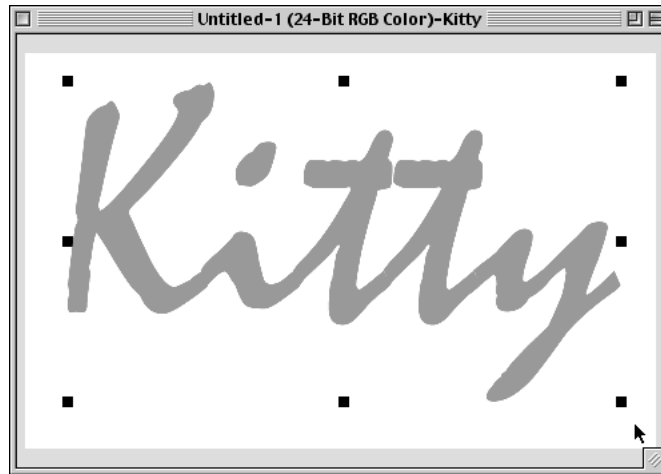


Though I thought up this effect myself, as to the name I'm at a complete loss. I created it after a set of luck charms I chanced to see in a jeweler's shop-window, in Florence. It was rather a gewgaw than a jewel, something between a precious stone and a beer-mug bottom with a copperlike border wrought – or cast – all around it. Clearly, the charms were much simpler – shapes like crosses and ovals – than my quivering Kitty. But then the computer is here to make things harder – or not? A last note before we get going. This tutorial is dedicated to my black cat's emerald eyes.

1. Create a new document, **80 by 50 mm**, **300 dpi**, **white** background. Set fill color to **40% gray**; that is, right-click (Mac-users ctrl-click) on the **40% gray** color swatch, on the **Custom Color** palette, and select **Set Fill Color** from the drop-down.

2. Select the **Text Tool** and click around the middle of the document window. From the drop-down font name list, select **Mistral**, size **96 points**, **centered**. Digit the word "Kitty." Select **Picker** tool to render the text. A new object is created and named "Kitty."

Note: If don't have Mistral in your OS, you can use Staccato 222 from the Corel CD; the two are as good as the same. Note again: You can use almost any font, or – better still, I dare say – any symbol, as long as it is not too thin.



3. Apply a Flaming Pear **Laquer** effect with the following settings:
Blur: 30; Bulge: -3; Sparkle: 19; Glitter: 21; Edges: 14; Lucidity: 100;
Light Direction: 50°; Light Angle: 135° (note: Laquer directs light source
 by a sort of joystick, easy to use but difficult to understand what exactly
 angles are set to); **All other settings: 0;**
 Full-size and enlarged detail below.



Note: Alternatively, you can get a reasonably like effect by masking the
 object and applying P-P's **The Boss** with the following settings:
Width: 3; Smoothness: 100; Height: 55; Brightness: 95; Sharpness: 14;
Direction: 135; Angle: 65; Drop off: Gaussian.

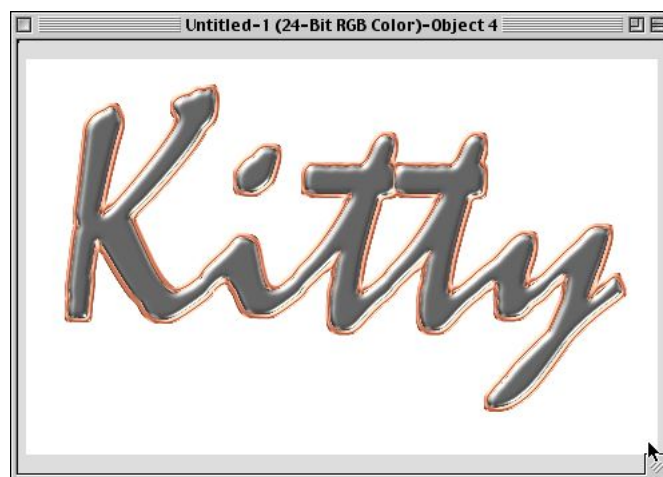
4. Create a mask from the object by either clicking on the button on the
Object docker or going to **Mask > Create from Object(s)**. Save this mask
 (**Mask > Save > Save as Channel**) and name it "Inner." Select **Mask >**
Shape > Expand (or click on the **Expand Mask** button from the toolbar)
 and digit **6 pixels** in the **Width** field. Click OK.

Select any mask tool from the toolbar, then make the **Subtractive** mode
 button active. Load the "Inner" mask saved previously (**Mask > Load >**
Inner). The latter will be subtracted from the enlarged mask, thus leaving
 a thin border selected. Return from **Subtractive** mode to **Normal**
 (important!). Save current selection (**Mask > Save > Save as Channel**)
 and name it "Wire."

5. Click on the **New Object** button on the **Object** docker. A new object is created. Name it "Wire." Call back "Wire" mask (**Mask > Load > Wire**), unless you have it already on. Set fill color to **30%** gray, that is in the **Color Palette**, right-click (Mac-users will ctrl-click) on the **30%** gray color swatch and select **Set Fill Color** from the drop-down. Go to **Edit > Fill...** and click on **Uniform Fill**. Give it an OK. Apply **Laquer** with the previous settings unvaried; or there again **The Boss**, with settings unvaried. See an enlarged detail below.

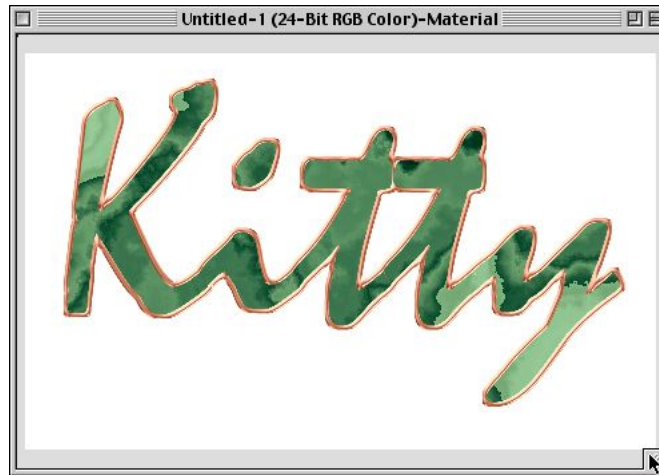


6. Go to **Image > Color Balance...** and change the settings as follows:
Cyan-Red: 80;
Magenta-Green: 0;
Yellow-Blue: -30;
Check all the rest on.
Now Kitty is surrounded by a wire of real copper.

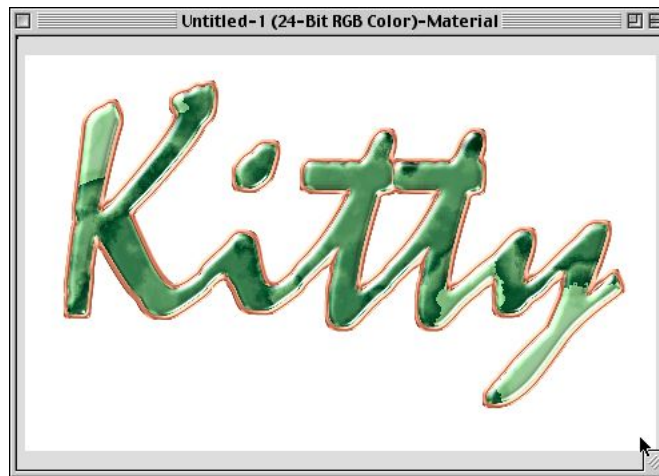


7. Create a new object by clicking on the **New Object** button on the **Object** docker, and name it "Material." Click on "Material" and drag it right above "Kitty." Load the "Inner" mask (**Mask > Load > Inner**). Go to **Edit > Fill....** A dialog appears. Click on the **Texture Fill** button and then on **Edit....** A new dialog appears. Select **Samples** from the **Texture Libraries**

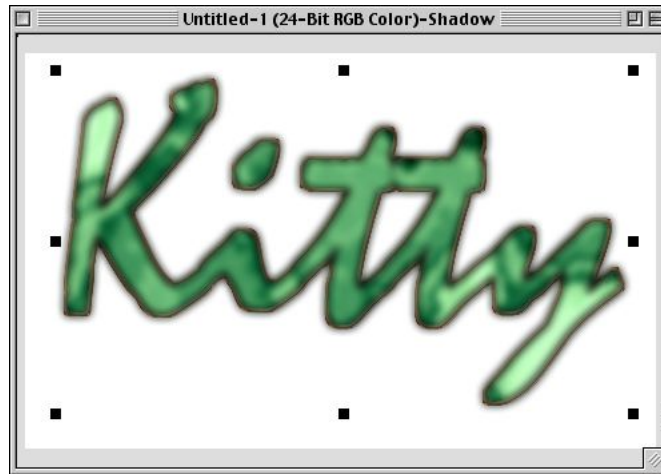
drop-down list, and then **Banded malachite**. Click on the **Brightness ±%** field and change its value to **-15**. Click OK twice.



8. Deselect the mask (**Mask > Remove**). With "Material" still selected, change merge mode to **Overlay** (that is, click on the **Merge** drop-down and pick **Overlay**, about two thirds of the way down). Go to **Image > Adjust > Brightness-Contrast-Intensity**. In the dialog, set **Brightness** to 10, **Contrast** to 32 and **Intensity** to 12. Click OK to apply the change.



9. Let's give it a shadow now, so you can see Kitty is a semitransparent stone with an opaque border all around. Right-click (Mac-users ctrl-click) on the "Material" name in the **Object** docker and **Duplicate** it. Name it "Shadow." Change merge mode back to **Normal**. Load "Wire" mask (**Mask > Load > Wire**). Set fill color to black by right-clicking (Mac-users etc...) on the **100% gray** swatch and selecting **Set Fill Color**. Go to **Edit > Fill...** and select **Uniform Fill**, then click OK. Remove the mask. Apply a **Gaussian Blur** effect, **6 pixels**.



10. Click on the “Shadow,” in the **Object** docker, and drag it right above the “Background.” Shift it decidedly down and to the right by fifteen pixels in each direction, or even more if you like better. That’s it!



And what do you say to this? I used evergreen Zapf Dingbats font, letter k (lowercase), and Neon Lint (Texture fills, Samples 8, default settings) as a texture fill.

