

Based on Overlord's Photoshop Tutorial Template.

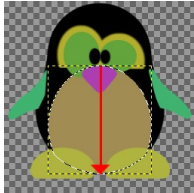
1. Open the Template file in Gimp



2. Click on the "Model-Body" Layer in the layers dialog.
 - A. Menu->Layer->Transparency->Alpha to Selection
 - B. Menu->Layer->New
 - a) Layer Name: "Body"
 - b) All other options leave Default
 - C. Fill your selection using the "Bucket Fill Tool" with "Black" Hex 000000.
 - D. Delete the "Model-Body" Layer
3. Create the Wing Layers
 - A. Select the "Model-Left Wing" Layer
 - B. Menu->Layer->Transparency->Alpha to Selection
 - C. Menu->New->Layer
 - a) Layer Name: "Left Wing"
 - b) All other options leave Default
 - D. Fill your selection using the "Bucket Fill Tool" with "Black" Hex 000000.
 - E. Delete the "Model-Left Wing" Layer
 - F. Select the "Model-Right Wing" Layer
 - G. Menu->Layer->Transparency->Alpha to Selection
 - H. Menu->New->Layer
 - a) Layer Name: "Right Wing"
 - b) All other options leave Default
 - I. Fill your selection using the "Bucket Fill Tool" with "Black" Hex 000000.
 - J. Delete the "Model-Right Wing" Layer

4. Create the Eye Pupil Layers
 - A. Select the "Model-Right Pupil"
 - B. Menu->Layer->Transparency->Alpha to Selection
 - C. Menu->New->Layer
 - a) Layer Name: "Right Pupil"
 - b) All other options leave Default
 - D. Fill your selection using the "Bucket Fill Tool" with "Black" Hex 000000.
 - E. Delete the "Model-Right Pupil" Layer
 - F. Select the "Model-Left Pupil" Layer
 - G. Menu->Layer->Transparency->Alpha to Selection
 - H. Menu->New->Layer
 - a) Layer Name: "Left Pupil"
 - b) All other options leave Default
 - I. Fill your selection using the "Bucket Fill Tool" with "Black" Hex 000000.
 - J. Delete the "Model-Left Pupil" Layer
5. Create the Eye Lid Layers
 - A. Select the "Model-Left Eyelid" Layer
 - B. Menu->Layer->Transparency->Alpha to Selection
 - C. Menu->New->Layer
 - a) Layer Name: "Right Eye"
 - b) All other options leave Default
 - D. Fill your selection using the "Bucket Fill Tool" with "Black" Hex 000000
 - E. Delete the "Model-Left Eyelid" Layer
 - F. Select the "Model-Right Eyelid" Layer
 - G. Menu->Layer->Transparency->Alpha to Selection
 - H. Menu->New->Layer
 - a) Layer Name: "Right Eye"
 - b) All other options leave Default
 - I. Fill your selection using the "Bucket Fill Tool" with "Black" Hex 000000
 - J. Delete the "Model-Right Eyelid" Layer

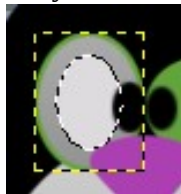
6. Select the "Model-White Patch" Layer
 - A. Menu->Layer->Transparency->Alpha to Selection
 - B. Menu->New->Layer
 - a) Layer Name: "White Patch"
 - b) All other options leave Default
 - C. Select the "Blend Tool"
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to BG (RGB)
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
 - D. Set Foreground to Hex D0D0D0
 - E. Set Background to Hex ABABAB
 - F. Drag Blend Tool from the Top of the selection down to its Bottom
 - G. Delete the "Model-White Patch" Layer



7. Select the “Model-Left Eye” Layer
 - A. Menu->Layer->Transparency->Alpha to Selection
 - B. Menu->New->Layer
 - a) Layer Name: “Left Eye”
 - b) All other options leave Default
 - C. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to BG (RGB)
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
 - D. Set Foreground to Hex A5A5A5
 - E. Set Background to Hex 949494
 - F. Drag Blend Tool from the Top of the selection down to its Bottom
 - G. Delete the “Model-Left Eye” Layer



8. Select the “Left Eye” Layer
 - A. Menu->Layer->Transparency->Alpha to Selection
 - B. Menu->Layer->New
 - a) Layer Name: “Left Eye Glow”
 - b) All other options leave Default
 - C. Menu->Select->Shrink
 - a) 7 pixels from Boarder
 - D. Fill your selection using the “Bucket Fill Tool” with Hex DEDBDE



- E. Menu->Select->None
- F. Menu->Filters->Blur->Gaussian Blur
 - a) Horizontal: 10px
 - b) Vertical: 10px
 - c) Method: RLE
- G. On the Layers Dialog, Drag the Opacity to 85%

9. Select the “Model-Right Eye” Layer
 - A. Menu->Layer->Transparency->Alpha to Selection
 - B. Menu->New->Layer
 - a) Layer Name: “Right Eye”
 - b) All other options leave Default
 - C. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to BG (RGB)
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
 - D. Set Foreground to Hex A5A5A5
 - E. Set Background to Hex 949494
 - F. Drag Blend Tool from the Top of the selection down to its Bottom
 - G. Delete the “Model-Right Eye” Layer
10. Select the “Right Eye” Layer
 - A. Menu->Layer->Transparency->Alpha to Selection
 - B. Menu->Layer->New
 - a) Layer Name: “Right Eye Glow”
 - b) All other options leave Default
 - C. Menu->Select->Shrink
 - a) 7 pixels from Boarder
 - D. Fill your selection using the “Bucket Fill Tool” with Hex DEDBDE
 - E. Menu->Select->None
 - F. Menu->Filters->Blur->Gaussian Blur
 - a) Horizontal: 10px
 - b) Vertical: 10px
 - c) Method: RLE
 - G. On the Layers Dialog, Drag the Opacity to 85%

11. Select the “Model-Left Foot” Layer
 - A. Menu->Layer->Transparency->Alpha to Selection
 - B. Menu->New->Layer
 - a) Layer Name: “Left Foot”
 - b) All other options leave Default
 - C. Using the “Bucket Fill Tool” Fill Selection with Hex DFBA00
 - D. Delete the “Model-Left Foot” Layer
12. Select the “Left Foot” Layer
 - A. Menu->Layer->New
 - a) Layer Name: “Left Foot Glow”
 - b) All other options leave Default
 - B. Menu->Select->Shrink
 - a) 7 pixels from Border
 - C. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to BG (RGB)
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
 - D. Set Foreground to Hex F0F400
 - E. Set Background to Hex F8C000
 - F. Drag Blend from Left side of Selection to its Right



- G. Menu->Select->None
 - H. Menu->Filters->Blur->Gaussian Blur
 - a) Horizontal: 10px
 - b) Vertical: 10px
 - c) Method: RLE
 - I. On the Layers Dialog, Drag the Opacity to 85%

13. Select the “Model-Right Foot” Layer
 - A. Menu->Layer->Transparency->Alpha to Selection
 - B. Menu->New->Layer
 - a) Layer Name: “Right Foot”
 - b) All other options leave Default
 - C. Using the “Bucket Fill Tool” Fill Selection with Hex DFBA00
 - D. Delete the “Model-Right Foot” Layer
 - E. Select the “Left Foot Glow” Layer
 - F. Menu->Layer->Duplicate Layer
 - a) Re-Name New “Left Foot Glow copy” Layer to “Right Foot Glow”
 - G. Raise “Right Foot Glow” Layer above Right Foot
 - a) Using the “Arrows” on the Layers dialog to raise and lower layers
 - H. Menu->Layer->Transform->Flip Horizontally
14. Select the “Model-Beak” Layer
 - A. Menu->Layer->Transparency->Alpha to Selection
 - B. Menu->New->Layer
 - a) Layer Name: “Beak”
 - b) All other options leave Default
 - C. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to BG (RGB)
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
 - D. Set Foreground to Hex DCA00E
 - E. Set Background to Hex DCB80C
 - F. Drag Blend from Left side of Selection to its Right
 - G. Delete the “Model-Beak” Layer



15. Select the “Beak” Layer

A. Menu->Layer->New

a) Layer Name: “Beak Glow”

b) All other options leave Default

B. Menu->Select->Shrink

a) 7 pixels from Border

C. Select the “Blend Tool”

a) Mode: Normal

b) Opacity: 100.0

c) Gradient: FG to BG (RGB)

d) Shape: Linear

e) Repeat: None

f) Dithering: Checked

D. Set Foreground to Hex F0F400

E. Set Background to Hex F8C000

F. Drag the Blend from Left side of Selection to its right



G. Menu->Select->None

H. Menu->Filters->Blur->Gaussian Blur

a) Horizontal: 10px

b) Vertical: 10px

c) Method: RLE

Lets check your progress:

If all went well, you should have an image that resembles:



Now it is time to add the Reflections

16. Select the “Body” Layer

A. Menu->New->Layer

- a) Layer Name: “Body Reflection Top”
- b) All other options leave Default

B. Select the “Right Eye” Layer

- a) Menu->Layer->Transparency->Alpha to Selection
- b) Select the “Scale Tool”
 - Transform to “Selection”
- c) Click inside the selection
- d) Scale
 - Width: 119
 - Height: 103
- e) Select the “Move Tool”
 - Move: Selection
 - Move Left: 59 Up: 46

C. Select the “Blend Tool”

- a) Mode: Normal
- b) Opacity: 100.0
- c) Gradient: FG to Transparent
- d) Shape: Linear
- e) Repeat: None
- f) Dithering: Checked

D. Set Foreground to “White” Hex FFFFFFFF

E. Drag the “Blend Tool” from the Top of the selection to its Bottom



17. Select the “Body” Layer

- A. Menu->Layer->Transparency->Alpha to Selection
- B. Menu->New->Layer
 - a) Layer Name: “Body Reflection Bottom”
 - b) All other options leave Default
- C. Menu->Select->Shrink
 - a) 2 pixels from Border
- D. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to Transparent
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
- E. Set Foreground to “White” Hex FFFFFFFF
- F. Drag the “Blend Tool” from Bottom of the selection to the Bottom of the Beak
- G. Select the “White Patch” Layer
- H. Menu->Layer->Transparency->Alpha to Selection
 - a) Select the “Scale Tool”
 - Transform to “Selection”
 - b) Click inside the selection
 - c) Scale
 - Width: 190
 - Height: 160
 - d) Select the “Move Tool”
 - Move: Selection
- I. Move Left:25 Up: 50
- J. Select the “Body Reflection Bottom”
- K. Menu->Edit->Cut
- L. Drag the Opacity to 60% on the Layers dialog

18. Select the “Left Eye” Layer

- A. Menu->Layer->Transparency->Alpha to Selection
- B. Menu->New->Layer
 - a) Layer Name: “Left Eye Reflection Top”
- C. All other options leave Default
- D. Raise “Left Eye Reflection Top” above the “Left Eye Glow” Layer
 - a) Use the arrows on the layer dialog to Raise and Lower the layers
- E. Menu->Select->Shrink
 - a) 2 pixels from Border
- F. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to Transparent
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
- G. Set Foreground to “White” Hex FFFFFFFF
- H. Drag Blend Tool from the Top of the selection to the Center



- I. Select the “Left Eye” Layer
 - a) Menu->Layer->Transparency->Alpha to Selection
 - b) Select the “Move Tool”
 - Move “Selection”
 - Move Left: 15 Down: 4
 - c) Select the “Left Eye Reflection Top” Layer
- J. Menu->Edit->Cut
- K. Select the “Left Eye” Layer
 - a) Menu->Layer->Transparency->Alpha to Selection
 - b) Select the “Move Tool”
 - Move “Selection”
 - Move Right: 10 Up: 36
 - c) Select the “Left Eye Reflection Top” Layer
- L. Menu->Select->Invert
- M. Menu->Edit->Cut
- N. Drag the Opacity to 85% on the layers dialog

19. Select the “Left Eye” Layer
 - A. Menu->Layer->Transparency->Alpha to Selection
 - B. Menu->New->Layer
 - a) Layer Name: “Left Eye Reflection Bottom”
 - C. All other options leave Default
 - D. Raise “Left Eye Reflection Bottom” above the “Left Eye Glow” Layer
 - a) Use the arrows on the layer dialog to Raise and Lower the layers
 - E. Menu->Select->Shrink
 - a) 2 pixels from Border
 - F. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to Transparent
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
 - G. Set Foreground to “White” Hex FFFFFFFF
 - H. Drag Blend Tool from the Bottom of the selection to the Center
 - I. Select the “Left Eye” Layer
 - a) Menu->Layer->Transparency->Alpha to Selection
 - b) Select the “Move Tool”
 - Move “Selection”
 - Move Right: 8 Up: 8
 - J. Select the “Left Eye Reflection Top” Layer
 - K. Menu->Edit->Cut
 - L. Drag the opacity to 40% on the layers dialog

20. Select the “Right Eye” Layer
- A. Menu->Layer->Transparency->Alpha to Selection
 - B. Menu->New->Layer
 - a) Layer Name: “Right Eye Reflection Top”
 - C. All other options leave Default
 - D. Raise “Right Eye Reflection Top” above the “Right Eye Glow” Layer
 - a) Use the arrows on the layer dialog to Raise and Lower the layers
 - E. Menu->Select->Shrink
 - a) 2 pixels from Border
 - F. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to Transparent
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
 - G. Set Foreground to “White” Hex FFFFFFFF
 - H. Drag Blend Tool from the Top of the selection to the Center



- I. Select the “Right Eye” Layer
 - a) Menu->Layer->Transparency->Alpha to Selection
 - b) Select the “Move Tool”
 - Move “Selection”
 - Move Left: 11 Down: 5
 - c) Select the “Right Eye Reflection Top” Layer
- J. Menu->Edit->Cut
- K. Select the “Right Eye” Layer
 - a) Menu->Layer->Transparency->Alpha to Selection
 - b) Select the “Move Tool”
 - Move “Selection”
 - Move Right: 5 Up: 22
 - c) Select the “Right Eye Reflection Top” Layer
- L. Menu->Select->Invert
- M. Menu->Edit->Cut
- N. Drag the opacity to 85% on the layers dialog

21. Select the “Right Eye” Layer
 - A. Menu->Layer->Transparency->Alpha to Selection
 - B. Menu->New->Layer
 - a) Layer Name: “Right Eye Reflection Bottom”
 - C. All other options leave Default
 - D. Raise “Right Eye Reflection Bottom” above the “Right Eye Glow” Layer
 - a) Use the arrows on the layer dialog to Raise and Lower the layers
 - E. Menu->Select->Shrink
 - a) 2 pixels from Border
 - F. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to Transparent
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
 - G. Set Foreground to “White” Hex FFFFFFFF
 - H. Drag Blend Tool from the Bottom of the selection to the Center
 - I. Select the “Right Eye” Layer
 - a) Menu->Layer->Transparency->Alpha to Selection
 - b) Select the “Move Tool”
 - Move “Selection”
 - Move Right: 1 Up: 7
 - J. Select the “Right Eye Reflection Bottom” Layer
 - K. Menu->Edit->Cut
 - L. Drag the opacity to 40% on the layers dialog

22. Select the “Left Pupil” Layer

- A. Menu->Layer->Transparency->Alpha to Selection
- B. Menu->New->Layer
 - a) Layer Name: “Left Pupil Reflection Top”
- C. All other options leave Default
- D. Menu->Select->Shrink
 - a) 1 pixel from Border
- E. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to Transparent
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
- F. Set Foreground to “White” Hex FFFFFFFF
- G. Drag Blend Tool from the Top of the selection to its Bottom



- H. Select the “Move Tool” Change Move to “Selection”
- I. Move the selection 2 pixels Left and 3 pixels Down
- J. Menu->Edit->Cut
- K. Select the “Left Pupil” Layer
- L. Menu->Layer->Transparency->Alpha to Selection
- M. Select “Left Pupil Reflection Top” Layer
- N. Select the “Move Tool” Change Move to “Selection”
- O. Move the Selection up 11 pixels
- P. Menu->Select->Invert
- Q. Menu->Edit->Cut

23. Select the “Left Pupil” Layer
- A. Menu->Layer->Transparency->Alpha to Selection
 - B. Menu->New->Layer
 - a) Layer Name: “Left Pupil Reflection Bottom”
 - C. All other options leave Default
 - D. Menu->Select->Shrink
 - a) 1 pixel from Border
 - E. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to Transparent
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
 - F. Set Foreground to “White” Hex FFFFFFFF
 - G. Drag the Blend Tool from the Bottom of the Selection to its Top
 - H. Select the “Move Tool” Change Move to “Selection”
 - I. Move Selection Right 1 pixel and Up 3 pixels
 - J. Menu->Edit->Cut
 - K. Drag the Opacity to 60% on the layers dialog
24. Select the “Right Pupil” Layer
- A. Menu->Layer->Transparency->Alpha to Selection
 - B. Menu->New->Layer
 - a) Layer Name: “Right Pupil Reflection Top”
 - C. All other options leave Default
 - D. Menu->Select->Shrink
 - a) 1 pixel from Border
 - E. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to Transparent
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
 - F. Set Foreground to “White” Hex FFFFFFFF
 - G. Drag Blend Tool from the Top of the selection to its Bottom
 - H. Select the “Move Tool” Change Move to “Selection”
 - I. Move the selection 2 pixels Left and 3 pixels Down
 - J. Menu->Edit->Cut
 - K. Select the “Right Pupil” Layer
 - L. Menu->Layer->Transparency->Alpha to Selection
 - M. Select “Right Pupil Reflection Top” Layer
 - N. Select the “Move Tool” Change Move to “Selection”
 - O. Move the Selection up 11 pixels
 - P. Menu->Select->Invert
 - Q. Menu->Edit->Cut

25. Select the “Right Pupil” Layer
- A. Menu->Layer->Transparency->Alpha to Selection
 - B. Menu->New->Layer
 - a) Layer Name: “Right Pupil Reflection Bottom”
 - C. All other options leave Default
 - D. Menu->Select->Shrink
 - a) 1 pixel from Border
 - E. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to Transparent
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
 - F. Set Foreground to “White” Hex FFFFFFFF
 - G. Drag Blend from the Bottom of selection to its Top
 - H. Select the “Move Tool” Change Move to “Selection”
 - I. Move Selection Right 1 pixels and Up 3 pixels
 - J. Menu->Edit->Cut
 - K. Drag the Opacity to 60% on the layers dialog

26. Select the “Right Eyelid” Layer
- A. Menu->Layer->Transparency->Alpha to Selection
 - B. Menu->New->Layer
 - a) Layer Name: “Right Eyelid Reflection”
 - b) All other options leave Default
 - C. Menu->Select->Shrink
 - a) 2 pixels from Border
 - D. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to Transparent
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
 - E. Set Foreground to “White” Hex FFFFFFFF
 - F. Drag the Blend Tool from the Top of the Selection to its Center



- G. Select the “Move Tool” Change Move to “Selection”
- H. Move the Selection Down 4 pixels
- I. Menu->Edit->Cut
- J. Menu->Filters->Blur->Gaussian Blur
 - a) Horizontal: 2px
 - b) Vertical: 2px
 - c) Method: RLE
- K. Drag Opacity to 80% on layers dialog

27. Select the “Left Eyelid” Layer
- A. Menu->Layer->Transparency->Alpha to Selection
 - B. Menu->New->Layer
 - a) Layer Name: “Left Eyelid Reflection”
 - b) All other options leave Default
 - C. Menu->Select->Shrink
 - a) 2 pixels from Border
 - D. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to Transparent
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
 - E. Set Foreground to “White” Hex FFFFFFFF
 - F. Drag the Blend Tool from the Top of the Selection to its Center



- G. Select the “Move Tool” Change Move to “Selection”
- H. Move the Selection Down 4 pixels
- I. Menu->Edit->Cut
- J. Menu->Filters->Blur->Gaussian Blur
 - a) Horizontal: 2px
 - b) Vertical: 2px
 - c) Method: RLE
- K. Drag Opacity to 80% on layers dialog

28. Select the “Beak” Layer

- A. Menu->Layer->Transparency->Alpha to Selection
- B. Menu->New->Layer
 - a) Layer Name: “Beak Reflection Top”
 - b) All other options leave Default
- C. Raise the “Beak Reflection Top” above the “Beak Glow” Layer
 - a) Use the arrows on the layer dialog to Raise and Lower the layers
- D. Menu->Select->Shrink
 - a) 2 pixels from Border
- E. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to Transparent
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
- F. Set Foreground to “White” Hex FFFFFFFF
- G. Drag Blend Tool from Top Right of Selection to the opposite side



- H. Select “Right Eye” Layer
- I. Menu->Layer->Transparency->Alpha to Selection
- J. Select “Beak Reflection Top” Layer
- K. Select the “Move Tool”
 - a) Move: Selection
- L. Move Left: 42 Down: 40
- M. Menu->Edit->Cut

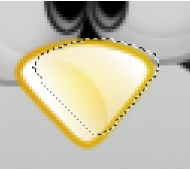
29. Select the “Beak” Layer

- A. Menu->Layer->Transparency->Alpha to Selection
- B. Menu->New->Layer
 - a) Layer Name: “Beak Reflection Bottom”
 - b) All other options leave Default
- C. Raise the “Beak Reflection Bottom” above the “Beak Glow” Layer
 - a) Use the arrows on the layer dialog to Raise and Lower the layers
- D. Menu->Select->Shrink
 - a) 2 pixels from Border
- E. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to Transparent
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
- F. Set Foreground to “White” Hex FFFFFFFF
- G. Drag Blend Tool from Left Lower side of Selection to its Top Right Side



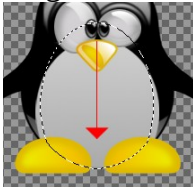
H. Select the “Move Tool” Change Move to “Selection”

- I. Move Selection Right 4 pixels and Up 2 pixels



- J. Drag the Opacity to 50% on the layers dialog

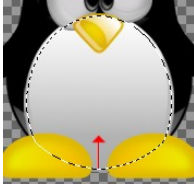
30. Select the “White Patch” layer
- A. Menu->New->Layer
 - a) Layer Name: “White Patch Reflection Top”
 - b) All other options leave Default
 - B. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to Transparent
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
 - C. Set Foreground to “White” Hex FFFFFFFF
 - D. Select “Scale Tool”
 - E. Click inside selection
 - a) Width: 127
 - b) Height: 165
 - F. Select the “Move Tool”
 - a) Move Selection Right 5, up 19
 - G. Drag Blend tool from Top of the Beak to the Top of the Feet



- H. Select the “White Patch” layer
- I. Menu->Layer->Transparency->Alpha to Selection
- J. Select the “White Patch Reflection Top” Layer
- K. Menu->Select->Invert
- L. Menu->Edit->Cut

31. Select the “White Patch” Layer

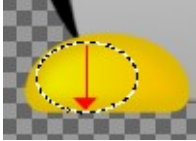
- A. Menu->Layer->Transparency->Alpha to Selection
- B. Menu->New->Layer
 - a) Layer Name: “White Patch Reflection Bottom”
 - b) All other options leave Default
- C. Menu->Select->Shrink
 - a) 2 pixels from Border
- D. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to Transparent
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
- E. Set Foreground to “White” Hex FFFFFFFF
- F. Drag Blend Tool from Bottom of Selection to the Top of the Feet



- G. Drag the Opacity to 40% on the layers dialog

32. Select the “Left Foot” Layer

- A. Menu->New->Layer
 - a) Layer Name: “Left Foot Reflection Top”
 - b) All other options leave Default
- B. Raise the “Left Foot Reflection Top” above the “Left Foot Glow” Layer
 - a) Use the arrows on the layer dialog to Raise and Lower the layers
- C. Select the “Left Eye” Layer
- D. Menu->Layer->Transparency->Alpha to Selection
- E. Select the “Left Foot Reflection” Layer
- F. Select the “Rotate Tool”
- G. Transform: Selection
- H. Click inside Selection
 - a) Angle 90 Degrees
- I. Menu->Select->Shrink
 - a) 5px from the Border
- J. Select “Move Tool”
- K. Move Selection Left: 35 Down: 146
- L. Drag the Blend Tool from the Top of the selection to its Bottom



- M. Menu->Layer->Duplicate Layer
- N. Rename the layer “ Left Foot Reflection Top copy” to “Right Foot Reflection”
- O. Raise the “Right Foot Reflection” Layer above the “Right Foot Glow” Layer
 - a) Use the arrows on the layer dialog to Raise and Lower the layers
- P. Select “Right Foot Reflection” Layer
- Q. Menu->Layer->Transform->Flip Horizontally

33. Select the “Left Wing” Layer

- A. Menu->Layer->Transparency->Alpha to Selection
- B. Menu->New->Layer
 - a) Layer Name: “Left Wing Reflection Top”
 - b) All other options leave Default
- C. Menu->Select->Shrink
 - a) 2 pixels from Border
- D. Select the “Blend Tool”
 - a) Mode: Normal
 - b) Opacity: 100.0
 - c) Gradient: FG to Transparent
 - d) Shape: Linear
 - e) Repeat: None
 - f) Dithering: Checked
- E. Set Foreground to “White” Hex FFFFFFFF
- F. Drag the Blend Tool from Left Long side to the Point on the Right side of Selection



- G. Select the “Move Tool” Change Move to “Selection”
- H. Move the selection Right 3 pixels and Down 3 pixels
- I. Menu->Edit->Cut
- J. Drag the Opacity to 70% on the layers dialog
- K. Menu->Layer->Duplicate Layer
- L. Rename the layer to “Right Wing Reflection Top”
- M. Raise the “Right Wing Reflection Top” Layer above the “Right Wing” Layer
 - a) Use the arrows on the layer dialog to Raise and Lower the layers
- N. Menu->Layer>Transform->Flip Horizontally

34. Select the “Left Wing” Layer

- A. Menu->Layer->Transparency->Alpha to Selection
- B. Menu->New->Layer
 - a) Layer Name: “Left Wing Reflection Bottom”
 - b) All other options leave Default
- C. Menu->Select->Shrink
 - a) 1 pixel from Border
- D. Using the “Bucket Fill Tool” Fill selection with “White” Hex FFFFFFFF
- E. Menu->Select->Shrink
 - a) 2 pixels from Border
- F. Menu->Edit->Cut
- G. Select the “Right Eye” Layer
- H. Menu->Layer->Transparency->Alpha to Selection
- I. Select the “Left Wing Reflection Bottom” Layer
- J. Select the “Move Tool”
- K. Move Selection: Left: 116, Down: 88

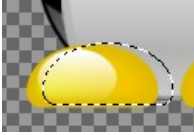


- L. Menu->Select->Invert
- M. Menu->Edit->Cut
- N. Drag opacity to 50% on the layers dialog
- O. Menu->Layer->Duplicate Layer
- P. Rename the layer to “Right Wing Reflection Top”
- Q. Raise the “Right Wing Reflection Top” Layer above the “Right Wing” Layer
 - a) Use the arrows on the layer dialog to Raise and Lower the layers
- R. Menu->Layer>Transform->Flip Horizontally

Now we need to Add Shadows

35. Select the “Left Foot” Layer

- A. Menu->Layer->Transparency->Alpha to Selection
- B. Menu->New->Layer
 - a) Layer Name: “Left Foot Body Shadow”
 - b) All other options leave Default
 - c) Lower the “Left Foot Body Shadow” below the “Left Foot” Layer
- C. Select the “Move Tool”



- D. Move Selection Right: 10 Up: 1
- E. Using the Bucket Fill Tool, Fill Selection with “Black” Hex 000000
- F. Menu->Select->None
- G. Menu->Filters->Blur->Gaussian Blur
 - a) Horizontal: 15px
 - b) Vertical: 15px
 - c) Method: RLE
- H. Drag the Opacity to 30% on the Layers dialog
- I. Select the “Body” Layer
- J. Menu->Layer->Transparency->Alpha to Selection
- K. Select “Left Foot Body Shadow”
- L. Menu->Select->Invert
- M. Menu->Edit->Cut
- N. Menu->Layer->Duplicate Layer
- O. Rename the Layer to “Right Foot Body Shadow”
- P. Menu->Layer->Transform->Flip Horizontally

36. Select “Left Foot” Layer

- A. Menu->Layer->Transparency->Alpha to Selection
- B. Menu->New->Layer
 - a) Layer Name: “On Left Foot Shadow”
 - b) All other options leave Default
- C. Raise “On Left Foot Shadow” layer above the “Left Foot Reflection” Layer
- D. Menu->Select->Grow
 - a) 5 pixels
- E. Using the “Bucket Fill Tool fill Selection with “Black” Hex 000000
- F. Select the “Move Tool”
- G. Move Selection Left: 20 Down: 5



- H. Menu->Edit->Cut
 - I. Menu->Select->None
 - J. Menu->Filters->Blur->Gaussian Blur
 - a) Horizontal: 15px
 - b) Vertical: 15px
 - c) Method: RLE
 - K. Drag Opacity to 20% on the layers dialog
 - L. Select “Left Foot” Layer
 - M. Menu->Layer->Transparency->Alpha to Selection
 - N. Menu->Select->Invert
 - O. Menu->Edit->Cut
 - P. Menu->Layer->Duplicate Layer
 - Q. Re name Layer to “On Right Foot Shadow”
 - R. Menu->Layer->Transform->Flip Horizontally
 - S. Raise “On Right Foot Shadow” to above the “Right Foot Reflection” Layer
37. Select the “Beak” Layer
- A. Menu->Layer->Transparency->Alpha to Selection
 - B. Menu->Filters->Light and Shadow->Drop Shadow
 - a) Offset X: 2
 - b) Offset Y: 8
 - c) Blur Radius: 15
 - d) Color “Black” Hex 000000
 - e) Opacity: 63%
 - f) Allow Resizing NOT Checked
 - C. Rename the “Drop Shadow” Layer to “Beak Drop Shadow”

38. Select the “Left Eye” Layer

- A. Menu->Layer->Transparency->Alpha to Selection
- B. Menu->Filters->Light and Shadow->Drop Shadow
 - a) Offset X: 4
 - b) Offset Y: 4
 - c) Blur Radius: 15
 - d) Color “Black” Hex 000000
 - e) Opacity: 63%
 - f) Allow Resizing NOT Checked
- C. Rename the “Drop Shadow” Layer to “Left Eye Drop Shadow”
- D. Select the “Beak” Layer
- E. Menu->Layer->Transparency->Alpha to Selection
- F. Select “Left Eye Drop Shadow”
- G. Menu->Edit->Cut

39. Select the “Right Eye” Layer

- A. Menu->Layer->Transparency->Alpha to Selection
- B. Menu->Filters->Light and Shadow->Drop Shadow
 - a) Offset X: 4
 - b) Offset Y: 4
 - c) Blur Radius: 15
 - d) Color “Black” Hex 000000
 - e) Opacity: 63%
 - f) Allow Resizing NOT Checked
- C. Rename the “Drop Shadow” Layer to “Left Eye Drop Shadow”
- D. Select the “Beak” Layer
- E. Menu->Layer->Transparency->Alpha to Selection
- F. Select “Left Eye Drop Shadow”
- G. Menu->Edit->Cut

40. Select the “Body” Layer

- A. Menu->Layer->Transparency->Alpha to Selection
- B. Select “Fuzzy Select Tool”
 - a) Mode “Add to Current Selection”
- C. Select the “Left Foot” Layer
- D. click on the “Left Foot” with the Fuzzy Select Tool
- E. Select the “Right Foot” Layer
- F. Click on the “Right Foot” with the Fuzzy Select Tool



- G. Menu->Filters->Light and Shadow->Drop Shadow
 - a) Offset X: 2
 - b) Offset Y: 8
 - c) Blur Radius: 15
 - d) Color “Black” Hex 000000
 - e) Opacity: 63%
 - f) Allow Resizing NOT Checked
- H. Rename the “Drop Shadow” Layer to “Tux Drop Shadow”

You should now have an image that resembles:

