Tone-on-Tone

In this project you will use **Pixelmator** to create an image in which a silhouette blends into a background of a slightly different shade of the same color.

Part 1. Prepare the silhouetted image.

Open an image with a transparent background or extract an image.

Apply the **Threshold** filter from the **Stylize** group in the **Effects Browser**. I used the default setting of 50%.

Use **Select Color...** from the **Edit** menu to choose the <u>white</u> area.

Invert the selection, **Edit – Invert Selection**, then **Clear** from the **Edit** menu.

Invert the selection again. Fill with the color of your choosing, **Edit – Fill...** .
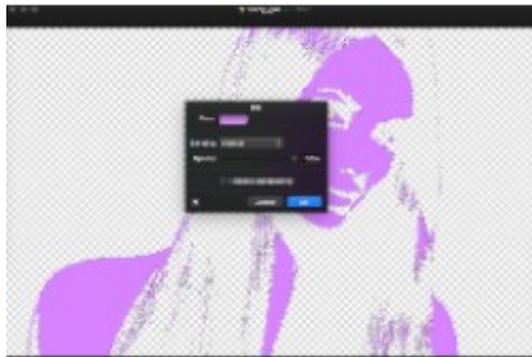
Deselect.

Part 2. Create the background layer.

Add a new layer (**Layer – New Layer...**) at the bottom of the stack in the Layers pallet. In the **Edit** menu, click **Fill...**, the same fill color you used earlier should still be active. The entire image *will appear* to be filled with that color. Do NOT click **OK** yet.
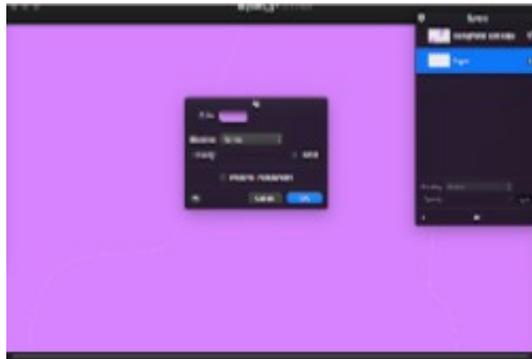
Click on the **Color Wheel** in the **Colors** pallet, then move the *light-dark slider* to the right until you're pleased with the effect. Now click **OK**.

Part 3. Apply a graduated mask to the image layer.

Be certain the image layer is active and add a mask to that layer, **Layer – Add Layer Mask**.

Select the **Gradient Tool** from the Toolbox and in the Gradients pallet, choose a black-to-white gradient. Adjust the blending slider (top) to 80%.

With the **Gradient Tool**, drag from the bottom left corner toward the center of the image.

Below is another example of the technique in which I used a radial gradient on the mask rather than a linear one.

– Thomas Boito