

Creating artwork to make your stamp

However you create your artwork make sure that you have a black border of at least 1cm around the drawing to keep the relief the same at the edges. There are three ways to create artwork, you can;

1. Draw it

Draw your design using a permanent ink pen on a transparent sheet, you can use either the imageblack ink jet or the imageblack laser film. Even better is to get a negative pen which is designed for touching up negatives. It is quicker to use thick nibs for colouring in the background and thin nibs for drawing fine lines. It is easy to trace around shapes or designs that you want to make into stamps and then fill in the area surrounding the image in black. Remember to draw the 'negative' of the image that you want to create, that is make all the areas black that you want to be clear and leave the areas clear that you want to ink up.



2. Photocopy it

Load your photocopier with imageblack laser film. If you are using an ink jet printer then use imageblack ink jet film. Place the items that you want to make stamps of on top of the exposure glass. Select things that will give strong contrast between black and white such as lace, autumnal leaves, doilies etc. Place the back sheet provided on top of the items, close the lid and press the photocopy button.

For artwork made on a laser photocopier take the imageblack sheet and quickly wipe the printed side with a cloth soaked in white spirit (turpentine). Take a hot air gun and run the gun over the sheet taking care not to burn the film. The solvent will flare off and the black areas will then be dark enough to use as a negative.



3. Use a computer to scan, compose or download it

Using a computer is the most convenient way to create your artwork. You can scan in your drawing, create your drawing on the screen or download it from the internet. Check that you are not infringing copyright before using.

To do any of these three methods you will need a software package. This is a description of the ways of modifying drawings using the following software packages:

Word Adobe Photoshop Corel draw Paint Shop Pro

Tips for creating stamps from photographs

Photographs are the hardest images to make a stamp from. This is why you will very rarely see photographs made from rubber. Your imagepac daylight kit can hold images as fine as those produced by any stamping system in the world.

When taking photographs, the best sort of portraits have been taken in even light, often the flash will make the face too white and lacking in shading. You will need the halftone filter to produce distinct dots of black and clear, this will give you a much better image. The smaller the filter dots the finer the image, but the harder it is to stamp up, the larger the dots the cruder the image, but the easier it is to stamp. When you look at the finished stamp you only want to see a small area or none at all, that has no image on it because the artwork was black (this is seen by an area of deep relief). Too much black on your artwork will just produce a stamp with large areas of white on it. Too much clear on your artwork will produce dark faces lacking in features.

3.1 Microsoft Word (only really practical for text stamps)

1. On the main tool bar click **I**nsert > **T**ext box and open a horizontal or vertical text box.
2. Click on the border of the box and right click to open the menu.
3. Select **F**ormat **T**ext **B**ox.
4. Click **C**olors and **L**ines > **F**ill > **C**olour and select black, the box will then be turned black.
5. Position your cursor in the box, on the main tool bar click **F**ormat > **F**ont > **A**ll text > **F**ont **c**olour and select white. You will then write in white on a black box.

3.2 Adobe Photoshop

Printing drawings

1. Create your image, scan it or download it.
2. Select **I**mage > **M**ode > **G**ayscale.
3. Select **I**mage > **A**ddjustments > **I**nvert.
4. Select **V**iew > **P**roof **S**etup > **W**orking **B**lack **P**late.
5. Select **I**mage > **A**ddjustments > **B**rightness / **C**ontrast. Increase the contrast and reduce the brightness until the image is as black and as white as possible.

Printing photographs

1. Open the photograph onto your screen.
2. Select **I**mage > **M**ode > **G**ayscale.
3. Select **I**mage > **A**ddjustments > **I**nvert.
4. Select **V**iew > **P**roof **S**etup > **W**orking **B**lack **P**late.

5. Experiment with the effect that you want, here are a few examples:
 Select **Filter > Sketch > Halftone pattern** (this gives a detailed effect)
 Adjust **Pattern type** to **Dot**
 Select **Size = 1 or 2** and increase the **Contrast** to suit.
 or **Filter > Sketch > Stamp** (this gives a hand drawn effect)
 Adjust the **Light / Dark Balance** and **Smoothness** until you
 have produced a suitable image
 or **Filter > Sketch > Photocopy** (this gives a photographic effect)
 Adjust the **Detail / Darkness** until you have produced a suitable
 image
6. Select **Image > Adjustments > Brightness / Contrast**. Increase the
 contrast and reduce the brightness until the image is as black and as
 white as possible.

3.3 Corel Draw

Printing drawings

1. Create your image, scan it or download it.
2. Select **Bitmaps > Mode > Grayscale (8-bit)**.
3. Select **Effects > Transform > Invert**.
4. Select **Effects > Adjust > Brightness-Contrast-Intensity** and
 increase the contrast and reduce the brightness until the image is as
 black and as white as possible.

Printing photographs

1. Open the photograph onto your screen.
2. Select your photograph and select **Bitmaps > Convert to bitmaps >**
 and select **Color: Greyscale (8-bit)** and **Resolution: 600 dpi**.
3. Then select **Bitmaps > Mode > Black and White (1-bit)**
 Choose **Line Art, Halftone** or you can experiment with the effects the
 options give you, then increase **Threshold** value until you have
 produced a suitable image.
5. Select **Effects > Transform > Invert**.
6. Select **Effects > Adjust > Brightness-Contrast-Intensity** and
 increase the contrast and reduce the brightness until the image is as
 black and as white as possible.

3.4 Microsoft Paint (not ideal for modifying drawings)

1. Create your image, scan it or download it. Choose black and white
 images with clear distinction between black and white.
2. Select **Image > Invert Colours**

3.5 Microsoft Paintshop Pro

Printing drawings

1. Create your image, scan it or download it. Choose black and white images with clear distinction between black and white.
2. Select **I**mage > **G**ayscale.
3. Select **A**djust > **B**rightness and Contrast > **B**rightness/Contrast and increase the contrast and reduce the brightness until the image is as black and as white as possible.
4. Select **A**djust > **N**egative Image.
5. Select **F**ile > **P**rint > **P**roperties and change to transparency or vellum and black and white and print the image.

Printing photographs

1. Open the photograph onto your screen.
2. Select **I**mage > **G**ayscale
3. Select **E**ffects > **A**rtistic effects > **H**alftone and in Cell Properties as a starting point select 'round' and 'size 2'.
4. Select **A**djust > **N**egative Image.
5. Select **A**djust > **B**rightness and Contrast > **B**rightness/Contrast and increase the contrast and reduce the brightness until the image is as black and as white as possible.
6. Select **F**ile > **P**rint > **P**roperties and change to transparency or vellum and black and white and print the image.