

## DESIGNING A TSHIRTGANG IMAGE USING PAINT.NET

Creating good images is the most important thing you can do to increase sales. It takes some practice, but you will find that your designs get better and better with time.

There are a few software packages available for image design. You might already have one, such as Photoshop, but for this guide we will be using a free program called Paint.NET.

### DOWNLOADING PAINT.NET

1. To download paint.NET visit this URL <http://www.dotpdn.com/downloads/pdn.html> and click on the “Free Download Now” link on the top right hand side of the screen.
2. Next you will need to install the application by opening the zip file, double clicking on the application and then “Run”.

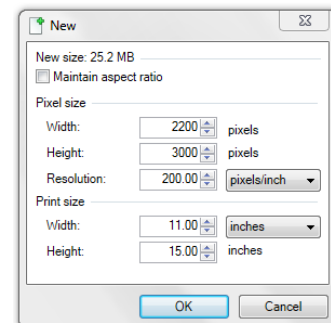
*Free Download Now:*  
 [paint.net 4.0.6](#)

### PAINT.NET BASICS

There are plenty of resources online to help you with Paint.NET, but we’ll go over some basics here to get you started.

#### *SIZING YOUR CANVAS*

1. To start a new design open Paint.NET and go to File > New.
2. Make the resolution 200 pixels/inch, and change the print size 11 inches wide and 15 inches tall. You MUST adhere to these sizes and resolution or your designs won’t be properly read by the printer.



#### *MAKING THE BACKGROUND TRANSPARENT*

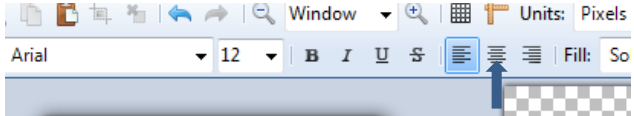
1. Ensure you have the “Tools” window open (A tall rectangular box with a bunch of icons in it – as seen on the right). If it’s not there, try clicking F5 and the window will pop up.



2. To avoid having a big white square around your image like the example to the left, you’ll need to select the entire ‘canvas’ and delete the white background. You can do this with the magic wand tool (highlighted in the image to the right). Just click anywhere in the white section of the page. When the page turns blue, click delete. The page will then be fully checkered, which means it is now transparent.



## ADDING TEXT TO YOUR DESIGN

1. On the 'Tools' window, click on the Text (T) icon.
  2. Decide on a font by using the drop-down at the top of the screen. (I'll use Arial for this example)
  3. Choose a size for your text. Every font will fill the page differently so just start with 200 and then you can make adjustments once you see how big/small it is.
  4. Click on the icon that will allow your font to be centered.
- 
5. Now click in the upper middle part of the checkered area. Leave some space above, about ten squares or so. This will make sure your image doesn't seem to be right at the top of the shirt (at the neck),
  6. Type your desired text. This is really your choice, but for this example we'll keep it short and simple, type "Kickin' it". You can now change the size of the font.
  7. At the bottom right of the text, there is a little plus sign. While this plus sign is still there, the text is 'live'; which means you can still manipulate the size, color, font or position. Once you click away from this, or hit ESC, the text can no longer be easily edited.
  8. It's clear that Arial font 200pt doesn't fill the page. We recommend making your text/images nice and large, so try to fill up the page. You will see that the dropdown doesn't go as large as 300. You can just delete the 200 and type in 300.
  9. Change the color of the font. If the 'Colors' window isn't already showing up, click F8. The squares at the bottom are pre-set colors, which you can adjust by moving the tiny black dot around in the color circle. You can also fine tune the color by clicking the "More>>" button and dragging the little black arrows.
  10. Just to further explain the difference of the text being "live" or not, click somewhere below the text near the bottom of the page. Now you will see that you can't move it with the plus sign anymore (it's gone), and you can't change the color. That image is now considered static, and you'll have to do other tricks to change it, or just select and delete it (using the square tool in the top left corner of the Tools rectangle).
  11. One you are happy with the size and color of your text you are ready to save and upload this design! Just click File > Save as > choose a folder that you can keep all of your t-shirt stuff in (perhaps create a new folder called "My Designs"). Name the file, make sure it's a .PNG (the lower dropdown in the save window) and save it. You might get another window that pops up, just say OK.

## ADDING A PICTURE TO YOUR DESIGN

1. Follow the steps above to size a new canvas and make the background transparent.
2. Go to [www.google.com](http://www.google.com) and search for something of interest. When you see one you like click on it then to the right click "View image". When this image opens, right click and choose COPY. Go back to Paint.NET and click Edit > Paste, now the image is in the top corner.

\*\*Sometimes the image you choose will be bigger than your background. A message will come up asking if you want to change the size of your page. Don't do this, just keep the file the size you should, paste anyway, and then you can make the image smaller, using the method below.

3. You will see that the image is bordered by a thin dotted line and there are circles in the corners and along the sides. While these things are showing, the image is 'live'. While it's like this, you can manipulate it easily.

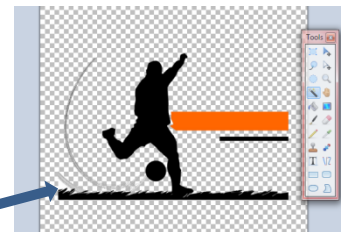


4. Make the image bigger – but usually you want to keep the same aspect ratio, meaning you want to make it proportionally bigger both width-wise and height-wise. Hover over the bottom corner until your pointer turns into a hand. When it does that, simultaneously hold the SHIFT key and click on the corner circle. Drag the corner out until the image is as big as you want (while still holding shift). Again, we recommend making images nice and big so they fill most of your canvas. Once the image is the size you want, click and drag it to the centre of the page, about an inch below the top.

5. You'll now want to make the image look good on the shirt. If there is a background color you'll need to get rid of it (even if it's white). The magic wand is the tool for this. Choose the magic wand from the Tools window, and click somewhere on the background color (white in this example). My image to the right has been clicked like this. The magic wand floods the area that you chose if the color is the same as where you clicked it. Now, click delete to make what was a white background a transparent background.



\*\*A few things to note. The part that was chosen by the magic wand was NOT all the white that exists on the image. Note the bottom left corner where some white was not deleted. There is a way you can make sure you get all the white – change 'Flood Mode' at the top from Contiguous to Global (this means the wand will select all white anywhere on the canvas). Now click in the white little section, click delete, and it is now transparent.



6. When the image is what you want, Click File > Save As and name it, then save it in the same folder you have the other image.

#### USING LAYERS TO COMBINE TEXT AND IMAGES

1. To be able to manipulate text without ruining the image underneath it, you can type the text in a separate layer. This way you can edit the text even after it is no longer "live" (with the little plus sign), without causing any changes to images or text in different layers.



2. Once you have your image properly sized and the background colour removed (in this example the soccer player), ensure you have the "Layers" window open. If it's not there, try clicking F7 and the window will pop up.

3. Click the little square with the green plus sign to "Add a New Layer". You should now have 2 layers in the window, one called Background (containing your image) and one called Layer 2. Click on Layer 2 and ensure it is highlighted in blue, this means this is the layer you are now working on.



4. Next click on the text icon in Tools, select your font and color, and type over the image. Try typing something, for my example I wrote 'kickin' it... my style'.

5. You can now try manipulating the text in any way you want to, I chose to put the text right above and right below the soccer player.

6. Now say I wanted the soccer player's hand to appear in front/ on top of the words "kickin' it". You can do this by changing the order of the layers, on the bottom of the Layers click the blue arrow pointing down, this means whatever layer you currently have selected will be moved to the bottom layer.



7. The final step in layering is to flatten your image. This brings it back to one layer, which is what you need to do to save it as a PNG. At the top of the screen go to Image > Flatten, then you are ready to save your design.