Stained Glass: A Basic Manual

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Staining is a technique used in the field of histology and microscopy to enhance contrast in samples examined under the microscopic. Stains and dyes are frequently used in histopathology, the medical field that studies and diagnoses disease at a microscopic level. Stains may be used to define biological tissues (highlighting, for example, muscle fibers or connective tissue), cell populations (classifying different blood cells, or organelles within individual cells. In traditional stained glass, these are the thick black lines that outline the graphics. They are normally made from lead, which is black. I mixed about a tablespoon of black acrylic paint into my Elmer's white school glue bottle. I used a skewer and mixed it well to disperse the paint. I then began to trace. This takes awhile so make sure you're in a comfy spot. (; Once you're doing tracing everything, remove the printouts and you're left with your basic outlines! Next, you'll mix up your colors! I used Elmer's clear school glue, acrylic paint and a cupcake tin. Let's choose an already dened stained glass texture inside the Backdrop Designer plugin. Do this by going to the Combination Preset Manager button at top right (it looks like a square in a circle). For this tutorial, we chose the Sunrise at St. Chapele preset in the Stained Glass category. [figure 1].

step 03. To make our stained glass believable, we will do a little more work beyond the preset that we've chosen. First, we need to isolate the Texture from the Shadow. You have the stained glass texture on a separate layer from your windows shapes. This means you can manipulate the two images independently. If we had applied our Combination preset onto one layer, without doing Steps 03-05, then we would not have the exibility to edit the glass image separate from the window image.