

Fig. 1:  
Grayscale created from  
Gradient Tool

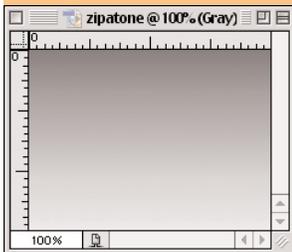


Fig. 2:  
Grayscale changed to  
Bitmap Mode.  
(Clone Tool shown  
Option-clicking per  
step 5)

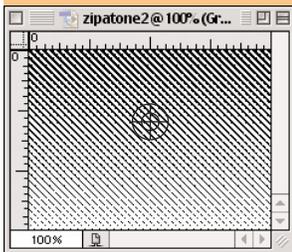


Fig. 3:  
Layers palette with  
Line Art layer blend  
mode set to Multiply

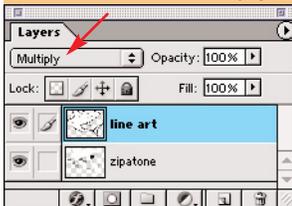
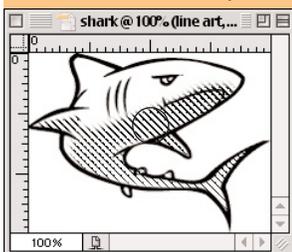


Fig. 4:  
Zipatone being cloned  
below line art layer



Once upon a time there was a graphic design product called zipatone, an adhesive film printed with dots or lines and useful for adding shading to line art. But due to the advance of computers in graphic design, it has gone the way of the Dodo bird and is now very hard to find, to the dismay of those that love the feel of x-acto knives in their hands. For those of us that have moved on to more modern methods of graphic design and paste-up, in this newsletter I'll describe a basic step-by-step method of creating and adding digital zipatone to your cartoon.

1. Open a new Grayscale window in Photoshop that matches the final dimensions and resolution of your cartoon, and fill it with your choice of gray. (Fig. 1.) (Graduated or flat, 1% to 99%) If you create a window smaller than your cartoon, the zipatone may repeat with noticeable "seams" if you have chosen to use a gradient.

2. Change the Image>Mode>Bitmap>Halftone Screen, and set the Frequency, Angle and Shape in the dialog box to suit your taste. 53, 45, & Line work fine for me if my cartoon is for print.

3. Now change the Image>Mode>Grayscale. Congratulations! You've just made digital zipatone. (Fig. 2.) Now all that's left is to apply it to our cartoon.

4. Open your cartoon in Photoshop as a grayscale image. Double click on the layer name in the layers palette and rename it something other than Background so that you can use blending modes with it. Using the pulldown menu in the layers palette, set the line art layer blend mode to Multiply. Create a new layer beneath the line art layer to hold your zipatone. (Fig. 3.)

5. Click on the title bar of the digital zipatone and using the clone tool, Option-click (Mac) in the window to set the point that the clone tool will start to clone from. (Fig. 2.)

6. Click on the title bar of your cartoon and using the clone tool (making sure that you are cloning to the layer beneath the original), begin cloning with the brush size and shape of your choice, from the zipatone window to the areas you wish to apply the zipatone effect. (Fig. 4.)

*"...due to the advance of computers in graphic design, [real zipatone] has gone the way of the Dodo bird..."*

To use different zipatone patterns on the same cartoon, simply follow steps 1 & 2 above, but change the percentage of gray, Frequency, Angle and Shape options as needed.

If you intend on only using flat zipatone and not gradients, a speedier alternative to using the two-window cloning method I've described here, is to create a small square of zipatone and define it as a pattern. Once it's saved as a pattern, there is no need to go through steps 1 & 2. Just open your cartoon, then select the areas to be shaded with your Magic Wand tool or using a Quick Mask, and fill with the zipatone pattern. Remember that you can create several shades of zipatone and save them as patterns, ready to use.