Stocking

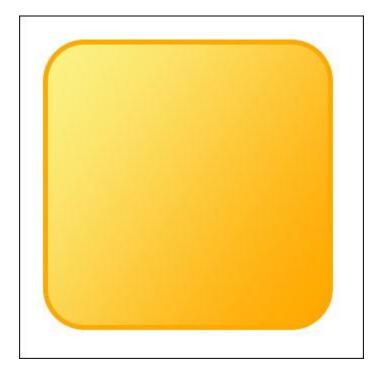
Create a new file with 345×345 px and 72 dpi. Make a figure with instrument \Box , radius must be of 40px.

Blending Options' parameters are shown next table.

Size:	2 5 px
Position:	Inside 😽
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Opacity:	100 %
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Gradient	
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Smoot	dient Type: thness: 10) > %	Location:	96	

That is what you must get:



Create many circles now, with different **Stroke** option, applying layers' window and don't forget about the color. It must be **FEA900**.



Create a new layer now, having the next instrument *A*, and paint out in white everything that is situated beyond the picture's bounds.



Take the next instrument 4 to picture a figure of red color, like that one from below.



You may find **Blending Options'** parameters here.

Size:	۵	5 px
Position:	Outside 🗸	
lend Mode:	Normal 🖌	
Opacity:		100 %
Fill Type:	Color 🖌	

Take again the previous instrument **and draw this element**.

parameters.

Size:	۵	5	рх
Position:	Outside 💙		
lend Mode:	Normal	~	
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Blending Options'

end Mode:	Normal	~		
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6aafea Stops				011166 🗎
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One more picture made by the same instrument.



Set out the adjustments from below.

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Continue using the indicated instrument . to picture another figure.



Gradient Editor			
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Gradient Tyr Smoothness:	e: Solid 🗸]	fecb02
Gradient Typ Smoothness:	e: Solid 🗸	-	

Applying the last instrument, picture a twisting stripe with the color's code **4F9A01**.



Make the same way the second one. This time it must have the color -012363.

