Inkscape: Pac-Man Baddies

REMEMBER... press Ctrl Z if you need to UNDO. ENLARGE the image when drawing small, detailed shapes. Shift-Ctrl-F displays the colour properties panel.

Click the Circle Tool (F5). Fill colour: Blue. Whilst holding CTRL+ALT , draw a perfect circle.	
Click the Select tool (F1) and select the circle. MENU: Path - Object to Path Click the Path Node tool (F2) Ensure there are only 4 nodes - select and delete any others.	
Add two new nodes by double-clicking just below the left and right nodes of the circle.	
Using the Shift key, select the two new nodes. Hold down Ctrl and drag them to the bottom Holding the Ctrl key while dragging restricts the movement to the vertical.	
Select the newly created left node and the bottom node and click the Insert new node button twice .	
Select the newly created right node and the bottom node and click the Insert new node button twice . Each segment will be split with 3 new nodes.	
On each side, we only need 2 of these 3 new nodes. Delete the left and right nodes to simplify the shape.	-

Using the Shift key, select the node to the left of the original bottom node plus the node to the right Hold down Ctrl and drag them up a little. Holding the Ctrl key while dragging restricts the movement to the vertical. This is the "ghost" shape. Click the Gradient tool. If the tool is not visible, pull out the menu above the colour bars Edit Vie Choose a radial gradient New: Move the center of the gradient to change the light source. Experiment with moving the end points of the gradient lines. Fill colour: White and draw a circle for the eye. Fill colour: Black and draw a smaller circle inside for the pupil. Click the Select tool (F1) and draw round the eye and the pupil so that both circles are selected. MENU: Object - Group (Ctrl G) Use COPY and PASTE to create another eye. Use the Select tool (F1) to position them.



Extras	
Click the Circle tool (F5) and create a white ellipse	100
Click the Select tool (F1). Click twice on the ellipse so the arrows change to curved arrows. Rotate a little.	
Shift-Ctrl-F and apply some blur (30%) and reduce the opacity (85%).	00
For increased realism, add a shadow	
Add a black ellipse at the bottom.	00
MENU: Object - Lower to Bottom	
Fill with a radial gradient going from solid black at the center to partly transparent black at the margins.	00
Shift-Ctrl-F and add a LITTLE blur (10%) to the shadow	
How about these extras?	