

Paint Shop Pro v.5

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Online Tutorials for Paint Shop Pro v. 5

Lori's Web Graphics
<http://loriweb.pair.com>

Web Graphics on a Budget
<http://mardiweb.com/web/>

Finding and Using Graphics on the Internet

Using Graphics on the Internet
<http://www.buddyproject.org/tool/graphics/default.asp>

Tubes
Search tip: "Paint Shop Pro" +tubes

Step-by-Step

Before we begin, think about this

1. web graphics will greatly enhance your web site, but remember that the more graphics you use, the longer the download time will be for visitors to view your web pages
2. Good design tip is to create your site with a theme: use similar colors, navigation, and graphics
3. It takes about one second to download 1.5 KB of information with a 28.8 modem or about one second to download 1 KB of information with a 33.3 modem

Introducing Paint Shop Pro version 5

1. Introduce Tool Bar
 - a. **Tip:** New Images should be set as 16 million colors
 - b. Explore the Four Palette Icons

Four Palettes

Color Palette

Can set foreground and background colors for drawing and painting tools

Control Palette

Enables you to set the options associated with certain tools

Layer Palette

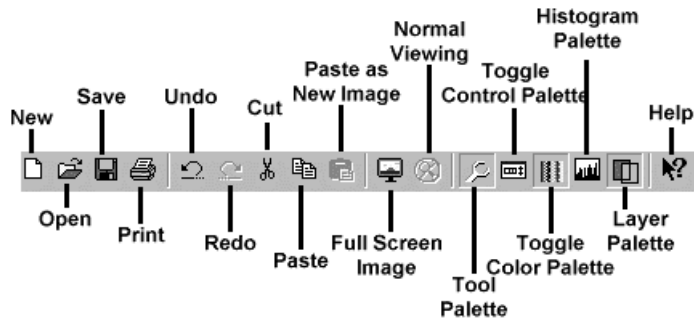
Enables you to set the options and blending modes for the layers that make up your image

Tool Palette

Contains various tools to use for painting, drawing, making selections, etc.

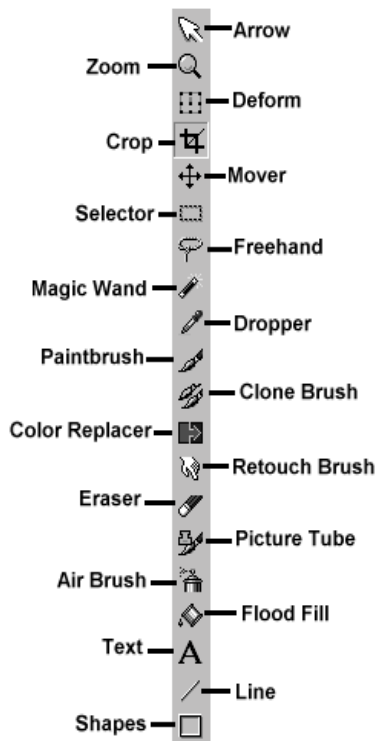
2. Explore the Tool Palette

Tool Bar



New: Create a new image	Open: open an existing image
Save: Save the current selected image	Print: print selected image
Undo: multiple changes	Redo: will redo an action that had been undone
Cut: selected areas	Paste: paste selected information
Paste as New Image: create a new image with information copied to the clipboard	Full Screen Image: view image in full screen black background
Normal Viewing: reduces image to 1:1	Tool Palette: toggles this palette off and on
Control Palette: toggles this palette off and on	Color Palette: toggles this palette off and on
Histogram Palette: toggles this palette off and on	Layer Palette: toggles this palette off and on
Help: guide to use software	

Tool Palette



Zoom: toggle this on, hold mouse over image, left click to enlarge, right click to reduce size	Arrow: brings image to the front
Crop: toggle this on, click and drag over selection, then double click inside of area to crop	Deform: rotate, resize, skew, or distort current layer
Selector: use this to select areas within image so that you can copy, paste, or do predefined editing	Mover: moves selected layer within an image
Magic Wand: select an area of image based on color	Freehand: draw freehand selections within image
Paintbrush: paint on your image using selected brushes	Dropper: picks up color from current image
Color Replacer: change one color into another color throughout the image	Clone Brush: copies portions of an image somewhere else within that image
Eraser: can erase portions of your image	Retouch Brush: selectively retouch portions of image
Air Brush: simulates an airbrush	Picture Tube: paint with images randomly
Text: add text to image	Flood Fill: fill selected portions with fore/background colors
Shapes: draw outlined or filled shapes	Line: draw lines in image

1. Step-by-Step: Creating and Editing Graphics

1. Use the "Browse" function whenever you click on the "Open" icon
2. Whenever you create a new graphic, choose to use the 16 million color setting
3. If you edit a graphic, follow these steps:
 - a. Edit a copy of the image and not the original. Create a copy by:
 - i. Edit>Copy
 - ii. Edit>Paste as New Image
 - b. increase the numbers of colors found in your image before editing:
 - i. Colors>Increase Color Depth>16 Million Colors
4. Use the Magic Wand to re-select and effect changes to certain portions of your image:
 - a. When magic wand has been selected use the magic wand palette to set the tolerance level.
 - b. Hold shift key down to continue selecting additional colors within your image

2. Step-by-Step: Checking and Reducing File Size

1. Use JPG images for photographs (NOTE: JPG allows for 16 million colors to be used and produces the highest quality for photos)
 - a. Select your photograph (check file size)
 - b. File>Save As
 - c. Under "Save as File Type" select JPG
 - d. Select "Options"
 - e. Save compression at "15." You can explore this option to see what lower compression numbers will produce (check file size)
 - f. Click "OK"
2. Use GIF images for clipart (NOTE: GIF only allows 256 colors to be used. You will lose some quality if you've worked with shadows or color blends)
 - a. Select your photograph (check the file size)
 - b. File>Save As
 - c. Under "Save as File Type" select CompuServe GIF
 - d. Select "OK"
 - e. Go to Colors>Decrease Color Depth>256 Colors (check file size)
 - f. If image looks alright, repeat step e, but change the last step:
 - i. Go to Colors>Decrease Color Depth>16 Colors (check file size)
 - ii. If image is too distorted, click "Undo" on the Tool Bar

3. Step-by-Step: Working with Layers

Layers allow you greater flexibility for editing your graphics. By working with layers, you can delete steps that you've done to your image that didn't produce the effect that you wanted. To work with layers you must:

1. Open and Select your image
2. Create a copy of your image that you want to edit
3. Increase the color depth of your image by:
 - a. Color>Increase Color Depth>16 Million Colors
4. If layer palette does not appear, toggle on "Layer Palette" icon in the Tool Bar
5. In the layer palette, select "new layer" icon and rename it with a descriptive name
6. Add text to this layer or use other icons on your Tool Menu
7. Toggle layers off and on to see the effects you are doing
8. Click and drag to reorder which layer appears on top

4. Step-by-Step: Filling Images with a Background Color or Texture

1. Create a new image
2. Open an image that has the desired texture you want (you should have 2 images on your screen: the textured background and the new image)
3. On the "Tool Palette" select the "Flood Fill" icon
4. Go to the "Flood Fill Control" box and select "Fill Style" then select "Pattern"
5. With "Pattern" appearing in the "Fill Style" field, click on "Options"
6. Click on "New Pattern Source" and all of the graphics that are on the Paint Shop Pro work area will appear. Select the texture that you want then select "OK"
7. Use the "Flood Fill" tool to fill your image with the texture

5. Step-by-Step: Adding Texture to Text

1. Create a new image
2. Check background and foreground color. Add text to your new image: **TIP:** only use True Type Fonts. Your foreground color will be the color that your text will have
3. With the "Marching Ants" surrounding your text, add a new layer
4. On new layer, with marching ants surrounding text, go to: Image>Effects>Drop Shadow
5. Add another new layer
6. Open the texture that you want your text to be flooded with within the Paint Shop Pro work area
7. On the "Tool Palette" select the "Flood Fill" icon
8. Go to the "Flood Fill Control" box and select "Fill Style" then select "Pattern"
9. With "Pattern" appearing in the "Fill Style" field, click on "Options"
10. Click on "New Pattern Source" and all of the graphics that are on the Paint Shop Pro work area will appear. Select the texture that you want then select "OK"
11. Use your "Flood Fill" tool to fill the "marching ants" with this texture

6. Step-by-Step: Feathering edges of Graphics

1. Select the image you want to add this effect to
2. Increase the color depth to 16 million colors
3. Use the "Selection Tool" in the Tool Palette to draw a shape that you want
4. Selections>Modify>Feather (choose 10)
5. Selections>Invert
6. Look at background color selected...you may want to choose white
7. Select the delete button
8. Crop your image if needed

7. Step-by-Step: Creating Animations

1. animations are a series of GIF images that have been slightly modified
2. Open an image and create minor changes to a series of graphics
3. Follow simple "Animation Wizard" to compile your images into one animated gif file