

PaintShop Pro Tutorials

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TITLE: MATERIALS & MATERIAL PROPERTIES PALETTES

Software: PaintShop Pro X7

Web Page: Creative-Designs

Materials Required: None

DESCRIPTION

This tutorial is an overview of the new design of PaintShop Pro X7's Materials Palette and Material Properties.

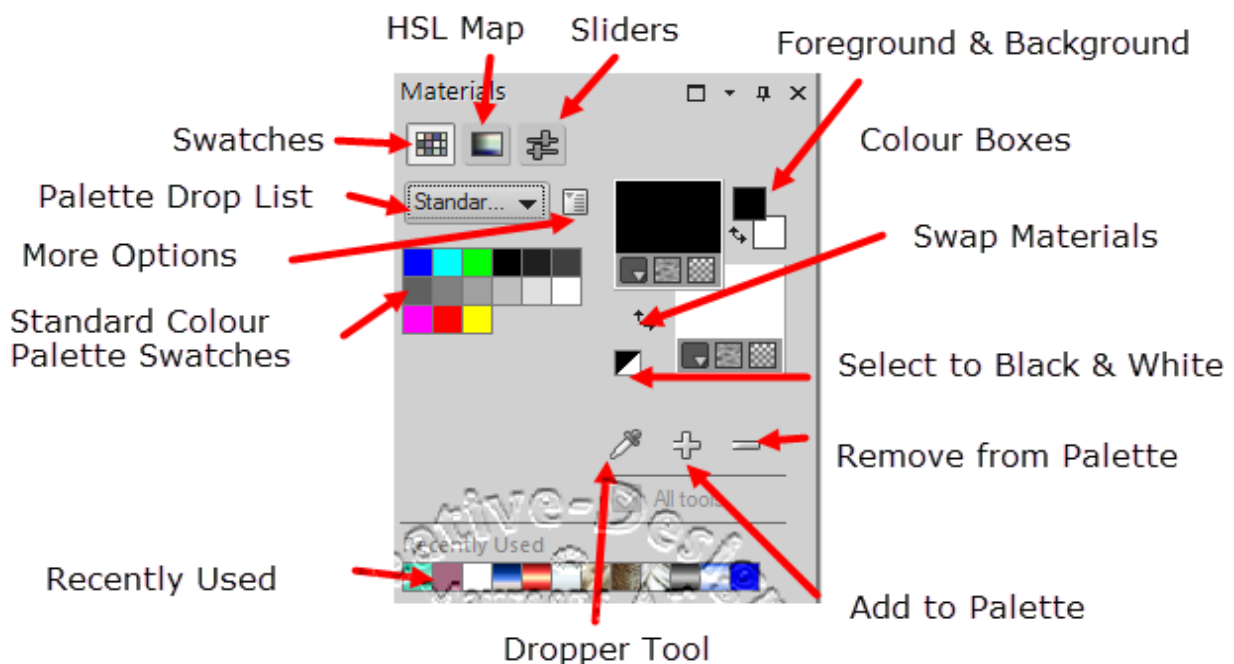


MATERIALS PALETTE

Open a new raster image of 400x400 pixels with a white background.

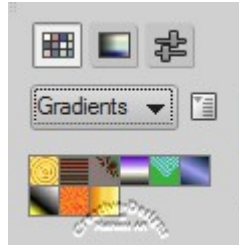
We will go through the various new features of the Materials Palette and Material Palette.

To learn how to create new Palettes, view this tutorial [HERE](#).



SWATCHES:

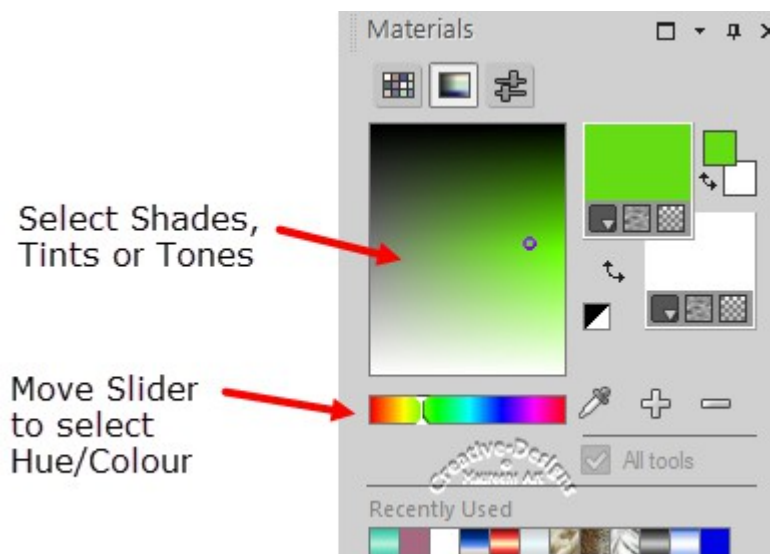
When the Swatches palette is selected you see the Materials Palette as shown in the image above. You can create new palettes, add colours, patterns, gradients and textures. When a palette is selected the contents will show in the Materials Palette below the drop list.



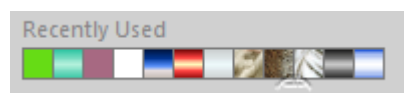
HSL MAP:

Select the HSL Map, move the slider on the colour bar then select the colour you want from the main colour window. Once selected, the colour will show in the colour box and when applied, in the Recently Used.

Again, you have the option of adding this colour to a custom palette by clicking the plus icon.

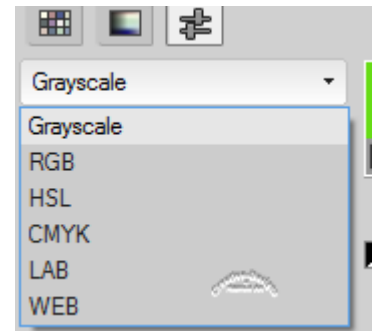


Select a colour from the slider then move the dropper tool around the colour palette. Flood fill the canvas. The new colour is now in Recently Used.



SLIDERS:

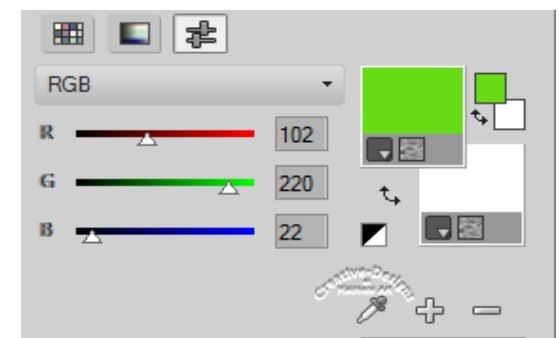
Click on the Sliders icon. Initially it is in Grayscale. Click on the drop list where you will see a selection of Colour Models.



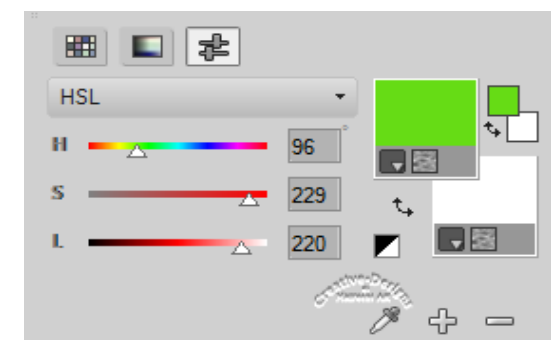
GREYSCALE slider enables you to select between white and grey in varying degrees.



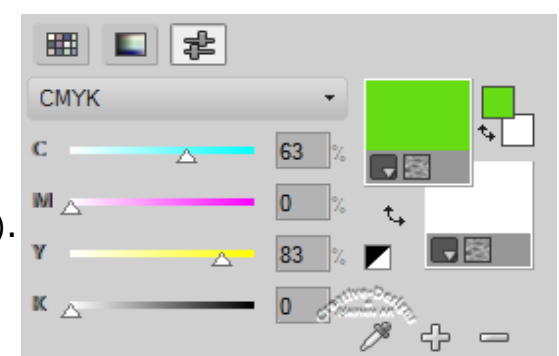
RGB colour model is standard for web pages and also reflects the physical properties of True colour displays - Red, Green, Blue.



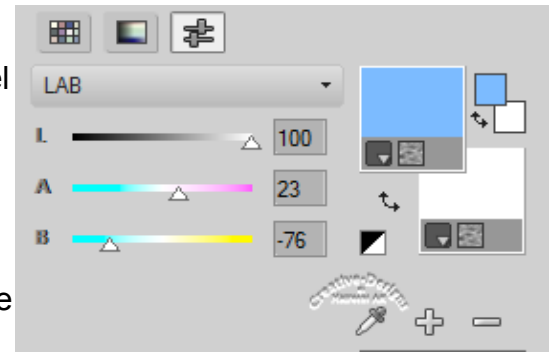
HSL colour model describes colour in terms of hue, saturation and lightness, also called luminance.



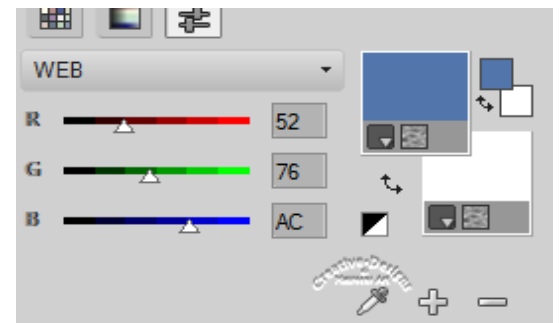
CMYK colour model refers to the four inks used in some colour printing - **C**yan, **M**agenta, **Y**ellow and **K**ey (black).



LAB colour model stands for Luminance (or lightness) and A and B (which are chromatic components). According to this model A ranges from green to red, and B ranges from blue to yellow. This model was designed to be device independent. In other words by means of this model you can handle colours regardless of specific devices (such as monitors, printers, or computers). The Luminance ranges from 0 to 100, the A component ranges from -120 to +120 (from green to red) and the B component ranges from -120 to +120 (from blue to yellow).



WEB colours are mainly used for designing web pages. You need to select 'Web Safe' colours.



Now that we have learned the Materials Palette, it's time to move on to the Material Properties.

MATERIAL PROPERTIES

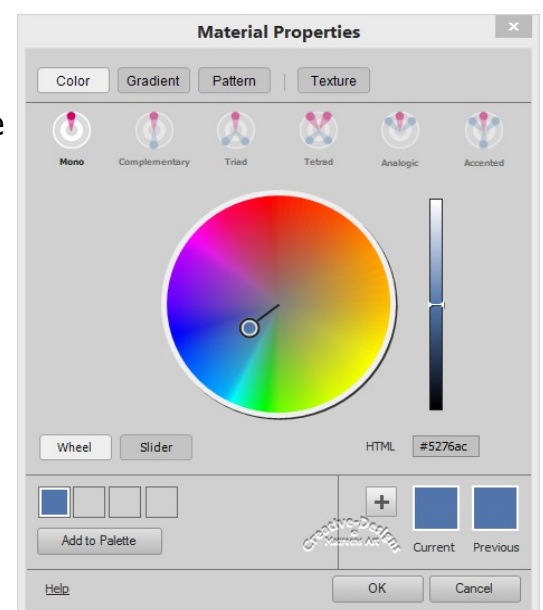
Click on either the foreground or background colour box to open the Material Properties.

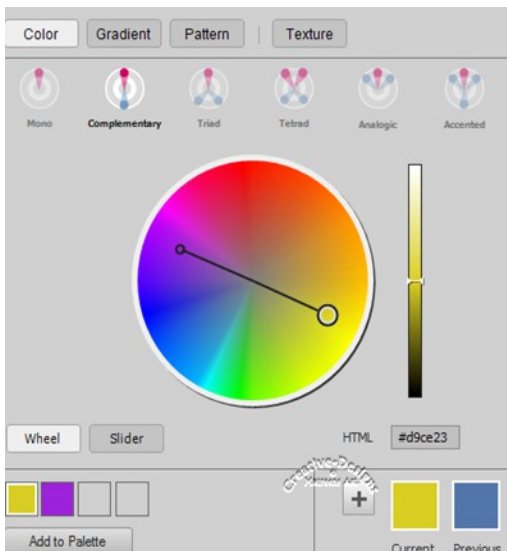
Click on the Colour button and select Mono.

Make sure Colour Wheel is selected.

With the mouse button, click down on the colour wheel's arm and drag around the wheel. The colours will change in the slider.

A current and previous colours will be shown on the right.



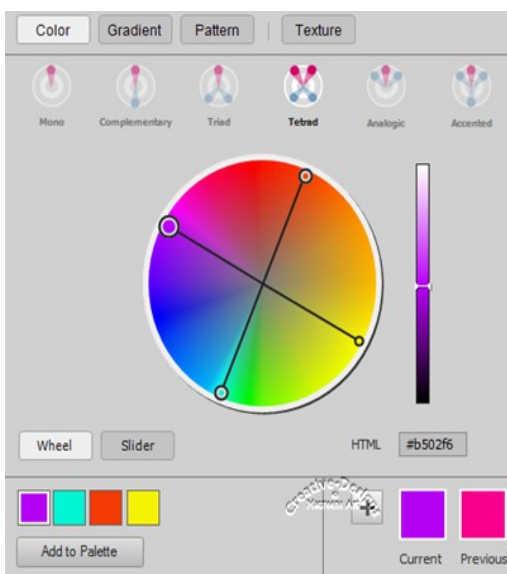
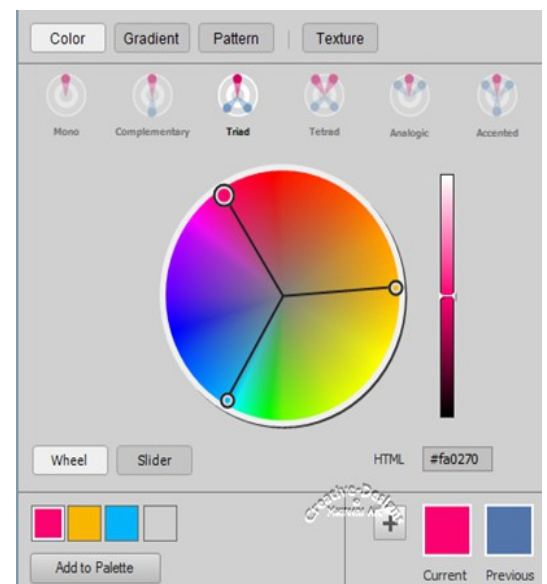


Complementary Colours that are opposite each other on the colour wheel are considered to be complementary colours (example: red and green). The high contrast of complementary colours creates a vibrant look especially when used at full saturation. This colour scheme must be managed well so it is not jarring.

Complementary colours are tricky to use in large doses, but work well when you want something to stand out.

Complementary colours are really bad for text

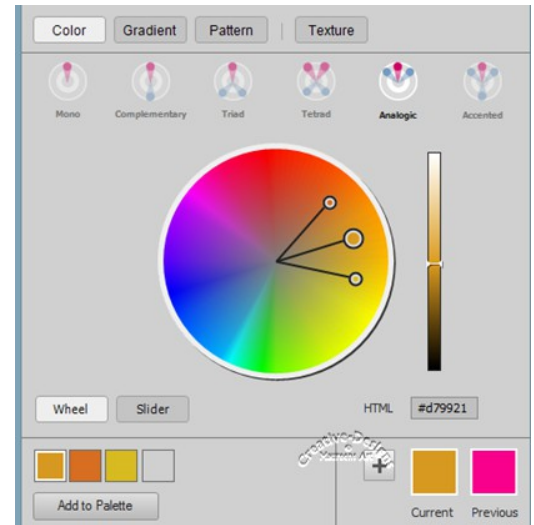
Triad uses colours that are evenly spaced around the colour wheel. Triadic colour harmonies tend to be quite vibrant, even if you use pale or unsaturated versions of your hues. To use a triadic harmony successfully, the colours should be carefully balanced - let one colour dominate and use the two others for accent.



Tetrad The rectangle or tetradic colour scheme uses four colours arranged into two complementary pairs. This rich colour scheme offers plenty of possibilities for variation. The tetradic colour scheme works best if you let one colour be dominant. You should also pay attention to the balance between warm and cool colours in your design.

Analogic Analogous colour schemes use colours that are next to each other on the colour wheel. They usually match well and create serene and comfortable designs.

Analogous colour schemes are often found in nature and are harmonious and pleasing to the eye. Make sure you have enough contrast when choosing an analogous colour scheme. Choose one colour to dominate, a second to support. The third colour is used (along with black, white or grey) as an accent.

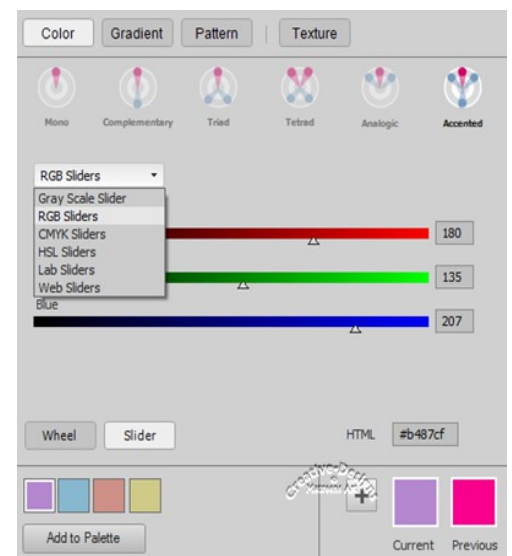


Accented An accented analogous complementary scheme utilises related hues lying adjacent on the colour wheel with a hue directly opposite to these. This direct complement becomes the accent colour, used to creating a dominant colour grouping of three similar colours accented with the direct complement (or the near complement) of one of them. The complementary accent colour creates an interesting contrast against the dominant colour grouping. This scheme is frequently

used to put warm accent colour with a cool analogous colour pallet, or a cool accent colour with a warm palette.

Any colours you select from the Material Properties can be added to a custom palette.

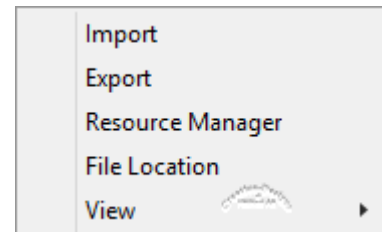
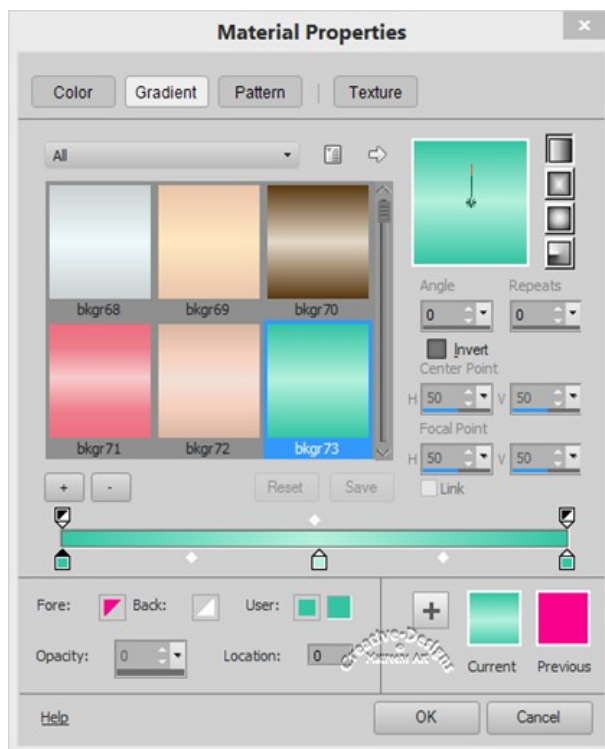
Slider This slider is the same as the slider in the Materials Palette. In the drop list there is the selection of colour models.



GRADIENT TAB

Select the Gradient tab. It's very different from previous versions. Display of gradient thumbnails and the editor are combined in one palette.

There will be a selection of gradients thumbnails showing. The drop box will have All. Adjacent to this is a small icon, click on it.



A SEPARATE TUTORIAL IS AVAILABLE FOR THE GRADIENT PALETTE AND EDITOR.

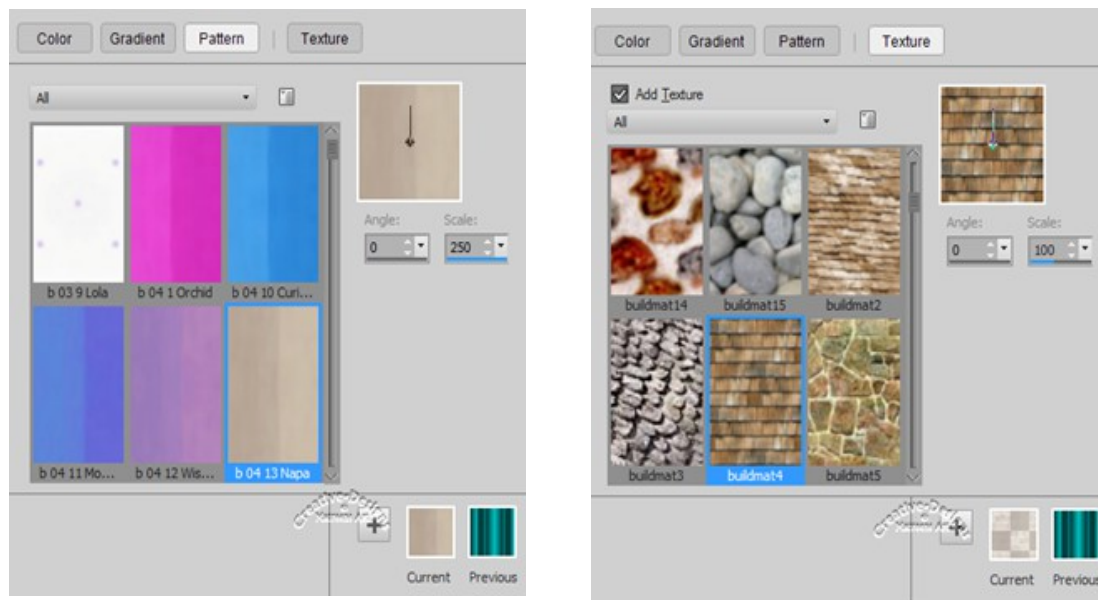
You can import and export gradients.

The Resource Manager enables you to view a larger palette of gradients.

File Location is used when you wish to save a new gradient. Choose an appropriate file for the new gradient to be saved.

View - you can select from Text, Small or Large thumbnails.

Pattern and Texture tabs will, as in previous versions show thumbnails containing these materials. Whilst the layout is slightly different, selecting a material result is the same. Once again, if you create another gradient, pattern or texture from anything in this palette, it can be saved to your custom palettes.



This concludes the overview of the new Materials Palette and Material Properties in PaintShop Pro X7.



PAINTSHOP PRO TUTORIALS FOR FREE!