

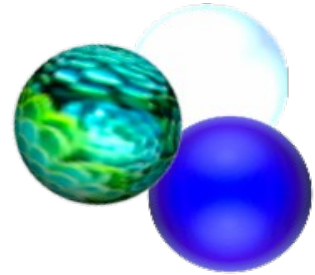
PaintShop Pro Tutorials

By Maureen Eyes-Lavis

TITLE: BALLS & BUBBLES EFFECTS

PaintShop Pro X6

Web Site: Creative-Designs



DESCRIPTION:

Create interesting spheres and balls using PaintShop Pro's Balls and Bubbles Effects. Add textures, colours and bumps to give your object an interesting result.

1. Open a white canvas of 300x300 and add a new layer.

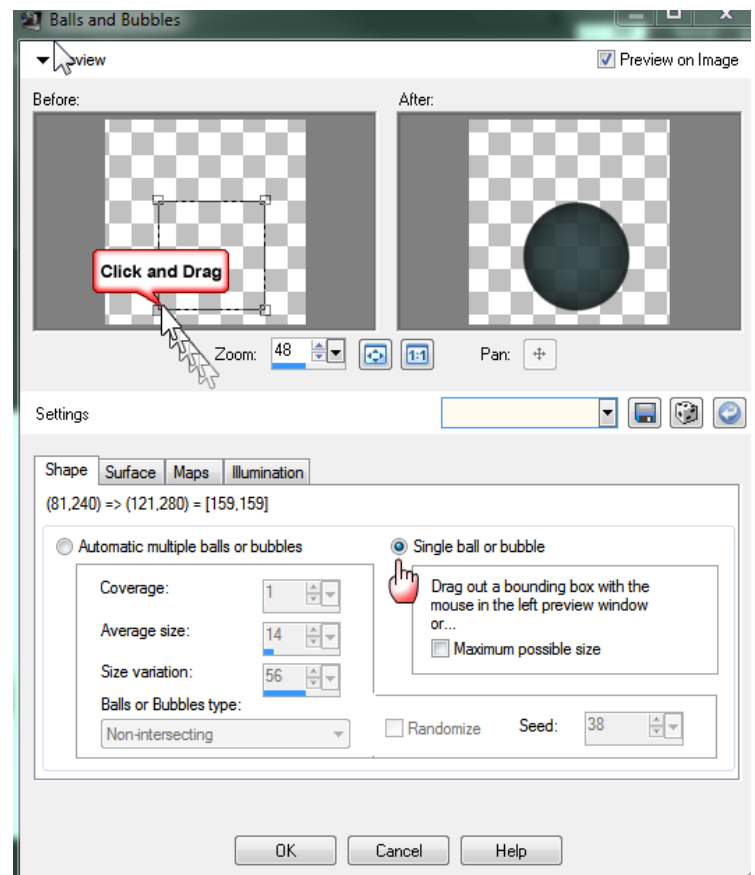
2. Effects, Artistic effects, Balls and Bubbles.

3. **Shape tab** : Apply Single balls and bubbles.

You will not see the sphere in the left side, only a bounding box.

If you click the Maximum possible size box, the sphere will enlarge and fill to the size of the canvas. It can be reduced in size by grabbing the corners of the bounding box in the Before window and resize

Ensure the Preview on Image is ticked as this allows you to view any changes you are making in real time on your canvas in the workspace.



The colour of the sphere is determined by the colour that is current in the Surface.

Do not click OK. Keep this dialogue window open until the sphere is complete.

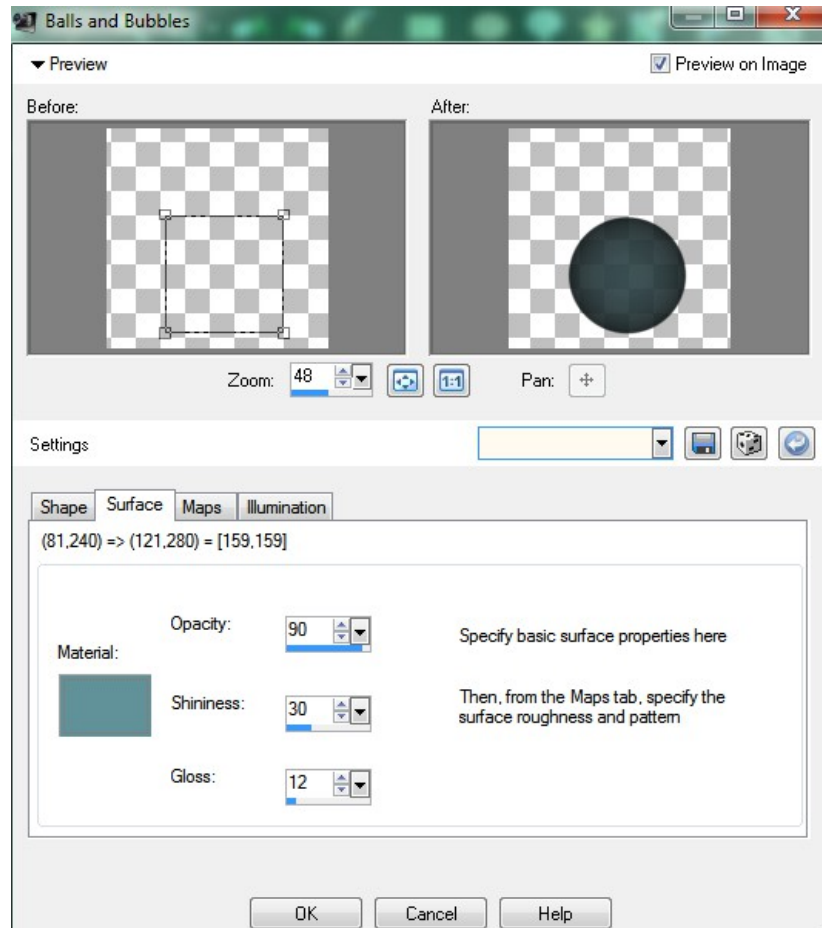
Once you OK the sphere is complete. You would have to delete the one on the canvas, reopen Balls & Bubbles and open the drop down box to select the saved Preset and make any changes that are required before clicking okay.

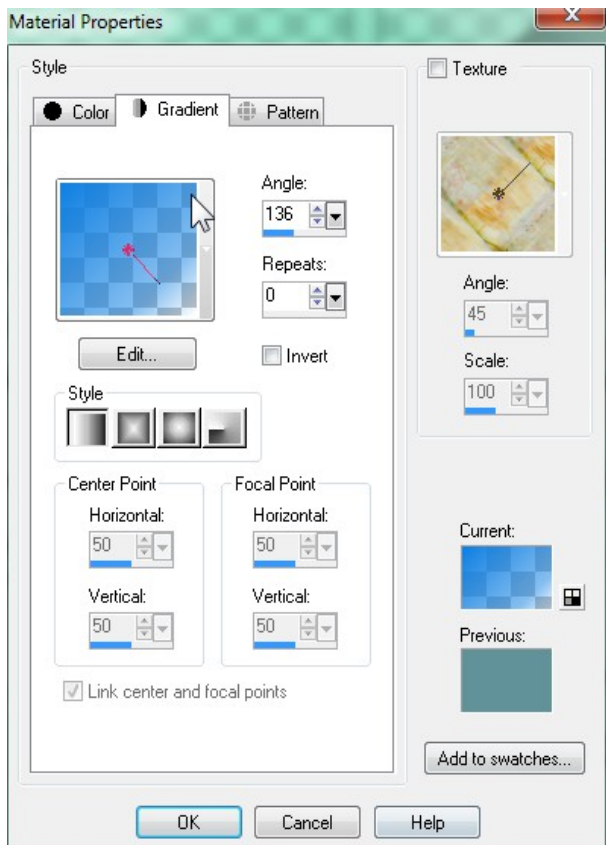
4. **Surface tab** : There will already be a colour by default.

It is up to you the colour you choose, or it can be a pattern or gradient. Click on Material to open the Materials Properties to choose your material. I prefer gradients to a solid colour, but it depends on what you are making.

The Opacity will change the depth of the sphere by reducing the Opacity giving the sphere a translucent appearance.

Shininess is connected with Illumination and so too is Gloss as I explain below.

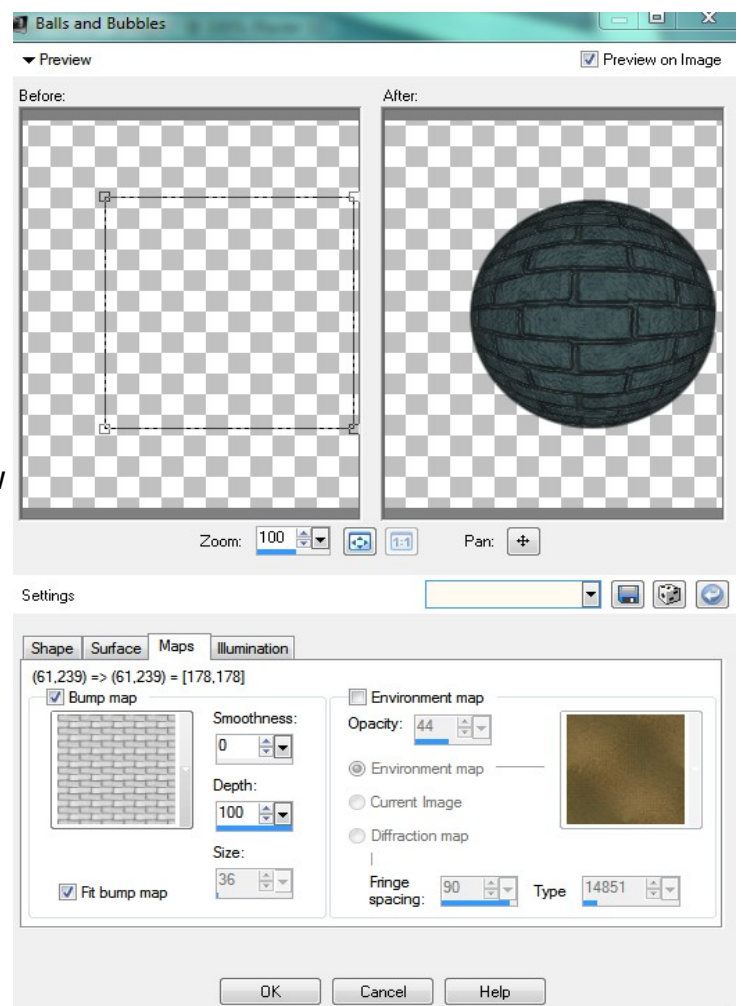


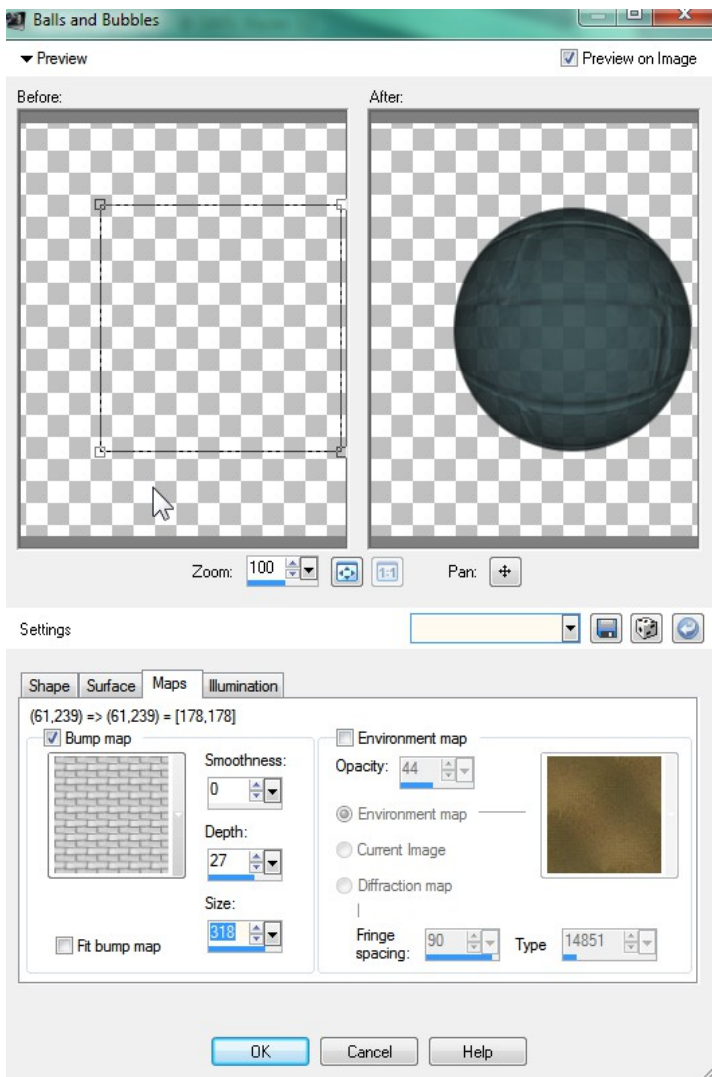


Here is where you can create great effects by adjusting the Style, Centre Point, Focal Point, Angle and Repeats. If you have a number of different preset images in your files, they can be used as a pattern and or add texture.

Experimenting with the settings is a fun way to create some very interesting spheres.

5. **Maps tab** : In this section you will find Bump map and Environment map. Bump map applies a surface to the sphere. Tick the box, then click on the drop down window to select a Bump map. Tick the box Fit bump map. Adjust the Smoothness and Depth to give slightly different effects.



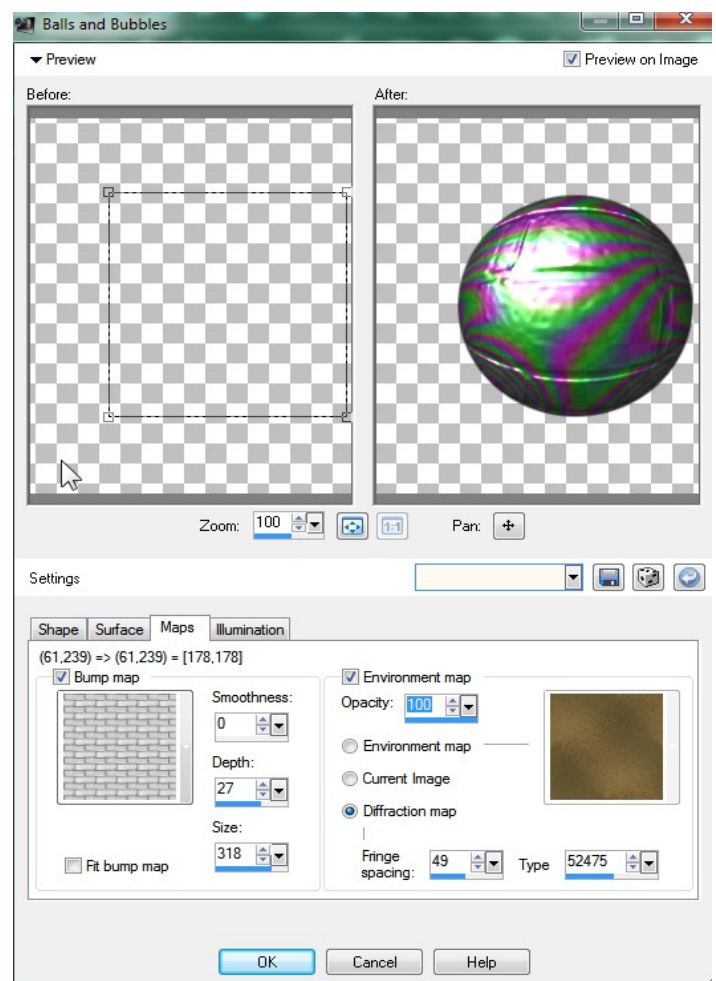


Just by reducing the Smoothness to 0, Depth of 27 but unticking the Fit bump map and increasing the size to 318 the effect looks like a football.

Leave the box unticked if you wish to have a plain, flat sphere.

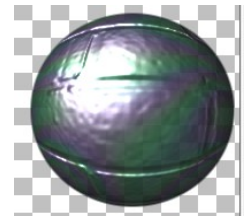
The Environment map has a few different effects to apply to the sphere.

Tick the box and let's start with the bottom one Diffraction map. Highlight it. Diffraction wraps a rainbow style of light pattern around sphere. Increase the Fringe spacing, opens the lines and spreads the colours out more. Decrease and you get closer wavy lines.



Type is a set of randomness of the origins, direction and path of the lines.

Depending what the basic colour of the sphere is will depend on the colours in the Diffraction and also changing the Opacity lower will soften the coloured lines.



Highlighting the Current image resumes the sphere to the original colour chosen in Surface.



Untick Bump map and highlight Environment map with 98 Opacity. Click on the drop down box and search for a nice preset. Once you select a preset the basic colour will have no bearing on the sphere. Once the preset is showing in the sphere it is time to enhance it with illumination and also applying shininess and gloss.

6. Illumination Tab : There are a number of settings you can adjust and apply in this tab. Ambience has a Maximum and Minimum. These settings are to adjust the overall lighting effects of the sphere. If you want to have the sphere bright then you would increase the settings.

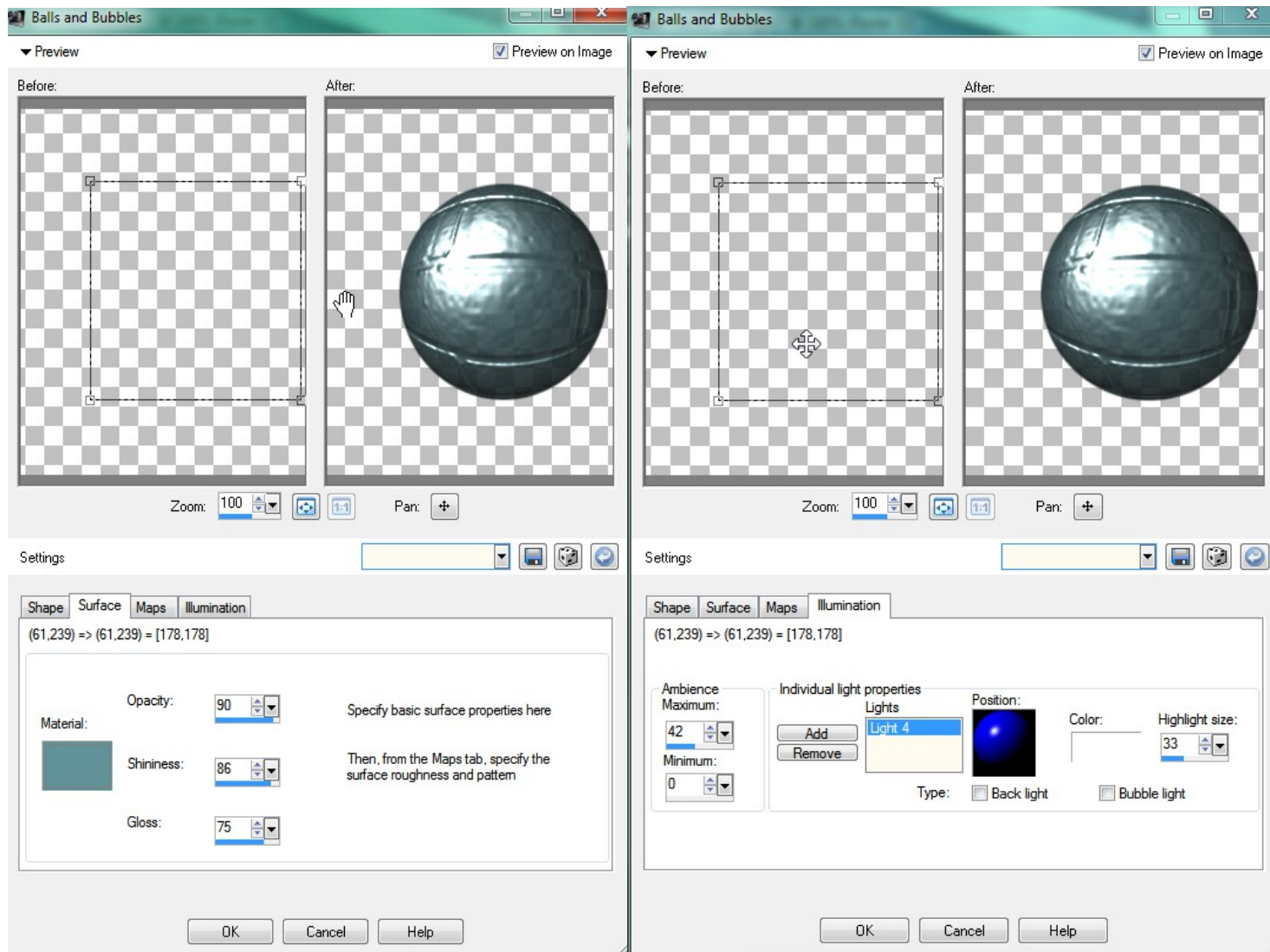
Lights can be added and removed. Their position can be changed by clicking on the light and dragging it to a different position.

The Back light redirects the light so it comes from behind the sphere. Backlights can be dragged around the sphere but will still only be visible from the perimeter. Similar to giving the sphere an aura around the surface.

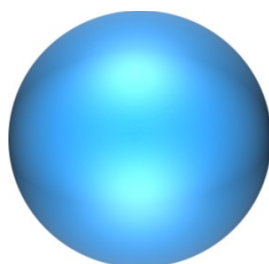
Bubble light scatters the illumination as if it were passing through a semi-transparent sphere. It only works if you have the Opacity settings less than 100%, hence the settings above of 98.

Colour allows you to change the colour of the highlights. Default is white. Highlight size controls the size of each highlight.

The image above showing the sphere without any lighting but has a bump is dull and rather flat looking. This image has had one light added and the Shininess and Gloss increased. It gives the sphere a shiny, metallic appearance.



Now that we have gone through the various applications of Balls and Bubbles, let's try making a Gel effect as shown below.



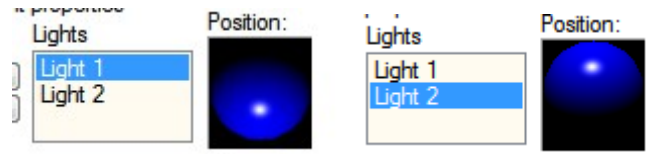
Select a Material gradient colours of your choice and use Invert. Opacity100, Shininess 15, Gloss 20.

Environment, tick the box and apply Current Image.

Illumination tab : Ambience 42, Light 1:

Highlight Size 37, Add, Light 2, Highlight size 37 use the default colour which is white.

Adjust the lights according to the example images on the right - that's it!



I advise you save the sphere then it will be always available because all elements and settings are saved with it. Once you OK, you cannot go back to the object to change it. This is one good reason to save spheres as you make them. Always remember to make the spheres on a transparent background. You can even save them as tubes.

If you open a new raster layer, and select Balls and Bubbles it will open the previous sphere you created, which is very handy for editing. ie: change the colour, add a different preset or gradient, bump or environment. You can make some very nice effects making globes as you can see by the examples.

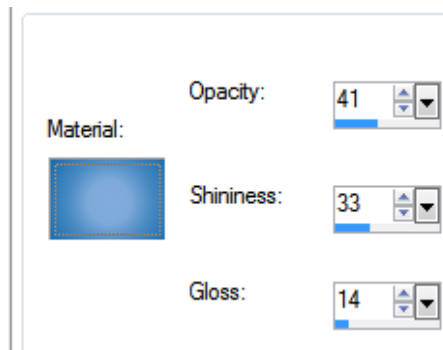
What about a metal or glass effect.



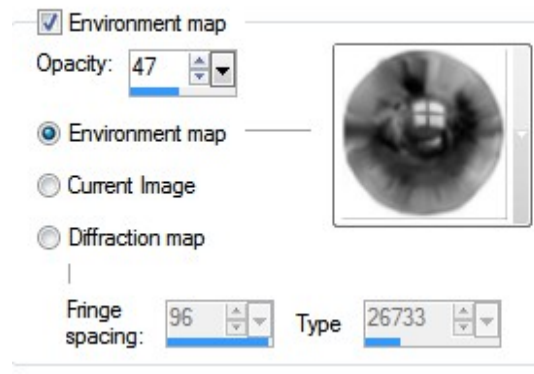
Open Balls and Bubbles, Single Bubble, I opted for the Maximum size.

Surface is a blue Duotone 06_005 set at a Style of Sunburst, Invert, Centre point 49, Vertical 49.

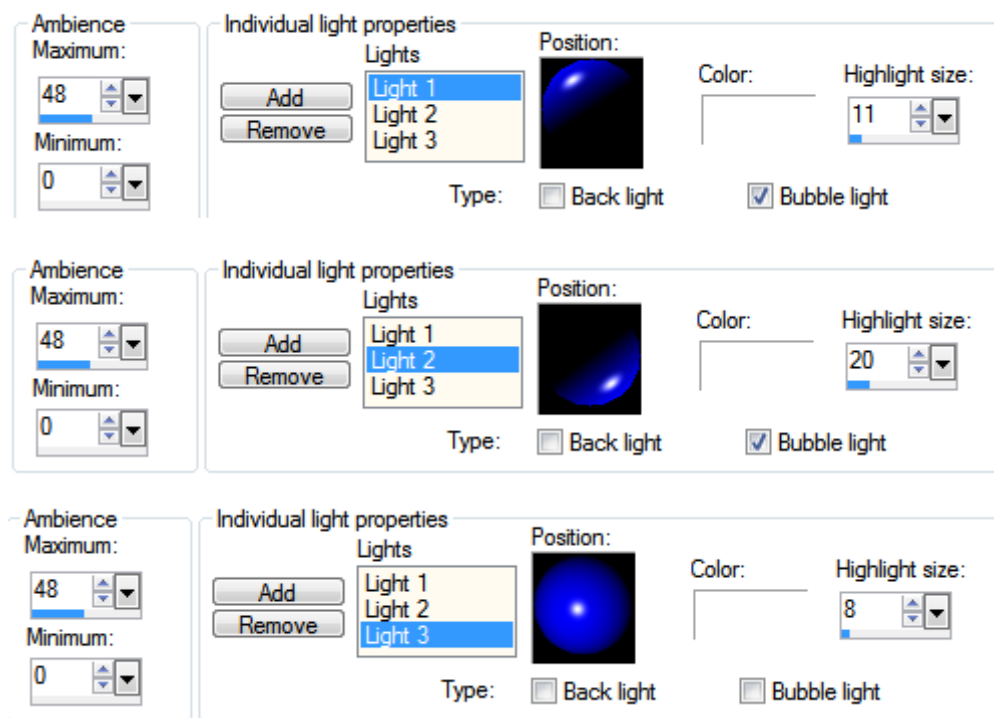
Apply the setting shown here.



Maps: Choose Environment, with an opacity of 47, select from the drop down box, Christmas Ball preset.

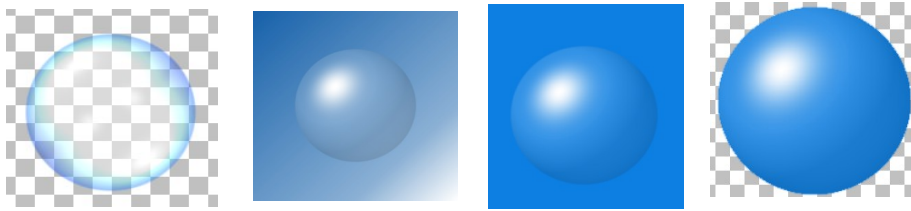


Illumination : Set the following :



This produces a nice glassy effect. Again, it's all a matter of experimenting with the different presets, lighting and colour.

If you apply a default preset it will be transparent with lights, give light or dark background colour and the sphere picks up that colour.

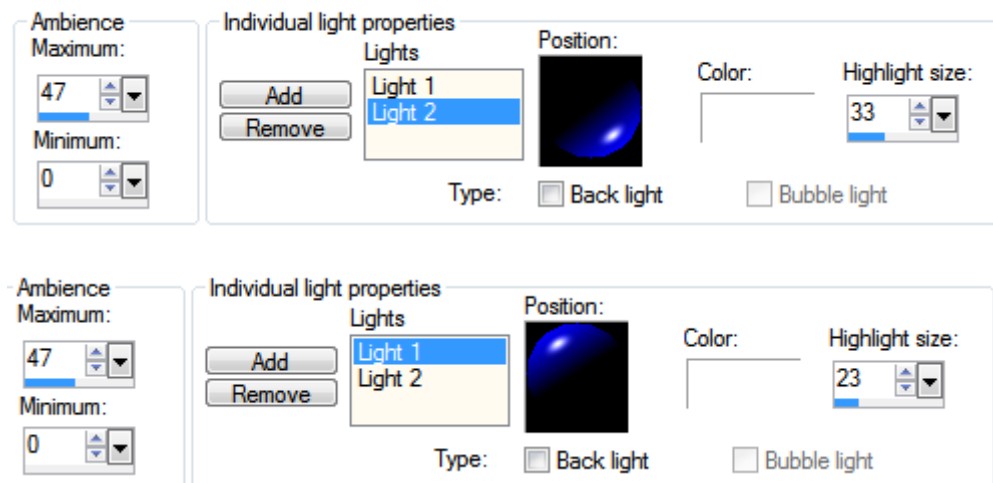


Tap outside the sphere on the canvas with the Magic Wand, 0 Feather and 0 Tolerance. Hit the delete key and you should have a perfect sphere with the colour you chose for the background.

Gold and Silver, are not difficult to do as long as you apply the correct lighting with a preset.

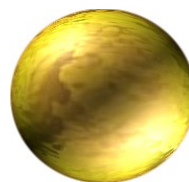
For the Surface I selected an orange/yellow gradient with a Sunburst Style. Opacity 100, Shininess 23, Gloss 0. Maps: I applied an Environment Map at 50 Opacity (you need to adjust this setting according to the preset you choose) and chose a gold preset.

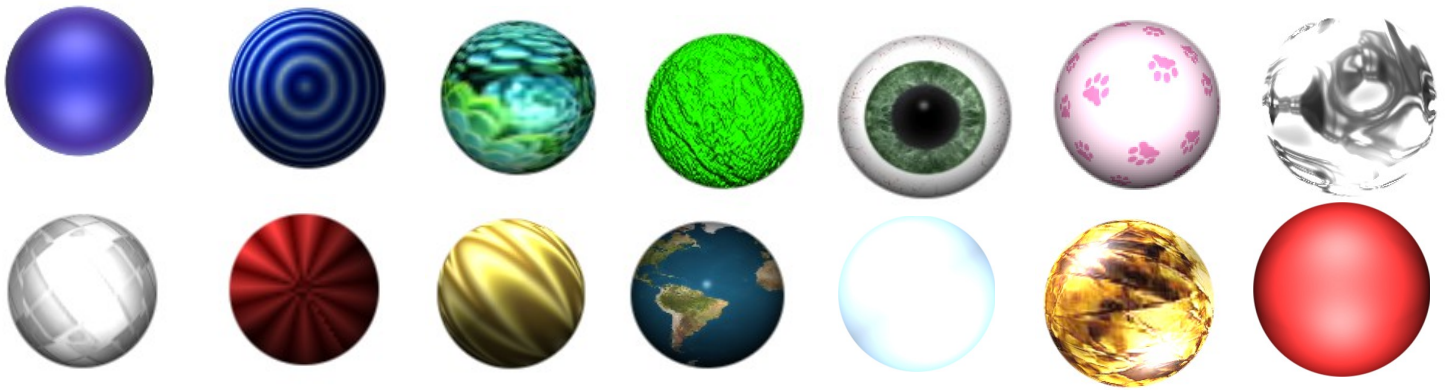
Add two Lights as show below. When done click OK.



You should now have a glowing golden globe.

For silver, apply a silver preset.





Above a just a small example of the many effects you can achieve.

I hope this tutorial has helped you. If you have any questions please do not hesitate to ask in the [PIRC Forum](#), PSP Workshop, Help & Support.