

PaintShop Pro Tutorials

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TITLE FANCY BUTTONS

Software: PaintShop Pro X6

My Web Site: [Creative-Designs](http://Creative-Designs.com)

Materials Required: Textures And Patterns



DESCRIPTION

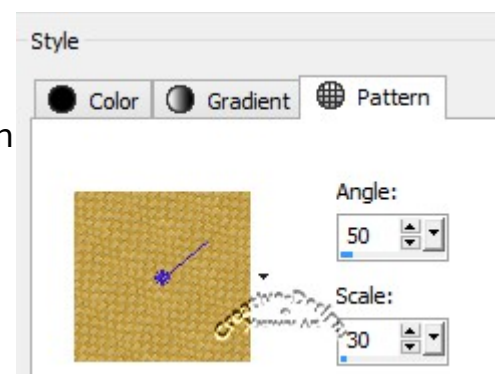
Learn from this tutorial how to make buttons and buttonholes. Using patterns, textures, colour and effects to make a nice finished set of buttons.

Remember to save your work often to avoid losing it

DRAW THE BUTTON

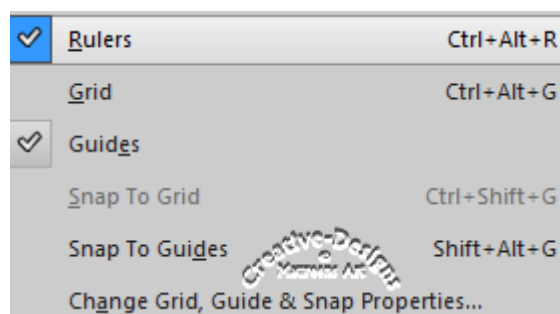
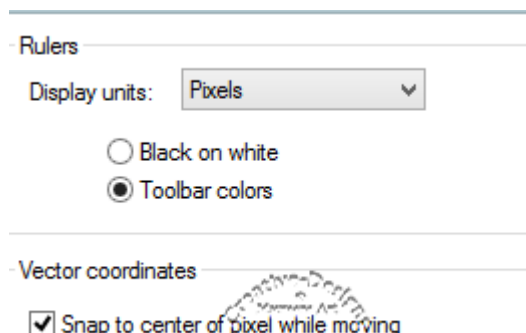
1. Firstly, open a blank, white canvas 300x300. File, New Raster Layer. The Layer palette should have a white background and a Raster 1.

2. In the Materials, select a background colour or pattern. I chose basket weave with Scale set at 30 and Angle 50. You may have to tweak the Scale depending on the pattern. If you have a foreground colour it will provide a border around the edge of the shape. This is optional, however it is better to have the foreground as transparent.



The colours, patterns or textures are entirely personal, just make sure they are chosen before drawing the ellipse.

3. Work in pixel measurement. If you are not sure what measurement you are using open File, Preferences, General Programme Preferences. On the left column choose Units. Rulers, Display units and select pixels. Go to View and activate Rulers and Guides.



4. Go to Window on the Menu bar and choose Cascade. Having the canvas at Cascade enables reduce the window small enough to see the rulers closely.

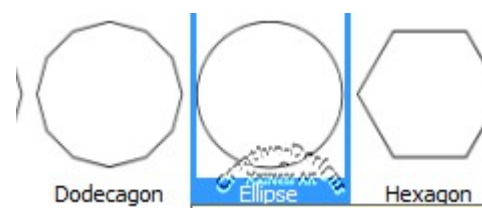
5. Go to the Tools Toolbar and select the Preset Shape Tool (p).



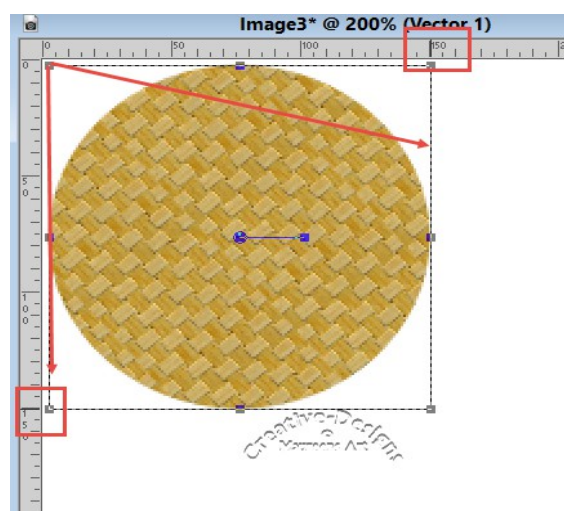
From the Presets drop list, select the Ellipse from the list.

Apply the following settings:

- Retain Style: Unticked
- Anti-alias: Ticked
- Create as a vector: Unticked
- All other settings as they are.



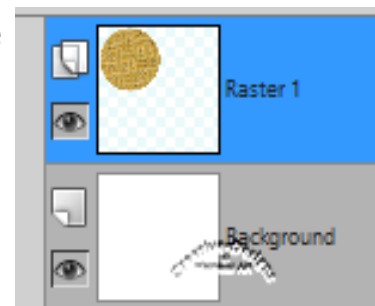
6. Start in the top, left corner where the ruler is and draw out until the line on the ruler reaches 150 pixels horizontally and vertically. You will have a perfect round shape.



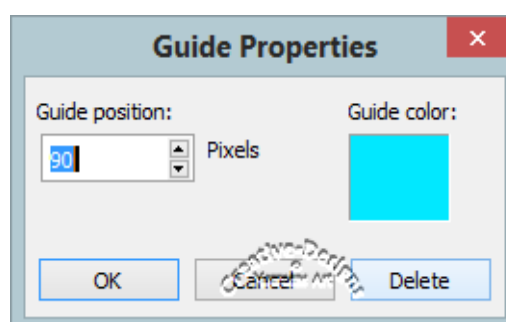
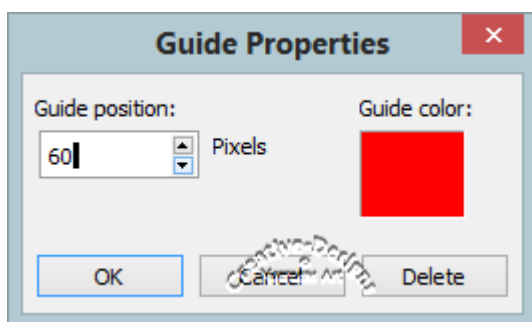
BUTTONHOLES - FOUR HOLE BUTTON

1. To draw the four small button holes in the correct place, the Guidelines are required.

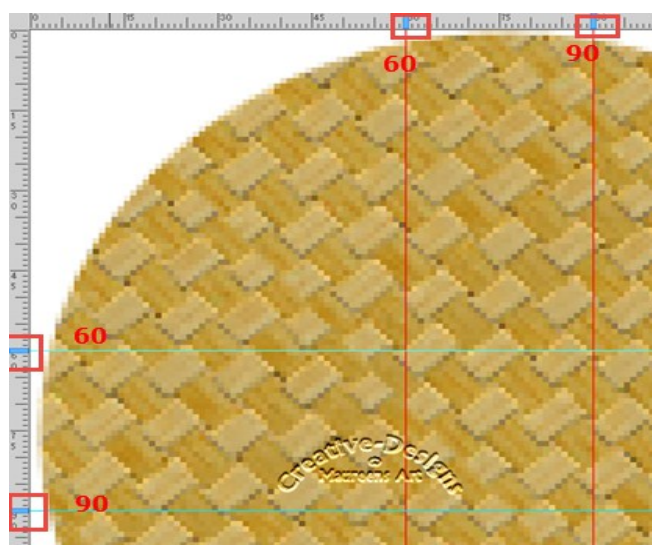
- a: Zoom in so the measurements are easier to see.
- b: Click on the top ruler and hold down. The cursor changes, while you have this cursor, pull down to 60 pixel measurement.
- c: Next, click and hold down, then pull from the left ruler to bring out a guide to 60 pixels.
- d: Apply the same to add guides at 90 pixels.



2. If you aren't sure you are on 60 pixels, double click the little blue bar. A Guide Properties opens where you can manually add 60. You can also change the colour of the guides here.



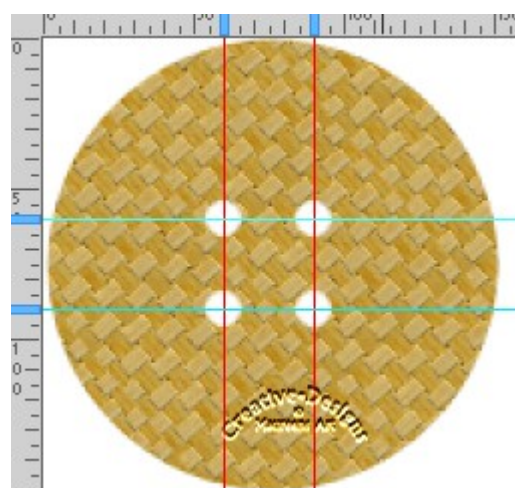
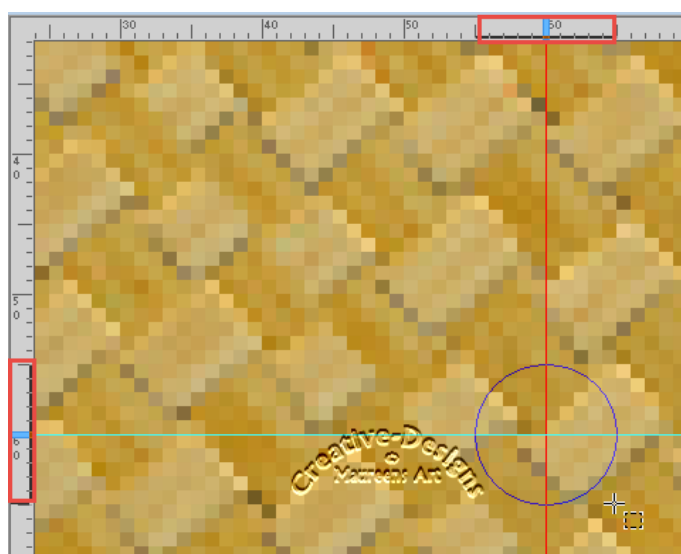
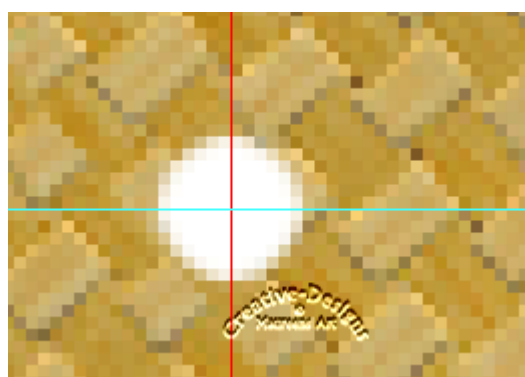
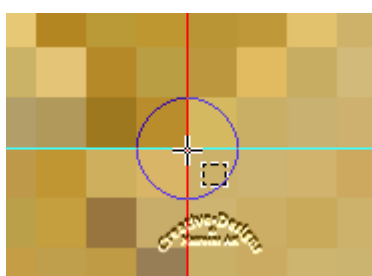
Zoomed in at 600%



3. Choose the Selection Tool, from the drop list set the shape as a Circle and Mode Replace. Feather 1 and Anti-alias is ticked.



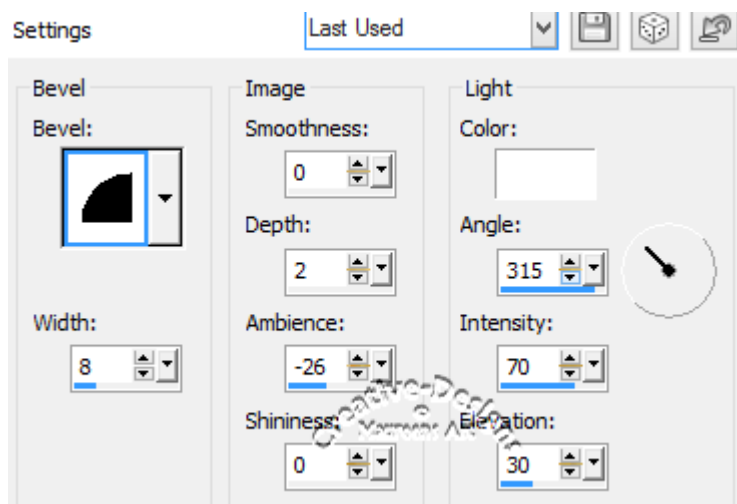
Zoom in close to the 60 pixel lines where they cross. Place the cursor down and draw out to a measurement of 60 pixels. Click the delete key. Click Ctrl+D to deselect the marquee. Do the same on each cross of the guidelines. The buttonholes will be correctly positioned.



4. Go to Objects, Align, Centre in Canvas. Save this base four hole button as 4holebutton.PspImage.

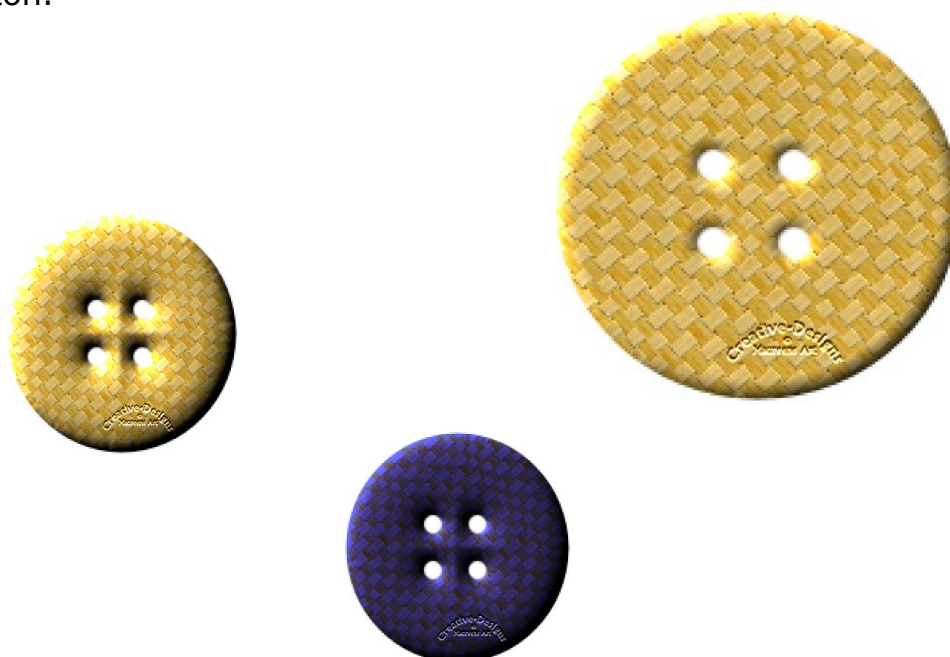
APPLY EFFECTS

1. Go to Effects, 3D Effects, Inner Bevel. Apply the settings shown below.



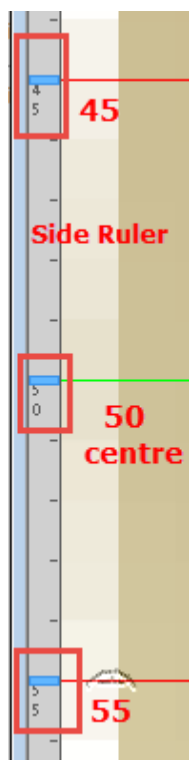
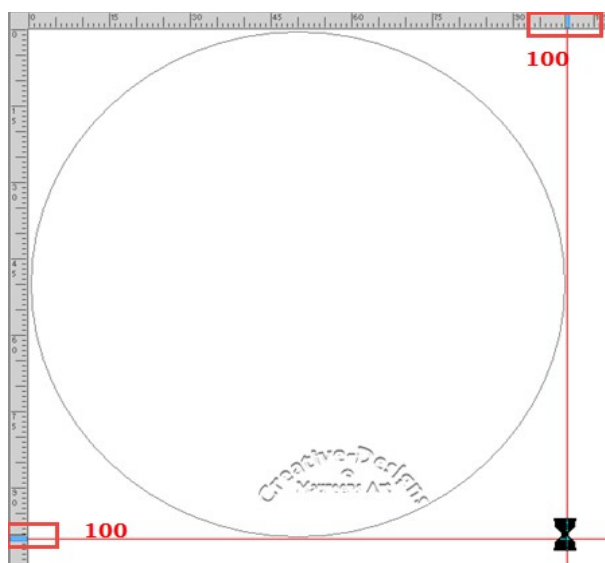
2. The finished result of adding a nice bevel to the button.

3. By increasing Width to 24, Depth 10, Ambience -32 with all other settings the same as above, the button has a pillow effect. The idea is, to experiment with the various setting to find effects you like. By changing the colour from white, you have a complete different, colour button.



BUTTONHOLES - TWO HOLE BUTTON

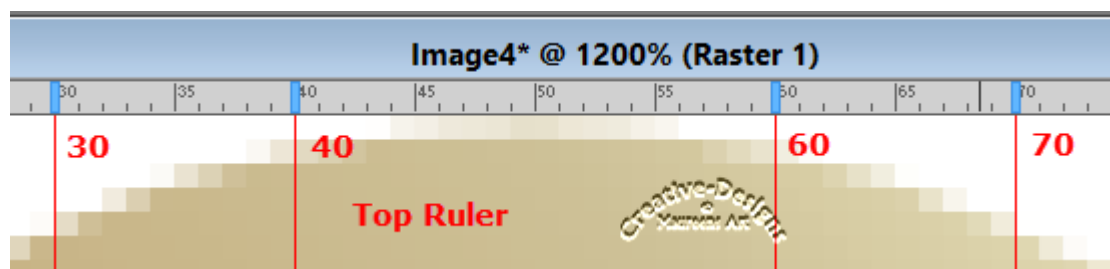
1. Open a new image 300x300 pixels. Select a metal effect pattern. Scale 100. Angle 45 degrees.
2. Pull out two guidelines at 100 pixels each - vertically and horizontally.
3. Select the Preset Shape Tool, select Circle and draw a button 100x100 pixels. As before, zoom in so you can see those tiny numbers on the rulers. Beginning in the top, left corner, draw out the circle.



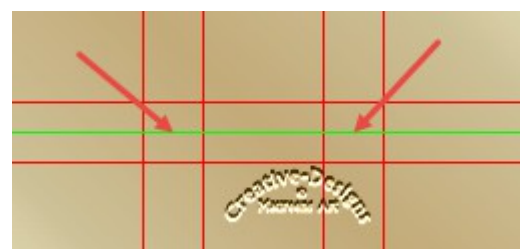
4. Pull down a guideline of 50 pixels which is centre to the circle. I chose a green guideline so I can see it differently from the other guidelines.

Pull down two Guideline to 45 and another to 55.

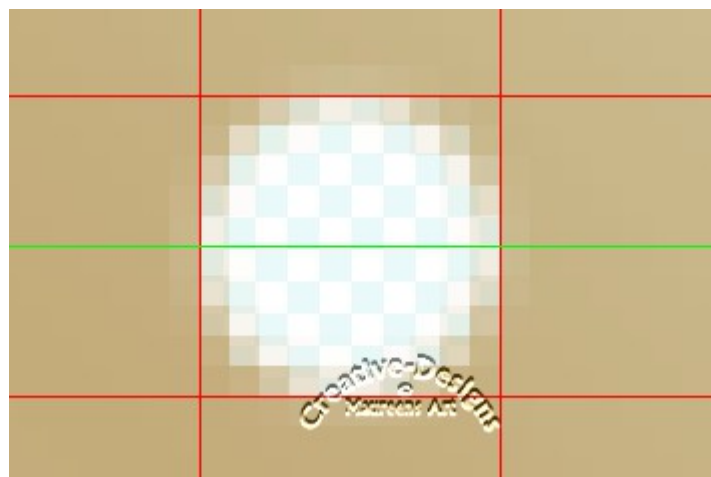
Pull four guidelines out from the left ruler to 30 and 40, and 60 and 70.



5. The two selection circles will be cut out within the red squares. Use the Selection Tool as before and the same circle.



Tap the cursor down on the centre guide, in the centre and draw out until the circle reaches the edges of the red square. Let go of the selection. Click the Delete button. Ctrl+D to deselect the marquee. Do the same for the next buttonhole.



6. Double click the top ruler to open the Grid, Guide & Snap Properties, Guides tab and remove all guidelines.



7. Time to add effects to this button. There are effects that can be added by a left click on the active layer, Layer Properties window, Styles Styles. There are quite a nice selection of styles to choose from.

Effects, there are so many available it is impossible to name them all. You can also use external programmes like plugins. The important thing is to have fun.

These buttons are great for adding to scrapbook pages, so remember to keep them all as PspImages so you can use them over and over again.

