



Software : PaintShopProX5

Previous versions can be used

Title : Paint Brushes – Creating a Brush Tip and a Brush Tip from a Selection

Author : Maureen Eves-Lavis of Creative-Designs

Materials Required : Tube and an image..... [supplied here](#)

Level : Beginner

### Description:

PaintShopPro offers a number of ways of creating, customising and completely modifying paint brushes. This tutorial will teach you in simple terms how to do this.

PaintShopPro allows you to create brushes up to 999 pixels. It is always better to create a large brush and reduce, if you have a small brush and try to increase the size, it most often pixelates and does not provide a good effect.

We are hoping that this 999 pixels will be increased in future versions of PSP.

PaintShopPro has quite a number of Brushes, but we will only concentrate on the Paintbrush in this tutorial.

The Paint Brush creates strokes of colour that simulate strokes of an artist's paintbrush. They can have hard or soft edges. It is also a multi-purpose tool in that it can be used to edit images by applying colour as a single pixel or to adjust transparency in a specific area or to create a selection. Brushes produce the best results when applied to a raster layer with grey scale or 16 million colour images.

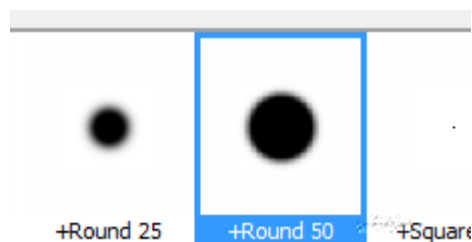
We will be working in Edit Workspace

## Creating a Brush Tip

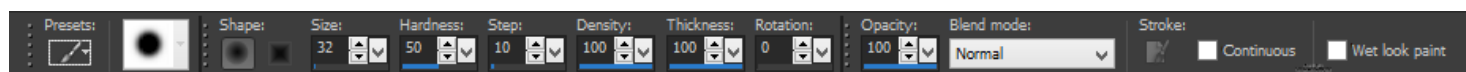
Open a white canvas 1000x1000 RGB 300 ppi, 16 bits/channel.

Select the Paint Brush (b)

Select the +Round 50 brush.



Looking at the Tools Property bar, from left to right there is Presets (more about that later), the drop down Brush Categories showing an image of the brush. Next is shape, here you can change the brush from round to square, keep the round shape. Next is the size, as we selected the +Round 50 the size is 50. Next is Hardness, Step, Density, Thickness, Rotation, Opacity, Blend Mode, Stroke and Wet Look.



We are going to change this brushes shape, size and other things then save the brush as a Brush Tip.

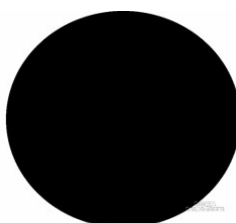
Select black and white in the Colour Palette. Hit the small black/white icon to return Colours to default.

The curved arrow enables you to change foreground/background colours. Black to be foreground colour.



Increase the size to 750, Hardness, Density, Thickness and Opacity to 100, Step 1 and Rotation. 0 Continuous and Wet look unticked. Paint with one dab of the brush onto the canvas. You will have a solid black round image.

Let's change some of the settings, but what are these settings and what exactly to they do?



### Shape:

Specifies the shape of the brush tip. They can be rectangular, elliptical or angled by starting with a square or round brush and modifying it.

### Size:

Increase or decrease the size of the brush in pixels. The size can also be changed from the keyboard by using Alt key and drag.

**Hardness:**

Move the slider to 100 it will produce a very sharp edge to the brush stroke. The lower the value the more opaque the edge becomes.

**Density:**

This feature determines how even the coverage is laid down from the brush stroke. The higher the value the more dense the paint, lower values produce a grainy effect.

**Thickness:**

Moving the slider left will reduce the thickness of the brush tip.

**Rotation:**

This feature only applies to a non circular or square brush. Reduce the Thickness and move the rotation slider, the brush stroke will lay down at various angles.

**Blend Mode:**

Is a good feature to learn about as there are many effects that can be applied with Blend Mode. The paint mixes or blends with pixels on underlying layers. These Blend Modes are the same as Layer Modes on the Layer Palette. With the Paint Behind Blend Mode, for example, painting is done behind the image on the active layer. No paint is visible when the topmost layer and the active layer are both fully opaque.

**Rate:**

When paint is applied to the brush, rate will determine the amount of paint is laid down. This is better used with the Airbrush. A setting of 0 applies a consistent flow whereas a value of 50 would increase the paint flow brushing onto the canvas and slows down on pauses.

**Stroke:**

Let's you build up paint on existing paint strokes that were applied with the Continuous tick box marked. If Continuous is not ticked or the box is marked but no strokes made the Stroke button is greyed out and is not available.

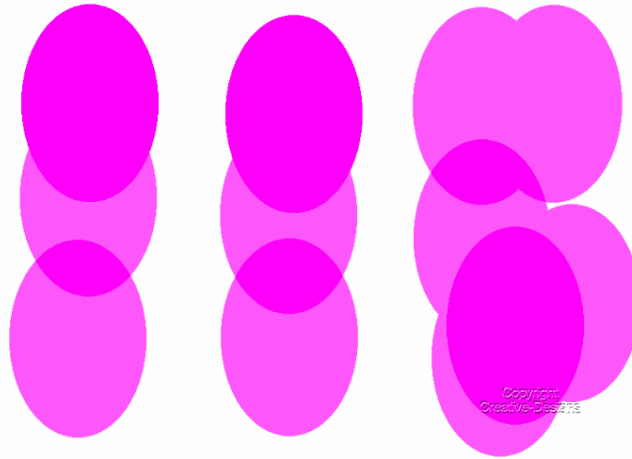
**Continuous:**

This feature specifies whether paint builds up when multiple brush strokes are applied over the same area with opacity set at less than 100%. If this box is ticked, painting produces a continuous colour and painting over an area has no effect. To repaint an area, tick the Stroke button. If you have the Continuous unticked (default setting) each brush stroke will apply more paint over the same area until the colour reaches 100% opacity.

**Wet Look:**

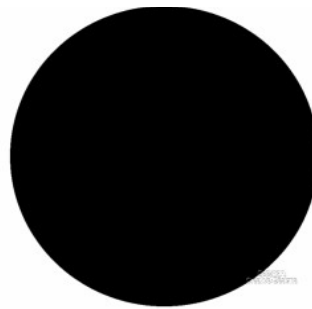
Want a wet look to your painting? Tick this box to give your paint strokes a softer colour inside and heavier colour on the fringe. This effect is more visible with lower values of the Hardness setting.

The image below shows the solid strokes with Continuous unticked and the lighter overlays with Continuous and Wet Look ticked. The oval on the far right covering the lighter ovals I applied Stroke to give it a more solid effect.



There are similar effects for the Airbrush, however there is no Wet Paint feature. Change the Rate value to decrease or increase the paint flow. The new brush tip can be used with the Airbrush too.

Clear the canvas by clicking the Delete key.



Let's do a little customising. Keep the same size, but reduce Hardness to 70, Step 190, Density 67, Thickness 50, Rotation 57, Opacity 63, Tick Continuous and Wet Look. Paint a dab onto the canvas. The more you dab the heavier the paint is applied, therefore losing some of the effects from the settings. However, you will still have that fuzzy edging.

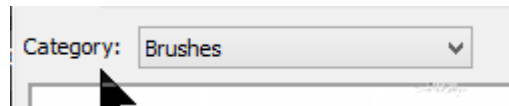


Without Wet Look



With Wet Look

Now to save your new brush tip and with the Paint Brush still selected, open the Brush Categories drop-down box.

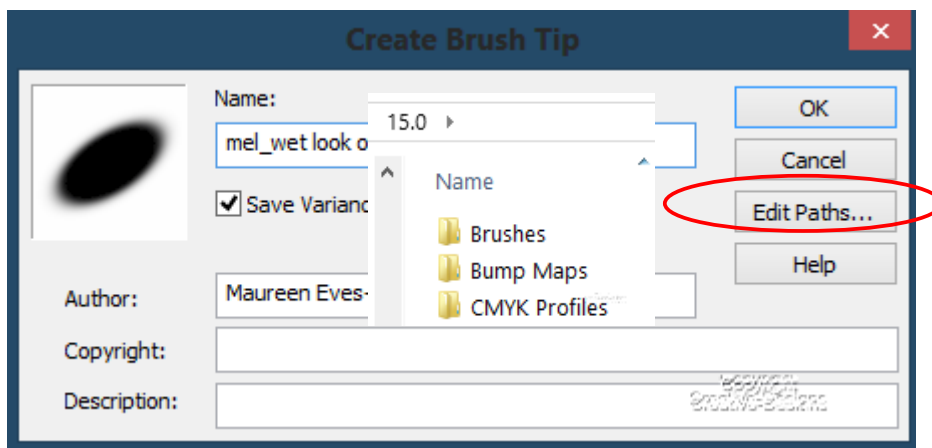


At the lower, right edge there are two icons. Create Brush Tip and Create Brush from Selection. Please click on the Create Brush Tip.

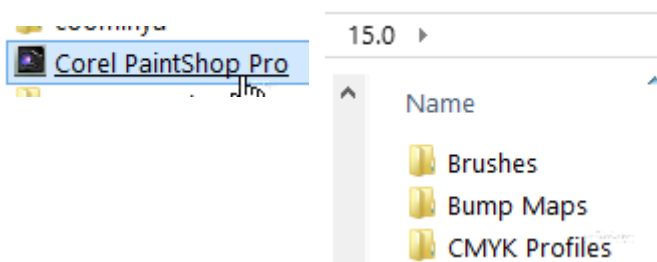


The Create Brush Tip dialogue box opens. In the preview window will be an image of the brush tip. Give the brush a name, Save Variance and your name as the Author.

Next, click on Edit Paths. This section is important when saving brushes.



Another dialogue window will open, but this time it is the File Location Window. When you first set up PSP you do the File Locations so that any customised or imported goodies do not get installed in PSP programme on your C drive. They are saved in the My Documents>PaintShop Pro>15>Folders. The first folder is Brushes.



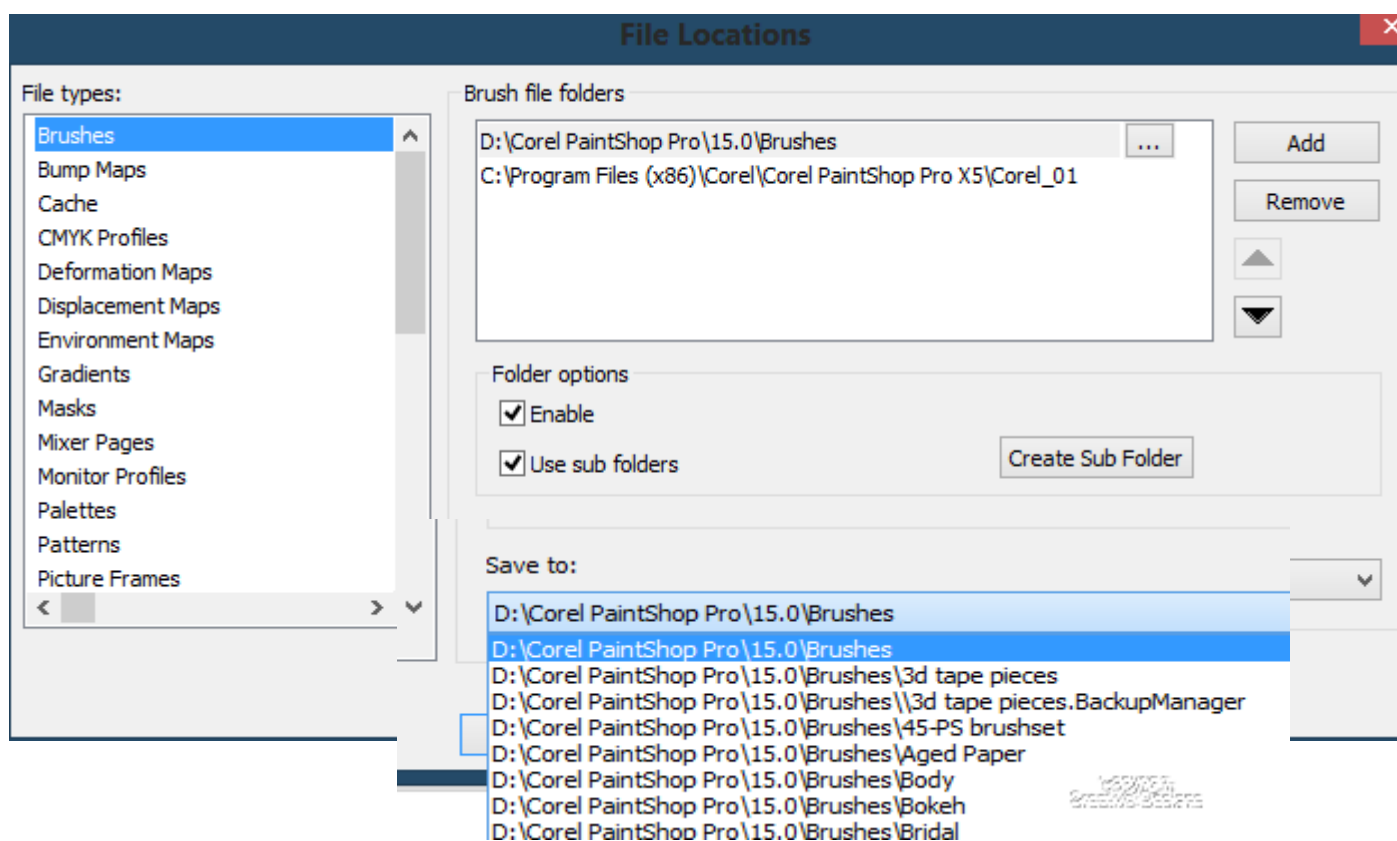
You may of course installed your PaintShop Pro folders in another area, however, no matter where it is, this is the folder you use, not PSP on the C drive.

Looking at the image below under File Types is the list of folders I have in my custom folders. You will notice that my custom folders are located on my D drive and I use (Win8) File Explorer, Libraries to access the files quickly.

Along with my files is Corel PaintShop Pro brushes folder. Do not use this.

Under the Save to: drop down, you can see I have my custom brushes folder. I am quite happy to save the new brush in this folder as it is a variation of the default brush. If I were making a completely new brush then I would either save in a different folder or create a new one by selecting Create Sub Folder.

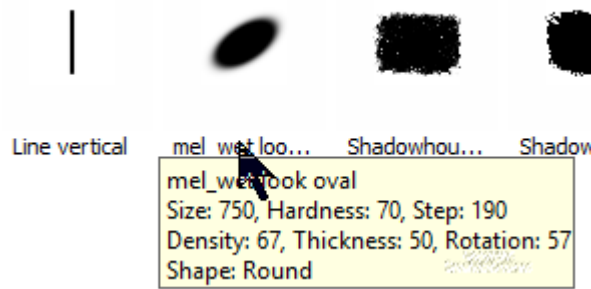
Click on the down arrow and locate Brushes.



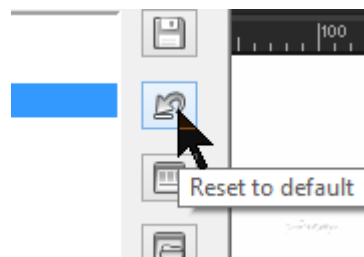
It is important to categorise your brushes otherwise you will have one, huge folder which could take forever finding brushes. Even if you only have two special brushes, or imported brushes, always put them in their own folder.

Now that you have found the Brushes Folder, click OK. We are now back to Create Brush Tip dialogue window. Click OK. Your brush tip is saved and should be seen in the brush category/brushes.

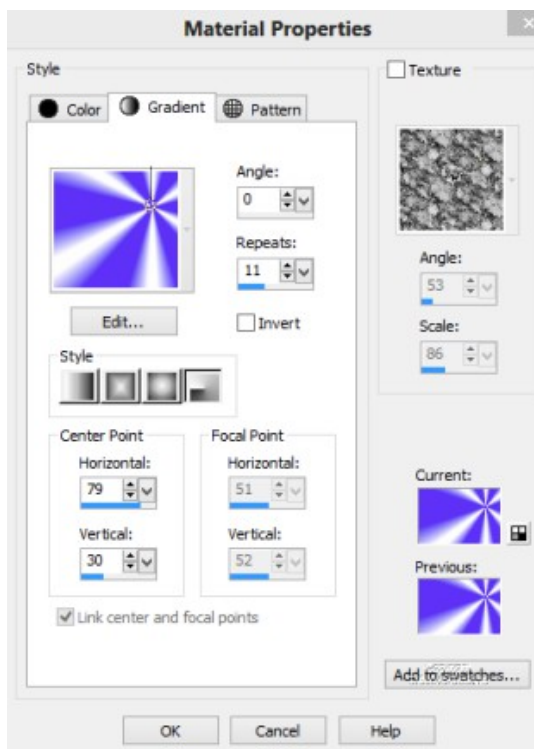
Clear your canvas. Select the Paintbrush, go to Brush Category, locate your new brush and hover over it. You will see it gives you all information pertaining to that brush. All information is stored.



To resume the brush to default, click on Presets on the Tools Property bar. Click the Reset to default icon. The brush is now back to its original state.



Clear the canvas by clicking delete. Select the Paint Brush, locate your new brush but this time change the colour, or a gradient.



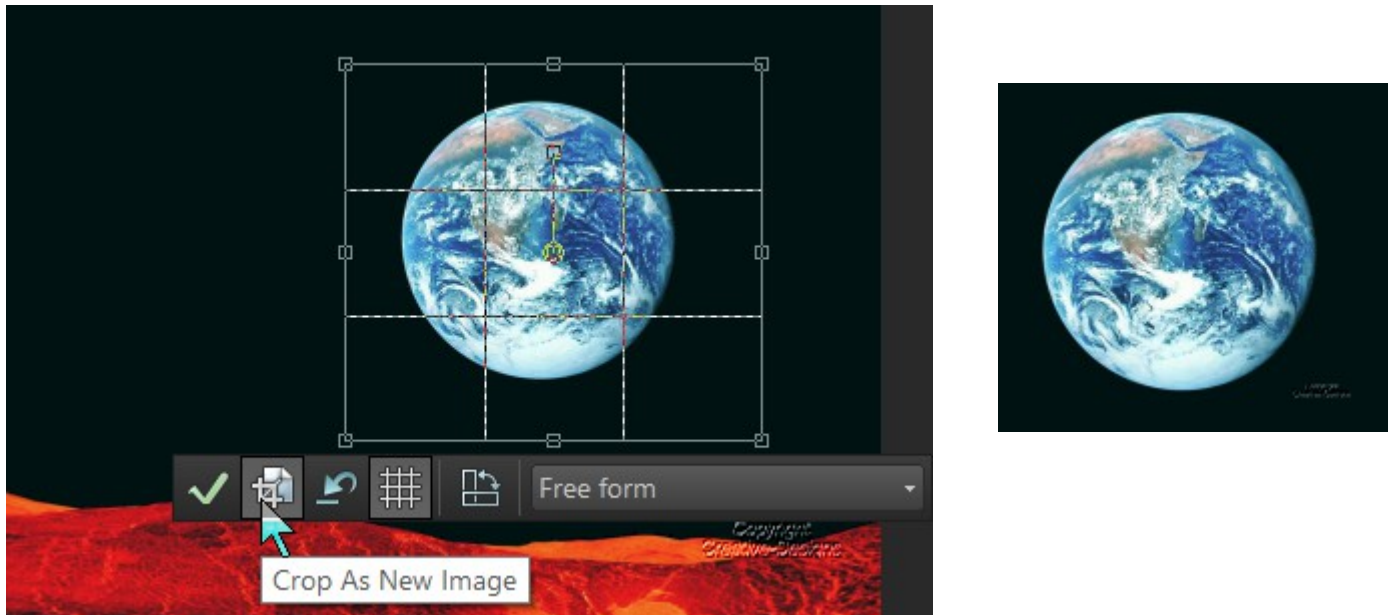
Remember you can paint with gradients and patterns. I applied a blue/white colour and foreground/background gradient with the Radial Style, Horizontal 79, Vertical 30, Angle 0, Repeats 11. The image below was produced with the brush tip just created. Experimenting is how you learn a lot.

## Creating a Brush Tip from a Selection

Open a Canvas of 1000x1000 x 300 ppi, 16 bits/channel.

The image provided contains an image of our blue planet. We are going to create a brush of our earth.

With the Crop Tool draw around the earth and click the Crop As New Image icon.



As soon as the crop is a new image, PSP automatically resumes to the original image. This can now be deleted.

We need to remove that black background otherwise it will show in the brush tip.

Go to Layers, right click Promote Background Layer. The layer will now be Raster 1.

From the Tools Bar choose the Magic Wand. Mode, Add, Match Mode RGB, Tolerance 22, Use all layers and Contiguous unticked, Feather 2, Anti Alias ticked, Outside selected. This means the effects will be applied to the outside of the selection.

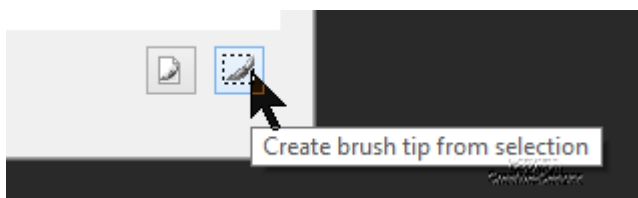
Tap in the black area and hit the delete key then Ctrl d to deselect. The globe is now on a transparent layer which is exactly what we want. Use the Crop tool to crop closely to the image.

Go to Image on the Menu bar, and click on Grey scale.

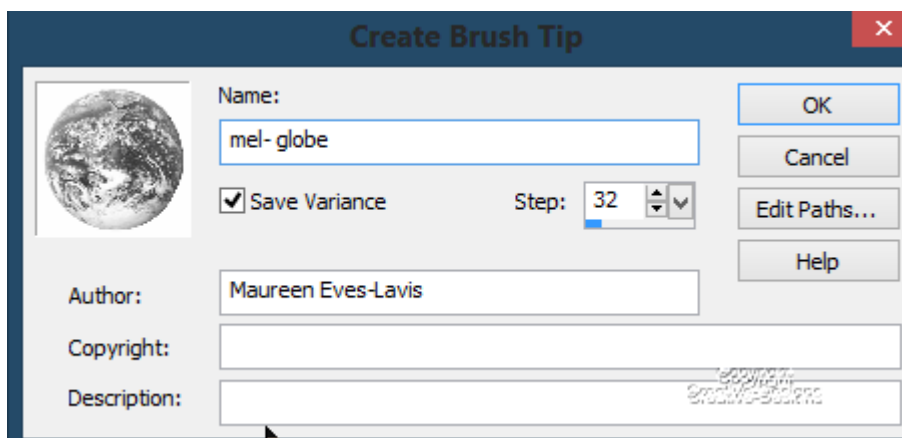
Apply a Selection rectangle around the image and keep selected whilst you choose the Paint brush.

Open the Brush Categories and this time choose Create brush tip from selection.

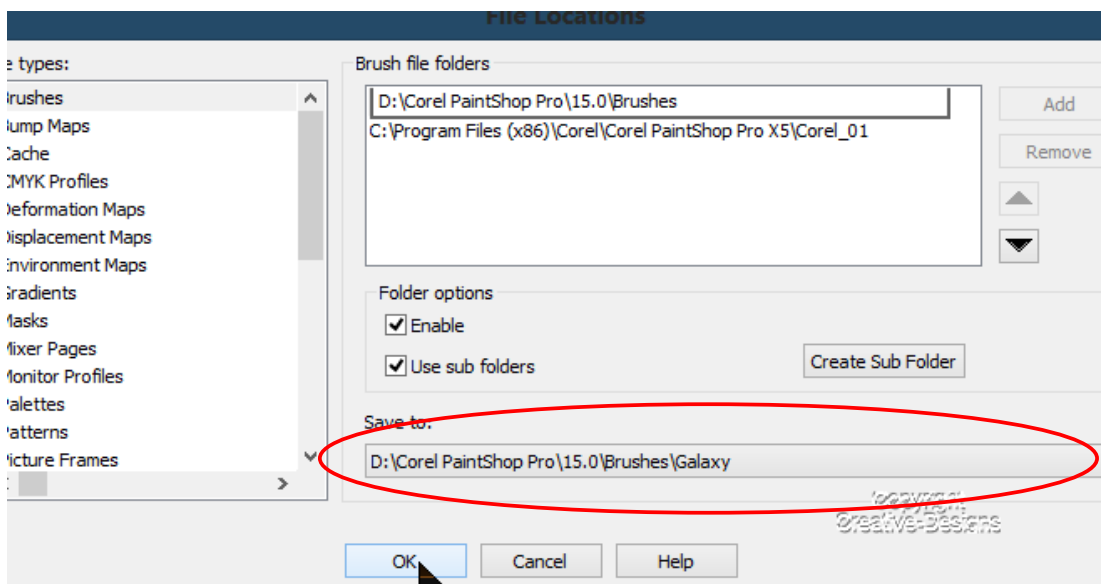




Complete the information required and remember to do Edit Paths, otherwise the brush will save in the folder of the previous brush created or used.



Click the OKs



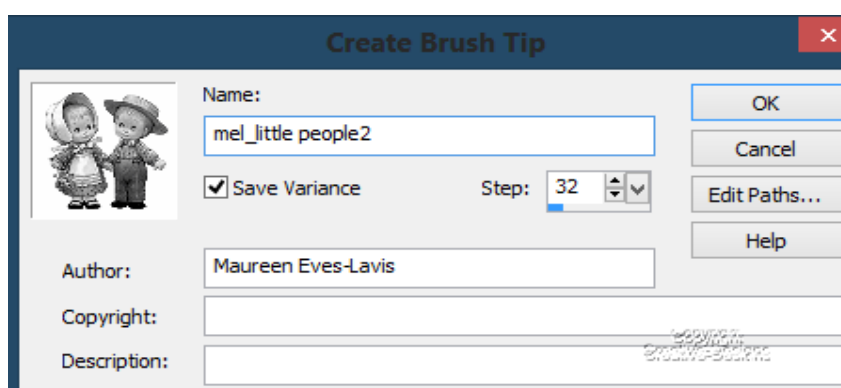
On the canvas created earlier, find your new brush and dab in the canvas. Of course, it will depend on what colour is selected in the Foreground/stroke as to what the colour will be of the image.



This time, apply a Tube to the canvas. Increase the size of the image to around 600 pixels. I used two little dolls tube.



Convert to grey scale, draw a selection around the image. Make sure you have the Paint brush selected, go to the Brush Categories again, and choose Create a brush tip from selection. Make sure the brush will go into the correct Category folder by checking Edit Paths as explained above.



My painted Little People in black and white with a little soft focus added.



Brushes can be created from just about anything. Just make sure you create a large brush, apply settings like Anti Alias, Feather to give the edges a softer edge. Of course, sometimes a hard edge is required then Feathering will be omitted.

Have fun creating and saving your very own Paint Brushes whether from a Selection or the Brush Tip.

If you wish to view further tutorials about PSP Brushes please view my web page by clicking this link :

[PaintShop Pro Tutorials](#)

I hope you have enjoyed learning a little more about PaintShop Pro X5 Brushes.