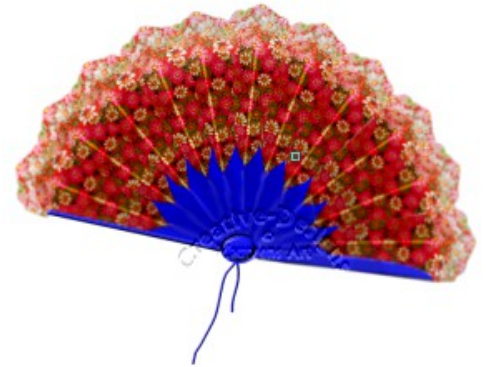


PaintShop Pro Tutorials

By Maureen Eves-Lavis

TITLE: CREATE A DECORATIVE FAN

Software: PaintShop Pro X6
Skill Level: Intermediate
Web Page: [Creative-Designs](#)
Materials Required: [Fan Supplies](#)



Description:

In this tutorial you will learn how to use a triangle preset, edit nodes, apply patterns and embellishments, to make a pretty fan.

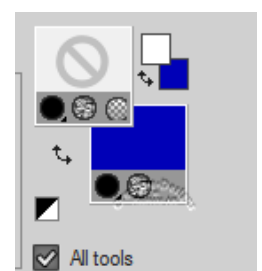
Save often after each section as a PspImage so you don't lose your work should a crash happen. I'm not saying it will, but this is software!

TRIANGLES

1. Open a new Raster image, white background 600 x 600 pixels. Resolution as default. This is for visible purposes only.
2. Go to the Tools toolbar, select the Preset Shape tool. Go to the Presets drop list and locate the Triangle. Apply the following settings on the Tools Options Palette:
 - Retain Style: Unticked
 - Create as a Vector: ticked
 - Show Nodes: Ticked
 - Anti-alias: Ticked



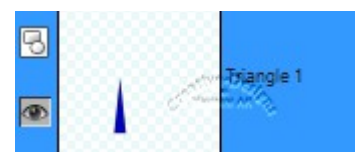
3. Go to the Materials Palette and select a background colour of blue #1517ef. Click the transparent button on the foreground colour box.



Note: All images are enlarged for easier visibility.

4. On the canvas, draw a small triangle of 65x165 pixels.

Name this layer triangle 1.



5. Change to the Pick Tool and open Objects, Align, Centre in Canvas.

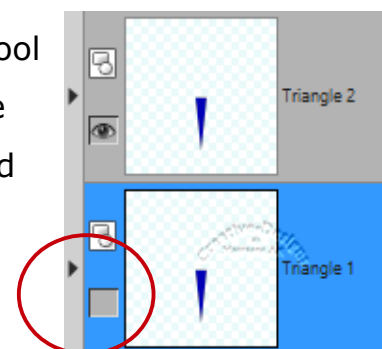


Next, go to Image, flip vertical.

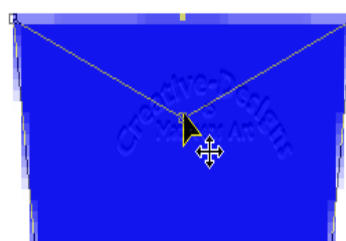
Click on the image in the Layers palette and duplicate.

Name this layer as triangle 2. Hide triangle 1 by applying the Visibility toggle.

6. Working on triangle 2, select the Pen tool. Use the Zoom tool to zoom in to the top of the triangle, add a new node. Hold the Ctrl key to add a node, centre top. Click down on the node, hold with the mouse and pull down.



If you can't see any nodes go to the layers palette, click the black arrow to open the sub-layer and tap on it. All nodes will now be visible.

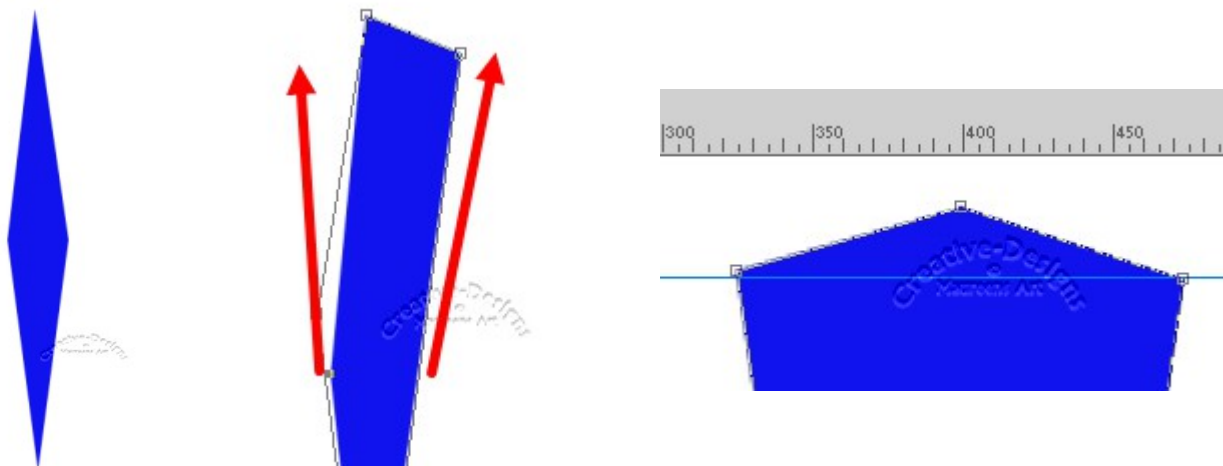


7. Right click on the image in the Layers palette and select Convert to Raster Layer.

8. Click on the Visibility toggle to hide this layer from view.

TRIANGLE TWO

1. Click the Visibility toggle to reveal layer 1. With the Pen tool and holding the Ctrl key, add a new node in the top, centre of the triangle as you did with triangle 2. Again, if nodes are not visible, click on the sub-layer to reveal nodes. Pull this node upwards. Next, pull up and outwards the two side nodes, as if you are shaping a kite!

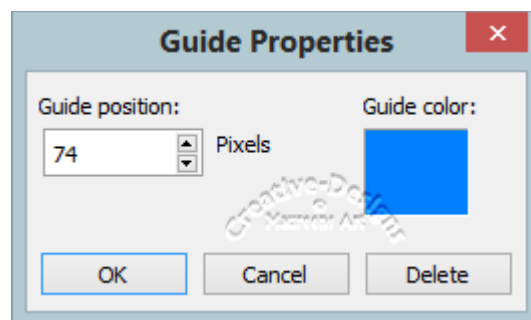


2. Click on the ruler above, hold and pull to drag a guide to ensure the two side nodes are level and the top node is in the centre.

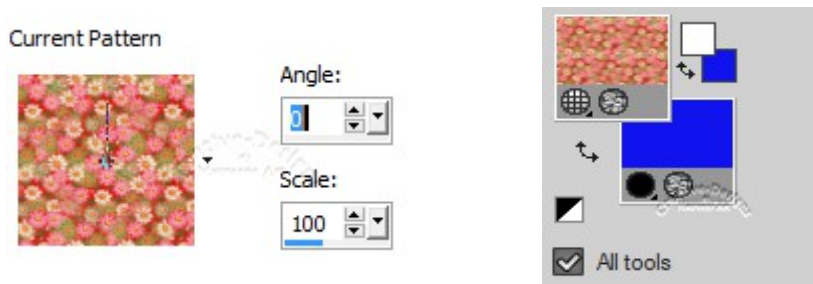
3. Right click on the centre node, Node type, Symmetric. Pull the control arm each side slightly to give the top a little curve. Right click layer and Convert to Raster layer..



Note: To remove the node, double click the blue bar, when the Guide Properties window opens, click delete.



4. Click on the Colour box and change the foreground to the pattern fill. Select the Flood fill tool and fill the shape with the pattern.



Note: You can use any type background, gradients, patterns or lace.

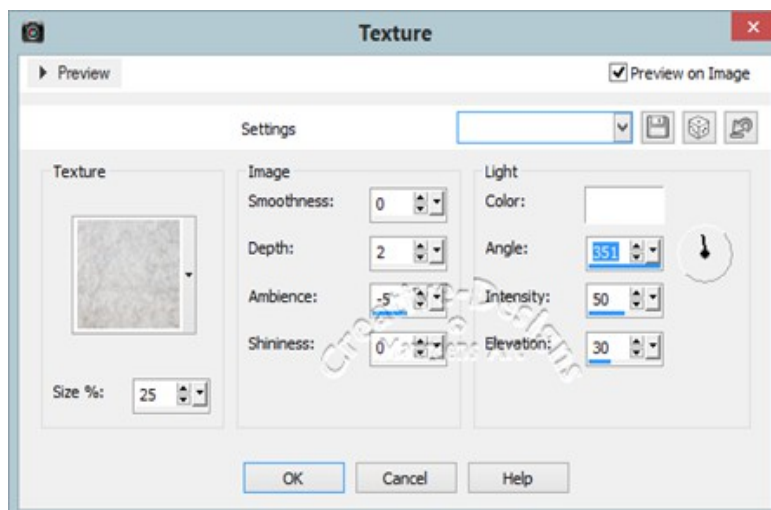
5. Unhide Triangle 1 layer by clicking the Visibility toggle. If the shape does not line-up with Triangle 1, select the Pick tool and use the nodes to pull or push in. Your image should look like the one on the right.



6. Let's add a little texture to the fan. Firstly, select Triangle 2. Go to Effects, Texture Effects. In the Texture drop list, locate the texture Paper006. Apply the settings shown below:

- Size %: 25
- Smoothness: 0
- Depth: 2
- Ambience: -5
- Shininess: 0
- Colour: White
- Angle: 351
- Intensity: 50
- Elevation: 30

Click OK.



ADD DEPTH

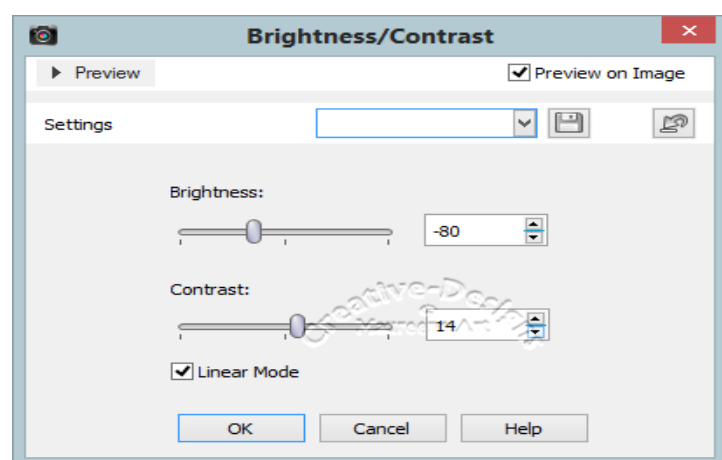
1. Right click on Triangle 2, Merge Down.
2. Choose the Selection tool, rectangle and draw a rectangle on the left side of the image as shown on the right.



3. Go to Adjust, Brightness & Contrast, Brightness/Contrast and apply these settings:

Brightness: -80

Contrast: 14



Click Ok. Ctrl+D to deselect the selection.

Some earlier versions do not have Linear Mode so disregard this.



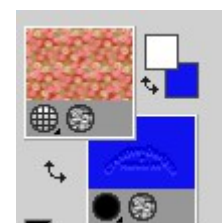
4. Draw another selection on the right side and apply the same Brightness/Contrast. Ctrl+D to deselect. Your image should now look like mine on the right.

ADD LACE

1. Select the Paintbrush. Locate the lace brush you installed into the brushes folder. Lace Mix by Nadine Pau.



2. Add a new raster layer name it Lace. The foreground colour box already has the flower patten, this is what you will use.



3. As you hover the brush on the canvas you will see an outline. If you don't, don't worry as it's not important.



4. Dab the brush down onto the canvas.



5. Change to the Pick tool, go to Image, Flip Vertical.

Make sure on the the sections lines up with the top of the shape.



6. Select the Eraser tool and erase all the outer parts of the lace.

7. Right click the lace, Merge Down.

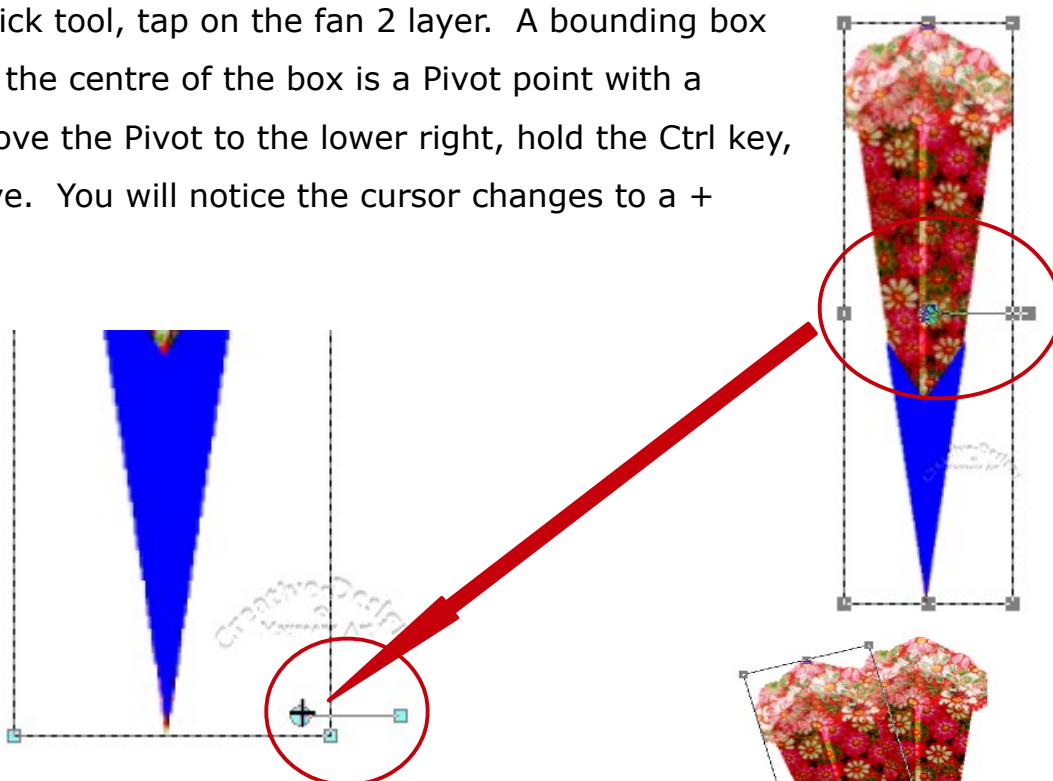


ROTATION

1. With the fan shape in the centre of the canvas, select it with the Pick Tool. If the bounding box is showing quite large you have stray pixels. To fix this, go to Selections, Select all then delete. Name this fan 1.

2. Next go to the layer palette and Duplicate, name this fan 2. Do not move this duplication yet.

3. Change to the Pick tool, tap on the fan 2 layer. A bounding box will surround it. In the centre of the box is a Pivot point with a Control Arm. To move the Pivot to the lower right, hold the Ctrl key, click down and move. You will notice the cursor changes to a + sign.

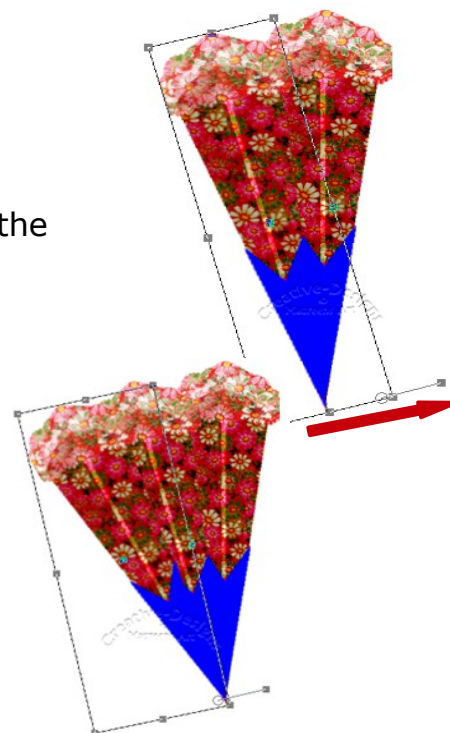


4. Pull the control arm to the right until it lines up with the previous shape.

Note: Often some minor adjustment is required.

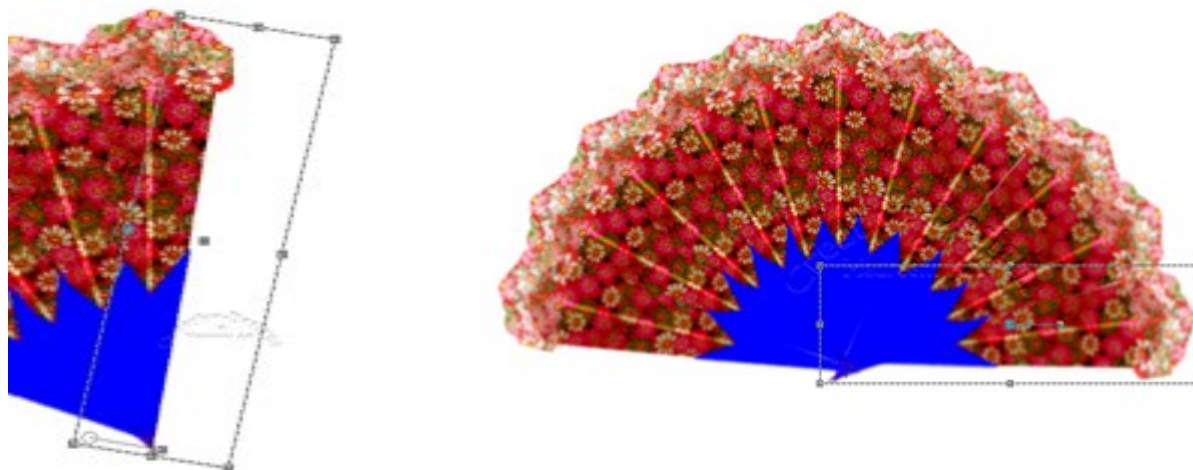
5. Click on the newly rotated shape and duplicate. This time move the pivot arm to the lower left edge.

Keep doing this until you have 5 layers of shapes. Each shape will be on its own layer and therefore easy to fix if one is just a bit out of line.



6. Now begin making fan shapes for the right side. Stand on the first shape you made, right click in the layers palette and duplicate. When the bounding box appears, move the pivot to the lower left corner. Move the control arm to the right.

You should have five new shapes either side of the first one.



7. Apply the visibility toggle to the white background layer. Right click on any of the fan shapes, Merge, Merge visible. Unhide the white background.

You can leave your fan as it is or add struts. We will add two struts either side.

ENHANCEMENT

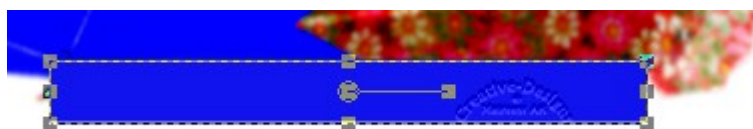
With the fan selected, go to Adjust, Hue and Saturation, Vibrancy. Add a strength of 12. Click OK. Next to to Adjust again, Sharpness, Sharpen, apply twice. Click Ok. Save your fan.

STRUTS

1. Select the Rectangle tool. Apply the following settings from the Tools Options palette:

- Show Nodes: Ticked
- Create on a Vector: Ticked
- Width: 0
- Anti-alias: Ticked
- All other settings leave as is.

2. Background colour is to be the blue used above. Foreground transparent.
3. A new vector layer will automatically be added above the fan when you draw a rectangle the length of the fan up to the lower edge of the lace.



4. . Select the Pen tool, right click on the shape, Convert to Path. Right click on the top, right node, Node Type, Symmetric. The shape will have a little oval end with a control arm.



5. Pull the control arm to the right to form a smooth curved shape. Next, click on the lower node and pull to the right making this part straight and slightly sharp.

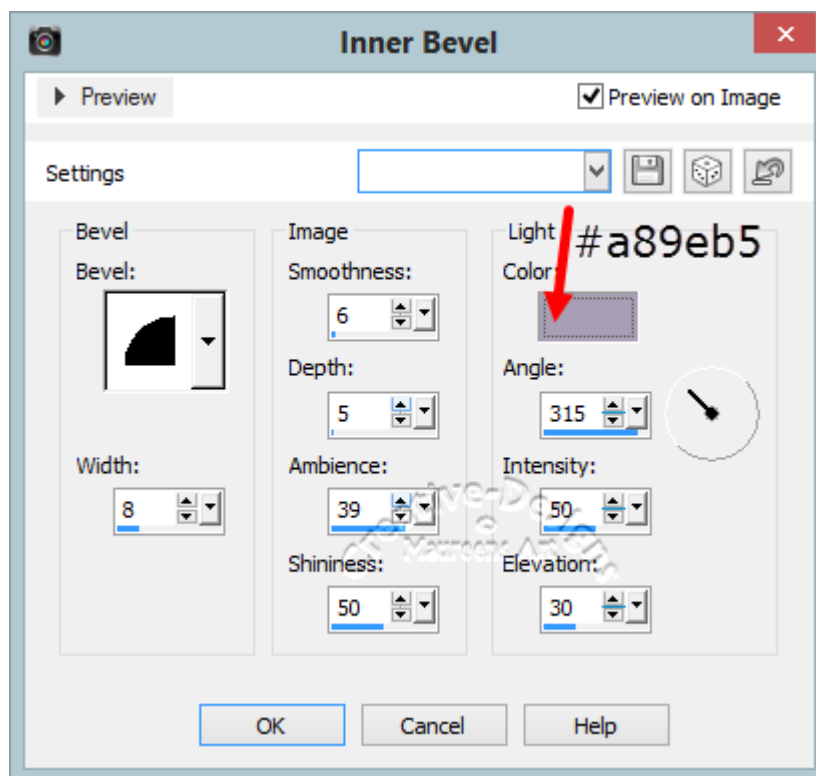


6. Right click on the layer, Convert to Raster.

Adjust the rectangle to fit onto the right side of the fan.



7. With the rectangle layer still highlighted, go to Effects, 3D Effects, Inner Bevel, apply the settings given below:



Click OK.



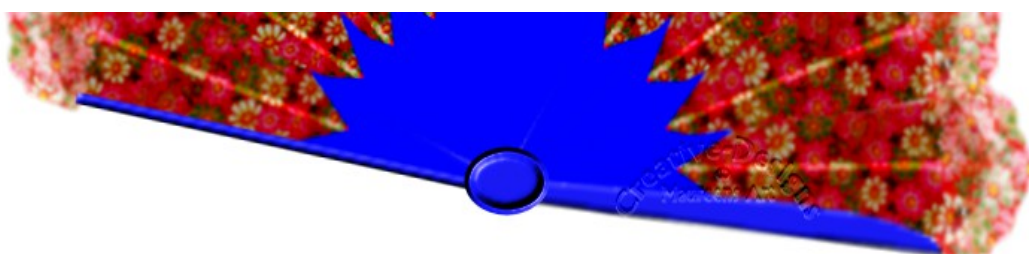
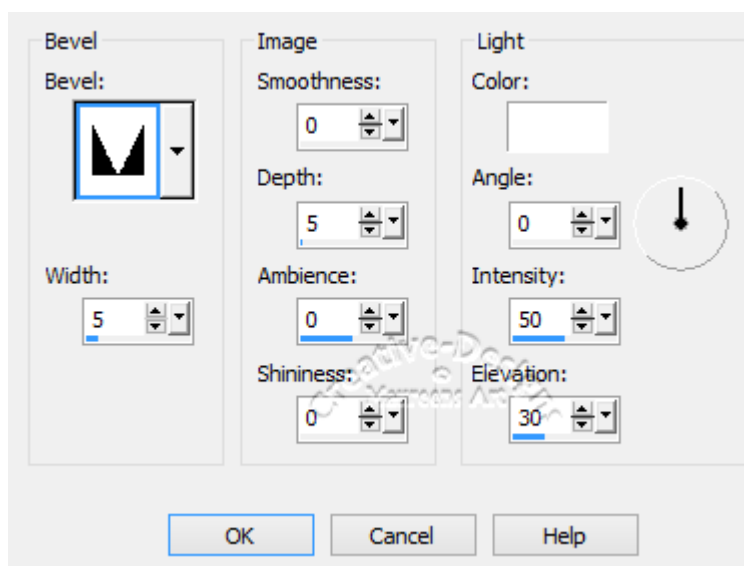
8. Add a new raster layer. Select the Rectangle tool. Untick Create on a Vector and Show Nodes. Draw a narrow rectangle and move into place on the left of the fan. Apply the same Inner Bevel effects as above.

9. Hide the background layer, right click the fan, Merge, Merge Visible. Unhide the background layer.

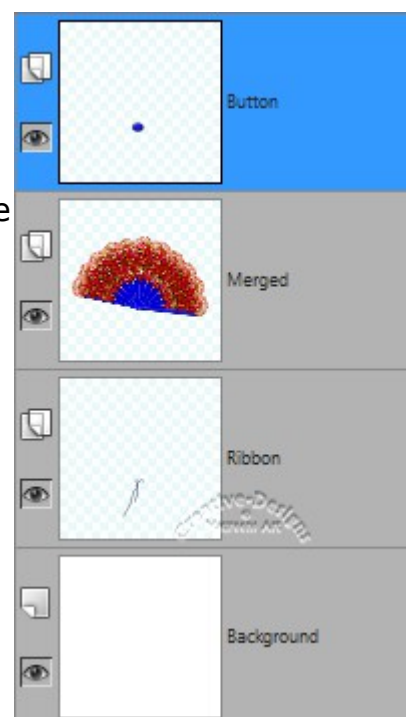
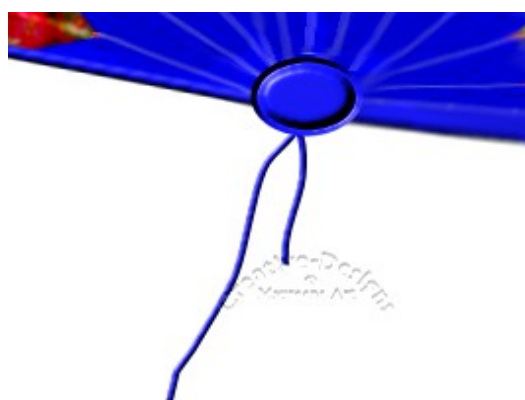
ADDING RIBBONS AND BUTTON

1. Select the Ellipse Tool. **Untick create on a vector.** Make sure the background colour is blue and foreground transparent. Draw a circle at the joins of the fan. Go to Effects, 3D Effects, Inner Bevel and apply these settings: Then click OK.

Note: You are not restricted to the style of Bevel. Try different bevels and see which ones you like.

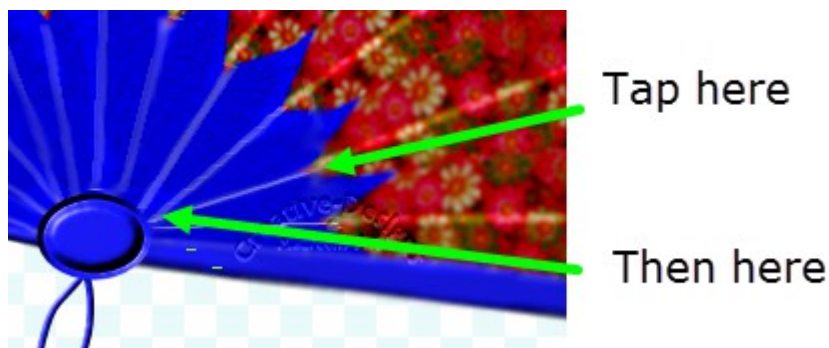


2. Add a new Vector layer above the Background. Select the Pen tool. On the Tools Options palette, Ensure Create on a Vector is applied. Increase the Width to 8. Draw a ribbon the click the Apply button. Next draw the second ribbon. Make sure the button layer is on top of the layer stack.



PAINT BRUSH, DODGE & BURN

1. Select the Merged fan layer. Select the Paintbrush, size 5, Step 10, Opacity 40. All other settings as is. Hold the Shift key and tap on the v part of the fan, then tap the lower part. Do this for each section.



2. Change to the Smudge Brush. Size 14, Opacity 45. Very lightly smudge the lines.

3. Change to the Burn tool, size 14, Opacity 45 and lightly brush over the blue area.

4. The white background is only for visibility so you can now delete it.

Merge, Merge visible. Your fan is now complete.



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