

PaintShop Pro Tutorials

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PRESET SHAPES - PART TWO

Software: PaintShop Pro X6

Website: Creative-Designs

Materials Required : [Download Baby Feet Zip](#)

[Part One : Learn How to Import/Export Shape Libraries and Edit Shapes](#)

PART TWO: HOW TO CREATE A PRESET SHAPE FROM AN IMAGE AND EXPORT

[Part Three : Create Selections from Preset Shapes to Save for Future Use](#)

[Part Four : Preset Shapes from Dingbats](#)

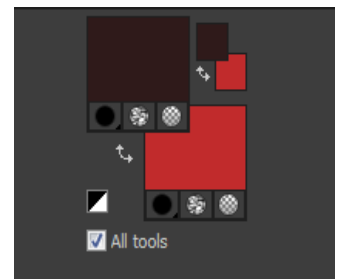
Description:

In the second part of these tutorials you will learn how to create a preset from an image and then export it.

Make your own shape.

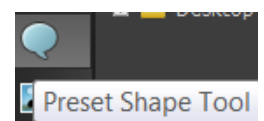
Open a **Vector** canvas approximately 400 x 400.

Materials : Foreground and background, select colours of your choice. Remember the foreground gives the shape an outline colour, whilst the background fills.



Select the Preset Shape Tool

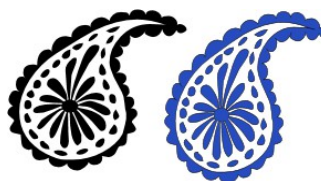
Next to the preset shape list drop-down, there are three tick boxes.



1. Retain Style - if this is ticked the style within the list will be drawn. To customise untick this box. Choose background/foreground colours from the materials palette.



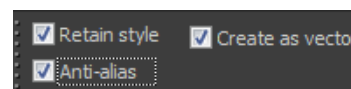
Retain style Left. Unticked with foreground/background colour applied



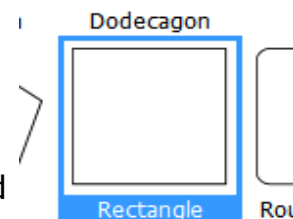
2. Anti-alias should always be ticked as this gives a smoother edge to the shape.



3. Create as a vector - this of course is optional.....or is it? If you wish to edit or reshape the image then creating as a vector is a must and therefore the box should be ticked. If it is for a simple shape on an image that is a Raster layer, untick this box.

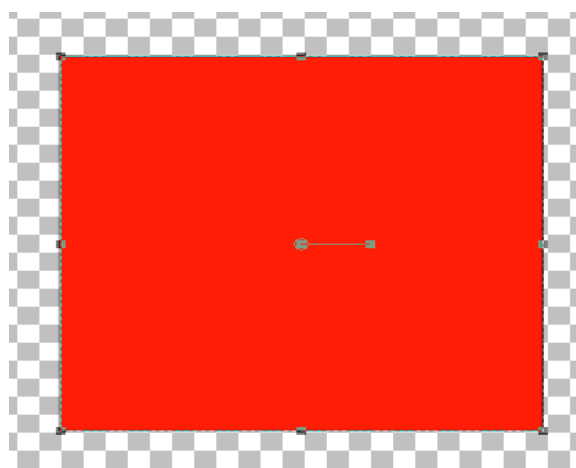
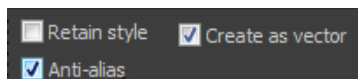


Open the Preset Shapes and select a rectangle shape.



Untick Retain Style. As you can see I had a background colour of red to fill with no foreground.

Draw a Vector and Show Nodes and Anti-alias ticked.



Draw the rectangle.

On the Layers Palette, there is a Vector 1, click on the + to view the rectangle shape below. The icon on this layer denotes it is a Shape layer.

Let's edit the rectangle by selecting the Pen Tool.

Begin to change the shape by selecting a node then move. The shape you make doesn't matter. Grab any of the nodes and pull or push.

Once you have changed your shape. Select the Shape Tool again and on the same canvas draw a star shape with different background/foreground colours.

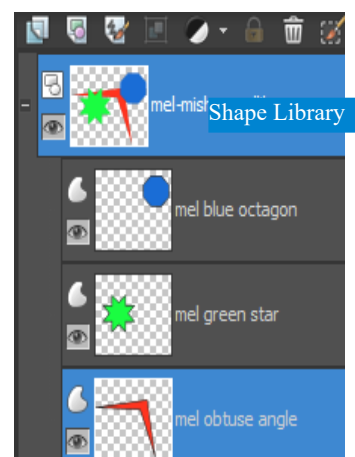
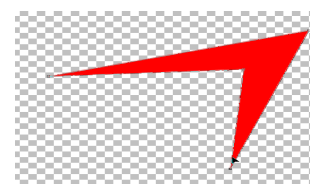
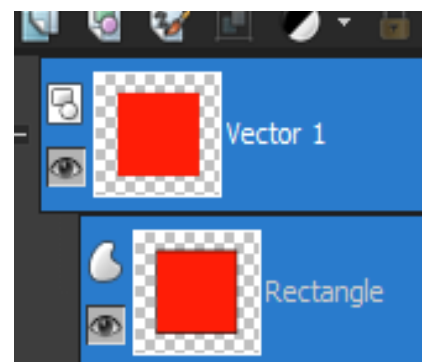
Tip: To get a perfectly symmetrical shape, hold the shift key whilst drawing out the shape.

Change the colours and draw an Octagon.

On the right image you can see the rectangle I changed and the two other shapes. At the top is the Vector image showing all shapes.

Right click on Vector1 and rename it a Shape Library then change the name of the other layers.

With the Pick Tool, select the library vector image. The canvas image now has a box around it. Go to File>Export>Shape. All the shapes are contained in one image, but will show as separate images in the Preset Shapes drop down. This is because you have created a Shape Library from these images.

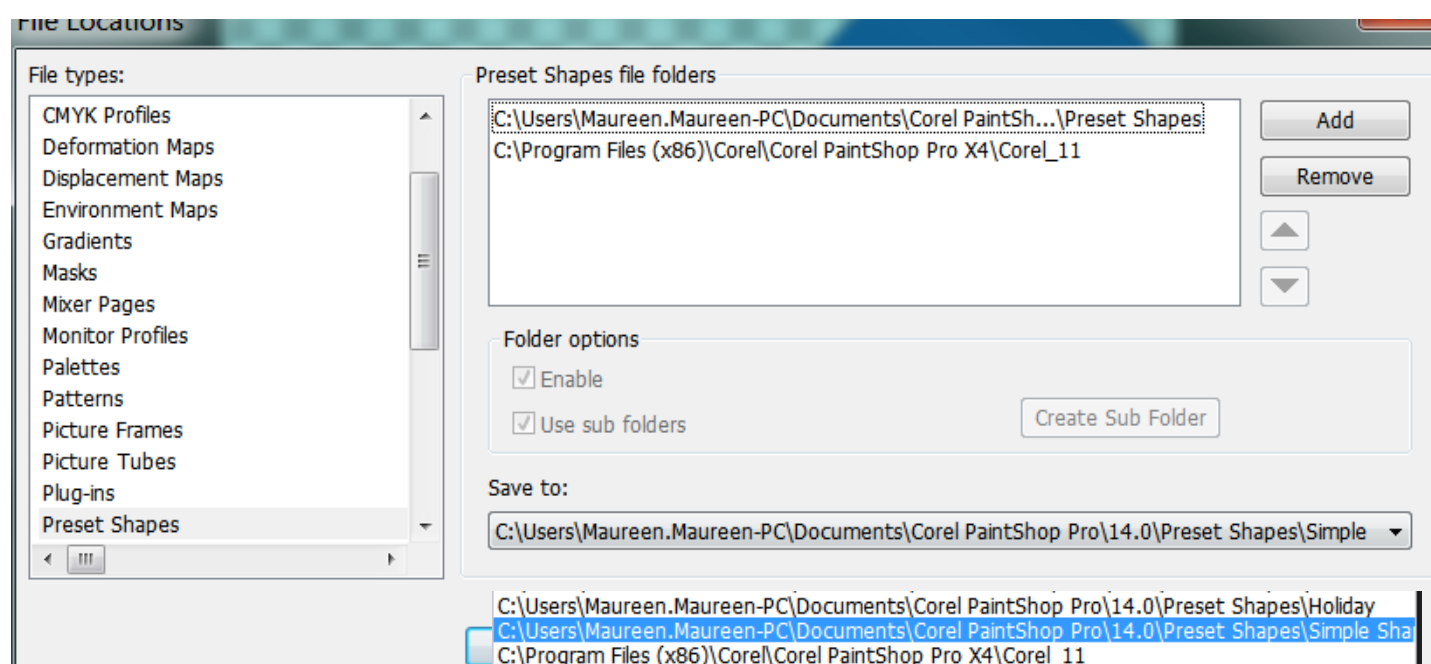


Tip: In File Locations where all our customised everything goes which is located in My Documents>PaintShopPro>14> you can create folders to place items made in PSP, rather than have every file in one folder. For instance, I have a floral folder where I place all Preset Shapes that are flowers or leaves etc. It helps keeps files neat and tidy and above all, easier to find. If you do this, and you make custom shapes, remember to select that particular folder when exporting.

To access the File Locations, click on the small icon at the top right of the Export Shape Library dialogue window. This opens File Locations. You will see Corel default folder and the folder for your custom shapes.

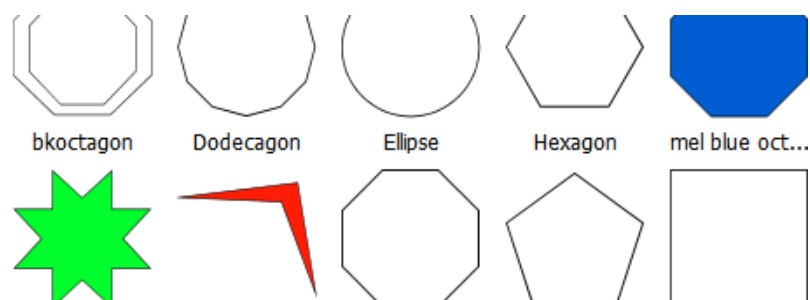


Where it says Save to: click on the drop down to locate the folder you want your shape to be saved to. When it is located, click OK. If you don't have a custom folder, click on Create Sub Folder, name it for the shapes you will store.



You need to check this each time you are saving any custom items in PSP.

Open a new canvas, select the Shape Tool and locate your shapes from the drop down list.



Custom shapes can be black and white or colour. It is better to draw the shape in basic black and adjust the line width as you can see many of the shapes in your libraries.

Let's make a shape from an image.

Open the clipart image you downloaded into your workspace, or choose an image of your own, but keep it relatively simple so it is easy to draw around.

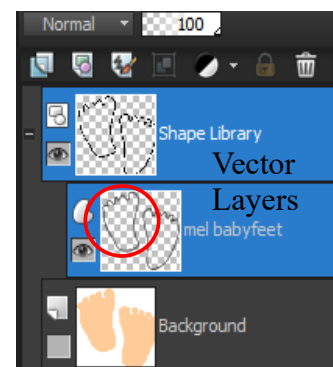
Select the pen tool, increase the width to 2.

The three different modes for drawing are : Freehand, Point to Point, Lines & Polygons. When drawing around an image, Freehand or Point to Point are good modes to use. For this exercise we will use Freehand

Select a foreground colour of black, background colour null.

I have baby feet as my subject. As soon as I begin drawing with the pen, a Vector layer is produced automatically with my drawing on it. If you click the + you will see the shape icon and the drawing is named New Path automatically named by PSP.

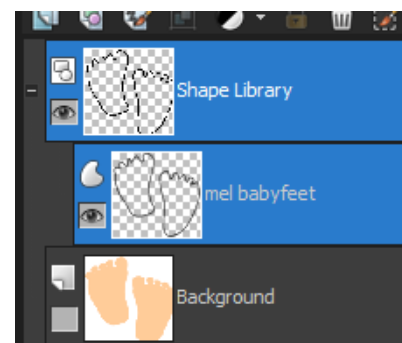
This must always be changed to the name of your drawing.... in my case it will be mel baby feet.



The Vector layer must be renamed to Shape Library because you are creating a library that is read by PSP. This particular Shape Library contains a Vector drawing of my baby feet (or whatever you have drawn).

Close the eye on the background to view the drawing better.

Change to the Pick Tool, hold the Ctrl key and highlight both Vector layers, Shape Library and your drawing. **Do not include the background.**

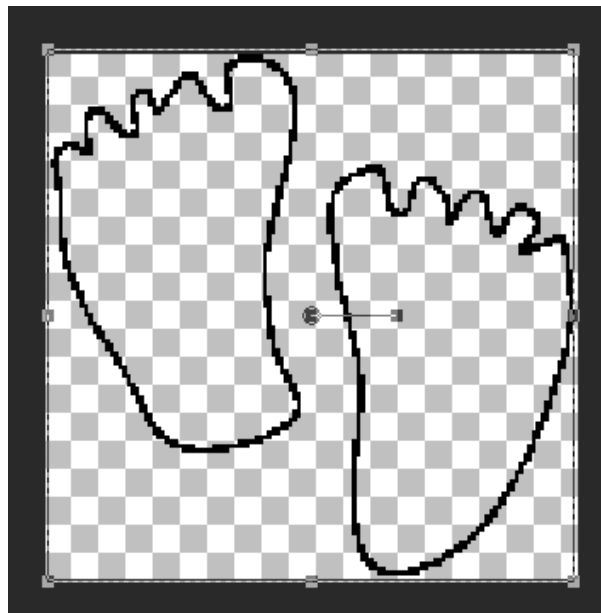


On the canvas the drawing is bounded by a box.

Go to File>Export and give your new drawing a name then click OK.

Once the image is exported, all documents in the workspace can be deleted.

Open a new canvas, locate the new Preset Shape and draw it out, either shape retained or with foreground/background colours. Give both a try.



You can draw small or large images, Vector or Raster. Remember, Raster images cannot be edited like Vectors.



[Part Three : Create selections from Preset Shapes to save for future use](#)