

# PaintShop Pro Tutorials

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## PRESET SHAPES - PART THREE

**Software: PaintShop Pro X6**

**Website: [Creative-Designs](#)**

**Materials Required : None**

[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 part three you will create selections from shapes and save them.

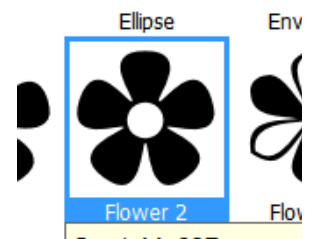
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In this part we will draw an image from a shape then create a Selection and save as a Selection. This can also be applied from any image you wish to make a drawing from.

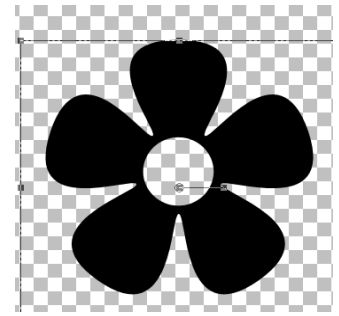
To learn more about the difference between Selections and Alpha Channels read this [Tutorial](#)

Open a Vector canvas 400x400.

Select the Shape Tool and open the list and find the Flower 2.  
Tick Retain Style and draw out the image on the canvas.



You should have an image on your canvas like mine on the right.



Select the Magic wand and tap in the black area of the shape.

Right click on the layer and Promote Selection to Layer.

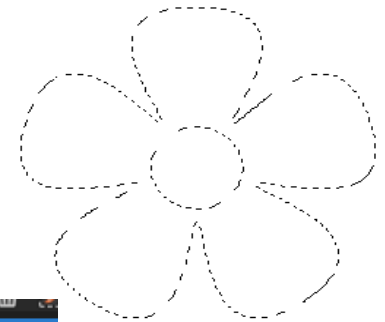
Next, go to Selections>Load/Save Selections>Save Selection to Disk.



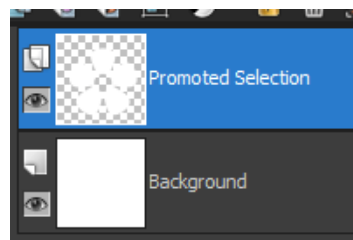
Give the selection a name and click OK.

Open a Raster canvas (it will be a background).

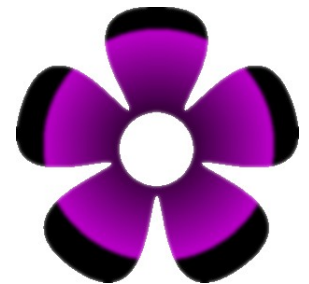
Go to Selections and Load/Save Selections and locate the flower saved. It will be placed on the background canvas.



Right click and Promote selection to Layer.



You can now apply gradients, patterns and or textures.



The selection will remain in your saved Selections for future use.

This is not a Vector and cannot be edited. Only the saved Preset Shape can be edited.

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