

# PaintShop Pro Tutorials

By Maureen Eyes-Lavis

## PRESET SHAPES - PART FOUR

**Software :** PaintShop Pro X6

**Website:** Creative-Designs

**Materials Required :** [Download Preset Script](#) You will also require Dingbat Fonts

### Description:

In the last part of these four part tutorials you will be creating preset shapes from dingbats.

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](#)

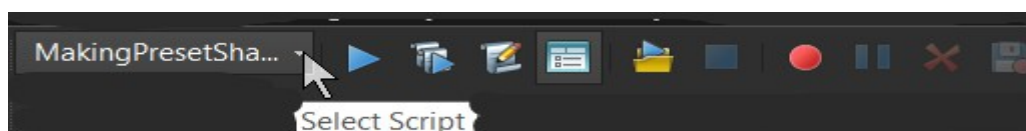
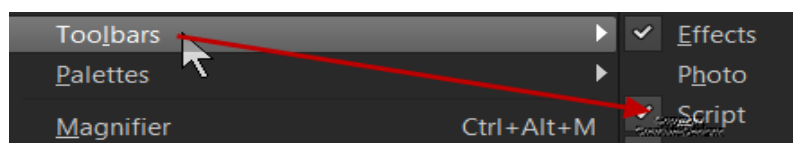
Part Three : [Create Selections from Preset Shapes to Save](#)

### PART FOUR: DINGBATS TO PRESET SHAPES

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Can Preset Shapes be made from Dingbats? Yes, they can. Firstly, download and unzip the file above. This is a script created by SuzShook called Making Presets from Dingbats. Unzip the Script zip file into your PSP/ Scripts Restricted Folder. You will require Dingbats. Here is a link to a fabulous selection of [DINGBATS](#).

You need to have the Script toolbar and Script Output available. Go to View, Toolbars and select Script.

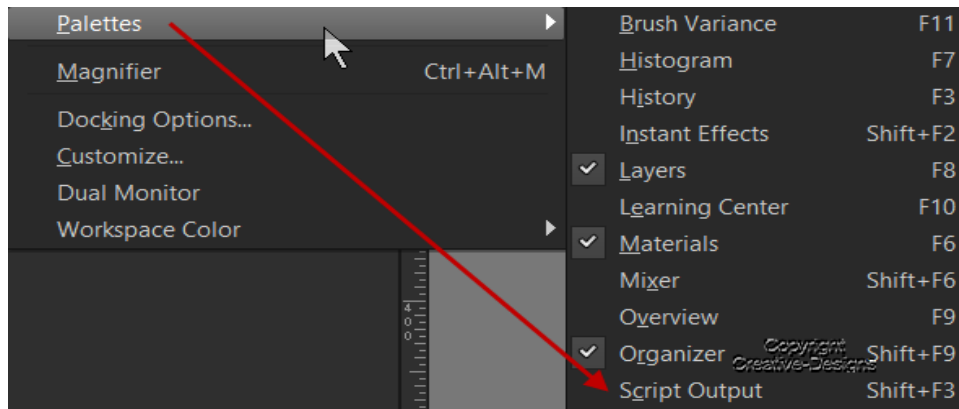


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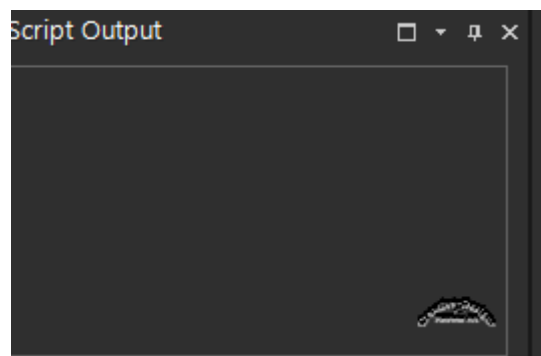
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The Script Toolbar is very handy to access all scripts in your folders. Locate the script so it's ready to use.

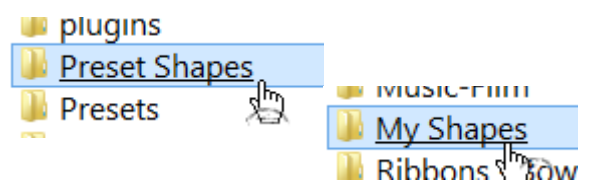
To open the Script Output, go to Palettes drop-list on the Standard Toolbar. You can dock the Script Output to dock just under the Layers Palette.



Script Output is a palette that provides all information when applying a script. It often gives instruction too that maybe written in the script.



Go to your PSP / Preset Shapes Folder on your hard drive. If you don't already have a My Shapes folder, create one now. Go into Preset Shapes, New Folder and name it My Shapes.

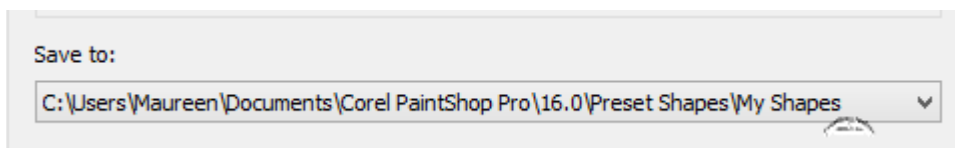


In PSP go to File, Preferences, File Locations.

Find Preset Shapes in the File types:

In the Save to: drop list, find your newly created folder My Shapes. Click OK.

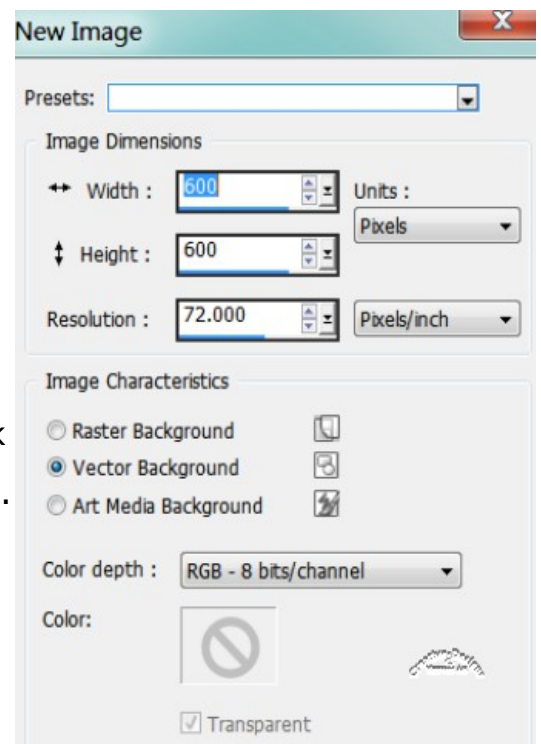
When it comes time to save the Preset Shapes they will be saved into this folder.



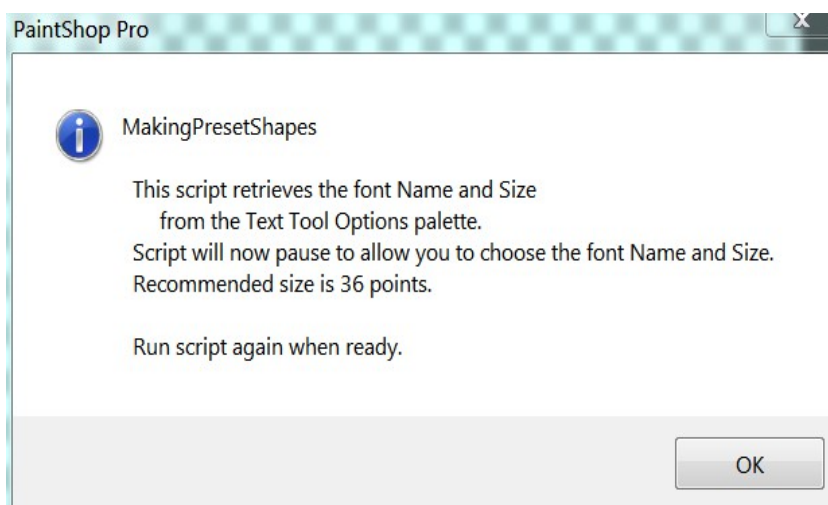
The reason why I suggest the new folder is, when the script is finished to save you cannot select a folder for the Preset Shapes to save to.

Select the Text Tool. On the Script Toolbar, click the blue arrow to begin the script.

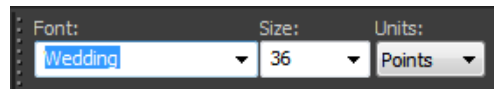
A New Image dialogue box opens. You can reduce or increase the size if you wish. Click OK.



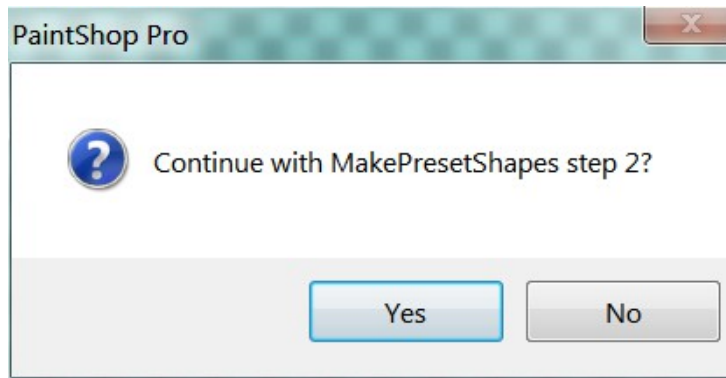
A PaintShop Pro Script dialogue window will pop open with instructions for you to select the font and size. Click OK. The same information is in the Script Output palette. Click OK.



From the Font drop-list locate your Dingbats. Mine is a Wedding Dingbat so yours will have a different name.

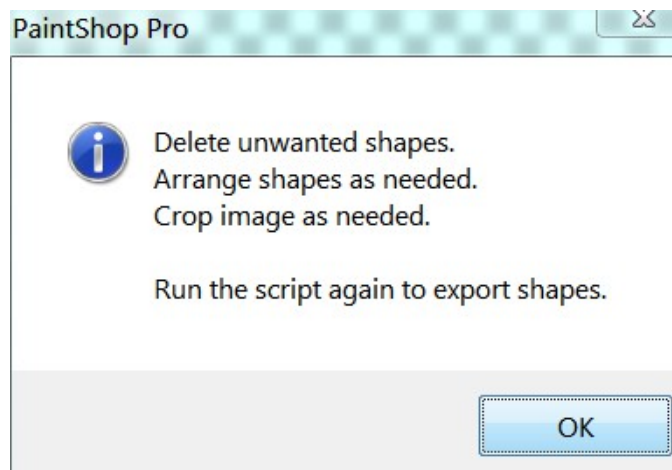


Click the blue arrow again to continue with the script. Another dialogue window opens as shown below. Click Yes to continue.

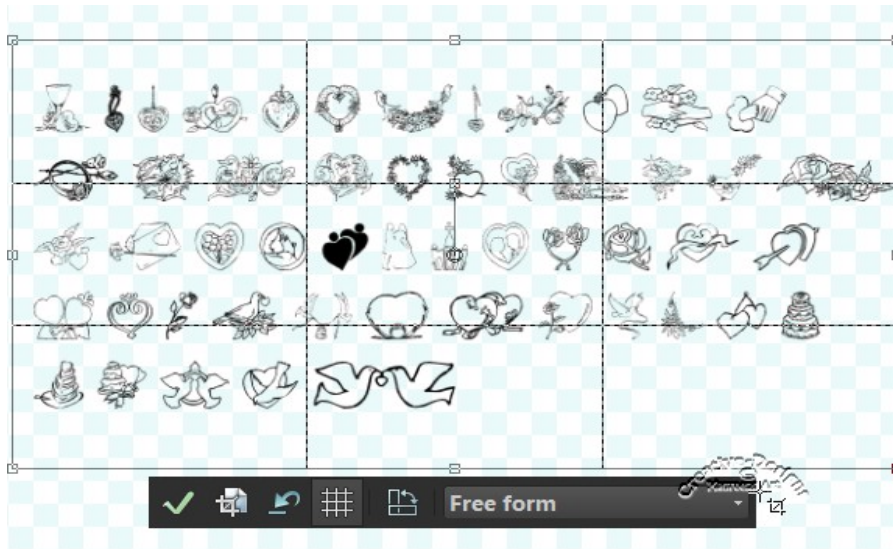


The script will run the text on the canvas.

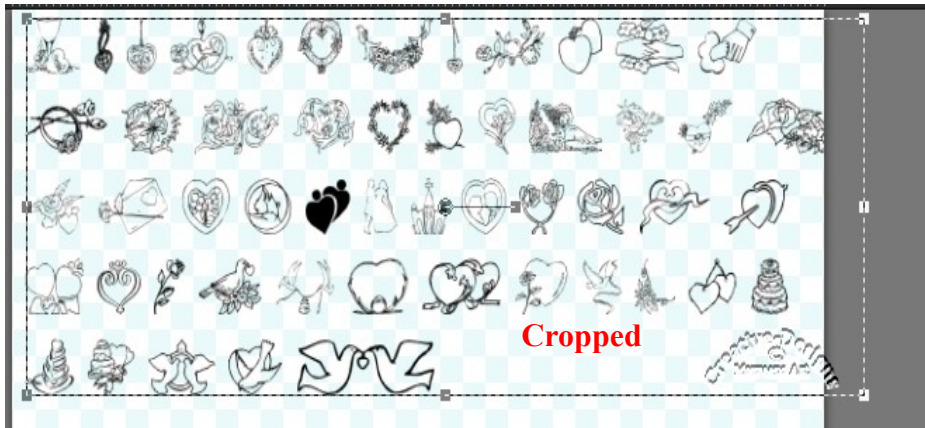
If there are unwanted shapes, which often there are in dingbats you can delete them.



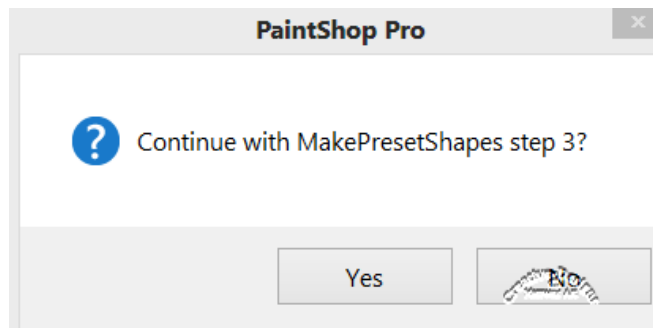
In the image below the dingbats have gone over the right edge. If it happens to you change to the Pick Tool and pull the bounding box in until it sits on the edge of the canvas. Move the dingbats down on the canvas a little.



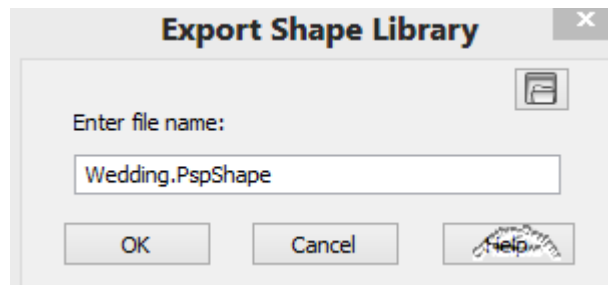
Crop the canvas to the dingbats.



Run the Script again. When the dialogue window opens, click the Yes button.



An Export Shape Library dialogue opens. The name is already added – the name of the font used. In my case it is Wedding.PspShape.



All layers in the Layers Palette are highlighted and automatically named for export which makes it very easy and simple to make Preset Shapes.

As you have already created My Shapes and set the new PspShape to this folder, this is where they will export to.

You can delete the canvas from your work area.

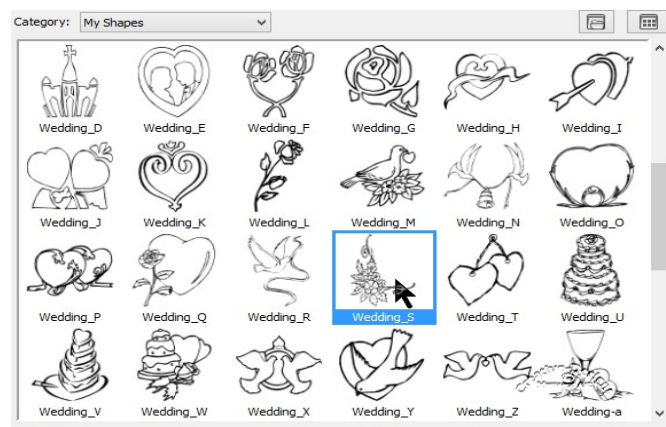
Open a new Raster canvas of 400x400 pixels with a white background.

Go to the Toolbar and choose the Preset Shape Tool.

Click on the drop-list and find your My Shapes folder by clicking on the Category drop-list.

All your newly created Preset Shapes from Dingbats are stored in here.

Select one of the shapes.



You have two choices whether to create it on a Vector or Raster. AS a vector you can edit the shape using the Pen Tool. Untick Create as a vector and the shape will be a Raster shape.

Whichever is the case, untick Retain Style otherwise image will be black and white. You will need to select a foreground and background colour, gradient or pattern of your choosing. When drawn you can use the flood fill tool also. Effects can be applied from a variety of sources, plugins and PSP Effects – 3D Effects.

I hope you have enjoyed this walk through with Preset Shapes in PaintShop Pro X6.

Below is a small example of Preset Shapes from Dingbats.



This concludes the four part Preset Shapes tutorials.