

# PaintShop Pro Tutorials

By Maureen Eves-Lavis

## TITLE : RASTER TO VECTOR

**Software : PaintShop Pro X6**

**My Web Site: [Creative-Designs](#)**

**Materials Required: [Raster To Vector Supplies.zip](#)**

All versions can be used

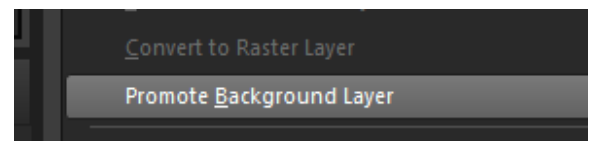
### DESCRIPTION :

Learn how to make an editable Vector image from a .png, .jpg, gif or any other image that you would like to create a Vector from. The Vector can then be saved as a Preset Shape for future use.

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1. Start by opening PSP - I will refer to PaintShop Pro as PSP throughout this tutorial. Open the image in your workspace. It is quite a simple image from my PhotoImpact range of shapes in the library and a good start to creating your own Vector Shapes.

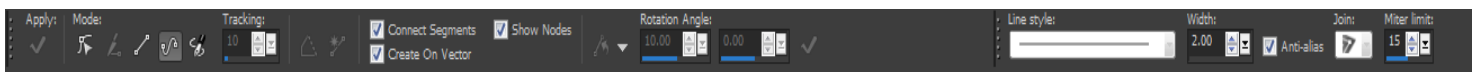
2. The image will be a Background. Right click and Promote Background Layer. The Layer name will change to Raster 1.



3. Next, go to My Documents/PaintShop Pro/ your version number.....mine is 16/ Preset Shapes and make a folder called Body. This is where you will save the bust outline to.

4. Select the Pen Tool from the Toolbar. When the Pen Tool is selected, the Tool Options palette displays a number of settings.

- Mode - Bezier Curves / Draw Point to Point:
- Connect Segments:
- Create on Vector: Ticked
- Show Nodes: Ticked.
- Width: 2.00
- Line Style: Solid line.
- Anti-alias: Ticked

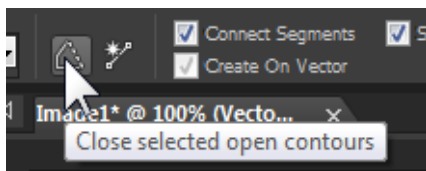


**Mode Bezier**

**Tick Boxes**

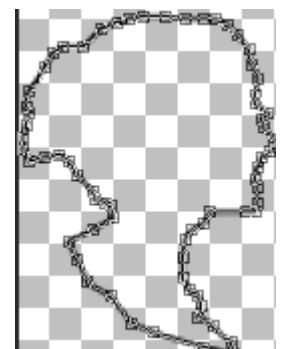
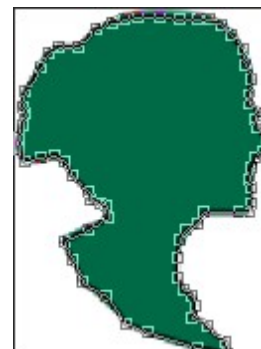
**Solid Line – width 2.00**


5. On the Materials palette, make the background/fill transparent and foreground/stroke black. Click once on the edge of the image. You will notice the node states Start. Tap around the image with the pen. Where there are curved areas tap the nodes closer together. When you reach the last node, End, drag it onto the Start node. the word Join will appear, or there is a small icon on the Tool Options bar as shown below. Click it and it will close any open contours.



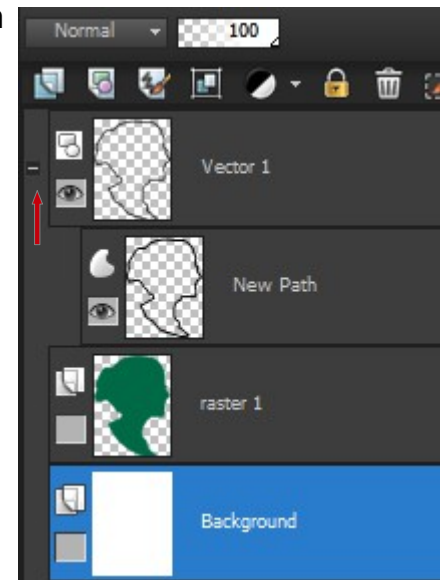
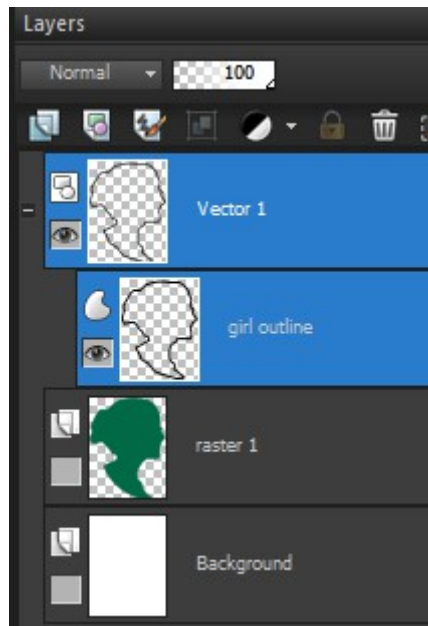
6. Automatically, a new Vector layer has been created with the drawing on it. Once you have completed , the Vector drawing is finished and should look similar to mine below.

Left image shows the original Raster image with the Vector drawing over the top. The right image shows how the Vector looks before committing the Apply button.



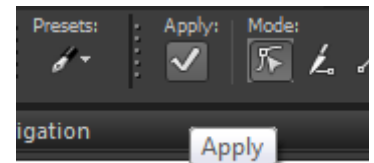
7. On the Layers Palette, click the  icon or X6 the arrow on the Vector layer to reveal a sub-layer with an unusual shape above the eye. This shape tells us that it is a 'Shape' and it has a name New Path.

Change this name to girl outline.



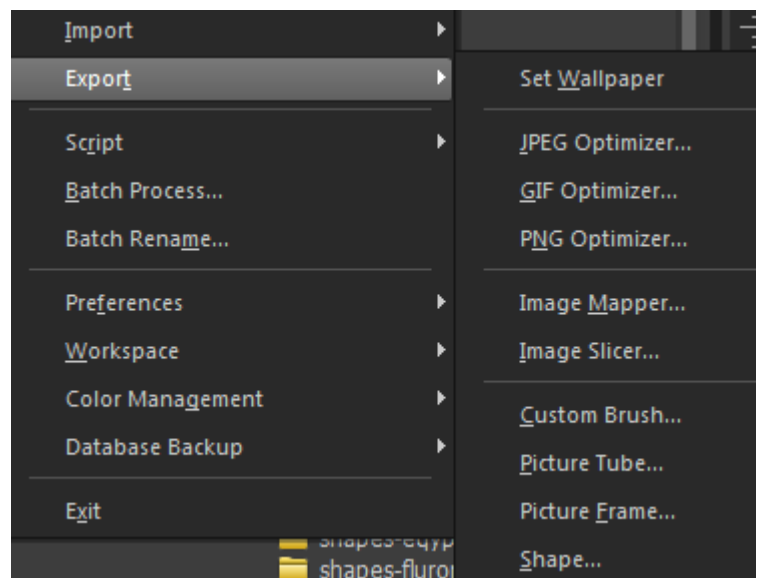
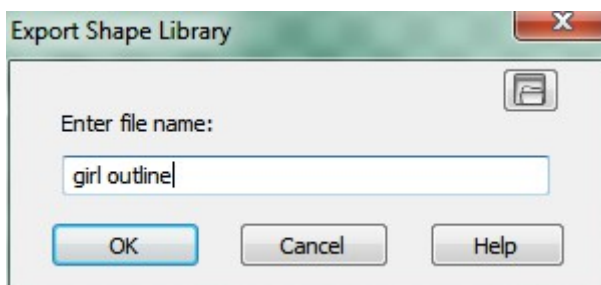
8. Delete the background and raster 1 as they are no longer required.

9. On the Tools Option palette, tick the Apply button. All nodes will disappear and you are left with the outline drawing. Change to the Pick tool.



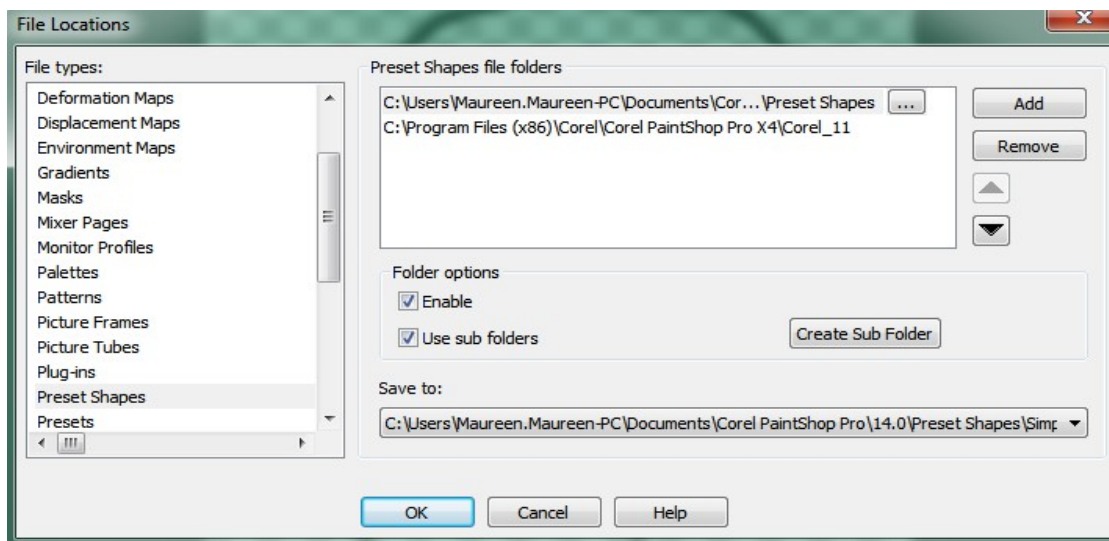
10. Go to File, Export, Shape ....

Type in the name of the file in the dialogue window.

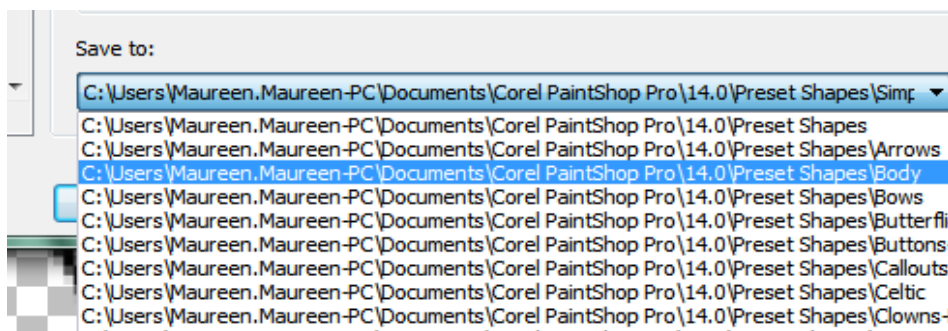


Do not click OK yet.....

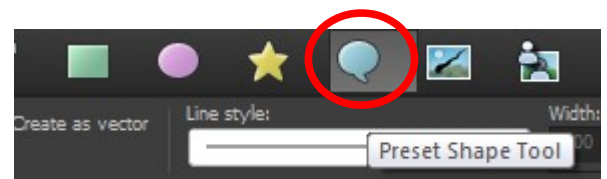
11. On this window is a small icon showing a folder and file. Click on it. It opens the File Locations window where all your Preset Shapes are stored in My Documents/PaintShop Pro/14/Preset Shapes.....



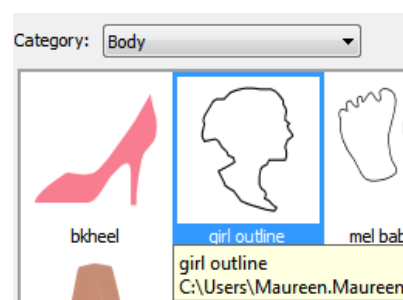
12. Click the down arrow to open the Save To: Locate the folder made earlier named Body and click on it. This will be highlighted in the File Locations. Click OK.



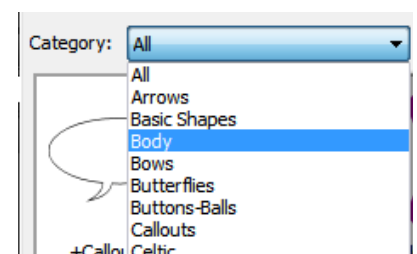
13. You can now OK on the Export Shape Library dialogue. Open a new image of around 400x400 pixels. Select the Preset Shape tool



14. Open the Shape tool list..... locate your Body folder



You will see your outline of the girl. Click on it.



On the Tools Options palette, Retain Style should be ticked by default. This enables you to draw the outline as it was created.

Untick Retain Style allows you to have background and or foreground colours of your choice.

The shape can be drawn on a Vector with your own colours.

The stroke can be drawn as a Raster with your own colours, even though the original drawing is a Vector and will remain so unless you *untick* Create as Vector.

Drawn as a Vector it is editable.

The outline can be drawn as small or as large as you wish.

Now that I have shown you this technique, how about making a few of your own and put together a nice little Preset Shape Library of your very own custom Vector Shapes from images.

For further information on Preset Shapes in PSP there are four tutorials that concentrate on the making and saving of preset shapes. [Part 1](#)



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To learn more about PaintShop Pro, join the free Beginner's Workshop for PaintShop Pro [HERE](#).

Also, you are welcome to join the PIRC Forums where there is a great community of graphic artists all learning together [HERE](#).