

PaintShop Pro Tutorials

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Install Photoshop Brushes Import Brushes Create your Own Brushes

Level : Intermediate

Materials Required : ABR Viewer, PS Brushes

Downloading Files

Downloading Software

File Conversion

Scripting

Batch Scripting

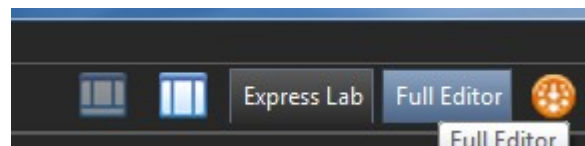
Create a New Brush

Application of New Brush

There are many beautiful Photoshop brushes on the internet that can be downloaded for free. Photoshop brushes have an extension of .abr, and will not work in PaintShop Pro, so they need to be converted.

From now on I will refer to PaintShop Pro as PSP and PhotoShop as PS.

Open PSP in Full Editor.

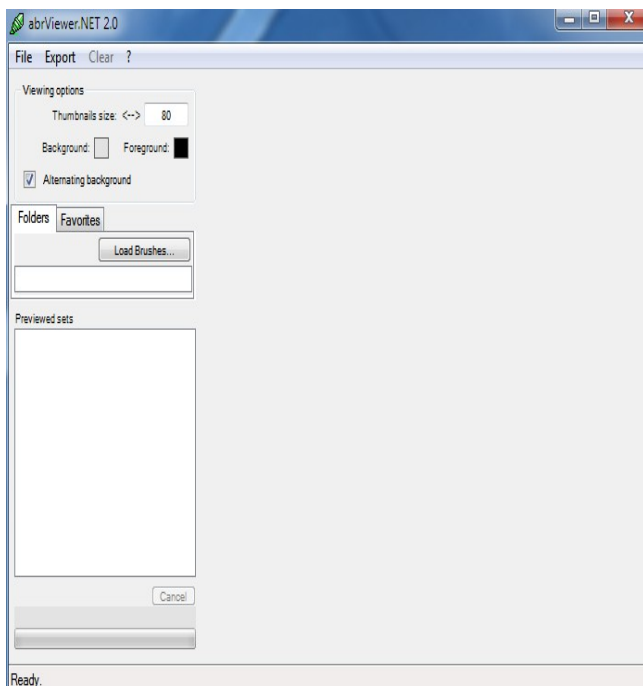


Download the ABR Viewer from [HERE](#) and install. Once installed, you may need to install .NET Framework version 1.1. ABR Viewer will prompt you to install the file if you do not have it. Follow the prompts from the Microsoft page. Once the file is installed, the viewer will function correctly. To read more about this file, read the information on the Microsoft page.

Make a folder in My Documents and name it Psbrushes; this is where you will store the downloaded zips and unzipped brush sets. It would be a good idea to have separate folders for new brush sets in their respective names.

Open My Documents/My PSP Files/Brushes and make a new folder named bending-light. Depending on the name of the PS brushes you are installing will depend on the name of the folder.

Click on this link [Free Photoshop Brushes](#) and download [Bending Light](#). Often the brushes are in a zip or rar file so these will have to be unzipped. Download the file to the Psbrushes folder.



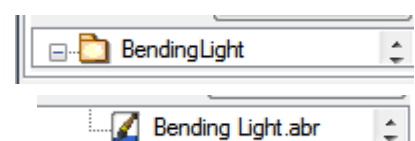
Okay, so we have ABR Viewer installed, a nice brush set and a new folder ready for the conversion. Open ABR Viewer.

File : If you select Open a Brush Set, it enables you to locate a particular brush set, ie: Bending Light.

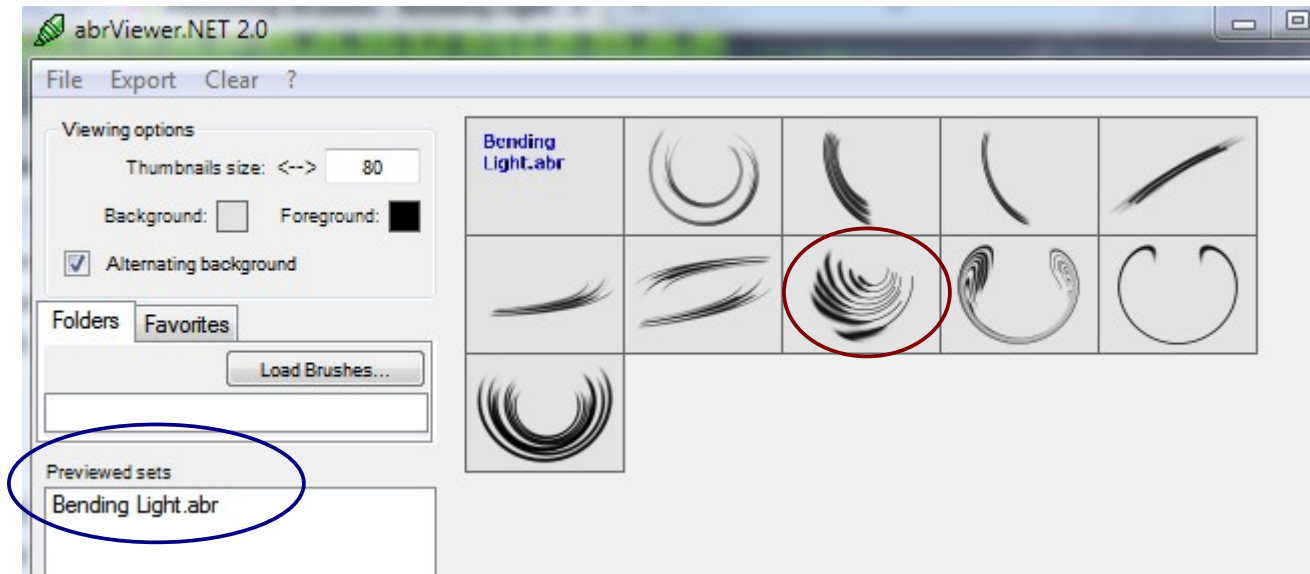
If you choose **Select a Folder** it enables you to find a whole folder containing, perhaps many brushes to open all at once in the viewer. I never use this one as I prefer to do brush sets.

Click on File, Open Brush Set and locate a brush set you have downloaded and unzipped.

You can use the Load Brushes bar. Click on the bar, find the folder of the brush you downloaded and unzipped. The folder will show in the small window, click on the down arrow then double click on the brush name.



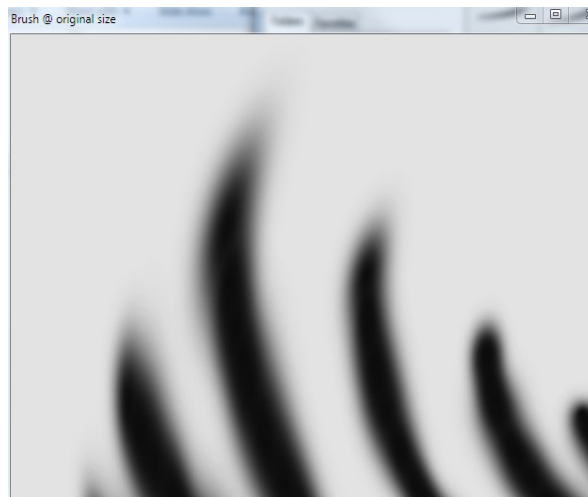
The images will open in the viewer pane.



The brush tip images can now be seen in the viewer as shown above. **In Preview Sets is the name and file extension, .abr.**

To test the brush, **double click one of the images.** A new window opens showing the brush tip at the original size. Don't be alarmed, as the brush can sometimes be extremely large!

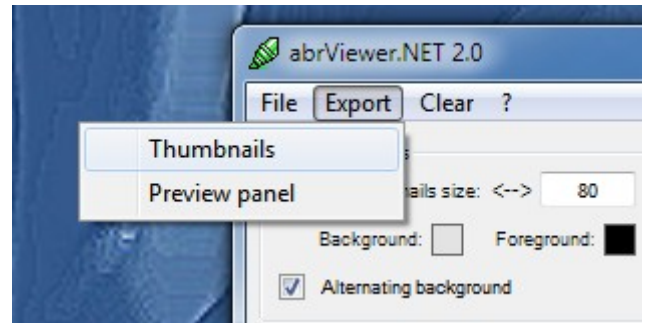
The brush tip I click on, as shown in the preview window and left is a portion of it.



Click on this window and another window opens for you to test the brush. Either with the mouse or pen, paint a stroke. It's nothing spectacular, other than letting you have a feel of the brush.

Exporting the Brushes

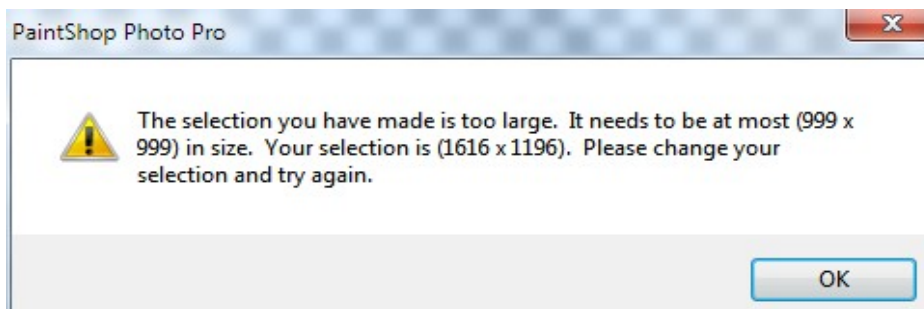
On the ABR Viewer menu bar, open Export, select Thumbnails. A Browse For Folder will open. Find the folder in My Documents/My PSP Files/Brushes/bending-light/ - Click OK.



If you select Preview Panel a **.png image** of all the brushes will be saved to the folder, just as you are viewing them in the preview pane of ABR. It can be handy to have as you can view all the brushes in one image.

Creating PaintShop Pro Brushes

In PSP Menu bar click on File, Open and locate the new brush folder. Open in the workspace one .png. Try installing the brush as it is. File, Export Brush. PSP will not permit this file to be exported and a message window will tell you why.

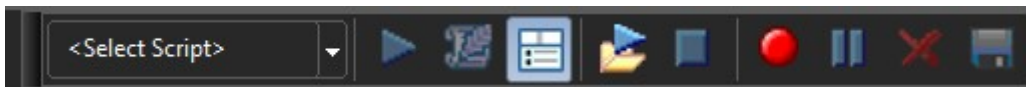
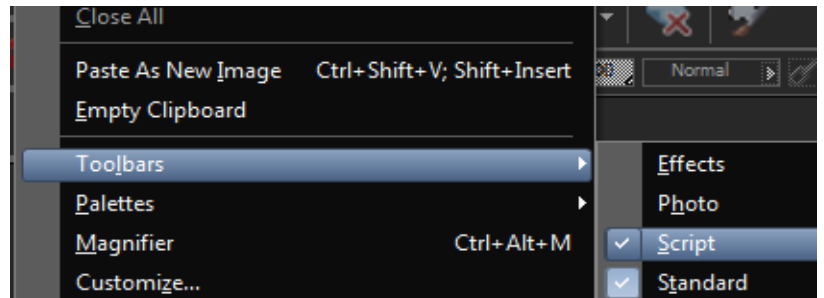


All brush files for PSP must be below 999 pixels. If you receive this message then all the files will require resizing before they can be converted to a PSP brush.

Resizing can be done manually which can be rather time consuming or make a Script then batch convert.

Making a Script for Resizing

To open the Script Tool bar, go to the Standard Menu bar, right click, Tool bars, Script. The below Script Tool bar will open.

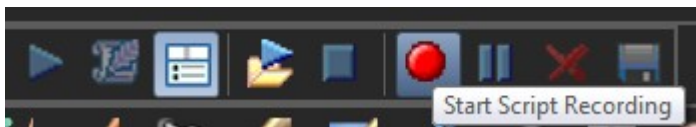


Many of the .png files are of varying sizes, to make a script of one size would cause brushes to be distorted. Reducing the image by percent is the better way to go.

Let's make a Script of one image – open the first bending light image and as you will see it is 1957x1713.

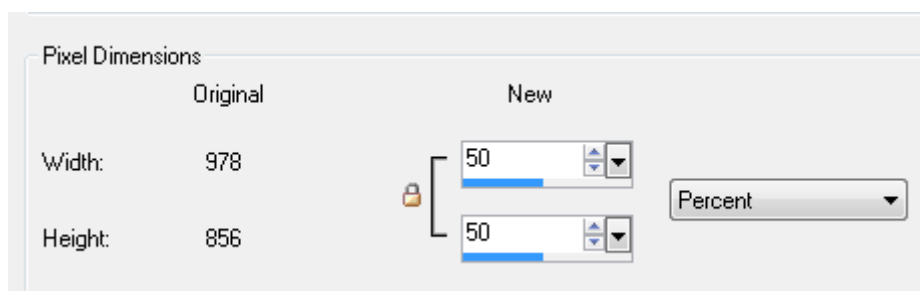


On the Script Tool bar, click on the Red button to begin recording.



Next, open Image from the Menu bar and open Resize.

Where it says Pixel Dimensions, add 50 in width and height and choose Percent from the drop down menu.



Click OK. The image will now be resized and you have recorded it.

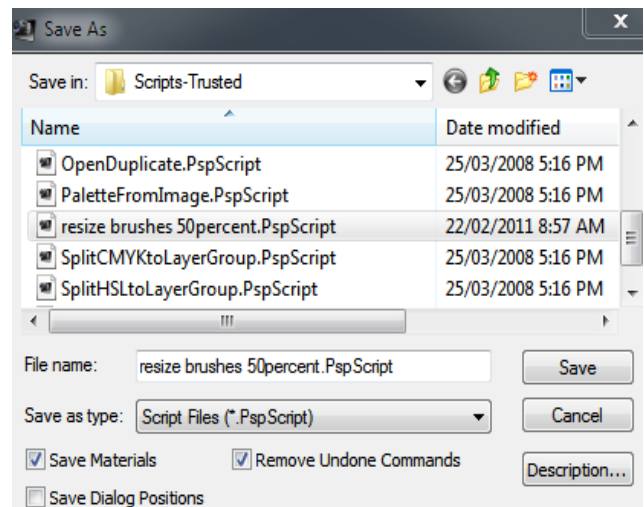
Click on the icon with the two blue bars to pause recording, click it for a second time to stop recording.



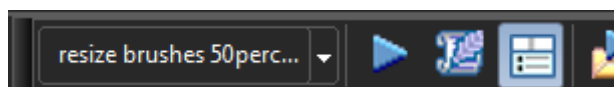
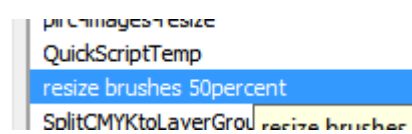
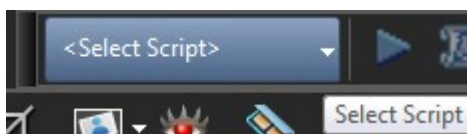
The Save icon will be active, click on it.



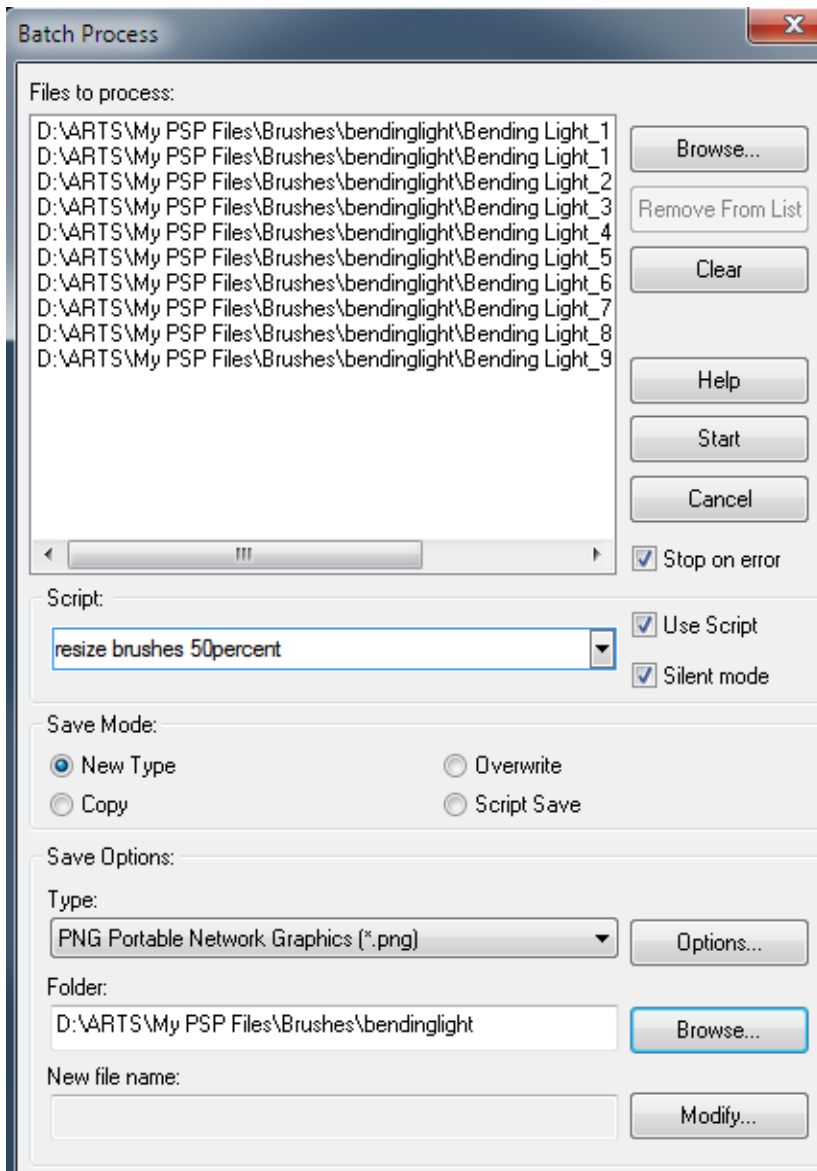
A Save As dialogue window will open – Save your Script in Scripts-Trusted and give the script a name - resize brushes 50percent as shown.



To view the new Script, click on the drop-down arrow in the Select Script window and locate the file. This Script can now be used over and over, each time you need to resize large brush .png.



Delete the image in the workspace without saving it.



Go to File on the Menu bar, Batch Process, click on the Browse button and locate the .pngs.

Hold the Shift key while selecting them all.

All images are showing in the Files to Process window.

The Script selected is **resize brushes50percent**.

Save Mode is **New Type**.

Type is **PNG**.

Folder: Browse for the **bending-light** folder.

If all settings are correct, as shown in the image above, **click on the Start button**.

All files are now resized in one go.

Check the files to make sure that none of

the .pngs are over the 999 pixel limit.

Exporting the Brush

We are going to open all files in the workspace at once.

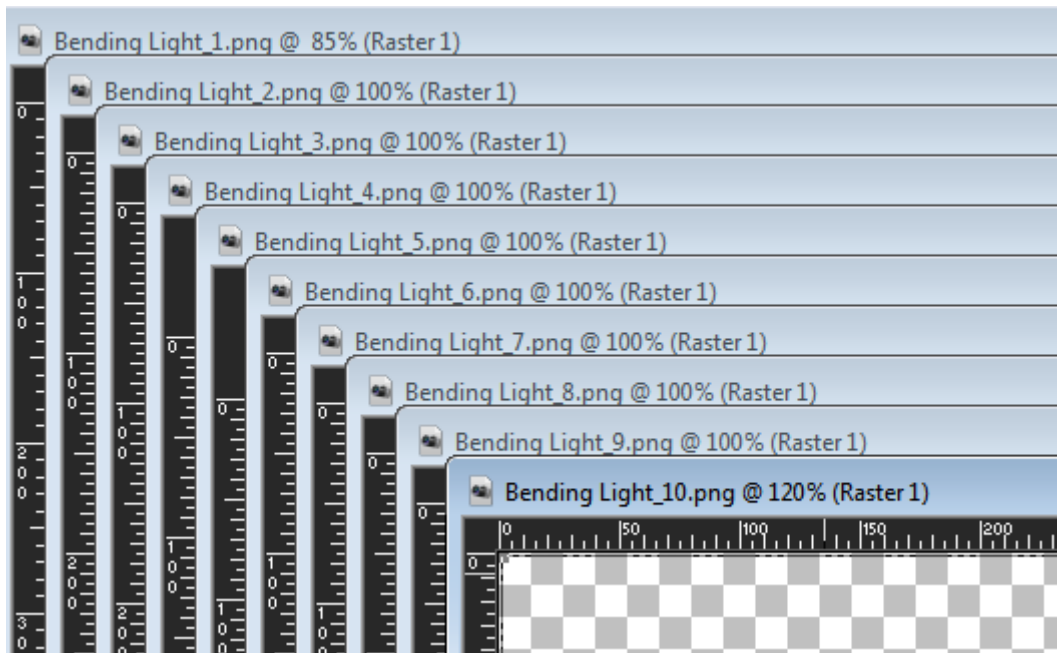
The name of the first brush, add 1,

Author, give credit to the author of the brushes and if you wish a small description.

File, Open, bending-light, hold the Shift key and select all.

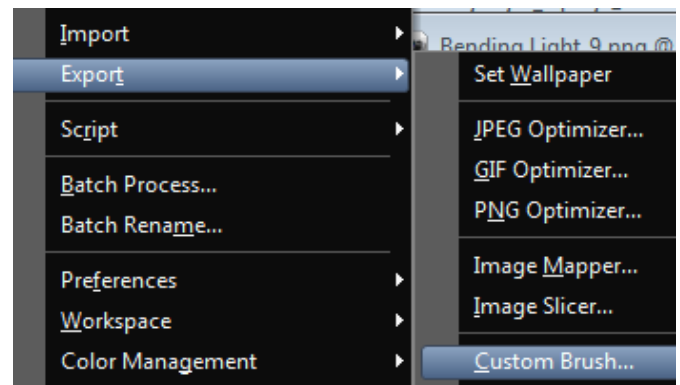
On the Menu bar, select Window, Cascade.

All the files are now showing in cascade formation with the last image 10 showing first.



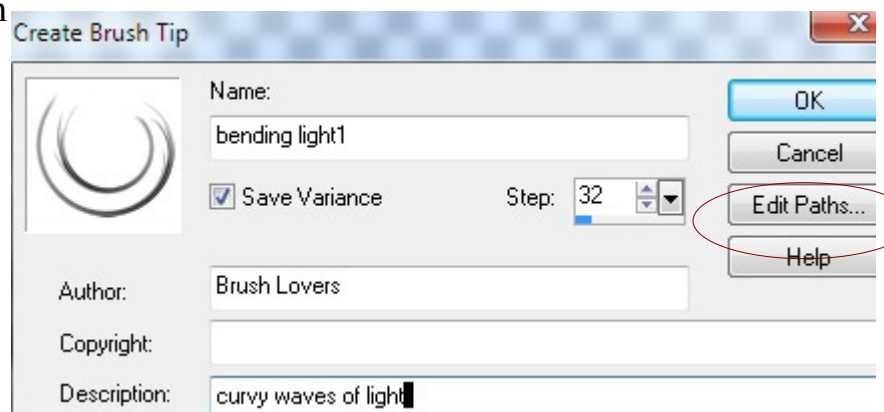
Highlight the first image, Bending-light_1. Go to File, Export, Custom Brush....

Name: bending light1 (remember this is the last brush in the list).



Give credit to the Author and if you wish a brief description. Click Ok.

You will note that you do not have an option to Save the brush in a particular folder. By default, brushes are saved in My Documentes/My PSP Files/Brushes.



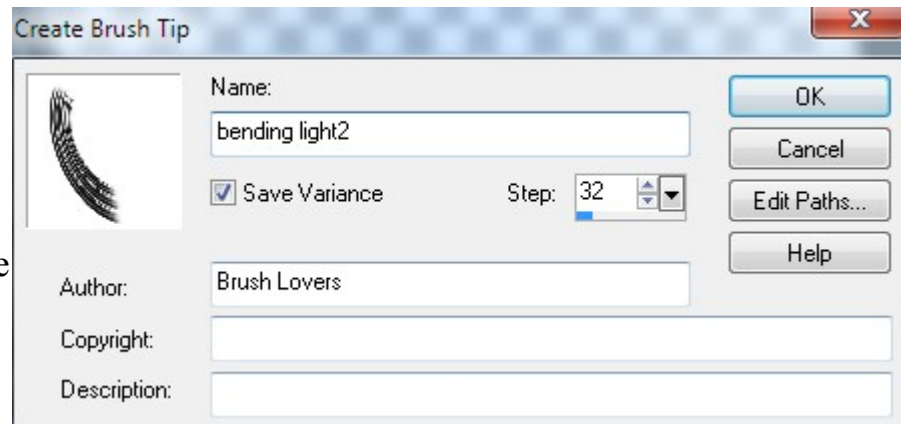
In this instance my folder is named bending light and I want to make sure the brushes I'm saving will go directly to that folder. Click on Edit Paths to check the correct folder is selected.

The image is now created as a PSPBrush. Delete image 1.

Now that you have one brush saved, it's time to move on to the next one.

Highlight image 2.

File, Export, Custom Brush. When the Create Brush Tip dialogue window opens, just change the number and OK. Keep doing this until all files are added from 1 to 10.



Select the Paintbrush, open the drop down menu to view Brush Categories and find the bending light brush tips. Select colour from the Materials, or gradient. Choose a brush and test it on the canvas. You may want to resize it down.

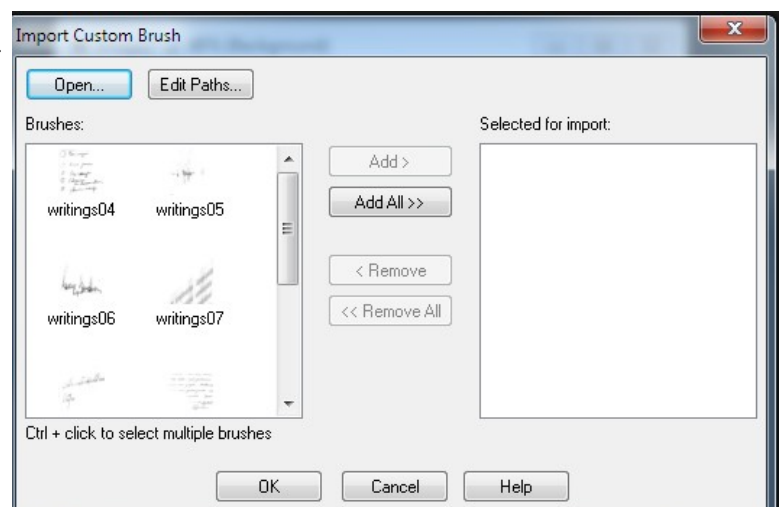


Try the Airbrush for a light effect and or a texture. Now is the time to experiment with your new brushes created from Photoshop brushes.

Importing Brushes

If you receive Pspbrushes, add them to a folder of their name. Maybe on the desktop.

Got to File, Import Custom Brush. Click the Open button and locate the saved brushes. These brushes will show in the Brushes Window. Click on the Add All button to place all the images then click OK. Brushes are installed ready to use.



Sharing Brushes

If you wish to share brushes you have made, go to My Documents\My Psp files \Brushes and locate the folder of the brushes you wish to save. If the brushes are outside of the folder, ie: in the default Brush folder, right click, copy and add the brushes to a zip file.

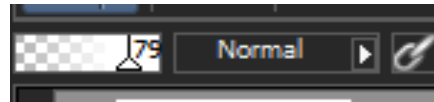
Creating Your Own Brush from a Selection

Open a transparent Raster (canvas) and select the Freehand Selection tool. Draw a shape on the transparent layer. Select the Flood Fill, black colour and fill shape. Ctrl+d - deselect. Click on the layer and duplicate or right click, Duplicate. Rotate the leaves/petals to form a shape. Right click, Merge Visible.

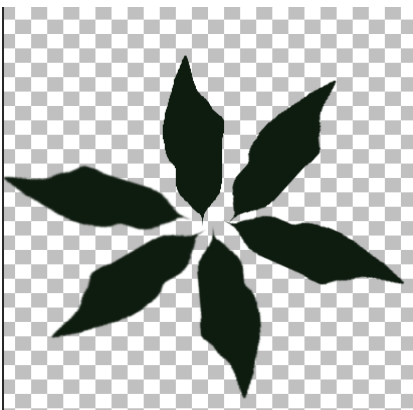


The leaves/petals can be slightly distorted by using the Warp brush.

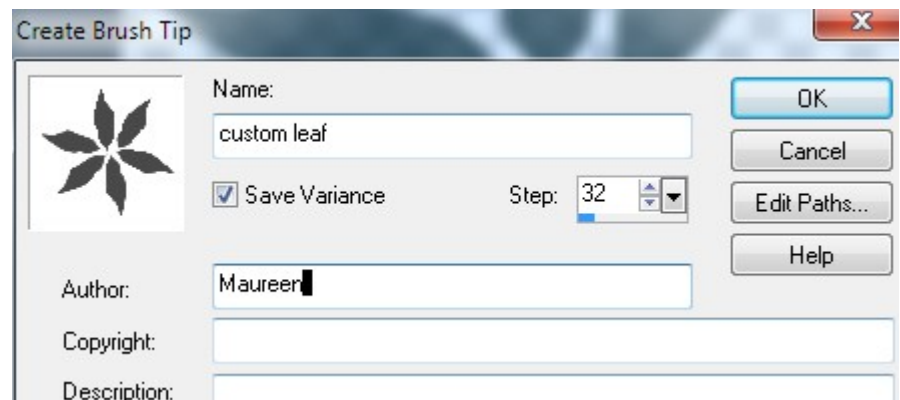
Add a little opacity of around 75%.



Crop close, but leave a gap all around.



Export the image as a Custom Brush giving it your own unique name.



Open the Brush Categories and the brush should be there. Move over the brush and you get the



size, hardness, etc. Settings that you used in making the brush. We didn't actually make any, so that's something you may wish to experiment with.

Open a New Image (canvas) White. Select a nice gradient, choose the Airbrush and paint a few strokes by dabbing the brush on the canvas.



Silhouettes, images can be drawn around and brushes created from the selections.

Enjoy creating!