

# PaintShop Pro Tutorials

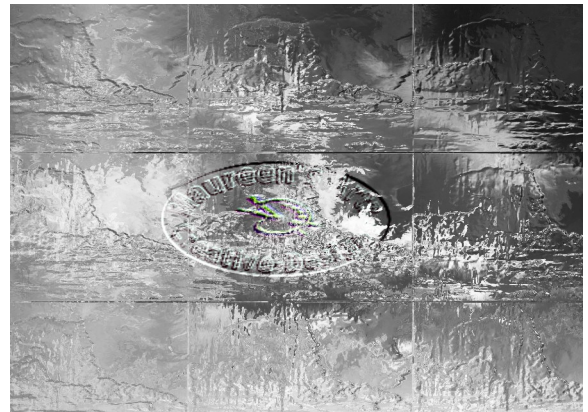
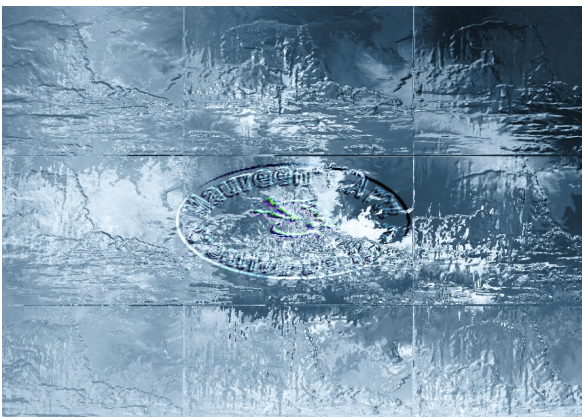
By Maureen Eves-Lavis

Making Glass Panels

PaintShop Pro X2 and X3

Level: Beginner

Materials: Photographs

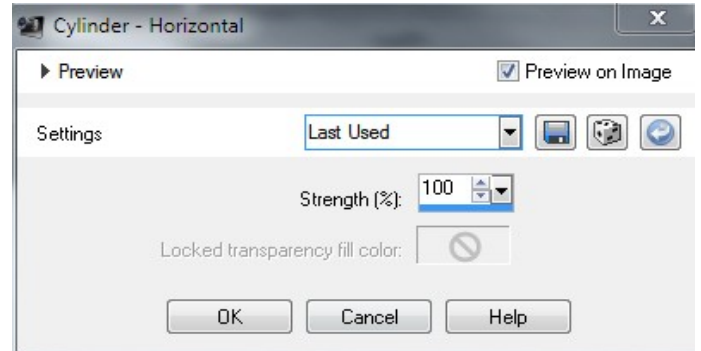


Open an image in PSP or copy/paste the one above. In Adobe Reader, tap on the image the copy.

I use Foxit .pdf reader and I can't right click/copy. There's a small icon that looks like a camera, click on that and draw a selection around the image, right click, copy image

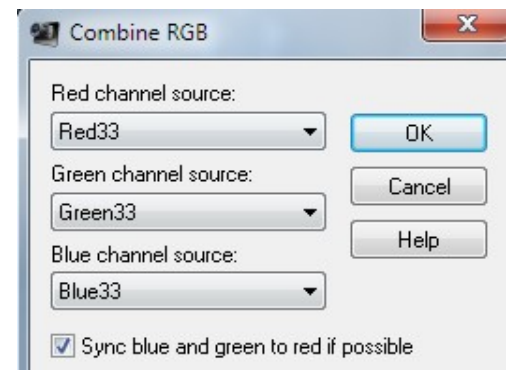
On the Menu bar, open Image then Split Channel to RGB. (it can be done without splitting the channel, however you may not achieve the varying colours)

You will now have the original image and three channels of red, green and blue. Select the green image.

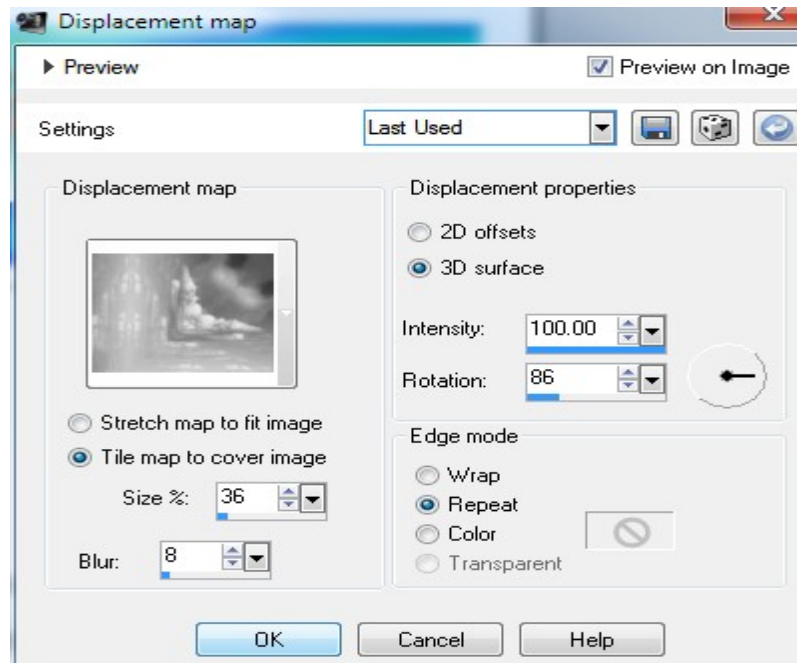


Open Effects, Geometric Effects, Horizontal Cylinder. The green channel below is the result.

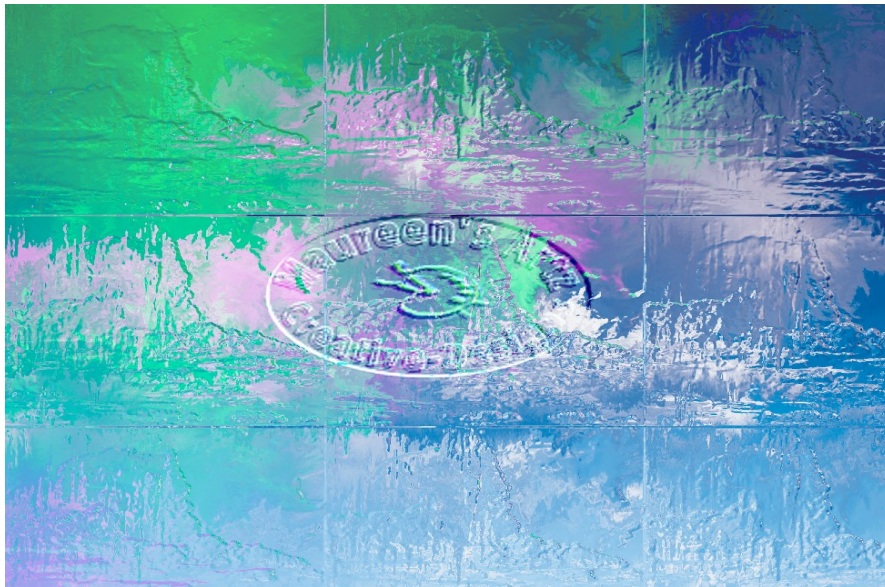
Open Image on the Menu bar again, and Combine Channels RGB then click OK.



From Effects, choose Distortion Effects, Displacement Maps and apply the settings shown on the right.

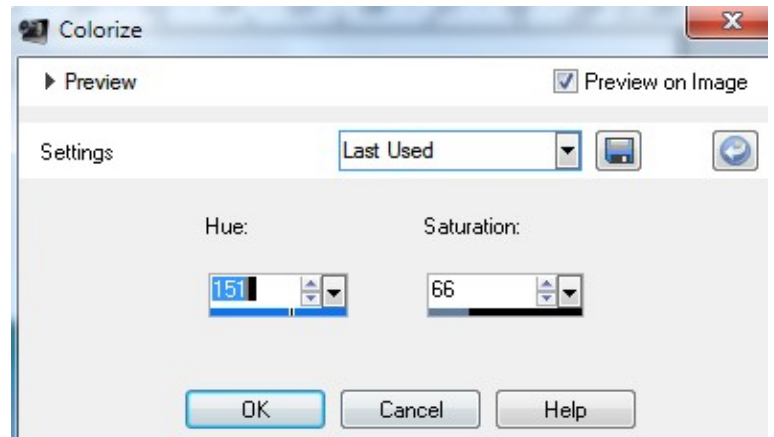


Your new image should look like this



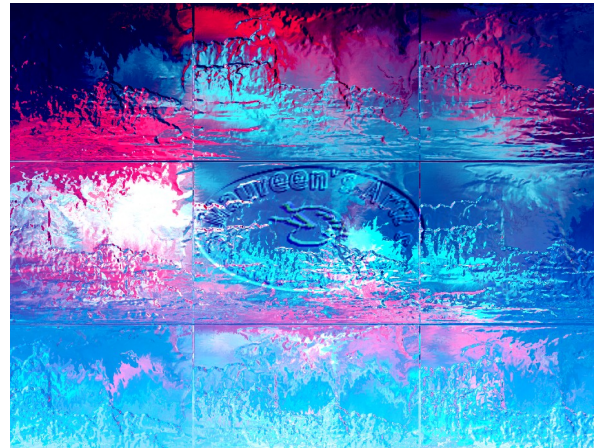
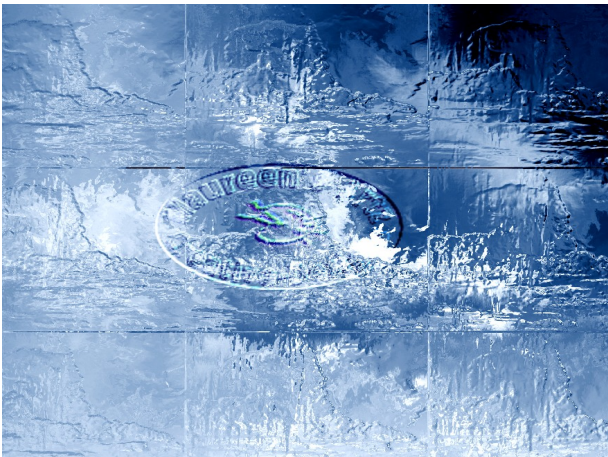
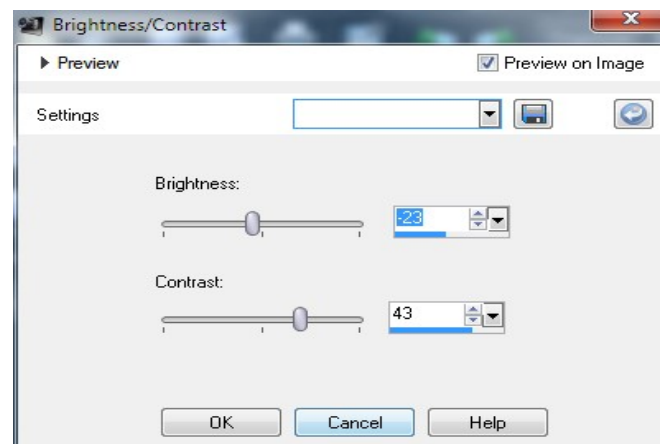
The glass can be coloured, I used the below settings but you can choose whatever colour and hue you wish.

Open Adjust, Hue and Saturation, Colourise, adjust the various sliders to achieve the colour you want.



Add a little Brightness and Contrast, The finished image should have a lovely, glassy effect to it.

You can cut-out a square or use it whole as a background pattern. Experiment with various colours and see what results you get.



The image on the right is the result of applying the Geometric Effect, Cylinder Horizontal to the Red Channel, then Channel Combining. The panels can now be made as a seamless tile and used for fills and backgrounds.

**I hope you have enjoyed this simple, yet effect tutorial about making glass in PaintShop Pro**