

PaintShop Pro Tutorials

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Making Fancy Buttons

PaintShop Pro X2/X3

Level : Beginner

Materials Required : Textures and Patterns of your choice



This is quite simple tutorial for making buttons.

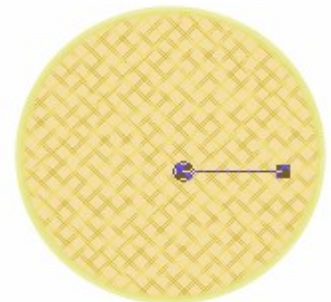
Firstly, open a blank, white canvas 300x300, right click the Background layer and convert to Raster Layer.

In the Materials, select a background colour or pattern; this will be the main colour/pattern on the button.

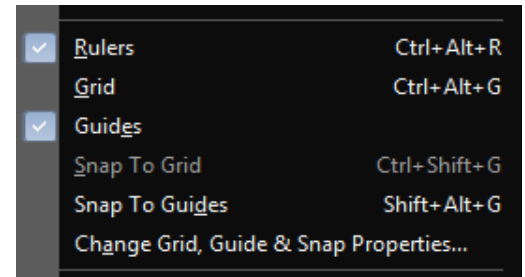
If you have a foreground colour it will provide a border around the edge of the shape. This is optional.

I chose a Line Art pattern for the background and contrasting colour for the foreground. If choosing a background pattern, reduce the size to about 10.

The colours, patterns and textures are entirely personal, just make sure they are chosen before drawing the ellipse.

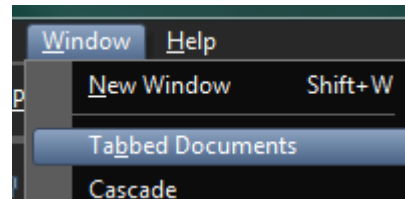


Work in pixel measurement. If you are not sure what measurement you are using open File, Preferences, General Program Preferences and in the left column choose Units. Rulers, Display units and select pixels.



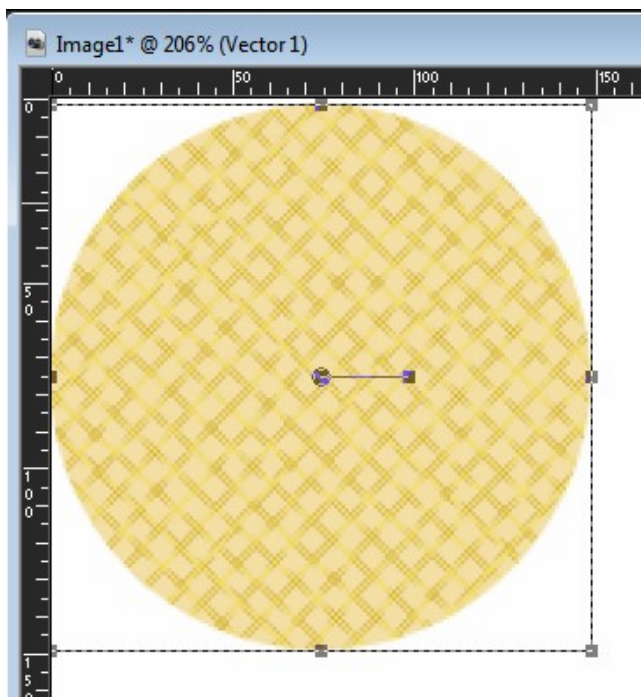
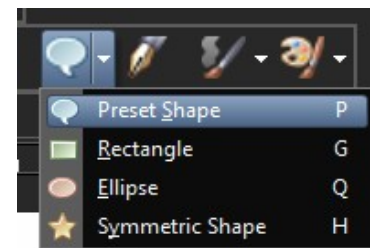
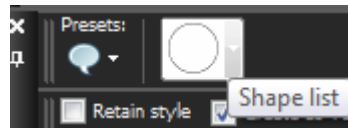
Go to View and activate Rulers and Guides.

Have the canvas open, but not as a Tabbed Document.



Select the Preset Shape Tool (p) and activate Preset Shape.

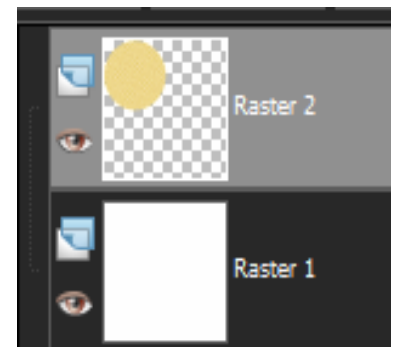
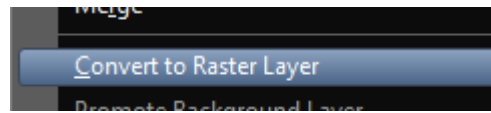
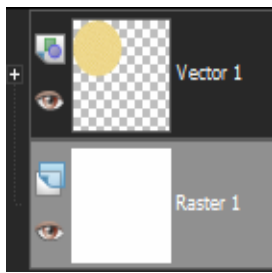
From the Shape List, choose the Ellipse.



Hold the Shift Key at the same time drawing out a circle on the canvas 150 x150 pixels. Place the Vector object in the top left of the canvas so you can easily see the measurement.

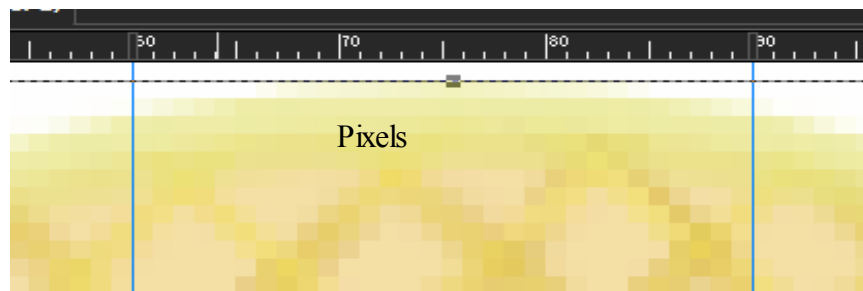
(The size is chosen only for this tutorial. When making a selection of buttons for yourself, you can make the size much smaller, rather than resizing at the end).

Once the circle is made, right click on the Vector layer and Convert to Raster Layer.

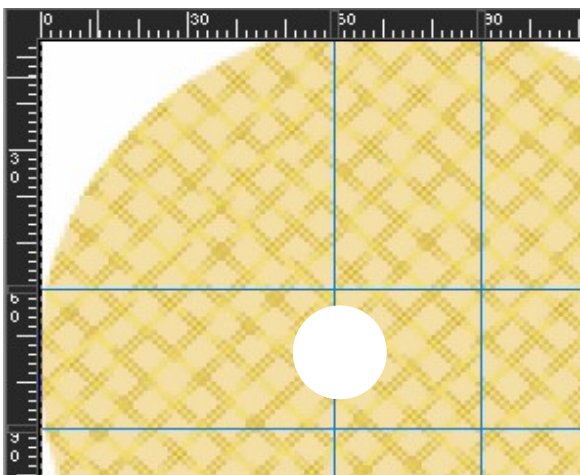
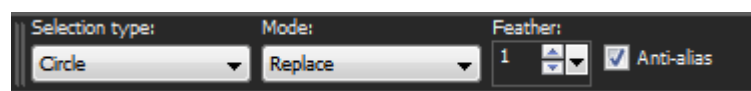


To draw the two small button holes in the right place, we will use the Guidelines. To make Guides visible, left click on the top ruler and hold and drag down. Do the same for both horizontal and vertical.

With the Pick tool, and Raster Layer 2 selected, pull out those guides to 60 and 90 pixels (each side).



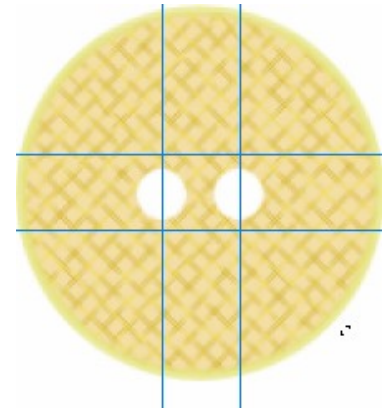
Selection Tool : Set the shape as a Circle and Mode Replace. Feather 1 and Anti-alias is ticked.



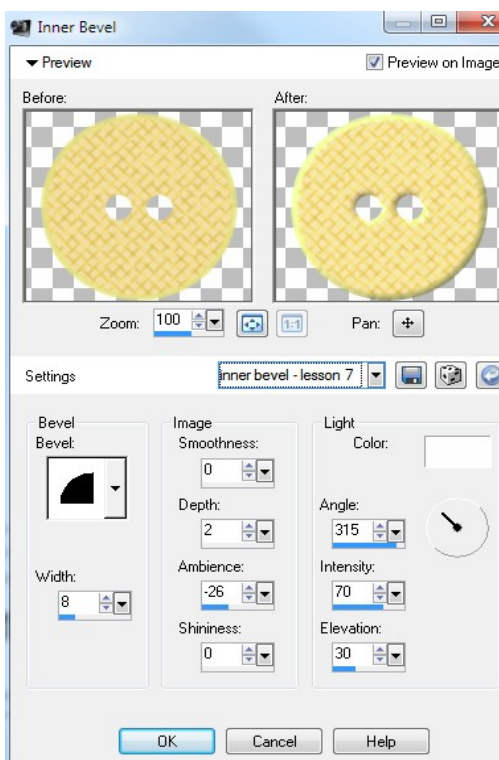
With the Selection tool, hold down the Shift key, place the tool in the centre of the left line and draw a small circle. Immediately hit the Delete key and deselect (Ctrl+D). Do the same for the other side.

Don't panic if they are off centre, just click Undo and Ctrl+D to deselect the selection and start again.

The Guides can now be removed by either going to View, untick Guides or pull them up to the ruler the same way you pulled them out.



Now to have a little fun, creating different buttons by changing the bevel, colour and settings. Apply the basic settings in the diagram.



The buttons shown below are all from the same preset button made for this tutorial. Different Colours, Textures change the overall appearance of the button.

Experiment with the various settings in the Inner Bevel Effects, or apply Texture from Effects, Texture Effects to achieve your own unique buttons.

