

Paint Shop Tutorials

By Maureen Eyes-Lavis

Creating Watermarks & Logos

PSPX2

For Beginners

Watermark with a Picture Tube

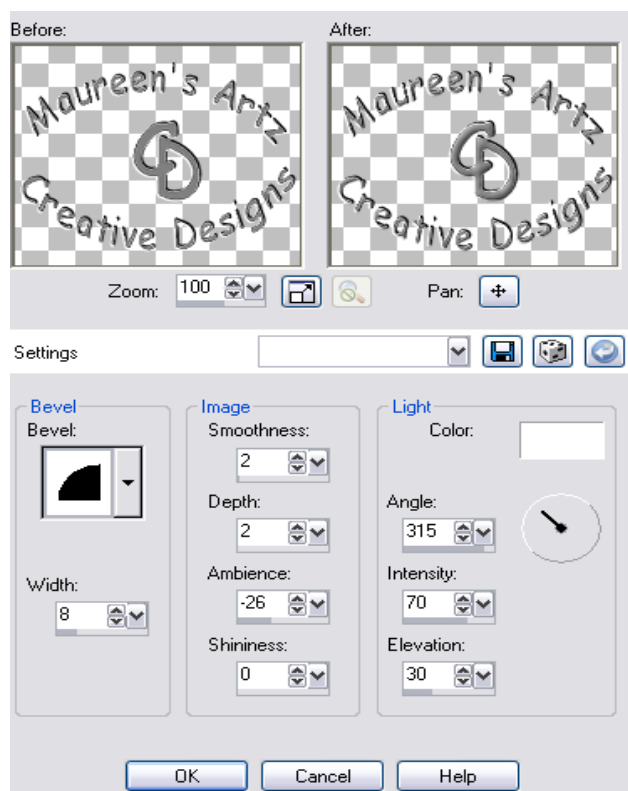
Open a canvas 300x300 and fill with a colour. This will be removed later.

Add a new raster layer. Hold the shift key, and click on new layer icon on Layer palette.

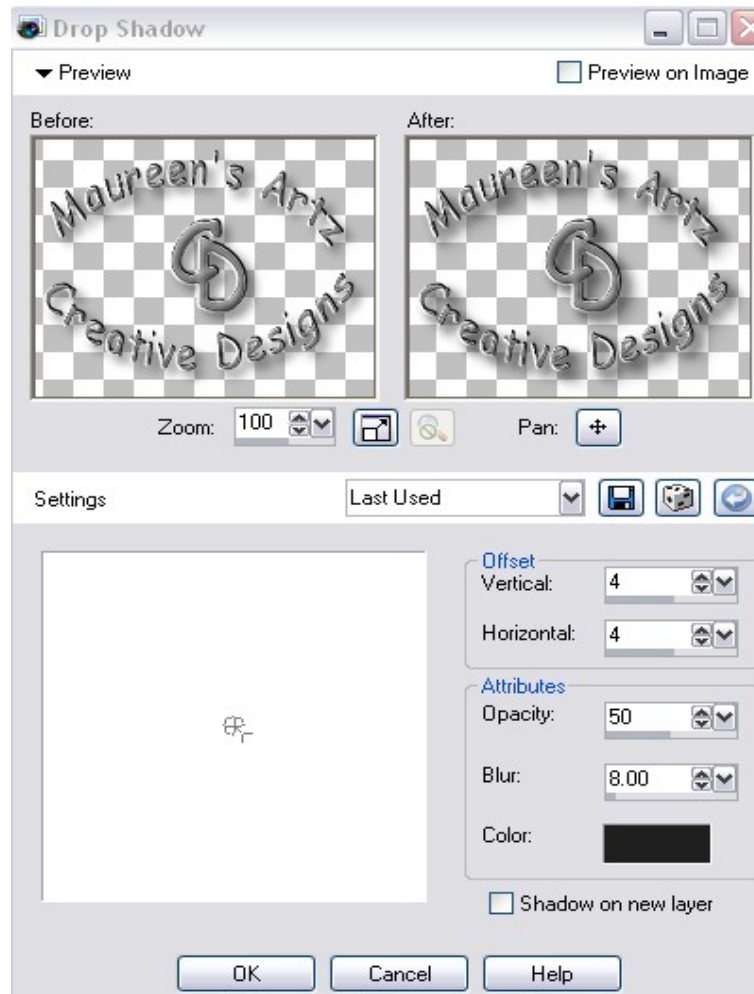
Select the Tube tool and locate the text you saved.

With the Text layer only highlighted, go to Effects, Textures and Emboss.

Back to Effects, Inner Bevel with the settings shown below.



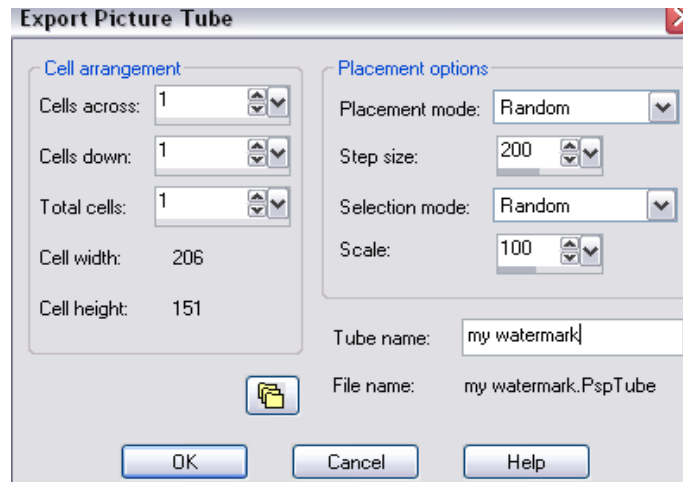
Effects, 3D Effects, Drop Shadow with the settings shown below.



Delete the Background layer so you only have Raster1 with the text on it. Crop but don't crop too closely.



To Export it to Picture Tube, go to File, Export Picture Tube. Give your watermark a name. It's now ready to use.



To apply the watermark, add a Raster layer, apply the watermark, from the Layers palette, Blend Mode, apply a setting you like. The watermark below is Blend Mode Overlay.

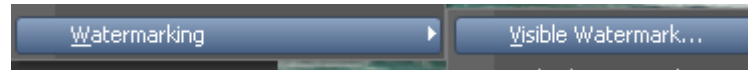


Go through each Blend Mode and see which effect you prefer. If you feel the watermark needs a little more opacity, move the Opacity Slider on the Layer Palette.

Another Method of Watermarking or Adding an Icon is to create the text or icon in PaintShop Pro then save that image as a .PNG.

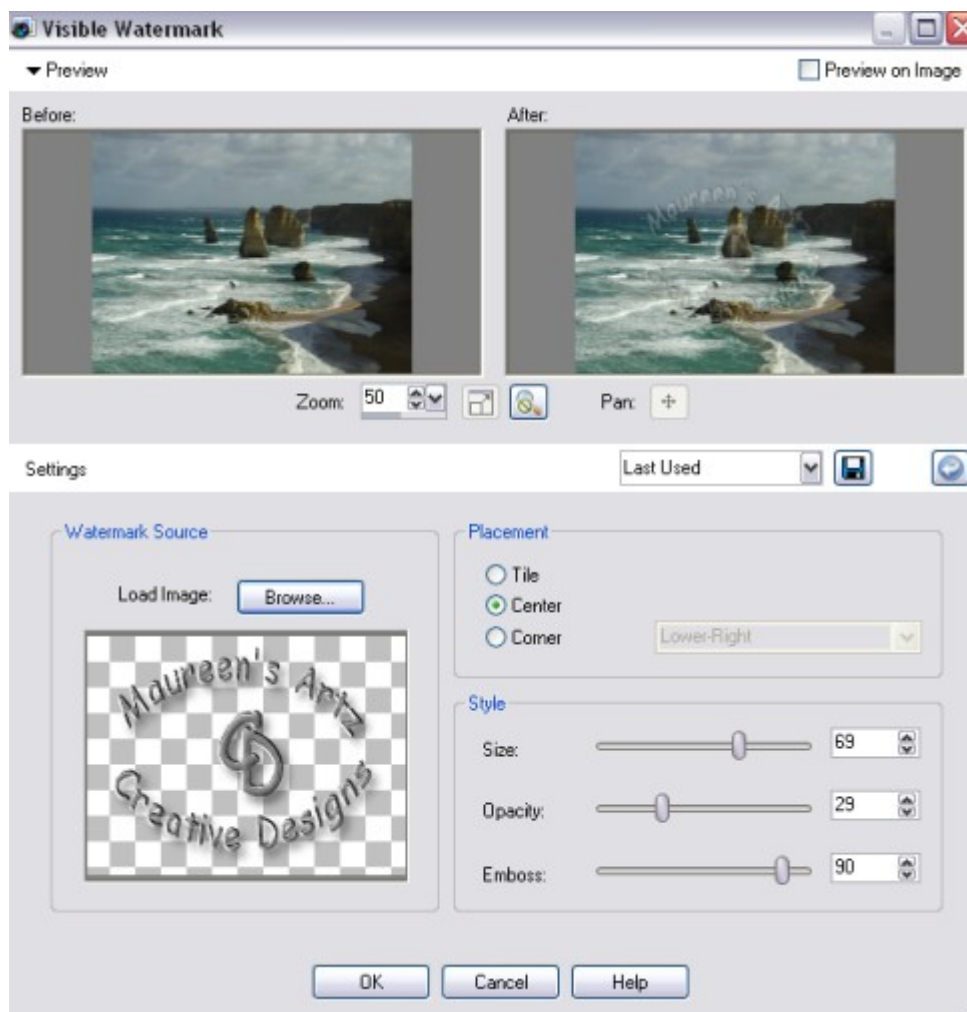
Open any photograph in the workspace.

From the Menu bar select Image and choose Watermarking. You can only select Visible Watermarking



The other two settings are reserved for Digimarc which you have to purchase.

Open the Visible Watermark palette.

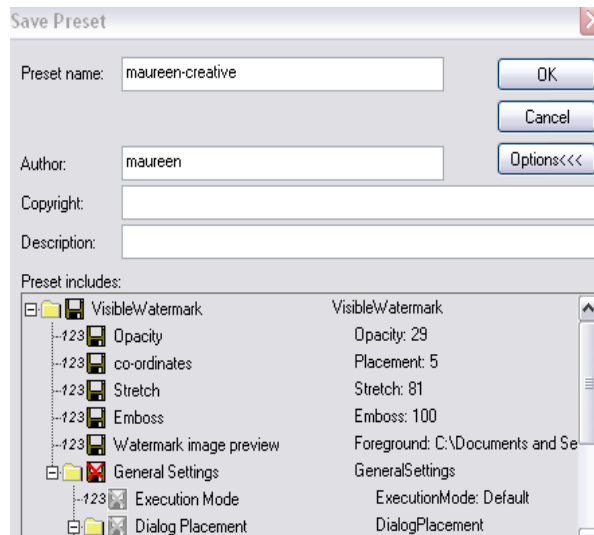


The Browse bar locates your saved image. Placemark allows you to put the watermark in a position you want. For the purpose of this tutorial I placed my image in the centre.

The three sliders you can adjust to suit. Increase the size of the watermark, lower or higher the opacity so it's more or less visible and lastly emboss. This will give the image a raised effect. Click OK when done.

You may want to save this particular setting if so click on the Save icon, a drop when the Save Preset dialogue box opens give your Preset a name.

This preset is located in My Documents/My PSP Files/Presets – it saves all the settings you have made to the watermark.



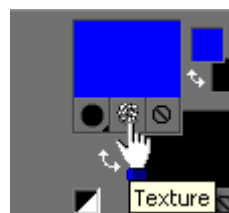
Making an Icon Watermark

Open a new canvas 300 x 300 and draw a preset shape - or draw your own. I drew the heart shape and filled with a grey colour.

You can add a texture if you wish.



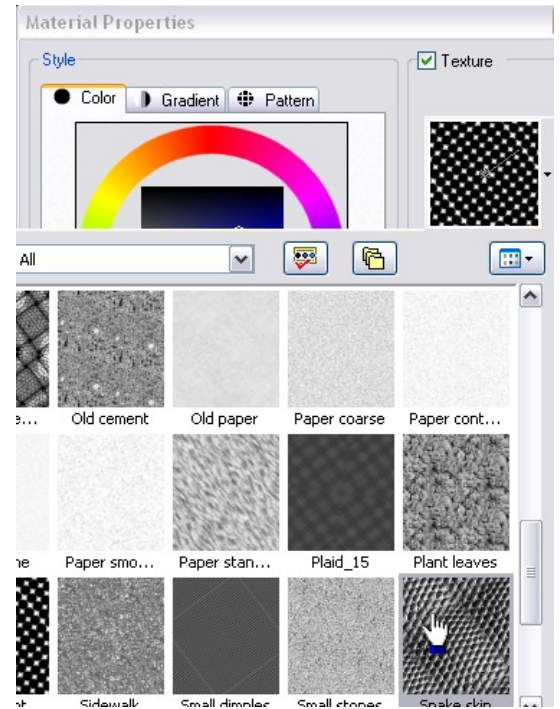
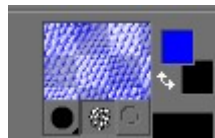
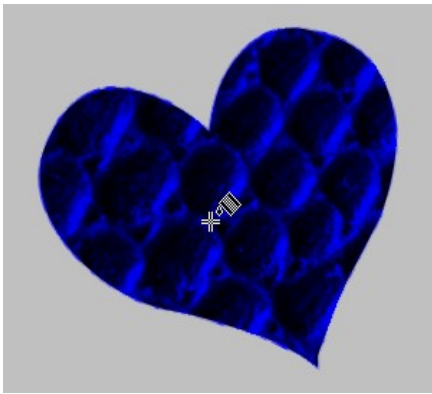
To add a texture effect, click on the fill materials



Select a a colour then a Texture and Flood fill the heart.

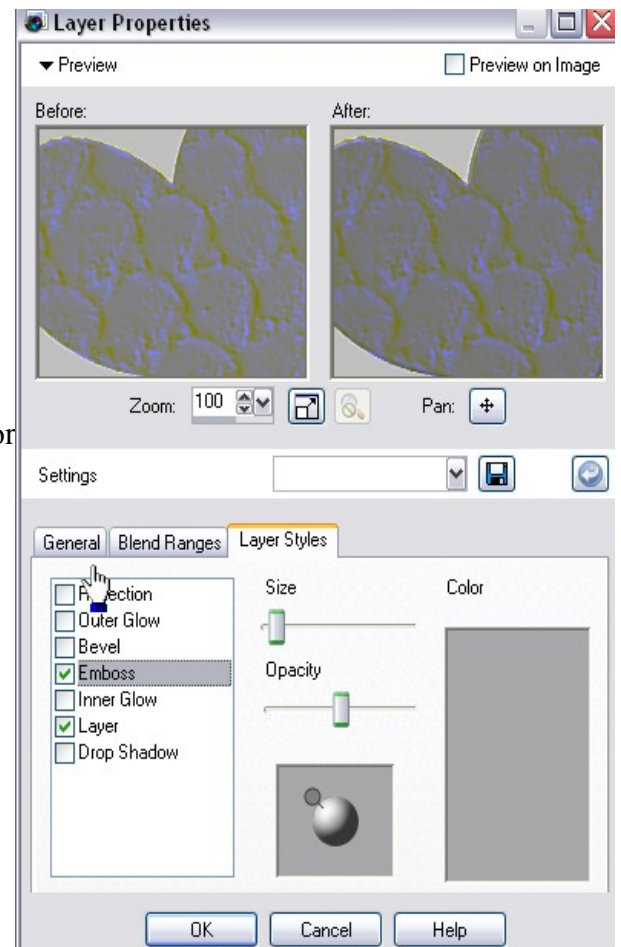
When you Emboss the texture will show.

Alternatively, Clickk on the Layer that contains the heart shape.



Open Layer Styles. There's a selection of appocations.

I wouldn't advise applying them all in one go, but select one or two and see the effect on the heart. The Emboss can be increased.





Add text and Emboss it from Effects 3D, Textures, Emboss.

Save as a .PNG or make a Picture Tube.

If using a Picture tube, remember to place it on a layer above the image so you can apply Blend Mode.



Create a simple, every day watermark or create an elaborate and fancy one.....it's all up to your imagination. Please display your Watermark – Logo in the PSP Workshop Forum.

Now you have two methods of applying a watermark or logo.

If you have any questions, or can't understand parts of this tutorial, please ask me in the PSP Workshop Forum.

Have Fun!

Maureen Eves-Lavis