

Jasc®

Paint Shop™ Xtras™

Creative Edition 1 & 2

Ready-to-use artistic resources for use with
Paint Shop™ Pro®



Jasc Software™

the power to create®

www.jasc.com

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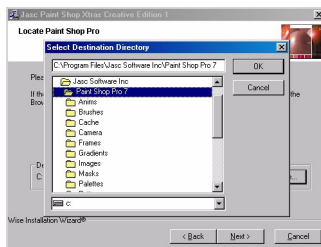
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Installing Paint Shop Xtras Creative Edition with Paint Shop Pro 8, 9, or Studio

- 1 Insert the CD into your computer's CD-ROM drive.
- 2 On the Locate Paint Shop Pro dialog, click **Browse** to open the Select Destination Directory dialog.
- 3 Double-click the **Program Files** folder, and then double-click the **Jasc Software Inc.** folder.
- 4 Select the appropriate program, and then click **Next**.
- 5 Follow the on-screen instructions to complete the installation.
- 6 Upon completion, the files will be copied to the appropriate sub-folders within the Paint Shop Pro program directory: **C:\Program Files\Jasc Software Inc\Paint Shop Pro 8, Paint Shop Pro 9, or Paint Shop Pro Studio**.

Installing Paint Shop Xtras - Creative Edition with Paint Shop Pro 7

- 1 Insert the CD into your computer's CD-ROM drive.
- 2 Follow the on-screen instructions.
- 3 On the third installation screen, labeled **Locate Paint Shop Pro**, click the **Browse** button and navigate to the Paint Shop Pro 7 program directory, as indicated in the illustration to the right.
- 4 When you complete the installation process, do the following:
 - Navigate to the Paint Shop Pro 7 program directory (shown above);
 - Copy the contents inside the **Picture Frames** folder (this folder is created during installation of the Paint Shop Xtras Creative Edition);
 - Paste those contents into the **Frames** folder. You can then delete the Picture Frames folder.
- 5 Using the same process as described in Step 4, copy the contents of the **Picture Tubes** folder into the **Tubes** folder.



Uninstalling Paint Shop Xtras - Creative Edition

You can remove individual elements of Paint Shop Xtras - Creative Edition 1 & 2 by deleting the relevant files from the sub-folders in which they were installed. You can remove the entire set of files by deleting its associated sub-folder.

US / Canada Contact Information

Technical Support Telephone	952-930-9171
Technical Support on the Web	www.jasc.com/custcare/support.asp

International Contact Information

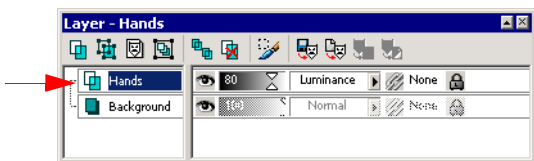
Local country contact details	www.jasc.com/world
International E-mail	Intl@jasc.com

Using Picture Tubes™

When you select the Picture Tube tool, the Xtras - Creative Edition Picture Tubes are automatically loaded and become available from the tool drop-down. To paint just one Picture Tube, click once in the image. To paint multiple Picture Tubes, click and drag in the image. Both the Creative Edition 1 and Creative Edition 2 CDs include a number of Picture Tubes you can use. You'll find them within the **Picture Tubes** folder in your Paint Shop Pro directory.

You can place the Picture Tube on a separate layer before applying it to your image. This will give you the ability to adjust your image and allow for more versatility. Placing elements on separate layers allows you to modify each element in a multitude of ways without affecting the image's other layers. You can add or delete layers, blend their pixels in a variety of ways, rearrange stacking order, modify size, color, position, and more.

For example, Paint Shop Xtras - Creative Edition 2 includes the Droplets tube, along with Cat Paws, Dog Paws, Handprints, and Footprints. Each tube is ideally designed to be applied on a separate layer. In the Layer palette, change the Blend Mode from Normal to Luminance. This will apply a subtle change to the finished image. This is an effective and easy way to achieve special effects in your images. An example Layer palette is shown below.



“Instant Landscape” Picture Tubes (Paint Shop Xtras - Creative Edition 2 Only)

Paint Shop Xtras - Creative Edition 2 includes a series of landscape scenery Picture Tubes. Using the same principles described above, you can apply the separate landscape elements onto individual layers for more creative control over the final composition.

For example, perspective and depth can be achieved in your image by applying the same Picture Tube (such as **Trees Conifer**) onto two or more distinct layers. Scaling down the Picture Tube before applying, and slightly modifying the Hue, Saturation,

and Lightness to make the trees to appear to have more depth than those left unaltered on the other layers.

As you can see from Fig. 02 on the next page, perspective can be achieved by scaling down the objects that you want to appear in the distance. By making the object lighter a sense of depth is also achieved. Fig. 01 illustrates that by leaving the objects unaltered, perspective and depth are absent causing the trees to appear next to each other.

This basic principle is extremely important when creating landscapes, as you don't want the image to appear "flat." Objects in the distance should appear both smaller and less colorful than those objects in the foreground to achieve a realistic appearance.



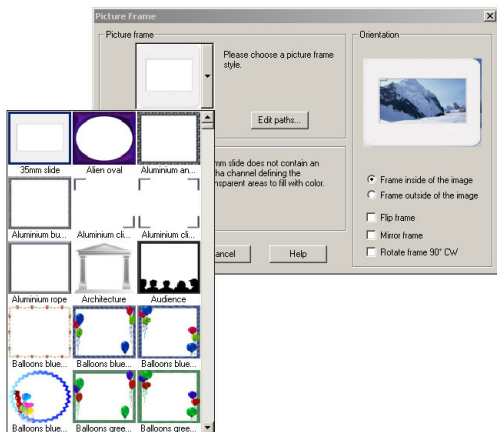
Fig. 01



Fig. 02

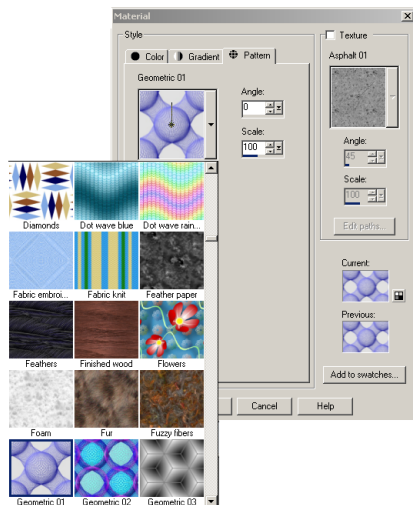
Be sure to save your image (or at least a copy of it) as a multi-layered .PspImage file for future use. If you save your image as a flattened image (e.g. .bmp; .tif; or .jpg), layer information will be lost, making future editing much more difficult.

Using Picture Frames



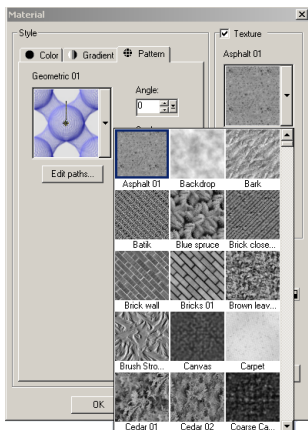
To add a picture frame, choose **Image > Picture Frame** to open the Picture Frame dialog. The new frames display in the dialog along with any other picture frames you have installed with Paint Shop Pro. Select your frame and follow the instructions in the dialog. Both the Creative Edition 1 and Creative Edition 2 CDs include a number of picture frames you can use. You'll find them within the **Picture Frames** folder in your Paint Shop Pro directory.

Using Patterns



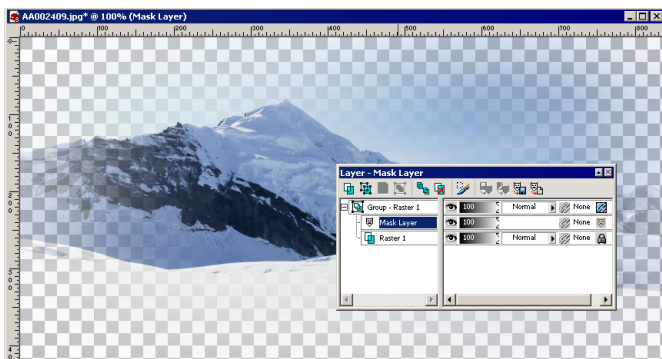
Your new patterns will automatically display in the Materials palette in the **Pattern Type** drop-down list. Both the Creative Edition 1 and Creative Edition 2 CDs include a number of Patterns you can use. You'll find them within the **Patterns** folder in your Paint Shop Pro directory.

Using Textures



The new textures will automatically display in the Materials palette in the Texture drop-down. Both the Creative Edition 1 and Creative Edition 2 CDs include a number of interesting textures you can use. You'll find them within the **Textures** folder in your Paint Shop Pro directory.

Using Masks



The example above shows a Mask Layer applied to an image. Masks Layers can be used to create artistic, dramatic, interesting compositions in that they hide or display all or part of an underlying image. Both the Creative Edition 1 and Creative Edition 2 CDs include a number of interesting masks you can use. You'll find them within the **Masks** folder in your Paint Shop Pro directory. For more information on Mask

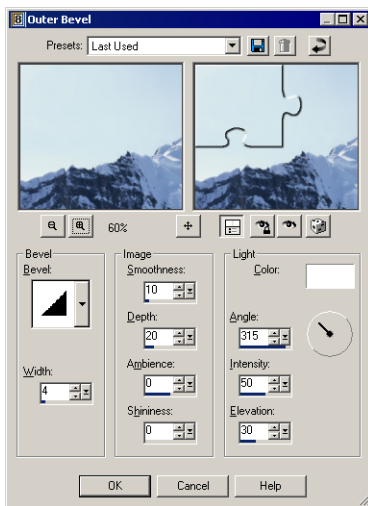
Layers and how they can be applied to your images, refer to the Paint Shop Pro User Guide or to the Help system.

Creating a Jigsaw Puzzle from a Selection (Paint Shop Xtras - Creative Edition 1 Only)

You can create your own jigsaw puzzles from selections. Here's how to do it:

- 1 Open an image you'd like to make a jigsaw puzzle out of, and then choose **Image > Resize**. This displays the Resize dialog.
- 2 Clear the **Lock Aspect Ratio** checkbox found toward the bottom of the dialog—this allows you to set the required image dimensions in Step 3.
- 3 In the **Pixel Dimensions** groupbox, enter **757** in the Width field, and **568** in the Height field. Choose **Pixels** from the drop-down list, and then click **OK** to close the dialog and resize the image.
- 4 Now choose **Selections > Load/Save Selection > Load Selections from Disk**. This displays the Load Selections From Disk dialog.
- 5 In the upper left section of the dialog, click the **Edit Paths** button. This opens the File Locations dialog.
- 6 Click the **Browse** button to display the Browse for Folder dialog, and then do the following:
 - Navigate to the Paint Shop Pro 8 directory;
 - Display the contents of the folder **Selections\Xtras Creative 1\Jigsaw**;
 - Select the folder for the number of pieces you want in your puzzle (**20 piece**, **42 piece**, or **9 piece**), and then click **OK**.
- 7 Click **OK** on the File Locations dialog to display the Load Selections from Disk dialog.
- 8 Click the Selection drop-down (located in the upper left portion of the dialog) to display your puzzle piece options. Select the puzzle piece that you want to add as a selection (for example, you could choose **20 piece 01**, the first piece of a 20-piece puzzle), and then click **Load** to close the Load Selections from Disk dialog. You will then see the outline of chosen puzzle piece in your image.
- 9 To modify the look of the selection, you could add an outer bevel to make it look realistic. To do this, choose **Effects > 3D Effects > Outer Bevel**. This opens the

Outer Bevel dialog. Enter the settings shown in the example below, and then click **OK**.



10 Now do one of the following to complete your jigsaw puzzle project:

- Copy and paste the selection as a new image and repeat Steps 6 through 9 for each piece of the jigsaw— this will create individual images for each jigsaw piece.
- Choose **Selections > Promote Selection to Layer** to make the selection its own layer on the Layer palette, and then choose **Selections > Select None** to turn off each selection. After this, repeat steps 6 - 9 for each piece of the puzzle to add all jigsaw pieces on the same image.

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