A Paint Shop Pro 7 "HOW 2" Tutorial
## Using the Power of PSP!

BOOOOOOOOOOOO!

With this tutorial we will make a Halloween Animated GIF. It won't take long and I hope you will enjoy making it.

Paint Shop Pro

Open PSP 7 and create a new image, 383 X 190, black background, 24 Bit. This is an odd size but it will give us some work space. We will resize the animation later.

Next change the foreground color to the Gradient option. Click on the Gradient Box for the Gradient drop-down box and select Autumn. This should be a default gradient for you. Background color: white.

~*~
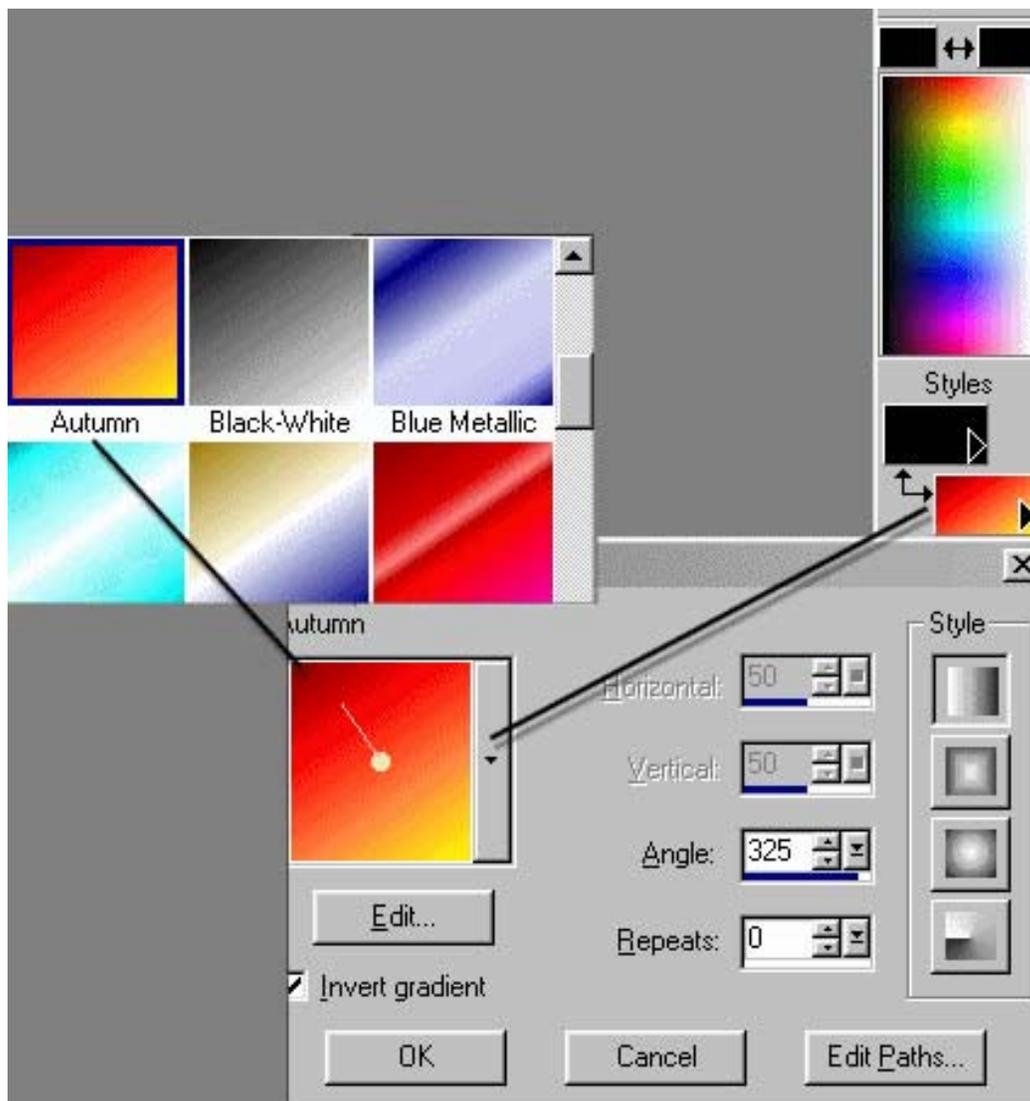
Next, we will make a simple line of text and fit it on a path.

For this tutorial I used a shareware font that seemed appropriate to set a spooky mood for a text. the font is called Daemonesque, (Daemones.ttf) but it isn't working well with Windows XP so use any font you like, just choose one that is nice and wide in the center.

Create a line of text using this font, with the word: BOOOOOO!

Text Entry Dialog box settings:

Font: Daemonesque Size: 55
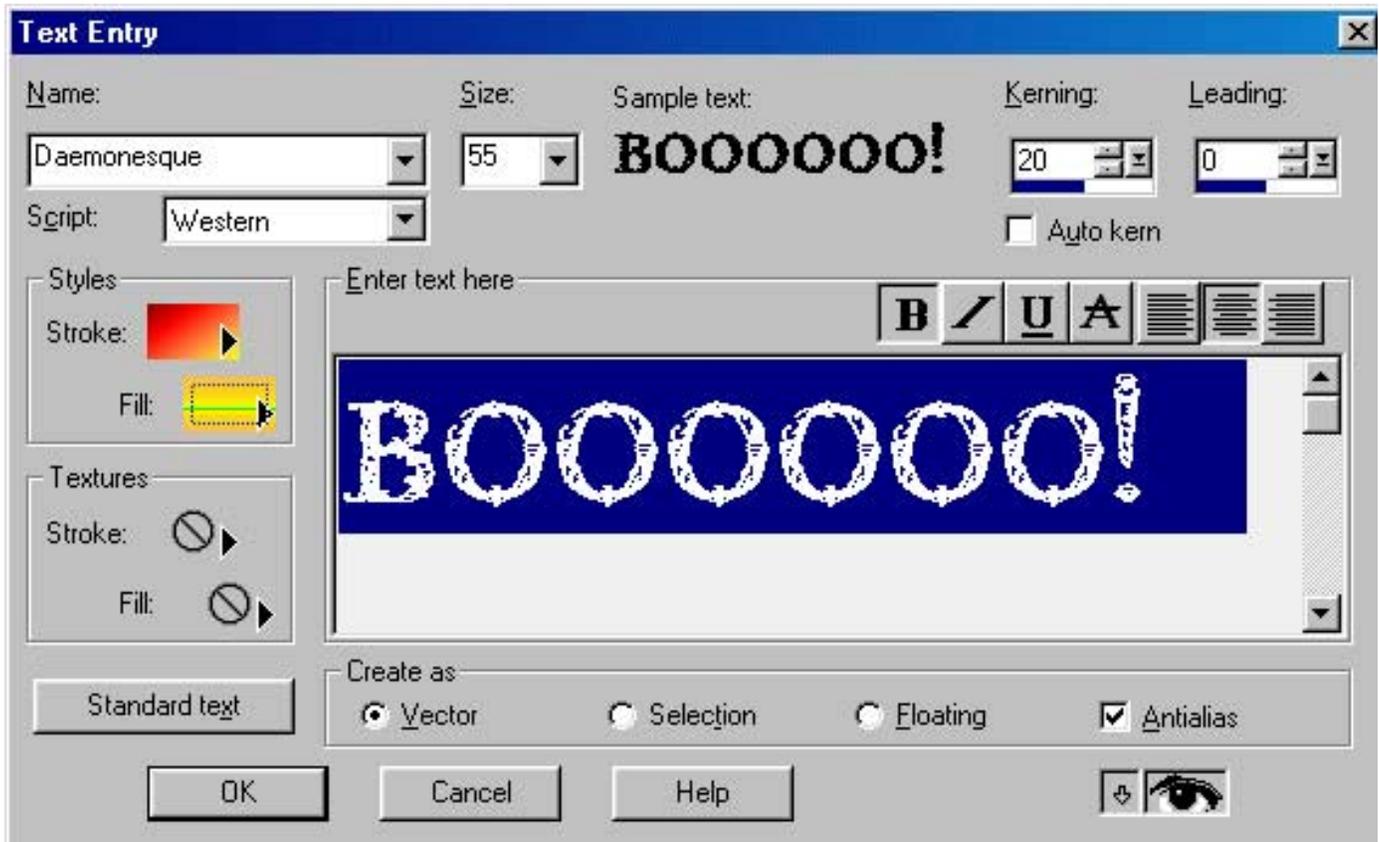Kerning: 20, Leading 0
Script: Western

STYLES
Foreground Strokes: Autumn Gradient

Fill: White

Formatting: Bold and Centered

TEXTURES: Turned off. (Null)

Create as: Vector

It might be helpful to you to move the text up a little as we are going to use the drawing tool, to move this text, select the Object Selector tool. (Keyboard command: q)

For the next step, change your foreground gradient to background and make sure that black is selected as your foreground color. You can do this quickly by using the arrows below the foreground color block on the Color Palette bar.

Using the Drawing tool, we are going to draw a little curving line for our text to follow. (To select it quickly, use keyboard command: i.)

Settings:
Type: Freehand Line
Width: 1
Line Style: Barb Wire
Antialias, Create as vector checked

Draw a little curvy line for the BOOOOO text line. Don't worry about it too much, the object is to make the text have a "spooky" look.
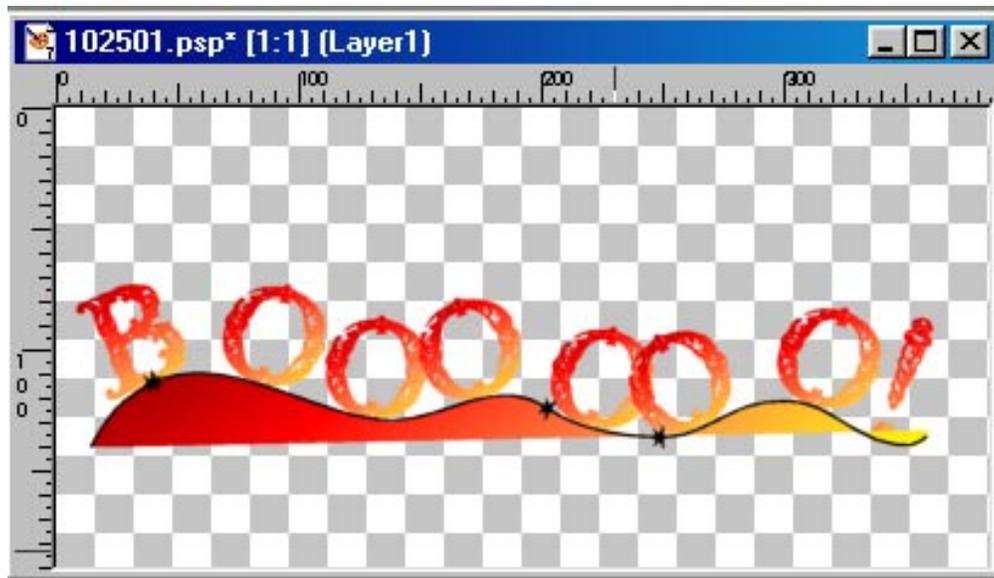
Note that I turned off the background for this example file. This was done so that you could see the line a little better.

Select your Object Selector Tool and draw a marquee around both the text and the line. (Keyboard Command: q)

This will select both the text and the line.

Right Mouse Button click on the image and arrow down, select: Fit Text to Path.

This is nearly perfect for what I wanted here. You will see shortly what I mean by this. :D

If you don't like your line, use undo and redraw, or use the node editing tool to realign it. (We won't go into that today, the Help file has excellent information for this.)
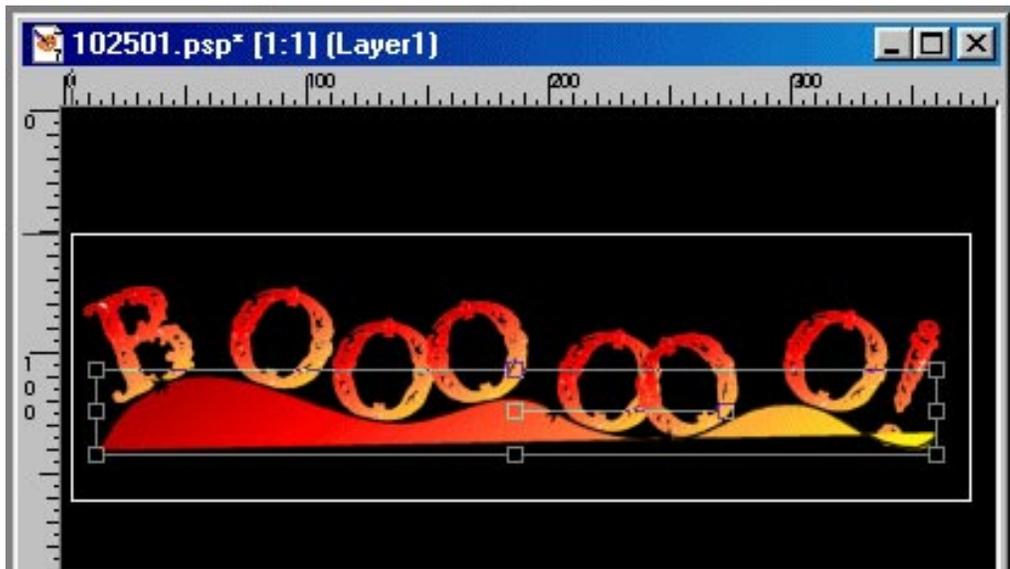
We can move these letters now and group them in two's. Click only on the text with the Object Selector Tool. (Keyboard Command: q) Right Mouse Button and select Convert to Character Shape
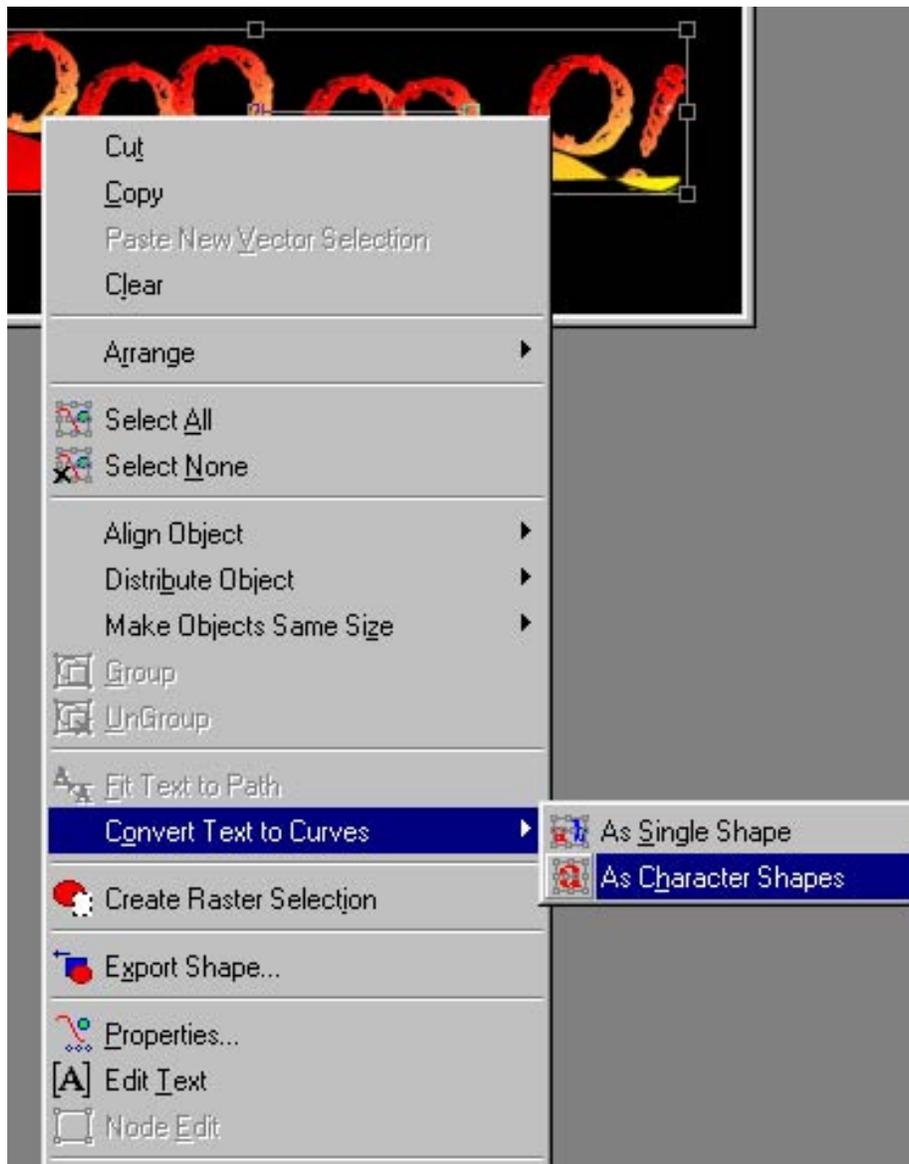
You can make the "B" Larger and move any O that isn't with another one as if they were two eyes. That's what we want here, a group of "eyes" looking out. Click on a letter and drag the marquee to make it larger, or click in the middle to move the letter.
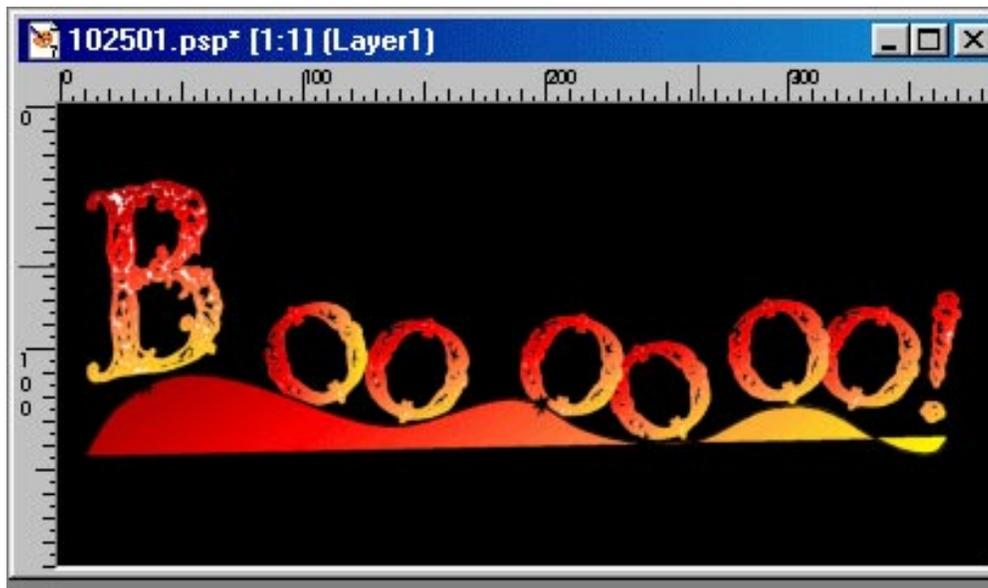
Just have fun with it. :)

Convert this layer to a Raster layer. (You can just duplicate this layer if you like so that you can go back to the Vector layer to edit if needed. Click using the right mouse button on the layer in the Layer Palette and choose Duplicate.)

Now.. select the Retouch tool, and in the Tool Option Palette, activate the Smudge tool. We are going to blend out the sharp area of our color.
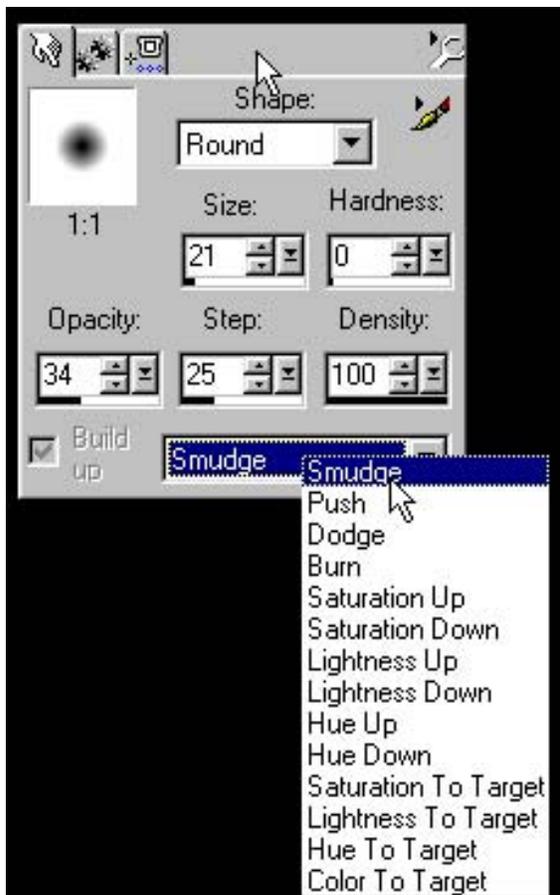
Settings:
Shape: Round
Size: 21, Hardness: 0
Opacity: 34, Step: 25, Density: 100
Type: Smudge

Just blur the bottom of the gradient color, swirl it, move it here or there in little whispies of color if you like. Be creative.

~*~

Now to make some little eyeballs! Make sure the gradient is the foreground color and click on it to change the style to Sunburst, and invert the gradient so that it has yellow at the center.
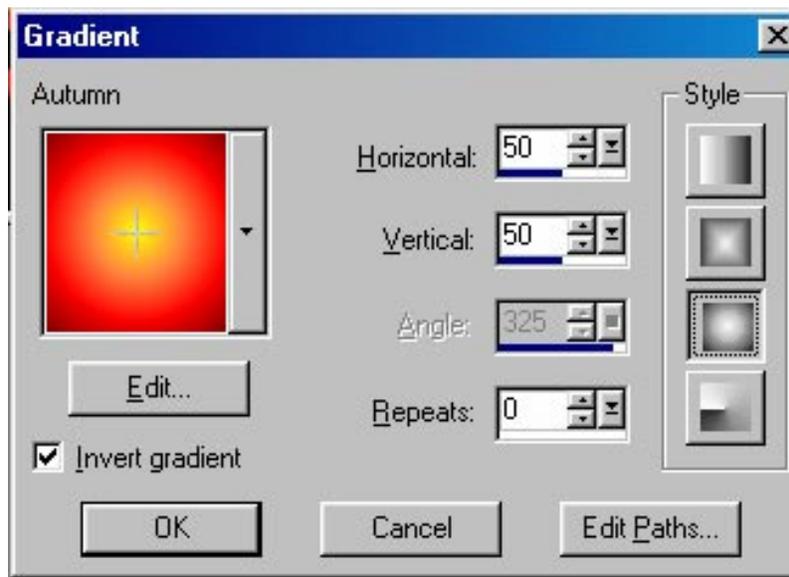
Select the Airbrush and change the settings to:

Shape: Round
Size: 12; Hardness: 8
Opacity: 36; Step: 26; Density: 100

Now.. just put the airbrush tool right in the middle of the first O and hold it down. A count of 10 is about right. :)

 Continue until all the "O's" have a reddish eyeball

Change the size of the airbrush to about 6 and opacity to 18, switch your background color of black to be the foreground color and in the middle of each little eyeball, make a black pupil. A count of 6 is about right for

spraying time.

If something goes "off" a bit, just use UNDO and redo it.

That's IT! The first part is finished! All we need to do now is prepare this to animate it, and that will be VERY quickly done!

Using Save A Copy, make 2 frames and save them as a BMP file. (Name them boo1, b002 or whatever you like.

~*~*~

Animation Shop

Open Animation Shop! :) You can open it from Paint Shop Pro.

Go to FILE > JASC Software Programs > Launch Animation Shop

Once the program is open...

On the FAR left of the Animation toolbar use the little filmstrip icon.

("Create a new animation with the help of the Animation Wizard.")

In the following order select:

Same size as the first Frame > Next.

Opaque > Next.

Centered in the frame.

Next - Important, select: With the canvas color (Black)

Yes, repeat the animation indefinitely.

How long do you want each frame to be displayed: For now, set this number to 50> Next.

Add images.

Locate the directory where the BMP files reside and Ctrl click to highlight them. > Next > Finish.

We are going to use just two frames and an effect to create our animation.

Once the frames are imported, click on the first frame with your mouse, and then click on the top taskbar >EFFECTS and select the first option > Insert Image Transition and arrow down and choose: MORPH.

Settings:
Start with Animation Frame
End with Animation Frame

Transition Length: 0.8 secs
Frames per second: 12FPS

Effect: Morph

Customize

Now.. this opens Morph Transition menu. Don't let it intimidate you! :) There is no right or wrong here.

There is an option to Increase Points, click that twice. That increases the amount or points and makes the grid smaller. The points are at the corner of each square.

The first option on the left is START. Just pull some points in and some out.
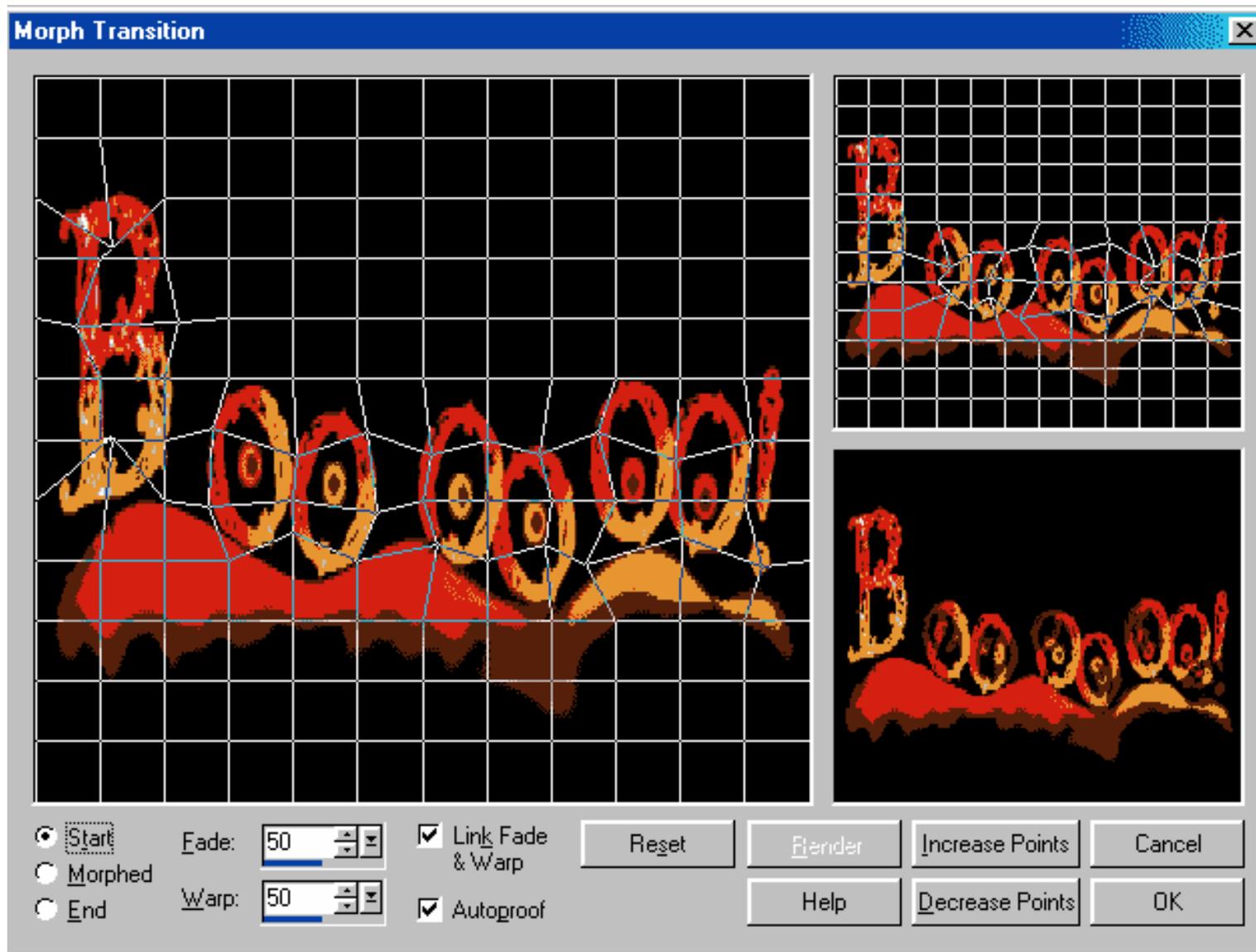
Next, click on END and do the same thing. To preview the result, click on the middle option, MORPHED. However until you play with this for awhile by trying then using UNDO, and beginning over, you probably won't know which way is preferred.
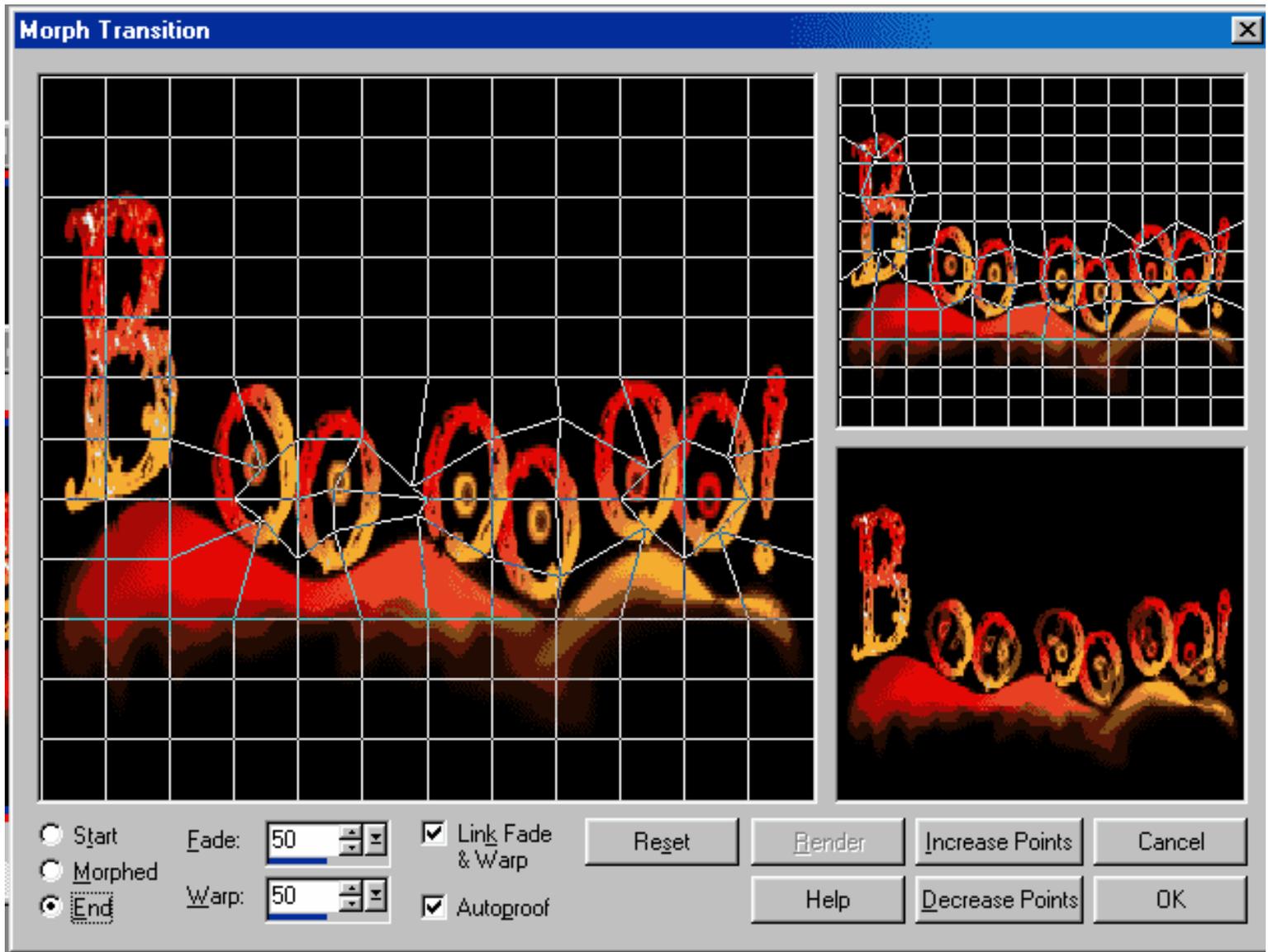
Altough your animation will not look exactly like mine, the object of this tutorial is to experiment and play with the transistion. Have some fun with it!!

I didn't see much difference using any other setting for fade and warp so I advise for now just leaving them at 50%.

To stop editing the points, hit OK and let the animation render. When it has generated the preview and you like it, hit OK, exit, and view your animation.

To preview, hit the little file strip next to the Arrow/? Icon.

I think that perhaps it would be fun to make a different ending frame, perhaps one that says Happy Halloween

and let this morph into the greeting but we won't do that today.

In the interests of time today, I suggest resizing the animation now because otherwise this will be a very large file. Keyboard command: Shift+S and type in or use the slider bar and set it to 65%.

In the example file I also deleted the first and last frame by clicking on the frame and using the scissors icon to delete them.

Let's save our AGIF now.

Go to FILE and select OPTIMIZATION WIZARD.

Select Optimize for: Animated GIF file and Create a new animation from the optimized animation.

Next >

Under the Better Image Quality, drag the Slider bar at the top to the third mark down.

Next click on Customize and select Optimized Median Cut and Nearest Color. Colors should be 127 > Click on OK

Next > Next > View the results and Next and Finish.

You can view the results and if you like what you see, save the animation. My animation is 62K and while that is larger than I would like, still it's acceptable.
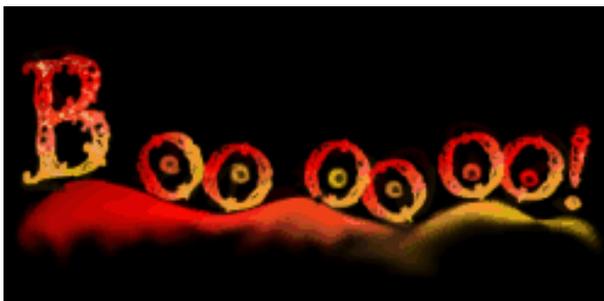
If you like the results, use SAVE and give your file a name.

I hope you use these techniques to create something of your own. If you have any questions, you can send me an E-mail at Jinny@nospam/jinnysplace.com

[Main PSP Index] [Animation Shop Tutorials]
~*~*~