

# Paint Shop Pro Tutorial

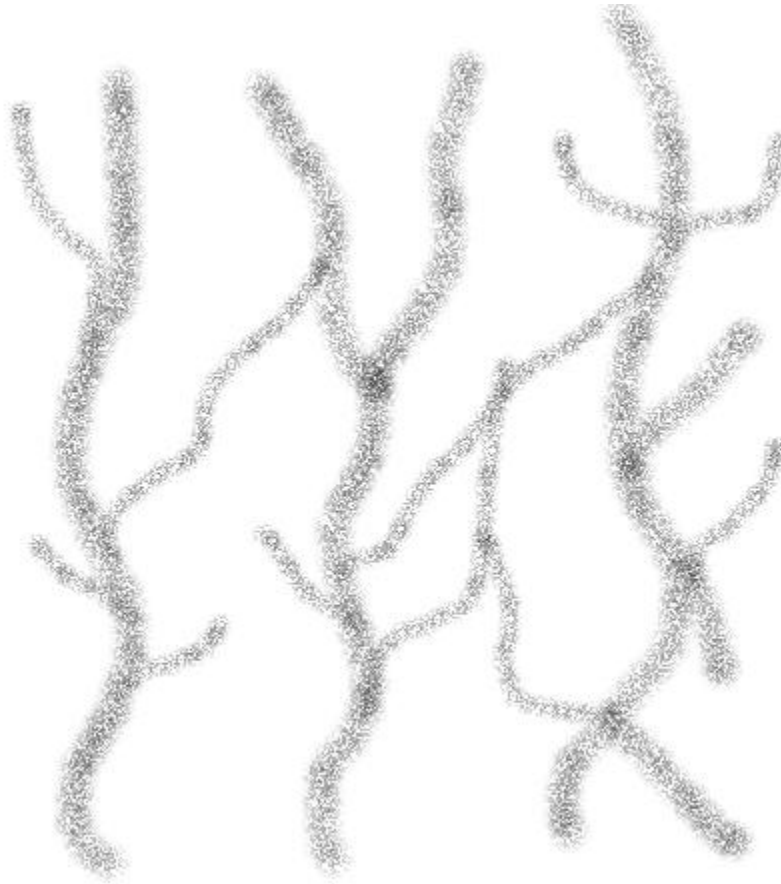
## Creating Cracks

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## Let's Get Cracking!



### Basic Technique

1. Create a new image with a white background 512 pixels x 512 pixels.
2. Next use the airbrush to paint some large 'parent' cracks. Reduce the brush size and create some branching cracks from the parents.

To start, do not use too small a brush size, or make the branches too close together since this technique involves a series of blur and sharpen operations which may knock out some of the very fine stuff.

3. Next perform the following operations...

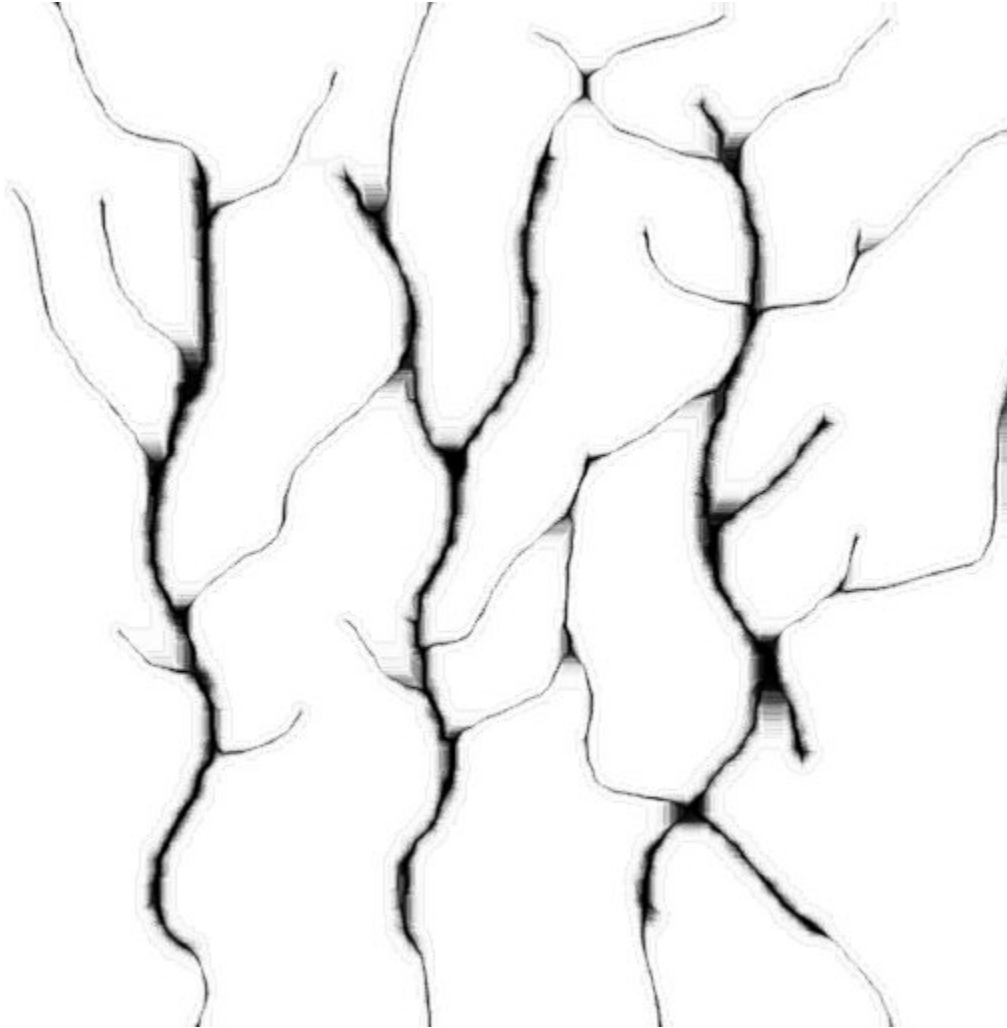
Effects: Blur: Blur More 3 times

Effects: Edge: Dilate: 5 times

Effects: Sharpen: Sharpen More 2-3 times

[Tip: You can repeat the last action in PSP by using CTRL+Y. Also these steps aren't written in stone so once you get the basics experiment with the settings and you'll be able to come up with many different variations.]

## I'm All Cracked Up...

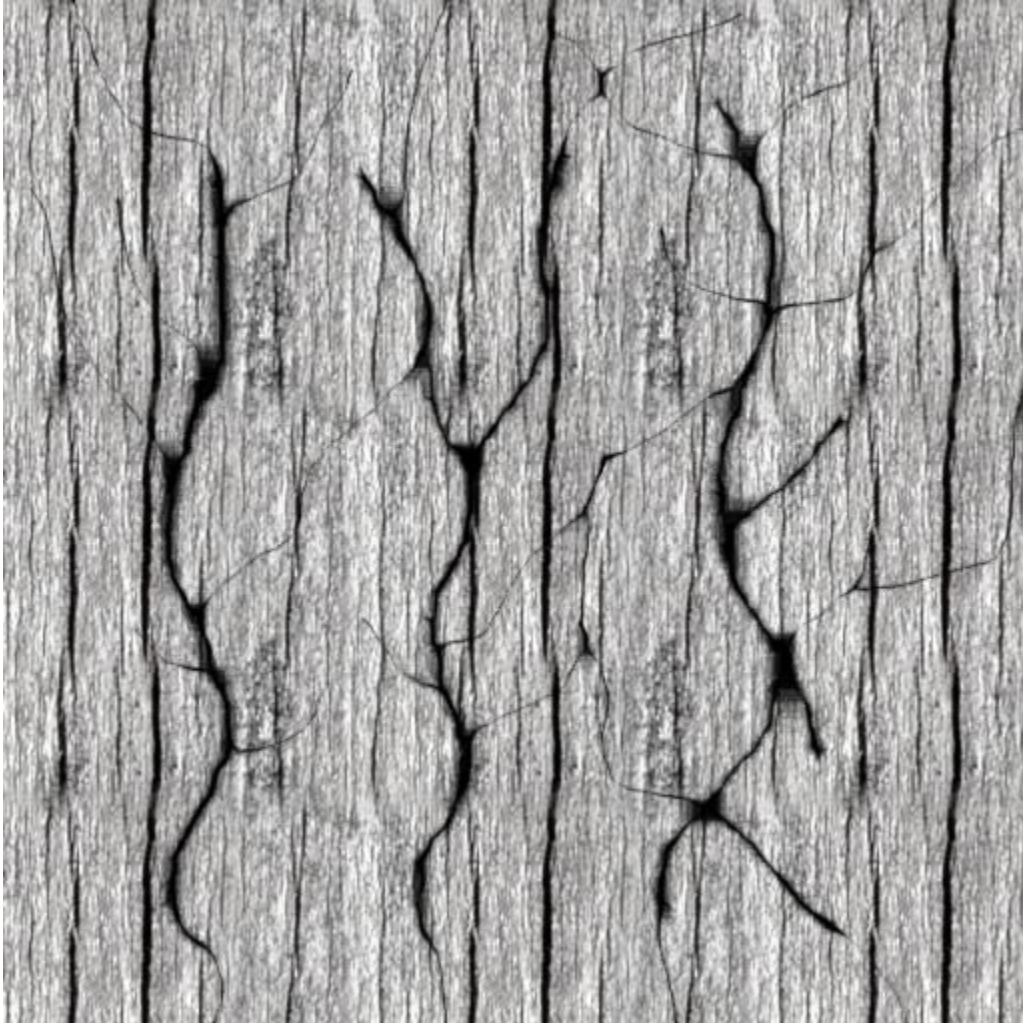


At this point you should have a crack map similar to this image. You can use command history to undo the filters and add more lines with the airbrush if you aren't satisfied with the number of cracks -don't worry about the darkness though as we can adjust that in a minute.

4. Now copy and paste this image onto the texture you want to add cracks to. If this is going to be a tiling texture you may want to make the crack layer tile and then your image before combining. Go to Layer: Properties and play with the options. (I generally use Multiply but I get a few cool surprises with the other options every so often.)

If your cracks don't look dark enough here then you can adjust the Brightness/Contrast as the layers aren't merged yet.

## Crack Me Tender, Crack Me Sweet....



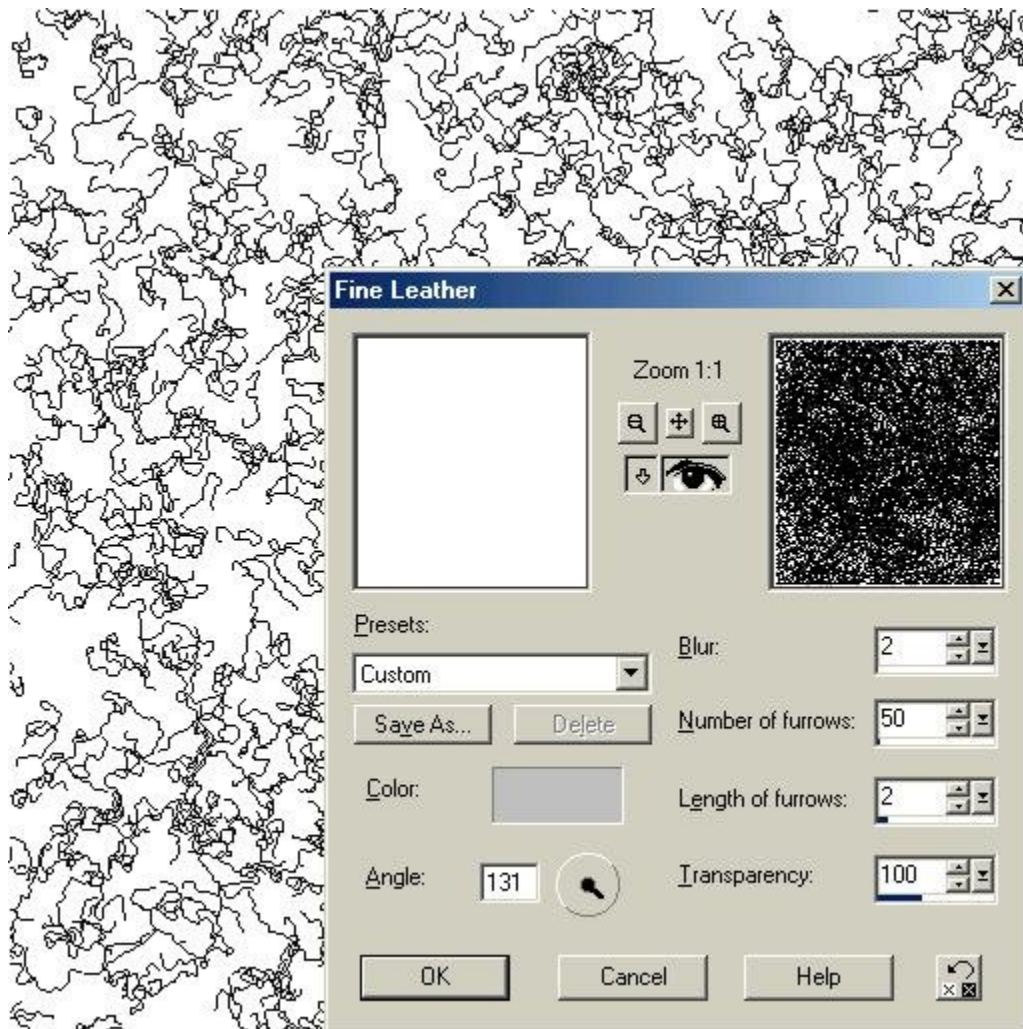
Well, lets wrap up this first part before I run out of corny crackaphors....

I used the driftwood texture that comes with PSP7 and pasted the cracks I just made as a new layer and using the Layers: Properties: Multiply option this is what I got.

Next I'll show you some other ways to create cracks but don't be afraid to experiment. I have experimented with making cracks and grunge maps with stuff like the popcorn tubes, fractal textures and other stuff so give it a try -don't worry you won't break anything....well, maybe you'll crack a few things....

[Tip: If you go through all the trouble of creating some nice "tile cracks" then you can save them and reuse them on different images.]

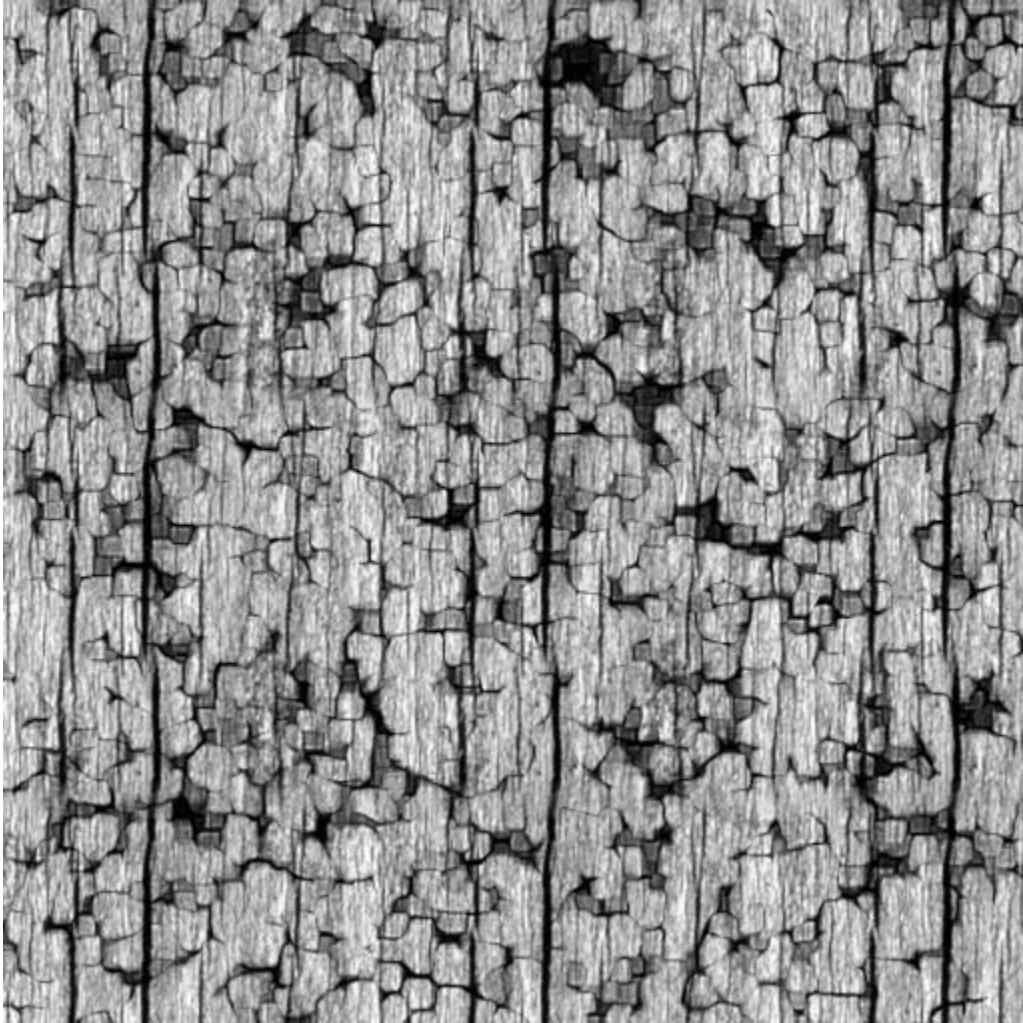
## Using Filters and Fractals...



Let's try a few more ways to make cracks using the basic principals you just learned....

1. Create a new image 512 pixels x 512 pixels.
2. Go to Effects: Texture Effects: Fine Leather and enter the values shown above. What you want is to create a pattern of loose lines -too many and they'll blur together when we apply the filters.
3. Next apply Blur More 2X, Edge Dilate 2X and then Sharpen More 2X; adjust the Brightness/Contrast if the cracks are too light.

## The Final Crackup...



When I apply this new layer of cracks and set the layer properties as we did before, this is what my driftwood looks like now.

If you experiment with fractal generators, other filters, brushes and settings you'll start to get a good grasp of what can be done with this very basic technique. Remember this same basic technique can be used to draw straight lines -for example if you want to draw wooden floor boards- by doing something like setting the grid and airbrushing a couple of straight lines and a few small cracks you can have some nice old flooring, or wooden door panels.