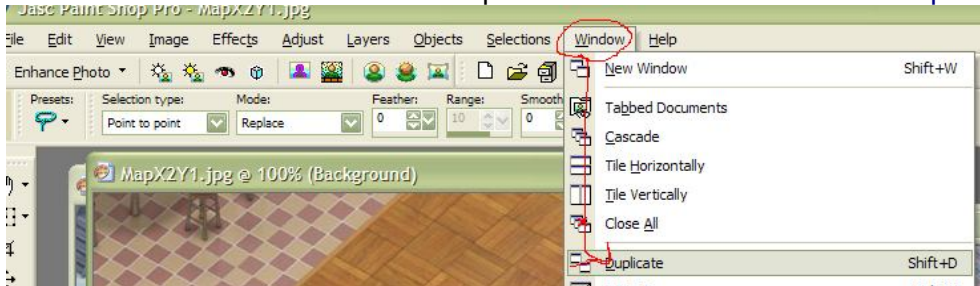


Making Mods in Paint Shop Pro by Lewanda

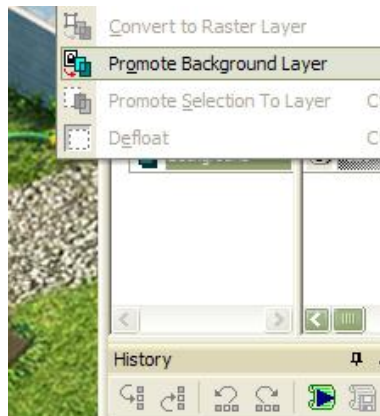
Make a backup of your image map FIRST!

1. Start by dragging the image maps you want to make a mod with into Paintshop Pro.
2. Select the one that will be on the top-left hand side. Go to [Window / Duplicate](#).

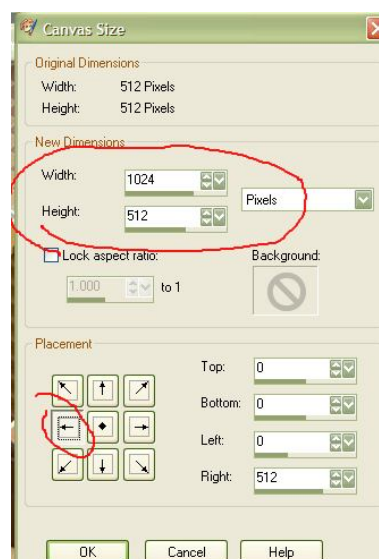
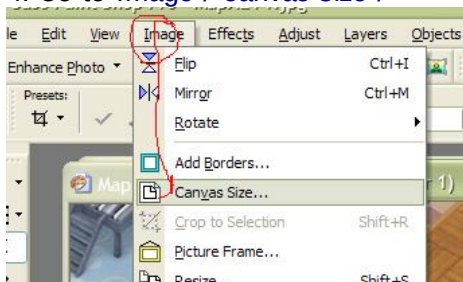


3. In the Layers palette (on the far right side of your Paintshop) **RIGHT CLICK** on the image that says Background and [Promote Background Layer](#) (*See next screenshot). This will make it a layer that can be saved as a Psp image (*Only the psp and pspimage formats can save the individual layers in Paintshop Pro. Any other will compress the layers.)

I didn't make a screenshot for this but you right click like you did above, go to rename and rename the layer the name of the map you used to make it. In this case it would be MapX2Y1.

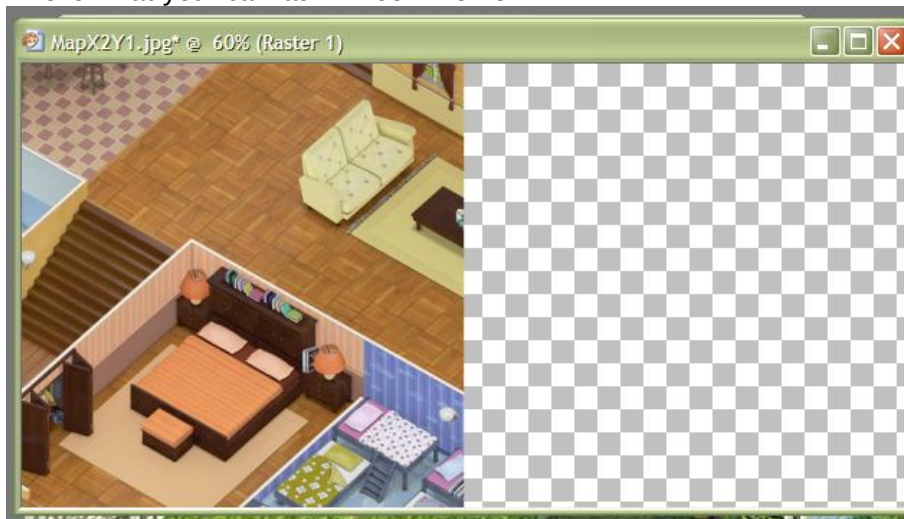


4. Go to [Image / Canvas Size](#) /

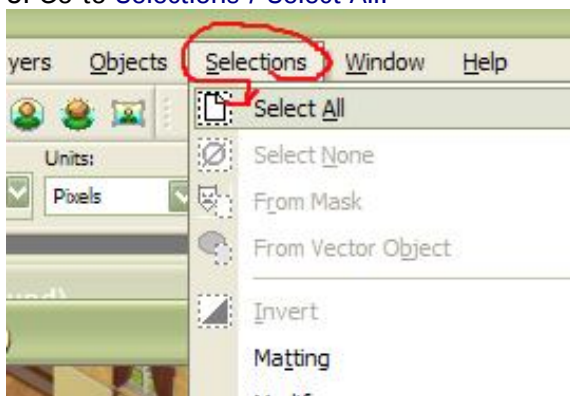


And [double the size of the width](#) with the placement of the map layer to the left (*See bottom of the screenshot)

This is what your canvas will look like now.

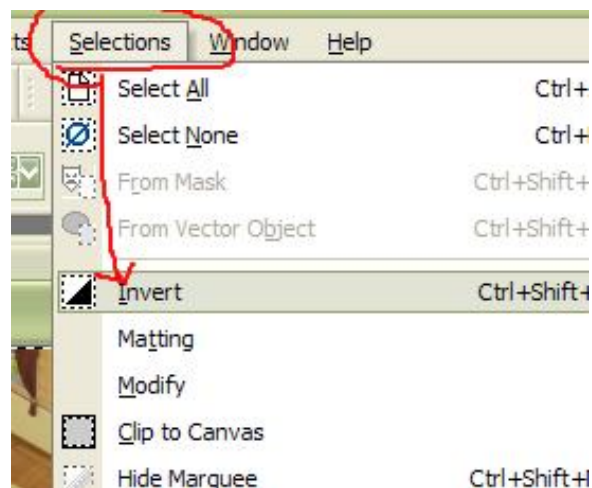
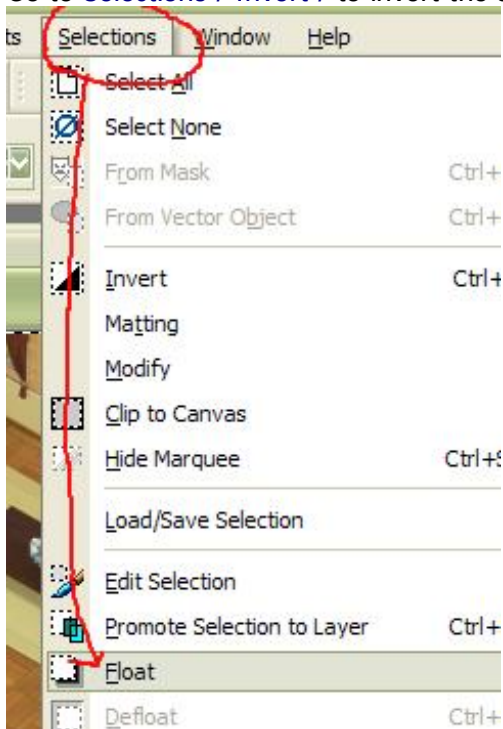


5. Go to **Selections / Select All**.

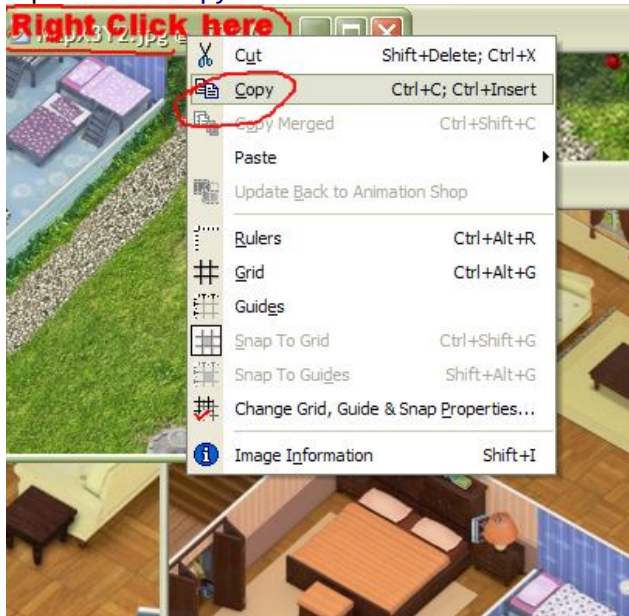


Then **Selections / Float**. After that go to **Selections / Defloat** (*It's just below Float.)

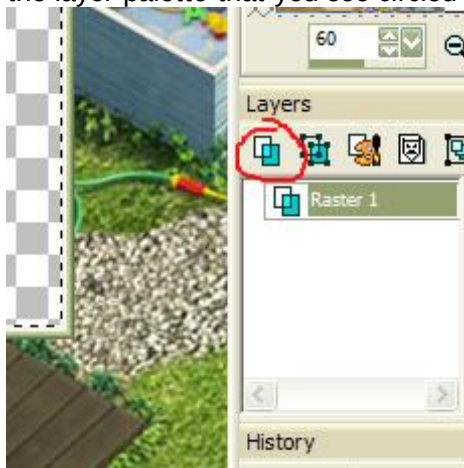
Go to **Selections / Invert /** to invert the selection



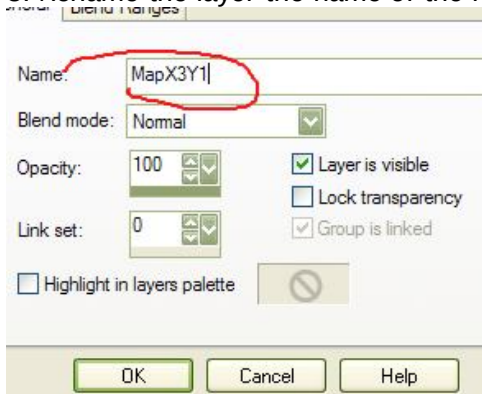
6. Click the top of the map that goes directly beside that one to select it. **Right click** on the bar at the top of it and **Copy**.



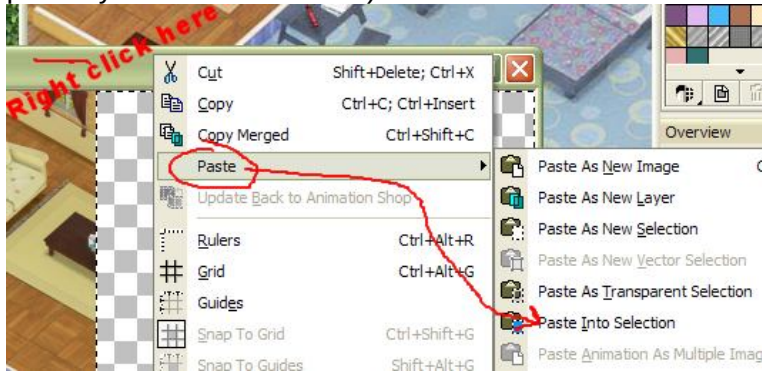
7. Go back to your layered canvas and on the far right side of Paintshop click on the icon at the top of the layer palette that you see circled red in the screenshot below. This will **make a new layer**.



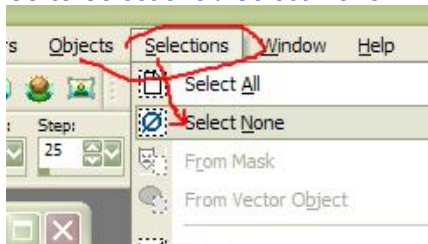
8. Rename the layer the name of the next map you will be pasting in it.



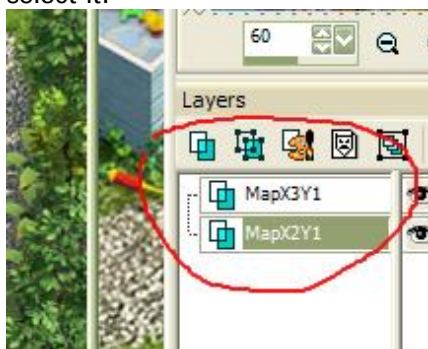
9. Right click on top of your canvas / Paste / Paste Into Selection (*This will align your next map perfectly beside the first one.)



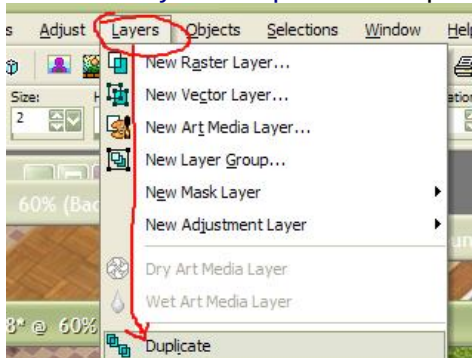
Go to **Selections / Select None**



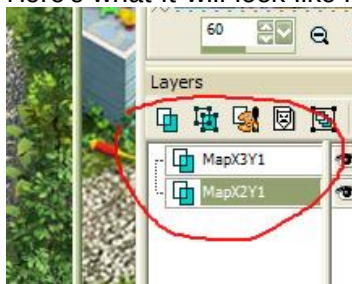
10. In the layers palette again click on your left side layer (It will be on the bottom in the palette.) to select it.



11. Go to **Layers / Duplicate** to duplicate the layer.

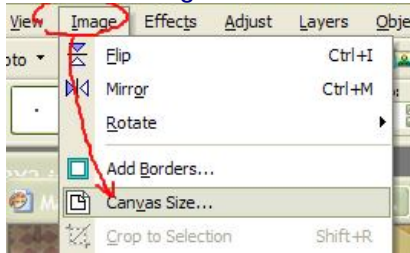


Here's what it will look like in your layers palette.

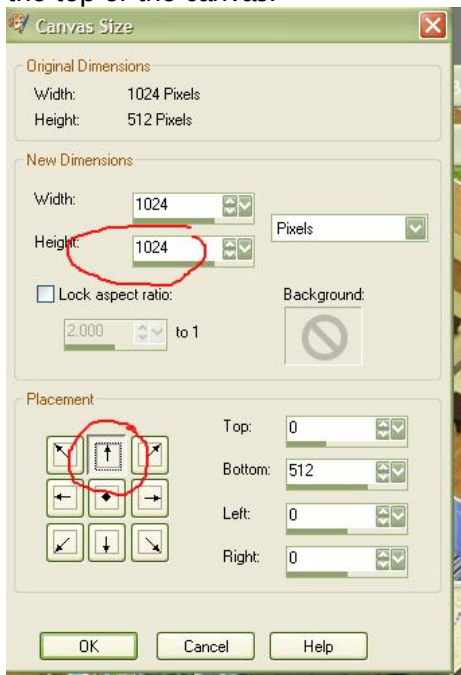


12. Repeat this step with your right hand side map layer now, and in your layers palette you will now have Copy of MapX3Y1.

13. Go to **Image / Canvas Size**



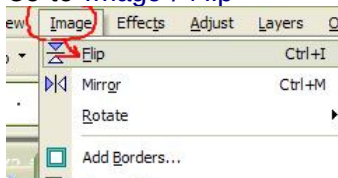
13. Now double the height of your canvas using the UP arrow in placement to place the map layers at the top of the canvas.



14. In your layers palette again click on the "copy" of your left side map layer.

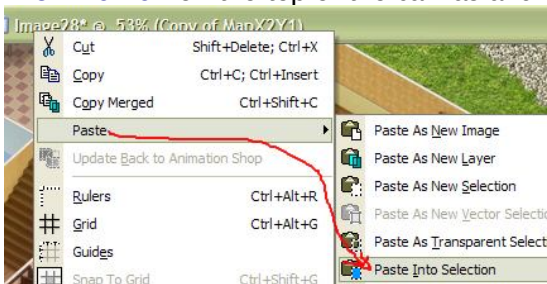


Go to **Image / Flip**

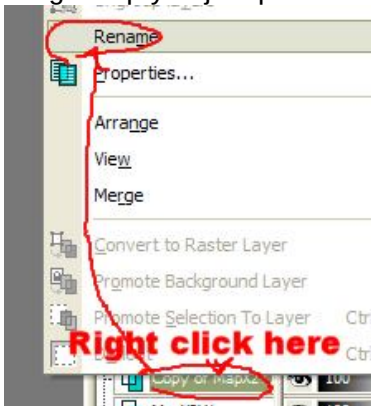


15. Go to the next image map. This will be the one that goes directly under the left side top image layer. **RIGHT CLICK / Copy.**

16. Now go back to your layered canvas. Go to **Selections / Select All / Selections / Float / Selections / Defloat** (*See the screenshot farther up in this tut on how to do this.) **RIGHT CLICK** on the top of the canvas and **Paste / Paste Into Selection.**

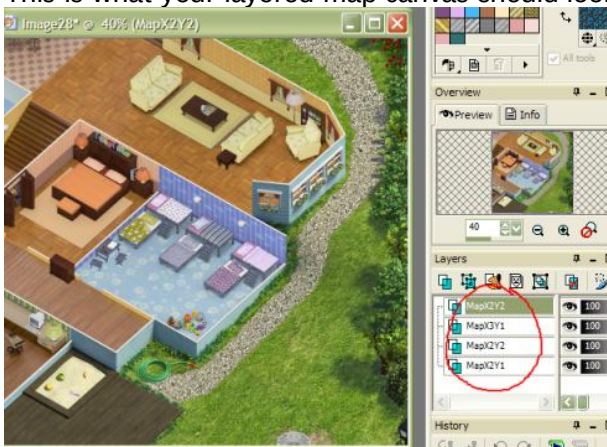


17. Now in the layers palette **right click on the layer you just pasted in and rename it** the name of the image map you just pasted there It should be MapX2Y2 if you're working on the kid's room.

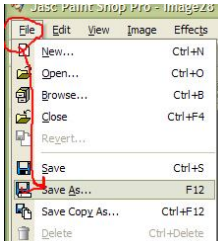


18. Repeat the last four steps above for the last image map. *This will be the one that goes directly beside the one you just pasted in and directly under the right side map layer MapX3Y2.

This is what your layered map canvas should look like now.

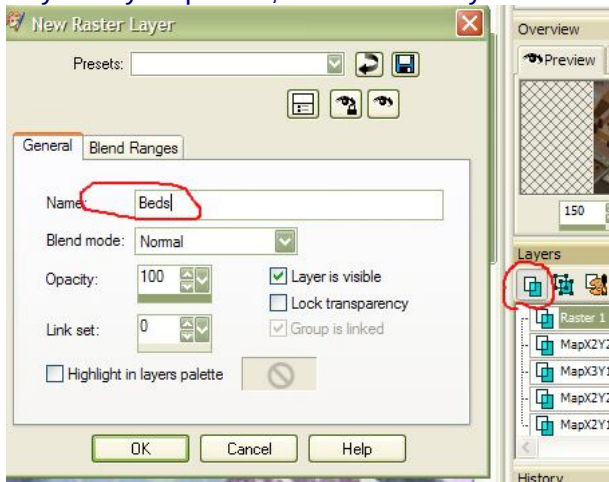


19. Now go to **File / Save As** and **save your layered maps** to the folder you're using to save your work. I would save it as Kid'sRoomMapLayer, or something to that effect.



PART 2-NOW TO MAKE YOUR MOD:

20. Begin anywhere you want; with the beds, the walls, floor...For this tut I'm beginning on the beds.
In your layers palette; make a new layer and name it Beds.



21. On the far left-hand side of Paintshop is your toolbar. Choose the [selection tool / Freehand Selection](#).

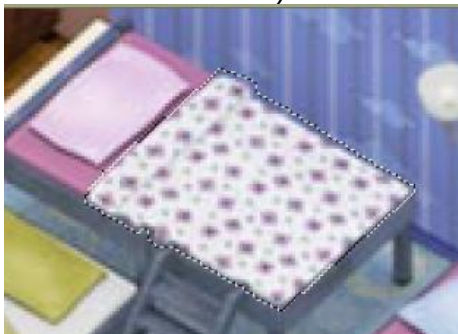


At the top of Paintshop set your tool to Selection type 'Point to point' Feather 1 or 2 for a smoother edge.

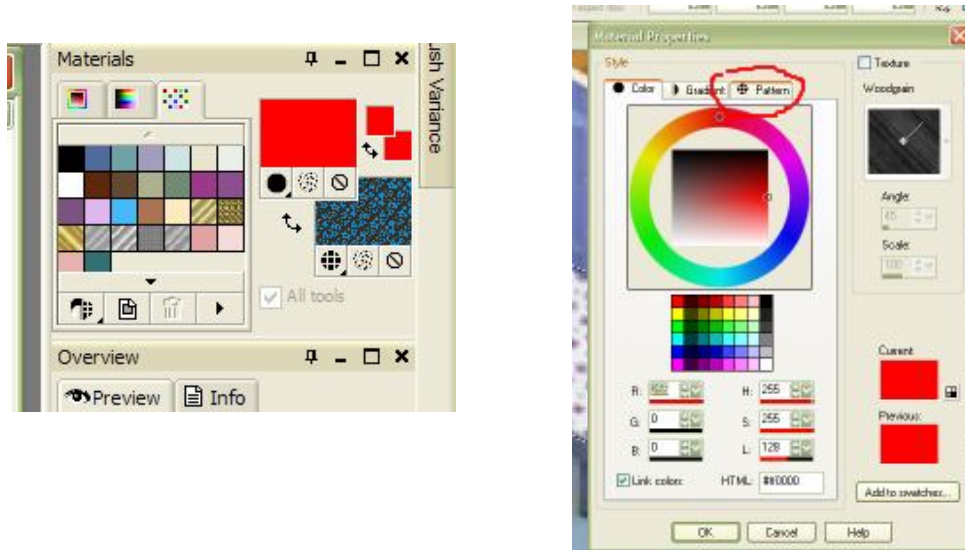


22. [Select](#) around the bottom of the top row beds first getting as close as you can to the image your cutting out.

After you get all three beds selected. [RIGHT CLICK](#) on the top of the canvas and [COPY MERGED](#). Then, in the layers palette, [MAKE A NEW LAYER](#) and [Paste Into Selection](#). Name this layer appropriately. (After that do the sheets and pillows..Paste them on another new layer and name it. Then do the same with the bottom beds.)



23. In your Materials Palette (*At the very top right side of Paintshop.) click on the big color square and choose the tab that says Pattern (*See screenshot next to this one).

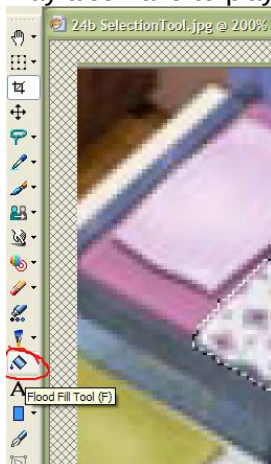


Click on the little arrow you see in the screenshot below to **choose a pattern** (*I chose just anything for this tutorial. :). **Set the Angle and Scale to fit** just right in the area you want to pour the pattern into (In this case the bedspreads.) The scale will be pretty low, since these are tiny images. You may have to play with the angle until you get it right. We want the stripes to go evenly from the top to the bottom of the beds (*For the bottom row beds the angle will have to be set completely different. You might even want to use a completely different pattern for those. Stripes and plaids go well together.)

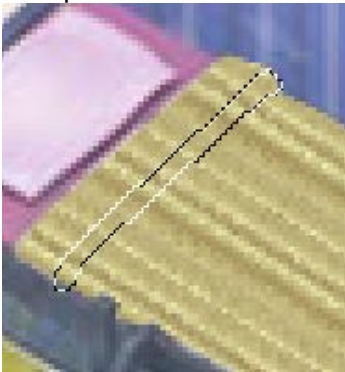


24. On your toolbar, on the left side of Paintshop Pro 9, Choose the **Flood Fill tool**. It looks like a bucket!

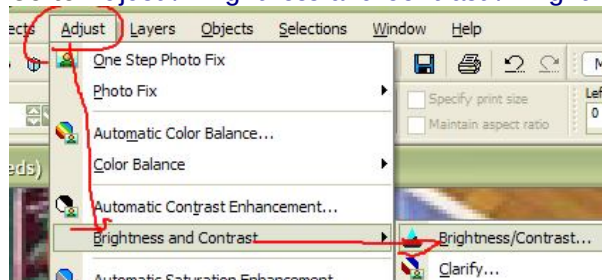
Go to the new layer you made for the top row beds spreads and **fill the selection** with the pattern you chose. (*Remember you may have to play with the Angle setting to get the pattern aligned right. You may also have to play with the Scale setting to get the size right.)



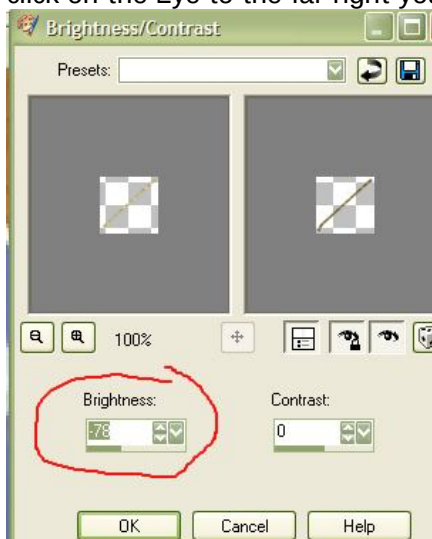
25. Now select your **selection tool** / **Freehand Selection** / **Point to point** again. / **Draw a selection** where the spread should be folded over.



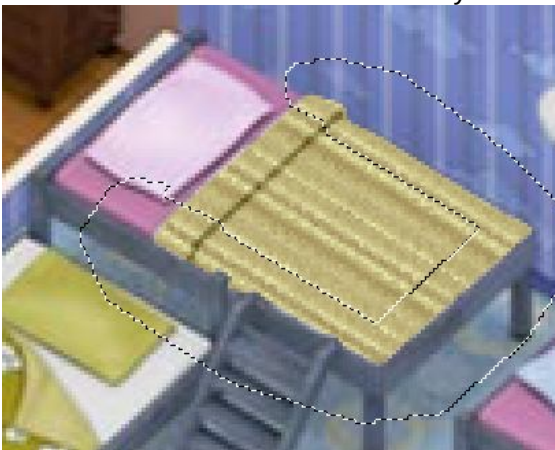
Go to **Adjust** / **Brightness and Contrast** / **Brightness/Contrast** /



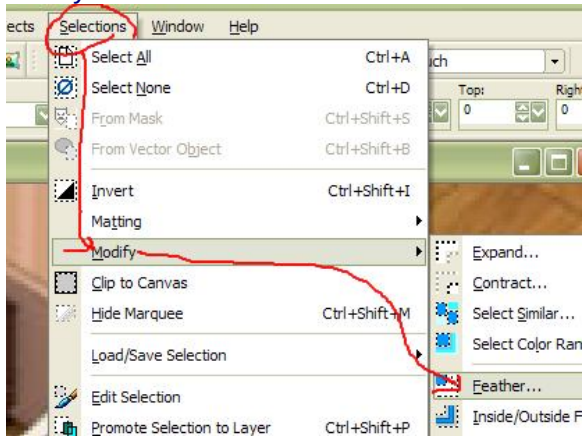
Set the **Brightness** to a **minus** number to shadow the place where you want it to look as though the spread is folded. (*You will have to play with this setting until you get it the way you want it. If you click on the Eye to the far right you will be able to see the effect on your image.)



26. Now **draw another selection** like you see below to give your bed a padded look.



27. You want this to be softer than the one you used under the spreads fold, so go to [Selections / Modify / Feather /](#)



And [set the feather](#) to about 6. *If the eye you see circled below is clicked in you will be able to see the effect on your image.



27. Go to [Adjust / Brightness and Contrast / Brightness/Contrast /](#) again.

Now you should have something like this. Continue to do this with all the beds (*Don't forget to do the upper bed (sheets) this way too, as it would look odd to have the bottoms of the beds padded and not the top of the beds).



From here do everything else in the room the same way by making your selections / copy merged / paste into selection (*Make sure this is always on a new layer named appropriately (ie: Wall, Floor, ect.). Remember to **SAVE OFTEN!**