

COLORING AND SAVING IN PSP BY LEWANDA

QUESTION:

I repeated most of the steps in your very helpful tutorial. However, it seems that I need a bit more help with exactly how to change the hair colour in head images.

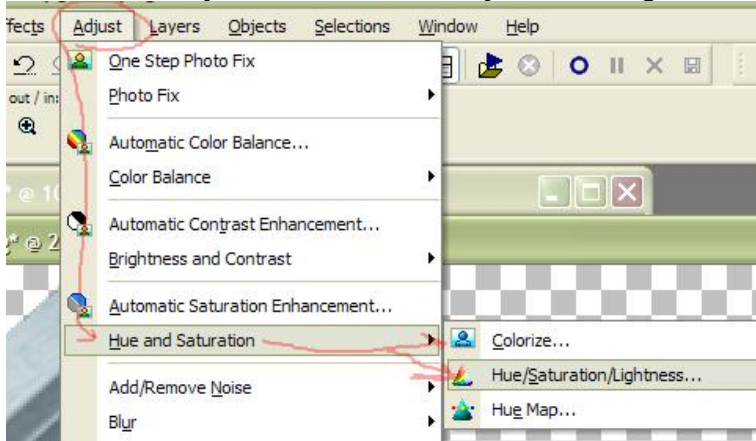
PART 1: COLORIZING IN PAINTSHOP PRO 9

*(In this tutorial I will use the abbreviation PSP for Paintshop Pro.)

STEP #1:

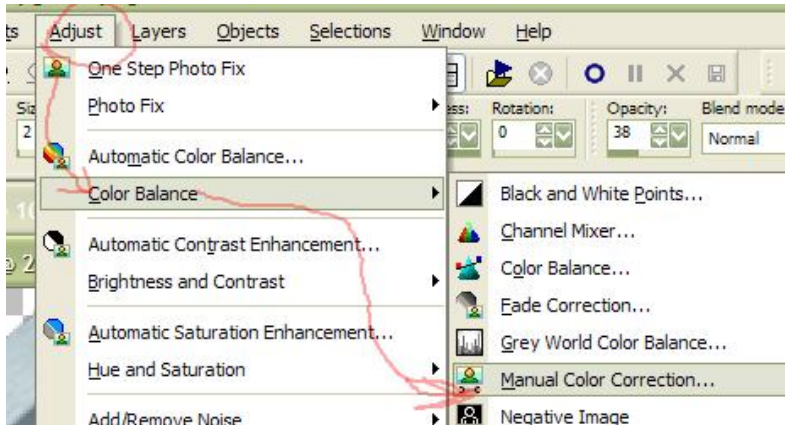
There is more than one way to colorize in PSP. I'll show you three ways.

The most commonly used way is to go to **Adjust - Hue and Saturation -Hue/Saturation/Lightness**. Move the sliders until you find the color hue you're looking for.

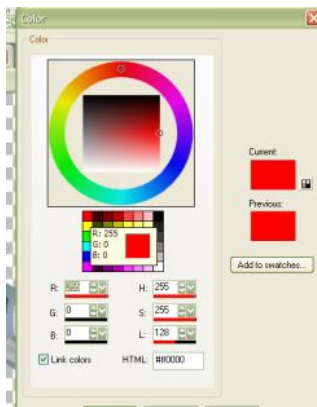
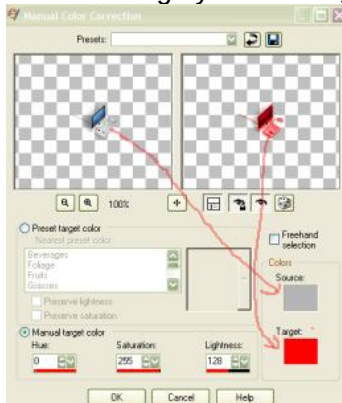


STEP #2:

For a more exacting match of the color you're looking for go to **Adjust - Color Balance - Manual Color Correction**



Draw the selection around the color in the image you want to change - Click on the bottom color square, and pick the color you want either from the color palette (*See screenshot next to this one.) or from an image you've brought into PSP.



QUESTION:

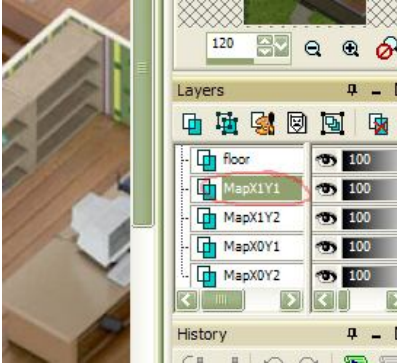
Ok, here's another one. How do you go from file/map extension psp-image (after modifying in Paintshop) to file extensions that the game uses, i.e. jpg or png?

PART 2: SAVING YOUR MODIFIED IMAGE IN THE GAME'S FORMAT

First I'm going to refresh you on how to extract your image from the layers canvas where you made your modifications before showing you how to save your modified image in the formats that the game uses.

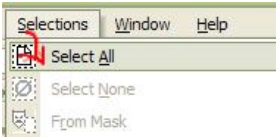
STEP #1:

Go to the layers palette on the far right side of PSP and **click on the layer** (to select it) that corresponds to the map image you want to save your modified image to.

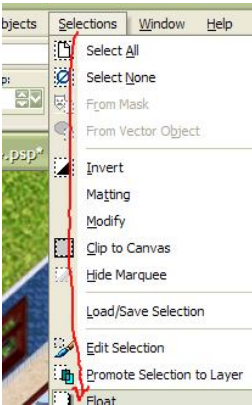


STEP #2:

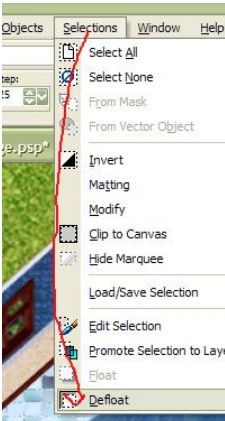
Go to **Selections - Select All**



Selections - Float

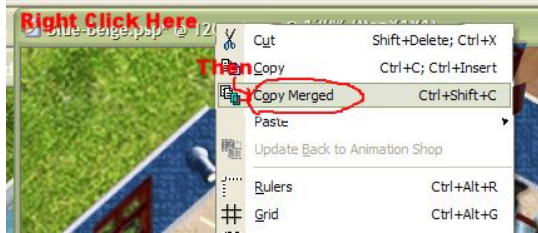


Selections - Defloat

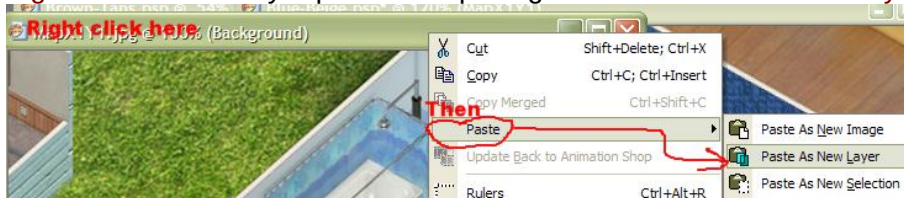


STEP #3:

Right click on the top of the canvas where you have your layers and Copy Merged.



Now drag the map that corresponds to the modified one you just copied in your layers canvas into PSP. Right click on the very top of the map image - Paste / Paste As New Layer.

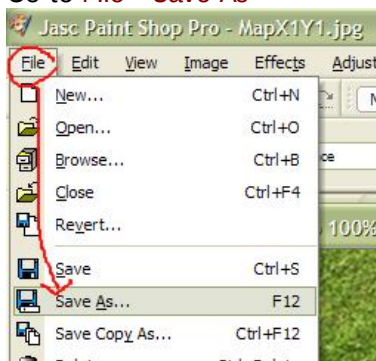


STEP # 4:

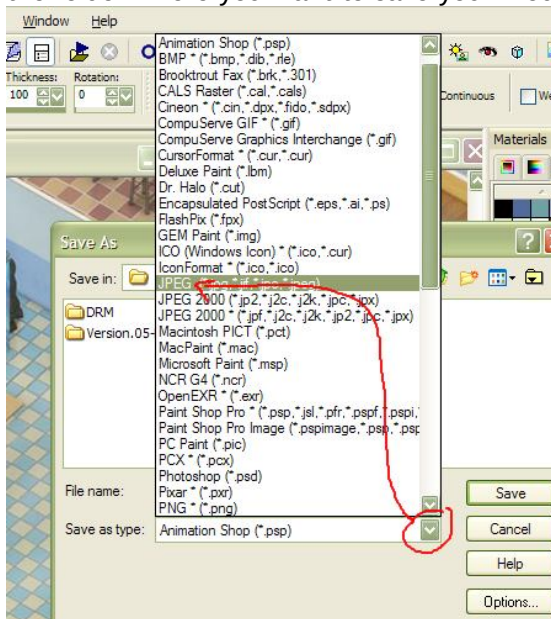
*Make sure you save this map image in another folder so as not to overwrite the one you pasted your modifications into.

4a: To save your modified maps

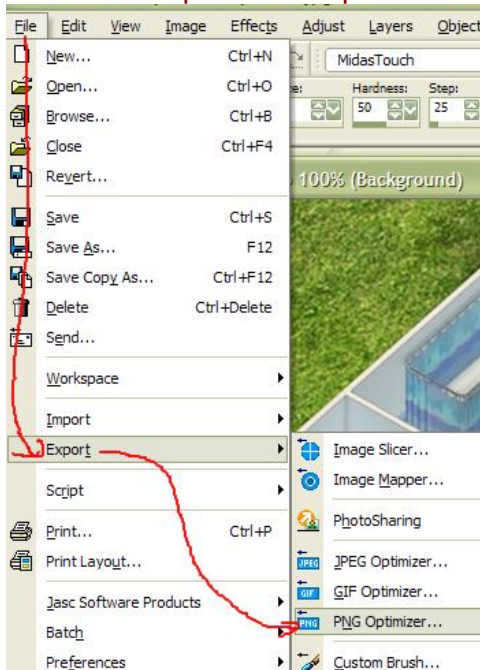
Go to File - Save As



Click on the little arrow I circled in the screenshot below and choose JPEG for the map images. Then click on the Save button and browse (by clicking on the window at the top where it says Save in:) to the folder where you want to save your modified images.



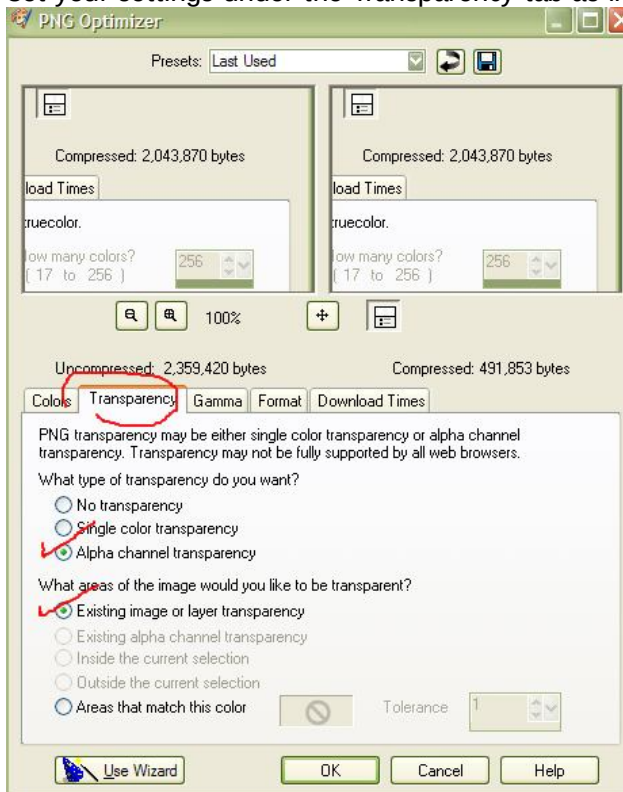
4b: To save your modified upgrades and anything else that is in the png format
Go to **File - Export - PNG Optimizer**



*We want to save them with a transparent background, so follow the steps in these screenshots.
Under the Colors tab set your settings as in the screenshot below.



Set your settings under the Transparency tab as in this screenshot.



Set your settings under the Format tab like the screenshot below. Click OK - Browse to your folder where you're saving your modified files, and Save.

