

PSP 7 Tutorial created by elle nal designs aka Sandra
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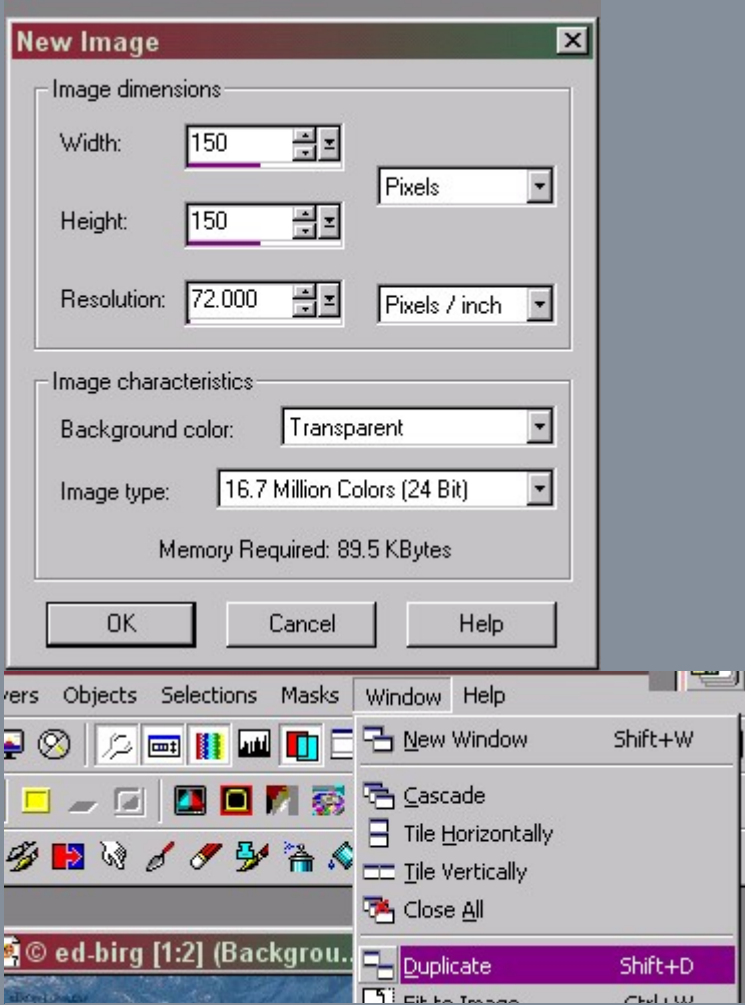
Simple tile background using photo created 2003

I rate this tutorial *beginners*, beginner knowledge of PSP7 is required. This tutorial is copyrighted by elle nal designs, it can not be rewritten without strict consent of [elle nal designs](http://www.ellenaldesigns.com). If you like to link this tutorial for a online group or on a web page, please consult on the location with elle nal designs. I would love to see where my work is being used. Thanks.

This is what you will need.
Jasc PSP 7 and Animation Shop 3
Simple Filter- [You can download free here](#)

Remember to save your work often.
Let us Work!

You will need to open a new image at 150 pixels by 150 pixels. You will also need to open any photo image you have, you **will not** resize the photo. Click on photo and do a shift+D or go to file menu>window>duplicate. Close out your original photo.



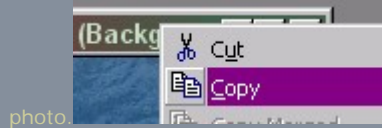
The image shows two screenshots from the PSP7 software. The top screenshot is the 'New Image' dialog box. It has a title bar with a close button. The 'Image dimensions' section contains three rows: 'Width' with a text box containing '150' and a unit dropdown set to 'Pixels'; 'Height' with a text box containing '150' and the same unit dropdown; and 'Resolution' with a text box containing '72.000' and a unit dropdown set to 'Pixels / inch'. The 'Image characteristics' section contains 'Background color' set to 'Transparent' and 'Image type' set to '16.7 Million Colors (24 Bit)'. Below this, it says 'Memory Required: 89.5 KBytes'. At the bottom are 'OK', 'Cancel', and 'Help' buttons. The bottom screenshot shows the 'Window' menu open. The menu items are: 'New Window' (Shift+W), 'Cascade', 'Tile Horizontally', 'Tile Vertically', 'Close All', 'Duplicate' (Shift+D), and 'File to Image' (Ctrl+W). The 'Duplicate' option is highlighted in purple. The background of the software interface shows a toolbar and a window titled '© ed-birg [1:2] (Backgrou...'.

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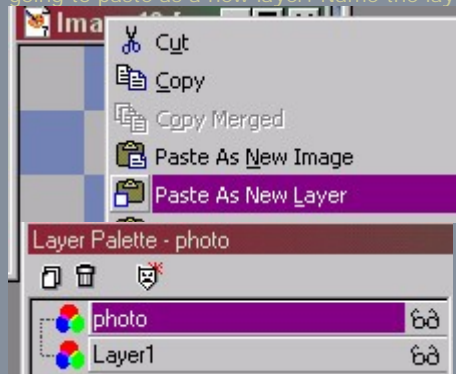
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Make sure that you have your layer view open, we will be using layers in this project.

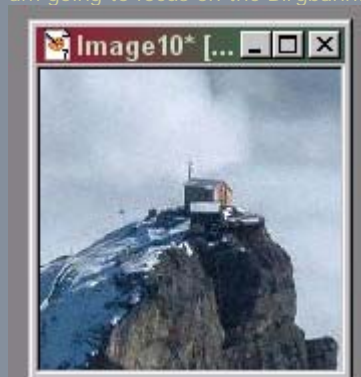
With your photo selected right click and copy the



We are now going to paste that image in the new canvas that you have opened. Go to that canvas and right click once more. This time we are going to paste as a new layer. Name the layer photo



Using your mover tool, move around the layer to an area you like. I am using an image that was taken on a holiday trip in the Swiss Alps, I am going to focus on the Birgbahn.



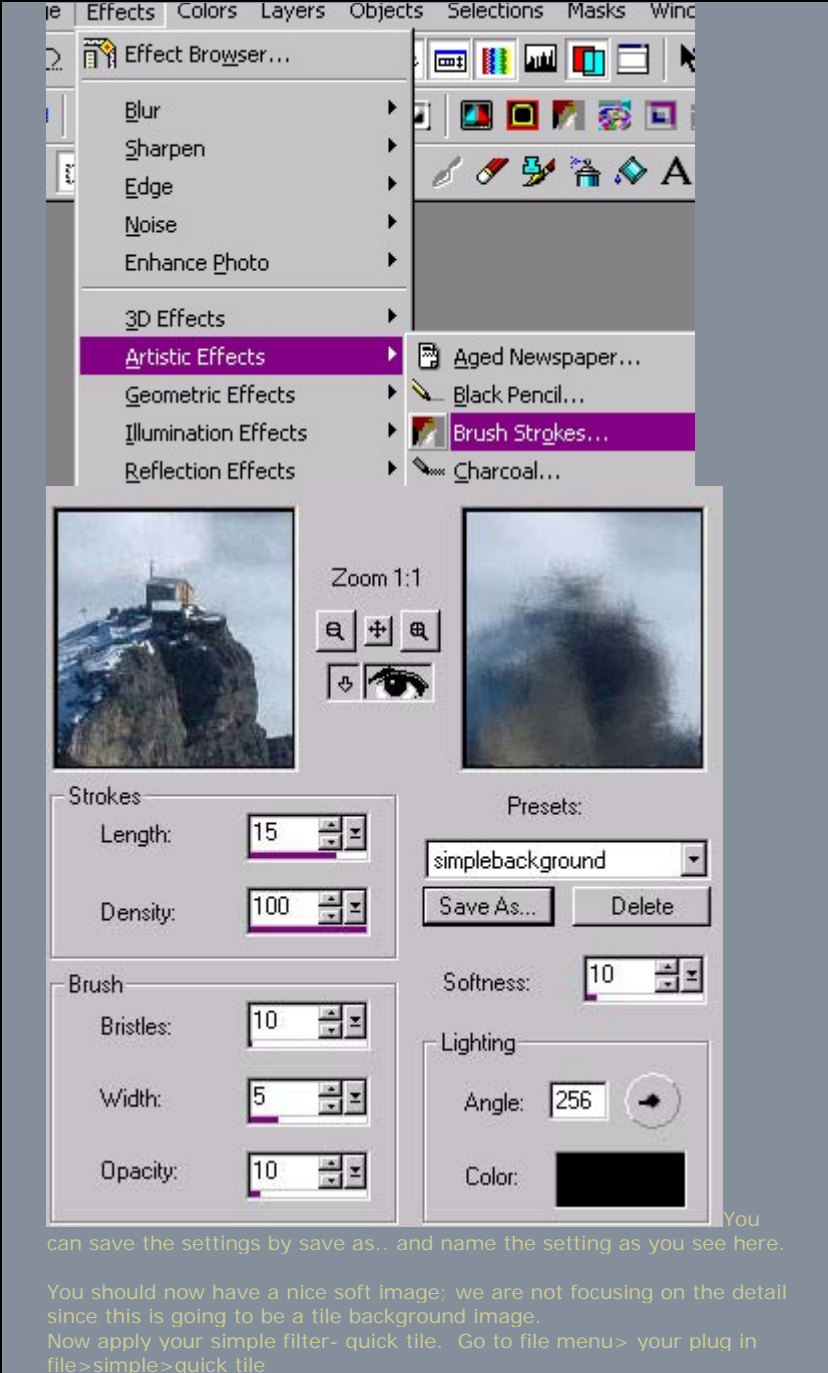
We are now going to add a little artist

flow to this image.

Make sure that your photo layer is selected. Go to file menu>effects>artistic effects>brush strokes and apply the following settings.

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The screenshot displays the PSP 7 software interface. The 'Effects' menu is open, showing 'Artistic Effects' selected. Below the menu, a settings panel is visible with the following controls:

- Strokes:** Length: 15, Density: 100
- Brush:** Bristles: 10, Width: 5, Opacity: 10
- Presets:** simplebackground, Save As..., Delete
- Softness:** 10
- Lighting:** Angle: 256, Color: [Black]

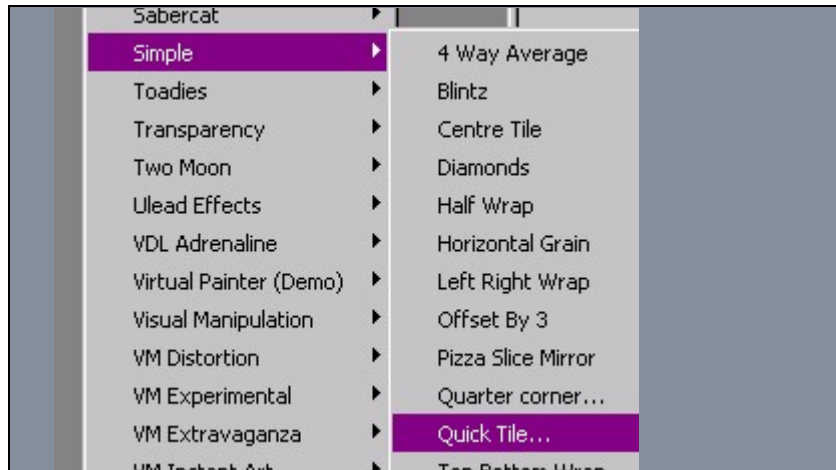
Zoom 1:1

You can save the settings by save as.. and name the setting as you see here.

You should now have a nice soft image; we are not focusing on the detail since this is going to be a tile background image.
Now apply your simple filter- quick tile. Go to file menu> your plug in file>simple>quick tile

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You are now done! Save your image- I always save my images using the optimizer that PSP offers, I saved mine as a .jpeg so the quality is nice, if you plan on making more tiles save them all in the same folder for better access. To apply to your desktop> right click your desktop> properties>background>browse until you find your file location. Make sure you have tile selected and apply! This is my final result fill free to take it!



Simple tile desktop

Remember you can do this with any image! Here is another example using faces, I moved the image around several time to apply the simple filter- This is why we do not resize the image. You can use the same image do achieve many different looks.



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