

## Creating a Champagne Glass with Paint Shop Pro7



This tutorial is based on one written by Gary W. Priester and was originally written for Xara. You can find more of Gary's Xara tutorials at <http://www.xaraxone.com>

This is an **intermediate to advanced level** tutorial. It requires a working knowledge of *PSP's basic tools, layers, selections, gradients, creating vector shapes and node-editing*. Paint Shop Pro Version 7 is not absolutely necessary, but you do need at least Version 6.

This is a long tutorial and requires some patience, but the result is worth it. Don't let the number of pages scare you off, I used shorter pages and text (instead of screen shots) for most settings.

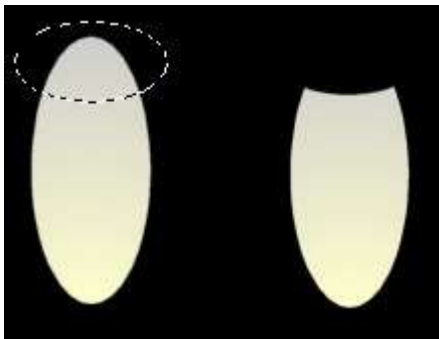
The RGB values for the colors I used are: **light yellow (255,255,192)** **golden yellow (255,204,51)**

**light gray (192,192,192)** **medium gray (128,128,128)** **dark gray (64,64,64)** **almost black (25,25,0)**

Okay, let's get started. We'll work on the top portion first.

Open a new image – Width: **300** Height: **500** Resolution: **72** pixels/inch Background: **Black**  
Image type: **16.7 Million Colors**

**Note:** The gradient used for all gradient fills is **#1 Foreground–Background**.



Add a new layer named **outside edge**. Start at a position around **150, 111**.  
Use the **selection Tool** to make an **ellipse** approx. **80px x 195px** (Antialias is checked).

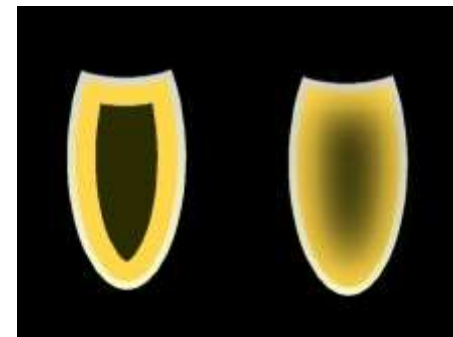
Set the **Foreground color** to a **light yellow** and the **Background color** to a **light gray**.  
Flood fill the selection with a **Sunburst Gradient** set to **Horizontal: 50** **Vertical: 100**  
**Repeats: 0** (Repeat is set to 0 throughout)



Hold down the **Control** key and starting at or near the top of the first ellipse, make a second ellipse as shown. Press the **Delete** key to make the shape shown.

Use the **Selection** tool set to **Rectangle** and make a selection around (but not touching) the new shape. Click on the ellipse to select it and go to: **Selections** → **Save to Alpha Channel**. **Do not deselect**.

Add a new layer named **wine** and go to: **Selections** → **Modify** – **Contract** Number of pixels: **4**. Set the **Foreground color** to a **golden yellow** and flood fill with the **Solid Color** fill.



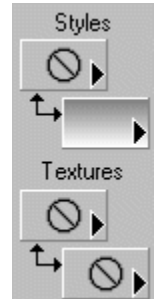
Add a new layer named **center** and **Contract** your selection by **10** pixels. Set the **Foreground color** to **almost black** and again use the **Solid Color** fill. **Deselect** and apply a **Gaussian Blur Radius: 10**



Set the **Foreground color** to **medium gray** and the **Background color** to **white**. Click on the **Preset Shapes Tool**. Choose **Ellipse**. **Retain style** is **unchecked**. **Antialias** and **Create as vector** are both **checked**. *The Preset Shapes settings remain the same throughout the tutorial.*

Styles settings are **Stroke: None** and **Sunburst Gradient Horizontal: 48 Vertical: 93 Repeats: 0**.

Create an ellipse near the top of the glass, make a **Selection from Vector Object** and **Save to Alpha Channel**. Convert this layer to a **Raster** layer (*don't name it yet*).

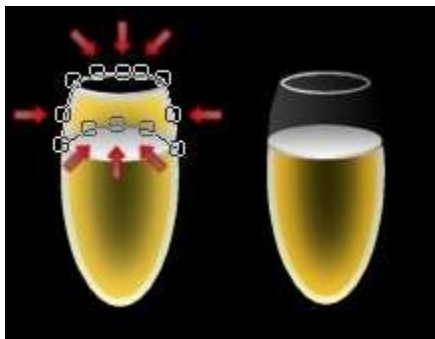


Add a new layer and load the selection you just saved. Change the fill to **Linear Gradient (Angle: 0)** and fill the selection. **Deselect** and move the ellipse slightly backward so it looks like you have a 3D disk shape. Turn off all the layers except the two just created and **Merge – Visible**. Name the merged layer **top of liquid**.

Change the Styles settings to **Stroke: Gradient Fill Line Width: 1** and **Fill: None**. Set the Gradient Fill to **Sunburst Horizontal: 13 Vertical: 80**. Use the **Preset Shapes Tool** to create an ellipse at the top of your glass. Convert to **Raster** layer and name it **rim**.

**Note:** If you are using PSP6, make the above Vector shapes using a solid color, convert to a Raster layer, then make a selection from the object using the Magic Wand or Selection Tool and use a Gradient fill.





Set the **Foreground color** to **black** and the **Background color** to **dark gray**.

Click on the Preset Shapes Tool and choose **Rectangle**.

Styles settings are **Stroke: None** and **Fill: Linear Gradient (Angle: 90)**

Create a **rectangle** near the top of the glass, click on the **Object Selector** then on **Node Edit**.

Add nodes indicated by the red arrows and create the shape shown. Name this layer **back of glass**.

Make a **Selection from Vector Object** and **Save to Alpha Channel**.

Click on the **outside edge**, **wine** and **center** layers separately and hit the **Delete** key each time.

This clears the portion of these layers that extends into the **back of glass** layer.

Drag this layer beneath the **rim** layer and convert to a **Raster** layer.

Click on the **top of liquid** layer and load the selection you saved when you were making the layer.

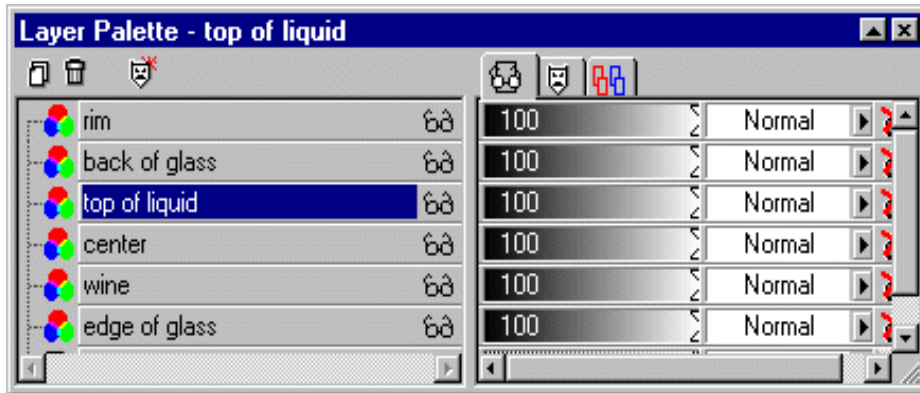
I applied a Blade Pro Preset named **snow**. I don't offer it here because I couldn't find the creator to obtain permission.

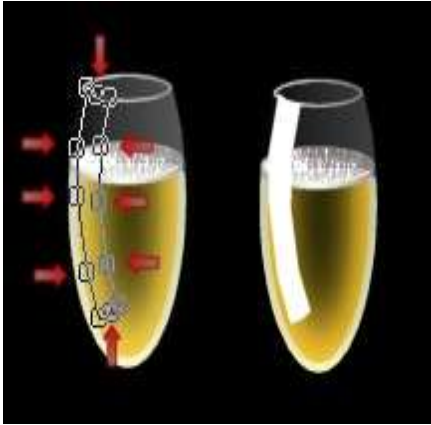
Instead you could **Add: 50% Uniform Noise** and **Adjust Colors Hue: 0 Saturation: -100 Lightness: 45%**.

**Deselect** and make a small **elliptical** selection in the center of the disk. Click on the **center** and **wine** layers separately and hit the **Delete** key each time. You could omit this step if you want, but I think it gives a more realistic look to the champagne because the bubbles on top dissipate from the center outward.



By now you should have the following layers:





Set the **Background color** to **white**, click on the **Preset Shapes Tool** and choose **Rectangle**.

Styles settings are **Stroke: None** and **Fill: Solid**.

Create a long rectangle near the edge of the glass. Click on the **Object Selector** then on **Node Edit**.

Add nodes indicated by the red arrows and create the general shape shown.

Name this layer **left reflection**.

Make a **Selection from Vector Object** and **Save to Alpha Channel**. Convert to a **Raster** layer.

Reduce the transparency of the layer to about **23**.

Add a new layer named **right reflection** and load the selection you just saved.

Set the **Foreground color** to **black** and the **Background color** to **golden yellow**.

Use a **Linear Gradient** **Angle: 325** **Invert Gradient is checked** to fill the selection.

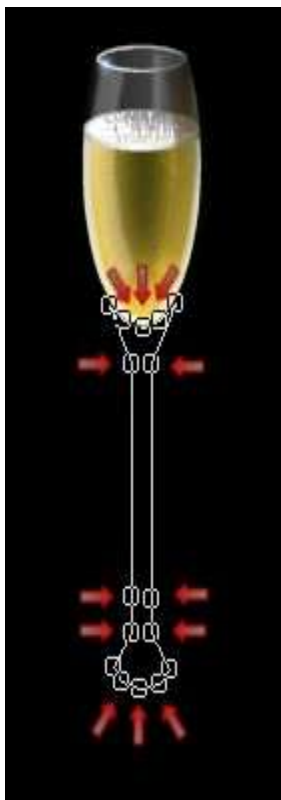
**Deselect** and **Image-Mirror**. Drag to the right side of the glass. Reduce the transparency of the layer to about **60**.

Add a new layer and name it **back reflection**. Using the **Selection Tool** set to **Rectangle**, make a small selection as shown. Leave the **Foreground color** set to **black** and change the **Background color** to **medium gray** and use a **Linear Gradient** **Angle: 90** to fill the selection. Use the **Eraser Tool** to clean up any stray pixels outside the rim.

Reduce the transparency of the layer to about **70**.

Finish off the top of the glass by adding a sparkle or lens flare to the rim and **Add 20% Uniform Noise** to the **wine** layer. If you like, you can apply a **Gaussian Blur** to the three reflection layers (I used **Radius 1.0**).





Add a new **Vector** layer between the **Background** layer and the **edge of glass** layer. Set the **Foreground color** to **dark gray** and the **Background color** to **light gray**. Click on the **Preset Shapes Tool** and choose **Rectangle**. Styles settings are **Stroke: None** and **Fill: Linear Gradient** **Angle: 180** **Invert Gradient** is checked. Create a long rectangle under the glass, click on the **Object Selector** then on **Node Edit**. Add nodes indicated by the red arrows and create a shape similar to the one shown. Name this layer **stem edge**.

Make a **Selection from Vector Object** and **Save to Alpha Channel**. Convert to a **Raster** layer. **Do not deselect**.

Add a new layer named **stem middle** and **contract** your selection by **2** pixels. Leave the **Foreground color** the same and change the **Background color** to **medium gray**. Use a **Linear Gradient** and **uncheck** the **Invert gradient** box. Click on the **stem edge** layer and hit the **Delete** key. Return to the **stem middle** layer. **Do not deselect**.

Add another new layer named **inner stem** and **contract** the selection by **2** pixels. Leave the **Foreground color** the same and change the **Background color** set to **black**. **Check** the **Invert gradient** box and fill. Click on the **stem middle** layer and hit the **Delete** key. Now you can deselect.





The **Foreground color** should still be set to **dark gray**. Change the **Background color** to **white**. Click on the **Preset Shapes Tool** and choose **Triangle**.

Styles settings are **Stroke: None** and **Fill: Linear Gradient Angle: 90**

Create an upside down triangle on the left side of the stem.

Click on the **Object Selector** then on **Node Edit**.

Add nodes indicated by the red arrows and create a shape similar to the one shown.

Name this layer **upper stem reflection**. Convert to a **Raster** layer.

Add a new layer named **lower stem reflection**.

Use the **Selection Tool** set to **Triangle** to make a small selection on the base of the stem.

Leave the **Foreground** and **Background** colors the same.

Fill the selection, deselect and **Image-Rotate 15 degrees** to the **right**.



I used the **Retouch Tool** set to **Smudge** with a brush size of **9** to soften the edges of the stem reflections.

Click on the **Background** layer.

Change the **Foreground color** to **black** and the **Background color** to **light gray**.

Use the **Preset Shapes Tool** set to **Ellipse**.

**Styles** settings are **Stroke: None** and **Fill: Linear Gradient Angle: 90** Create an ellipse that is almost circular.

Convert to a **Raster** layer and name it **base**.

Change the **Foreground color** to **medium gray** and the **Background color** to **white**.

Change the **Styles** Settings to **Stroke: Sunburst Gradient Horizontal: 21 Vertical: 90 Repeats: 0**

Create an **ellipse** slightly larger than the base. Convert to a **Raster** layer and name it **base edge**.





Add your favorite sparkle or lens flare to the base edge. The image below lists the layers along with the transparency settings I used. You can use the same settings or play around with them. If you want to use a background other than black, you'll need to adjust the transparency a little more. Now for some fun: add some sparkles, text, streamers, and confetti. You can add a reflection of the stem to the base or leave it plain. This tutorial can also be used to create a wine glass by changing the shape and colors used.

Have fun! If you have questions or comments about this tutorial, please use the form on my Contact page.

