

TITLE: STAINED GLASS TILES

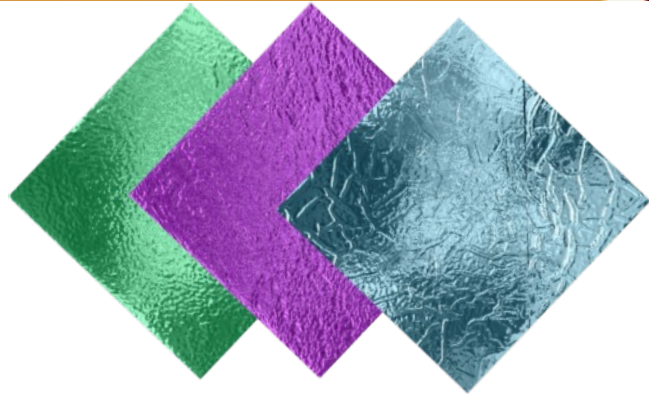
Software: Serif DrawPlus X8

Author: [MaryLou White](#)

Website: [Wishing Well Tutorials](#)

Skill Level: Intermediate

Supplies: [textures.zip](#)



Description: Stained glass images are fun to make but finding the right fill can often be a problem. In this tutorial, you will learn how to create your own bitmap fills that look like stained glass.

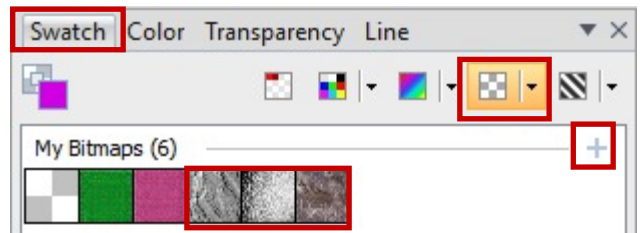
LET'S GET STARTED

In this tutorial, you will be creating 3 different styles of tiles. Once created, you can create as many more as you like and in any color you want simply by changing the colors and saving the tiles as you go. Since we don't all have the same files on our computers, this tutorial includes a zip file with the 3 textures that we will be using.

THE TEXTURES

Download and unzip the file, **textures.zip**. Open DrawPlus. Select the **Swatch** tab, then click the **Bitmap** down arrow. Find the **My Bitmaps** category.

Click the **+** in the upper right corner and select **Import Bitmap Fill** from the menu.



Navigate to the folder where you unzipped the three tiles. Hold down the **Shift** key and select all three tiles, then click **Open**. This will load the tiles into **My Bitmaps**. Note: You can delete these when we are finished with a right-click on each tile if you wish.

THE TILES

Open a new drawing in any size. Right-click on the **Ruler** and set the measurement type to **Pixels**.

Select the **Rectangle** from the **QuickShapes** on the **Drawing** toolbar and double click on the drawing to activate the **QuickShape Creator**. Set the width and height both to **600** pix. We will be working with this size throughout. Creating a larger tile ensures that there won't be wrap lines within the tile if you are using it on a large image. These are not seamless tiles.

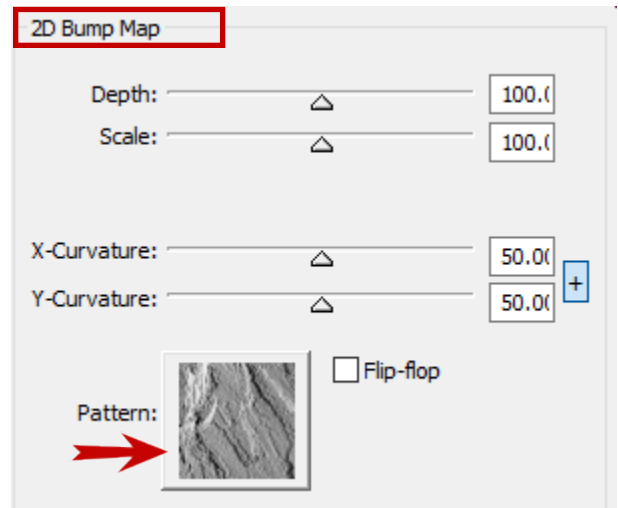
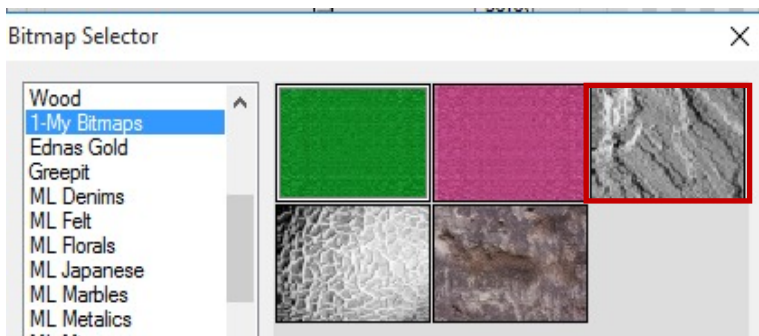
TILE #1

Set the **Line** color to None and fill the rectangle with a color of your choice. Open the **Filter Effects** on the Drawing toolbar.

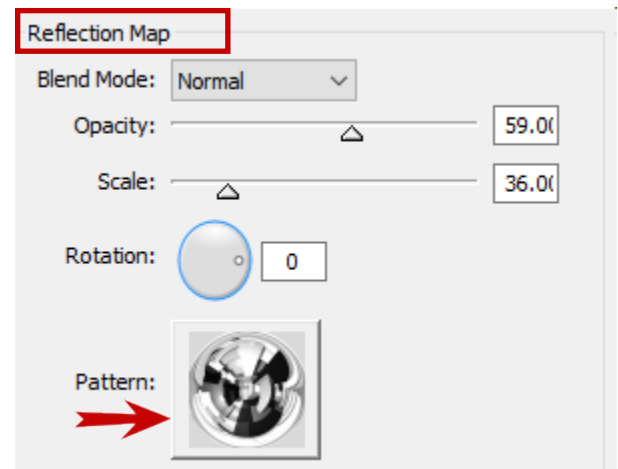
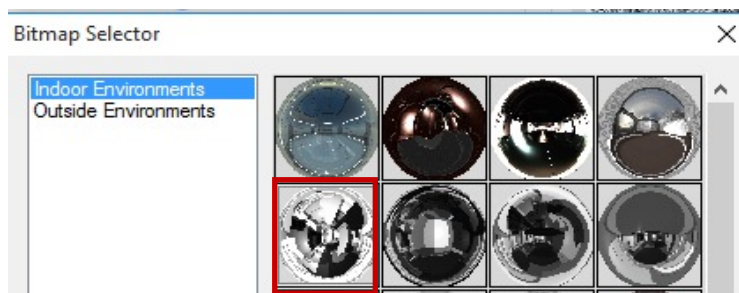
3D Effects: The slider for Blur and Depth move together. Click the **+** to unlock so they slide independently. Set the values as shown.



2D Bump Map: Here, you only need to select the pattern you wish to use. Click the pattern window and scroll down the menu on the left until you find **My Bitmaps** category. Click **texture-01**.



Reflection Map: Click the Pattern to activate the Bitmap Selector. Choose the first one in the second row. Don't panic if your tile turns gray.

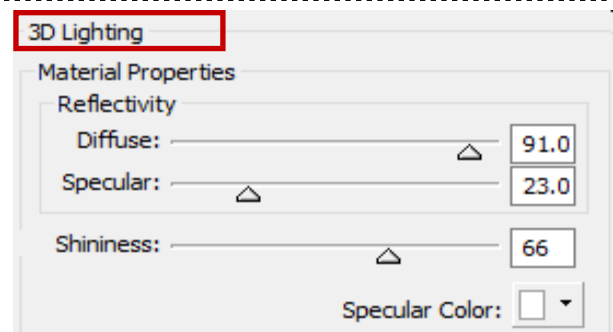


Lower both the Opacity and Scale until you are satisfied with the effect. There is no exact number, it's up to you.

3D Lighting: This will be the final adjustment to the effects. You only need to change the Diffuse, Secular, and Shininess values.

Again, these are arbitrary so play with the sliders until you are satisfied with the overall look.

This concludes the creation of the tile itself.



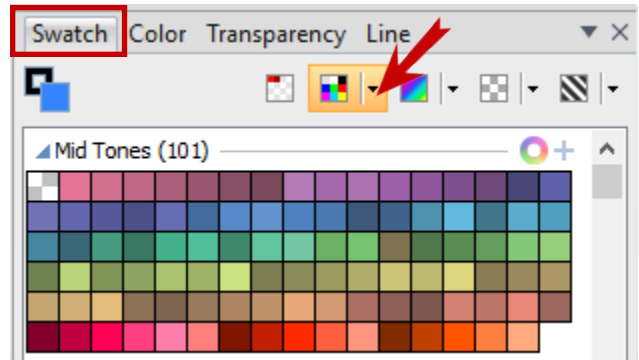
MORE TILES LIKE THIS

Select the **Swatch** tab. Then click the **Palette** down-arrow and choose **All Palettes**. Select any palette where you like the colors.

With your new tile still active, click any color in the palette to apply that color to your tile. Save the tile as either a .jpg or .png.

Click another color and save the tile. Repeat until you have as many tiles in this style as you want.

You might even want to save the tile to the **Gallery** for creating more colors at a later time.

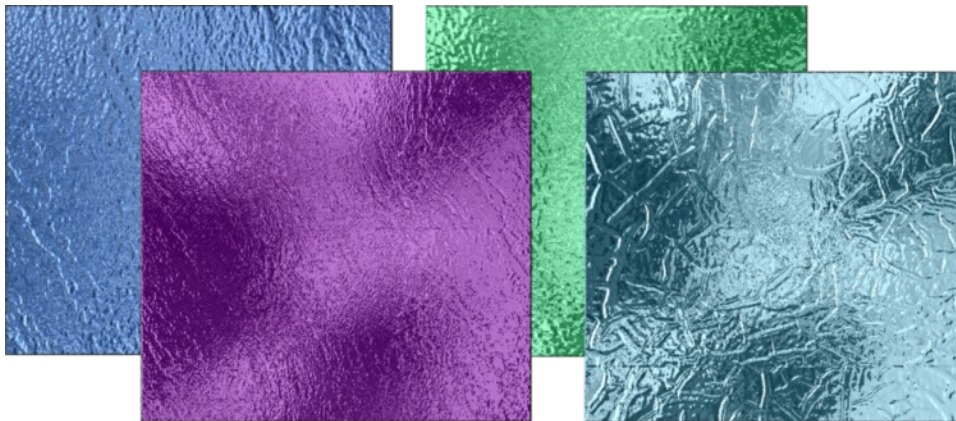


TILES #2 AND #3

With your tile active, select the **Filter Effects** on the Drawing toolbar and change the **2D Bump Map** to use **texture-02**. You shouldn't have to change any other settings but feel free to experiment. Save your tile as a .jpg or .png and repeat the section above to create more tiles in this style.

When you're ready, go back to the **Filter Effects** and change the **2D Bump Map** to use **texture-03**. Again, you shouldn't have to change any settings. Make as many tiles in this style as you like.

By changing just the **2D Bump Map**, you can create many more tiles. Different textures will produce different results. You may also want to try different reflection patterns. Don't be afraid to experiment. Enjoy!!



You're invited to join the [PIRCForum](#). This is an active forum for PaintShopPro and DrawPlus users. You'll find a wonderful group of warm, friendly, talented, and knowledgeable people who are ready and willing to share their expertise with you. There are creative activities for all skill levels. This forum is "family friendly", 100% free, and everyone is welcome.

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