



**TITLE: TEXTURES**

**Software:** Serif DrawPlus X8

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**Website:** [Wishing Well Tutorials](#)

**Skill Level:** Beginner

**Supplies:** [PI Textures](#)

**Description:** This beginner tutorial you will learn how to use textures in DrawPlus. This includes a brief overview of how to add a collections of textures to the bitmap textures in the program.



**LET'S GET STARTED**

**LOADING THE TEXTURES**

Textures are bitmap files that are used to add effects to other objects. There are some textures included with DrawPlus but textures are like money, we can never have too much. When you download the Supplies (pi-textures.zip), you will find a packet with 100 textures.

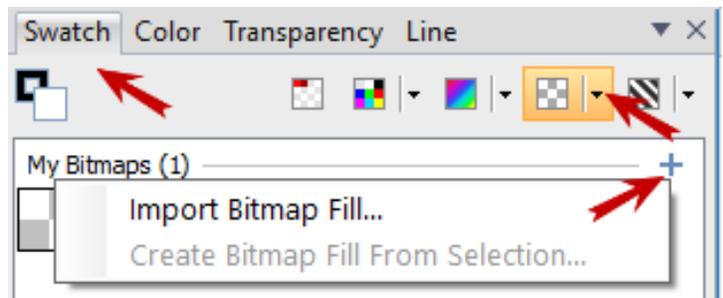
Download and unzip the textures to a folder on your hard drive. You can add the textures to your Bitmap library using one of two methods.

**Method #1:** This method is for those who like to have everything in separate folders. If this is you, follow Creative Designs tutorial, [Custom Folders for Textures and Patterns](#).

**Method #2:** This method adds textures to your existing bitmap files. Open the **Swatch** tab and click the down-arrow next to the Bitmap icon.

Scroll down until you find **My Bitmaps**, then click the small plus sign on the right to display the options.

Select **Import Bitmap Fill**. Navigate to the folder where you unzipped the PI Textures.



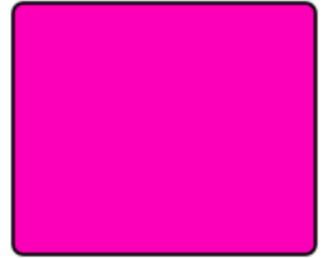
Click the first texture, hold down the Shift key and click the last texture to select all and click Open.

This will add thumbnails for all of the selected textures to your bitmap files.

Now that we have our textures loaded into DrawPlus, let's take a look at how to use them. There are two different ways to access the textures. One is by using the Effects  on the **Drawing** toolbar and the other is through the **Layers** tab.

## USING EFFECTS TEXTURES

Open a new drawing window - any size. Open the QuickShapes  on the **Drawing** toolbar and select the Quick Rectangle . Draw out a rectangle using a Line and Fill color of your choice. With your rectangle selected, click the Effects icon  on the **Drawing** toolbar.



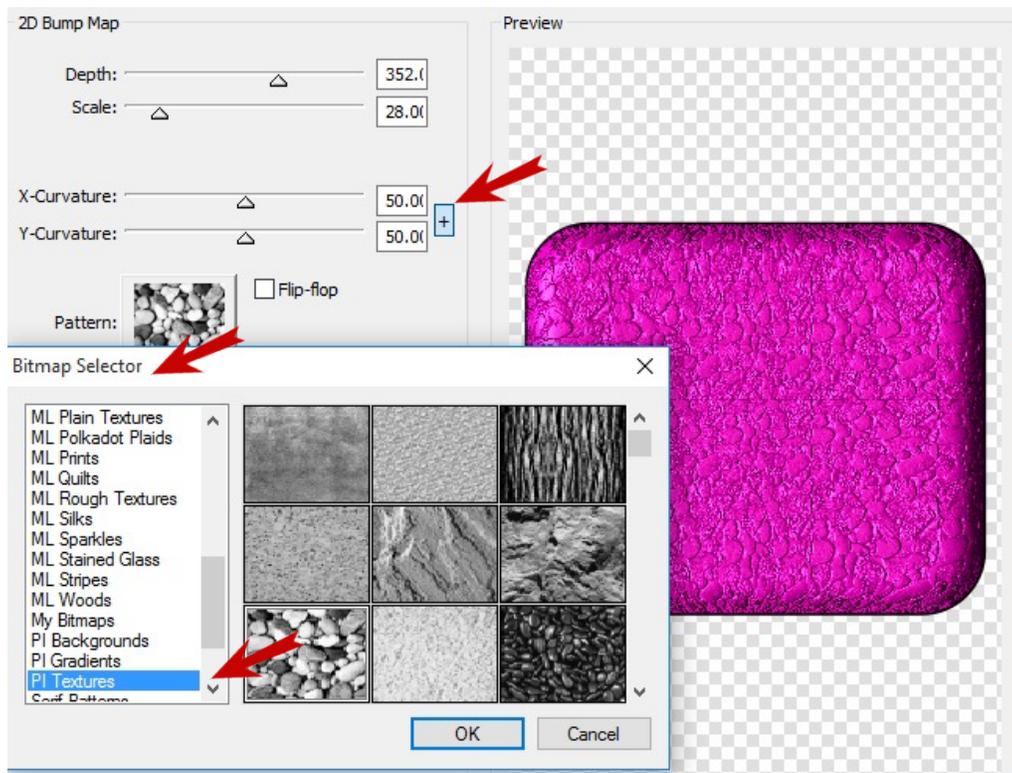
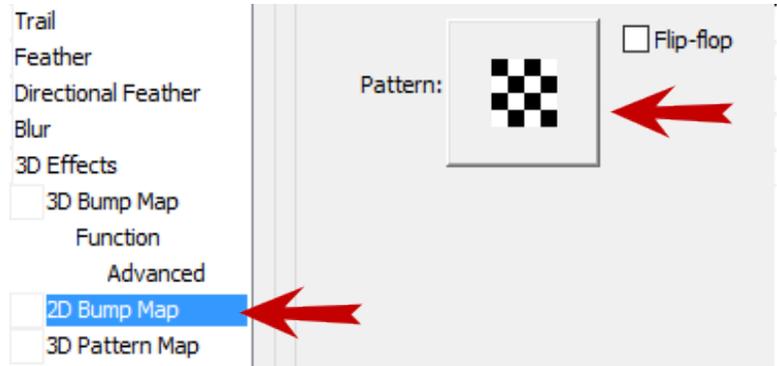
Select **2D Bump Map** on the left menu. Next, click the **Pattern** box. This will open the Bitmap Selector window.

Scroll down until you find your bitmap folder and select a texture of your choice.

Once the texture has been applied, the 3D effects and 3D lighting options will turn on automatically.

You can adjust the depth and scale of the texture by sliding the levers until you're happy with the results. Play with the other adjustments to see how they work on your textured rectangle.

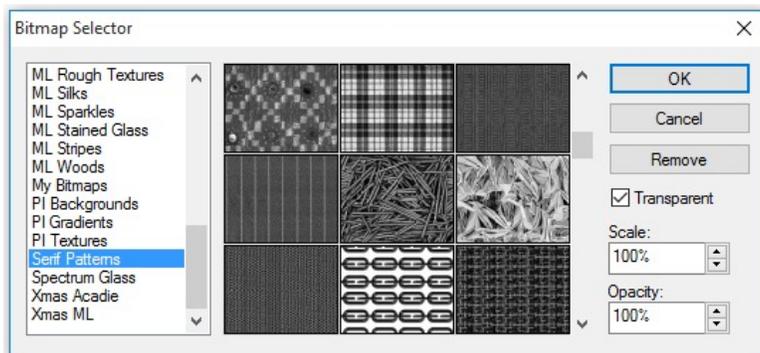
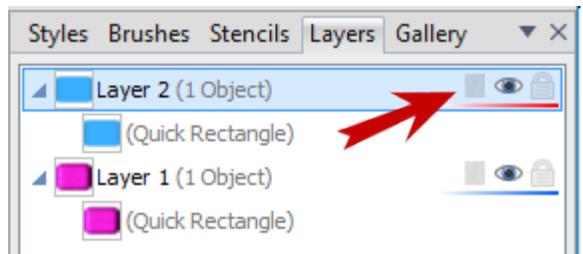
When adjusting the X-Curvature and Y-Curvature options, the top and bottom scales move together. If you click the small Plus icon clicking, this will allow you to move the levers independently. You'll see this box on some of the other DrawPlus features as well. When you're finished playing with the Effects, click OK to go back to the drawing window.



## TEXTURES IN THE LAYERS TAB

Click the Plus icon  on the **Layers** tab and draw a rectangle on Layer 2. You might want to use a different color just for fun. Applying textures via the Layer tab has a different effect on your image as you will soon see.

Open the Layers tab. Note the tiny little square on the right side of Layer 1. This is the *Paper Texture* window. Click the Paper Texture icon to open the Bitmap Selector. Pick a texture and apply it to your rectangle.



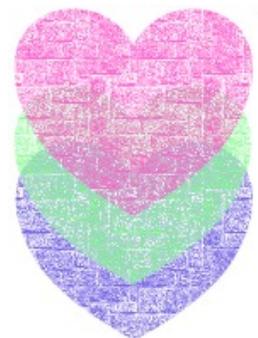
Draw out another shape. It will be white in color. Apply a new solid color and see what happens. The same texture is applied to this new shape.

The texture will be applied to ALL shapes you draw on this layer because the texture is "attached" to the Layer rather than the object. When adding a texture via the Layers tab, the default is translucent in color.

You can remove the texture by opening the Bitmap Selector options and clicking the *Remove* button. Note that this action will remove the texture from ALL images on that layer.

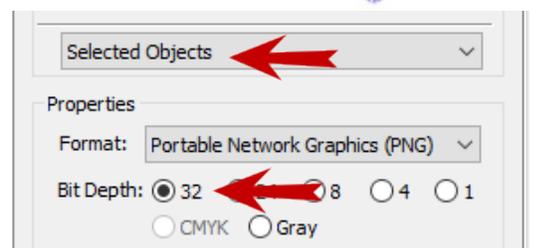
Textures applied via the **Effects menu** are applied to an individual object.

Textures applied via the **Layers tab** are applied to all objects on that layer.



To preserve an object that has had a texture applied via the Layers Tab, click the image to select it, then select **Convert to Picture** from the **Tools** menu. This will open a new window. Set the options as shown.

If you want to group your objects, the bottom layer must be one that **has not** had a texture applied via the Layers tab. Otherwise, all your objects will take on the textured effect.



To see this, move Layer 2 (the one with the Paper Texture below Layer 1 and group. Your image from Layer 2 changed to the same characteristics the object on Layer 1. Always make sure your bottom layer is NOT one that has a Paper texture applied to it

Thanks to Teejay Joyce and Alfred (Serif Community) for their help in writing this tutorial.

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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