



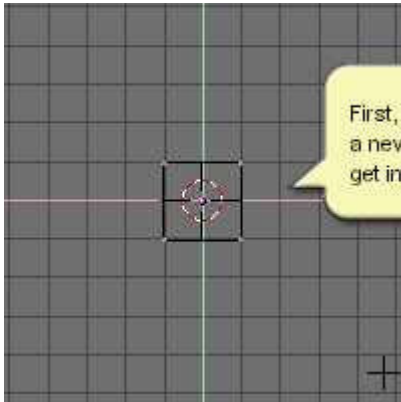
You are here: [Home](#)>> [Tutorials](#)>> [Paint Shop Pro \(PSP\)](#)>> [3d Crystals](#)>>

Creating 3d Crystals - Paint Shop Pro (PSP) 7 Tutorial



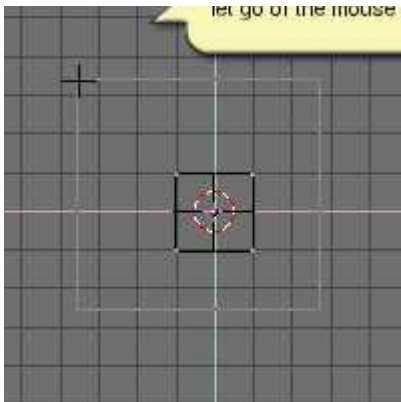
Want to know how to make those cool 3d crystals you see all over the net? Now you can, without Bryce or 3d stud max! Using a free program called blender, and Paint Shop Pro (PSP) now you can. This is the text version, if you would like to watch a video of how to do this, click [here](#). This tutorial was written for Paint Shop Pro (PSP), but can probably be used for other versions as well.

1



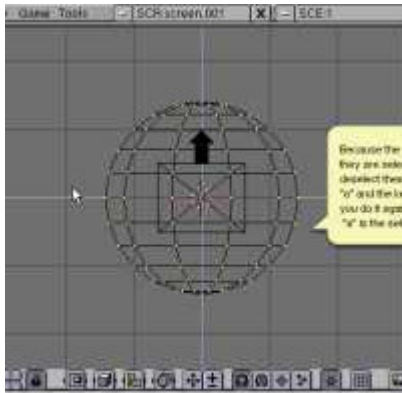
First you must **download** and install Blender. After you have done that open it up and make a new scene. Now press **tab**.

2



Now press **"b"** on your keyboard, and your mouse should be replaced with crosshairs. Now click and hold, and draw a box around the square in the center of your screen with the 4 vertices (corners). These vertices should be yellow, which means they are selected. By the way, Blender does not have undo, so make sure to save often. Now we need to delete the vertices, so while they are still selected, **press "x" and then click "all"**.

3



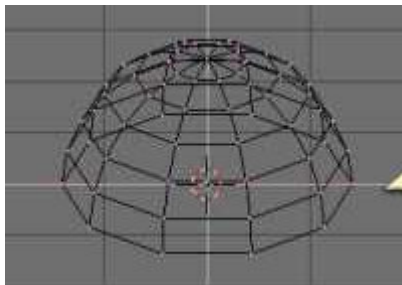
Now we need to add a sphere. **Press space bar** to bring up a menu, click on **Add**, then **Mesh**, then **UVSphere**. When the menu pops up, make the sphere have **10 segments**, and **12 rings**. Now **press "1"** on the numpad to change the view. Make sure numlock is on. Then press the "+" button on the keyboard until the sphere fills your screen. It should now look like this.

4



Because the vertices are yellow, they are selected. We need to deselect them. To do that, **press "a"**. "A" is the select/deselect all key. All the vertices (dots) should be purple. Now **press "b"** again, and drag a box around the **BOTTOM** half of the sphere so it looks like mine. The top should be purple, and the bottom should be yellow.

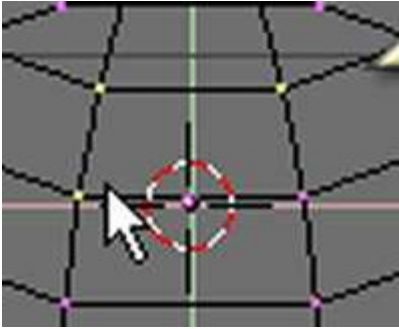
5



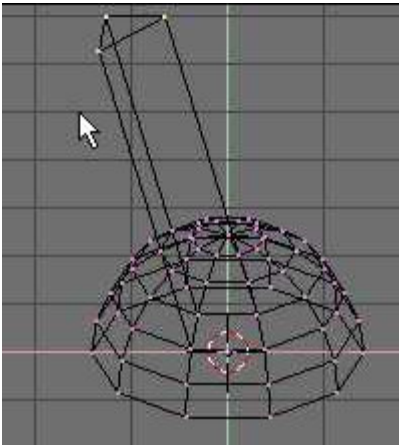
Next we need to delete the bottom half of the square. To do this, **press "x"**, but this time you must click on "vertices". Now you should have half of a sphere. **Press "8"** on your numpad twice to move the camera up spaces. Your sphere should now look like this.

6

Now we start making the crystals. **Right click** near a singular vertex select it. Now **hold shift** and **click on another singular vertex** next to it. Last, while **still holding shift**, **right click near a third singular vertex** so you have a triangle of vertices like this.

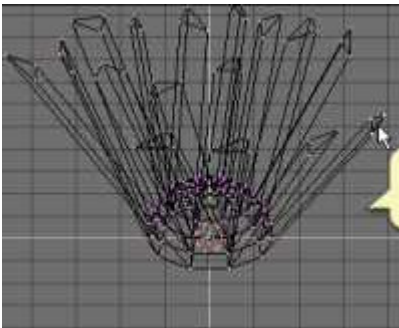


7



Press the **minus** key 3 times on your numpad to zoom out. With the vertices selected, **press "e"**, and then **click on extrude**. Now **drag y** mouse upwards to create a crystal. Notice the end of the crystal has 2 lines connecting the vertices. Press **"f"** to create a third lin

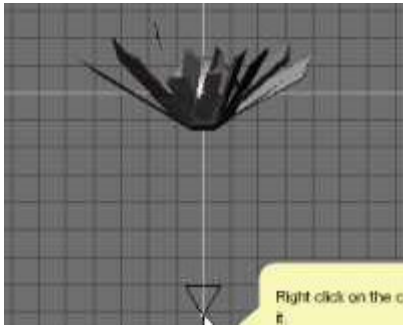
8



Now continue doing this - **selecting 3 vertices, pressing "e" and cli on extrude, dragging upwards, and pressing "f"**. Be random, and remember, you can select the same vertices twice. When you are dor you should have something like this.

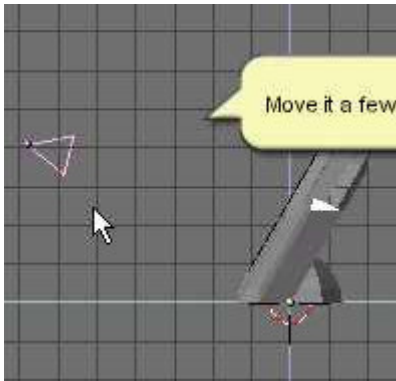
9

Now **press the "z"** key to view the textures. Then **press "0"** on the numpad to see through the view of the camera. The camera needs to be moved, so **press "7"** on the numpad to get to top view, and zoom out **pressing minus** a few times. Notice the triangle at the bottom of the screen - that is the camera. Now **press tab** to leave edit mode. The vertices on the crystals should disappear. Now **right click** near the



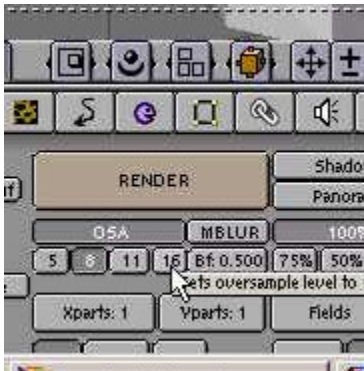
camera to select it. It should be yellow, and your screen should look li this.

10



Now **press "g"** to grab the camera, and move it 2 grids to the left and **click**. Now **press "r"** to rotate it, and rotate it a few degrees to the right and **click**. Now **press "3"** on the numpad to get to the side view, and **press "g"** again to grab the camera. Now **move it up 4 units and click**. Now **press "r"** to rotate it, and rotate it a few degrees down and click.

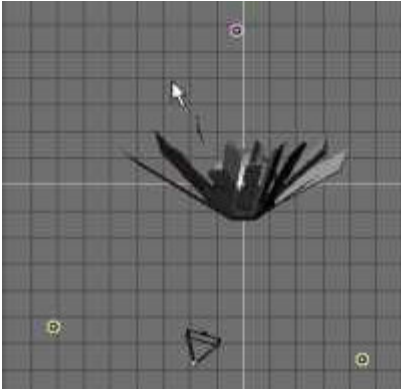
11



Now **press "0"** to look through the camera. Then **press "F10"** to change the render settings. In the center of the screen below the brown "render button", the **"OSA" button should be depressed, and the number 16** below it should be depressed. Now in the lower right, there should be a button that says "targa". **Click on it and select "jpeg"**.

12

Now we need to add lamps. **Press "7"** on the numpad to get to the top view. Now press **spacebar**, then click on **Add, then Lamp**. **Press "g"** to move it to where my picture shows. Repeat this step to create 2 more lamps.



13



Press "3" to get to side view. Now near each one, **right click** and pr
"g" and **drag them** up until they look like mine. Last, go to **File | Save
Image** (or press F3), and save it to a folder. We are now done with th
Blender section of this tutorial. To finish it, go to [Part 2 | Paint Shop I
\(PSP\)](#)

[Click here to go to Part 2 and finish this tutorial](#)

[Click here to go back to ZimmerTech](#)