

Internet Access only \$9.95/month

You are here: [Home](#)>> [Tutorials](#)>> [Paint Shop Pro \(PSP\)](#)>> [3d Crystals 2](#)>>

Creating 3d Crystals | Part 2



[Click here to go to Part 1 to begin this tutorial](#) This tutorial was written for Paint Shop Pro (PSP), but can probably be used for other versions as well.

14



With Paint Shop Pro (PSP) open, open up the image you saved in blender. Now go to **Layers | Promote to layer**. Now **duplicate the layer** by going to **layers | Duplicate**

15



Now add a gaussian blur by going to **Effects | Blur | Gaussian Blur**, enter "18". Now **click on the first layer**, and then go to **Layers | Duplicate**. Move this second, **duplicate layer to the top**, and set the **blending mode to screen**.

