



You are here: [Home](#)>> [Tutorials](#)>> [Paint Shop Pro \(PSP\)](#)>> [Mega Banner Tutorial](#)>> [Part 1](#)>>

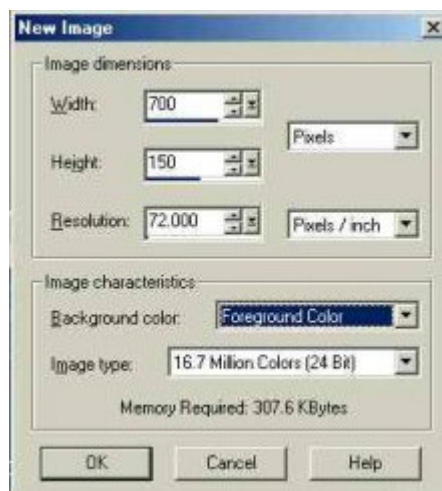
Mega Tutorial - BZ Homepage Banner

Part 1 | [Part 2](#)

This is what you will make...





This is a mega tutorial on how I made my banner for my homepage. I use all sorts of effects found in separate tutorials, so this is an example of what everything can do also. In this *mega* tutorial, you can learn to make cool backgrounds, sigs (signatures), banners, and wallpapers. Learn effects such as transparent lines and shapes, color filter in Paint Shop Pro (PSP), and scanlines and grids.



In this tutorials I am going to be teaching you, step by step, how I made the logo at the top of my page. This my first mega tutorial and would appreciate any feedback. Thanks! [Here](#) is the psp file if you want to download it.


2



The first step is to create a new image . My image size is 700 x 150. Set the background color to #2D57A8 a nice blue color. The next step is to create a grid. Now go to Layers- New Raster Layer  to create a new layer. Name this layer "grid".

3





The next step is to use my [grid tutorial](#) to create a 1 pixel black grid. Your image should now look like this. You can download the grid pattern [here](#). Now go to Masks- New- From Image  and enter these values

Source Window: This window
Create mask from: Source Luminance
Invert mask date: Checked

Last, turn down the opacity to 16. This should give you a nice, light grid.

4

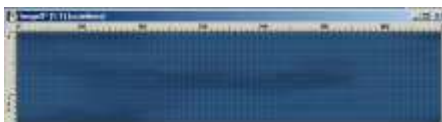



Now we need to add some clouds to the image. Make a new layer by going to Layers- New Raster Layer  and name it "clouds". To do this you need a plugin you can download [here](#). The clouds aren't necessary though so you can skip this step if you want. After you have installed the plugin, go to Effects- Plugins- MuF Meister- Clouds. Use these [options](#). Now go to Masks- New- From Image  and enter these values:

Source Window: This window
Create mask from: Source Luminance
Invert mask date: Checked

Now adjust the opacity of the layer down to 18.

5



Now we have a nice, textured background with a grid. The last thing we are going to add to the background is scanlines. Make a new layer by going to Layers- New Raster Layer , and name it "scanlines". Now follow the [scanlines tutorial](#) to add scanlines to the background. Create a new mask using the same steps as steps 3 and 4, and adjust the opacity of the



"scanlines" layer down to 16.

Now you have created the background for the banner. The next step is to add the text, hexagons, and lines.

Part 2: The Objects

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