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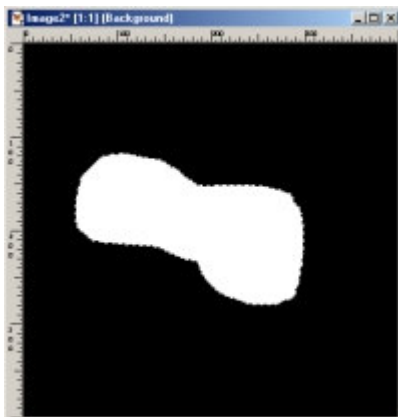
You are here: [Home](#)>> [Tutorials](#)>> [Paint Shop Pro \(PSP\)](#)>> [Nova](#)>>



Creating a Nova - Paint Shop Pro (PSP) 7 Tutorial



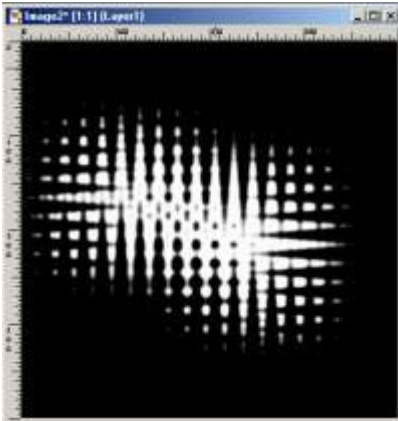
Create a cool space scene with this nova / galaxy Paint Shop Pro (PSP) tutorial. This tutorial was written for Paint Shop Pro (PSP), but can probably be used for other versions as well.

1



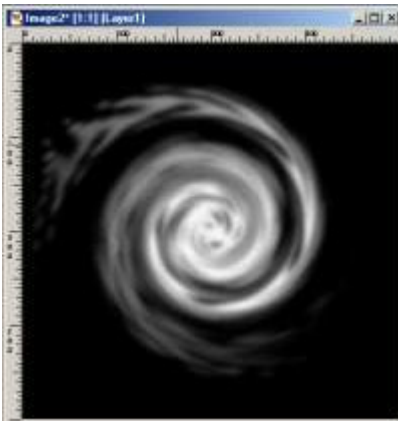
Create a new image , 400x400 with a black background. Now create a new raster layer . Then, using the freehand selection tool, create odd shape in the center of the canvas. Then select the flood fill tool, a fill the selection with white.

2



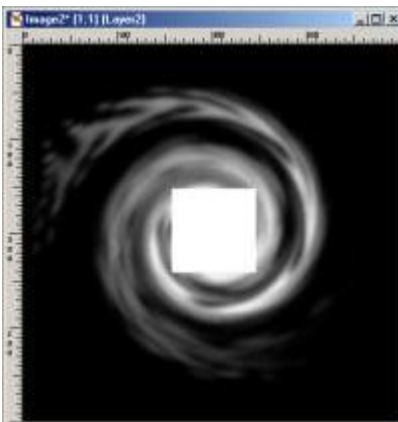
Press Ctrl-D to deselect and go to Effects | Geometric | Wave, and **en these settings.**

3



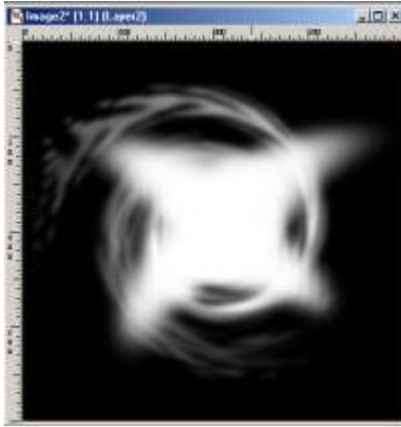
Now, go to Effects | Geometric | Twirl, and enter 720. Now go to Effect Blur | Gaussian Blur, and enter 3.

4



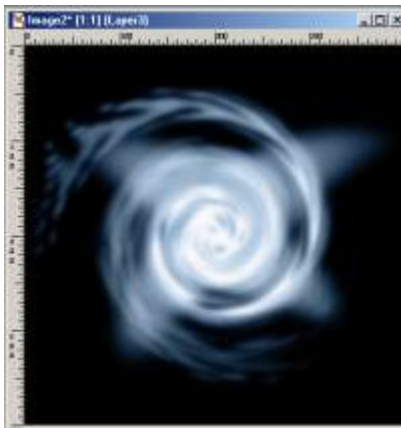
Create a new raster layer, and name it box. Now, using the rectangular selection tool, make a small white box in the middle.

5



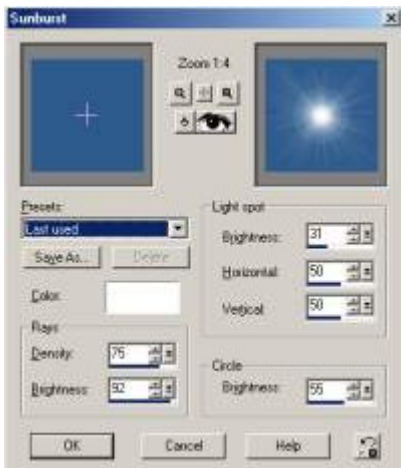
Now click on the retouch tool, and set it to smudge. Now **enter these settings**. Now click near each corner, and drag out, until it looks like mine. Then set the layer opacity to 50.

6



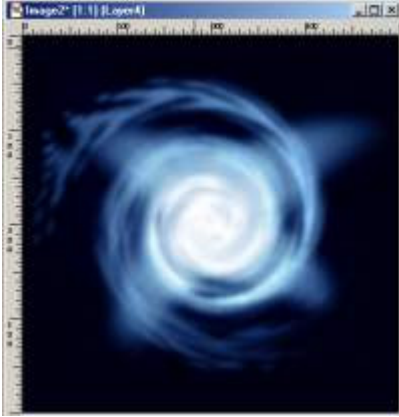
Now create a new raster layer, and set the blending mode to color. Set the flood fill tool, and fill the layer with a dark blue - I used #2D5A8C. Then change the layers opacity to 49.

7



Now create a new raster layer, and fill it with #2D5A8C, and go to Effects | Illumination | Sunburst, and enter the settings you see in the screenshot. Adjust the opacity of the layer to 60, and the blending mode to hard li

8



Done, you can repeat any of these steps, adjust the opacity, add more arms to the box, etc. to get a different result. Experiment!

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