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Rounded Shapes - Paint Shop Pro (PSP) Tutorial



This is the PSP version of the Photoshop channels trick. You can use this method to create rounded objects, and make cool interface designs. This tutorial was written for Paint Shop Pro (PSP), but can probably be used for other versions as well.

1



The first step is to open the thing you want rounded and make sure the object is white and the background is black (or the other way around). Mine is going to be an interface.

2



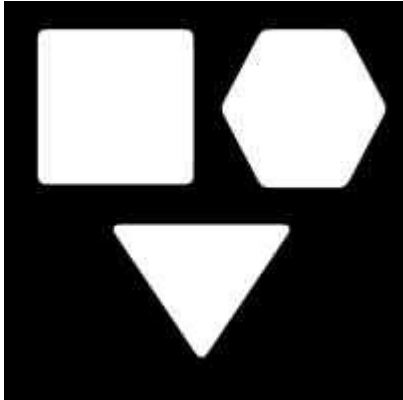
Now go to Effects- Blur- Gaussian Blur and set the radius from 3-7 pixels depending on how round you want it. I used 5.

3



The next step is to adjust brightness and contrast. Hold down shift, and press b to bring up the brightness and contrast box. Set the brightness 0 and the contrast to 92.

4



Now you have nice rounded corners, and you can do it to any shape. This is the same channels trick used in Photoshop. Good Luck!

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