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Creating Rust Text - Paint Shop Pro (PSP) 7 Tutorial



Here is my tutorial on how to make your own rust with this rust text Paint Shop Pro (PSP) tutorial. With this cool te effect you can add a rust texture to anything. Try it out, it works well with metal interfaces. This tutorial is similar to one at [Reaction Zero](#), but it is converted to work in PSP. Written for Paint Shop Pro (PSP) 7, but can probably be used for different versions.




1



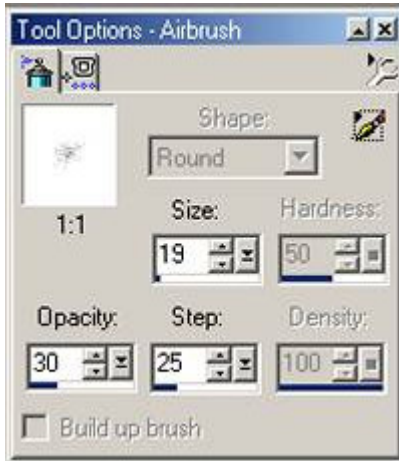
Create a new image , 400x400 with a black background. Now create a new raster layer . Then, using the text tool  create the text you want to add the effect to. Make the text floating, and press ok. Now move it until you have it where you want and go to Selections | Defloat. 

2



With the selection still active, click on the flood fill , and set it to gradient . Click edit, and make your own gradient that resembles [mine](#). Go to Selections | Save to Alpha Channel , and press OK. Now, deselect, and your image should look like mine.

3



Now is the hard part. First, make a new Raster Layer , and name layer "rust". Click on the airbrush tool , and enter the settings shown in the screen shot. Set the foreground color to red.



4



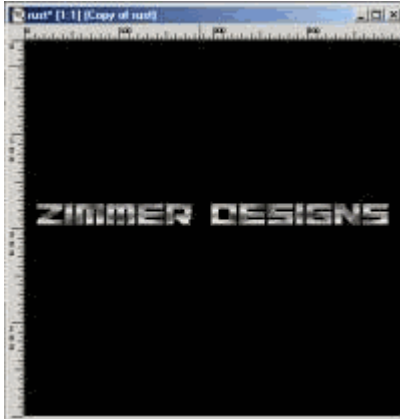
Next, using the airbrush, splatter some red coloring onto the text, in random patterns. Make sure it looks cool. If you can't do it randomly, just copy my design.

5



Next, go to Selections | Load From Alpha Channel , and click on your saved selection. Now go to Selections | Invert , and press delete. All the airbrushing outside of the lines should have been deleted.

6



Thanks for Paul Farmer for this suggestion. For a different, older r look, Effects | Artistic | Aged Newspaper and set it to 10.

7



All done! You can use this effect on interfaces, as well as text. Be sur e-mail me if you have any comments

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