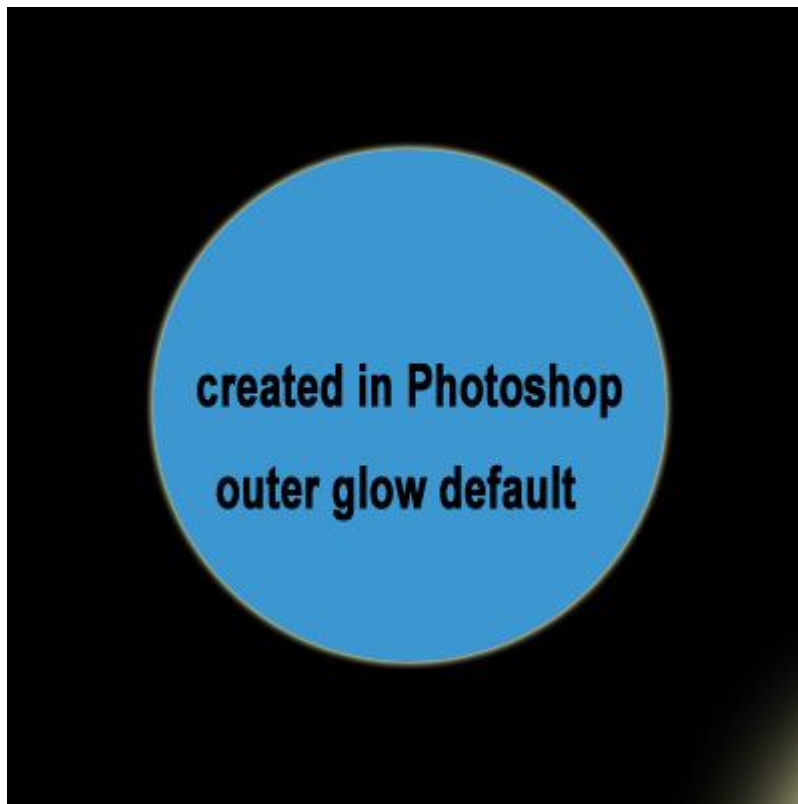


Interpreting PS for PSP Users: Outer Glow

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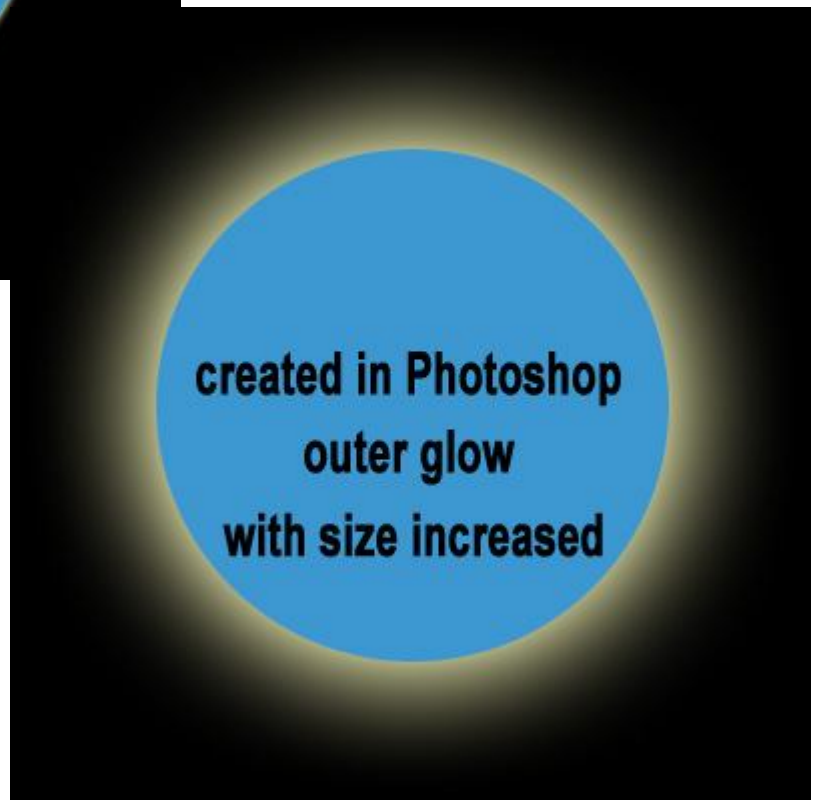
There are lots of digital scrapping tutorials on the web, but the majority of them are for Photoshop or Photoshop Elements. If you know Paint Shop Pro well, it is fairly easy to figure out how to create the same results in PSP.

But there are a few styles mentioned in the tutorials that are very subtle. I could never figure them out from looking at the pictures in the tutorials. Now that I have Photoshop, I easily see how these styles can be created in PSP. So I am writing some tutorials that will explain these PS styles and how they can be reproduced using the effects in PSP.



Here is a circle created in Photoshop with only the Outer Glow style added. The default setting was used. The default color is a pale yellow. I have used a black background so that you can see it more easily.

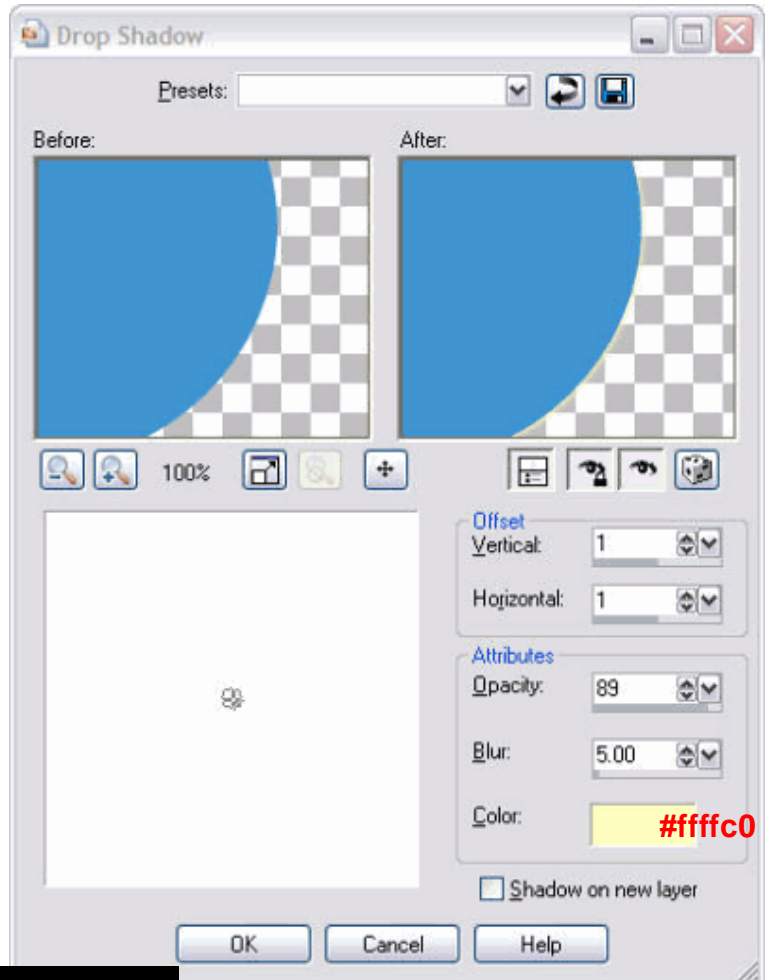
The size of the outer glow can be increased as shown in the image below.



(If you have ever done a PSP neon tutorial or class project, you probably just had an “I know how to do that” moment.)

This style can be replicated in Paint Shop Pro by using the drop shadow effect.

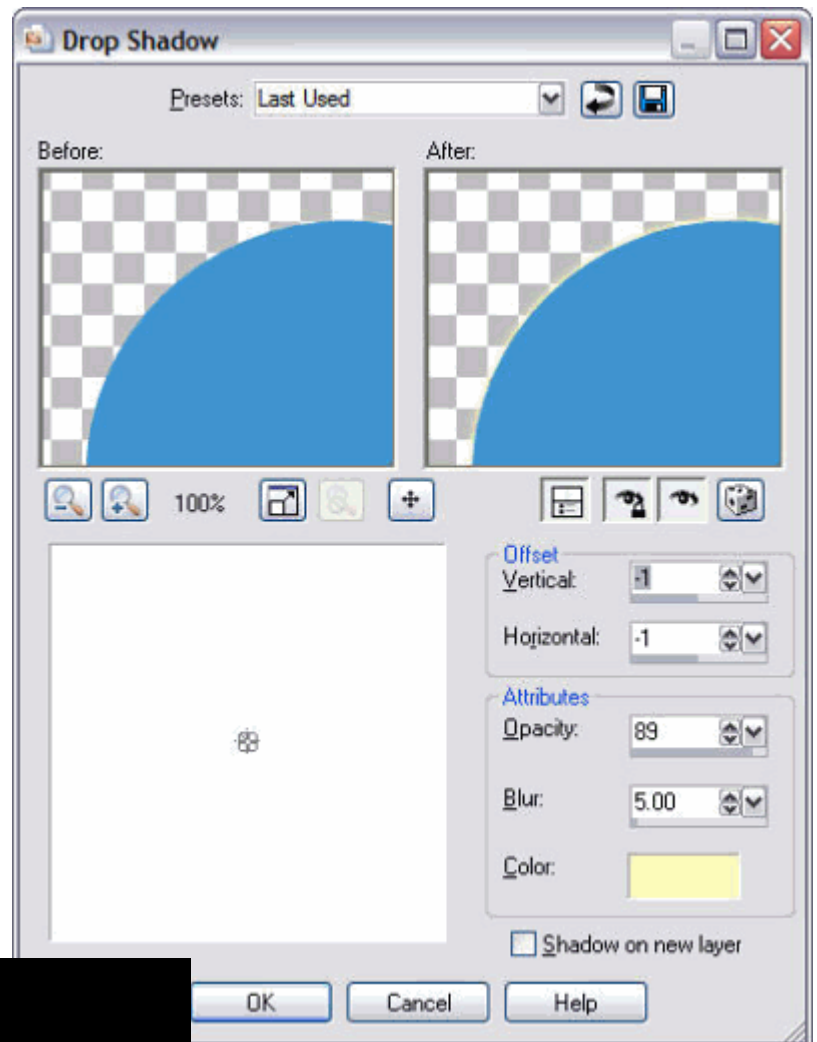
After creating the circle, open the drop shadow dialog window. Use these settings.

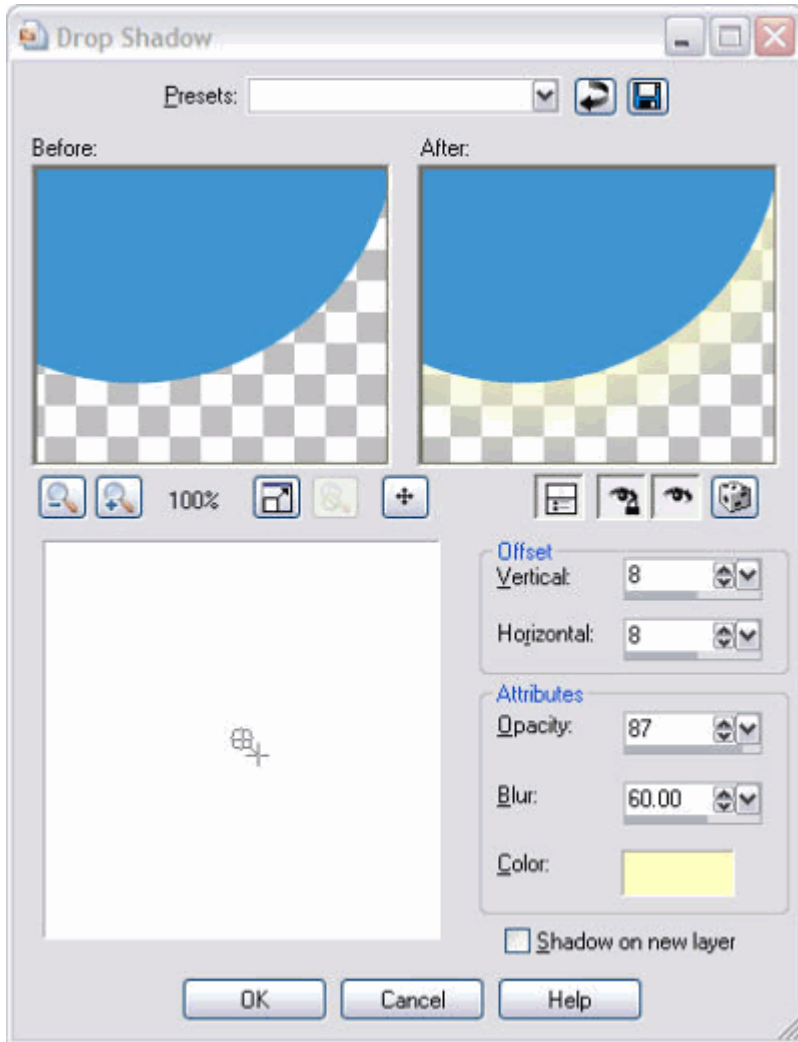


You will notice that this created the "glow" only on the right side and at the bottom of the circle.

To create the remainder of the “glow”, reopen the drop shadow effect dialog window.

- Leave the Attributes settings the same as you used before.
- But change the Offset to the opposite negative values of the values you added before. For example, if your positive settings were 3, the negative values would be -3. Since I am creating the very thin “glow”, I used 1 and -1 for this image.

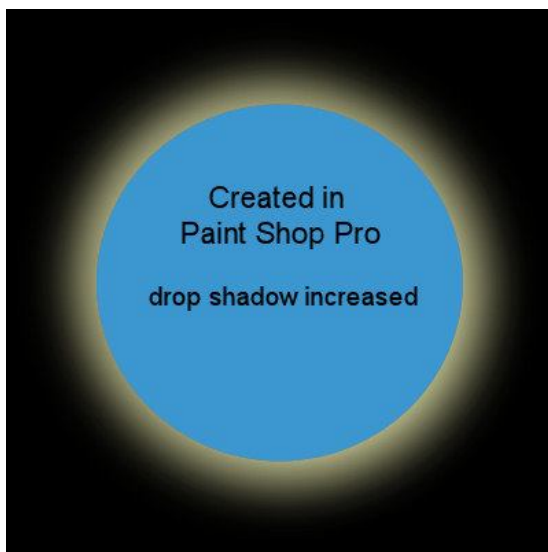




To create the neon-type glow, increase the values of the Offset and the Blur.

- First, apply the drop shadow effect with positive Offset values.
- Repeat, using the negative values.

Experiment until you get something you like. Try different colors.



The neon image was created as part of an animated gif for a PSP class in 2003, definite proof that I am a pack rat.

Making the Glow a Shadow

When referred to in PS/PSE scrapping tutorials, the outer glow style might be creating a shadow instead of a glow.

It is not as easy to produce the positive and negative drop shadow in the same PS image as it is in PSP. So users of PS/PSE use the outer glow to create a shadow that goes all around the object by using a darker color instead of the default pale yellow.

This is what confused me. I was seeing it as a shadow in the example image, but the directions in the tutorial were calling it a glow.

I hope this helps to clear up any confusion you might be experiencing with outer glow when using PS/PSE tutorials to create in PSP.

