

Creating a Champagne Glass with Paint Shop Pro7



This tutorial is based on one written by [Gary W. Priester](http://www.xaraxone.com) and was originally written for Xara. You can find more of Gary's Xara tutorials at <http://www.xaraxone.com>

This is an **intermediate to advanced level** tutorial. It requires a working knowledge of *PSP's basic tools, layers, selections, gradients, creating vector shapes and node-editing*. Paint Shop Pro Version 7 is not absolutely necessary, but you do need at least Version 6.

This is a long tutorial and requires some patience, but the result is worth it. Don't let the number of pages scare you off, I used shorter pages and text (instead of screen shots) for most settings.

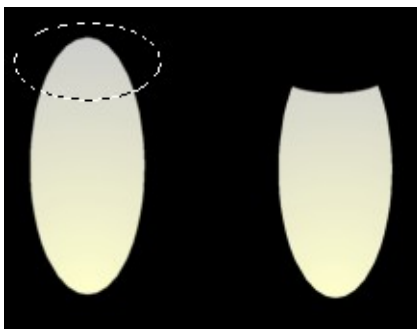
The RGB values for the colors I used are: **light yellow (255,255,192)** **golden yellow (255,204,51)**

light gray (192,192,192) **medium gray (128,128,128)** **dark gray (64,64,64)** **almost black (25,25,0)**

Okay, let's get started. We'll work on the top portion first.

Open a new image – Width: **300** Height: **500** Resolution: **72** pixels/inch Background: **Black** Image type: **16.7 Million Colors**

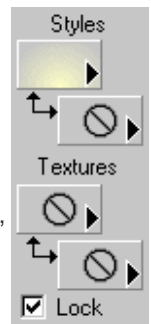
Note: The gradient used for all gradient fills is **#1 Foreground–Background**.



Add a new layer named **outside edge**. Start about **150, 111** and use the **selection Tool** to make an **ellipse** approx. **80 x 195** (Antialias is checked).

Set the **Foreground color** to a **light yellow** and the **Background color** to a **light gray** and flood fill the selection with a **Sunburst Gradient** set to **Horizontal: 50 Vertical: 100 Repeats: 0** (Repeat is set to 0 throughout the tutorial).

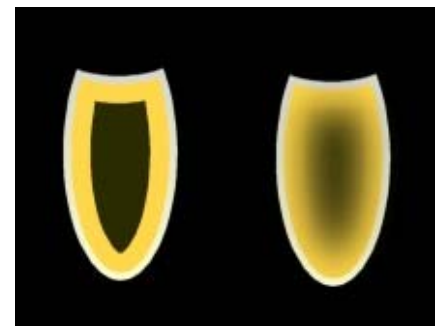
Hold down the **Control** key and starting at or near the top of the first ellipse, make a second ellipse as shown. Press the **Delete** key to make the shape shown.



Use the **Selection** tool set to **Rectangle** and make a selection around (but not touching) the ellipse. Click on the ellipse to select it and go to: **Selections -> Save to Alpha Channel. Do not deselect.**

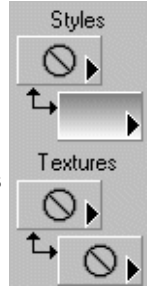
Add a new layer named **wine** and go to: **Selections -> Modify - Contract** Number of pixels: **4**. Set the **Foreground color** to a **golden yellow** and flood fill with the **Solid Color** fill.

Add a new layer named **center** and **Contract** your selection by **10** pixels. Set the **Foreground color** to **almost black** and again use the **Solid Color** fill. **Deselect** and apply a **Gaussian Blur Radius: 10**





Set the **Foreground color** to **medium gray** and the **Background color** to **white**. Click on the **Preset Shapes Tool** and choose **Ellipse**. **Retain style** is **unchecked**. **Antialias** and **Create as vector** are both **checked**. (The Preset Shapes settings remain the same throughout the tutorial). Styles settings are **Stroke: None** and **Sunburst Gradient Horizontal: 48 Vertical: 93 Repeats: 0**. Create an ellipse near the top of the glass, make a **Selection from Vector Object** and **Save to Alpha Channel**. Convert this layer to a **Raster** layer (don't name it yet).

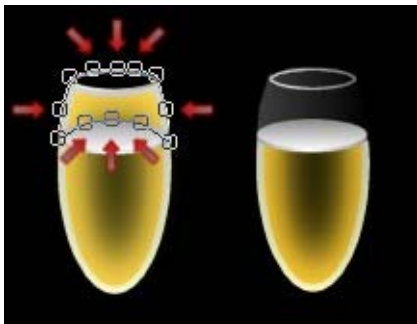


Add a new layer and load the selection you just saved. Change the fill to **Linear Gradient (Angle: 0)** and fill the selection. **Deselect** and move the ellipse slightly backward so it looks like you have a 3D disk shape. Turn off all the layers except the two just created and **Merge - Visible**. Name the merged layer **top of liquid**

liquid.

Change the Styles settings to **Stroke: Gradient Fill Line Width: 1** and **Fill: None**. Set the Gradient Fill to **Sunburst Horizontal: 13 Vertical: 80**. Use the **Preset Shapes Tool** to create an ellipse at the top of your glass. Convert to **Raster** layer and name it **rim**.

Note: If you are using PSP6, make the above Vector shapes using a solid color, convert to a Raster layer, then make a selection from the object using the Magic Wand or Selection Tool and use a Gradient fill.



Set the **Foreground color** to **black** and the **Background color** to **dark gray**. Click on the **Preset Shapes Tool** and choose **Rectangle**. Styles settings are **Stroke: None** and **Fill: Linear Gradient (Angle: 90)**.

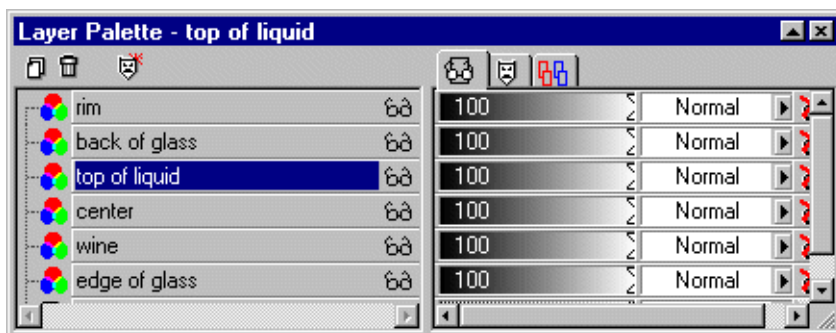
Create a rectangle near the top of the glass, click on the **Object Selector** then on **Node Edit**. Add nodes indicated by the red arrows and create the shape shown. Name this layer **back of glass**.

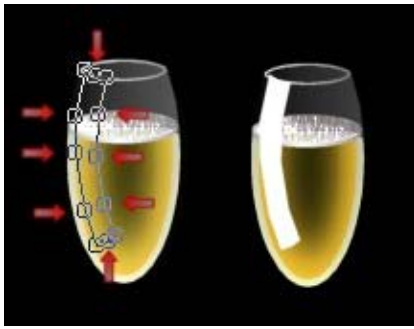
Make a **Selection from Vector Object** and **Save to Alpha Channel**. Click on the **outside edge, wine and center** layers separately and hit the **Delete** key each time. This clears the portion of these layers that extends into the **back of glass** layer. Drag this layer beneath the **rim** layer and convert to a **Raster** layer.

Click on the **top of liquid** layer and load the selection you saved when you were making the layer. I applied a Blade Pro Preset named **snow**. I don't offer it here because I couldn't find the creator to obtain permission. Instead you could **Add: 50% Uniform Noise** and **Adjust Colors Hue: 0 Saturation: -100 Lightness: 45%**. **Deselect** and make a small **elliptical** selection in the center of the disk. Click on the **center** and **wine** layers separately and hit the **Delete** key each time. You could omit this step if you want, but I think it gives a more realistic look to the champagne because the bubbles on top dissipate from the center outward.



By now you should have the following layers:



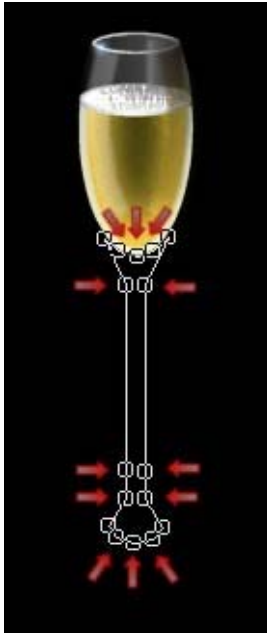


Set the **Background color** to **white**, click on the **Preset Shapes Tool** and choose **Rectangle**. Styles settings are **Stroke: None** and **Fill: Solid**. Create a long rectangle near the edge of the glass, click on the **Object Selector** then on **Node Edit**. Add nodes indicated by the red arrows and create the general shape shown. Name this layer **left reflection**. Make a **Selection from Vector Object** and **Save to Alpha Channel**. Convert to a **Raster** layer. Reduce the transparency of the layer to about **23**.

Add a new layer named **right reflection** and load the selection you just saved. Set the **Foreground color** to **black** and the **Background color** to **golden yellow**. Use a **Linear Gradient Angle: 325** **Invert Gradient is checked** to fill the selection. **Deselect** and **Image-Mirror**. Drag to the right side of the glass. Reduce the transparency of the layer to about **60**.

Add a new layer and name it **back reflection**. Using the **Selection Tool** set to **Rectangle**, make a small selection as shown. Leave the **Foreground color** set to **black** and change the **Background color** to **medium gray** and use a **Linear Gradient Angle: 90** to fill the selection. Use the **Eraser Tool** to clean up any stray pixels outside the rim. Reduce the transparency of the layer to about **70**.

Finish off the top of the glass by adding a sparkle or lens flare to the rim and **Add 20% Uniform Noise** to the **wine** layer. If you like, you can apply a **Gaussian Blur** to the three reflection layers (I used **Radius 1.0**).



Add a new **Vector** layer between the **Background** layer and the **edge of glass** layer. Set the **Foreground color** to **dark gray** and the **Background color** to **light gray**. Click on the **Preset Shapes Tool** and choose **Rectangle**. Styles settings are **Stroke: None** and **Fill: Linear Gradient Angle: 180** **Invert Gradient is checked**. Create a long rectangle under the glass, click on the **Object Selector** then on **Node Edit**. Add nodes indicated by the red arrows and create a shape similar to the one shown. Name this layer **stem edge**. Make a **Selection from Vector Object** and **Save to Alpha Channel**. Convert to a **Raster** layer. **Do not deselect**.

Add a new layer named **stem middle** and **contract** your selection by **2** pixels. Leave the **Foreground color** the same and change the **Background color** to **medium gray**. Use a **Linear Gradient** and **uncheck** the **Invert gradient** box. Click on the **stem edge** layer and hit the **Delete** key. Return to the **stem middle** layer. **Do not deselect**.

Add another new layer named **inner stem** and **contract** the selection by **2** pixels. Leave the **Foreground color** the same and change the **Background color** set to **black**. **Check** the **Invert gradient** box and fill. Click on the **stem middle** layer and hit the **Delete** key. Now you can **deselect**.



The **Foreground color** should still be set to **dark gray**. Change the **Background color** to **white**. Click on the **Preset Shapes Tool** and choose **Triangle**. Styles settings are **Stroke: None** and **Fill: Linear Gradient Angle: 90**. Create an upside down triangle on the left side of the stem. Click on the **Object Selector** then on **Node Edit**. Add nodes indicated by the red arrows and create a shape similar to the one shown. Name this layer **upper stem reflection**. Convert to a **Raster** layer.

Add a new layer named **lower stem reflection** and use the **Selection Tool** set to **Triangle** to make a small selection on the base of the stem. Leave the **Foreground** and **Background** colors the same. Fill the selection, **deselect** and **Image-Rotate 15 degrees** to the **right**.





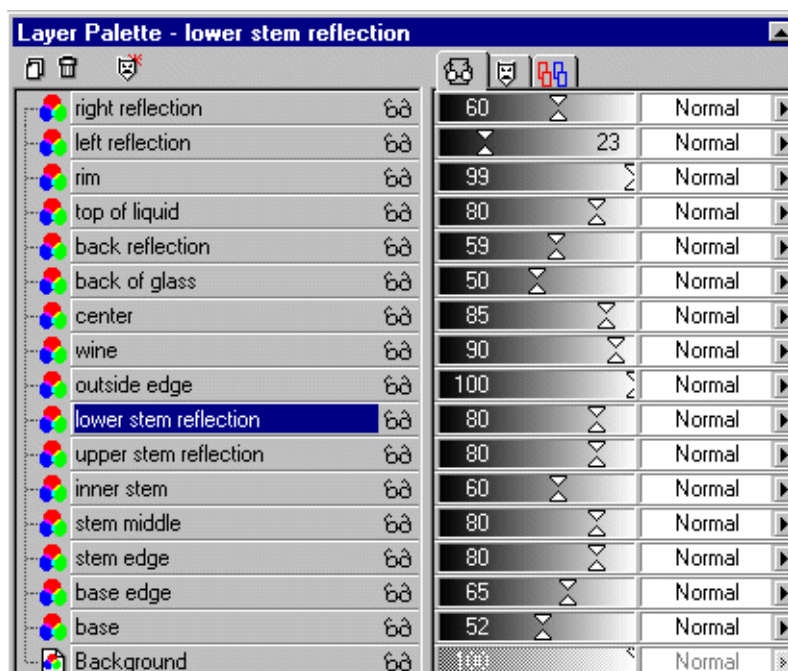
I used the **Retouch Tool** set to **Smudge** with a brush size of **9** to soften the edges of the stem reflections. Click on the **Background** layer. Change the **Foreground color** to **black** and the **Background color** to **light gray**. Use the **Preset Shapes Tool** set to **Ellipse**. **Styles** settings are **Stroke: None** and **Fill: Linear Gradient Angle: 90**. Create an ellipse that is almost circular. Convert to a **Raster** layer and name it **base**.

Change the **Foreground color** to **medium gray** and the **Background color** to **white**. Change the **Styles** Settings to **Stroke: Sunburst Gradient Horizontal: 21 Vertical: 90 Repeats: 0** and create an ellipse slightly larger than the base. Convert to a **Raster** layer and name it **base edge**.



Add your favorite sparkle or lens flare to the base edge. I reduced the transparency on some of the layers. You can use the same settings on the right or play around with them. If you want to use a background other than black, you'll need to adjust the transparency a little more. Now for some fun: add some sparkles, text, streamers, and confetti. You can add a reflection of the stem to the base or leave it plain.

That's about it. Hope you had fun. Check out the next page to see my final image, and a wine glass created using the same method.





You can also adapt this tutorial to make a wine glass. Change the shape of the glass & the color for the wine and omit the dark center layer.



If you have questions or comments about this tutorial, [Email](#) me.

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