

This tutorial is written by Denise D. on 30th January, 2024
from my own ideas.

Any resemblance to other tutorials is co-incidental and unintentional.
If you wish to share my Tutorials, you **MUST** obtain my permission first.
All I ask is that you advise me and credit for the tutorial is given to me and
linked to

<http://escapingtopsp2.altervista.org/Home/homeb.html>

If you wish to join my mailing list, please go to:

<https://groups.google.com/g/escaping-to-psp3>

Please do not upload any of my completed Tutorial images onto sites
such as Fotki, Pinterest, Photobucket or similar

SERENITY AND PEACE



<http://escapingtopsp2.altervista.org/SerenityandPeace/SerenityandPeace.h>

[tml](#)



Thank you Inge-Lore, Michele B., S and Vera Mendes for these
Translations



Click on the Box to download Supplies

Supplies

You will need to supply:

A Background Mist approximately 700 pixels by 600 pixels

A main image

Thank you LB Tubes for the use of your image:

<https://groups.yahoo.com/neo/groups/Safe-Haven-Graphics/info>

Supplies included with the Tutorial

D.D.Deco1.png

D.D.Deco2.png

D.D.Text.png

Signature.png

Mask:

Narah_mask_Abstract181.jpg

You can join this group at:

<https://ar.groups.yahoo.com/neo/groups/TUBESpack/info>

Selections:

D.D.Serenity

D.D.Serenity2

D.D.Serenity3

D.D.Serenity4

Plugins:

Simple

FM Tile Tools

Filters Unlimited 2.0/&<Sandflower Specials"v">

Eye Candy 4000

DSB Flux

MuRa's Meister

Found here:



If this icon appears in your supplies folder, double click on



the icon to install this Preset in your Plugin.

Notes:

This Tutorial was created in PSP2019

.... **other versions may need adjustment**

Some of the graphics may be from Free to Use sites or Share Groups.

If you are the creator of one of these please let me know so that appropriate credit can be given.

No infringement of copyright is intended or intentional.

Before opening PSP, download plugins and install

Some helpful information:

You can change the blend mode, opacity and drop shadow, as well as colourise the materials, according to the tubes/colours you are using.

When applying the Resize with the All Layers option checked, this will be informed in the tutorial, otherwise, apply the resize with this option unchecked.

Remember always to save your work.

Whenever you reduce an image, apply Adjust/Sharpness/Sharpen, to maintain the sharpness of the image.

Some tools or features have other names in earlier versions of the PSP.

<http://escapingtopsp2.altervista.org/Home/homeb.html>

© Vera Mendes	Tools:	Old versions:
	Pick Tool	deformation
	Horizontal Mirror	Mirror
	Vertical Mirror	flip

Please Note: Offset settings provided in this tutorial may vary according to size of your image.
Please adjust to suit.

The settings remain the same throughout this Tutorial unless otherwise stated.

Set your Foreground colour to #aecfd6

Set your Background colour to #67aac7

Step One:

Open Mask and minimise

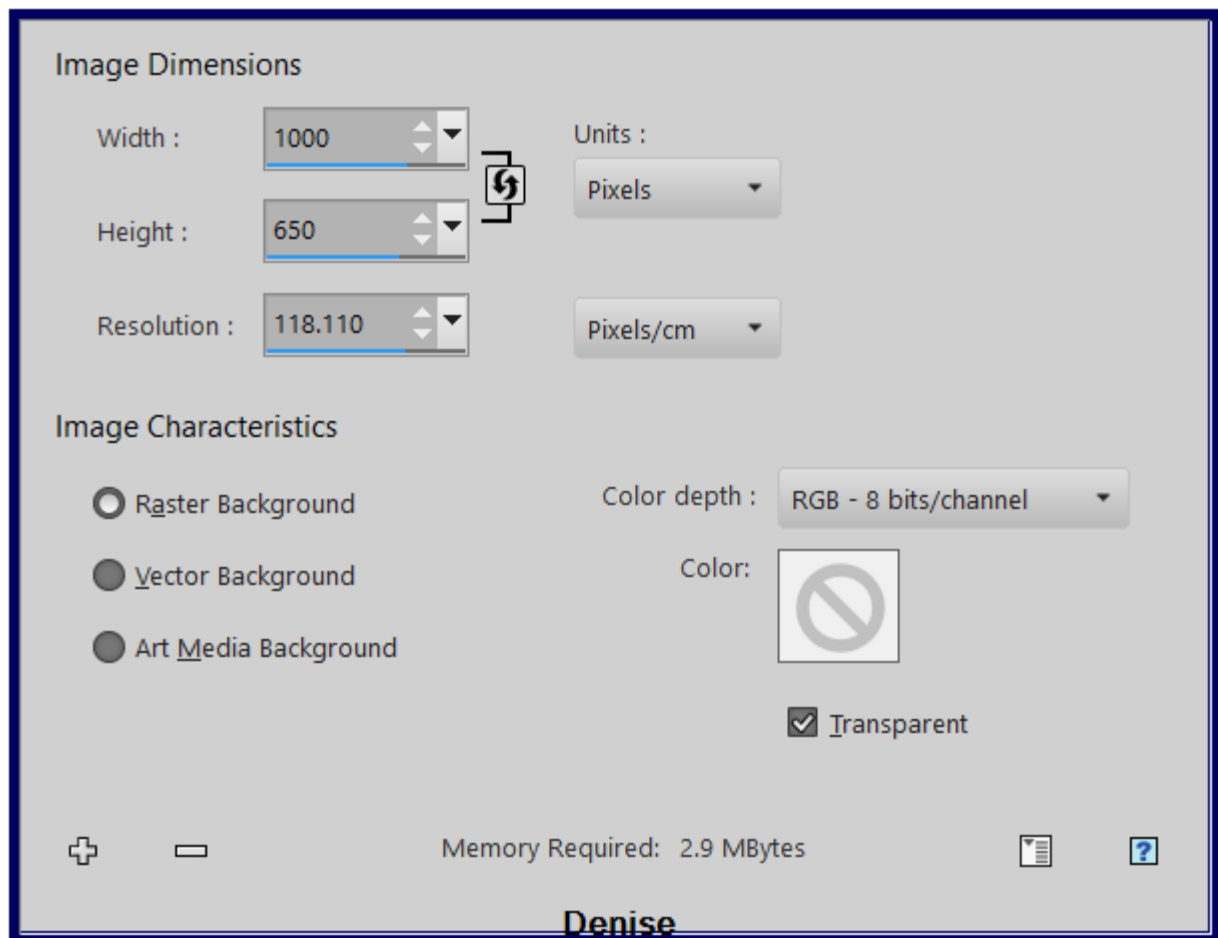
Place Selections in PSP Selection Folder

Open graphics in PSP, duplicate (Shift D) and close the original.

***If using the alpha channel provided in the supplies,
please open and duplicate - we will work with the duplicate
Please proceed to Step Two***

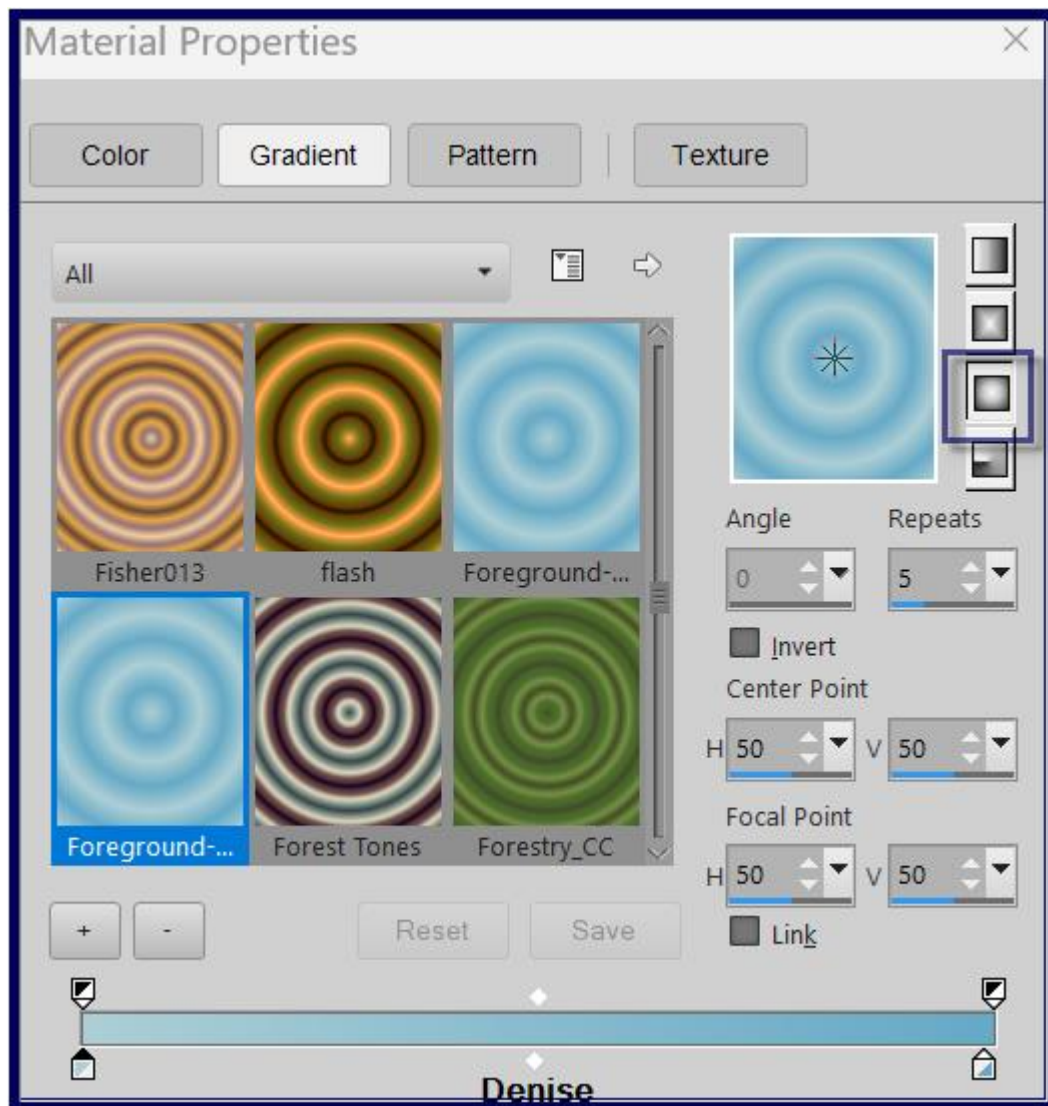
If you are using the Selections, proceed as follows:

File/New/New Raster Layer 1000 pixels x 650 pixels as follows:

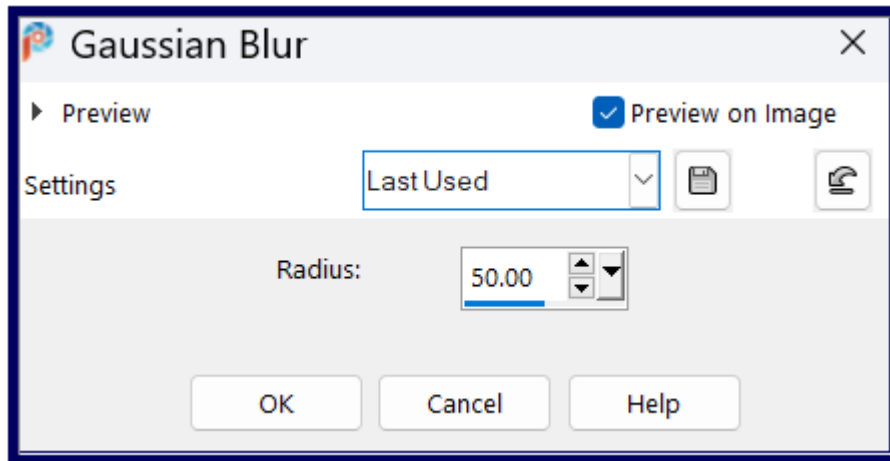


Step Two:

Change Foreground Colour to Foreground/Background/Sunburst Gradient as follows:

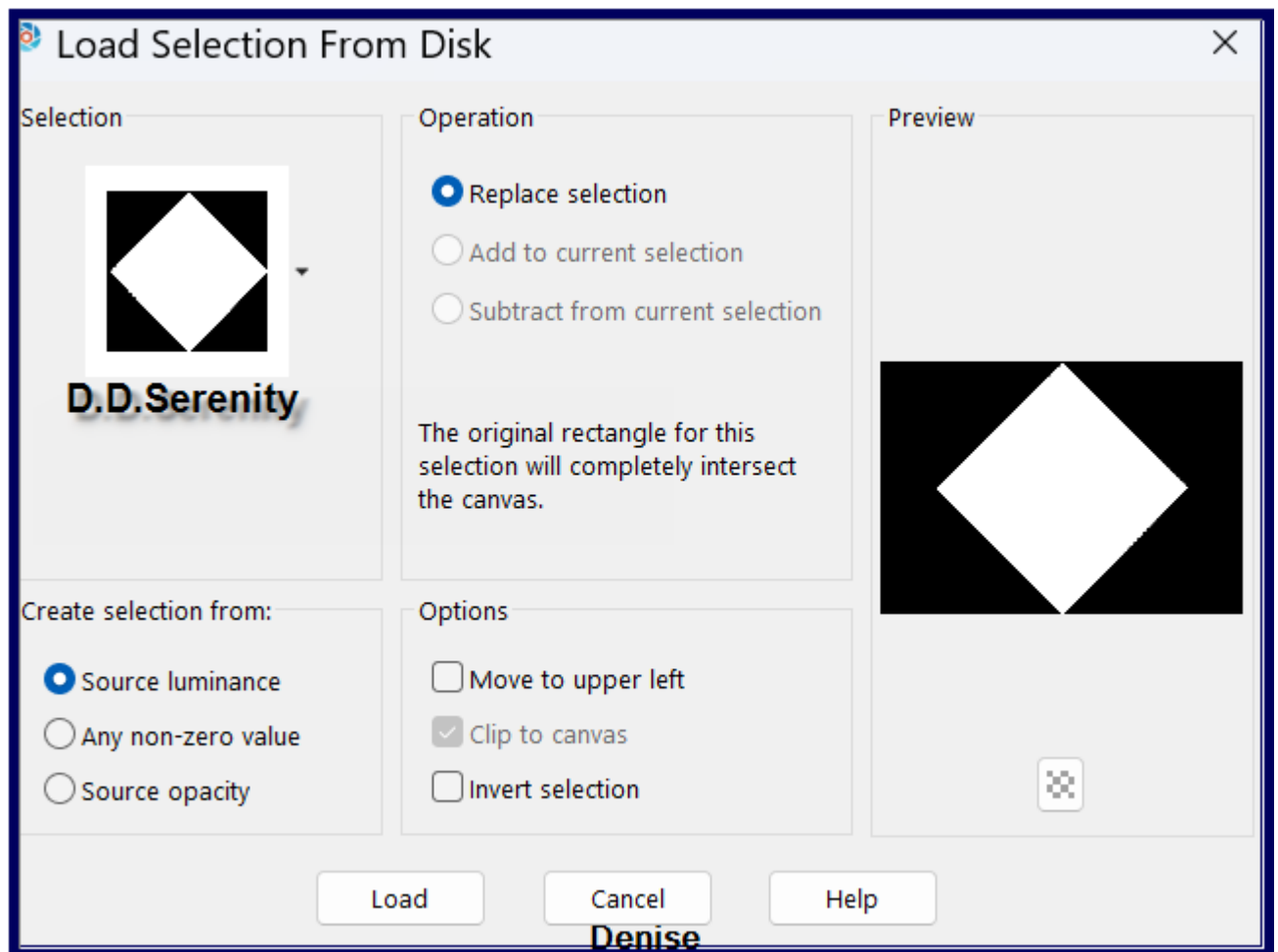


Flood fill with Foreground Gradient
 Selections/Select All
 Maximise your background Mist
 Edit/Copy Edit/Paste into Selection
 Selections/Select None
 Effects/Image Effects/Seamless Tiling/Default Settings
 Adjust/Blur/Gaussian Blur as follows:



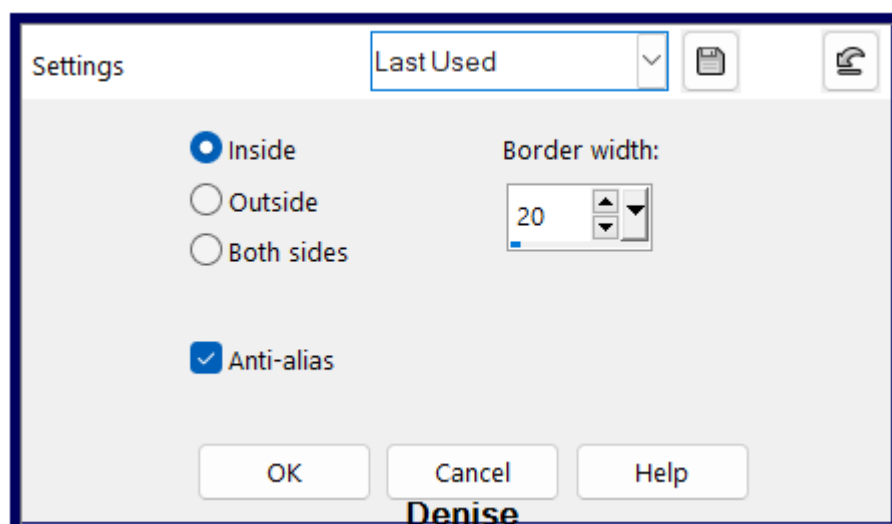
Step Three:

Effects/Plugins/Simple/Blintz
Effects/Plugins/Simple/4 Way Average
Effects/Edge Effects/Enhance More
Effects/Plugins/FM Tile Tools/Saturation Emboss
Layers/Duplicate
Stay on Copy of Raster 1 Layer
Selections/Load/Save Selection/Load Selection D.D.Serenity1 from Disk as follows:

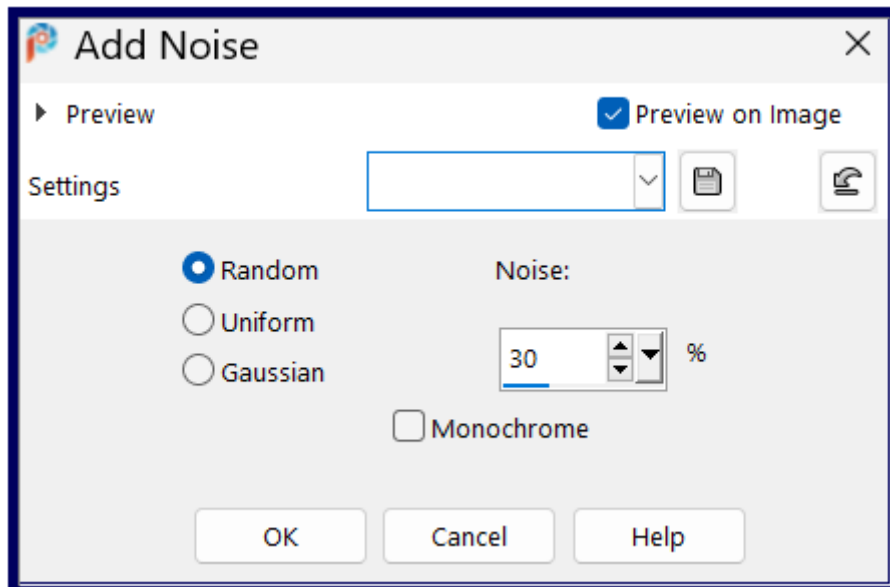


Layers/New Raster Layer
 Edit/Paste into Selection
 (background image should still be saved)

Step Four:
 Selections/Modify/Select Selection Borders as follows:

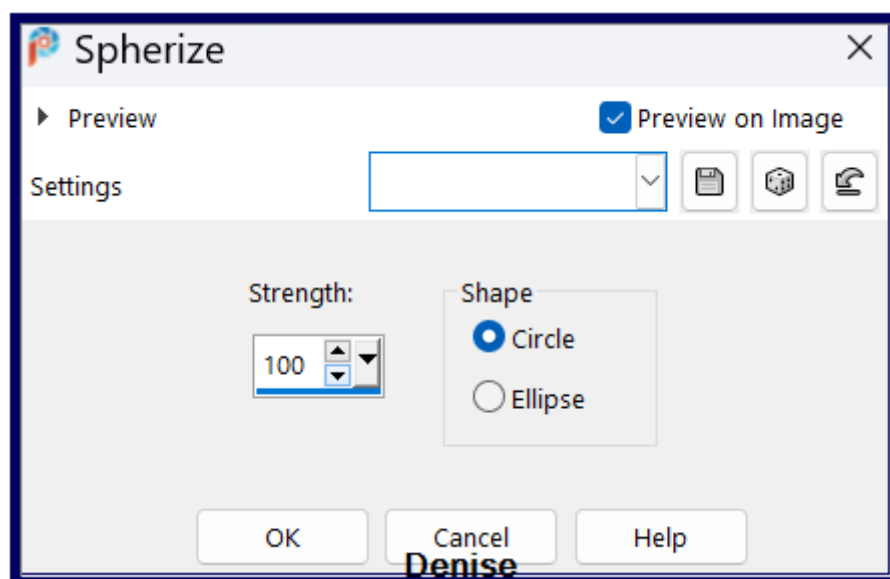


Layers/New Raster Layer
Flood fill with Foreground Gradient
Adjust/Add/Remove Noise/Add Noise as follows:



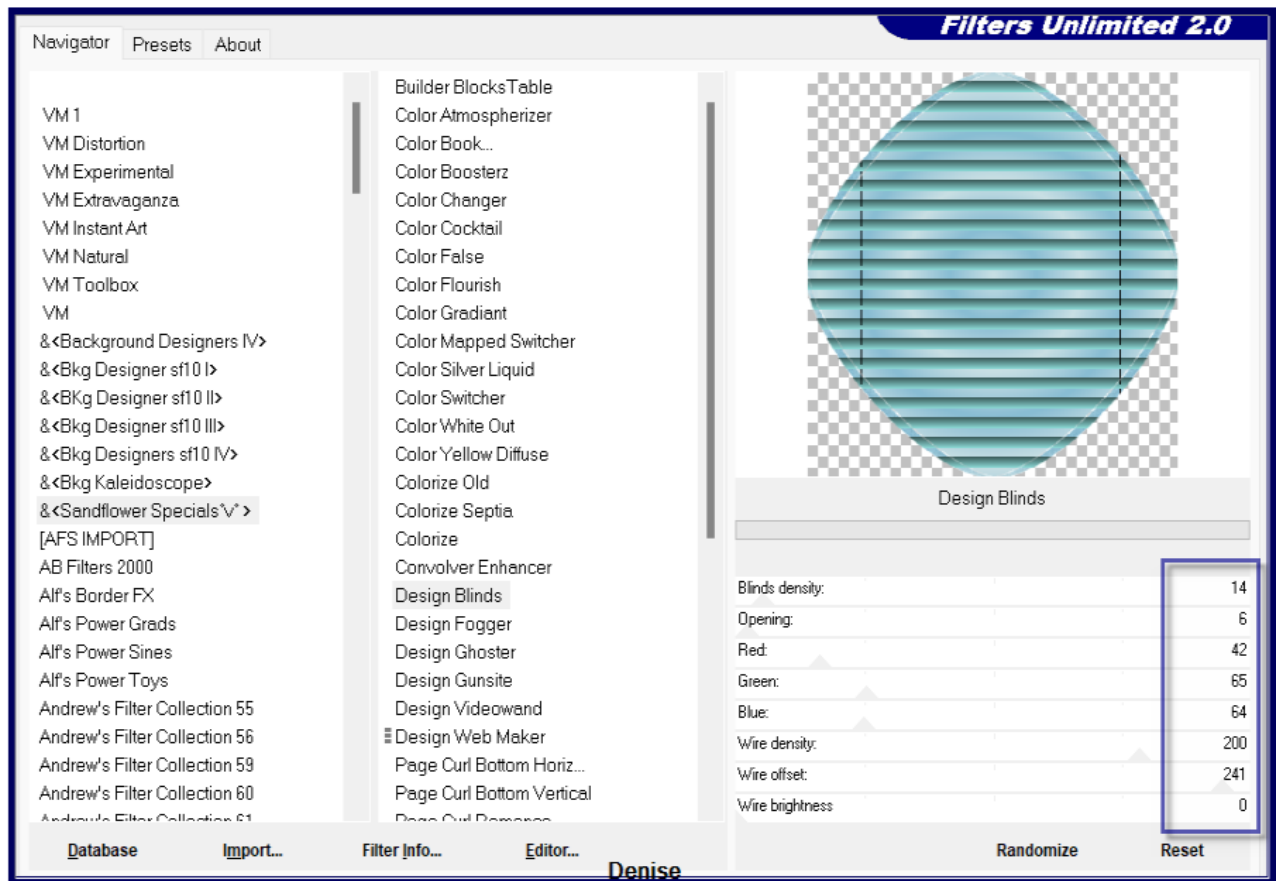
Selections/Select None

Step Five:
Layers/Duplicate
Effects/Geometric Effects/Spherize as follows:



Selections/Load/Save Selection/Load Selection D.D.Serenity 2 from Disk
Select Raster 2
Layers/New Raster Layer

Flood fill with Foreground Gradient
Effects/Plugins/Filters Unlimited 2.0/<Sandflower Specials"v"/>/Design
Blinds as follows:



You may have to change these settings to suit your colours
Selections/Select None

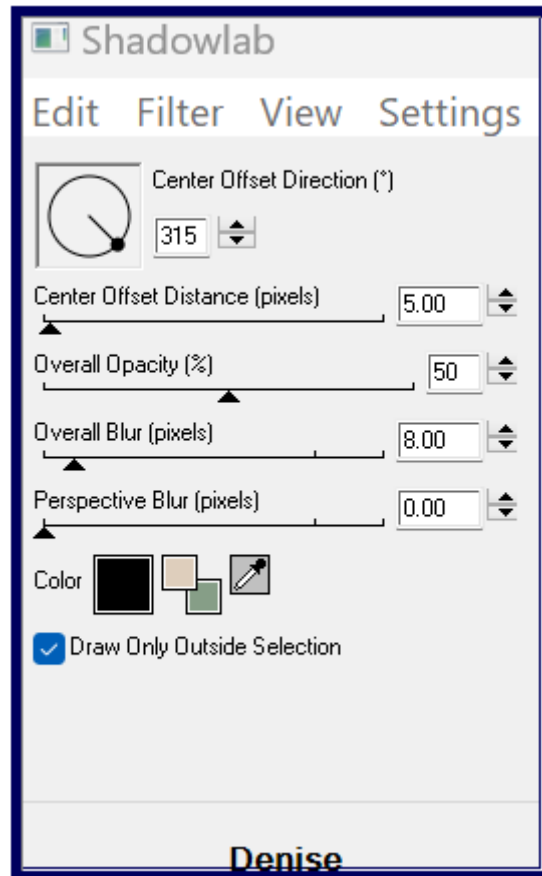
Step Six:

Select Copy of Raster 3 Layer

Layers/Merge/Merge Down

Repeat twice

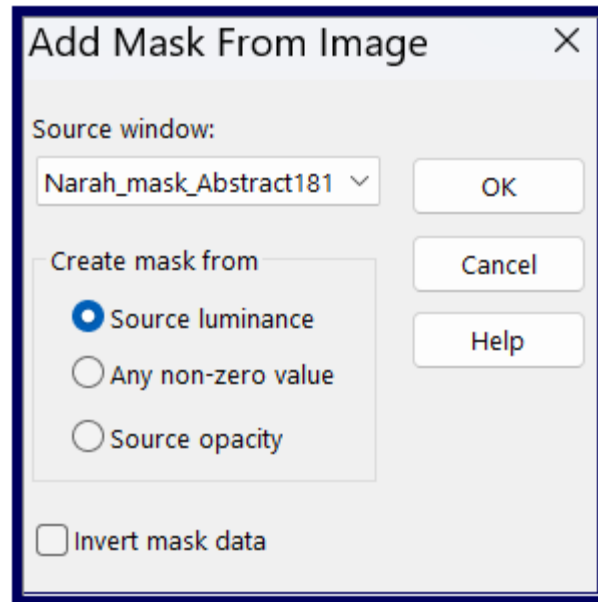
Effects/Plugins/Eye Candy 4000/Shadowlab as follows:



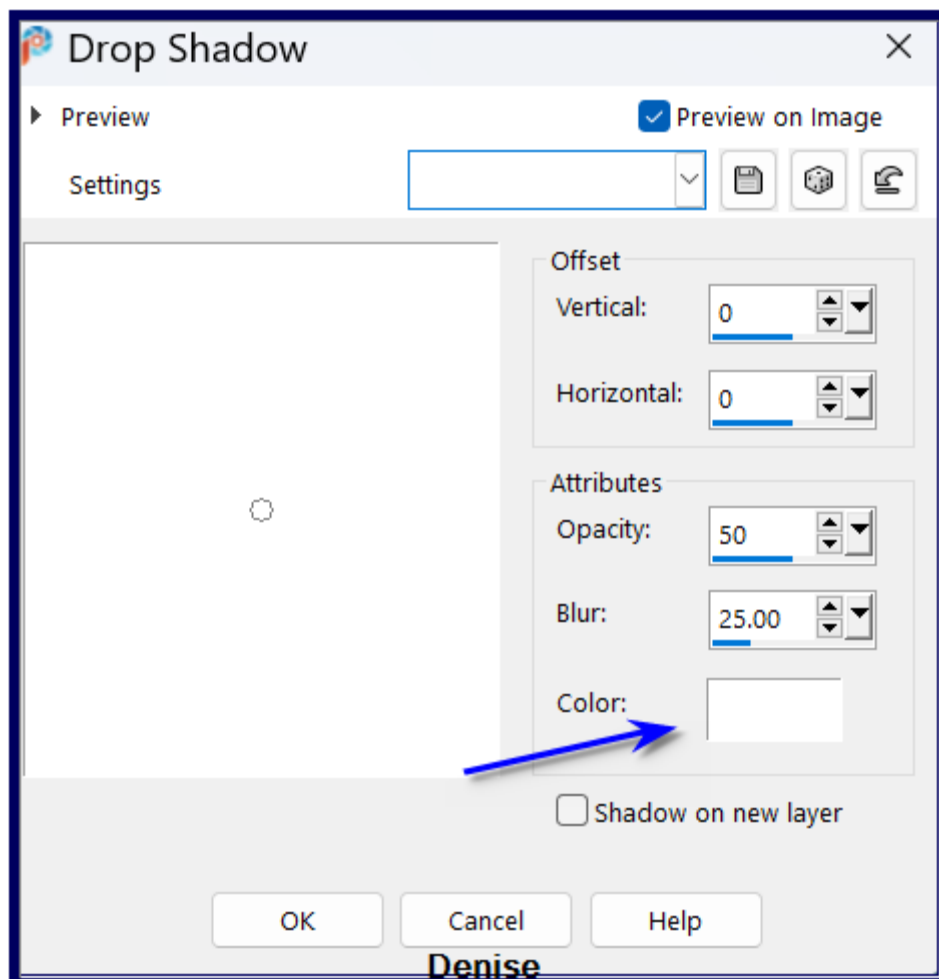
Repeat Shadowlab/Direction 135

Step Seven:

Select Copy of Raster 1 Layer
Layers/New Raster Layer
Flood fill with Foreground Gradient
Layers/New Mask Layer/from Image (find Narah_mask_Abstract181.jpg) as follows:



Effects/Edge Effects/Enhance
Layers/Merge/Merge Group
Effects/3D Effects/Drop Shadow as follows:

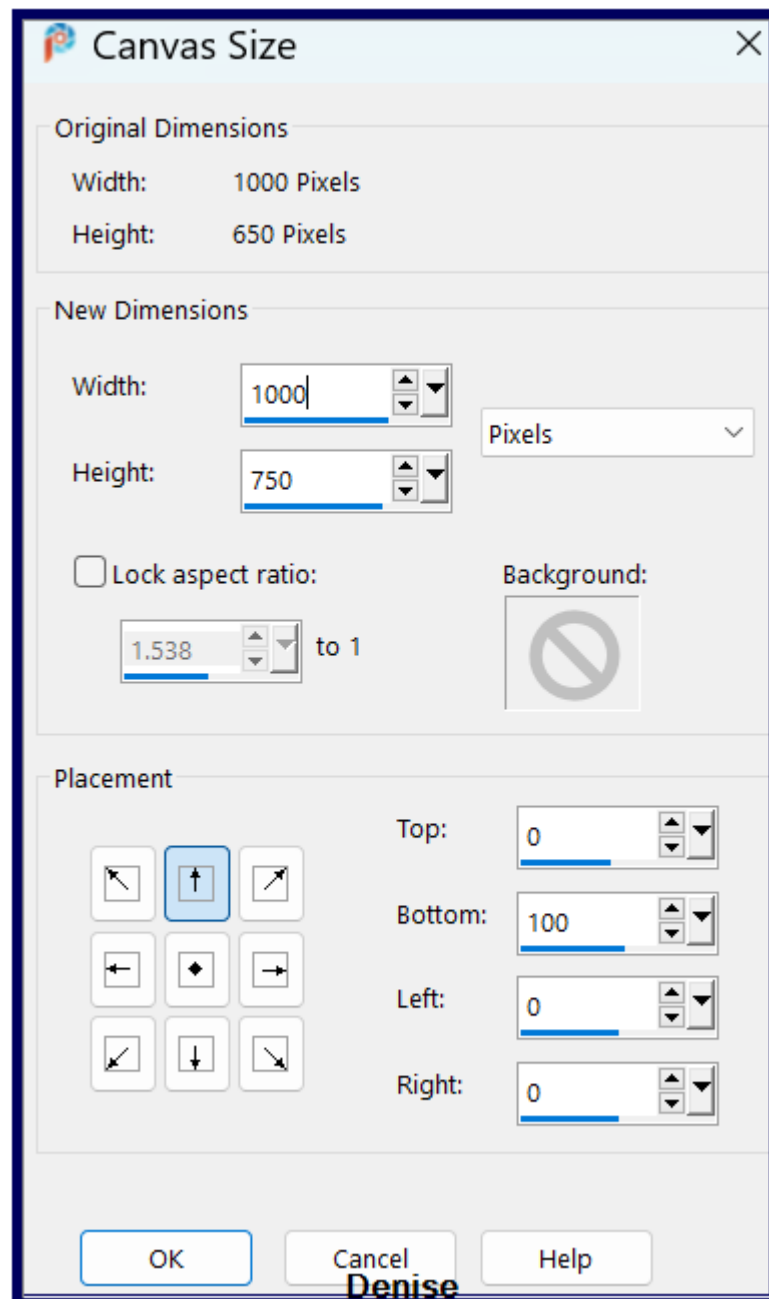


Step Eight:

` Select Copy of Raster 1 Layer
Layers/New Raster Layer
Selections/Load/Save Selection/Load Selection D.D.Serenity3 from Disk
Maximise background mist again
Edit/Copy Edit/Paste into Selection
Selections/Select None
Change Blend Mode to Hard Light or blend of your choice
Maximise D.D.Deco1.png
Edit/Paste as New Layer
Objects/Align/Bottom
I used Blend Luminance Legacy on this layer - it is up to you if you wish to
change blend
Edit/Copy Special/Copy Merged
Edit/Paste as New Layer

Step Nine:

Image/Canvas Size as follows:



Effects/Plugins/MuRa's Meister/Perspective Tiling as follows:

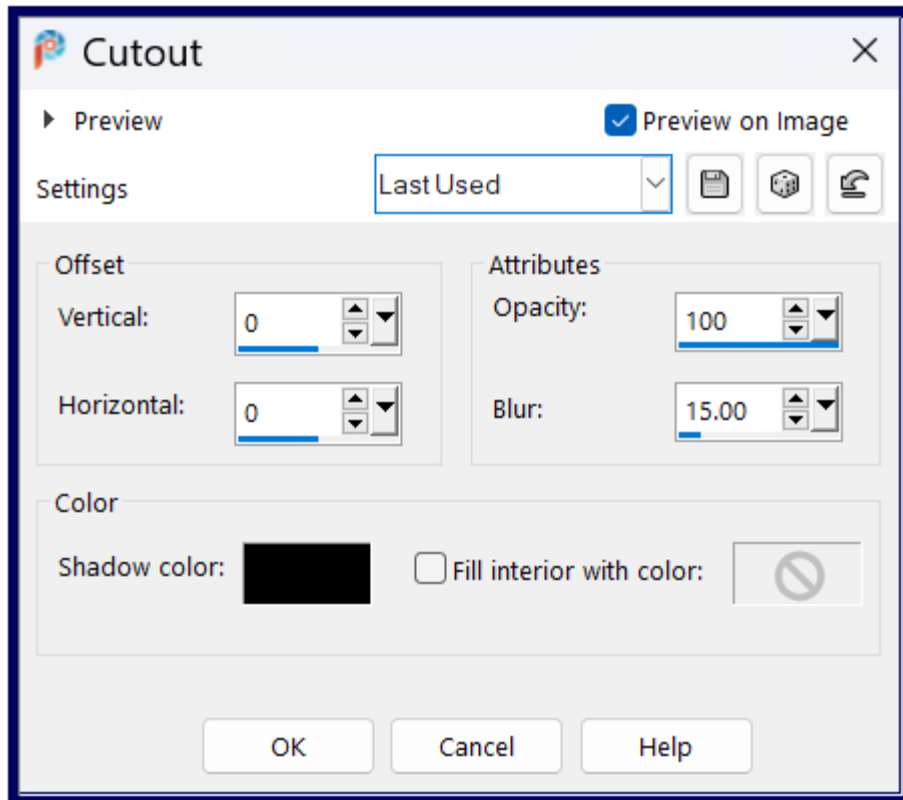


Step Ten:

Effects/Reflection Effects/Rotating Mirror/Default Settings
 Change Blend Mode to Saturation Legacy
 Selections/Load/Save Selection D.D.Serenity4 from Disk
 Adjust/Blur/Gaussian Blur Radius 20
 Selections/Select None
 Maximise your main image
 Edit/Copy Edit/Paste as New Layer
 Layers/Arrange/Bring to Top
 Objects/Align/Left
 Objects/Align/Bottom
 Effects/3D Effects/Drop Shadow BUT change colour to Black
 Layers/Merge/Merge Visible

Step Eleven:

Selections/Select All
 Layers/New Raster Layer
 Effects/3D Effects/Cutout as follows:



Image/Add Borders/5 pixels/Foreground Colour

Step Eleven:

Edit/Copy

Selections/Select All

Image/Add Borders/50 pixels/White

Selections/Invert

Edit/Paste into Selection

Adjust/Blur/Gaussian Blur

Effects/Plugins/FM Tile Tools/Saturation Emboss

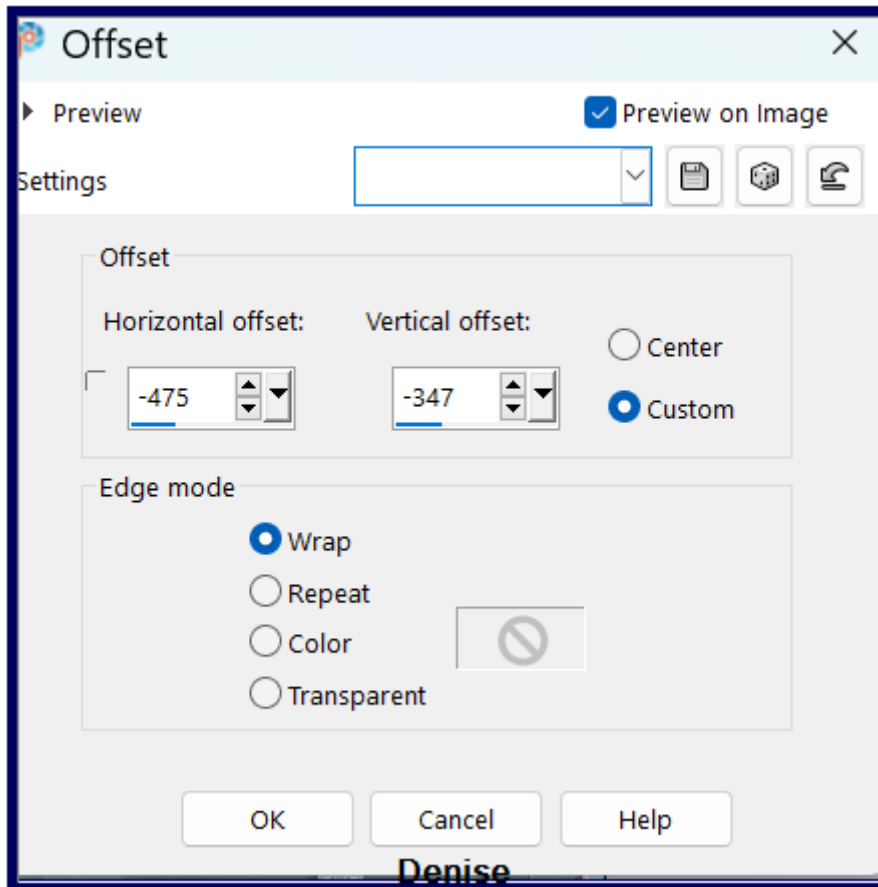
Effects/Plugins/DSB Flux/Radial Transmission as follows:



Effects/Edge Effects/Enhance
Selections/Select None
Image/Add Borders/2 pixels/Foreground Colour

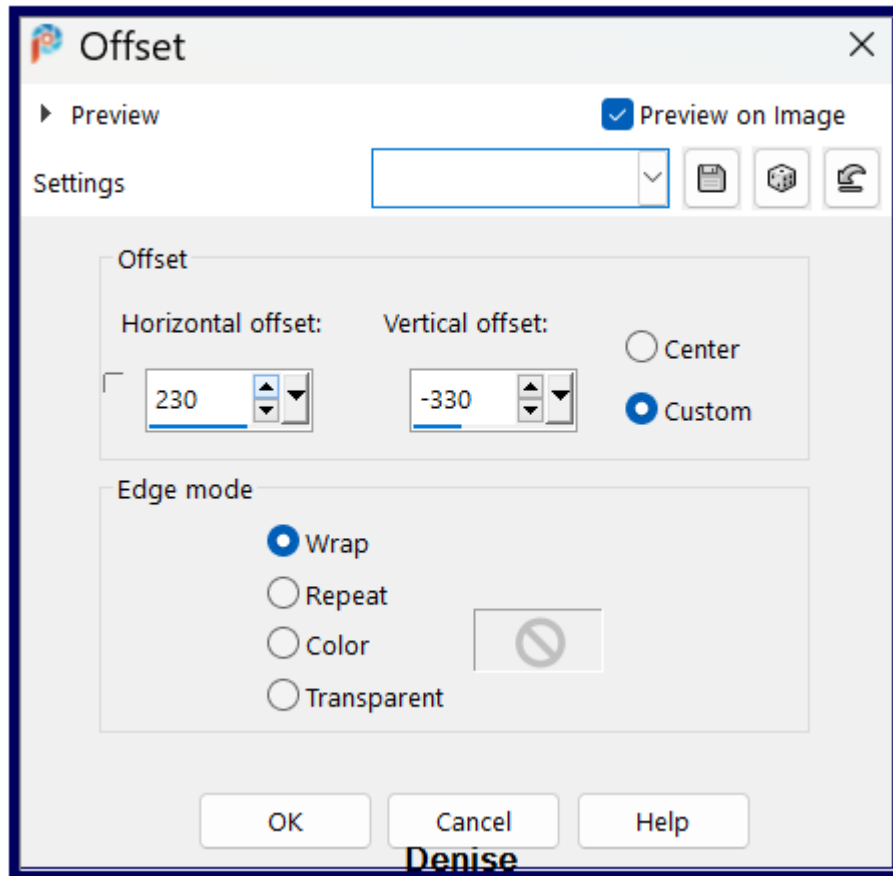
Step Twelve:

Maximise D.D.Deco2.png
Edit/Copy Edit/Paste as New Layer
Effects/Image Effects/Offset as follows:



Layers/Duplicate
Image/Mirror/Horizontal OR Image/Mirror
Layers/Merge/Merge Down
Change Blend Mode to Luminance Legacy or blend of your choice

Step Thirteen:
Maximise D.D.Text.png
Edit/Copy Edit/Paste as New Layer
Effects/Image Effects/Offset as follows:



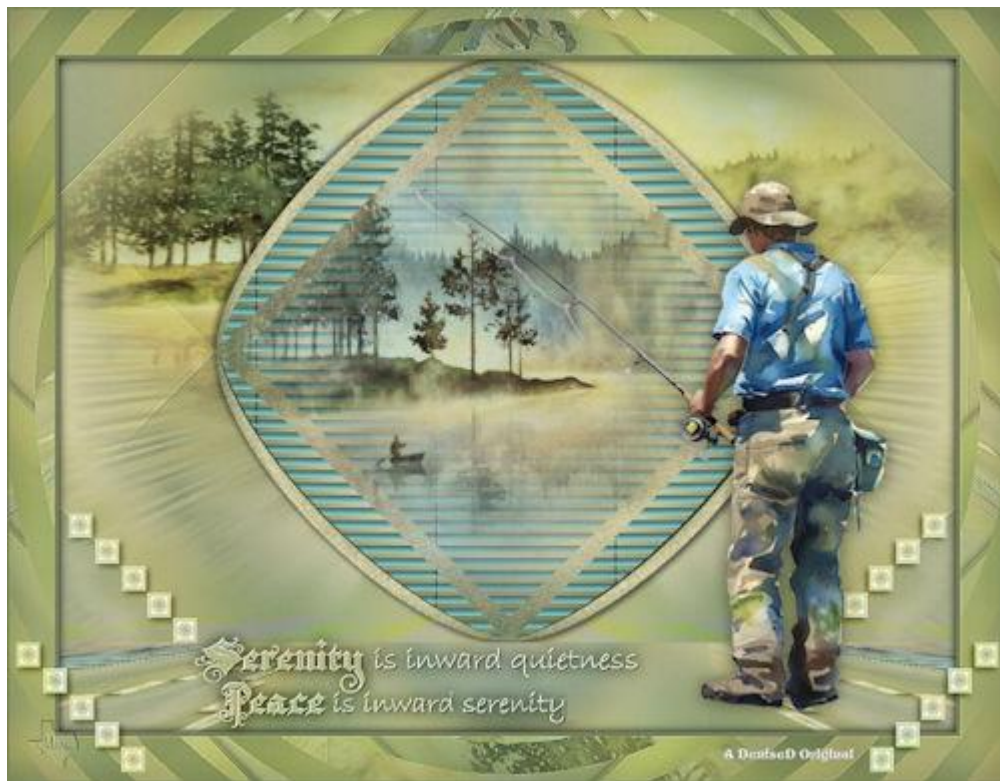
Layers/Merge/Merge Visible

Step Fourteen:
OPTIONAL STEP:
Effects/Plugins/AAA Filters/Custom Filter/Sharper

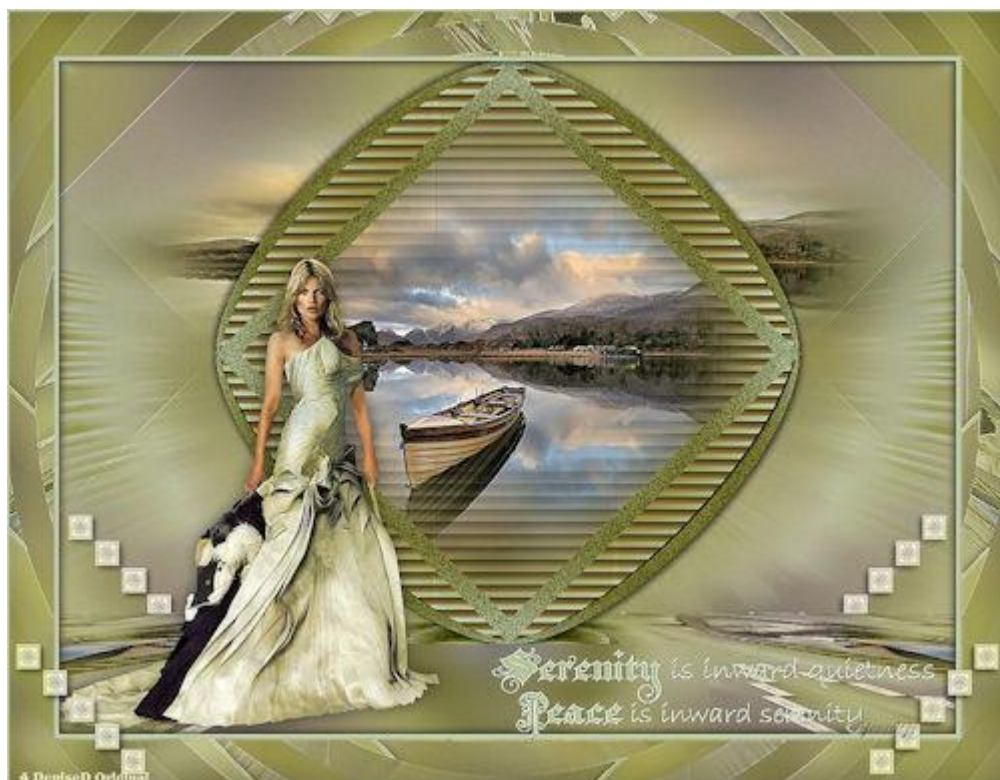
Maximise Signature.png
 Edit/Copy Edit/Paste as New Layer
 Place at bottom of Layer
 Add your own watermark
 Image/Resize/1000 pixels wide - height will adjust itself
 File/Export/JPEG Optimiser/Compression Value 20

I hope you have enjoyed this tutorial
 A big thank you to the ladies who test my Tutorials

TESTERS' RESULTS



MARIE



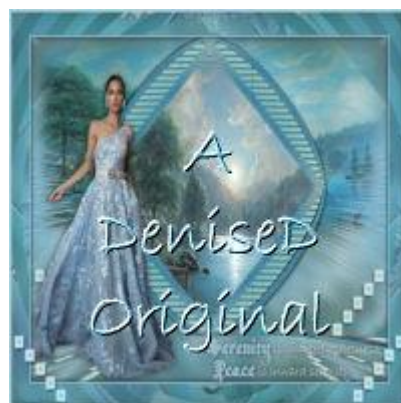
SJOERTDJE



BETTY

For other Versions of this Tutorial, please go to:

<http://escapingtopsp2.altervista.org/SerenityandPeaceVersions/SerenityandPeaceVersions.html>



<https://escapingtopsp2.blogspot.com/>