



TITLE: STAINED GLASS PAINTING

Software: Serif DrawPlus X8

Author: [Sandra Jewry](#)

Website: [Draw Plus Tutorials by San](#)

Skill Level: Intermediate

Supplies: [Patterns.zip](#)

[Glass Tiles.zip](#)



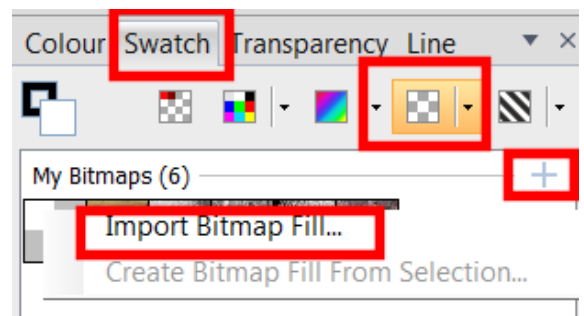
Description: In this tutorial, you will learn how to trace a black and white image, then use the results to create a beautiful stained glass image.

LET'S GET STARTED

Download and unzip the the Patterns and Glass Tiles files to a folder of your choice. The Patterns consists 8 image outlines. the Glass Tiles is a collection of 49 stained glass tiles. If you would prefer to make your own glass tiles, refer to this [Stained Glass Tiles](#) tutorial.

IMPORTING THE TILES

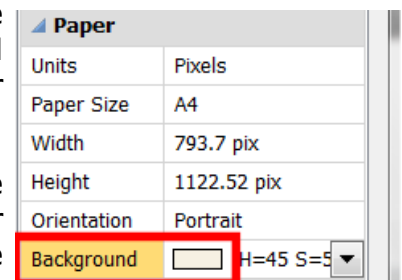
Select the **Swatch tab**, then click the **Bitmap down arrow**. Locate **My Bitmaps** category. Click the **+** in the upper right corner and select **Import Bitmap fill** from the menu. Locate the folder where you unzipped the glass tiles. Select the first tile hold down the **Shift** Key and select the last tile the click , then Open. Your tiles will load into **My Bitmaps**.



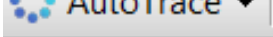
INSERTING THE IMAGE

Open a drawing in a size of your choice. Click the **Page Setup** on the Context toolbar. We are using A4 portrait. For this tutorial, you need a lighter colour for your background. Use a colour of your choice or you can use colour. H=45, S=53, L=93

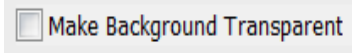
Select **Insert Picture** on the Drawing toolbar. Locate the folder where you downloaded the patterns and select **Flower-1** or one of your choice. Insert the picture at the a default size by simply clicking the mouse or you can set the size of the inserted picture by holding down the **Shift** key and dragging out to a size that you prefer.



TRACING THE IMAGE

Make sure your pattern is selected. On the Context toolbar select . Click the down arrow and select **B/W Image Trace** from the menu. This will open the Auto Trace Studio.

- **Uncheck**



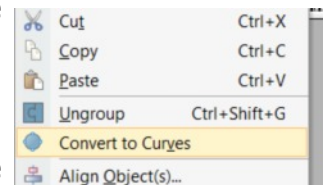
- **Click**



- **Then click**

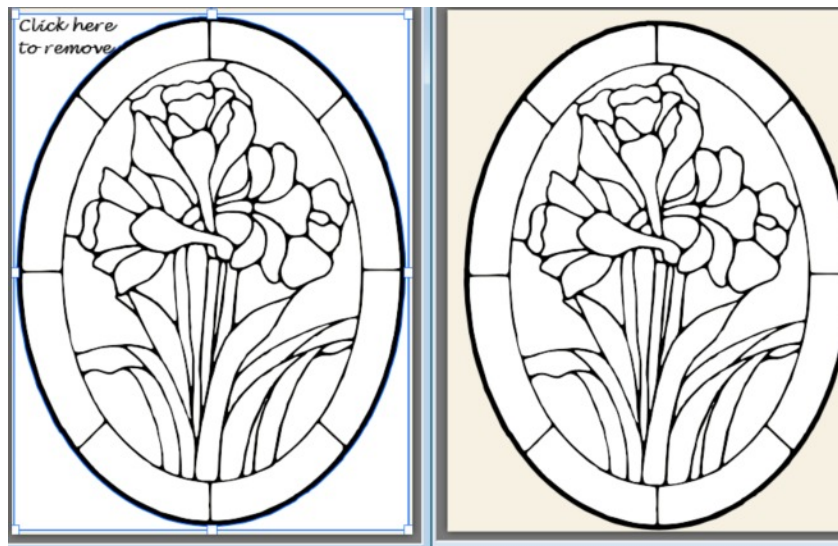


While your image is still selected. Right click on your image and when the menu appears click on **Convert to Curves**.



This will also ungroup your image (make sure it is ungrouped).

To remove the white part around the image, click anywhere on the outside of the design, then press the **Delete** key.

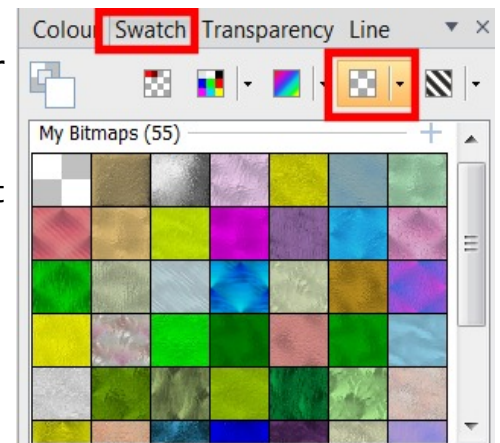


Your image is now ready to apply the stained glass tiles. This is a good time to save your work.

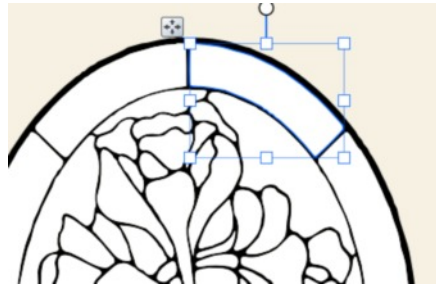
COLORING THE IMAGE

Make sure your **Swatch** tab is selected and you have your bitmap glass tiles ready to use.

Click a selection on the image where you would like to start adding your stained glass.



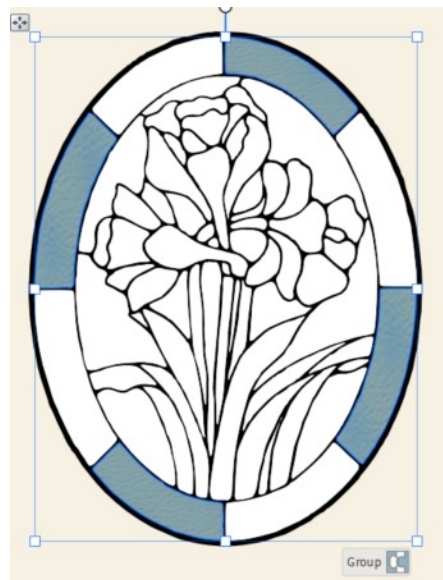
Drag a coloured tile over and drop it on the selected object and release the mouse. Rather than drag the tile, you can simply double-click the tile if you prefer.



To add the same colour to more than one selection:

Hold down the **Shift** key and click the selections you wish to colour, then double-click on the color you wish to use. It will apply the color to all the selections at the same time.

While you have several of the areas selected, you may want to group them so you can change the colors in that group with a single click on a new color.

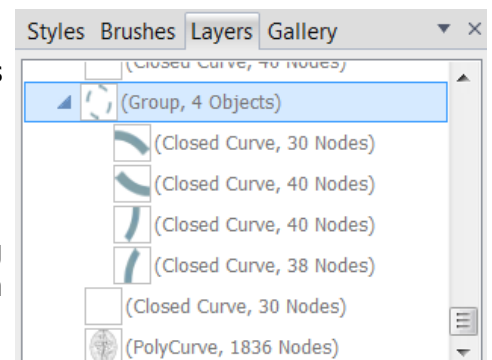


If you look in your **Layers** tab, you will see that the four areas above are grouped together.

Before you do any more selecting after grouping your selections together click anywhere in the work space to deselect.

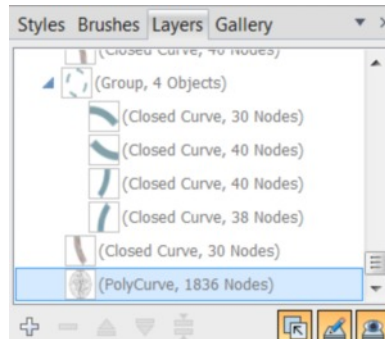
REMEMBER to save often.


Now that you know how to fill in your selections, have fun making this pattern come alive. Don't forget to group when do more than one selection.

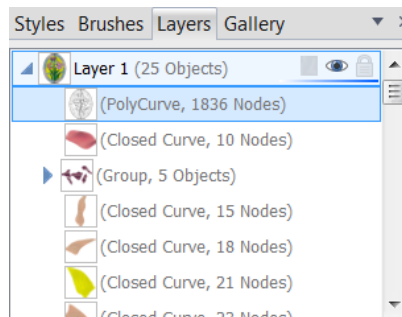


THE LEADING

Select the outside frame of the image. This is called the leading. If you cannot select it on the work space, go to the **Layers** tab, scroll down to the bottom, and click on **PolyCurve**.

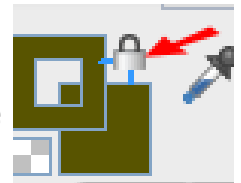


Once you have your frame selected, click **Bring to the Front** icon  on the **Standard** toolbar. Look in the **Layers** tab and you will see that it is at the top of all the layers.



Keeping the frame selected, you can change the colour of the leading by selecting the **Colour Tab** and just change the **Fill Colour**.

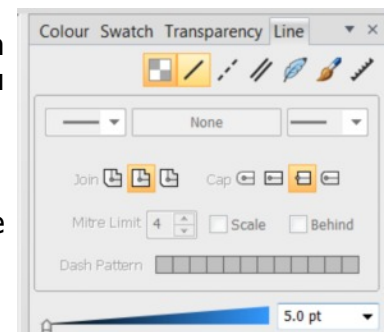
To make your leading thicker, put the same colour in your **Line** and **Fill Colour**. Link them together by clicking on the **padlock**. That way, if you decide to change your colour you only have to click on a new colour to change both the line and fill.



The colour used for the leading in this tutorial is an Olive green.

H=57, S=100, L=17

To make the leading thicker, click on the **Line** tab, then click the down arrow and select 5.0 pt. or a size that will look best with the image you are using.



While the leading is still selected, let's add few changes to give it a more realistic look.

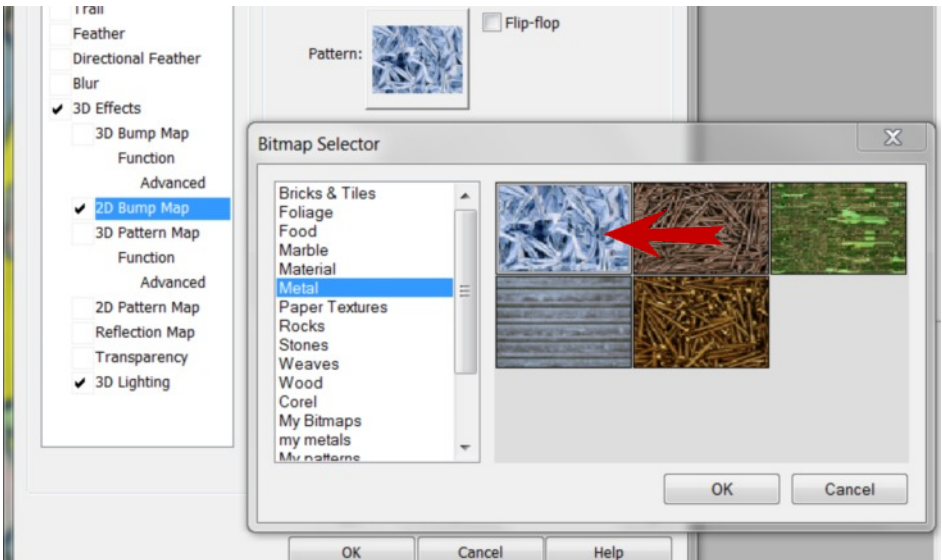
Select the **Filters Effects** on the Drawing toolbar.

When the dialogue window opens, select the **3D Effects** and leave all the default setting. You will notice that the **3D Lighting** was selected with the 3D Effects. Leave that at the default setting as well.

Select **2D Bump Map** under the 3D Effects and click the **Pattern** box.

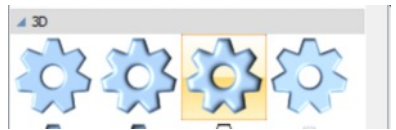
When the **Bitmap Selector** opens select the **Metal** category and choose the first one (or one of your choice) and click Ok.

This completes your Stained Glass Image. All you need to do now is save it!



ALTERNATE LEADING METHOD

Make your Line and Fill colors a dark color such as a dark gray or even black. Make the line width wider- 3-4 pt is good. Click the **Styles** tab. Select **Bevels** and scroll down to the **3D** category. Click on the third preset. This will give you a nice realistic looking leading. Use what works best on your particular image. Experiment!



I hope you enjoyed this tutorial. Remember you can use any of your bitmap fills. It does not have to be glass tiles. Have fun with your stained glass patterns.

[Spectrum Glass](#) has free samples of glass tiles and some free Stained Glass images for your to check out.



by San



by San



by MaryLou

You're invited to join the [PIRCForum](#). This is an active forum for PaintShopPro and DrawPlus users. You'll find a wonderful group of warm, friendly, talented, and knowledgeable people who are ready and willing to share their expertise with you. There are creative activities for all skill levels. This forum is "family friendly", 100% free, and everyone is welcome.

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