Retexturing a bed in PaintShop Pro

The method I use to retexture beds is fairly easy, even for a beginner. It is just time consuming. Usually I start on a bed and take a break and continue at other times. That way it doesn't feel like a chore and burn me out. I have no doubt that if you follow my instructions carefully, you will have no problems and end up with a nice bed of your own.

I used **PSP 7** for this tutorial, but it should also work with other versions since I didn't really do anything I couldn't in PSP 6.
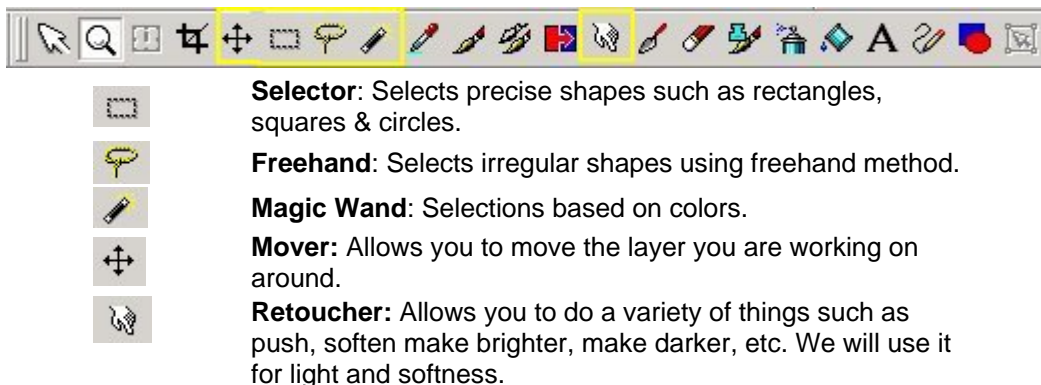
This tutorial deals strictly in retexturing the bed with some tips on recoloring with the floodfill tool at the end. For my example I have used a single bed because the same method works for the full size beds also.

The easiest way to do that was with visuals, because sometimes without visuals you can get lost pretty easy (I know I do lol). I am sure this tutorial could work on retexturing other things as well but I haven't tried it yet.

So I will shut up now and let you start the fun, lol!

Step 1.

First we will start with the tools that I use, what they do and where they are.

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	Selector: Selects precise shapes such as rectangles, squares & circles.
	Freehand: Selects irregular shapes using freehand method.
	Magic Wand: Selections based on colors.
	Mover: Allows you to move the layer you are working on around.
	Retoucher: Allows you to do a variety of things such as push, soften make brighter, make darker, etc. We will use it for light and softness.

If you ever make a mistake just hit your Edit/Undo option or your back buttons and that should fix you right up.
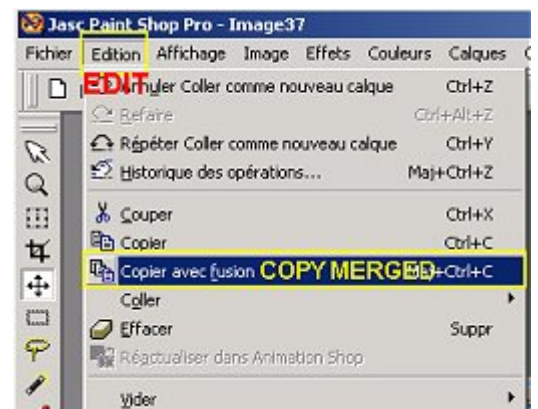
Step 2.

Now some terms I use. These are all found under the Edit option or by right clicking on the top bar of the image you are working with.
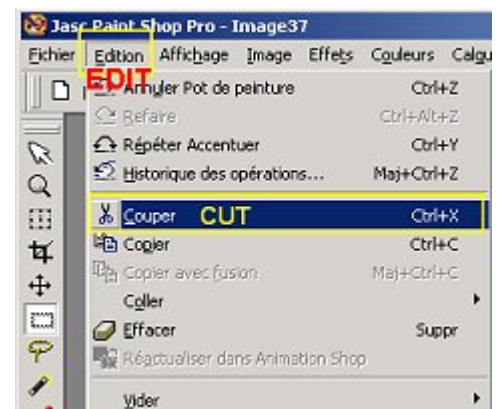
Copy: you will be doing a lot of this. We will use this option to copy from one image to the next.
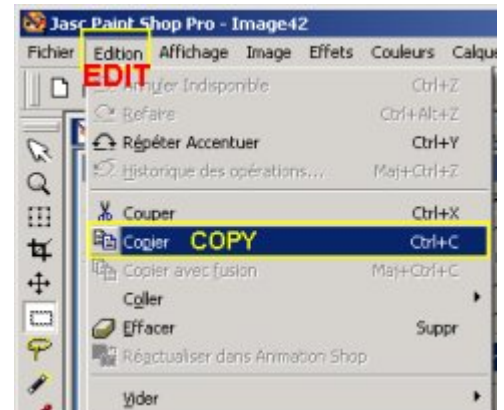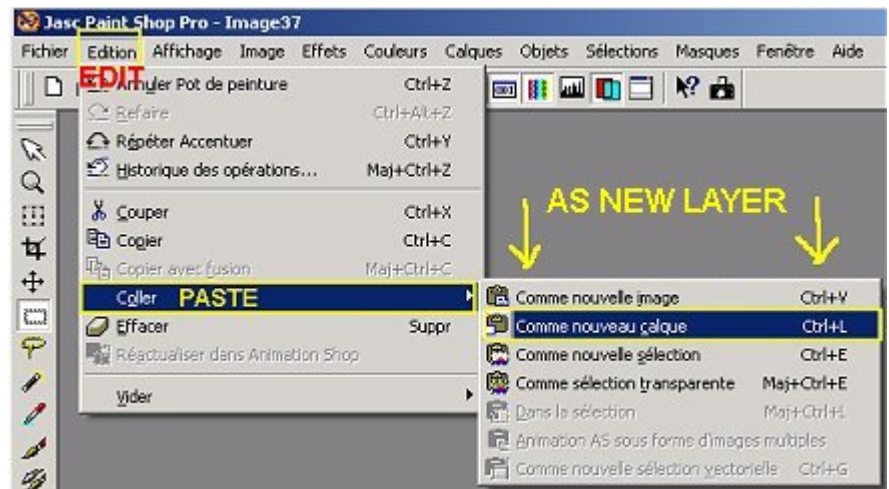

Copy Merged: You will be doing this also. This allow you to copy several layers without fusing them together in the image you are copying from.
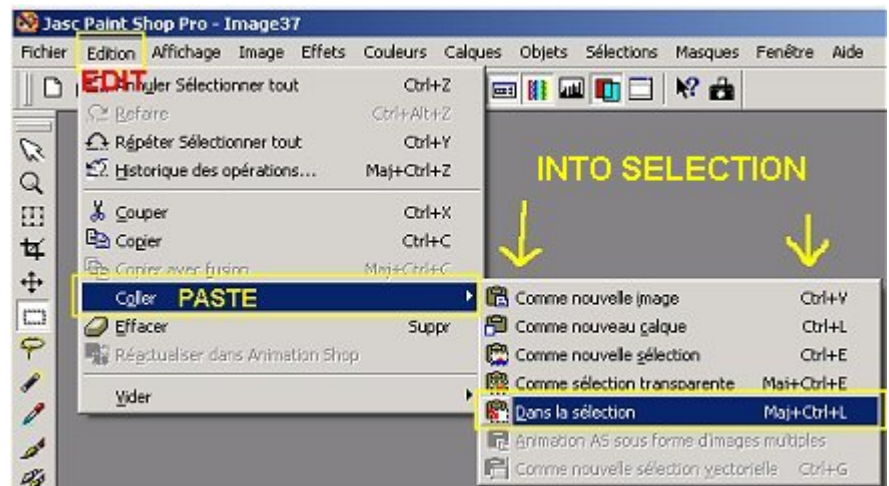

Cut: You will be doing this to get rid of unnecessary parts of your image when done working on it.

Paste: As new layer. This is how we will be doing some of our pasting after we copy the images we want.

Paste: Into selection. We will be using this option frequently. For beds, I prefer this option rather than using the floodfill. It just works better for me with certain patterns.


We will also be using the options under Selections and Layers, but I will explain them when we get to them. The options and tools above are what we will be using the most of. Now that you know what tools you will be working with let's get started.

Step 3.

Getting the bed ready
First let's get all the sprites from one view of the bed made. You will need the bottom, middle and top ne sprites open like this:

Okay, they are open, now what you need to do is change each of them from 8bits color to 24bits color in the Color option on your menu bar (or just hit ctr+shift+0).
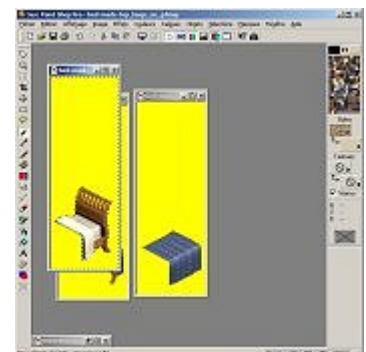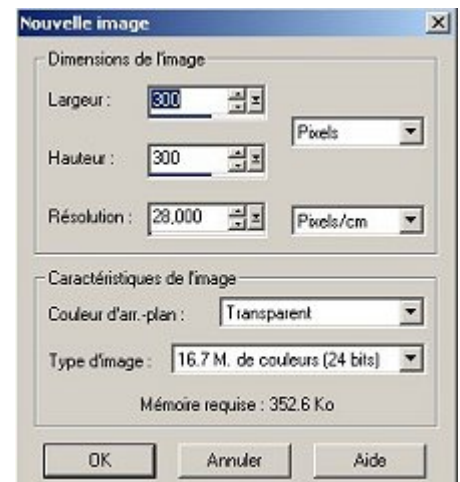
Step 4.

After that is done take your magic wand and select the yellow on all of your images, don't worry about between the headboard on the top view, we are not changing that so the yellow can stay there. Your image should look like this with the dancing ants around it:
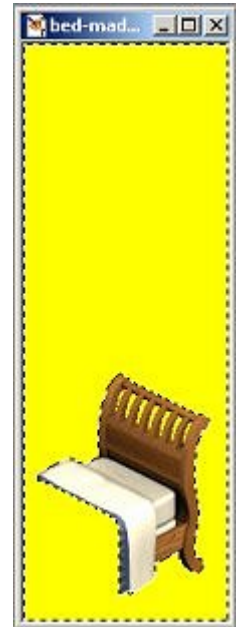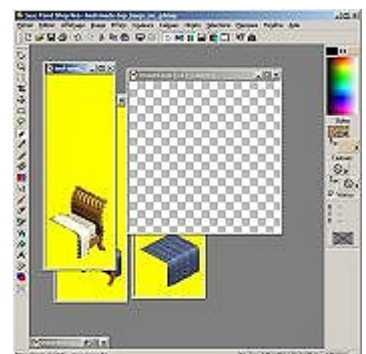

Step 5.

Now before we forget, go to your Files/New and open an image by these settings:

We will be working in this blank image for all of our work and your program window should now look like this:

Step 6.

Now let's start with the top view, click on the top bar of the top_ne sprite and go to Selections/Invert, so that the dancing ants are only around the bed.

Now go to Edit/Copy and then click on the top bar of your new blank image and go to Edit/Paste: As New Layer. Repeat this process with your other sprites so that all the pieces of your bed are on your new image, like this:

Step 7.

Well, we have all the pieces there so let's put them together. Use your

Mover tool to line the sections up perfectly. I usually zoom in about three times so that I am sure they are perfect and not overlapping each other. When you are done, your bed should look like this:

Perfect! Now let's merge all the layers so that our bed stays together while we retexture it. Go to Layers/Merge:Merge Visible. Don't merge all or the bed will merge with the background making it hard to work with.

Okay the bed is all together and ready to retexture.

Step 8.

Retexturing & Shading the bed.
The first thing we need to do is select the blanket, not the fold or sheet but just the blue blanket.
Using your magic wand with a setting around 33, AntiAlias unchecked, start clicking on the blanket while holding your shift button down. If it starts grabbing the wood, don't worry yet.

Use your Freehand tool , while still holding your shift button down, to grab pieces that you are having troubles with.To get rid of any wood that is trying to join in the fun, just hold the ctrl button down while you get rid of any unwanted pieces.. Once you are done, you should only hav tuts_bed05.html e the blanket selected and nothing else.

The bed is ready to retexture so get your pattern ready. For tuts_bed.html this bed I am using this pattern:

Step 9.

The pattern size doesn't matter, no matter what size you have, the result is the same but the smaller it is, the more likely it will blur when you place it on your bed. Okay now we have the pattern open and ready to use let's copy it.

Make sure your pattern image is selected and go to Edit/Copy.

Now go to your new image with the bed all put together and go to Edit/Copy: Into Selection. Your bed should now look like this: (keep the blanket part of the bed selected at all times!)

This is what your bed looks like without shading. Not too simmish huh? Now it is time to get some shading and light on that blanket to make it look good in your game.

Step 10.

Now click on the Retoucher and in your tools box select the first option in your drop down menu, which is Lighten RBG and use the setting below:

Go back to your new bed and using the retoucher, add light to where you want the fold of your blanket. Use the or iginal sprites as a guideline to where to put it.
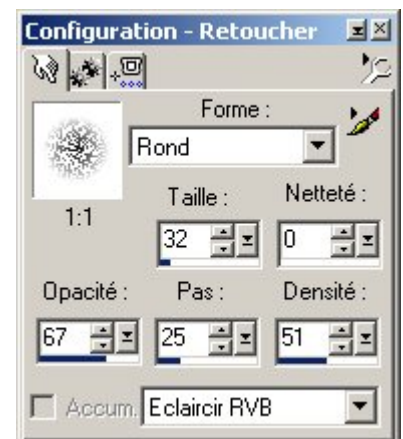
Hold your left button down while you are lighting the fold. Use as much or little as you desire. This is what mine looks like after I add the light:

Step 11.

Not too bad, yours should look similar now. You can also add light to the far side of the blanket if you like, sometimes I do, sometimes I don't, depending on the look I want. Now it looks okay, but we need to add some shading to make it look better.

If you feel the light is too bright you can soften it using again your Retoucher [icon] and the Soften option (third one down in the menu) to desired affect.

Grab your Retoucher [icon] again and go back to the tool box options. This time we are going to use the Lightness down option (13th selection down in your drop down box) and use these settings:

Go back to your new bed image and using the finger, tap (don't keep the mouse button pressed the whole time or it is too dark, sometimes black) shading first around the bottom of the side under the lighting you just did.

Now tap randomly around the top of the blanket, focus mainly on the edges.
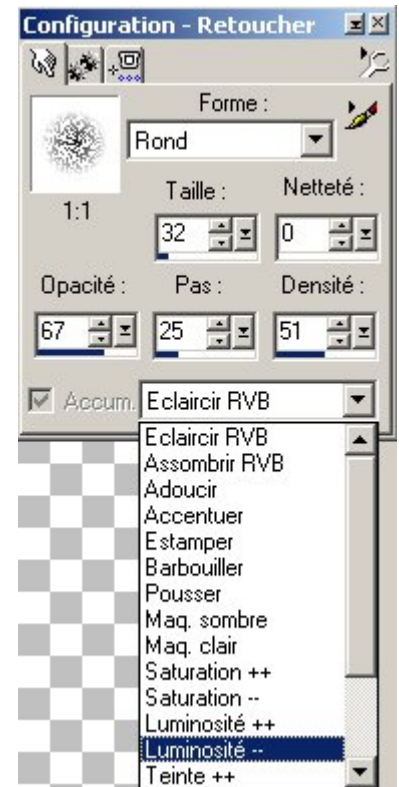
This is what it should look like now, or something similar:

If you want the folded and flat sheet also retextured, follow the same set but make sure you do each separate so they look separated, otherwise it turns out to be a glob.

Not a lot of difference from the previous image but each pattern shades differently. The bed looks much better now and I think we are ready to cut it apart and put the pieces back on the right sprites! Let's cut it up

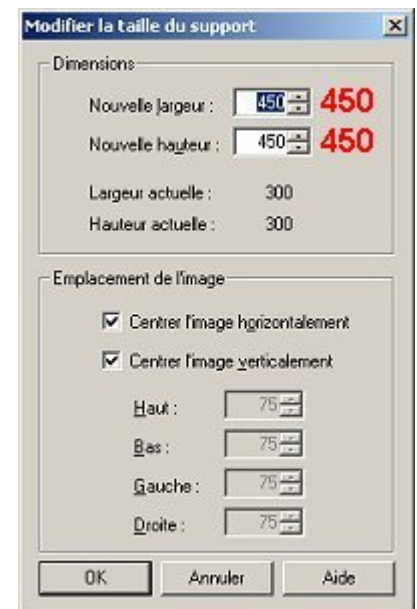**Step 12.**

Cutting the bed up
There are two ways to cut up this bed.

One way is illustrated because in my thinking to help some newbies learn their paint program, I didn't take into consideration that it might not be the easiest way to do it.

At the bottom of this page is the non-illustrated way and in my opinion easier way to do it. In my painting tutorial there is a brief illustration of the way I explain at this other, easier way. The steps are the same, just that there are a lot more in the bed than a painting, of course.

The first thing we need to do is make the canvas size of our new bed image larger. So go to Image/Canvas Size: and use these settings:
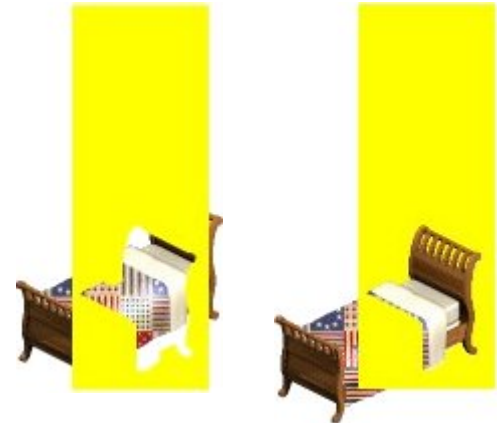
Step 13.

Now the canvas size of your image is large enough for the next step! Go

to the original top_ne view sprite and hit the back button ⟲ on your tool bar so that the dancing ants are around the edge as well as the bed, like this:

Step 14.

Now go to Edit/Copy and paste that yellow background onto your new image using Edit/Paste: As New Layer. Your new image should look like the bed on the left.

Now use your Mover tool and move the bed to fit into the yellow background perfectly. The yellow should always be on top!

Step 15.

Now go to your Layer options box and highlight the top layer, Layer1, like this:

Now go to Selections/Select All, like this:

The edges of your new image should have dancing ants all around it.

Step 16.

Now go to Selections/Float, like this:

Step 17.

Now the yellow background layer in your image should be selected, like this, with dancing ants:

Now take your selector tool [icon] and use it to surround the top of the bed in the yellow WHILE holding down your shift key. When you are done, the yellow should have dancing ants around it only!
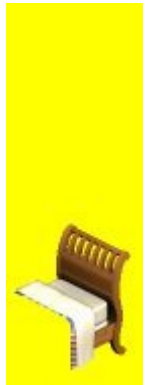
There should be no dancing ants inside at all, just the image of the top of the bed and yellow background.

Step 18.

Now make sure you have the new image selected and go to Edit/Copy: Merged. Now select the top_ne sprite and go to Edit/Paste: As New Layer. Your sprite should now look like this:

One sprite down for this view, two more to go.

Step 19.

Second & most likely easiest way to cut up the bed:
After the bed is done in the new image (the newly retextured bed you just did) and you are ready to take it apart, click on the yellow of the Maxis original sprite and then invert.

Now you will have a piece of the bed, not the yellow background. Copy and then paste as new layer on your new bed image. And leave the Maxis original sprite the way it is, still selected with the dancing ants around the piece of bed.

Line the newly pasted piece of bed perfectly with the piece it matches, (zoom in as close as you need to do this).

Now it is lined up perfectly, go to Selections / Select all. Now go back to Selections and choose the float option, next to last option in the Selections menu.

Now that piece you pasted as new layer is selected. Go to your layer palette and choose the bottom layer (that is the layer with your new bed on it). Go back to your new image and Copy.

Now go to the sprite that you just took the piece from and right click on the top of that image (the window bar at the top of it). Choose Paste in the selection. This puts that piece of the bed that is newly textured in the correct position in that sprite, so you don't have to line it up or anything.

Now the new image with the bed still has the Maxis piece of bed from the original sprite, leave it there. That way you can be sure to line up each piece exactly! Go back to your new image and hit Selections/ Select none to get rid of marching ants also.

Also, when doing the pasting of a new layer on your new bed image, sometimes the Maxis original bed piece ends up behind a piece already on the bed. Kinda hiding it from you. All you have to do then is go to your layer pallette, the highlighted layer should be the layer you just pasted. Just click on that and drag it to the top and you will see it!

Step 20.

**The bottom & middle of the bed.**
To do the bottom of the bed we need to first get rid of the top we just did on the new image.

So go back to your new bed image with the yellow still there and hit your back button ⟲ once! Your image should look like this, with the dancing ants around the yellow and the top of the bed inside the yellow:
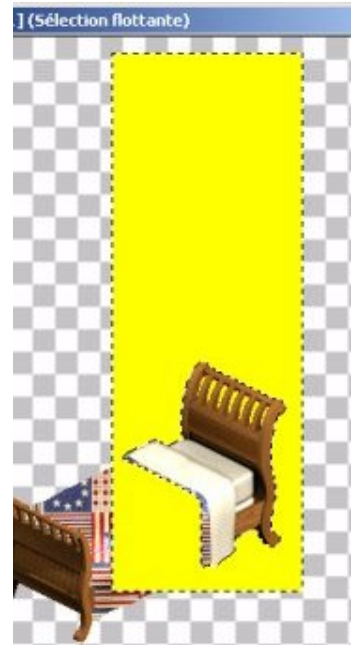
Step 21.

Now we are going to get rid of the yellow layer first. So go to your Layers options box and highlight the Floating Selections, like this:
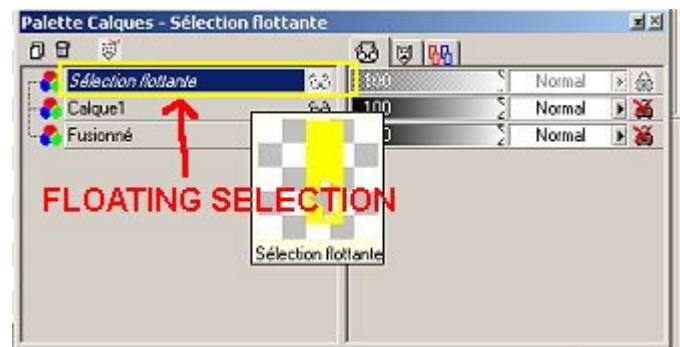
Step 22.

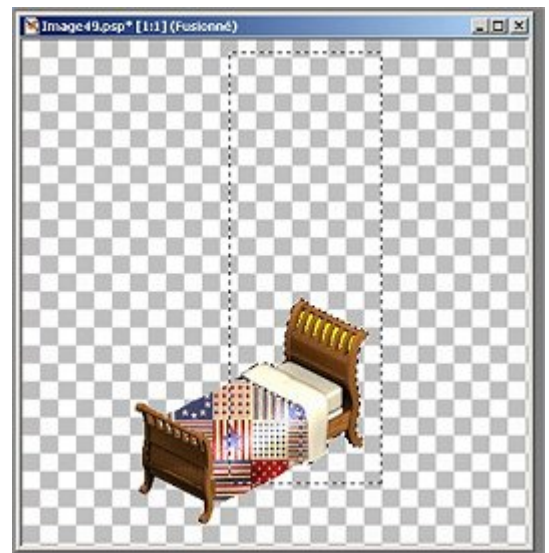Now right click on that layer and go to Delete, like this:

Step 23.

Staying on the Layers toolbox, now highlight Layer1, right click and go to Delete, like this:
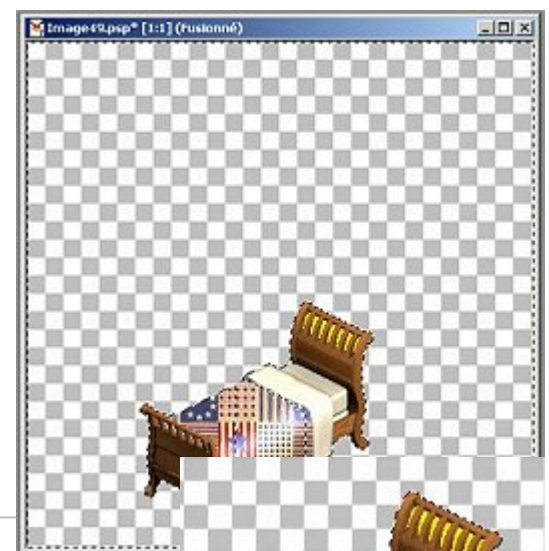
Step 24.

Your image should now look like this, with dancing ants around the top of the bed and in a rectanglular shape that the yellow layer you just deleted were in:

Step 25.

Now take your Magic Wand and holding the shift button, select the background of the image. Once that is done take your Freehand tool and still holding the shift button, select all the sections on the bed that are not connected to the top part.

Our goal here is to have only the top selected when done so we can get rid of it. Your image should now look like this:
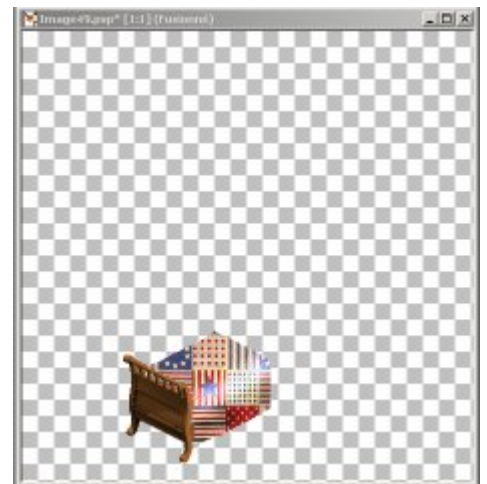

Step 26.

With dancing ants around the edge of your image and

around the top part of the bed. Now go to Selections/Invert so that the dancing ants are only around the top of the bed (not the outer edges of the image), your image should then look like this:

Step 27.

Now go to Edit/Cut and your image should now look like this with the top part (which is done) taken off:

Step 28.

Now go to Selections/Deselect or hit Ctrl+D so that there are no dancing ants anywhere.

The next step is to do the bottom exactly as you did the top, following all steps, including cutting it out of the image when done.

To do the middle, it is so much easier! Since you already have the top and bottom pieces gone all you have to is this:

First, with your new image selected (with just the middle part of the bed) go to Edit/Copy.

Second, go to your middle_ne sprite and go to Edit/Paste:As New Image right onto the sprite.

Using your mover tool ⊕, move the middle part you just pasted onto the middle part already on the sprite. Zoom in to make sure you have a perfect fit, you should still have dancing ants on that sprite from earlier, so they can help as a guideline when lining it up.

Now one part of your bed is done! Repeat these instructions for each part (sleeping and ready) to complete the bed.

Play around with your Retouch options to get different affects. If you don't want to retexture, just change to a solid color and don't want to use the Recolor options, just do it like this:

Put the bed together, select the blanket, floodfill with desire color. Now follow all the rest of the steps for lighting and shading and cutting up. Pretty easy?

If you have any questions or noticed that I missed a part or made a mistake anywhere in this tutorial, don't hesistate to let me know so that I can either help or fix the problems.