Photos Matter: PaintShop Pro at Work

Independent games studio uses PaintShop Pro to design textures for beautifully handcrafted computer game worlds.

Game software developer The Brotherhood (**www.thebrotherhoodgames.com**) designs sophisticated video games for gamers who love adventure and want to explore new digital universes. Christopher Bischoff, Lead Artist, is responsible for the art direction and creation of the creative assets for the games that The Brotherhood designs.

Christopher told Corel how PaintShop Pro helps make his business a success.

Interview with The Brotherhood Games: PaintShop Pro's role in the workplace

Q: What projects are you currently working on?

A: We've recently completed our flagship game, STASIS (www.stasisgame.com), and are currently working on a smaller downloadable sequel called CAYNE. PaintShop Pro has played an integral role in bringing these games to life.

OVERVIEW

NAME:
Christopher Bischoff

ORGANIZATION:
The Brotherhood Games

TITLE:
Lead Artist

LOCATION:
South Africa

INDUSTRY:
Game Development

PRODUCT:
Corel® PaintShop® Pro X8

PROJECT SUMMARY:
Independent Games Studio, The Brotherhood, uses PaintShop Pro to create layered textures for intricate game scenes.

Q: What do you use PaintShop Pro for at work?

A: PaintShop Pro is primarily used for texture creation within the game scenes, but in the earlier days I used it for final image processing as well. As the nature of my work has changed, the way I've used PaintShop Pro has changed but the basics have always formed a solid foundation for me to work on, in any creative project.

Q: How have you benefited from using PaintShop Pro at work?

A: Cost is one of the bigger benefits to me. PaintShop Pro covers everything I need in a professional environment, but at a much lower cost than the other software programs. Stability is also a large factor. PaintShop Pro is incredibly stable when dealing with large files.

Q: What tools prove most valuable to your business?

A: Many of the features in PaintShop Pro are comparable to those in other popular image processing applications, but I find PaintShop Pro is easier to use. Writing batch processing scripts is an integral part of my 2D workflow. Processing thousands of frames of animation would be a mammoth task, but PaintShop Pro's easy recording of scripts makes it a faster process.

Q: What PaintShop Pro tools/features do you use most often?

A: I use a lot of layers and different blends in my work, so using an effective layer manager is extremely important to me. I also build up a lot of textures from multiple files, and PaintShop Pro's image browser is unmatched in speed when it comes to quickly going through my libraries and finding the right texture.

Q: What do you like most about PaintShop Pro?

A: I've been using PaintShop Pro for ages and many other programs I've tried have stopped being updated, but PaintShop Pro has always been there. It's one of the best imageediting programs in the industry.

Q: How did you learn to use PaintShop Pro?

A: PaintShop Pro is intuitive. When I started there weren't many tutorials about 2D image processing, so most of what I know is self taught.

Q: Is PaintShop Pro helping you save time and increase productivity at work?

A: It certainly has. We have other image processors here at work, but I know PaintShop Pro so well that anything they can do, I can do much faster in PSP.

Q: Why did you decide to purchase PaintShop Pro for use at work?

A: Price was a major factor. As we are a small independent studio, every software purchase has to be well thought out, and PaintShop Pro gives me speed and a high quality product for a much lower cost than other comparable software options.

Q: Is there anything else you would like to add about PaintShop Pro?

A: Just keep on making an excellent piece of software!

> **"**Not a day goes by that I don't have PaintShop Pro open. It is my 'go to', not only in my professional work, but also in my personal artistic endeavors.**"**
>
> *Christopher Bischoff, The Brotherhood Games.*