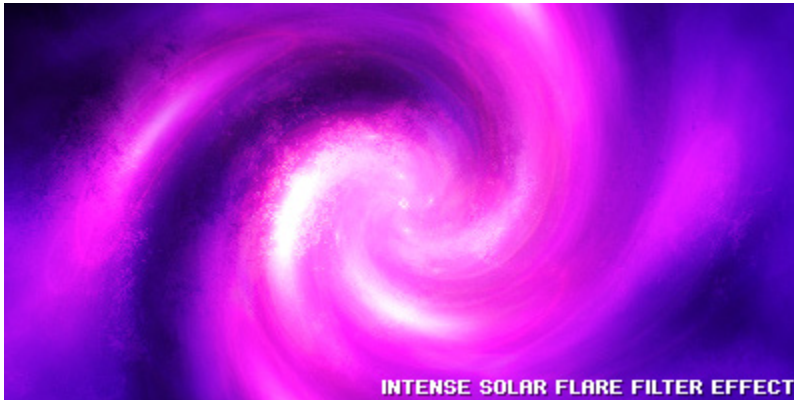


## Photoshop Textures Assignment # 3

# Super Nova



### 1. Create a Background

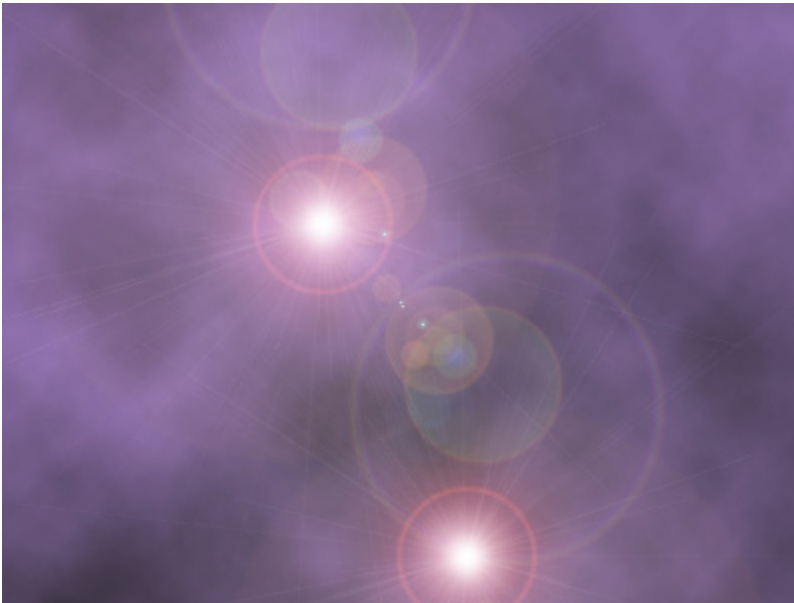
First, start by creating a new document, I've used a document size of **400 x 400** pixels here, but you might want to use something much larger so you can easily resize it to any size later on. Now change your foreground and background colors to something other than black and white, I used **#b38adb** and **#212121** (a nice purple and dark grey)

Go into the filters menu and apply **Filter > Render > Clouds** on your Background layer.

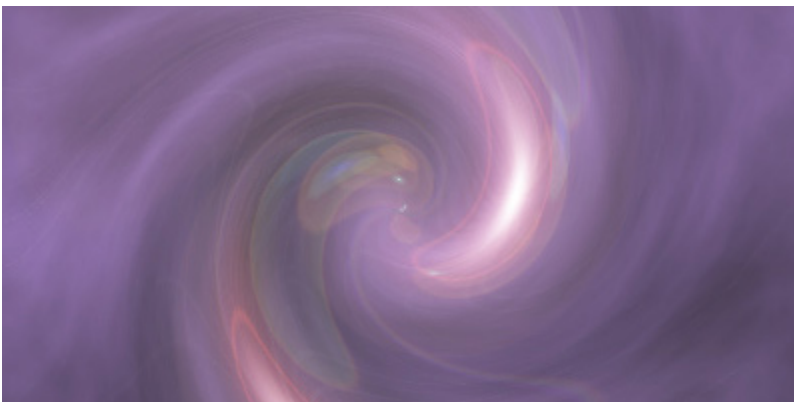


## 2. Lense Flare Filters

Let's start making the background a bit more interesting. Go to **Filter > Render > Lense Flare**, using all of the default settings if you want, just move the flare around a little bit. Apply Lense Flare again on the background layer but in a different position.



Next, apply **Filter > Distort > Twirl**, and use an angle of about **250**, feel free to try out other settings though!

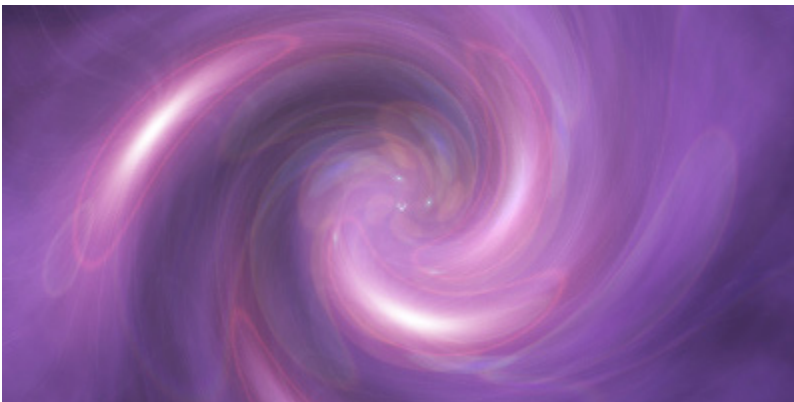


### 3. Duplicates, Rotating, Layer Modes

Duplicate your main (Background) layer then rotate it 90 degrees clockwise (**Edit > Transform > Rotate 90° CW**).



In the layers palette, change your duplicated layer mode to **Hard Light**, or some other good options are **Overlay**, **Soft Light** and **Vivid Light**.



Duplicate your original duplicate layer and rotate it another 90° CW, this gives the background a really cool effect.



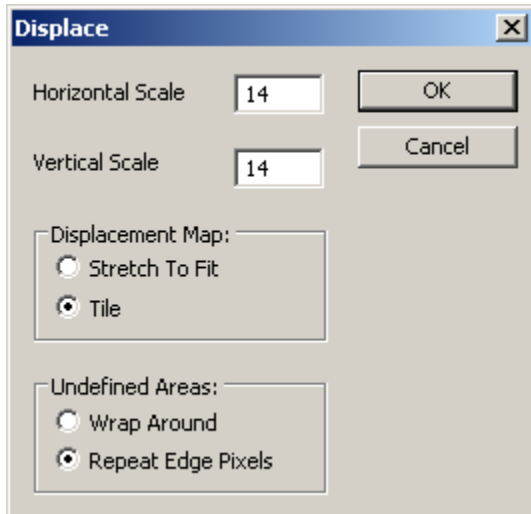
Looks pretty nice so far, but I think we can make it look a lot nicer!

## 4. Finishing Touches, etc.

Alright, start off by flattening your image (so that it's all on one layer), do this by going to **Layer > Flatten Image**. Now duplicate your one remaining layer, then apply **Filter > Blur > Gaussian Blur** with a radius of about **2.0-5.0**, lastly, change the layer mode for your duplicate layer to Overlay. This gives your whole image a nice, soft effect.



Again, duplicate your Background layer and move it above your first duplicate in the layers palette, then apply the filter, **Distort > Displace**, using the PSD on my WIKI called "Grunge".



After pressing OK in the above screen, you'll be taken to an open file box, where you have to choose a PSD file. You can use whatever PSD file you want, but it's best you just use a PSD file that contains black and white grunge.

After using the Displace filter you should be left with something that looks like this:



Pretty neat, huh? To blend this layer with the bottom layers, change the layer mode to **Soft Light**, and also lower the opacity to around **50-80%**.



I think it looks just a little bit too intense now, so if you think so too, follow these few steps:

1. Duplicate your **Displaced** layer.
2. Change the Layer Mode for your duplicate to **Normal**.
3. Lower the Opacity to about **20-50%**.



# Electron Wallpaper

## Step 1

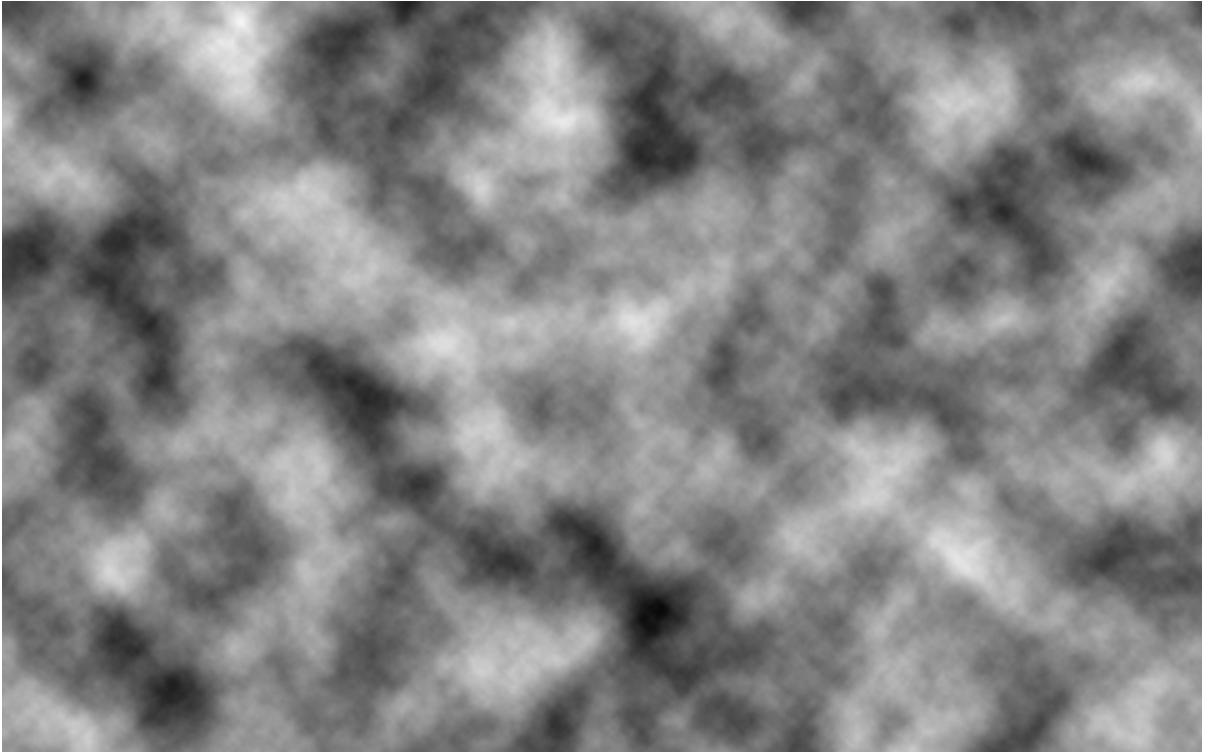
Create a new document with size of 1920 x 1200 pixels and 72 dpi with white background.

Press D to set up foreground and background colors black and white. Go to Layer > New Layer and create a new layer called "wallpaper".



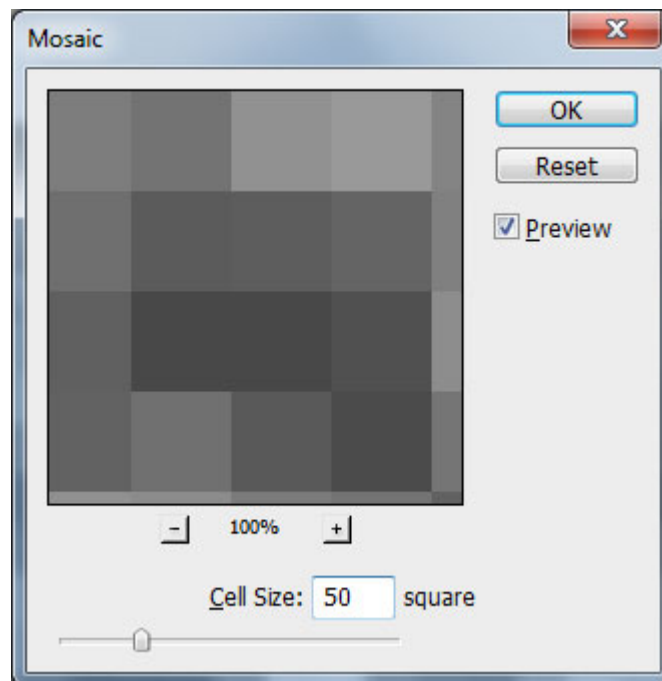
## Step 2

Now we are going to work with filters on this new layer to create our wallpaper. To start, go to Filter > Render > Clouds.

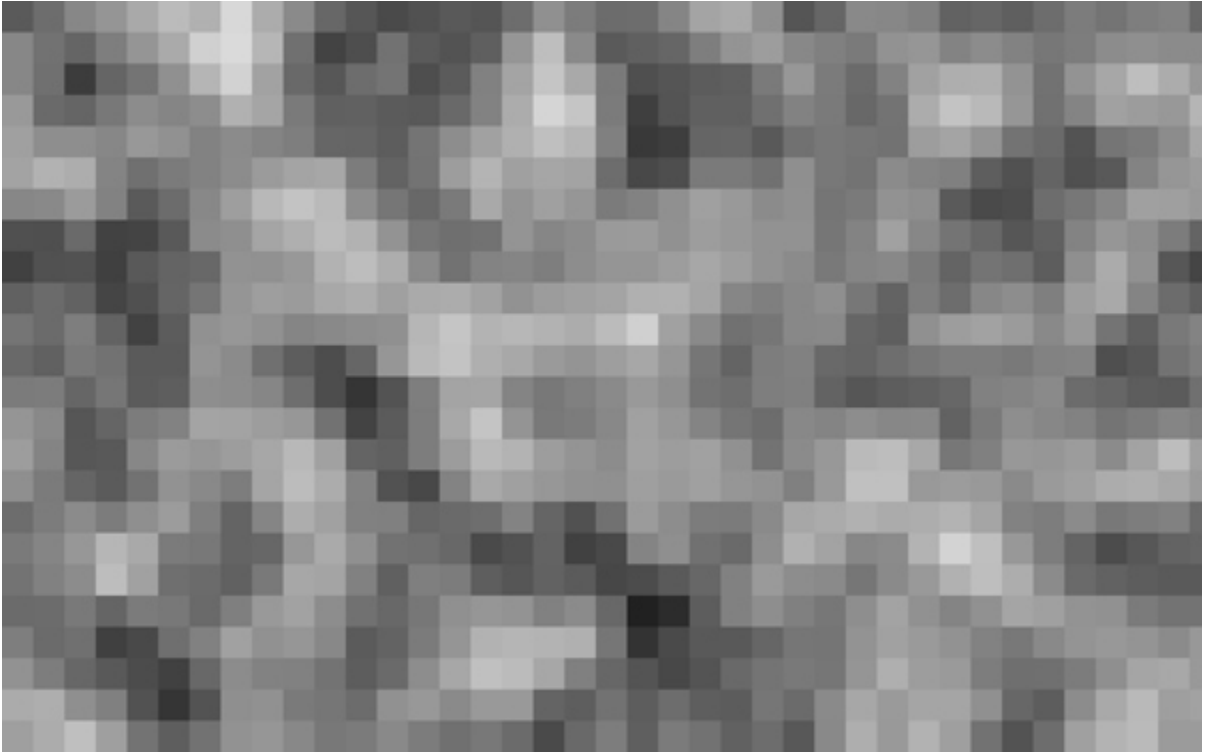


## Step 3

After that apply Filter > Pixelate > Mosaic with following settings:

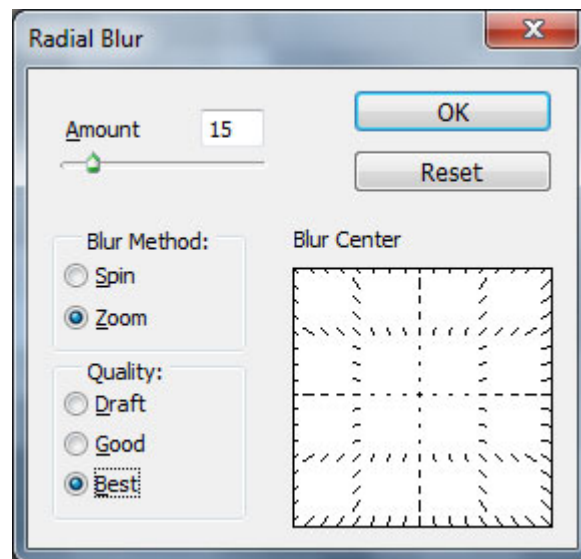






## Step 4

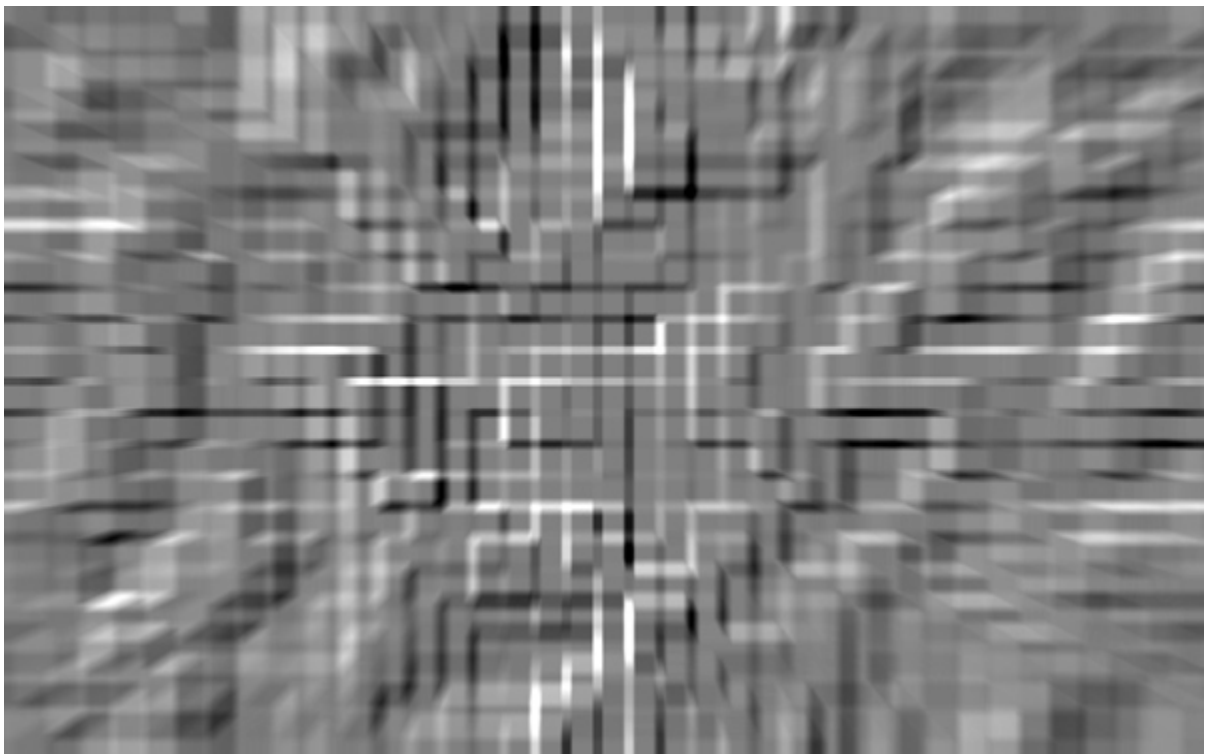
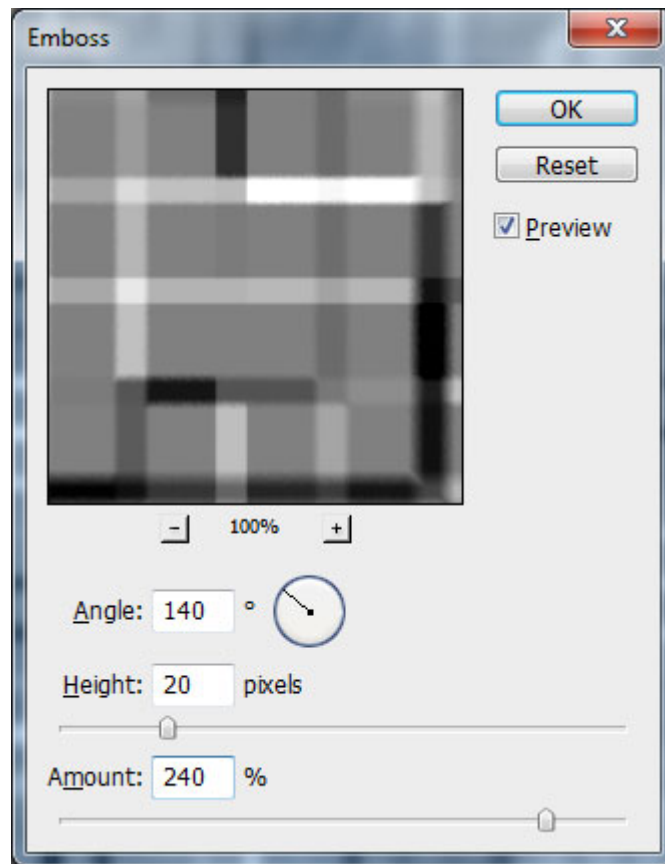
Apply Filter > Blur > Radial Blur with next presets:





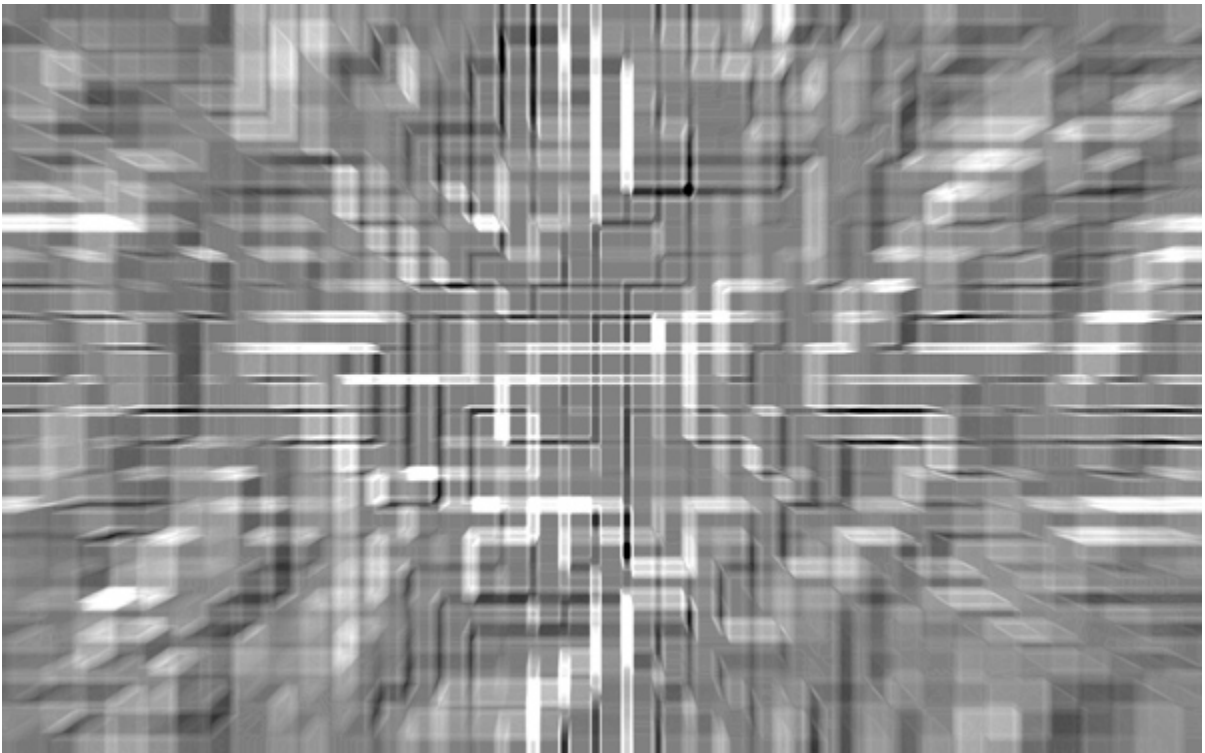
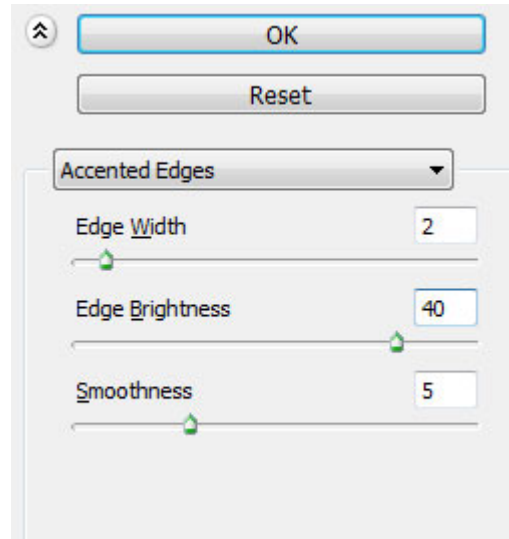
## Step 5

Then apply Filter > Stylize > Emboss:



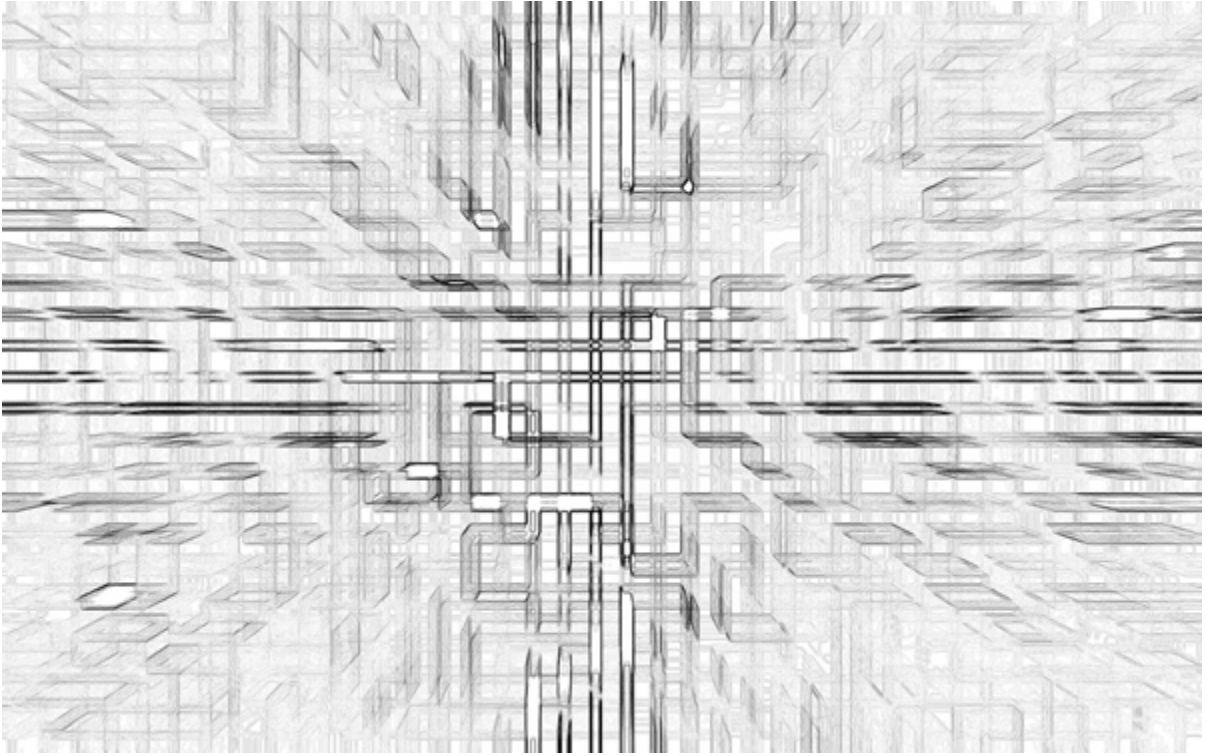
## Step 6

After that use Filter > Brush strokes > Accented Edges:



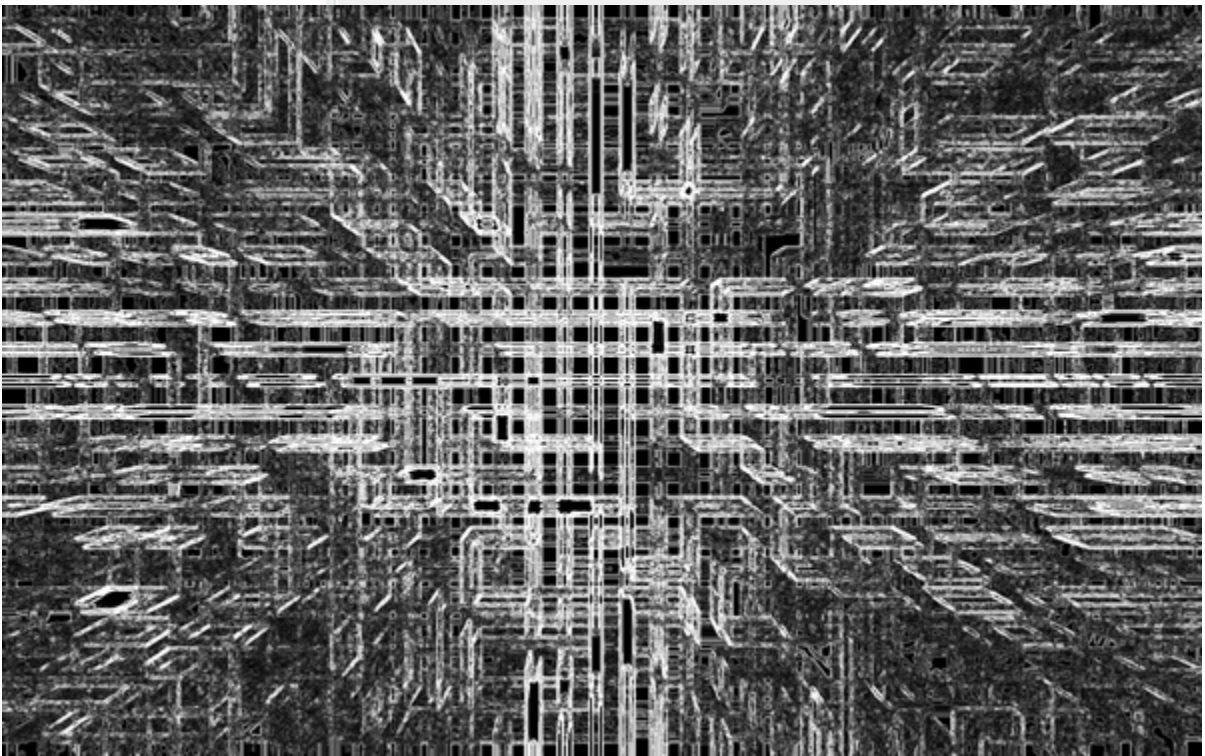
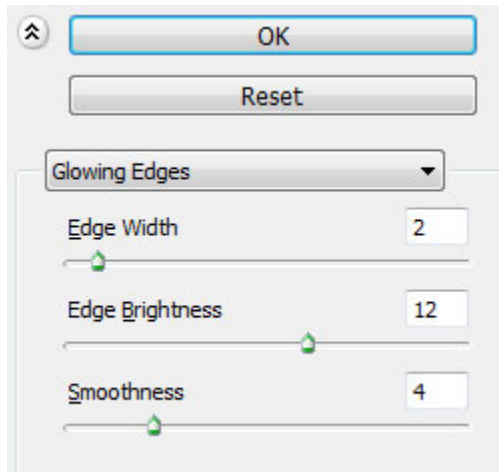
## Step 7

Now apply Filter > Stylize > Find Edges:



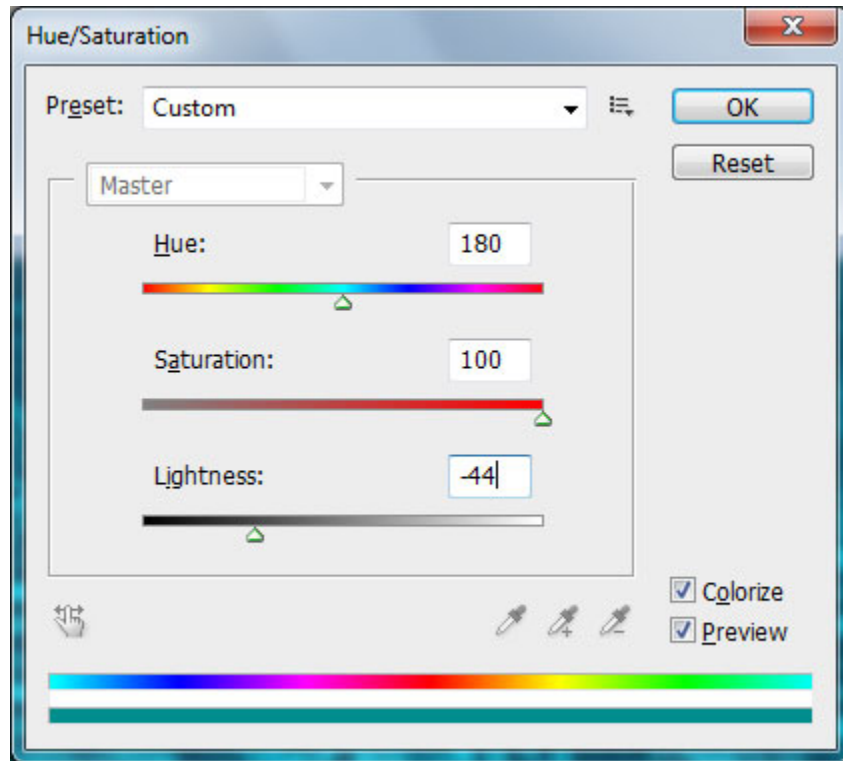
## Step 8

And finally apply Filter > Stylize > Glowing Edges with these settings:



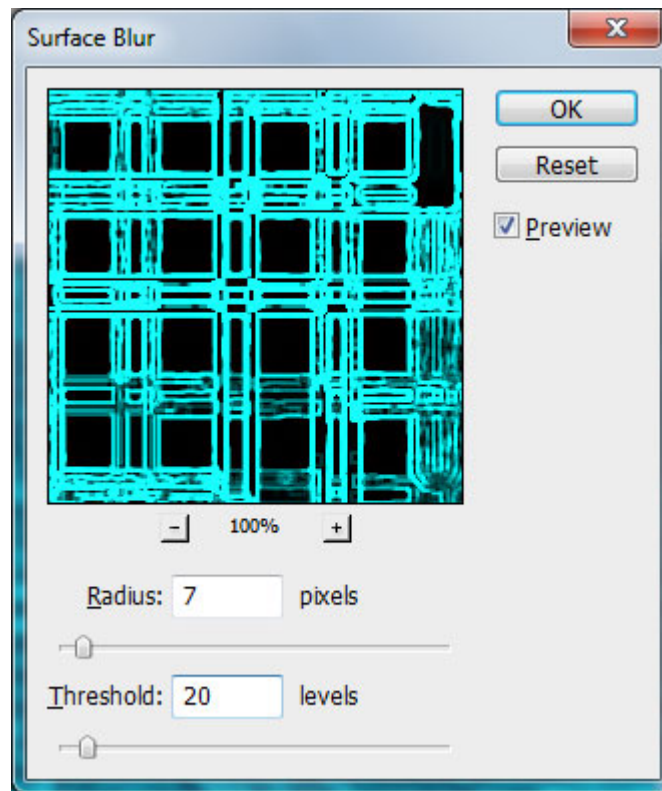
## Step 9

The last thing that we have to do is to change color of our abstraction. For this effect use Image > Adjustments > Hue/Saturation:



**Step 10**

Remove sharpness a little bit by using Filter > Blur > Surface Blur:





# Rusted Metal

Create a new image 1024 x 1024 and name it **Metal\_Rust**.

Create a new layer and name it Base. Fill the layer with a dark brown RGB 81,65,54

Filter – Noise – Add Noise 40%

Filter – Blur – Motion Blur- Angle 45, Distance 45.

Filter – Distort – Ocean Ripple – Size 10, Magnitude 10.

This creates a base rust texture that we can add other layers and filters to that will create unique rust textures for a variety of uses.

# Basic Concrete

Create a new image 1024 x 1024 and name it **Concrete\_Base**

Create a new layer and name it **Base**

Change the foreground color to RGB 140,140,140 and fill the layer.

Filter – Noise – Add Noise 3%

Filter – Blur – Gaussian Blur 0.5 pixels

Filter – Brush Strokes – Splatter – Spray Radius 15, Smoothness 8.

This will create a very basic clean concrete texture. The next steps will add subtle variations to the basic concrete texture.

Create a new layer called **Grime**

Filter – Render – Clouds

Adjust the Brightness/Contrast – Brightness +10, Contrast +60

Change the layer Blending Mode to Multiply and reduce the opacity to 15%

The image now will have some subtle dark stains

# Stained Concrete

Create a new layer and name it **Rust\_Stains**

Change the foreground color to RGB 167,98,10 and background to white.

Filter- Render – Clouds.

You could also run Difference Clouds to get a greater amount of variation, but make sure you run the filter an even number of times.

Reduce the opacity down to 10%. Additionally, you can adjust the brightness or contrast to achieve a different staining effect.