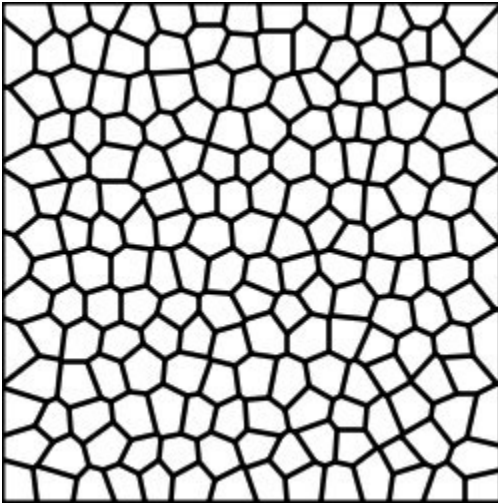


Photoshop Textures Assignment # 2

Objective: Use Photoshop to create unique texture from scratch that can be applied to backgrounds, objects, text and 3D objects to create new and exciting compositions.

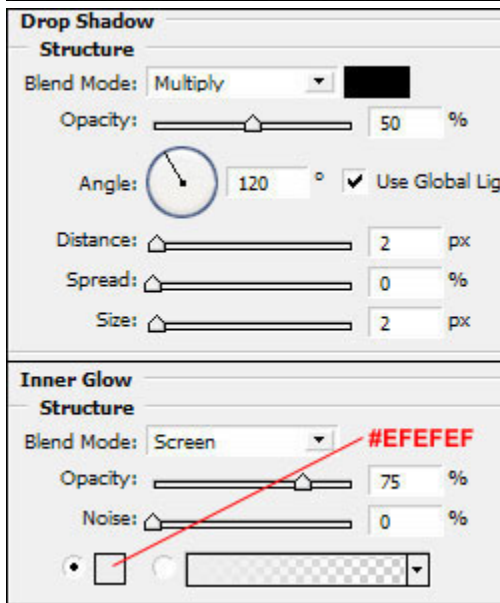
Metal Mesh



Create a new document of a suitable size with a default white-filled *background*. Reset your foreground and background colors to black/white by pressing D on your keyboard. Then apply **Filter > Texture > Stained Glass** with the following settings:

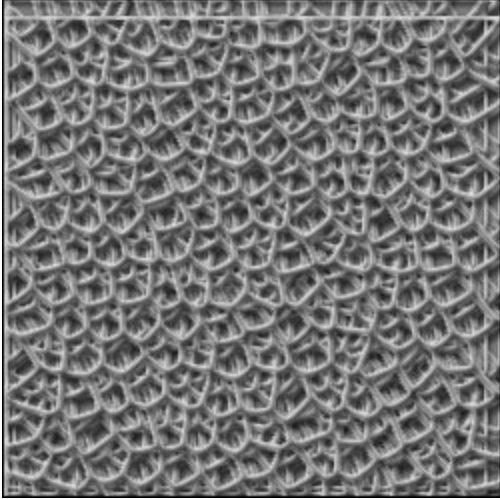
Cell Size: 8
Border Thickness: 4
Light Intensity: 3

You should now have a lattice-like texture resembling my one on the left.



Grab the **Magic Wand Tool**, and ensure that it is set to a *Tolerance* of 50, with the *Anti-aliased* & *Contiguous* boxes checked. Now, click on the black lattice so that the whole of the lattice is selected, but none of the white background. **Edit > Cut** your selection out, create a new transparent layer, and **Edit > Paste** it in. You should now delete the background layer because you don't need it anymore (or, of course, just fill it in with a solid color and/or texture of your choice).

Nearly there! To make your lattice resemble chicken wire, just go to **Layer > Layer Style > Blending Options** and enter the settings on the left into the appropriate sections. Also apply the *'Bevel & Emboss'* style, but leave its settings on Photoshop default.



If a simple wire lattice is your aim, you can just stop now and have a perfectly respectable texture. If you want something a little bit funkier, though, duplicate the wire layer several times, and move each layer to slightly different positions. If you do it right, you should end up with an image like the one on the left.

If you want to color the mesh you can add a Solid Color Fill layer, choose a color of your liking and then adjust the Blending mode to Overlay and adjust your Opacity if needed

Glass

In this Photoshop tutorial you will learn how to create a glass texture effect. You need to use various effect filters for this tutorial.

Glass texture

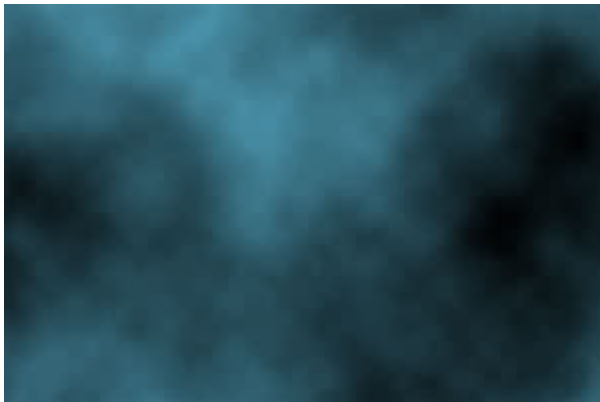
Step 1

Open a new Photoshop document with the size 640 x 480.

Set the foreground color to #6edbff and the background color to #000000.

Step 2

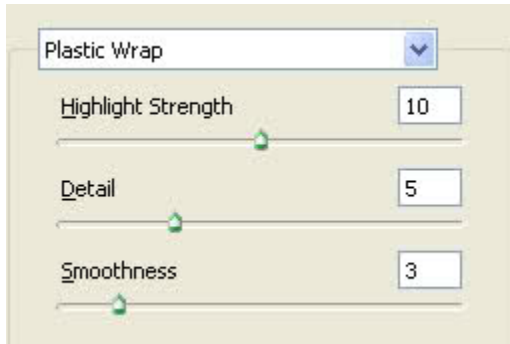
Select **Filter > Render > Clouds** and you should get the following pattern.



Step 3

Select **Filter > Artistic > Plastic Wrap** and add the following settings:

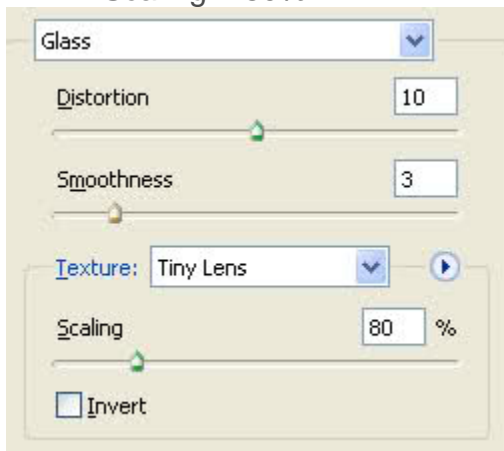
- Highlight strength = 10
- Details = 5
- Smoothness = 3



Step 4

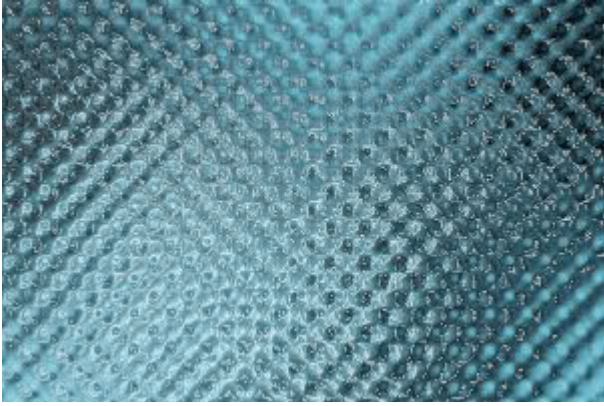
Select **Filter > Distort > Glass** and add the following settings below:

- Distortion = 10
- Smoothness = 3
- Texture = Tiny Lens
- Scaling = 80%



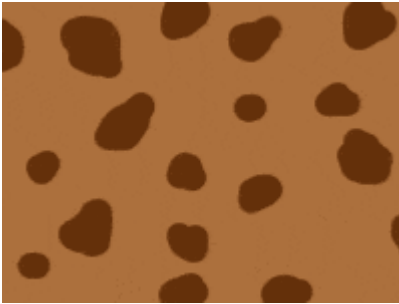
Step 5

Now duplicate the current layer by selecting **Ctrl + J** and change the blend mode to 'Screen'.

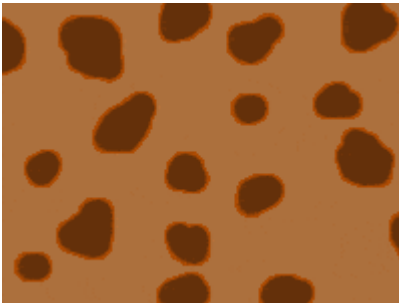


Fur Texture

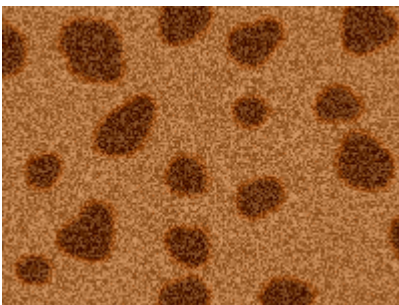
In this tutorial, we will create some fur texture with spots..



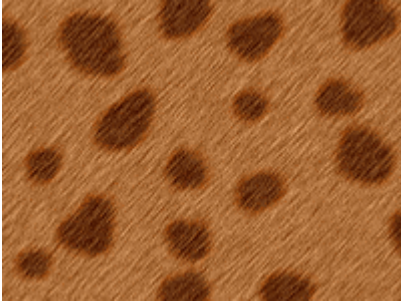
- Start a new document.
- 600 pixel x 600 pixel, RGB, 300 DPI
- Fill the background with **#AC703D**
- Set your foreground color to **#64300A**
- **Create a new layer**, and use hard edge brush and paint your spots. similar to mine.



- Now apply a 1px stroke to the spots. (**Layer > Layer Style > Stroke**) Stroke color: **#B14D03**
- Now Flatten the image: **Layer > Flatten Image**.



- Now go to **Filter > Blur > Gaussian Blur**: set **1px**
- Now add some noise: **Filter > Noise > Add Noise**.
Amount: **15%**. Distribution: **Uniform**.
Monochromatic: **Checked**

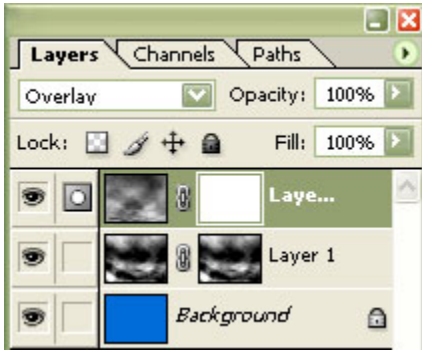


- Now add some motion blur: **Filter » Blur » Motion Blur**: Angle: 45. Distance: 6

Here is mine after applying some lighting effects.
(Filter » Render » Lighting Effects)



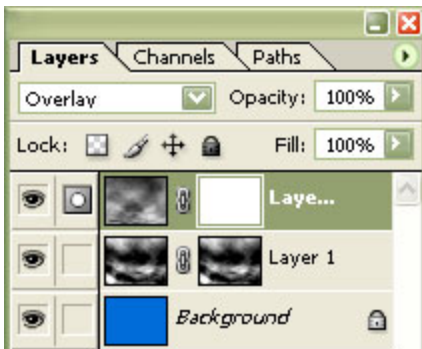
Realistic Sky



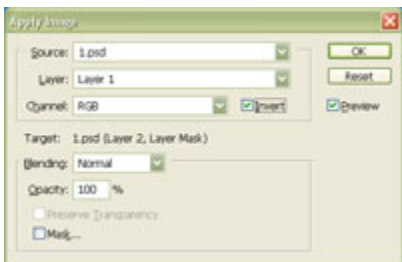
Add a layer mask (Layer > New Layer Mask > Reveal All) to the current layer. Set the layer's blending mode to Overlay.



Use the Perspective transform tool (Edit > Transform > Perspective) to increase the distance of the top corners.



Add a layer mask (Layer > New Layer Mask > Reveal All) to the current layer. Set the layer's blending mode to Overlay.



With the current layer's layer mask selected, use the Apply Image tool to apply the following properties:

Source: filename

Layer: Layer 1

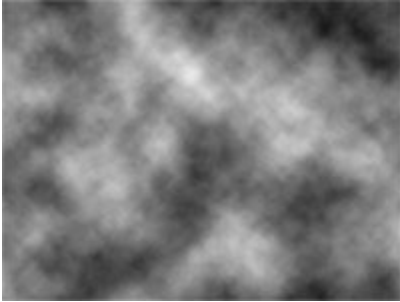
Channel: RGB

Invert: Checkmarked

Blending: Normal

Opacity: 100%

Click OK.



Create a new layer and apply the Clouds filter (Filter > Render > Clouds).



Use the Perspective transform tool (Edit > Transform > Perspective) to increase the distance of the top corners.

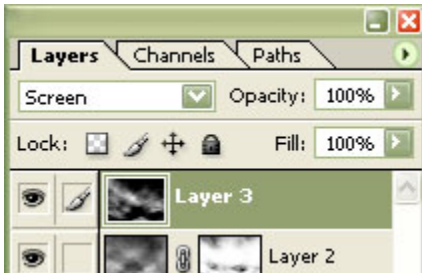


Use the Brightness/Contrast tool to apply the following properties:

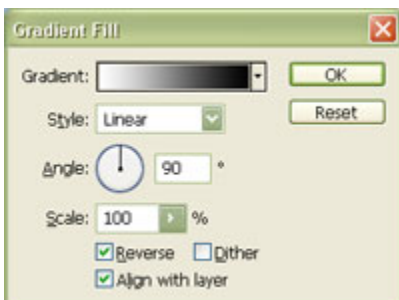
Brightness: -50

Contrast: 50

Click OK.



Set the current layer's blending mode to Screen.



Create a new Gradient fill layer (Layer > New Fill Layer > Gradient) above the layer "Background" and apply the following properties:

Gradient: White to Black

Style: Linear

Angle: 90°

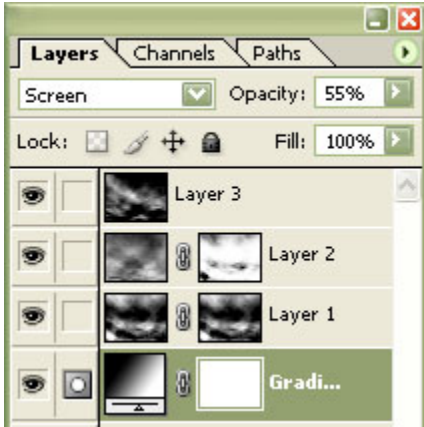
Scale: 100%

Reverse: Checkmarked

Dither: Uncheckmarked

Align with layer: Checkmarked

Click OK.



Set the current layer's blending mode to Screen and lower the opacity.



To create a sunset sky, invert (Ctrl+I) the layer Background