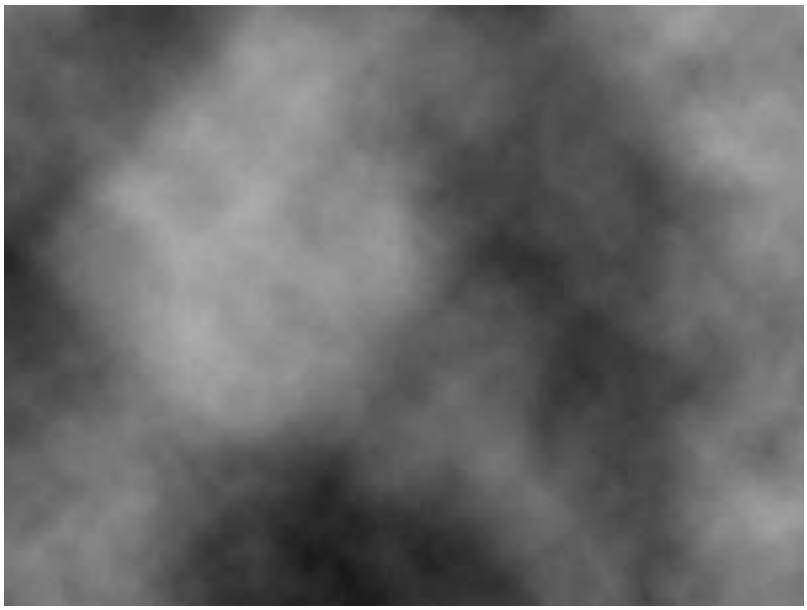
Photoshop Textures Assignment # 1

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

Simple Marble

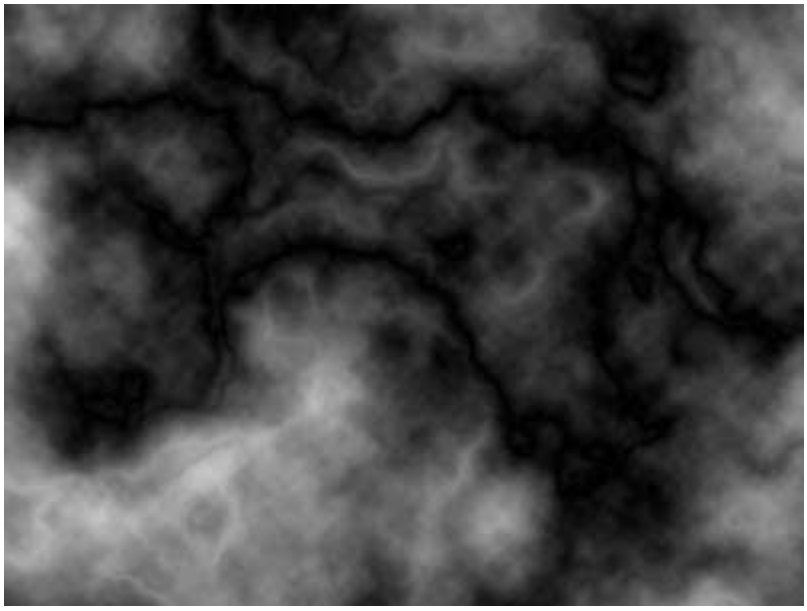
1. Create new file. Keep default black and white color for foreground and background by pressing D

2. **Filter > Render > Different Clouds**

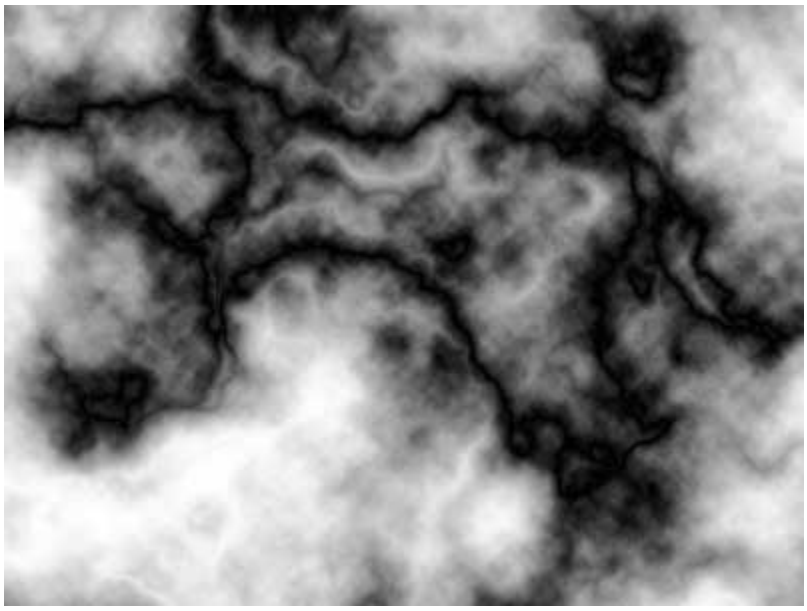


3. **Filter > Render > Different Clouds**

Repeat the procedure for Different Clouds filter till you get marble like basic texture.

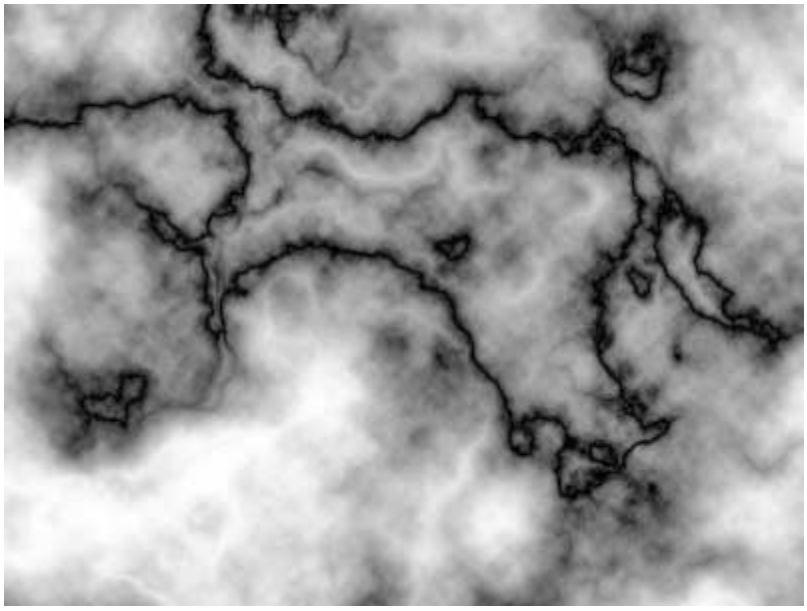


4. **Image > Adjustments > Equalize**



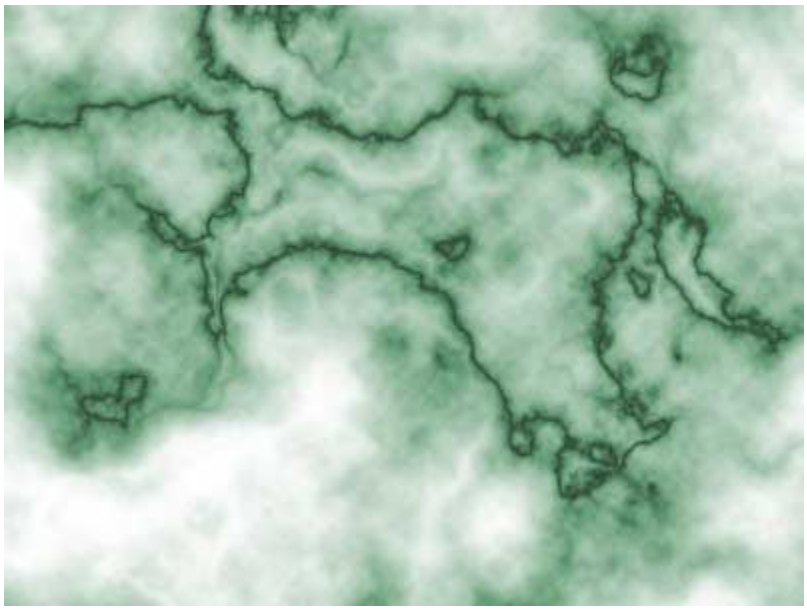
5. **Image > Adjustments > Shadow/Highlight**

(Shadows Amount: 100 %, Highlights Amount: 0%)



6. **Image > Adjustments > Hue/Saturation**

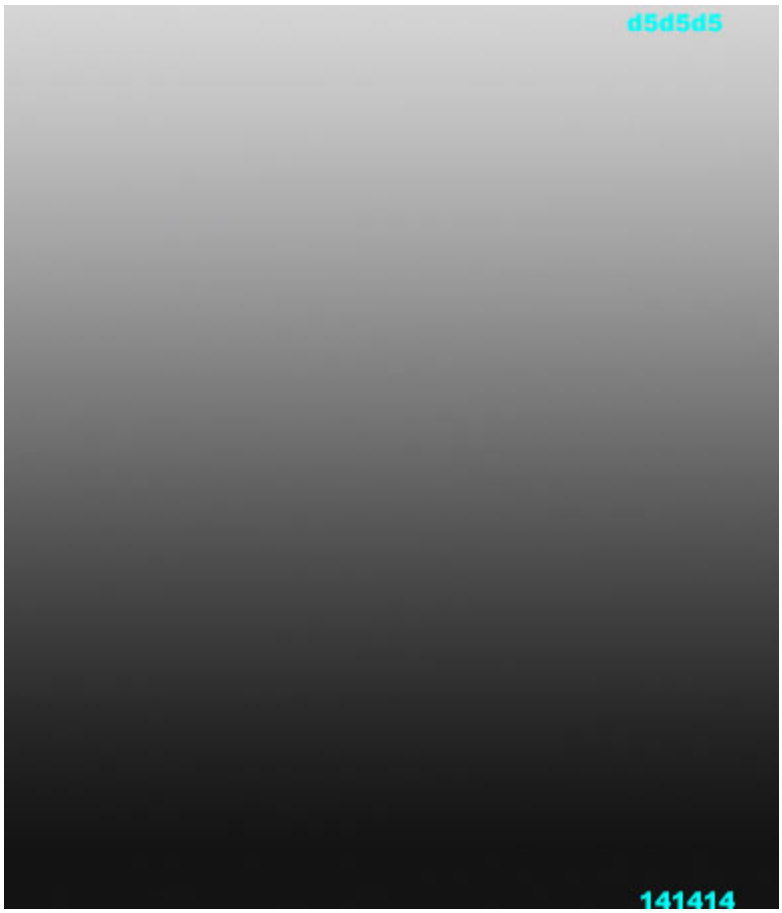
(Hue: 139, Saturation: 22, Lightness: +24)



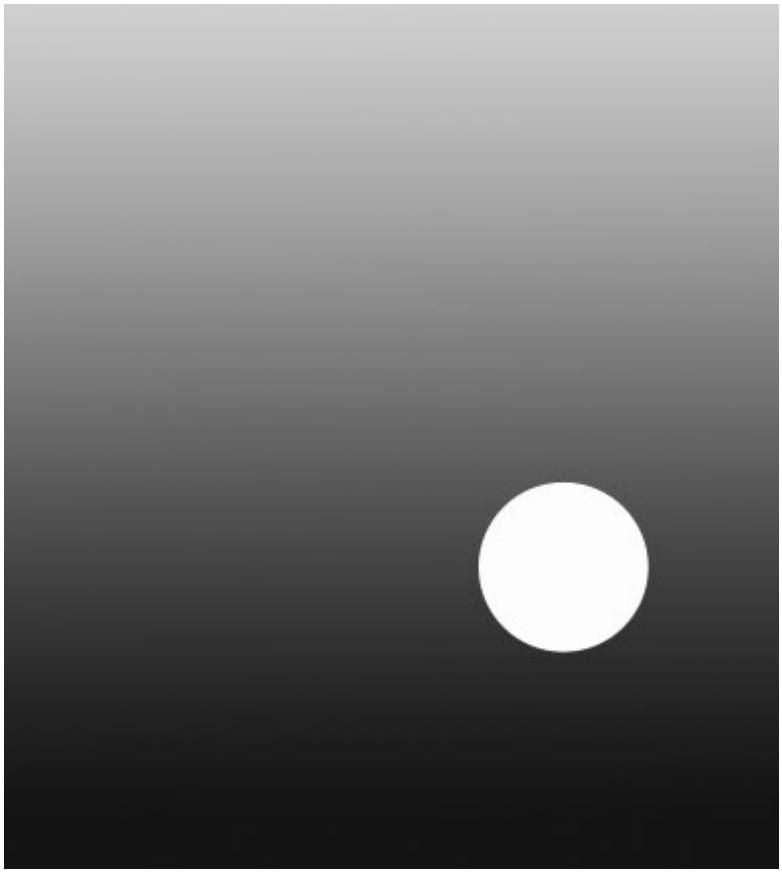
Black Bubbles

Create a new file, having 450x450px and 300dpi.

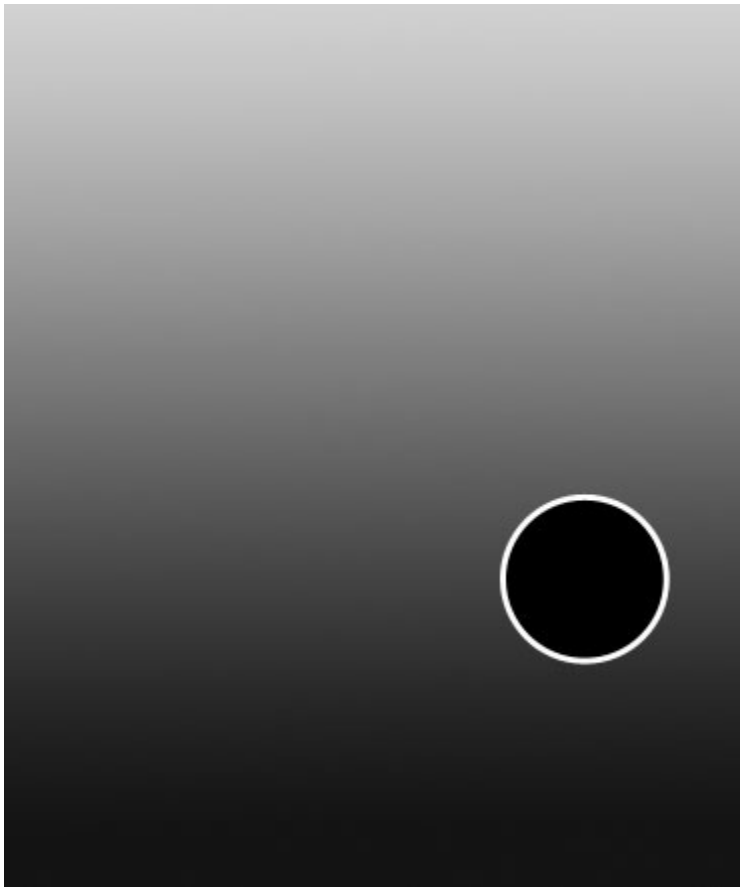
Using the Gradient tool and the following values d5d5d5, 141414 and create the following effect as your background



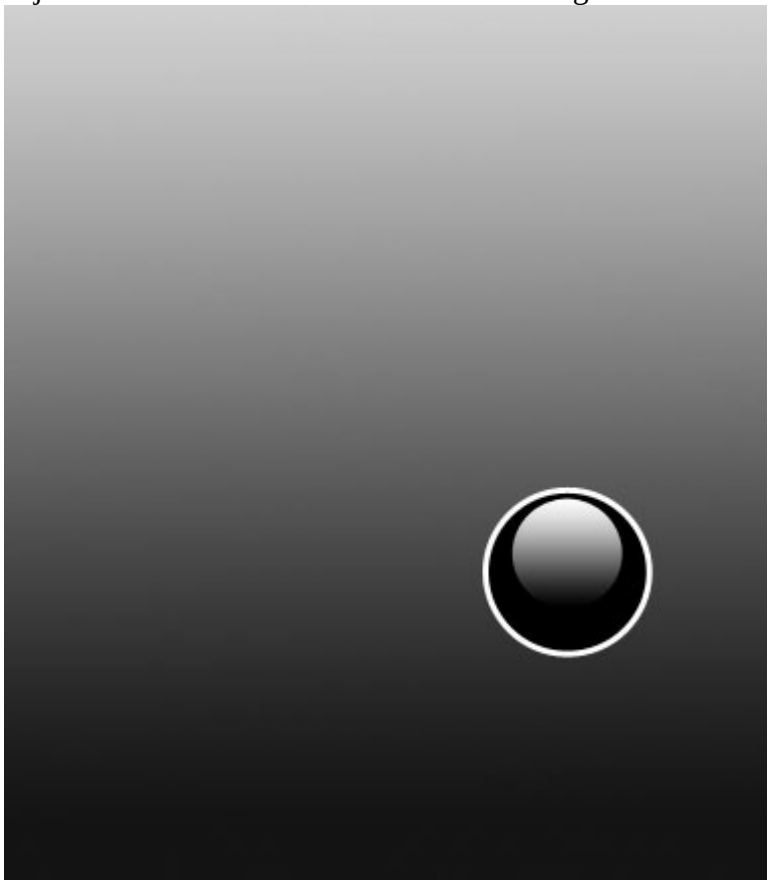
Use the Ellipse Tool to create one circle with a white fill as seen below



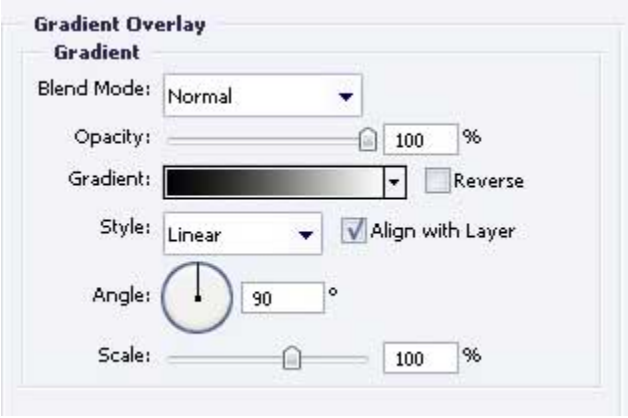
With the circle shape active copy the initial circle (Ctrl J) and then scale it down to a value around 95% (Edit- Transform – Scale) add a black fill to the new circle and move the new circle to a position as show below



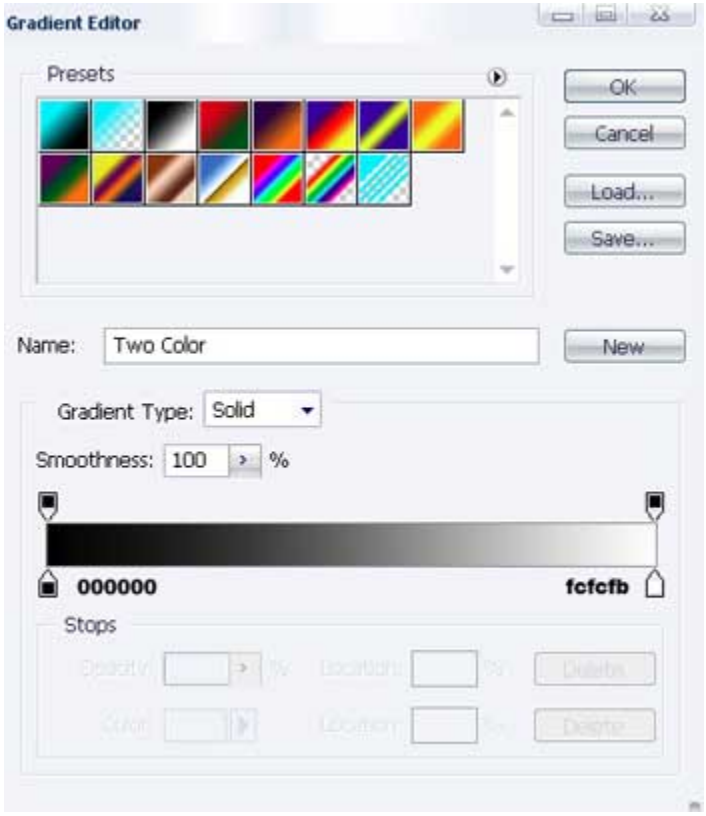
Create another circle (Ctrl J) and scale it to about 55% of the second circle position and adjust as needed. The third circle with use a gradient overall with the values below



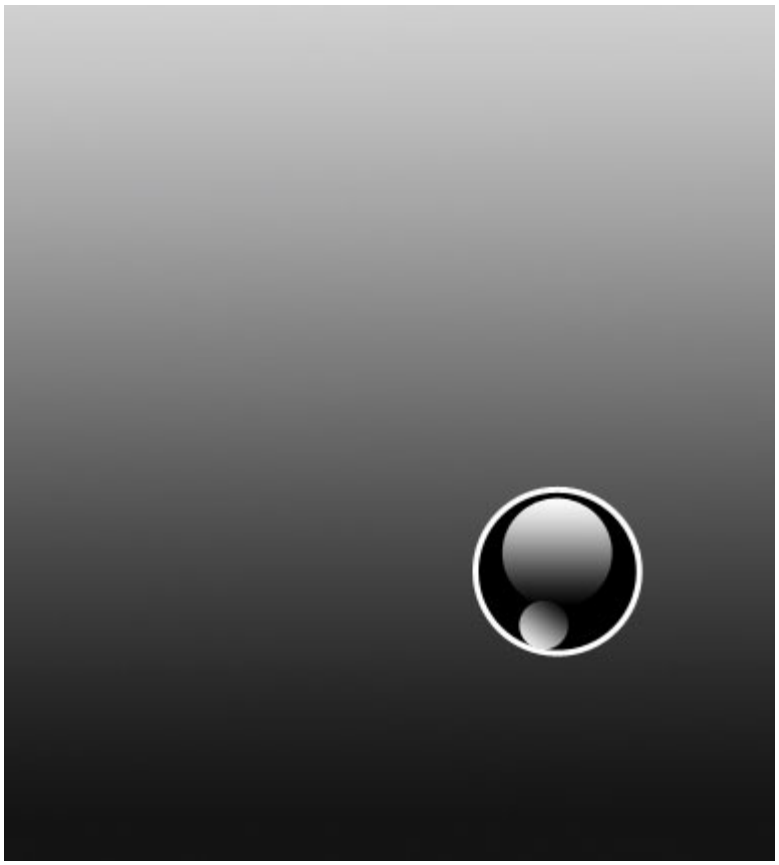
Blending Options-Gradient Overlay



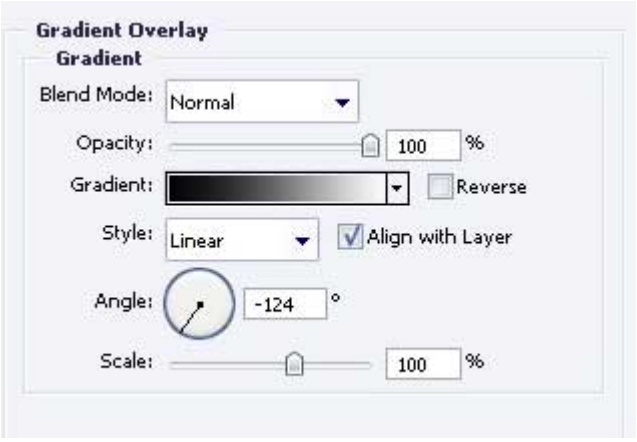
Gradient's parameters.



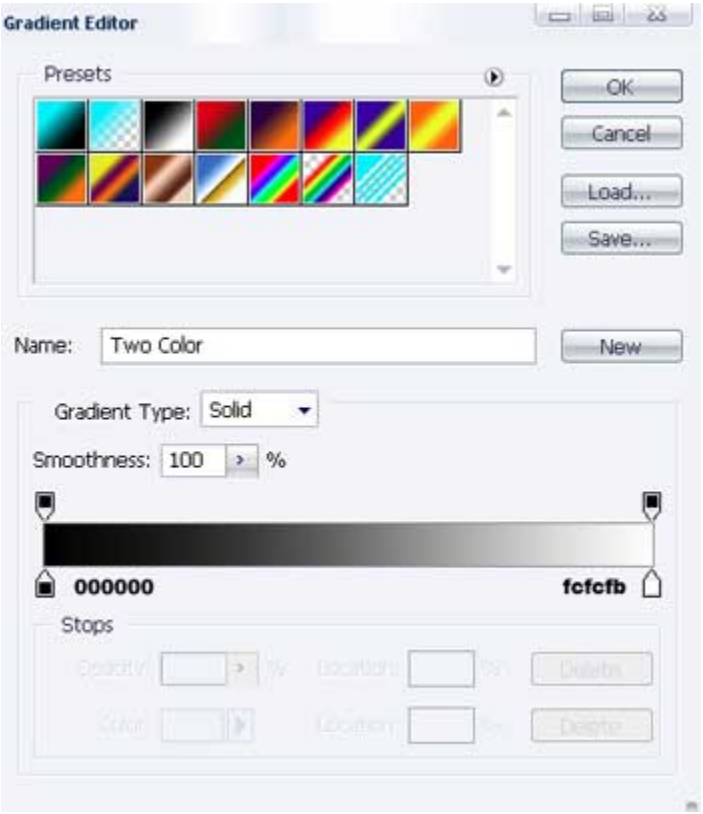
Create a fourth circle using the third circle as your starting point (Ctrl J). Scale the fourth circle to around 25% position and adjust as needed and add another gradient overall as shown below



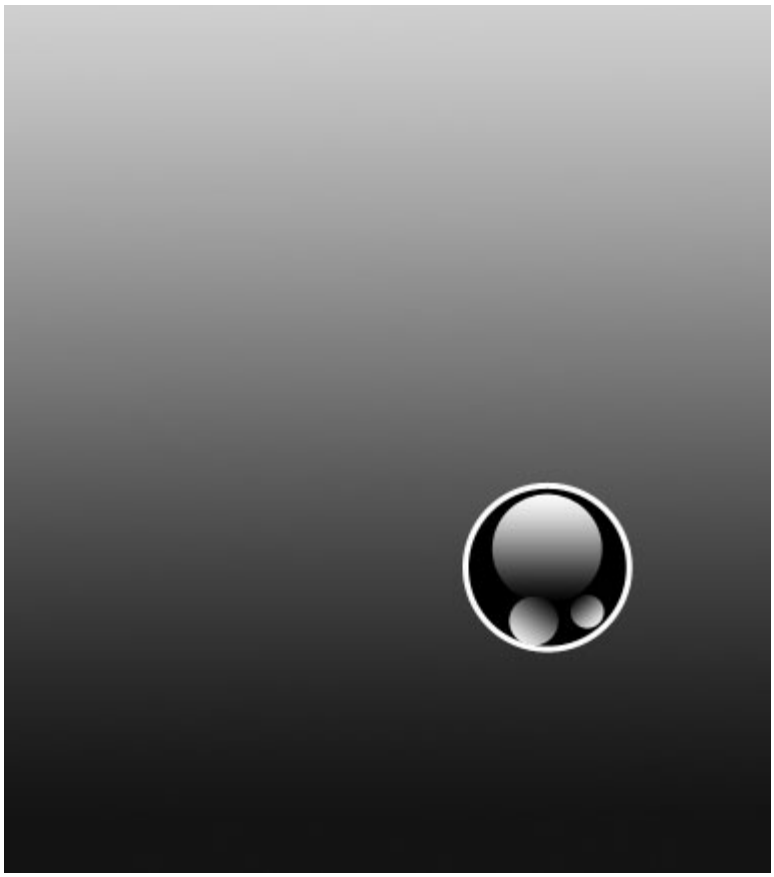
Blending Options-Gradient Overlay



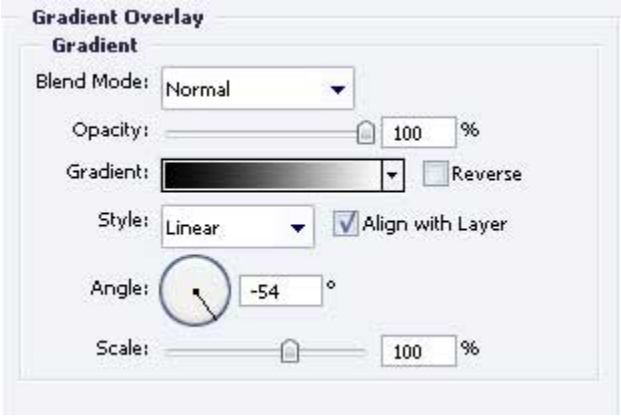
Gradient's parameters.



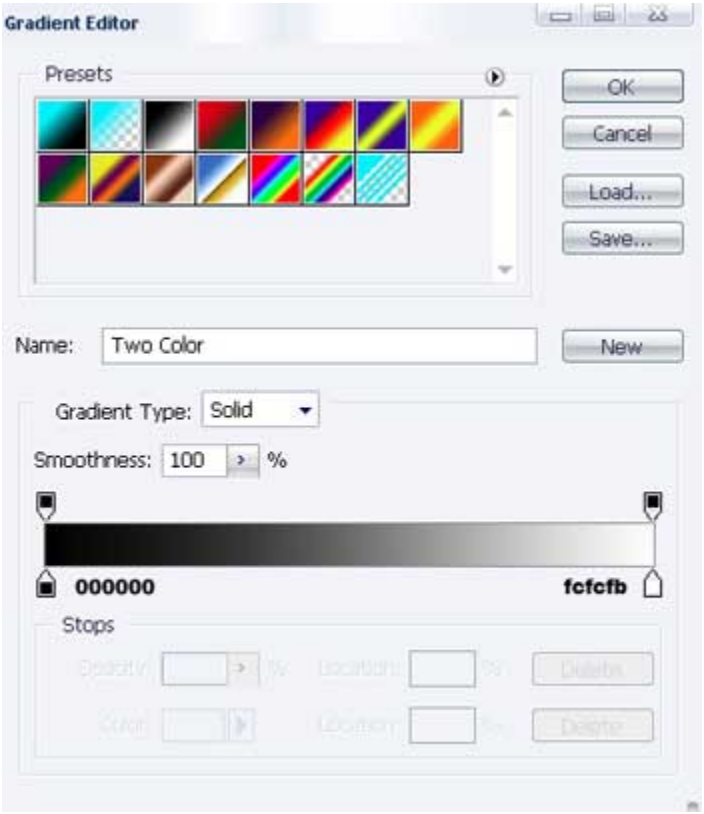
Create the final fifth circle using the fourth circle as your starting point (Ctrl J). Scale it to around 55% position and adjust as needed and add another gradient overall as shown below



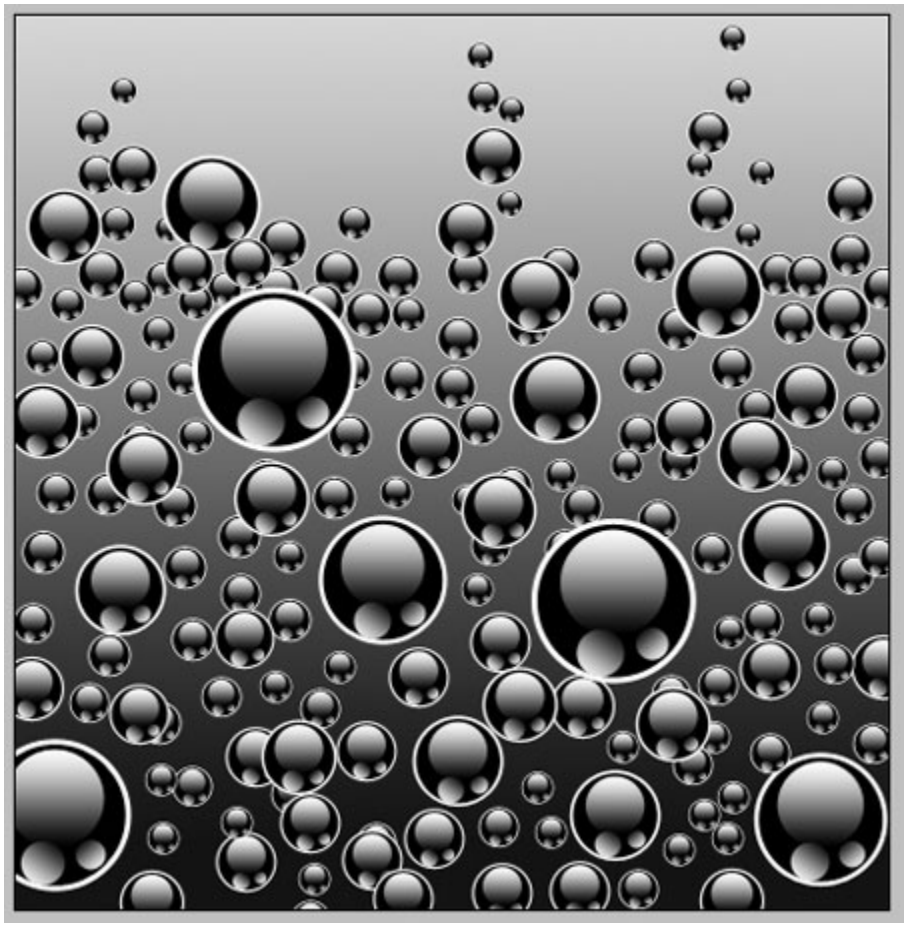
Blending Options-Gradient Overlay



Gradient's parameters.



For your convenience, merge now in a group all the layers that contain the circles. Copy the recently made group. Then copy, move and scale the circles to create the effect below.

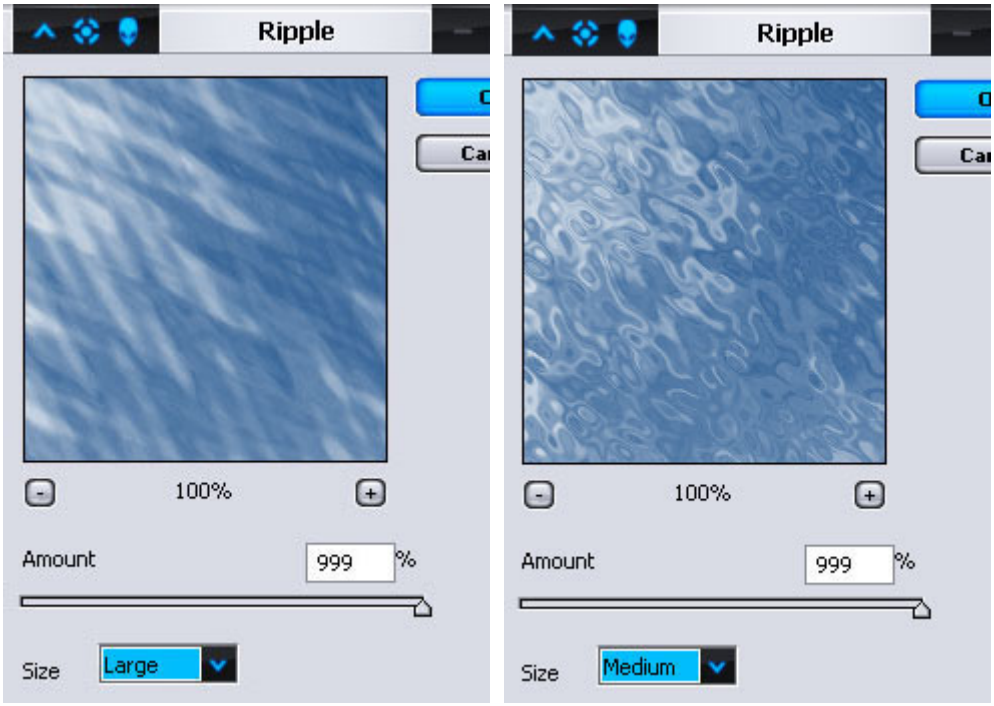


Water from below

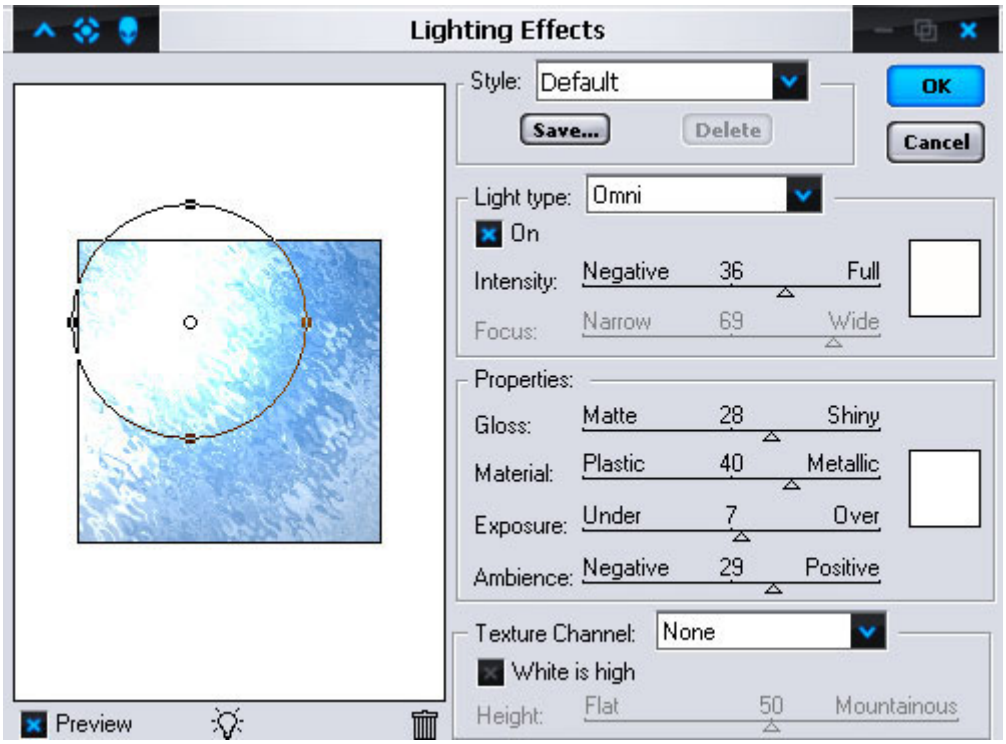
Create a new document of a suitable size with a default white-filled background. I opted for 300*300px, but this effect will look just fine with any dimension.

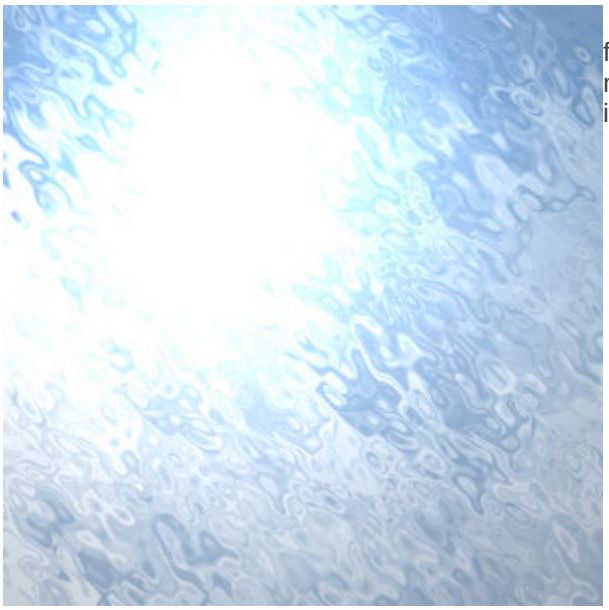
Set your foreground color swatch as a dark-blue (#043E7E) and your background color swatch as solid white (#FFFFFF). Now run **filter > render > clouds** once. You should end up with something that resembles the image below. Don't worry if it does not look exactly the same - the clouds filter uses a random seed, so the results will always look a little different.

We now need to add our ripple effect. To do this, run **Filter > Distort > Ripple**, change the *amount* to *999%* and the *size* to *large*. Press OK. Repeat the filter again, but this time set the *amount* to *999%* and the *size* to *medium*. Press OK, and your basic ripple effect will be complete! Of course, this doesn't look overly realistic, so we should now run our new texture through a few extra optional steps...

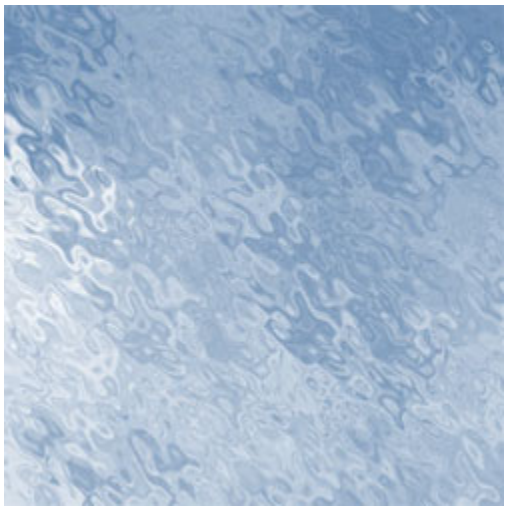
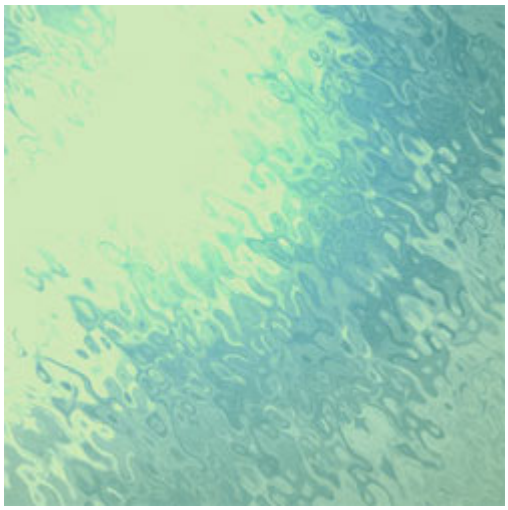


For that little bit of added realism we can add solar glare to make it look as if the sun is partially reflecting off the water. To do this, run **filter > render > lighting effects** with the settings shown below.





And there you go - one simple 'water surface from below' effect, ready for further manipulation or useful as a stock effect all by itself.

Color Loss

It should be borne in mind, of course, that the light spectrum can be substantially affected by the relative density of the water. This often presents itself as a green tinge to the water if the camera source is quite deep. To reproduce this effect, simply go to the **Layer > Layer Effect > Color Overlay** dialog and enter in a color of *#6DB829*, with a *blend mode* of *Normal* and an *opacity* of *33%*. Throw in the solar glare mentioned above and you should have an excellent texture that resembles my image on the right below. Enjoy! ;)