

Photo Textures

Disclaimer: This sample photo sent in to us was created by an artist who most likely worked on it for hours. We will attempt to show you how to create similar effects quickly, but bear in mind that there are many ways to do some of this stuff in Photoshop. This method will introduce you to some techniques you can refine and add to, using tools that are available in Photoshop. There are thousands of other brushes and textures that designers and artists make use of and that are available on the internet (some of which were likely used in this image), but that can be covered in detail in another session if anyone's interested.



Question:

How do you create a textures layer to incorporate into an image, for either foreground texture, background texture, or both? See image to the left for reference.

Answer:

There are a number of ways to create textures in Photoshop. We'll show a few of them and how they, combined with blending modes, and layer masks, can be used to get effects similar to the one in this sample photo.

Instructions:

- 1 First, make a copy of the background by dragging and dropping the Background layer onto the New Layer icon in the Layers palette. This way we will always have the original to go back to in case we make a mistake. Hide the visibility of the original Background layer by clicking the eye next to it. See image 1.
- 2 With the Eyedropper tool, sample some of the light brown in the baby's hair. Image 2 shows the location of the eyedropper tool on the Tool palette.
- 3 Go to Layer/New Adjustment Layer/Hue / Saturation... click Okay.
- 4 Select Colorize from the bottom right. This will use the color we sampled from the baby's hair to give us a sepia tone. Adjust the Saturation and Lightness until the color looks the way you want it. Image 4 shows the Hue/Saturation palette.
- 5 Create a new layer by clicking the New Layer icon in the Layers palette. Fill the layer with the foreground color by pressing Alt+Backspace.

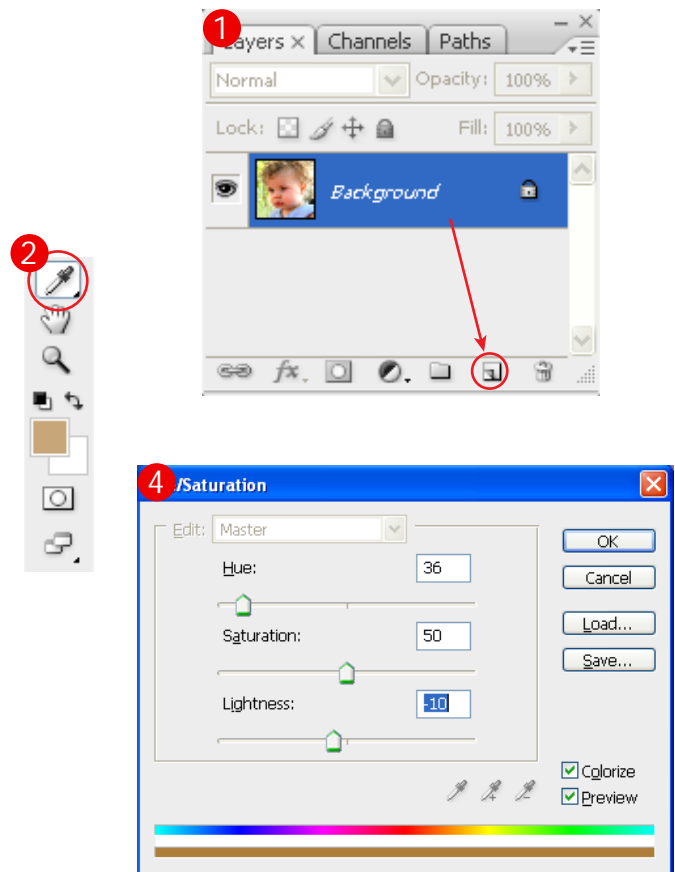


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Instructions:

12 Select the Brush from the toolbar and set it to 300 pixels by clicking the brush size in the context menu (shown in image 12 to the right).

13 Make sure black is your foreground color (switch it using the arrows at the bottom of the toolbar as shown in image 13).

14 Brush out the areas on the child's face where you don't want to see the clouds--the right cheek, ear, and the highlighted hair, for example.

15 To see the difference any of your texture layers have made, you can turn their visibility on or off by clicking the eyeball next to each layer. Click the Clouds layer off then on so you can see the difference. After making a texture layer, sometimes you may decide you don't like it after all, but don't delete it--just turn it off. You may want to use it again later!

16 You can also now play with the blending modes and opacity again to see if you still like what you originally chose.

17 You can even add back the masked area by clicking on the white square of the mask, selecting the paintbrush tool again, and, with white as your foreground color, painting back inside the area you masked away. White will unmask the part of the layer that was previously masked, while black will mask it again.

18 You can also play with the Hue/Saturation layer if you want by double clicking the first square in the Hue/Saturation layer (shown in image 18) and adjusting the Hue, Saturation, or Lightness levels.

