

Brushability Masks - Heart Mask

Lesson 1: Heart Mask Base Manual (Photoshop Elements) © Syndee Rogers

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Take the first step in creating a heart mask brush from scratch by transforming a default brush into a textured brush.

Step One: Prepare Your Workspace

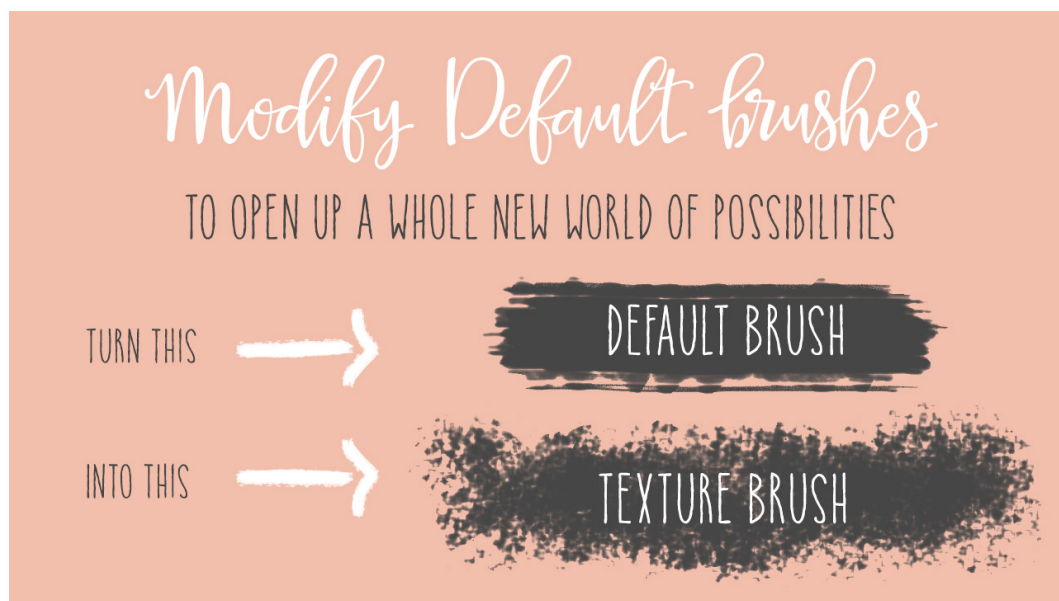
- Begin in Expert Mode of Photoshop Elements.
- Create a new 12x12 inch document (File > New > Blank File) at 300 ppi with a white background.



- Install the class brushes (BRM-ClassBrushes-SyndeeRogers.abr). Please refer to the How to Install Brushes in the Pre-class section (BRM-01-02-Install-Brushes) of the classroom.
- In the Layers panel, click on the Create a New Layer icon.

Step Two: Create a Texture Brush

- Get the Brush Tool.
- In the Tool Options, open the Brush Picker and choose Wet Media Brushes. Choose the Rough Ink Brush. If you don't see the names of the brushes, click on the flyout menu and choose Large List and choose Wet Media Brushes. Set the Size to 286 px, the Opacity to 100% and the Mode to Normal. Open the Brush Settings, and set the Scatter to 9% and the Spacing to 19%.
- In the Layers panel, click on the Create a New Layer icon.



Step Three: Save the Texture Brush

- In the Tool Options, open the Brush Picker, then open the flyout menu and choose Save Brushes. Give it a name. I've named mine BRM-02-01-Texture. This makes it easy to associate the brush with this specific lesson. Navigate to the class folder for this lesson (BRM-02-01-HeartBase) and click OK.

Step Four: Paint the Heart Base

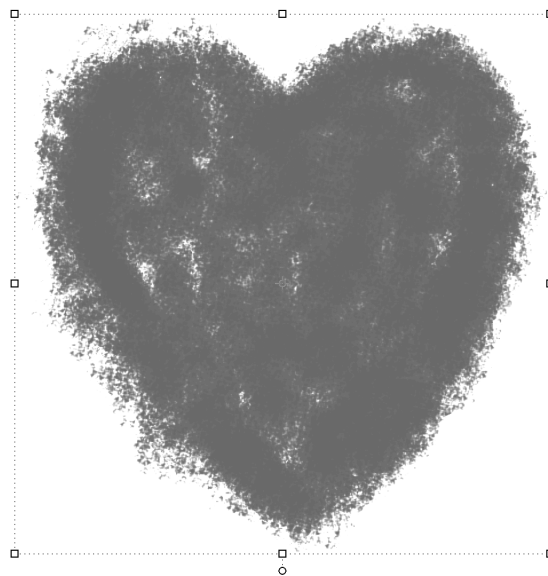
- Click on the Foreground Color Chip to open the Color Picker, enter Hex code #f2bdab. Click OK.

I've used a light color as opposed to the black normally used when creating brushes, so that the elements added to the mask are easier to see. It also helps create a nice variation and contrast in our brush. Once we define our brush it will become grayscale and give us a soft and pretty effect.



- With the blank layer active, on the document, click and drag to paint a large heart shape with your brush.

Remember that it doesn't need to be a perfect heart, the idea is to make it look hand-painted and imperfect. You can open the included BRM-Heart-SyndeeRogers.png in the class downloads to use as a reference if you would like.



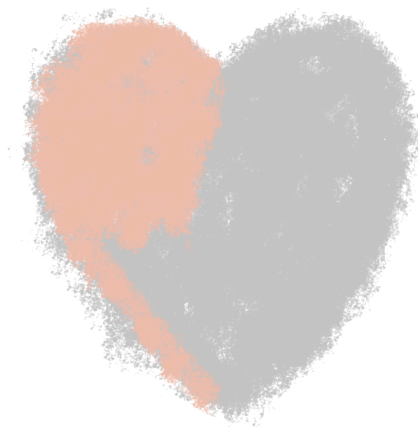
OPTIONAL - Use the reference image when painting heart base:

- Open the (File > Open) BRM-Heart-SyndeeRogers.png document from the class downloads.

- Get the Move tool.
- Holding down the Shift key, click and drag the reference heart over to your blank document.
- In the Layers panel, drag the reference heart layer down below the blank layer you created earlier.
- Lower the Opacity to 40%.



- Click on the Lock icon of the Heart reference layer so that it can't accidentally be painted on.
- Activate the blank layer.
- Follow **Step Four** above to paint with your brush right on top of the reference heart to create your base.



- In the Layers panel, activate the Heart Reference layer and delete it.

Step Five: Add Cracks

- In the Layers panel, Click on the Create a New Layer icon.
- Click on the Foreground Color Chip to open the Color Picker and choose white. Click OK.
- In the Tool Options, open the Brush Picker and choose the BRM-SR-Cracked2 brush from the class brushes (BRM-ClassBrushes-SyndeeRogers.abr). Set the Size to 2386 px, the Mode to Normal, and the Opacity at 100%.
- On the document, right on top of the heart mask, click and stamp to add cracks. Do not click and drag.
- Press Alt Ctrl G (Mac: Opt Cmd G) to clip the cracked layer to the heart layer.



Step Six: Save the Document

- Save the document (File > Save As) a layered PSD file. Give it a name. I'm naming mine BRM-02-01-HeartMask to correspond with this lesson. Navigate to your class folder for this lesson (BRM-02-01-HeartMask). Click Save.