Lesson 6: Creating Textures with Brushes Part 3 Manual © Syndee Rogers

This video was filmed in Photoshop Elements but the instructions are just the same in Adobe Photoshop unless where noted.

Load Your Brushes

- Get the Brush tool.
- In the Tool Options, open the Brush Preset Picker, open the fly-out menu and choose Load Brushes. If a dialog box pops up asking if you want to save your brushes, click Don't Save, since we already saved our brushes in the last lesson. Navigate to your class downloads folder and select **PFP-Brushes-SyndeeR.abr**, then click Open.

Prepare Your Workspace

- Create a 12x12 inch document (File > New > Blank File) at 300 ppi with a white background. (**Photoshop**: File > New)
- Click on the Create a New Layer icon in the Layers panel.
- Click on the Foreground Color Chip to open the Color Picker and enter #82cbc3.
- Click on the Background Color Chip and choose white.

Adjust Brush Settings

- Get the Brush tool.

- In the Tool Options, open the Brush Preset Picker and choose your class brush: **PFP-Brushes-SyndeeR-Paint**. Set the brush size to 750 pixels and Opacity to 100%, and Mode to Normal.
- Open the Brush Settings, set the Hue Jitter to 29%, the Scatter to 21%, and the Spacing to 10%.

   (**Photoshop:** Open the Brush Settings and set the brush size to 750 pixels and the Spacing to 10%. Click on Scattering and set to 21%. Click on Color Dynamics and check Apply per Tip, and set the Foreground/Background Jitter to 29%.)

Create the Texture

- On your document, making sure you are on the blank layer, click with you mouse and paint over the whole document, leaving some small areas uncovered so that there is a bit of the white background peeking through.

Create Another Texture

- Click on the Create a New Layer icon in the Layers panel to create a new layer.
- Get the Brush tool.
- In the Tool Options, open the Brush Preset Picker and choose your class brush: Paper-Brushes-SyndeeR-Paint. Set the brush size to 929 pixels, the Opacity to 100%, and the Mode to Normal.
- Open the Brush Settings, set the Hue Jitter to 50%, the Scatter to 24%, and the Spacing to 21%.

   (**Photoshop:** Open the Brush Settings and set the size to 929 pixels and the Spacing to 21%. Click on Scattering and set to 24%. Click on Color Dynamics and check Apply per Tip then set the Foreground/Background Jitter to 51%.)

- Making sure you are on the blank layer, click and paint with the brush over the entire document.

   Swap the Color Chips

- Click on Switch Color icon in the toolbox to the swap the color chips.
- Let's click on the Visibility icon in the Layers panel to turn off our newly painted layer.
- Click on the Create a New Layer icon.
- Leave all the brush settings the same.
- On your document, click and paint over the entire layer.

Save your Brush

- Open the Brush Preset Picker, then open the fly-out menu and choose Save Brush. Give it a name, then click OK.
   (**Photoshop:** Open the Brush Settings and choose New Brush Preset, give it a name, put a checkmark in all the boxes and click OK.

Create Another Texture

- Click on the Foreground Color Chip and in the Color Picker enter Hex #ffdb32. Click OK.
- Click on the Background Color Chip and enter #ff9c27. Click OK.
- Click on the Visibility icon in the Layers panel to hide our newly painted layer.
- Click on the Create a New layer icon.
- Open the Brush Preset Picker and choose the **PFP-Brushes-SyndeeR-Paint2** brush from our class brushes in the Leave the size at 929px.

- Open the Brush Settings, set the Hue Jitter to 75%, let's set the Scatter to 15%, and the Spacing to 10 percent.

  (**Photoshop:** Open the Brush Settings and set our brush size to 929 pixels and the Spacing to10%. Click on Scattering and set to 15%. Click on Color Dynamics and check Apply per Tip then set the Foreground/Background Jitter to 75%.)

- On your document, making sure we are on the new blank layer, click and paint over the entire document. This gives us much more color contrast.

  Add a Pattern Fill Layer

- Open the Dots Pattern Overlay.
- Click on the Dots Pattern Fill thumbnail in the layers panel, hold down the Shift key and drag over on top of your brush texture document.
- In the Layers panel, change the blend mode to Soft Light and lower the Opacity to 75%.
- Click the Visibility Icon of the yellow orange layer to hide it.
- Click the Visibility Icon of the darker blue texture to reveal it.
- And now let's see how the lighter blue looks.
- Notice how the white areas really stand out and it gives the illusion that we have painted a subtle white over the top of our dots. Such a cool look!
- And if we turn the Yellow Orange layer back on and drag it down below the light blue layer it peeks through and ands a pop of color. I love how this looks!
- There are so many paint style brushes in not only the digital scrapbooking world, but other places as well. So the possibilities are endless!
- Make sure to save your brush texture as a PSD and save your modified brush as well.

I hope you've learned a bit more about the power of brushes and how versatile they are in creating textures.

In our next lesson we will be using Gradients to help blend our patterns and textures together!