



### Lesson 3: Creating Textures using Filters Part 2 Transcript © Syndee Rogers

Hi! And welcome back to part 3 of Creating Textures using Filters! This is the final Filter texture we'll be creating, but I hope you'll continue to experiment on your own!

I'm filming this video in Photoshop Elements but the instructions are just the same in Adobe Photoshop unless where noted.

I've already created a 12 by 12 inch document at 300 pixels per inch with a white background. And our Foreground and Background Color Chips are the same as our last lesson. If you need to set yours again, open your Color Picker and set the Foreground color to a medium/dark gray, I've used Hex Code 818181. And then set the Background Color Chip to white.

We're going to use the Cloud Filter again just like our last lesson. So go to Filter > Render > Clouds. Let's go back to the Filter Menu, and choose Filter > Distort > Ocean Ripple and set the Ripple Size to 15 and the Magnitude to 20, then click OK. And next, we want to choose Filter > Distort > Wave. And set the Number of Generators to 155 the Type to Sine, Wavelength Minimum 1, Maximum 148 an Aptitude Minimum should be 1. Set the Max to 102, and then the Scale should be 100% for both Horizontal and Vertical, and then set Undefined Areas to Repeat Edge Pixels and click OK. Now how cool is that?!

The Filter Gallery is truly a Hidden Gem with so much to explore and so many design opportunities! Make sure to find time to let yourself loose in there. Now let's save our texture as a PSD, and I'm going to name mine Filter Texture Awesome, I mean 4!

And now let's add some color with a Color Fill layer. So in the Layers panel, click on the Create a New Fill or Adjustment Layer button and choose Solid Color. And then in the Color Picker choose a color, I'm using Hex Code ef617C and then click OK. Now go ahead and clip the Color Fill layer to the Texture layer, by pressing Alt Ctrl G or Option Cmd G on a Mac. And then let's set the Blend Mode to Linear Burn. Now remember that depending on your color choice, you might need to play around with the Blend Modes to find one that works best for your color.

Okay, so I want to show you one more thing with the Wave Filter. As you can see here I have a new document, that I followed the same steps we just did by adding the Cloud and Ocean Ripple Filters. But this time I want to add a step in the Wave Filter Settings. So let's go to Filter > Distort > Wave. Now all the Settings are the same, but this time I'm going to click the Randomize button and then click OK. So basically, it's just made our design more random and there's a lot more detail to the texture. It just really shows us how many options we have by playing with all the settings. Make sure to save your texture.

And that's it for our Filter Lessons! Join me in the next lesson where we're creating textures using brushes. This is been Syndee Rogers with Passion for Paper.