



## Lesson 1: Creating Textures using Filters Part 1 Transcript © Syndee Rogers

Welcome to our first lesson in the Texturific section. Without texture our papers can look flat, and in some cases that might be the look we're going for. But adding texture to a paper or background can add richness and realism and create a depth you just can't get with color alone. In the next few lessons we're going to use Filters to create textures that we can use for backgrounds or to layer over our patterns and overlays. The Filter Gallery is a wonderful resource for papermaking and digital scrapbooking as a whole. And there really are Endless Options available to us.

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 x 12 inch document at 300 pixels per inch with a transparent background. So let's get the Paint Bucket tool, and then click on the Foreground Color Chip to open your Color Picker. And let's set the Foreground Color Chip to Hex code 818181. It's a medium to dark gray, and then click anywhere on your document to fill the layer with color.

Now let's go up into the Menu Bar and choose Filter > Artistic > Sponge. And let's set the Brush Size to 1, the Definition to 9, and the Smoothness to 4, and then click OK. This gives us a nice lightly textured cardstock look. Which is the perfect background on its own paired with patterned papers, or as the base for a pattern paper overlay when you want to add some texture. And we just created our first texture from scratch. How easy was that?!

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 in the Color Picker choose a color. I'm going to use Hex code ff7b7b and then click okay. Now we'll want to clip the Color Fill layer to our texture by going to Layer > Create Clipping Mask, or you can use the Shortcut Alt Ctrl G or Option Cmd G on a Mac. Next, let's set the Blend Mode to Hard Light, and there's our newly created texture with a color

overlay! And I think it looks pretty amazing considering how easy it was to create. And let's make sure to save our newly created texture as a PSD. I'm going to name mine Filter Texture 1.

Okay. That's it for Part 1 of Creating Textures with Filters. I'll see you in the next lesson, this is been Syndee Rogers with Passion for Paper.