



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

Welcome back to part 2 of Creating Textures using Filters! In this lesson we'll be creating two more textures to add to our paper arsenal.

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

As you can see here I've already created a 12 x 12 inch document with a white background at 300 pixels per inch. Let's go ahead and open our Color Picker and set the Foreground color to a medium/dark grey. I've used Hex Code 818181. Click OK. And our background Color Chip should be white.

Next, in the Menu Bar, let's choose Filter > Render > Clouds, this gives us a soft cloud texture. Press Ctrl J or Cmd J on a Mac to duplicate the layer. Now click on the Visibility icon of the original Cloud layer to hide it. Making sure we still have our Cloud copy layer activated, go back up to Filter choose Distort > Ocean Ripple. And we want to set the Ripple size to 15 and the Ripple Magnitude to 20, click OK. Let's jump back up to the Filter menu one more time and choose Artistic > Colored Pencil, and set the Pencil Width to 17, the Stroke Pressure to 7, and the Paper Brightness to 34. Then click OK. This gives us a nicely textured background. And we'll want to make sure to save our newly created texture as a PSD. I'm going to name my Filter Texture 2.

Now, let's make a duplicate copy. So go to File > Duplicate (PS: Image > Duplicate) and we can go ahead and close the original. Now turn off the texture we just created, by clicking on its Visibility icon, or you can delete it. Now activate the original Cloud Filter layer and click on the Visibility icon to turn it back on. Let's jump back up to the Filter Menu one more time, and choose Filter > Sketch > Chrome. And let's set the detail to 4 and the Smoothness to 7, and then we can click OK. This gives us more of a gritty texture.

Why don't we go ahead and 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 F0 cf4c, and then click OK. Now clip the Color Fill layer to the Texture layer by pressing Alt Ctrl G or Option Cmd G on a Mac. And let's set the Blend Mode to Hard Light. Now depending on the color that you choose you might have to play with a Blend Modes. Hard Light might not work for your color. And with all our textures make sure to save it as a PSD, name it something like Filter Texture 3.

Next up, join me for our final foray into Filters lesson. This is been Syndee Rogers with Passion for Paper.