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

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

Prepare the Workspace

- Create a 12x12 inch document (File > New) at 300 ppi with a transparent background. (**Photoshop**: File > New)
- Click on the Foreground color chip to open the Color Picker and set the Foreground color to Hex code #818181.
- Set the Background Color Chip to white.

Add Filters

- In the Menu Bar, choose Filter > Render > Clouds.
- In the Menu Bar, choose Filter > Distort > Ocean Ripple. Set the Ripple size to 15 and the Ripple Magnitude to 20. Click OK.
- In the Menu Bar, choose Filter > Distort > Wave. Set the Number of Generators to 155, the Type to Sine, Wavelength: min 1, Max 148, and the Amplitude: Min 1, Max to 102. Set the Scale to 100% for both Horizontal and Vertical, set Undefined areas to Repeat Edge Pixels, and click OK.

Add a Color Fill Layer

- In the Layer panel, click on the Create a New Fill or Adjustment layer button and choose Solid Color. In the Color Picker choose a color, I used Hex Code #ef617c. Click OK.
- In the Menu Bar, choose Layer > Create Clipping Mask. Or use the Shortcut: Alt Ctrl G or (Mac: Opt Cmd G).
- Set the Blend Mode to Linear Burn. Remember that depending on the color you choose, you might have to play around with the Blend Modes to find one that works best.

Save the Texture

- Save (File > Save As) your texture as a layered PSD in an easy to find location. I named mine Filter Paper Texture 4

Wave Filter Texture Variation

- Create a 12x12 inch document (File > New) at 300 ppi with a transparent background. (**Photoshop**: File > New)
- Click on the Foreground color chip to open the Color Picker and set the Foreground color to Hex code #81818.
- Set the Background Color Chip to white.

Add Filters

- In the Menu Bar, choose Filter > Render > Clouds.
- In the Menu Bar, choose Filter > Distort > Ocean Ripple. Set the Ripple size to 15 and the Ripple Magnitude to 20. Click OK.
- In the Menu Bar, choose Filter > Distort > Wave. Set the Number of Generators to 155, the Type to Sine, Wavelength: min 1, Max 148, and the Amplitude: Min 1, Max to 102. Set the Scale to 100% for both Horizontal and Vertical, set Undefined areas to Repeat Edge Pixels, and click the Randomize button. Click OK. Clicking the Randomize button just makes the design more random and there is more detail to the texture.

Save the Texture

- Save (File > Save) your texture as a layered PSD in an easy to find location.