



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

Welcome back to Part 3 of Creating Textures with Brushes! In this lesson we are going to create textures using a couple of the brushes in your class downloads. These are brush that I created from actual paint Strokes that I scanned in. Please make sure to load your brushes prior to watching this lesson. For detailed instructions on how to load your brushes please refer to the manual for this lesson.

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

As you can see I have already created a 12 by 12 inch document with a white background at 300 pixels per inch, and I've created a new layer in the Layers panel. Now click on the Foreground Color Chip and set your Foreground color to 82cbc2, and then click OK. And set your Background color to white. Let's get the Brush tool, and in the Tool Options, open the Brush Preset Picker and choose your class brush: Paper-Brushes-SyndeeR-Paint. If you don't see it, click on 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've already saved our brushes in our previous lesson. Navigate to your class download folder and select: Paper-Brushes-SyndeeR.abr, then click Open. We'll set our Brush Size to 929 pixels, and leave your opacity at 100% and our mode should be normal. Then open up the Brush Settings and set the Hue Jitter to 50%, let's set the scatter to 24% and the spacing to 21%. In Photoshop open the Brush Settings and set your Brush 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 50%. Now on your document, making sure you're on the blank layer,

click and paint over the entire document. Now you can see how the color of various as your painting it on, it's such a cool effect. I'm going to zoom in so we can see the texture up close.

Click on the visibility icon in the layers panel to turn off our newly painted layer. And then create a new layer by clicking on the Create a New Layer icon. Let's see what happens if we swap are Color Chips. So go ahead and click on the Switch Color icon in the Toolbox above the Color Chips. And we're just leaving our Brush Setting the same. Now let's go ahead and just paint over the entire layer again. We can see that the white is much more prominent. So just by switching the Color Chips we have very different effects. Both will be great as background textures for a papers, or we can even clip them over are overlays.

Let's go ahead and save our class brush with the new brush settings. So open the Brush Preset Picker, then open the fly-out menu and choose Save Brush, give it a name. I'm just going to keep the original class name but add Jitter to the end. That will remind me that I changed the Jitter settings, then click OK. In Photoshop, open the Brush Settings and choose New Brush Preset, give it a name, put a checkmark in all the boxes, and click OK.

Now let's use a different brush and colors, So click on the Foreground Color Chip and enter #ffdb32, click OK. Click on the Background Color Chip and enter #ff9c27, click OK. Click on the Visibility icon in the Layers panel to turn off our newly painted layer. And next, create a new layer by clicking on the Create a New Layer icon. And open the Brush Preset Picker and choose the paint 2 brush from our class brushes. And let's leave the size at 929 pixels. Let's open up the Brush Settings set the Hue Jitter to 75%, the Scatter to 15%, and the Spacing to 10%. In Photoshop, open the Brush Settings and set your Brush Size to 929 pixel, Spacing to 10%, click on Scattering and set to 15%, click on Color Dynamics and check Apply per Tip, then set the Foreground/Background Jitter to 75%. Now on our document, making sure we're on our new blank layer, click and paint over the entire document. And as you can see we have much more color contrast and it looks pretty cool! If we zoom in we can really see the texture.

Why don't we try out one of our patterns on our texture. As you can see I've open my Dots Pattern Overlay. So 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. I want the dots to really blend in with the texture, so let's lower the Opacity to 75%, and then change the Blend Mode to Soft Light. Let's zoom in so we can get a better look at it, I think that looks really good!

Now I'm going to hide are yellow orange layer by clicking on the Visibility icon, and then it turn on the darker blue texture. It's such an easy way to add texture to an overlay. 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've painted a subtle white over the top of our dots. Such a cool look! If you turn the darker blue layer back on, it peeks through the light blue layer and it gives it even more depth. And finally if we turn the yellow orange layer back on, and drag it down below our light blue layer, it peeks through and adds a pop of color. And I just love how this looks, so awesome!

There are so many paint style brushes and not only that digital scrapbooking world, but other places as well. So the possibilities for using brushes to create textures for papers and pretty much anything are just really endless. Now 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. And in our next lesson will be using gradients to help blend our patterns and textures together. And this has been Syndee Rogers with Passion for Paper.

