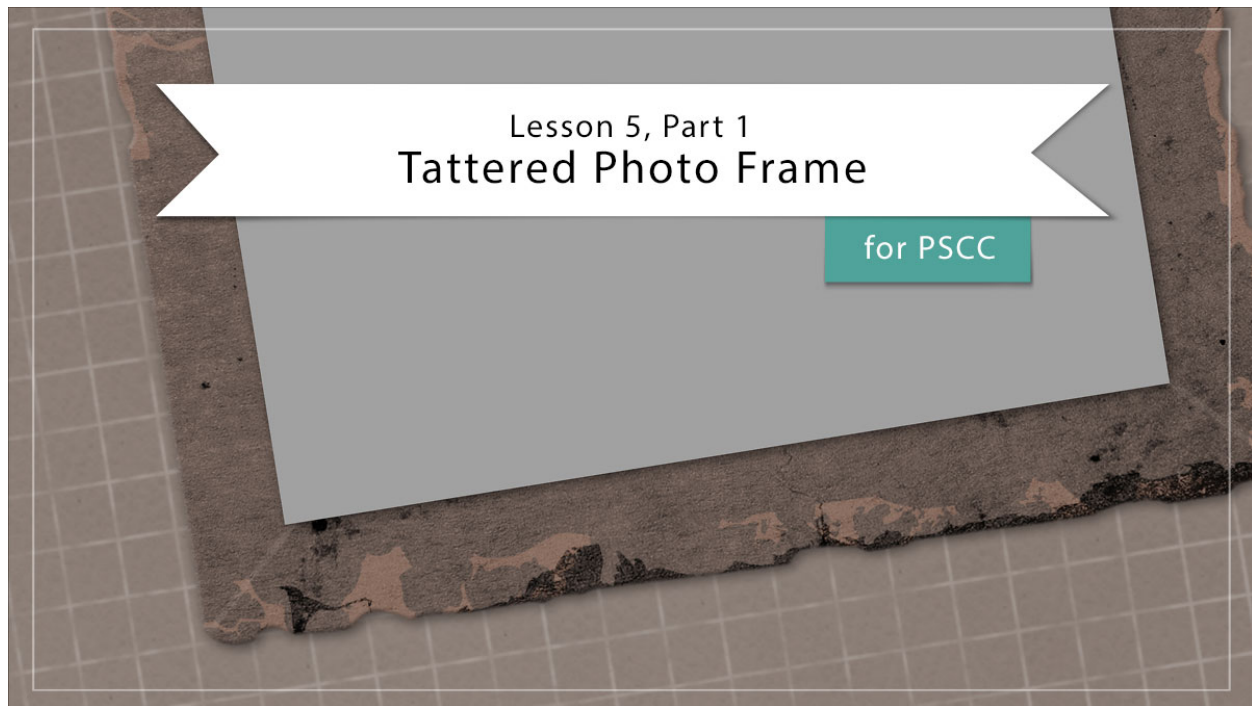# MA2-L05-1-ps-Tattered-Frame-transcript

Digital Scrapbooking Mastery, No. 2
Lesson 5, Part 1: Tattered Photo Frame for Adobe Photoshop
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Photo frames are an essential part of every digital scrappers toolbox. In lesson five you and I will treasure hunt through the web and piece together and amazing tattered frame that we'll have gallery browsers everywhere coveting your creation.

Begin here in Adobe Photoshop by opening the document that you ended with in lesson 4 of this class. Then you'll want to make sure the rulers are turned on. Go into the Menu Bar and choose View and place a checkmark next to rulers. In this same menu you'll also want to have the Snap checked, and then if you hover over the snap to options, make sure that Layers is checked. Then in the Layers panel, I'll have you turn off the Visibility icon of the four existing groups to hide them. And then click on the top group, the Glittery Brushed Anchor group to activate it and then finally press the letter D to reset the Color Chips to the default of black over white.

Step one of this tattered frame lesson is to create the frame base. Begin by getting the Rectangle Tool. It's nested with the other Shape Tools. And then in the Tool Options, set the Tool Mode to Shape, the Fill to Solid Color, and the Stroke to None. Set the Path Operations to New Layer and the Path Settings to Unconstrained. Then on the document, click and drag out a rectangle that's approximately 3 1/2" wide by 1/2" tall. If you need to reposition while

dragging, press and hold the Space bar, then get the Move Tool, and click and drag on the rectangle and drag it to the middle of the document. Get the Rectangle Tool one more time and on the document click and drag out a rectangle that's approximately 5" tall and a 1/2" wide. Get the Move Tool and click and drag that rectangle so that it's aligned with the top left corner of the first rectangle. In the Layers panel, hold down the Shift key and click on the bottom shape layer. Now both shape layers should be active. Press Ctrl J, Cmd J on a Mac, to duplicate the layers. Then press Ctrl T, Cmd T on a Mac, to get the Transform Options. Right click inside the bounding box, that's a Ctrl click on a Mac, and choose rotate 180 degrees. Click the checkmark to commit.

Next, We'll group these layers together. In the Layers panel click on the top rectangle layer to activate it all by itself. Then holding down the Shift key, click on the bottom rectangle layer. Now all four rectangle layers should be active. Then click on the Create a New Group icon. Double click directly on the name of the group and rename it Rectangle Frame.

The next step for creating the tattered photo frame is to download a tattered texture. We'll do that by going to pixabay.com. You'll find a link to this website in the manual and then in the search box for this website, type in "vintage paper texture," and then next to the Search bar there's a drop down menu. Click on that arrow and choose Photos. There are a lot of awesome photos to choose from when adding a texture to your frame, but if you want to follow along exactly as what I am doing, if you scroll down about halfway down the page, you're going to find this texture. When I click on it, you can see that this vintage paper texture was created by FreeCreativeStuff. And then once you're in this view of any of the papers, click on the free download button. Choose the 1920 by 1280 JPEG and then click download. If you're not already logged in as a member of Pixabay, they may ask you to verify that you're not a robot and they may even ask you to create an account.

Once you download is finished and you unzip the file, you'll want to open the photo that you just downloaded here in Photoshop and then with the Move Tool, click and drag the photo onto your Mastery 2 scrapbook page. Then in the Menu Bar, choose Layer > Create Clipping Mask, and then get the Transform Options by pressing Ctrl T, Cmd T on a Mac, You'll want to rotate and reposition the paper so that it's completely covering the frame. Then click the checkmark to commit.

The next step is to desaturate and color the frame. In the Layers panel, click on the Create New Fill or Adjustment Layer icon and choose Hue/Saturation. In the properties panel, click on the Clipping Mask icon to clip the adjustment layer to the layer below it, and then click and drag the Saturation slider all the way to the left. Doing this is going to allow us to change the color of the frame to any color we wish. Then go back to the Layers panel, click on the Add New Fill or Adjustment Layer icon again, but this time choose Solid Color. You can choose a color from your swatches if you have a nice neutral color. Another option would be to choose from one of the default swatches and the swatches panel like this medium brown here. And of course you can always choose a color from the Color Picker. Either way, this color can always be changed later. Click OK to close the Color Picker and then in the Menu Bar, choose Layer > Create Clipping Mask. Then back in the Layers panel, change the blend mode of this Color Fill layer to Multiply. If multiply doesn't look good with the color that you've chosen, you could also try Hard Light or any of the other blend modes. I'll stick with Hard Light.

The next step is to add grunge to the edges of the frame. In the Layers panel, click on the Hue/Saturation layer to activate it. Then get the Custom Shape Tool, It's nested with the other Shape Tools. In the Tool Options, set the Tool Mode to Pixels, the Mode to Normal, the Opacity to 100%, and check Anti-alias. Open the Settings and choose Unconstrained, and then open the Shape Picker. Open the fly out menu and choose Grime Vector Pack. When asked to replace the shapes, click OK. And then in the shape picker, choose the Grime 1 shape. Next in the Layers panel, click on the thumbnail of the Hue/Saturation layer to activate it instead of the layer mask. Then click on the Foreground Color Chip to open the Color Picker. On the document, click to sample a color from the frame and then in the Color Picker click to change the color that you've chosen to a much darker shade, almost a black color, and then click OK. In the Layers panel, click on the Create a New Layer icon, and this layer should have been automatically clipped down. Then on the document hold down the Shift key and click and drag out the grime shape. You want the grime shape to be much larger than the frame. Next, get the Move Tool, and in the Tool Options you'll need to make sure that Auto Select is unchecked. Now on the document, click and drag the Grime 1 shape so that the top edge of the shape is just over top the bottom edge of the frame. You may need to use your keyboard Arrow keys to nudge that into place, so that you see the grime just on the edge of the frame. Then in the Layers panel we want to change the blend mode of this grime layer to one that makes the frame look grungy. I'm going to change the blend mode of this layer from normal to overlay. And I'll mention again here, that because we are building out this frame on separate layers, everything can always be changed later. Now on the document, hold down the Alt key and windows, or the Opt key on Mac, and click and drag a duplicate grime to the top of the frame. If you need to let go to reposition, you'll also want to let go of the Alt or Opt key, so with just the Move Tool, I'll click and drag that new grime up so that the bottom of the grime is just overlapping that top of the frame. And again, use your keyboard arrow keys to nudge it into place, if needed.

This concludes part one of this video in part 2, you and I will finish grunging up our frame. Then we'll add some amazingly effective tattered touches and a photo mask to make a complete. Don't forget to save your work up to this point. I'll see you in part 2.