PFP-S6-L2-P2-Filter-Textures-manual

Lesson 2: 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 #81818.
- Set the Background Color Chip to white.

Add Filters

- In the Menu Bar, choose Filter > Render > Clouds.
- Press Ctrl J or Cmd J on a Mac to duplicate the layer.
- Click on the Visibility icon of the original Cloud layer to hide it.
- Make sure the Cloud copy layer is activated.
- 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 > Artistic > Colored Pencil. Set the Pencil Width to 17, the Stroke Pressure to 7, and Paper Brightness to 34. Click OK.

Save the Texture

- Save (Save > As) your texture as a layered PSD in an easy to find location. I named mine Filter Paper Texture 2.

Duplicate the Document

- Make a duplicate copy of your texture document (File > Duplicate) name it Filter Paper Texture 3. (**Photoshop:** Image > Duplicate.)
- Close the original document.

Add a Filter

- Next, turn off the texture we just created or you can delete it.
- In the Layers panel, click on the Visibility icon of the texture layer to hide it. (Or you can delete it)
- Activate the original cloud filter layer.
- Click on the Visibility icon to turn it back on.
- In the Menu Bar, choose Filter Menu one more time and choose Filter > Sketch > Chrome. Set the Detail to 4, and the Smoothness to 7. 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 # f0cf4c. 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 Hard Light. Depending on the color you choose you might have to play around with the blend modes, Hard Light wont work for every color.

Save the Texture

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