Lesson 7: Gradient Blends Manual © Syndee Rogers

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

Prepare Your Workspace

- Create a new 12x12 inch document (File > New > Blank File) at 300ppi with a white background. (**Photoshop**: File > New)
- Press D to reset your Color Chips to the default of Black and white.
- In the Layers panel, click on the Create a New Layer icon in the Layers panel to create a new layer.

Add a Gradient

- In the Layer panel, click on the Create a New Fill or Adjustment layer icon and choose Gradient.
- In the Gradient Fill dialog box, set the Style to Linear, Angle to 0 degrees, Scale to 100% and check the Dither and Align with layer boxes.
- Open the Gradient Picker and choose Foreground to Transparent. If you don't see it, open the menu and choose Default. (**Photoshop:** Open the fly out menu and choose Reset Gradients, click Append. Click OK.)
- Set Type to Solid, and Smoothness to 100%. Click on the Solid black color stop at the top left of the gradient slider and enter 20% for the Location. Click on the White color stop at the top right of the slider and enter 70%. Click OK and then click OK again to close the Gradient Editor. This is our first Gradient blend.
- In the Layers panel, click on the Visibility icon of the gradient layer to hide it.

- In the Layer panel, click on the Create a New Fill or Adjustment layer button and choose Gradient.
- Click on Type and choose Radial. Set the Angle to 90 degrees, the Scale to 142%, check Dither and Align with layer. Open the Gradient Editor, and choose Foreground to Transparent.
- Click on the Solid black color stop at the top left of the gradient slider. Enter 21% for the Location. Click OK.
- On the document, holding down the Shift key, click with your mouse on the Gradient and move straight up until about 2/3rds of the darkest area of the circle is visible. Click OK.

Blend Paper Textures with Gradients

- Open (File > Open) 3 papers we created in our Filter and Brush lessons.
  This video was designed to show you how to blend the textures, patterns, and papers you have created in class together. You do not have to use the same papers and textures I did.

  Papers I used in video:
  -Yellow paper from Filter Texture 3 from Creating Textures with Filters Pt 2.
  -Blue paper same as above, changed Color Fill layer to Hex #acfcfd.
  -Pink paper same as above, changed Color Fill layer to Hex #ffb7b7

PLEASE NOTE: For detailed instructions on recoloring your colored textures and papers non-destructively please refer to the **PFP-S7-BONUS-Recoloring-Textures-Tutorial** (there are separate versions for PS and PSE) in the Texturific BONUS Download at the end of Section 7.

- Activate the Blue Filter Texture paper, hold down the Shift key, click and drag over on to your Gradient Blend document.
- In the Layers panel, drag the texture down under your Gradient layers. This is the background.
- Activate the Pink Filter Texture 3 paper texture, hold down the Shift key, click and drag over on to your Gradient Blends document.
- In the Layers Panel, drag the paper above the Linear Gradient layer.
- Press Ctrl Alt G (Mac: Cmd Opt G) to clip the paper texture to the gradient layer.
- Activate the Yellow Filter Texture 3 paper.
- Holding down the Shift key, click and drag over on to your Gradient Blend document.
- In the Layers Panel, drag the paper above the radial gradient layer.
- Press Ctrl Alt G (Mac: Cmd Opt G) to clip the paper texture to the gradient layer.

Adding a Multi-Colored Painted Effect

- Open (File > Open) the Blue Brush Texture paper from the Creating Textures with Brushes Pt. 3 and activate it.
- Holding down the Shift key, click and drag over on to your Gradient Blend document.
- In the Layers Panel, drag the paper down above the Blue Filter Texture paper layer.
- Activate the first Gradient Blend layer and change the Blend Mode to Color.
- Activate the second Gradient Blend layer and change the Blend Mode to Color. This gives us a multi-color painted look.

Adding a Pattern to the Gradient Blend

- Open the Diamond and Dot Overlay document. (File > Open)

- Holding down the Shift key, click on the Diamond Pattern Fill layer in the Layers panel and drag over on top of the Gradient Blend document.
- Double click on the Diamond Pattern thumbnail to open the Pattern Fill dialog box, and set the Scale to 340%.
- To align the pattern to your document, click on the Pattern layer directly on your document and move into position with your mouse. In the dialog box, click OK.
- Change to Blend Mode to Soft light and reduce the Opacity to about 60 percent.

Save your Document
- Save your Gradient Blends document as a PSD.

Another Variation

- Make a duplicate copy (File > Duplicate) of your Gradient Blends document. (**Photoshop:** Image > Duplicate).
- Close the original.
- Open the Pink brush texture (File > Open) from Creating Textures with Brushes Part 3.
- Activate the Pink brush texture.
- On the document, holding down the Shift key, click and drag it over on top of the white Background layer of your Gradient Blends document. This will act as our Background.
- Press Ctrl J or (Mac: Cmd J) to duplicate the layer.
- Drag the duplicate copy up above the Linear gradient layer.
- Press Ctrl Alt G (Mac: Cmd Opt G) to clip the Pink brush texture to the Linear gradient.
- Activate the Diamond Pattern Fill layer. Drag it down right above the Pink brush texture copy.
- Press Ctrl Alt G (Mac: Cmd Opt G) to clip the Diamond Pattern Fill to the Pink brush texture.
- Open the Yellow brush texture (File > Open) from Creating Textures with Brushes Part 3.
- On the document, holding down the Shift key, click and drag it over on top of the Radial gradient layer.
- Press Ctrl Alt G (Mac: Cmd Opt G) to clip them together.

Assignment:

Create a paper using a gradient or gradients to blend two or
more textures and/or patterns together. Please upload to the
our Private class FB group so we can all see.