PFP-S6-L1-P1-Filter-Textures-manual

Lesson 1: Creating Textures using Filters Part 1 Manual © Syndee Rogers

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

- Create a 12x12 inch document (File > New) at 300 ppi with a transparent background. (**Photoshop**: File > New)

Fill the Layer with Color

- Get the Paint Bucket tool.
- Click on the Foreground color chip to open the Color Picker and set the Foreground color to Hex code #818181.
- Click anywhere on your document to fill the layer with color.

Apply a Filter

- In the Menu Bar, choose Filter > Artistic > Sponge. Set the Brush Size to 1, Definition to 9, and Smoothness to 4. Click OK. This gives us a nice lightly textured cardstock look.

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 # ffb7b7. 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.