

# Recoloring TEXTURES

## **Recoloring Colored Backgrounds & Textures BONUS Tutorial PS**

By Syndee Rogers

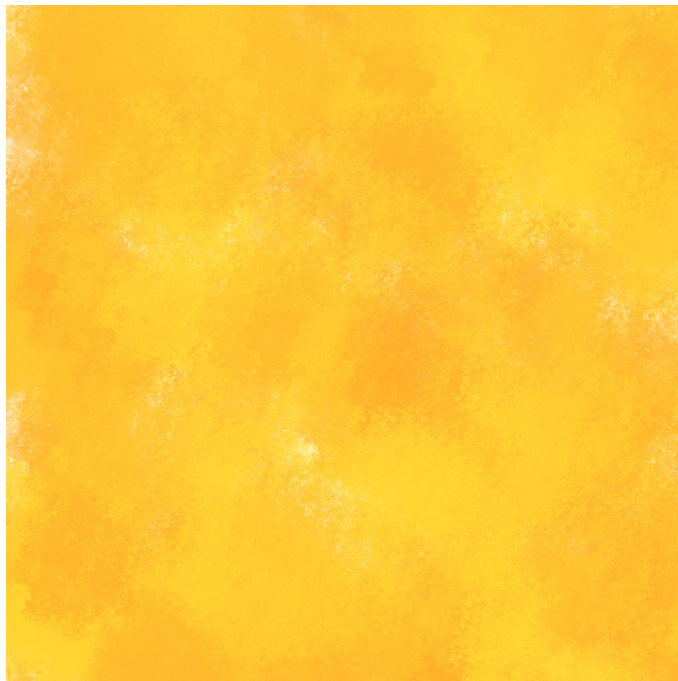
In this tutorial I'll show you a super easy method of recoloring the colored brush and filter textures created in Section 6. This also works great for any colored background or element.

### **For this tutorial you will need:**

- One of the textures from Section 6
- Adobe Photoshop

### **Step One: Prepare the Document**

- Open one of your textures from Section 6 Lessons 1-6. (File > Open) I'm using the Yellow Brush texture from PFP-S6-L6-Brush-Textures.
- Make a duplicate copy (Image > Duplicate).
- Close the original document.

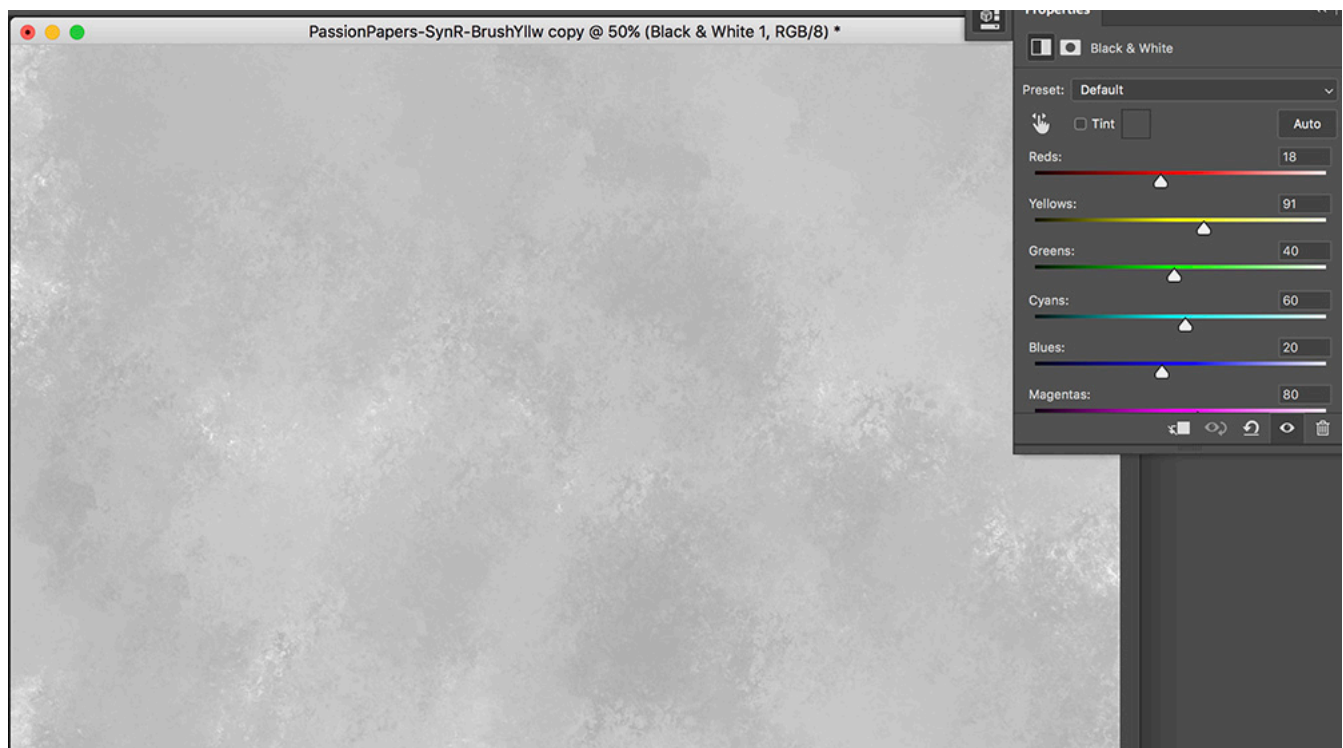


## Step Two: Add a Black & White Adjustment Layer

- In the Layer panel, click on the Create a New Fill or Adjustment layer icon and choose Black & White.
- In the Properties panel, set the Reds to 18, the Yellows to 91, and leave the rest as is.

**Please Note:** depending on the original color of your texture, you may need to adjust the different Slider colors for example if you texture is predominately green, start with the Green Slider. Experiment with each slider to vary the results.

- Close the Properties panel.



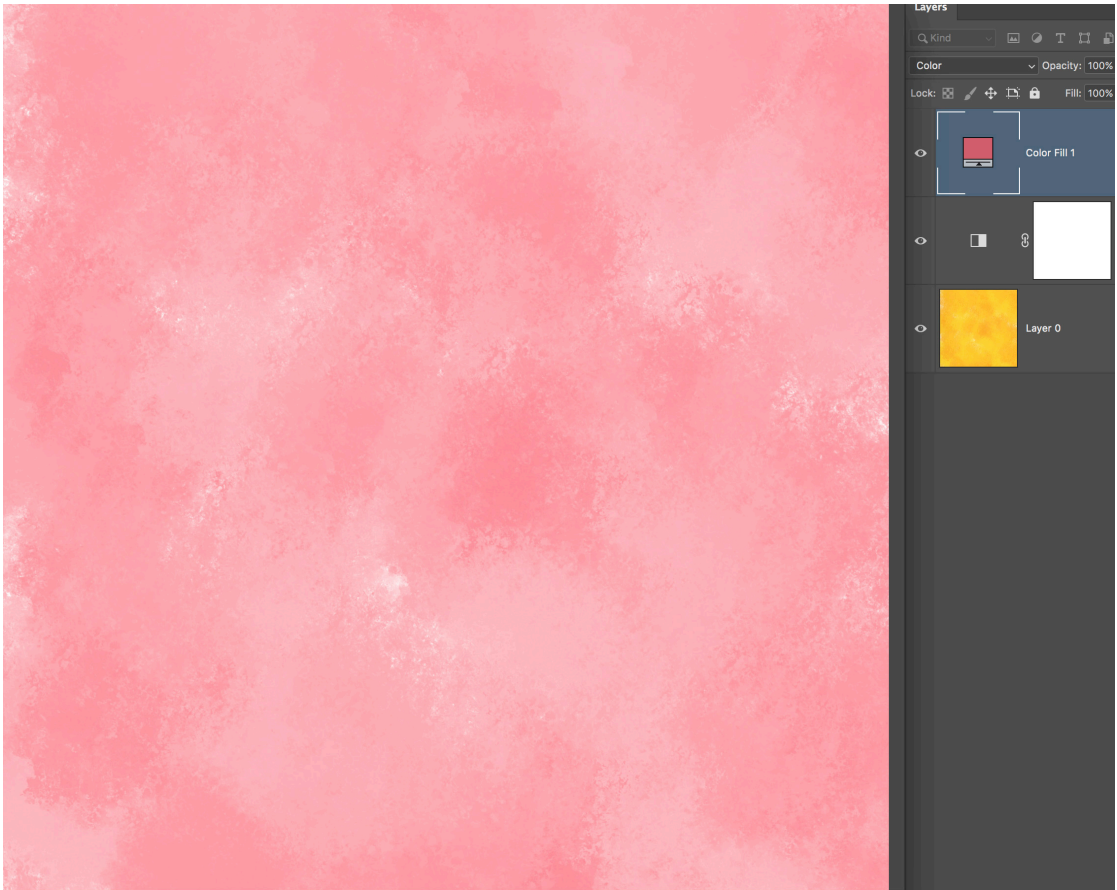
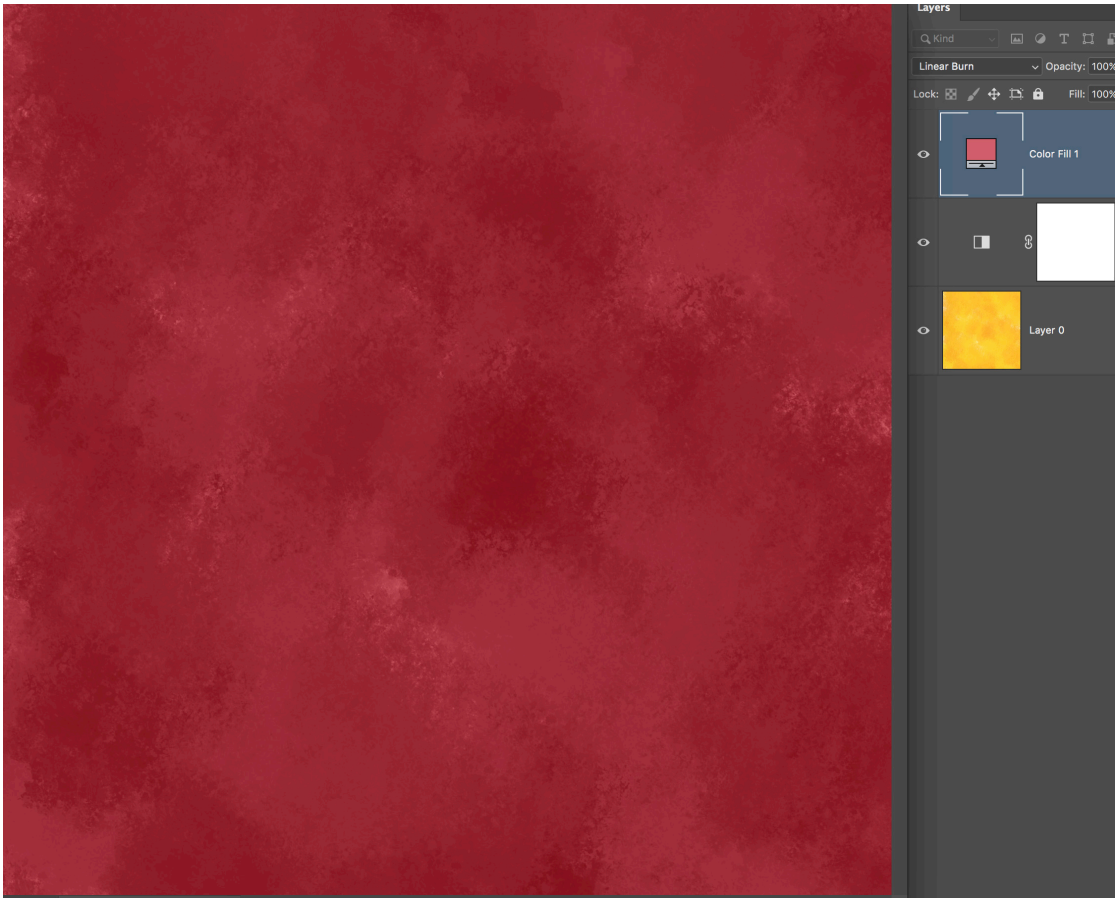
## Step Three: Add a Color Fill Layer

- In the Menu Bar, choose Layer > New Fill Layer > Solid Color.
- In the Color Picker, choose a color. I am using Hex #d4616c. Click OK.

You should have three layers in your Layers panel, your background texture, a Black & White Adjustment layer, and a Color Fill layer.

## Step Four: Change the Blend Mode

- In the Layers panel, change the Blend Mode of the Color Fill layer to Linear Burn for a richer color, or Color for a lighter effect. Play with the Blend Modes to discover other variations.
- Save your document (File > Save As) in an easy to find location.



And that's all there is to it! So easy, and the best part is that this is a totally non-destructive way to recolor your backgrounds, textures, and papers!