



Lesson 4: Creating Textures using Brushes Part 1 Transcript © Syndee Rogers

In the last few lessons we learned how to harness the power of Filters to create textures. And I think it's pretty amazing what we created so easily just with the tools already available to us inside of Photoshop and Photoshop Elements. And now we're going to use one of my favorite tools, Brushes - that we can use in our paper making.

I'm filming this video in Photoshop Elements but the instructions are just the same in Adobe Photoshop unless where noted.

As you can see, I've already created a 12 by 12 inch document at 300 pixels per inch with a white background. Now, click on the Create a New Layer icon in your Layers panel to create a new layer. It's really important to make sure that you're working on a new blank layer. I can't tell you how many times when I first started designing papers, that I painted on the white background layer. So frustrating!

Next, will need to get our Brush tool, and choose a color. So, let's open the Color Picker by clicking on the Foreground Color Chip and choose any color. I'm using hex code #88c8c1. Choose a light to medium color, just not too light. We want to be able to see our texture as we're brushing it on. And then set your Background Color Chip to white.

Now, in the Tool Options, open the Brush Preset Picker and choose Smoother Round Bristle, it lives in the Thick Heavy Brushes. If you don't see it open the menu and scroll to Thick Heavy Brushes. If you're using Photoshop, open the fly-out menu and choose Legacy Brushes. Click OK in the dialog box. And in the Brush panel, open the Thick Heavy Brushes folder and choose the Smoother Round Bristle brush. And we'll set our Brush Size to 500 pixels, leave our Opacity at 100%, and our Mode should be Normal. And now we want to open up the Brush Settings. Set the Hue Jitter to 50%, this will vary the color of our brush strokes and give our brushwork more depth. Let's set the Scatter to 25%, and the spacing to 13%. And Fade should be zero, and Roundness 100%. In Photoshop, open the Brush Settings, set your Brush Size to 500 pixels and the spacing to 13%. Click on Scattering and set to 60%, then click on Color Dynamics and check Apply Per Tip, then set the Foreground/Background Jitter to 50%. Now on your document, making sure you're on the blank layer, click and paint over the whole document, leaving some small areas uncovered so that there's a bit of the white background peeking through. And there we have it, our first texture created with a brush! So simple.

Now, let's save our brush so we don't have to keep changing all the settings in the future. Open the Brush Preset Picker, then open the fly-out menu and choose Save Brush. Give it a name, I'll name mine Paper Class Brush 1, then click OK. In Photoshop: open the Brush Settings and choose New Brush Preset, give it a name, put a checkmark in all the boxes and click OK.

Next, we're going to modify another brush and create another texture, this time we'll use the Rough Round Bristle brush that also lives in the Thick Heavy Brushes. We'll want to hide our newly painted layer by clicking on the Visibility icon in the Layers panel. And in the Tool Options will set our Brush Size to 700 pixels, leave our Opacity at 100%, and our Mode should be Normal. Then open up the Brush Settings, set the Hue Jitter to 50%, the Scatter to 62%, and the Spacing to 8 percent.

And in Photoshop, open the Brush Settings set your Brush Size to 700 pixels and the Spacing to 8%. Click on Scattering and set to 62%. Click on Color Dynamics and check Apply per Tip then set the Foreground/Background Jitter to 50%. Now, like we did before, click and paint over the entire document. This just has a bit rougher look to it.

And Let me show you one more variation, all I'm going to do for this next texture is swap the Foreground and Background colors by clicking on the Switch Color icon above the Color Chips in the toolbox. I'll hide my previous painted layer, and create a new blank layer. Now, I'll just paint over the entire layer like we did last time and you can see we now have a much lighter background. This is a great textured background that can be used as is or layered over just about anything.

Let's go ahead and save this brush, so open the Brush Preset Picker, then open the fly-out menu and choose Save Brush. Give it a name, I'll name mine Paper class brush 2, then click OK. In Photoshop open the Brush Settings, then open the fly-out menu and choose New Brush Preset, give it a name, put a checkmark in all the boxes, and click OK.

And now let's save both brushes to our class folder so we can easily re-upload them for future use. So in the Brush Settings, open the fly-out menu and choose Preset Manager. In the Preset Manager, hold down the Shift key and select both of your brushes and click Save Set. Navigate to your class files and give it a name, something like Paper Class Brushes and then Click Save, and then click done.

Let's see how our newly brushed textures look with one of our patterns blended into it. I've opened up the chevron pattern and I'm going to activate my Chevron Pattern Fill layer in the Layers panel. And holding down the Shift key, I'm going to drag that over on top of my newly created texture. Now I want to enlarge the pattern, so double-click on the Pattern Fill thumbnail in the Layers panel and in the dialog box, change the Scale to 150%. And then Click OK. Next, let's change the blend mode to Soft Light, and I think that looks great!

Now if we turn off the light brush texture layer, we can see how it looks on the darker texture and I think we'll need to lower the opacity so it really blends into the texture. I think 34 - 35% should do the trick. Now doesn't that look cool! And to think we created this whole paper design just by using the tools we already have in Photoshop and Photoshop Elements.

Okay, well that's it! Make sure to save your brush textures as a PSD. And in the next lesson we're going to create another texture using brushes. This is been Syndee Rogers with Passion for Paper.