

Mastery1-07-ps-Wavy-Ribbed-RicRac-transcript



Digital Scrapbooking Mastery, No. 1 Lesson 7: Wavy Ribbed Ric Rac for PS Transcript © 2019 Jen White

My mother used to sew me dresses trimmed with ric rac. I find it classic and delightful. In lesson seven of this class, we'll couple the Halftone filter with the Wave filter and enjoy a little time of nostalgic distortion.

Here in Photoshop, I'm starting with the scrapbook page that we ended with in lesson six. But here in lesson seven in the Layers panel, we're going to make sure that we start with that Pattern Paper Anchor Group as the active layer. Then click on the create a New Layer icon. I'm going to rename this layer, Ric Rac. Next, get the Rectangular Marquee tool. In the Options Bar, click on the New Selection icon, set that Feather to 0 px, and the Style to Normal. Then on your scrapbook page, click and drag out a long thin rectangle. My rectangle is going to be about a 1/2 tall and about 11 inches long. But later you may want to try different sizes of rectangles and you'll get different looks. Next, I'm going to fill this rectangle with color. To do that, I'll go into the Layers panel and click on the Adjustments Layer icon, and choose solid color. You can choose a color from the Color Picker, or you can choose one from your swatches. In the swatches panel, I'll choose a purple color from my replace swatches and then click OK. Now back in the Layers panel, I'm going to duplicate the Ric Rac layer by pressing Ctrl J, Cmd J on a Mac. This layer I'm going to name texture. Then we need to reset the Color Chips to the default of black over white by pressing the letter D, and then I'm going to simplify this layer by Right clicking in Windows, or Ctrl clicking on a Mac,

and choosing Rasterize Layer. Next to add texture to this layer, in the Menu Bar, choose Filter > Render > Clouds. The Clouds filter is a great way to give an object a more realistic look. Next, go into the Menu Bar again and choose Filter > Filter Gallery. In the dialog box, twirl open sketch and click on Halftone Pattern. Set the Size of the pattern to around 4, the Contrast to 0, and the pattern Type set to Line, and then click OK. Next, we'll change the Blend Mode of the texture layer to Soft Light. The next step is to group these two layers together. Right now in the Layers panel, the texture layer is the active layer. If I hold down the Shift key and click on the Ric Rac layer, now both layers are active. Then in the Layers panel, click on the Group Layers icon. Again, I'm going to rename this group and then in order to apply another filter to this group will need to turn it into a smart object. So Right click in Windows, or Cmd click on a Mac, and choose Convert to Smart Object. Now go into the Menu Bar and choose Filter > Distort > Wave. In the dialog box, set the type to sign and the number of generators to 1.

Then try to keep a little bit of an eye on this preview, although it's not very helpful because it's so zoomed out. But as you move the wavelength and the Amplitude sliders, you can see the different wave appearing in the Ric Rac and the preview. The key to coming up with something that doesn't look completely alien is to make the Wavelength settings of minimum and maximum be almost the same. They can't be exactly the same like one point away. And the amplitude minimum and maximum should also be just one point from each other. Right now I have my Wavelength settings around 100 and my Amplitude settings around 40. Changing the Wavelength settings, will change the length of the wave. So to make the horizontal length of the waves smaller, click and drag to the left on the bottom Wavelength slider. Then the opposite will happen if you click and drag to the right with the Top slider, the waves will get longer. For this scrapbook project, I'm going to click and drag the bottom Wave slider to the left to be about 90. The wavelength works on the horizontal size of the waves, while the amplitude works on the vertical size of the waves. Right now my Amplitude setting is around 40, and again, you want to try to make sure that these two sliders match as best as possible. To make the waves vertically taller, click and drag to the right on the Top slider to make the vertical size of the waves shorter, click and drag to the left on the Bottom slider. I think I'm going to stop around 32 or 33 for the amplitude. The scale should always be set at 100% and we can click on Repeat Edge pixels, and then click OK. There literally are a gazillion different ways that you can make this Ric Rac look differently, but we're just going to go with this for now. Now I do want to scale this back so it's quite a bit smaller, so press Ctrl T, Cmd T on a Mac, to get the Transform Options. Because we applied that filter as a smart filter, which means we applied the filter to a smart object. Adobe is going to say that it really doesn't want to hog up your memory while you're transforming, so it's going to turn this Ric Rac into a plane rectangle again while you're transforming, but as soon as you press OK it's going to go back to being wavy. So when you see this message, just click OK. Now you have the Transform Options, and you can see that the wave went away. But as soon as I transform this, I'm going to turn it 90 degrees. You can see that the 90 is changing up here for the rotate in the Options Bar, I'll click inside the bounding box just to reposition and I'll also click and drag inward on a corner, handle the bounding box to make the ric rac smaller, probably about 60% of the size. Then I'll click OK.

With the Move Tool, now I can just click and drag the ric rac into position. I think I want it right about there. And then I'm going to add a couple Layer styles. In Photoshop, You can double click directly on a layer to open the Layer Style Dialog box. Click on drop shadow and add a basic drop shadow. I'll set my Opacity to 50%, the angle to 120, the distance to 8, the size to

10, and then I'm going to add a very small bevel. I hesitate doing this because bevels can make or break the realistic look of a scrapbook page. But if you keep them very minimal, they can actually help out. The only reason I'm adding a bevel to this ric rac is that it's not real, real thin, like paper. It's meant to be more 3D and lifted further off the page. So a little bit of a bevel is gonna help it look a little bit more realistic. Now when I say small, here are my settings. The Direction is set to Up, the Size is set to 3 px and the Soften is set to 2. Now I'm going to click OK, and the ric rac is finished. So that's how to create a little piece of ric rac in Photoshop. This is Jen White with Digital Scrapbooking Mastery.