BRM-01-03-ps-Brush-Settings-transcript



Understanding Brush Settings in Adobe Photoshop Transcript © Syndee Rogers Terms of Use

In this class we modify default brushes in the Brush Settings panel. I thought it might be helpful to take a closer look at what actually happens to the brush when we adjust the various settings.

I'm in Adobe Photoshop and to demonstrate the various Brush Settings I've created a 6 x 6 inch document at 300 pixels per inch with a white background, reset my Color Chips to the default of black over white, and clicked on the Create a New Layer icon in the Layers panel. I'll be using the Hard Round brush from the General Brushes. Please refer to the manual for more details. (Size 75 Opacity 100%, Mode Normal.)

Now, in order to open the Brush Settings, you must first get the Brush tool, and in the Tool Options, click on the Brush Settings icon. Now I'm going to dock my Brush Settings panel for now, so that doesn't keep getting in my way. And I'm going to collapse my Layers panel so I have more room on my workspace.

Now, I won't cover all the settings in Photoshop because there are so many. I'll concentrate instead on the ones that we use in this class, but I'll cover more settings in future brush design classes.

The first setting we'll talk about is Angle. This works in several different ways, but the most common is to rotate your brush and that's really what we use it for in this class.

Next up is Roundness. Changing the Roundness setting affects the shape of the brush tip. For example, you could change a round brush tip into and elliptical brush tip. So here we have the brush in its default state, but if we change the Roundness to 44% we have more of an elliptical brush tip. And if we change the Angle to -60% and leave the Roundness at 44%, it gives us a chiseled calligraphy brush tip. Now you can see that the brush isn't very smooth, that's where the Smoothing setting in the Tool Options comes into play. Let's set it to about 20%. Now see how much nicer that looks? Okay, I'm going to go ahead and turn this layer off because we don't need it anymore, and I'll create a new one. And I'll set the brush back to its default state.

And now let's talk about Hardness. This setting is only available for the Photoshop Round brushes. At 100% the brush has a crisp edge, and at 50% it has a slightly feathered Edge, and if you set it to 0% it results in a completely feathered edge. Okay, I'm going to go ahead and undo those brush strokes since we don't need them anymore. and I'll reset the brush back to its default state.

And now we're going to talk about Spacing. This setting creates gaps in the brush stroke. Here's our brush in it's default state, and now if we change the setting to 60% we have what looks like a caterpillar. And if we change it to 110%, we have more space between each brush stroke. And now let's try 150%, and that gives us even more space between our brushstrokes, And I'm just going to go ahead and undo those brushstrokes.

And let's see what the Scattering settings do. Adjusting the Scatter determines how brush marks are distributed in a stroke. Increasing the Scatter will disperse the brush marks over a larger area. Checking the Both Axes box will distribute the brush marks in a radial direction, left unchecked they are distributed perpendicular to the path of the brushstroke.

And the final setting we're going to talk about is the Color Dynamics. Adjusting the Foreground/ Background Jitter causes the brush to alternate between the foreground and background colors. The higher the number the more frequent the color switch. So I changed my foreground and background colors, if you want to know what colors I used refer to the manual for this lesson. And I'm going to set my Foreground/Background Jitter to 100%. Now on my document, you can see that it only changes color when I pick up my brush and then click and drag again. But if we check Apply Per Tip, the colors vary within each stroke. Basically changing as we are painting. And an FYI when it comes to the word Jitter in the Photoshop-sphere, it's another word for random or randomness, most commonly used in various brush settings.

And that's it for this lesson. I hope this gives you a little insight into what some of these brush settings do, and like I said in future brush classes I'll be going into some of the other settings. This is Syndee Rogers with Brushability Masks.