



Lesson 1: Ways 2 Use Patterns - Layering Part 3 Transcript © Syndee Rogers

For this lesson we're going to use a Gradient Fill to color our pattern overlay.

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

I've already opened the Diamond and Dot Overlay, made a duplicate copy, renamed it, and closed the original. I've also changed the Scale of the Diamond pattern to 200%. Hide the Dots layer by clicking on the Visibility icon in the Layers panel.

Now activate the Diamond Pattern Fill layer, and this time we're going to be using a Gradient Fill layer to color our layers instead of our trusty Color Fill friend. So in the Layers panel click on the Create a New Fill or Adjustment Layer button, and choose Gradient. And then in the dialog box let's open the Gradient Picker, and then open the Preset menu and choose Pastels. And if you're using Photoshop, in the Gradient Editor, open the menu and choose Pastels. And a window is going to open up asking if you want to replace the current Gradients. Click Append and then OK. Let's use the Green Blue Yellow Gradient, and then click OK. Let's set the Style to Linear, the Angle to 90°, and the Scale to 100%. And Align with Layer should be checked. Then click OK. Now we need to clip the Gradient Fill layer to our Diamond layer by choosing Layer > Create Clipping Mask. And just like that we quickly added multiple colors to our overlay!

Why don't we add a pattern to are Diamonds to see how that reacts to the Gradient. So in the Layers panel, click on the Visibility icon of the Dots layer to turn it back on. And then double-click on its thumbnail, Now let's open the Pattern Picker and choose Gauze. If you don't see it, open the menu and choose Artist Surfaces and then click OK. In Photoshop, click on the menu and choose Artist Surfaces, and when the dialog box pops up, click Append. Then OK. Now let's go ahead and change the Blend Mode to Hard Light. Now drag the Pattern Fill layer below

the Gradient Fill layer in the Layers panel. This should automatically clip it to the Diamond Pattern but if not, use a clipping mask to clip it. And now change the Blend Mode of the Gradient Fill layer to Lighten. Now I'm going to zoom in a bit so you can see the pattern better. And I think that looks pretty cool.

The great thing about Gradients is that you can edit the colors of pre-installed gradients, so there really is an endless amount of color options. Let me walk you through that real quick. So double-click on the Gradient thumbnail in the Layers panel, then click on the Gradient window in the dialog box to open the Gradient Editor. Now see these little boxes under the Color Slider? They're called Color Stops and when you click on one it will open up the Color Change box. You can then click on the Color Change box and open up the Color Picker to choose a new color. You can do that for each Color Stop, and then click OK to apply it to your document. And you can save your new custom Gradient by giving it a name, and then clicking the Add to Preset button. And as you can see, it now shows up in our list of Gradient Presets. And then click OK, and OK again.

Now, please make sure to save your new Diamond Gradient Overlay.

There are already a lot of pre-installed Gradients for you to choose from. And Gradient Fills also work great as backgrounds for your papers. I hope the last few lessons have given you a lot of ideas for ways to step out of the box and combined your overlays with things already available to you in Photoshop and Photoshop Elements.

Okay! So we are just rolling along and our paper making adventure. it's time for another assignment so I would love for you to create a paper using one of the techniques we covered in the section. Either layering or using Gradients, or surprise me and use both! Once you are done, save it as a layered PSD, and then a JPEG, and please share it with us in our private class Facebook group.

I'll see you in the next lesson this is been Syndee Rogers with Passion for Paper.