

How to

WRAP A TEXTURE OVER AN OBJECT.

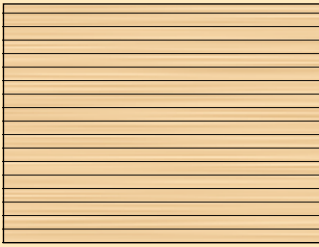
In Photoshop Techniques #005, we cover how to create an embossed object in Adobe Photoshop. Now, we add even more possibilities with a technique that actually wraps or “warps” a background image over another object.

This is the first issue in our series to explore Photoshop’s Displace filter. With a little understanding and experimenting with this lesser known tool, it is possible to create some striking effects.

In the example below, notice how the straight grain of the background texture bends over the shape of the mask. This creates a very realistic illusion of depth. By adding the highlight and shadow details from our earlier embossing effect, you can create some very realistic effects.



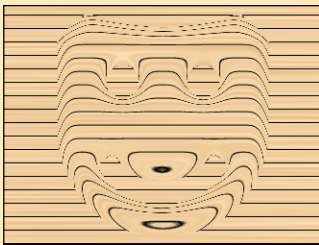
Cheat Sheet:



Original Image



Displacement Map



After Displace Filter

The displacement map.

The Displace filter does not seem to be much when you first see it. The dialog box is sparse with only a few places to enter numbers. Unless you know what you are doing, it is very difficult to figure out. But underneath this plain exterior lies an exciting tool.

There are two steps to using the Displace filter: 1) Create a Photoshop file to use as a “displacement map.” 2) Apply the this “displacement map” to your background image with the Displace filter.

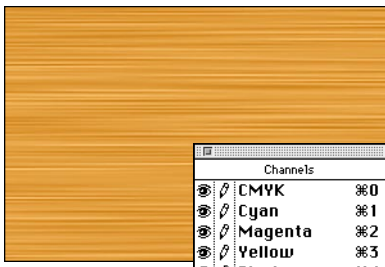
Steps 2-4 in this technique are dedicated to creating a special displacement map for our wrapping effect. Once you’ve created your map, using the Displace filter is simple. It is the displacement map that tells Photoshop how to bend or distort your final image:

Dark areas in your displacement map will distort your image down or to the right based on the settings in the Displace dialog box.

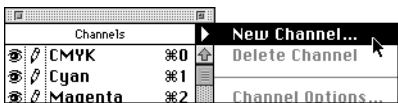
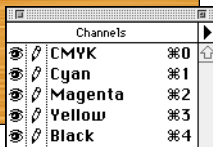
Light areas cause the image to distort up or to the left.

50% gray areas in the displacement map will not cause any distortion to your original image.

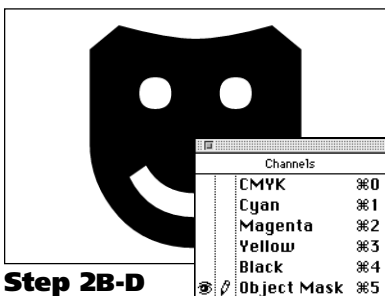
In the example to the left, you can see how our displacement map warped the original image with displace settings moving the image upwards.



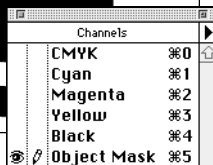
Step 1



Step 2A



Step 2B-D



Wrapping your background around a shape.

Step 1

Open the image you want to warp.

Step 2

Create the “Object Mask” channel.

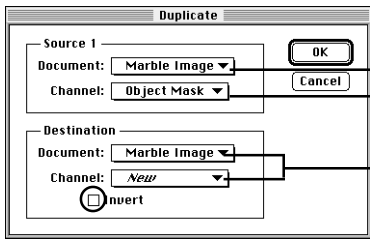
This channel you create will hold the artwork you want to warp your image around.

- A: Choose New Channel from the Channels menu.**
You will be presented with the Channel Options dialog box.
- B: Name the new channel “Object Mask.”**
- C: Choose the Selected Areas option.**
Click OK to close the Channel Options dialog box.
- D: Create or place the artwork you want to carve.**
The example to the left was an Illustrator 5.0 file.

Step 3

Create a new "Displace Map" file.

The Duplicate command will let you copy your object into a new document. This new document will become our custom displacement map.



Step 3A-F

- A: Choose Calculate , Duplicate from the Image menu.
- B: Select your file for Source 1.
- C: Set the Source Channel to "Object Mask."
- D: Set the Destination Document and Channel to "New."
- E: Turn on the Invert checkbox.
The Invert checkbox will create a negative of the copied image.
- F: Click OK.

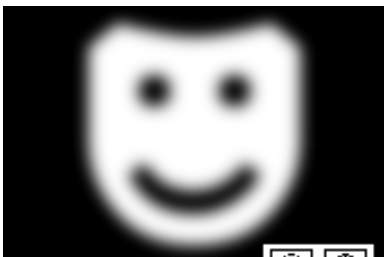


Step 3F (NEW FILE)

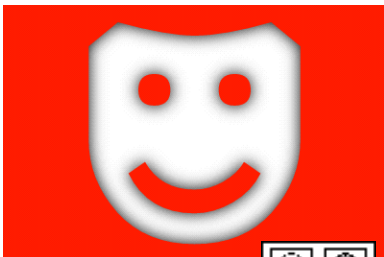
Step 4

Finish the displacement map.

- A: Copy the graphic to memory.
Choose Select All from the Select menu; Copy from the Edit menu.
Choose None from the Select menu to deselect your image.
Note: This copied graphic will be used again to mask your image.
- B: Choose Blur > Gaussian Blur from the Filter menu.
The larger your blur amount, the more rounded the edges of your distorted shape will appear. (This uses a radius of 8.)
- C: Click on the Quick Mask mode icon.
Making the Quick Mask mode active will let us use our copied graphic as a mask.
- D: Paste the copied graphic from memory.
- E: Click on the Normal mode icon.
The outside border around your graphic should be selected.
- F: Fill the selected background with 50% gray.
Set your Foreground color to 50% gray and click Option-Delete. By filling with 50% gray, you prevent the displacement map from distorting the outer edge of your background.
- G: Save your file as a Photoshop 2.5 document.
Choose Save from the File menu. Save your displacement map where you will be able to find it again (this will be used in the next step). Close the file after you have saved it.
Note: Only files saved in a Photoshop format can be used as a displacement map with the Displace filter.



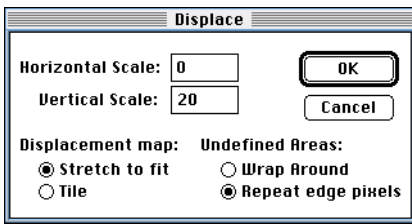
Step 4A-B



Step 4C-D



Step 4E-G



Step 5

Apply the displacement map to your image.

A: Bring your original image back to the front.

Back in your original document, click on the composite channel in the Channels palette to return to your original image (CMYK, RGB or Grayscale).

B: Choose Distort > Displace from the Filter menu.

C: Enter a Displacement amount and click OK.

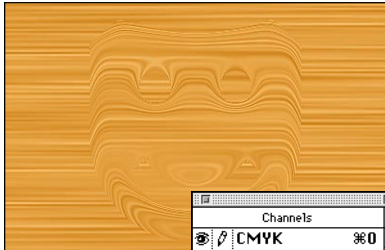
In the Displace dialog box set your Horizontal and Vertical scale. In this example: Vertical 20; Horizontal: 0.

Note: When starting out, creating a Vertical-only displacement creates the most predictable result. Explore with other settings.

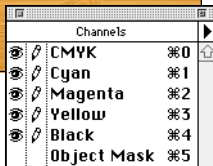
D: Open the displacement map you created in Step 4.

In the resulting Open dialog box, find the Photoshop file you saved at the end of Step 4.

Step 5B



Step 5A-D



Step 6

Step 6

Add highlights and shadow details to the image.

Use Steps 3 - 7 from *Photoshop Techniques #005*, "How to Create an Embossed Object." This may take a little time, but it creates the best depth and shadow effect for your shape.



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