# Photoshop Techniques

008

Photoshop

How to

CREATE QUICK TEXTURES.

Textures are a central part of working in Adobe Photoshop. They can be used as backgrounds, combined with channels or masks for special effects. In Photoshop 3.0, you can use textures for a variety of displacement and lighting effects.

The key to creating textures in Photoshop is experimenting. Creating textures is one of the best ways to start learning how to use Photoshop's filters and image effects. Use the examples in this issue as a starting point for your own exploration.

All the textures shown here are created as grayscale images. You can place them into a page layout program and assign them a color there, or colorize them in Photoshop.
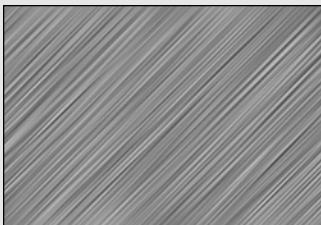

Smooth Grain

Stucco Wallboard

Rough Canvas

Woven Threads
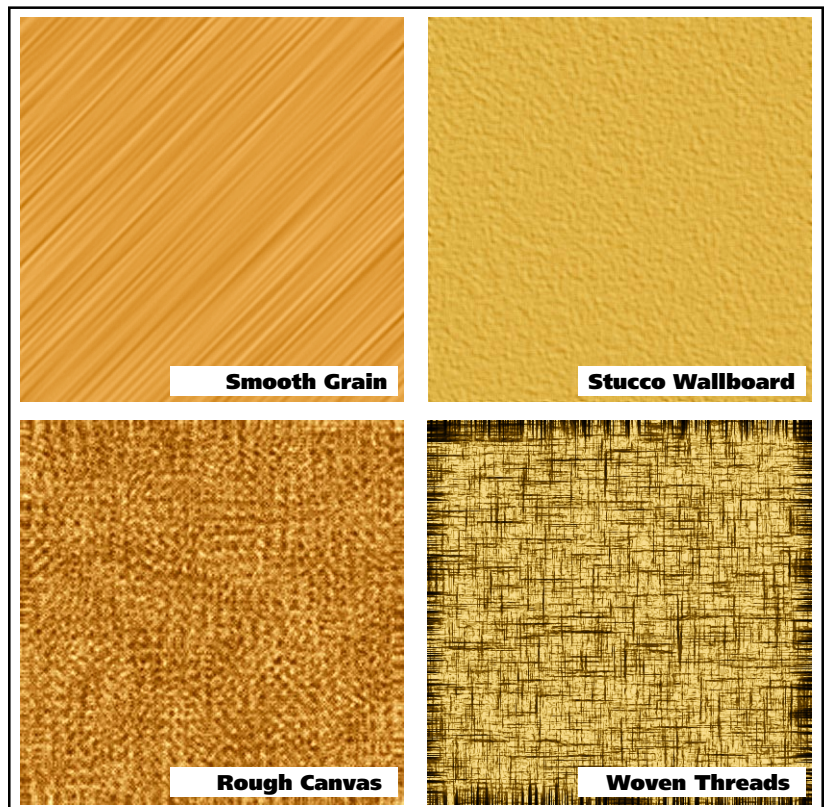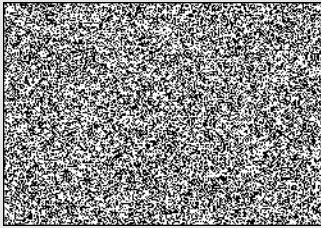
Texture #1, Step 2

Texture #1, Step 3

Texture #1, Step 4

Texture #1: Smooth Grain

The smooth grain effect is created by combining the Noise and Motion Blur filters. With a light tan coloring, this texture strongly resembles a natural wood grain.

1. **Create a new grayscale document.**
   Create a new document at the size you need. The examples here are all 150 dpi grayscale images.

2. **Choose Noise ➢ Add Noise from the Filter menu.**
   Enter an amount of 999; Uniform distribution.

3. **Choose Blur ➢ Motion Blur from the Filter menu.**
   To create a defined grain, we apply the Motion Blur filter three times changing the Angle slightly each time.
   Pass #1: Angle 45º; Distance 45 pixels.
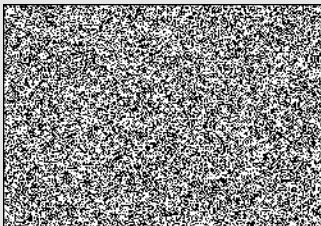   Pass #2: Angle 47º; Distance 45 pixels.
   Pass #3: Angle 43º; Distance 45 pixels.
   Note: To change the angle of your texture, enter a new angle for Pass #1 and then add or subtract 2º for Passes #2 & #3.

4. **Choose Sharpen ➢ Unsharp Mask from the Filter menu.**
   The Unsharp Mask filter will clarify the texture's grain. Use an Amount of 150%; a Radius of 1.0 pixels; and a Threshold of 0.
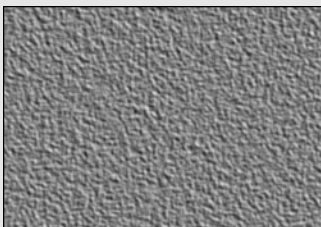

Texture #2, Step 2

Texture #2, Step 3

Texture #2, Step 4

Texture #2: Stucco Wallboard

The stucco wallboard texture is created by applying the emboss filter to a blurred noise pattern. This texture makes an excellent "texture mask" for adding paper grain to an image.

1. **Create a new grayscale document.**

2. **Choose Noise ➢ Add Noise from the Filter menu.**
   Enter an amount of 999; Uniform distribution.

3. **Choose Blur ➢ Gaussian Blur from the Filter menu.**
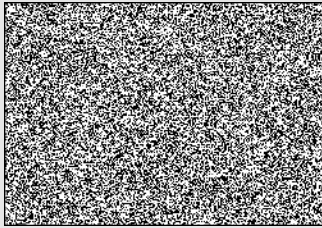   Enter a Gaussian blur amount of 1 pixel.

4. **Choose Stylize ➢ Emboss from the Filter menu.**
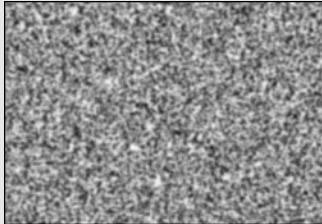   Angle 45°; Height 1 pixel; and an Amount of 100%.

Texture #3: Rough Canvas

Texture #3, Step 2

Texture #3, Step 3

Texture #3, Steps 4-5

The rough noise texture is created by applying the Crystallize filter to a blurred noise pattern.
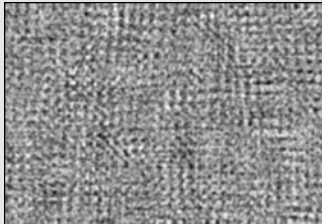
1. **Create a new grayscale document.**
2. **Choose Noise ➢ Add Noise from the Filter menu.**
   Enter an amount of 999; Uniform distribution.
3. **Choose Blur ➢ Gaussian Blur from the Filter menu.**
   Enter a Gaussian blur amount of 1 pixel.
4. **Choose Stylize ➢ Fragment from the Filter menu.**
5. **Choose Sharpen ➢ Unsharp Mask from the Filter menu.**
   The Unsharp Mask filter will clarify the texture's detail. Use an Amount of 150%; a Radius of 2.0 pixels; and a Threshold of 0.
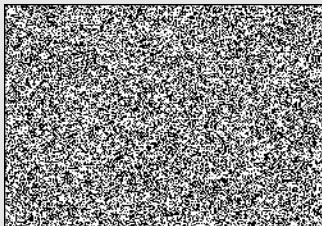
Texture #4: Woven Threads

Texture #4, Step 2

Texture #4, Step 3

Texture #4, Steps 4-5

The woven threads texture shows how using the Motion Blur feature twice can leave some interesting hidden textures. These textures are pulled out by using the Find Edges filter and Equalize command together.
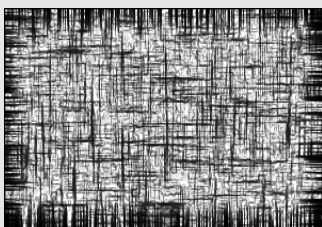
1. **Create a new grayscale document.**
2. **Choose Noise ➢ Add Noise from the Filter menu.**
   Enter an amount of 999; Uniform distribution.
3. **Choose Blur ➢ Motion Blur from the Filter menu.**
   In this example we will apply the Motion Blur filter twice , with the second pass perpendicular to the first.
   Pass #1: Angle 90º; Distance 45 pixels.
   Pass #2: Angle 0º; Distance 45 pixels.
4. **Choose Stylize ➢ Find Edges from the Filter menu.**
   The Find Edges filter pulls out detail created by our two competing Motion Blur filters. You may see a light cross-hatch patter start to emerge.
5. **Choose Map ➢ Equalize from the Image menu.**
   The Equalize command automatically darkens our cross hatch-pattern to the point that we can see the resulting texture.
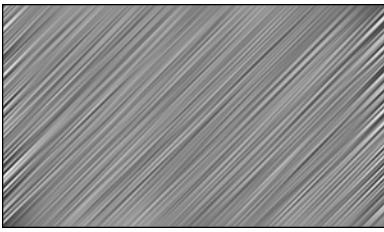
Option, Step 1

Option, Step 2

Option, Step 3

Photoshop's Duotone mode is an easy way to quickly add color to an existing black and white pattern. We will cover how to create Duotones in future issues. We will only use this in this technique as a means of adding color.

Colorizing a texture.

1. **Choose Duotone from the Mode menu.**
   This will bring up the Duotone Options dialog box.

2. **Play with different Duotone settings.**
   In this example, we've used the setting to left.

   Experiment with the setting to get a look you like. Usually, you can choose two or more related colors and try balancing them differently. Often the lighter color will be set to use the highlights of your texture, while another color weighs the darker areas.

   You can click OK to apply your settings. To change them, choose Duotone from the Mode menu again. Photoshop remembers your settings between moves.

3. **Choose CMYK from the Mode menu.**
   When you are happy with the way your texture looks, convert your image to a color graphic. CMYK is indicated here because many designers choose to work in this mode. You could also convert to RGB or whatever color format you feel most comfortable in.

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