

COVERS
PHOTOSHOP

3.0

018

Photoshop Techniques

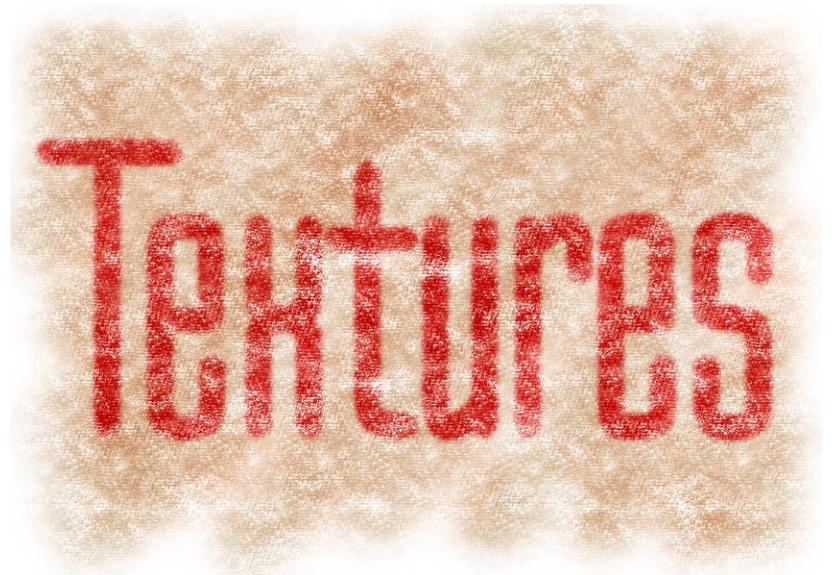
How to

DRAW ON A TEXTURED SURFACE.

We live in a textured world. Every material, every media has its own unique grain and pattern. Artists and illustrators can spend hours studying papers for the way they take ink. Yet on the computer, many illustrations look perfectly smooth and flat.

It is possible to recreate the feeling of drawing on a textured surface in Photoshop. Using the following technique, you can create a special “texture mask” that works with any of the standard drawing or painting tools.

This example is also an introduction to Photoshop 3.0’s Channels palette. Walking through this technique is a good first step in starting to understand how channels can become a part of your daily Photoshop arsenal.



Photoshop Channels

Once you start to grasp how Channels work together with the rest of Photoshop's tools, you can quickly add variety to your Photoshop images.

The following technique will quickly introduce you to a few of the Channel commands. Future issues of *Photoshop Techniques* will continue to add to this base as you become more familiar with this new way of using Photoshop.

Creating a texture mask

Step 1

Create a channel for your texture mask.

This technique will work with any type of Photoshop image. In this example, we have created a new document with a white background. This could just as easily have been a scanned or colored background.

A: Make sure the Channels palette is visible.

If the Channels palette is not visible, choose Show Channels from the Window menu.

Note: At the bottom of the page you can see an example of the Channels palette arranged on a standard Macintosh monitor.

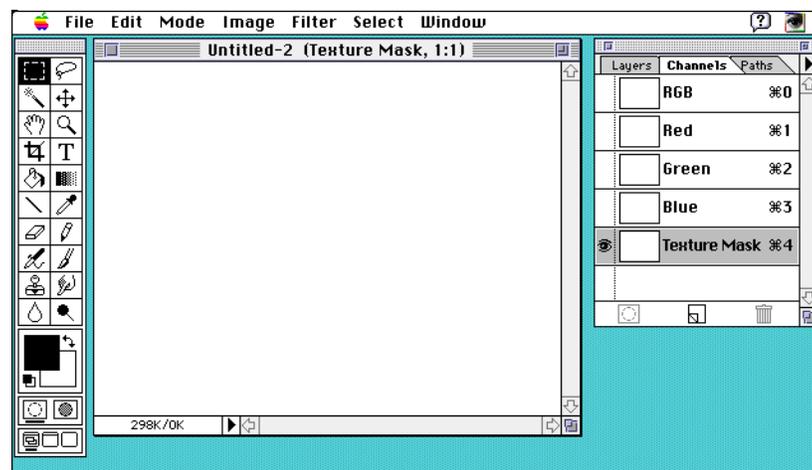
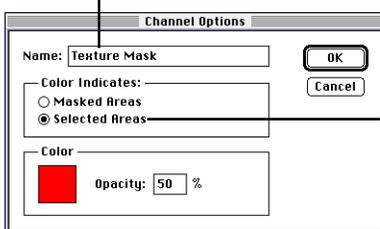
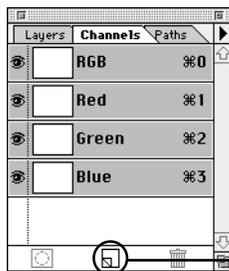
B: Click on the New Channel icon.

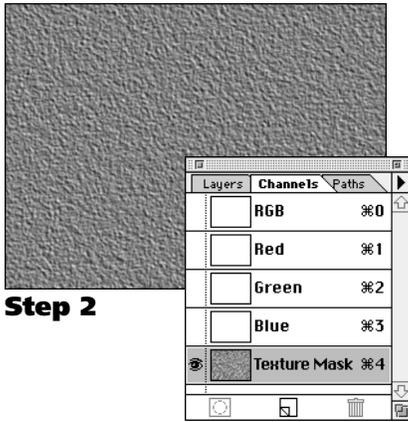
Photoshop will present you with a Channels option dialog box.

C: Name the channel "Texture Mask."

Also, turn on the Selected Area option. Click OK to create the new channel.

Your screen should now look similar to the example below. (PC Users: This is a Macintosh screen. Your menus and windows will look slightly different.)





Step 2

Step 2

Create a texture on the Channel.

The texture you create on the Texture Mask channel will not change your main image. This channel will hold the paper texture that we will paint through in Step 3.

Note: In this step we will fill the channel with a simple texture. You can also find a variety of other textures on page 4 of this issue or in Photoshop Techniques #008, "How to create Textures in Photoshop."

A: Choose Noise → Add Noise from the Filter menu.

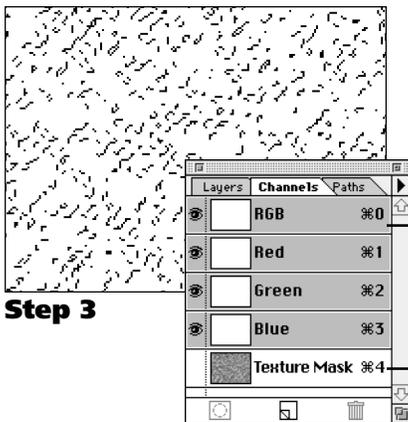
Enter an amount of 999; Uniform distribution.

B: Choose Blur → Gaussian Blur from the Filter menu.

Enter a Gaussian blur amount of 1 pixel.

C: Choose Stylize → Emboss from the Filter menu.

Enter an Emboss blur amount of 1 pixel.



Step 3

Step 3

Paint through your texture mask.

A: Click on RGB in the Channels palette.

Shortcut: Press Command + 0 (PC: CTRL + 0)

Photoshop will hide the Texture Mask channel and display your original image.

Note: In this case, your image should still be white because you have not drawn on it yet. If you are using this technique on an existing background, you should now be able to see that background.

B: Option - click on the Texture Mask channel.

PC Users: ALT - click on the Texture Mask channel.

Holding down this key while clicking will make the channel active. You should see a dotted selection line moving on your image indicating the selection.

C: Choose Hide Edges from the Select menu.

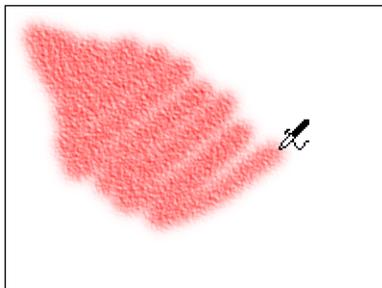
Shortcut: Press Command + H (PC: CTRL + H)

The Hide Edges command hides the selection outlines. This makes it easier to draw on your image. Your Texture Mask remains active, but you will not have the distracting selection pattern.

D: Use a brush to paint on your document.

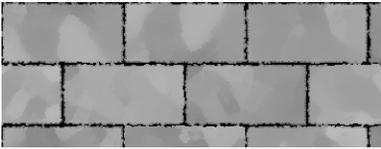
When you use one of Photoshop's painting tools, you are painting through the texture that was originally on the Texture Mask channel.

Note: The Airbrush tool works well for this type of effect. The airbrush continues to apply paint as long as you press the mouse button down. When painting through a texture mask, the airbrush tool will often create a more natural looking image.



Step 3

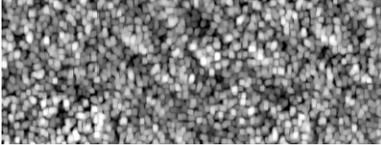
Option: Using Textures from the Photoshop CD



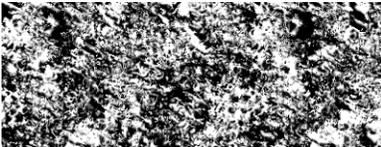
Bricks



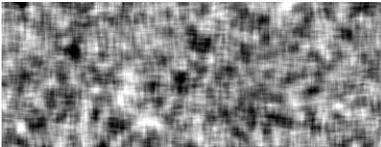
Canvas



Carpet



Mountains



Weave 3

If you have a CD player, you can use a variety of textures that Adobe has included on the Photoshop 3.0 CD. These textures were intended for use with Photoshop 3.0's lighting filter, but they work great for this technique as well. (Sample textures are shown to the left.)

Mac Users: Inside the following folders: Adobe Photoshop Deluxe → Other Goodies → Textures for Lighting Effects.

PC Users: X:\goodies\textures

Replace Step 2 on page 3.

Using existing textures.

A: Choose Render → Texture Fill from the Filter menu.
Photoshop will present you with a standard Open dialog box.

B: Open the Texture you want to use.

Find the texture you want and click Open. You may have to hunt around for the one you want. Photoshop will automatically fill the channel with a tiled version of your texture.

Note: See the note above on where to find these textures on the Photoshop 3.0 CD.



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