

HOW TO ADD **TEXTURE** IN PHOTOSHOP

These instructions will apply to Photoshop & other editing programs that support layers.

1. Open the image and do whatever adjustments are required.
2. Open the texture file.
In Photoshop click on the layer with the texture and hold and drag it to the **tab** of the destination image... wait for that to open and then drop it in.
You may need to resize to make it fit (**command/control T** and drag the handles).

OR...

Edit > Select All (**command/control A**)

Edit > Copy (**command/control C**)

Got to the destination file...

Edit > Paste (**command/control V**)

It is quite okay to have a smaller/bigger texture layer that is then resized... obviously within limits!

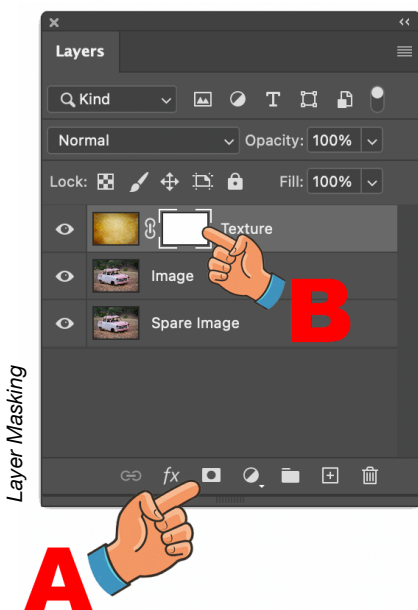
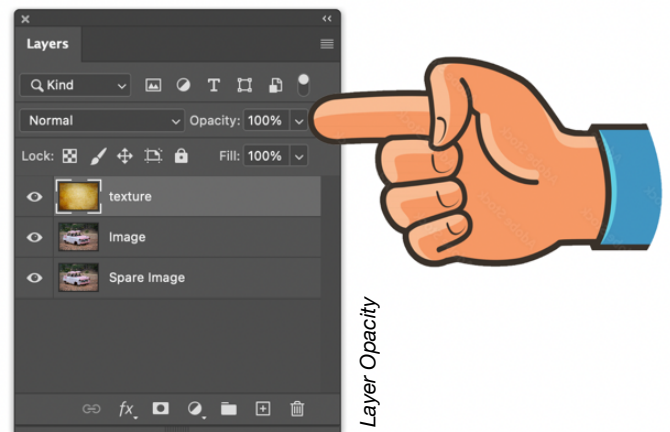
There are now 3 ways to play with textures

- a) Layer Opacity
- b) Layer Masking
- c) Layer Blending Modes

Layer Opacity

Alter the **Opacity** of the texture layer with the slider and watch what is happening. You are likely to be down in the 30s or 20s.

Whilst this is not a hugely successful technique, it can work, but it is a good starting point and it helps one understand the next steps.



Layer Masking

Now we are talking!

Ensure the texture layer is active (ie *click on it*).

Then go to the bottom of the Layers Palette and click on the **Add Layer Masks** icon (**A**) and a white box will appear next to the texture (**B**).

Select a paint brush, making sure it is a soft one and in either black or white brush paint over the MASK with varying degrees of brush opacity. Black will hide and white reveal.

See instructions on last page to change the paint brush properties.

*If it seems you are just painting black on the texture itself, go to Edit > Undo (command/control z) until it is cleaned up, then click the actual **mask** icon and note it will have a small white border around it to say it is active. In fact you can hold **shift** and **click** on the mask it will **hide** the effect if you want to **toggle** back and forwards to see exactly what it is doing.*

Layer Blending Modes

This is where the **real** fun starts to happen. The effects are not always predictable and can be quite frustrating, but equally quite remarkable, from the very gentle to the very dramatic.

Click on the texture layer, which at this point doesn't need to have a mask, so it can be deleted (drag the mask only to the bin), or hide it shift click on the mask).

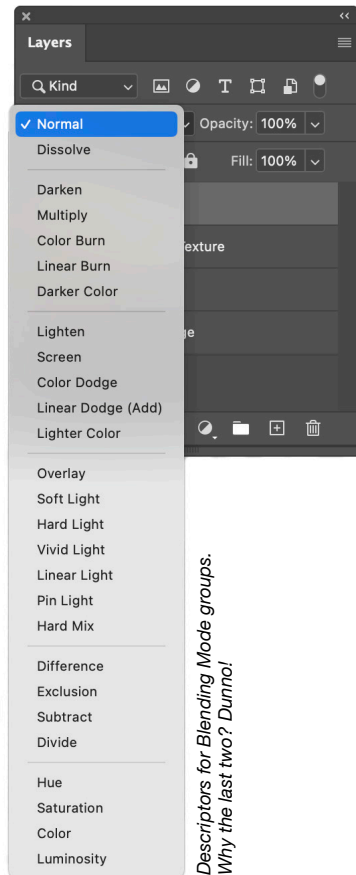
In the **Layers Palette** go where it says **Normal** on the top left and click. Scroll down the list and watch the effect.

To cycle through them with a keyboard short cut, select the **Move tool** (4 way arrow top on of the tool bar) and the click shift + or -. This will cycle through them quickly, but it's just as easy to use the pop out menu.

If you use **Fill** on some blending modes it is the same as using **Opacity**, but with the following modes it **is** different:

Color Burn
Linear Burn
Color Dodge
Linear Dodge (Add)
Vivid Light
Linear Light
Hard Mix

Normal
Darken
Lighten
Contrast
Cancellation
Property

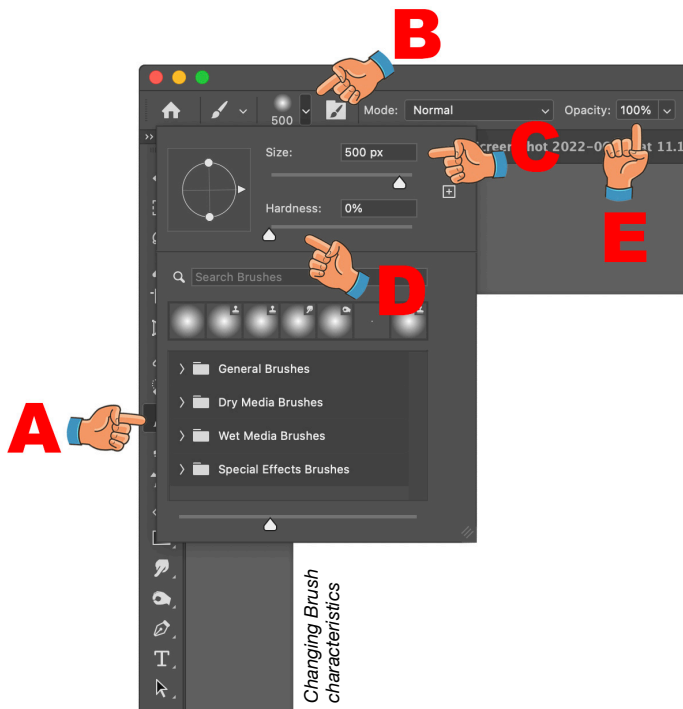


How to use Blending Modes

Blending modes (blend modes) may be applied on **one** or **more** layers on top of each other. It could be the **same** texture, or **different** textures.

You can:

- **mask** out sections of the texture/s.
- **fade** the opacity of a texture/s, it might look rubbish at 100%, but brilliant at 15%.
- **invert** a texture/s
- add a **Fill Adjustment** to change a variety of things
- **“clip”** a Fill Adjustment so it just effects the layer below it rather than the whole image
- apply a blend mode to a **Gradient** which has no texture, just a colour
- **blur** a texture
- select the subject (**Select > Subject**) and stick the most important bit between textures, above textures, fade, add a specific texture to it



Changing Brush Softness and Size

Click on the **brush** in the Tool Palette (A) which is slightly hidden here.

Click open the **Brush Preset Picker** (B)

Alter brush size at (C), or just press the square bracket keys on the keyboard (which is the easier option by far!).

For a soft brush ensure **Hardness** is set to zero (D).

Change the **Brush Opacity** at (E).

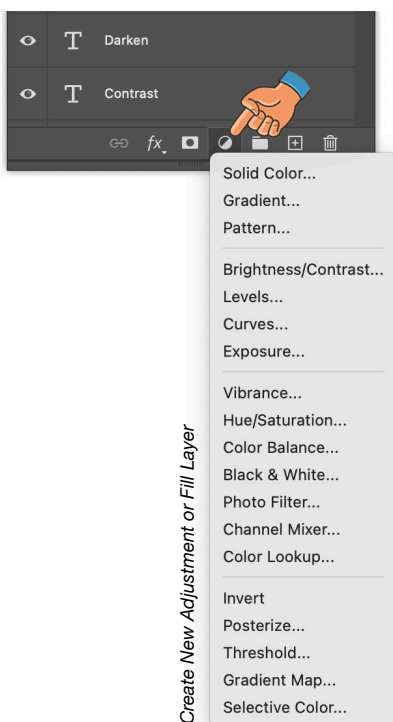
NOTES

Double click on a layer name to rename it something useful. **Text** automatically does this.

Sometimes it helps to make a layer which is a copy of *everything* below
Shift Command/Control Option/Alt E rename that layer "ALL."

If you want your smaller/larger texture to "snap" into position as you resize it... go **View > Snap**
 If it is left smaller, there will be a horrible edge.

To **clip** an adjustment layer to the underlying layer only, not the whole image, hold down **option/alt** and **hover** the cursor above the line between the two layers.



Adjustment Layers live at the bottom of the Layers Palette. You are most likely to use: Levels, Curves, Exposure, Vibrance, Hue/Saturation, Black & White and Invert. They bring up new controls and work in a non-destructive manner and can constantly be re-tweaked.

