

LCC TEXTURE DEMONSTRATION

By Kasandra Sproson

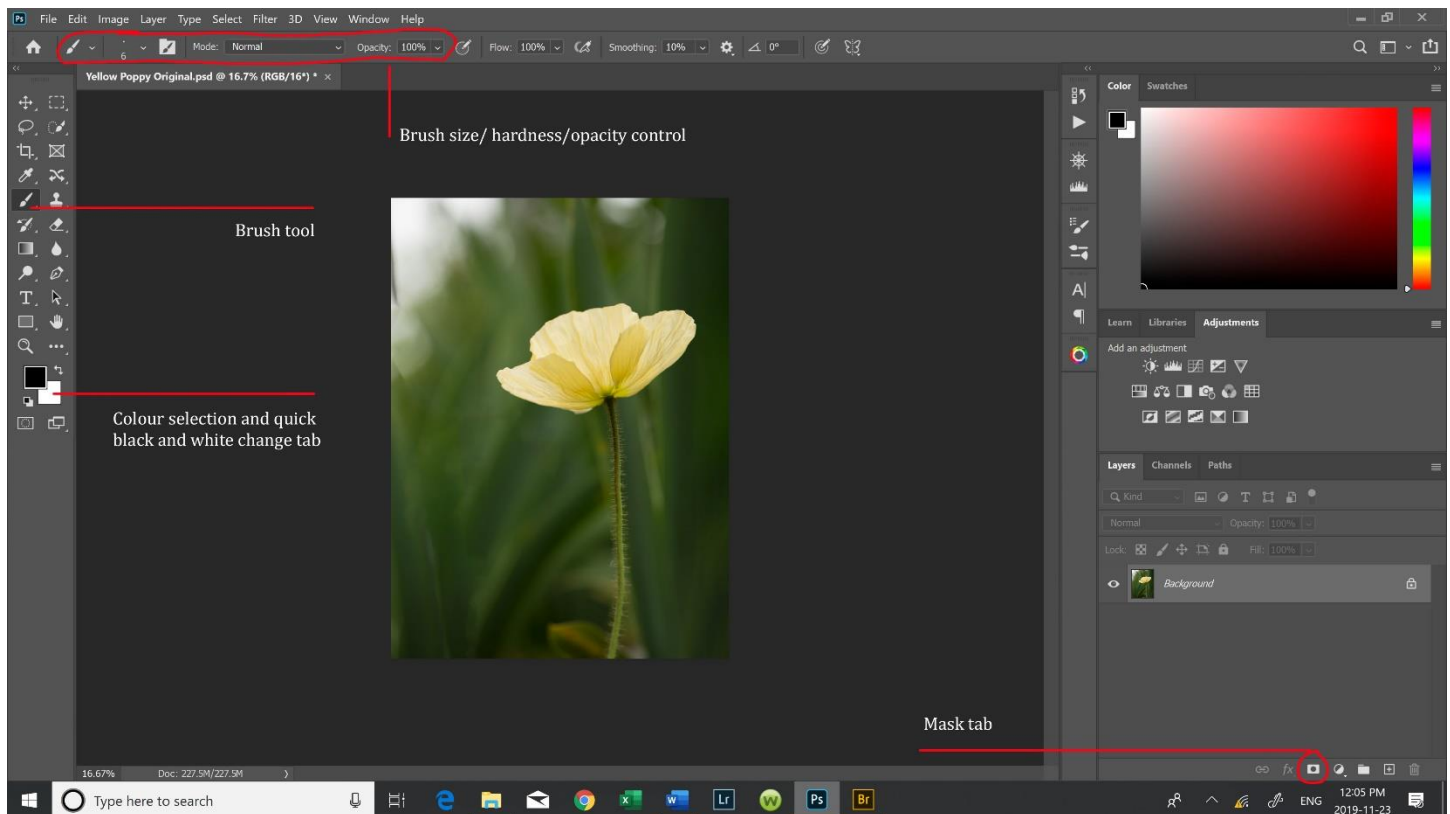
Development Night

November 20, 2019

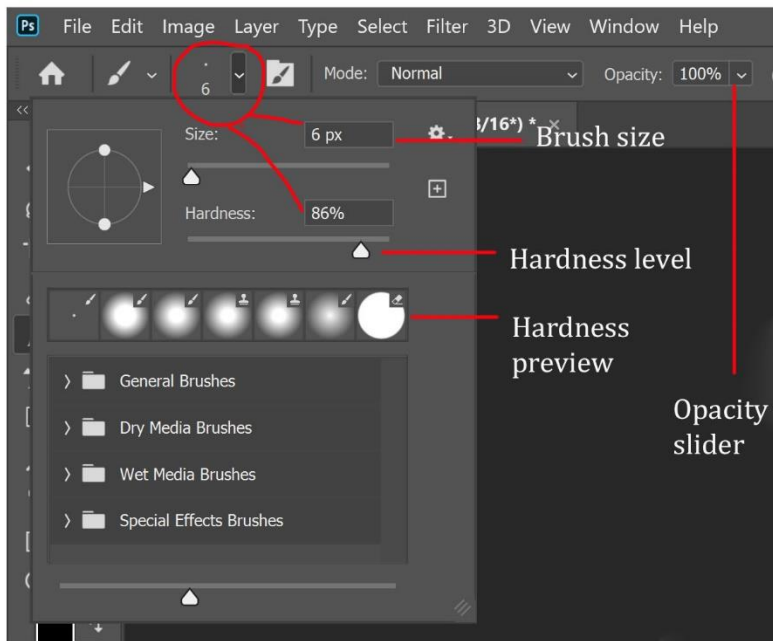
Choose your base image and potential textures/backgrounds and do any adjustments to them prior to creating your textured image. Be daring with your textures as the effect in blending onto the original may surprise you. Through lots of trial and error you will develop a sense of what may and may not work for you.

Labelling your images will help you maintain control. For example I am using Yellow Poppy Original, Texture 1 (a blurred floral image), Texture 2 (a reflection of trees), and Texture 3 (grunged paper). You can open all of them at once (but in separate windows) or bring them in as you need them.

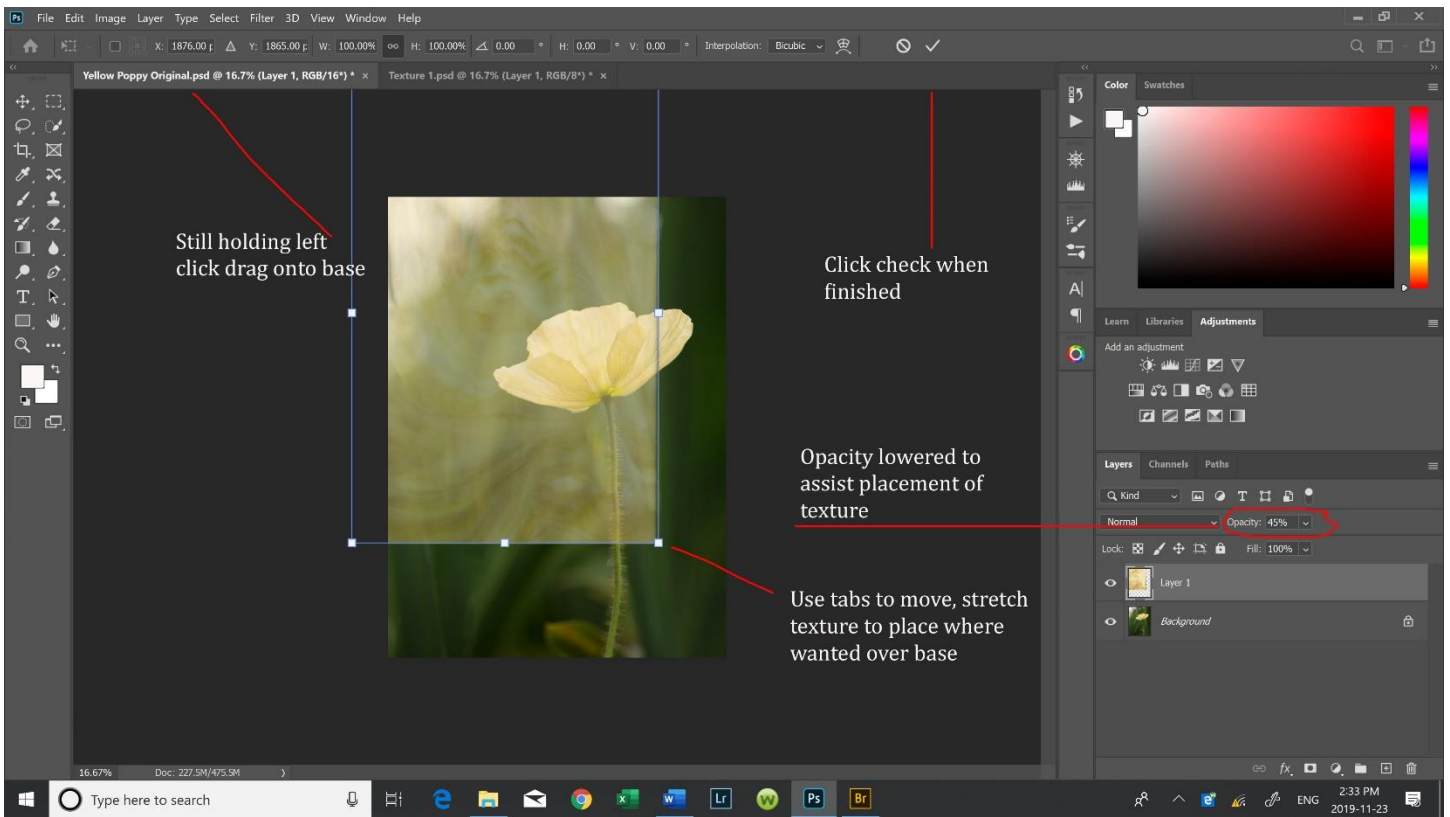
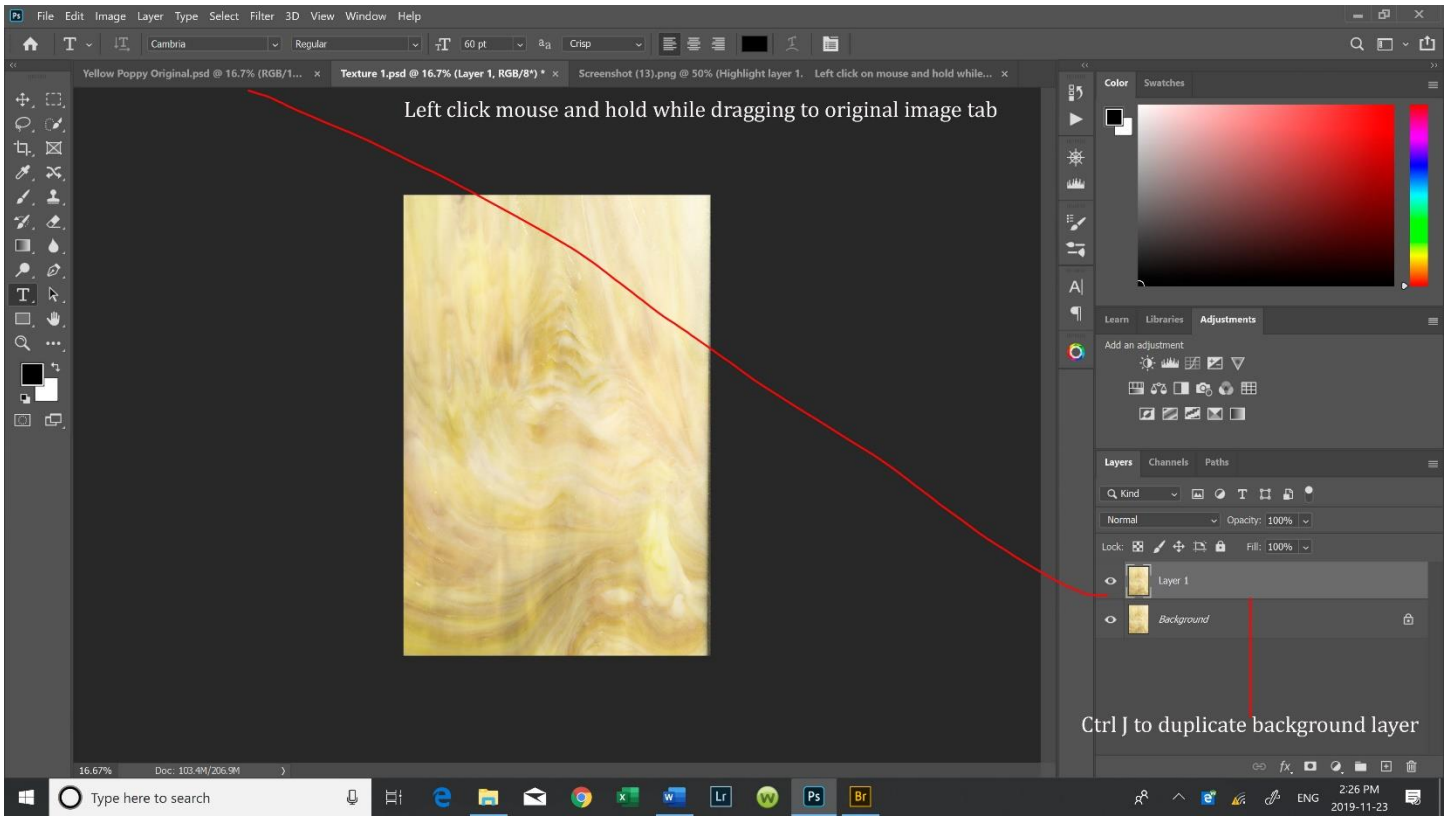
Key Components of Photoshop



- Brush Tool
 - Choose colour – You will be using black or white on the mask and can change colour quickly by pressing the key for the letter X or the arrow at the colour icon. Our mantra is “black reveals and white conceals). This will become clear as you work on the mask.
 - Choose hardness – Hardness determines the amount of softness or feathering at the edge of your brush strokes
 - Choose Opacity – This opacity allows for control in blending the areas being revealed or concealed.

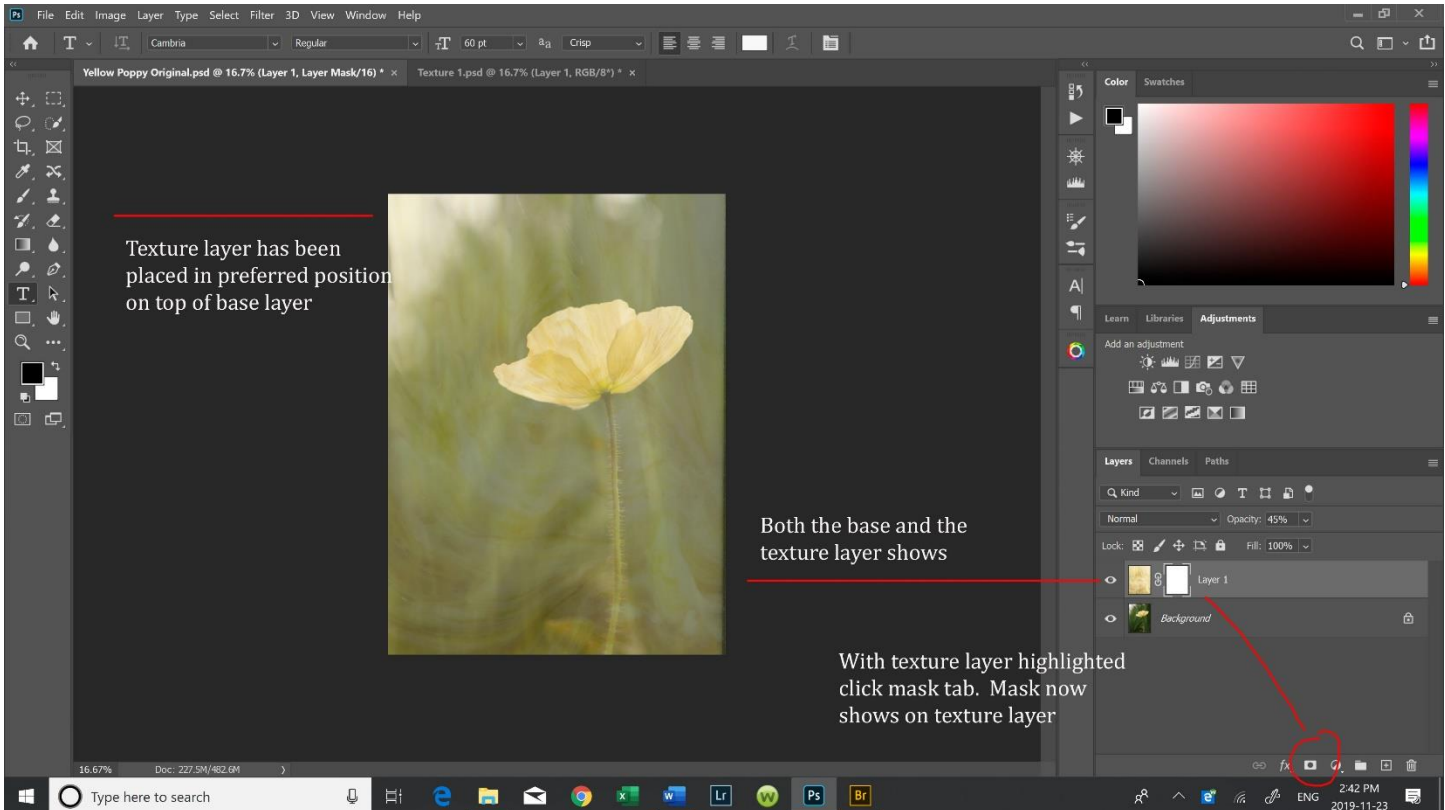


- Adding a texture layer
 - Open the texture image. There will be 2 images open in Photoshop.
 - Highlight the texture Background layer and hit Ctrl J (Command J for MAC). That will duplicate the layer.
 - Highlight the duplicated layer. Left click and hold to drag a copy of this layer up and over to the Original Image window tab. Once on top, you will see the image in the main window. Continuing to hold, drag the texture layer down onto the image then release.
 - Use the Opacity slide to reduce opacity to help placement over the original.
 - Ctrl T (Command T) will allow the texture layer to be moved or sized to the preferred placement.



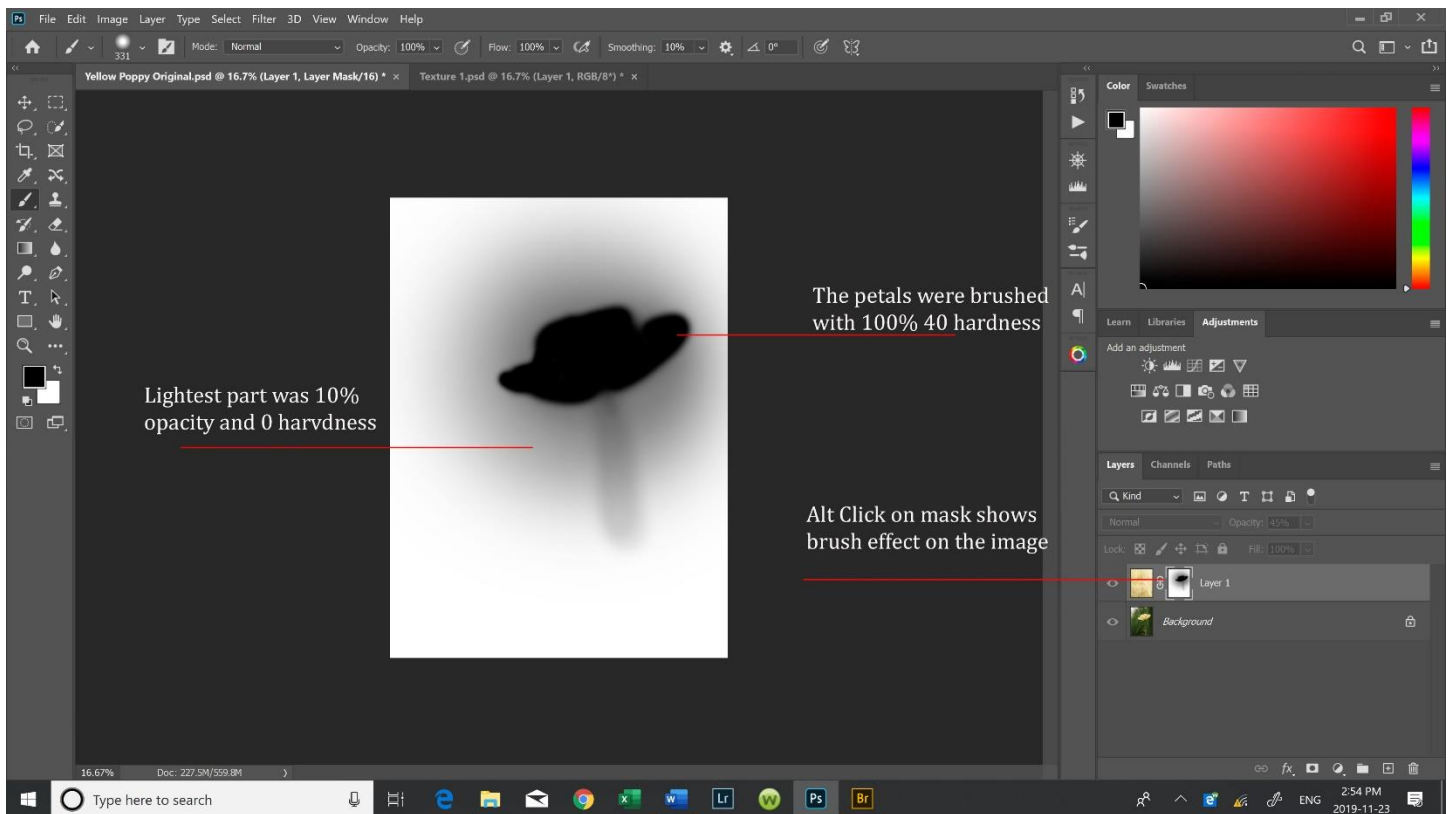
- Layers Window

- Layers – All layers available to work with are shown. In this example, the texture is on top of the base layer that is labelled Background.
- Opacity – This opacity slider controls how much of the layer hides the one below. It can be used creatively to permanently impact the layer below. While adding layers and determining where / how the mask is to be used, the opacity slider gives a peek at how the layer below is situated and where the reveal / conceal is taking place. Used in this manner, remember to bring the opacity slider back to 100% periodically.
- Click on the mask tab to put mask on the texture layer.



- Working with the mask

- The mask becomes a part of the texture layer effectively blocking any view of the base layer if opacity is at 100%.
- To allow some of the base to show through, the brush tool is used with black to erase some of the blocking. If you erase more than you wanted, change to white and brush in the area you wish to conceal.
- To blend smoothly, brush size and opacity is changed. Left click on the mouse and hold, moving the brush over the part of the image you want to reveal. Each time the mouse is released, a new reveal will start. By going slowly and adjusting the size, a subtle reveal can be achieved.
- For an area to be fully revealed such as the petals, a harder brush is used to outline and fill with solid black.
- To see the actual opacity and area placement of the reveal on the base image, hold the Alt key and click on the mask (on the layer). Repeat to return to normal view.



- Check the main layer panel if you still have the opacity reduced as an aid. Bring it back to 100% (or whatever opacity works best for you).
- More than one texture can be added by opening up another texture, duplicating its base layer, and dragging and dropping it onto your working image. The same masking process is used on the layers following the same procedures.

In the LCC demo, I utilized 3 different types of texture over the base image to demonstrate the variety of images that can be used effectively. The images and final results follow. Consider cracked paint, canvas, etc. as enhancements. You are only limited by your imagination!



Texture 1 Blurred Flowers

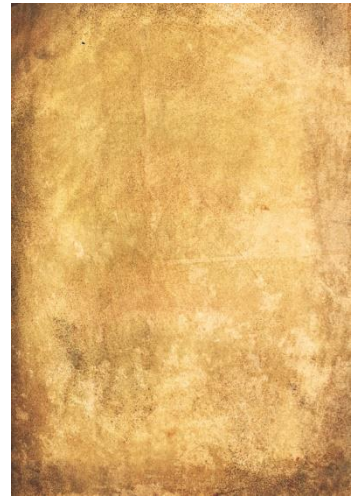


Texture 1



Textures 1 and 2

Texture 3 Grunged Paper



Textures 1, 2, and 3

