

ASSIGNMENT SHEET

DESN 240 – Illustration II

Texture Recipes

LEATHER

1. New document – 5" x 5" at 200 ppi.
2. Render – Clouds
3. Pixelate – Crystallize
4. Stylize – Emboss – 40% Opacity
5. New Layer – Clouds – Overlay Mode – 33% Opacity
6. Color Adjustment Layer – Hard Light

MARBLE

1. New document – 5" x 5" at 200 ppi.
2. Render – Difference Clouds. Command F several times
3. Adjust Levels until high contrast
4. Hue Saturation Adjustment Layer – Check Colorize
5. New Layer – Pattern Fill Adjustment Layer – Multiply Mode – 33% Opacity

STONE

1. New document – 5" x 5" at 200 ppi.
2. Set Foreground and Background colors to stone colors
3. Render – Clouds
4. Noise – Add Noise – Gaussian, Monochromatic
5. New Alpha Channel
6. Render – Clouds, then Render – Difference Clouds a couple of times
7. Filter – Convert for Smart Filter
8. Render – Lighting Effects – Adjust lighting – Use Alpha Channel for Texture Map

RUST

1. New document – 5" x 5" at 200 ppi.
2. Set colors to default
3. Render Clouds and add noise
4. Apply Gradient Map adjustment layer. Use rust colors for the gradient.
5. Add new layer with difference clouds. Apply Bevel Emboss style with Gravel texture. Overlay blend mode.

STEEL

1. New document – 5" x 5" at 200 ppi.
2. Create Gradient – light blue to dark blue to light blue – Drag diagonally across image.
3. New Layer – Fill with 50% Gray – Overlay Mode
4. Noise – Add Noise
5. Blur – Motion Blur
6. Transform – scale to stretch longer
7. Hue Saturation Adjustment Layer – Check Colorize
8. Add dents and rust as needed with layer effects – Bevel Emboss, etc.

ASSIGNMENT SHEET

DESN 240 – Illustration II

WOOD

1. New document – 5" x 5" at 200 ppi.
2. Noise – Add Noise – Gaussian, Monochromatic
3. Blur – Motion Blur
4. Levels to increase contrast
5. Transform – Scale to stretch longer
6. Filter – Liquify for minor adjustments to grain
7. Hue Saturation Adjustment Layer – Check Colorize – Choose blend mode of your choice
9. Copy sections of layer and paste to new layers
10. Apply Bevel Emboss to layers
11. Command Option Shift E to create composite layer
12. Filter – Convert for Smart Filter
13. Render Lighting Effects

WATER RIPPLES

1. New document – 5" x 5" at 200 ppi.
2. Radial Gradient from corner to corner – light blue to dark blue
3. Sketch – Chrome – Reapply filter several times
4. Duplicate Layer and rotate 180° – Blend it in
5. Hue Saturation Adjustment Layer – Check Colorize – Hard Light Mode
6. Command Option Shift E to make new composite layer – Overlay Mode
7. Artistic – Plastic Wrap
8. Duplicate composite layer – Overlay Mode