

Notes on Texture-Making by Marie Altenburg

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1. An easy way to make a texture is to select part of a colorful image, enlarge it and then blur it.
2. Another way to make a texture is by painting with one color, or with your choice of several colors. For the latter, tap or drag the brush, blur, stamp up, and possibly add a Look from Topaz Studio 2.
3. When adding a texture to an image, place the texture below the image on the layers palette, add a mask to the image layer, and paint on the mask with a soft round black brush, tapping and reducing opacity as you get closer to the subject of the image. Also, place copy of texture above others and change blend mode.

Optional finishing touches: PS Oil Paint filter, Topaz Studio Looks, Rectangular Marquis on top layer/Curves adjustment on lower layer.

Brushes used in this presentation:

- Kyle T Webster's brushes which are included in Photoshop CC. However, you might still be able to download them for Photoshop CS6 (see below). My favorite is Impressionist > Kyle's Paintbox French Sharp Mess.

<https://www.howtomediamedia.com/threads/adobe-photoshop-brushes-new-kyle-webster-brush-megapack-free-download.11/>

***Kyle's Impressionist brushes:

<https://www.howtomediamedia.com/threads/adobe-photoshop-impressionist-brushes-by-kyle-t-free-download.81/>

- Mist_Brushes_By_Neonescence from Deviant Art: <https://www.deviantart.com/neonescence/art/Mist-Brushes-95965001>
- Ron's Dry Ice Sampler for PS CC but I use them in CS6 – Deviney brushes available at <https://myphotoshopbrushes.com/brushes/id/3559/>

Additional brushes you might want to try:

- Free Woody Walters Digital Photo Candy Energy brush: https://woodywaltersdigitalphotocandy.com/blogs/photoshop-tip-of-the-week/free-energy-brush-contest?fbclid=IwAR1MT3Wt_NkgiFC2jhWoHmrrOZihXEQoVrHVvBvmj7q2aXw-pABrscyPhI
- Use RoughRound Bristle Brush in PS CS6's Default brushes
- Basic Brushes in PS CS6 - soft mechanical

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