

**Subject** Texture Blending Notes**From** Denise Silva <neech2000@gmail.com>**To** Denise Silva <neech2000@gmail.com>**Date** 2016-09-02 8:10 am

- 
- Texture Blending Demo Notes (2).docx (~136 KB)

Hi All:

Thank you for spending your evening with me! Truly enjoyed chatting and sharing image blending.. :)

As promised, here are notes from my presentation on Textures and Blending. These notes consist of the URLs I mentioned as well as the step by step instructions on the demonstration I performed. There are also a few demonstrations listed that I did not share, given our time limitations, but you should try them out!

I hope you had a great time and got some new ideas on how you can play with your images to create personal art. Textures are not for every image, but the selection and blending techniques I demonstrated can be used in your everyday processing.

If you have any questions or would like one on one or small group software workshops, please feel free to contact me, and we can set something up... [neech2000@gmail.com](mailto:neech2000@gmail.com). To learn more about what I offer: [Click here](#). Remember, I am happy to customize the workshop to meet your particular interests and needs, so don't feel you have to learn something that is listed.

As I mentioned last night, although we have a number of sold out tours, we do have some spots available and we can put folks on the waiting list, in case we have openings. Also, we are always adding new adventures, so check out our website!

Also, check out Road Runner's YouTube Channel, as I have a number of videos there that demonstrate all sorts of techniques, such as: changing out skies, ReMask, layers and masks in Photoshop, adding blur, infrared, camera raw, blending modes and blend if (and it works in the video!!) etc. [Click here](#).

In the notes, I have links for TopazLabs and Alien Skin, but we have affiliations with many vendors, so if you have other software, hardware, or gear needs and are looking for discounts: [Click here](#).

Here is the link to the Flickr page of the gentlemen sharing his texture images for free.

<https://www.flickr.com/photos/skeletalmess/collections/72157615670287235/>

Don't forget Road Runner also has a Meetup group... we hold events all the time, with something for everyone. To learn more and sign up: [Click here](#).

You can also Like us on [Facebook](#) and [Google+](#).

If you love to travel and learn techniques in the field, our photo tours are structured to maximize time in the field shooting. We love to share our knowledge of our locations and our passion for photography with folks, so if you are looking for something to do for 2017 and 2018 vacation... [Click here](#).

Thank you again and look forward to seeing you soon!!

Cheers,  
Denise

*If you are passionate about photography, enjoy travel, and prefer learning new techniques in the field and not in the classroom.... then we have the photo tours for you!*



## Textures and Blending Demonstration Notes

Uwe Steinmueller's texture blending script

What you see here is that with the texture blending script, the texture is layered throughout the entire image. You can use other techniques, which I will show momentarily to change this global impact. The script can be a very easy way to incorporate and size a texture.

Lets see how it works:

- 1) Choose your image and process it so that you are ready for the texture
- 2) Select and open your texture in PS
- 3) Make sure you are back in your processed image, before running the script and that ONLY the two items are open in PS
- 4) File, Scripts, Select the Script – DOP – Texture Blending
- 5) It will run
- 6) Now you can manipulate the layers until you are satisfied
- 7) You can then use other software tools or adjustments to further enhance

Russell Brown's Texture Panel (Google Adobe Paper Texture Pro – you will need Adobe's Extension Manager to load. If you do not have Creative Cloud, Adobe Extension Manager CS 6 will be fine. If you DO have CC, then you need to make sure you download Adobe Extension Manager CC – which can be found in the CC panel or online. Once you have download both items, then you just need to double click the Adobe Paper Texture Pro link and it will load.

- 1) Choose the image you wish to add the texture to.
- 2) Click Window, Extensions, Adobe Paper Texture Pro, this will put the panel in your sidebar.
- 3) Click on the "Blue Fly" and then choose a texture and it will be applied. For fun, try the Random button on the panel.
- 4) You can easily change the impact of the texture by changing the blend mode (top of Layer Panel), or by choosing a new adjustment layer (brightness/contrast; hue/saturation; levels; curves; etc)

Layers and masks to blend in a texture. This technique allows you to blend a texture in a more specific way from the get go.

Lets see how it works

- 1) Choose your image and process it so that you are ready for the texture
- 2) Select and open your texture in PS
- 3) You can drag your texture in, or place it when opening, I prefer to drag
- 4) Resize your texture so that you are getting exactly the effect you are looking for... maybe your chosen texture has dark edges, but you don't want them, no problem, just transform the image and pull into place

- 5) With the blending mode on normal, use the dropper (color picker tool) to select a mid range color, we will use this in a moment
- 6) Now change the blending mode, commonly used blending modes are:
  - a. multiply – darkens the overall image
  - b. screen – lightens the overall image
  - c. overlay – adds lots of contrast
  - d. softlight – adds contrast, but less than overlay
  - e. play with other blending modes to see what they do
- 7) Now, choose the brush tool (B key) and with the color you selected with the color picker tool, just start to remove the “texture” from your main subject. You will see that the tone from the texture is left, but the texture itself is removed.
- 8) Great for portraits, etc
- 9) If you want, you can now add in additional textures, such as bokeh highlights and then use the same painting feature to remove from your primary subject
- 10) If you want to completely remove the texture from a certain portion of the image, you can do this by adding a layer mask and using the brush tool to “paint” “black” to remove.

NOTE: When using masks, white reveals, black hides the layer you are working on. So if you do a hue/saturation adjustment layer, you will see a “white” mask. If you want to remove the effect from the subject of the image (so the background only is effected), then with the brush, make sure “black” is in the foreground and then paint ON THE MASK (so click the mask in the layer panel) and the effect will be removed where you paint.

Selective subject – Cutting a subject out of a cluttered background and then blending with a texture (or other image)

There are many ways to “select” portions of an image (in PS, you can use Quick Wand, the Lasso tool, Color Selection, etc), the instructions below demonstrate using Topaz ReMask 4. If you don’t have Topaz ReMask 4 and are interested, follow this link for a 15% discount on ReMask and any of their other products: [TopazLabs](https://www.topazlabs.com/)

Let’s see how it is done

- 1) Identify your image and open it, process it, etc
- 2) Duplicate background – just good behavior (not needed in the above steps, but in general)
- 3) Select Filter, TopazLabs, ReMask 4
- 4) Use the blue brush to tell ReMask where to transition between keep and delete, use red fill to indicate what to delete, green for what to keep. Compute mask, then clean up your edges, check the mask, hit ok.
- 5) This will create a new layer with just your primary subject on it.
- 6) Now, pull in your texture, size, just as we did before.
- 7) Under Menu (in ReMask – bottom left corner) select preferences and make sure Enable New Layer and Enable Layer Mask are checked) – this ensures a

mask will be made, instead of pixels being deleted. Easier to make minor adjustments in the mask should they be needed.

- 8) You can now use other layer adjustments to finish off.
- 9) If using a portrait, try to brighten the eyes/teeth with this easy technique.
- 10) Select a layer adjustment (Brightness/contrast), do not make any adjustments, just change blending mode to Screen, add a mask, change the mask to black (ctrl I) and then using the brush, (white foreground) paint on the eyes. If necessary, change brush opacity or just the overall layer opacity to get just right.

#### Using software to create texture

I like to use Alien Skin SnapArt... you can do a lot of manipulation to the effect, to refine it as desired. That said, you can also use Photoshop filters (oil paint and pixelate) to get similar results. If you are interested in Alien Skin products, including SnapArt, click here for a 10% discount: [Alien Skin](#)

Let's see how it works

- 1) Identify image and process
- 2) Filter, Alien Skin, SnapArt filter
  - a. Oil Paint - Thick paint
  - b. Photorealism - 36
  - c. Direction of light 164
  - d. Angle of light 66
  - e. Canvas thickness 21
- 3) Apply
- 4) Duplicate background layer, drag the duplicate so that it is now the top layer
- 5) Change opacity to 39%
- 6) Final step, brightness/contrast adjustment later, drag contrast to 29

#### Demonstrate custom edges

- 1) Merge visible, select the layers, hold alt/option key, and right click and select merge visible, this will merge the layers to a new layer, instead of collapsing the layers.
- 2) Using the marquee tool, rectangle, draw a box approximately  $\frac{3}{4}$  of an inch from the edges
- 3) Choose refine edge in the option bar at top of screen
- 4) Choose "on white" from first drop down box
- 5) Check Smart Radius and drag the slider all the way to the top
- 6) Now adjust Edge Area (contrast, smooth, shift) until it is pleasing
- 7) Choose Output as layer mask
- 8) Hit ok
- 9) Now add a layer adjustment, solid color (for demo use white) but you can choose any color that suits the image
- 10) Now drag the layer mask we just created to the top and waaalaaa, you have a custom edge. The edge is never the same, so this is a great way to make

unique edges for each image (unlike using software image borders which usually result in very similar effects)

Remember you can combine all of these techniques to create detailed composite images!!