

# ADOBE PHOTOSHOP Elements TECHNIQUES

## Blending Modes and Textures

Dave Cross



Dave shows you some ways to add textures to an existing photograph.

1. Open up a photo you'll be adding a texture to. Then open the texture you'll be adding.
2. Select the **Move** tool. Click and drag your texture to the tab of your other photo and let go of your mouse to drop it. If the texture needs to be resized, use **Free Transform** (PC: Control+T, Mac: Command+T) to change its size and/or shape.
3. With the texture layer selected, go to the **Blend Mode** drop down menu. With the **Move** tool selected, press the **Shift** and the **+** key to move down through the different blend modes. If you skipped over one you like, press

the **Shift** and the - key to move back up the list of blend modes. (Dave ends up using Linear Burn.)

4. If the effect is too intense, try lowering the **Opacity** until you're happy.
5. The way blend modes work is by comparing the colors of the top layer with whatever is down below. If you'd like to see how the texture layer affects the photo layer without color as a factor, try going to the **Enhance** menu, than to **Adjust Color** and select **Remove Color**. This can dramatically change the texture's effect on the photo.
6. You can also create a **Levels** adjustment layer to edit the brightness of your texture layer. Once you've created this adjustment layer, go to your **Layer** menu and select **Create Clipping Mask** (PC: Control+G, Mac: Command+G). Now the Levels adjustment layer will only affect your texture layer and you can edit it to your liking.
7. Another option is to add a layer mask to your texture layer by pressing the **Add Layer Mask** button at the bottom of the layer's palette. Select your **Brush** tool, make sure your foreground color is set to black and start painting on the mask to remove the parts you don't want to be affected by the texture.
8. With the layer mask selected (and your foreground and background colors set to black and whiting using the **D** key), you can also go the **Filter** menu, than to **Render** and select **Clouds**. This creates a layer mask with a cloud-like effect that can be very unique.
9. Another option is to open a totally new photo. Select the whole photo (**PC: Control+A, Mac: Command+A**) and copy it (**PC: Control+C, Mac: Command+C**). Then go back to your original photo and select the texture's layer mask. **Option** or **Alt** click on the layer mask and then paste (**PC: Control+V, Mac: Command+V**). Since you **Option** or **Alt** clicked on the layer mask, you're now able to see it in just black and white which may help you resize or edit it separately.
10. **Tip:** Don't forget that you can photograph your own textures while you're out shooting other subjects. Cracked pavement, peeling paint, gravel and dirt are all great textures to have in your photo library for occasions such as this!