

# ADOBE PHOTOSHOP Elements TECHNIQUES

## More Fun with Textures

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Take a rough, steel texture and create a design that makes it look like you used several.

1. Open up your texture image. If you don't have a previously shot texture of your own, try finding one with the help of [Diana Day's blog entry](#).
2. Select the **Rectangular Marquee** tool. Draw a selection inside your file leaving a pretty sizable border area. Press **Control+J** or **Command+J** to copy that selected area to another layer.
3. Go to the **Image** menu, then to **Rotate** and choose **Flip Layer Horizontally**.
4. Go to the effect panel and select **Bevels** from the drop-down menu. Choose the **Simple Sharp Inner** bevel.
5. Double click the **fx** icon in your layers palette to edit your bevel. Add a **Drop Shadow** and edit it as well.
6. Edit the Hue/Saturation of this new beveled panel layer (**PC: Control+U**, **Mac: Command+U**). Check the **Colorize** box and move the Hue slider

until you find a color you like. (Helpful Hint: If you're using a similar steel texture, try using a Hue of around 25 to get a rusty look.)

7. Select your **Text** tool and type in the word[s] of your choice. Edit the size to fit the beveled panel and move it into place.
8. Control-click or Command-click on your text layer to load it as a selection. Select the original background layer and press **Control+J** or **Command+J** to copy the text to its own layer. Move that layer above your beveled panel layer. Hide the top text layer.
9. Go to the effects panel and select the same **Simple Sharp Inner** bevel. Double click the **fx** icon to edit the bevel and add a drop shadow, just like your beveled panel layer. (Helpful Hint: If you'd like the exact same bevel and drop shadow, right-click on the beveled panel layer and select Copy Layer Style. Go back to this text layer, right-click and select Paste Layer Style.)
10. Select the **Polygon Shape** tool. Set the number of sides to 6 and drag out a shape that will be a bolt. Set it in place on the edge of your beveled panel.
11. **Control-click** or **Command-click** on the shape layer to load it as a selection. Hide the shape layer and go to the beveled panel layer. Press **Control+J** or **Command+J** to copy the new bolt to its own layer. It should have the bevel and drop shadow already applied, however it will probably need to be edited for the smaller size of the bolt.
12. Remove the color of the bolt layer (**PC: Shift+Control+U**, **Mac: Shift+Command+U**).
13. Use Free Transform (**PC: Control+T**, **Mac: Command+T**) to rotate the bolt a little so that it doesn't match the texture underneath exactly.
14. Hold down the **Alt** or **Option key** and the **Shift key**, click on the bolt and drag it down to duplicate it. Use **Free Transform** again to rotate this bolt so that it doesn't match the first. Repeat this step until you have enough bolts to go around. (Helpful Hint: You don't have to use 6 bolts, similar to the video. Try using just 4 or even 3 strategically placed bolts!)