

Instructions for Applying Textures

Example One

1. Upload image (Apple Harvest 8983). Make sure the main subject image is edited the way you want it (including sharpening) before you add the texture.
2. Now upload the texture image (Painterly 6).
3. Make note of the pixel dimensions on the main subject image and make sure they are the same on the texture image. While changing the dimensions on the texture image to that of the main image, make sure the “constrain proportion” box is unchecked.
4. Look at the top bar to verify that both files are the same viewing size (percent).
5. At top menu bar, choose Window, then Images, then Tile and move the texture image over on top of the main image. Then close the old texture file. The texture image will now be a layer in the main image file. You should make sure that your layers are visible.
6. Make a copy of the main image, which is now the background, and move it to the top of the layers. Apply a layer mask to this layer.
7. With the mask highlighted, you can use your paint brush, with the foreground color black, to reveal the texture layer below. If you want to add back some of the original main layer, switch the foreground color of brush to white.
8. Alternatively, you can use the magic wand selection tool, prior to using the paint brush to make the revealing process easier. Note I purposely took the picture with a white background to add enough contrast to make the selection easier. Using the selection tool does not always work, so hand painting is the only option.
9. If you want to make some changes the texture layer, click on the eye of the top layer, so that the texture layer below is completely visible. Then highlight the texture layer. Now you can lighten it, change the color hue, add contrast and other edits.

10. Once the image is how you like it, save it in a PSD format and then flatten all the layers. At this point you can still make some final edits, but be aware that they will affect the entire image – subject and texture.
11. We have a nice backdrop, but for a finished look, I like to put an overall texture on the image. So let's upload another more neutral image that has texture patterns in it (Anitque Paper).
12. We are more interested in texture, rather than color, so desaturate it a little.
13. Move the texture image over the main image. This time, we are going to use one of the blend modes. Try different ones to see which works best. Usually "overlay" or "soft light" work best, depending on the look you want.
14. If the blend is too much, you can lessen it by changing the opacity of the top texture layer. You can also add a mask to remove some of the texture in isolated areas.
15. Flatten the layers for the final image. Save as a jpeg.

Example Two

1. Open image of cardinal (again make sure it is edited as you want).
2. Open up "French Kiss Postale" texture.
3. Rotate the texture image 90 degrees to the left and make sure it is the same size at the cardinal image.
4. Tile the images and move the texture over to the cardinal image.
5. Make a copy of the layer with the cardinal and position the copy over the texture layer. Create a layer mask on that layer.
6. Using the quick selection tool, select the cardinal. Then go to the "Select" menu option and choose "inverse", so now the background (everything but the cardinal) is selected.
7. Now you can use the paintbrush, with the black foreground to reveal the texture below without worrying about crossing lines.
8. You can bring back some on the branches and foot by changing the foreground paintbrush to white. It might make it easier to see where the branches are

located by temporarily lowering the opacity of the texture layer, and then putting the opacity back where you want it after you are done.

9. Save it in PSD format and then flatten the layers and save as jpeg.