

## Photos, Layers and Textures

- Make sure the photo you're working with is finished according to how you want it to be. You can't always use a not-so-good shot with a texture, just to save the shot. Sometimes you can but most times you can't.
- Look at the color scheme or mood of your shot and accordingly pick a texture whose tint is going to work well with your photo. Sometimes you have to try a few to get it right. After a while you get the hang of it. Note: you can always adjust your texture. You can change the tint/hue, contrast, anything that you can do with a photo you can do with a texture. Sometimes you need to change it in order for it to look good with your photo.
- Before deciding on a texture, write down the pixel length, width and dpi of your photo.
- Once you choose your texture, you need to size it accordingly to the size and dpi of your photo. In Photoshop, go to Image. On the dropdown choose Resize and then Image size. Uncheck the bottom boxes for Scale Styles and Constrain Proportions. Input the same width, length and dpi as your photo. Hit OK.
- I make a separate copy of my sized texture in case I need to go back to it to change it some more. I keep it in the same folder as my photo.
- In your Photoshop layout, choose All Row so you can view the photo and texture at the same time. In each window you can use Control – to fit the images into the windows.
- On the texture window, choose Select All. You'll see the hyphens moving around the edge of the texture. Select the Move Tool.
- With your mouse, move the texture over the photo. It does not need to be exact. Immediately go to the default layout so you only have one window open. Slide the texture to fit exactly over the photo. If it doesn't fit exactly, it's because either the pixel width, length or dpi is not the same as the photo.
- This is where the fun begins. Make sure your Layers panel is open [under the top Window menu]. The top function is Normal. Press the down arrow for all your options. I usually start with Overlay. To the right of Overlay is the Opacity control. You can play with that moving it back and forth until you see what you like. If you don't like anything, you can try any of the other Overlays available. I like Multiply. Lighten and Darken are also useful.
- All in all, you play with these filters until you find what works with your photo. After a while you get to know the effects better and you won't spend so much time on this process.
- Once you reach the effect you want, save the file as a PSD. Then you can make more adjustments under the Enhance menu [i.e., contrast, color adjustment, levels, etc.]

- When you're ready for your jpeg, flatten the image and Save as and choose the resolution you want to save it at, and then name it what you want to name it.
- For the internet I save at a width of 1400 for horizontal or 1050 for vertical with a dpi of 100 at around 300-500 KB. That size file is small and shows up well. Keep the larger file in case you need to have it printed.

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