
Subject: OT: Challenge Theory Album Cover
Posted by [GetSm0keD](#) on Sat, 21 May 2005 16:33:11 GMT
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heh lemme see if i can remeber fully.. using Photoshop CS

2 ways you can.. i just use both and bleand them

Black and white

Filter> Render> Clouds>

then Filter> Distort> Glass

Distortion 20
Smothness 1
Texture Tiny lens
scale 50%

that would give you this..

Style 2

Filter> Render> Clouds>

Filter> Add Noise
Check Monocromatic
Gaussian Distribuiton
About 100%

Then Filter> Distort Glass
Distortion 20
Smothness 15
Texture Frosted
scale 200%

and that gives you this

Stack the layers and play with the layer lighting to get different effects

use Image>Adjustments>Brightness/Contrast - use as needed
and mess with Image>Adjustment>Levels
add/remove Blacks and Grays as u want
