
Subject: Some Texture Advice

Posted by [Sanada78](#) on Wed, 17 Mar 2004 22:24:07 GMT

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I've been learning how to use Photoshop for about a week now. Before, I used Corel Draw to make textures but it just wasn't making them the way I wanted. From trying out a few tutorials, I've managed to churn out a few.

One of the things I can't seem to grasp is adding more realism to the texture.

This one for example I made recently looks okay, but I don't know how to add more scratches or whatever to make it look better. The one below I have also just made, but it needs more markings, peeling paint sort of effect etc.

I could probably make some free hand bendy lines and use the emboss tool to make them bevel and look engraved. Can anyone give any advice on how to improve textures like this?

Subject: Some Texture Advice

Posted by [Aircraftkiller](#) on Thu, 18 Mar 2004 00:23:36 GMT

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Scratches can be added with the dodge tool and the burn tool. Setting the resolution to 1 pixel with anti-aliasing can make for some neat scratch effects.

Try giving them noise, too. Just enough that it's not too noticable, yet not too blended.

Here, try this, took 15 minutes in Photoshop.

Subject: Some Texture Advice

Posted by [Vitaminous](#) on Thu, 18 Mar 2004 01:35:05 GMT

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Ohhh! Pretty red x there, Aircraftkiller .

Nice overall, you're getting better Sanada, try getting tips from good websites(Ask me if you need any adresses)

Subject: Some Texture Advice
Posted by [NeoX](#) on Thu, 18 Mar 2004 02:55:02 GMT
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Id like some good websites! plz post

Subject: Some Texture Advice
Posted by [Sanada78](#) on Thu, 18 Mar 2004 19:44:34 GMT
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Thanks for the tips.

I used this site to get started, I think it's pretty good.

<http://www.good-tutorials.com/>

If there are any other good tutuorial sites, I'd like to look at them. Just post them here or something.

Subject: Some Texture Advice
Posted by [Sanada78](#) on Fri, 19 Mar 2004 23:40:44 GMT
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Well, after a bit more work, I've managed to improve them. I saw from a tutorial that creating a adjustment layer can make the texture look so much better. Do you think it looks okay? I don't want to over do it and make it look shit.

This is the wall texture anyway.

Subject: Some Texture Advice
Posted by [Sn1per XL](#) on Mon, 22 Mar 2004 13:22:31 GMT
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Here is a good brush site has some tutorials and alot of brushes (has some brushes that can make scraches)

<http://veredgf.fredfarm.com/vbrush/main.html>

Subject: Some Texture Advice
Posted by [Oblivion165](#) on Mon, 22 Mar 2004 17:03:18 GMT

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Sanada78Well, after a bit more work, I've managed to improve them. I saw from a tutorial that creating an adjustment layer can make the texture look so much better. Do you think it looks okay? I don't want to overdo it and make it look shit.

This is the wall texture anyway.

that is a nice texture, but i dont think it would tile well. It is nice though

Subject: Some Texture Advice
Posted by [Sn1per XL](#) on Tue, 23 Mar 2004 06:29:44 GMT
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If its a wall texture it might.
