

# Texture Blending in Photoshop

PPSIG Zoom Mtg  
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## Candidate Images & Textures

### Picking an Image

Good subject in good focus, but less-than-compelling background

Avoid brightly sunlit subject with shadows

Include a “foundation” such as part of the ground, perch (birds), or bottom edge of photo (tighter shots)

Don't generally want the subject “floating” on a texture

### Picking a Texture

Choose something complementing the subject

Get free stock images from [pexels.com](https://www.pexels.com), [pixabay.com](https://www.pixabay.com)

Make your own - use creative brushes in PS; blur an image in PS, then use smudge tools

Take a picture of a textured wall, fabric, the street, tree bark, wooden fence...

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# Easy-Cheesy Starter Project

Pick a subject and a texture that have “complementary” colors

Open as layers in Photoshop with the texture above the subject

Change blend mode of the texture layer to Soft Light (or Overlay with reduced opacity)

Add a white layer mask to the texture layer and paint black with a very soft round brush at reduced opacity to reduce/remove some texture from the subject

“DROP THE MICROPHONE” - but see “Finishing” on page 5

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# Basic Texture Blending Project

Again, pick a subject and a texture that you think might look good together.

Place texture layer above subject layer

Use quick select tool to select subject, including some “foundation,” such as the ground underneath an animal; we are shooting for “pretty good” selection, not necessarily “perfect”

Click on the “select and mask” button, and use selection tools and “S&M” features to refine your selection

Spend your time getting the selection right where it counts (around the head of an animal, the detailed bits of the flower if they are on the selection boundary)

Select texture layer and option-alt click the mask icon (“washing machine”) at the bottom of the layer panel. This will hide part of the texture to reveal the subject underneath.

Select the texture layer MASK and set the foreground color swatch to white.

Using a large, soft brush at 30-50% opacity and 100% flow, blend the texture into the edges of the subject by painting white around the black subject outline, using ONLY the feathered edge of the brush. Each stroke or click will reveal more texture. Use smaller brush around smaller details such as ears, tail, beak, legs. ALTERNATELY, use 80% opacity and 15% flow to gradually reveal more texture. Recover from mistakes with Command/Alt-Z or switch to black (X-key) at a lower opacity and/or flow.

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# Finishing

Select top layer and press Command-Option-Shift-E (Mac) or Control-Alt-Shift-E (PC) to create a merged image as the top layer.

With top layer selected, Menu bar: Filter-Camera Raw Filter

Apply global and local adjustments to taste (texture, clarity, saturation)

Add vignette (e.g., amt -15 to -30, midpoint 0, feather 100)

Try different profiles. Consider profile strength (0 to 200%).

ALTERNATELY, save image, return to Lightroom and perform steps 3 to 5 in Lightroom... try different vignettes and/or profiles and save them as Snapshots or Virtual Copies

# Optional

Try different textures

Turn off top layer. Bring in a different texture. Alt/Option the subject mask and click-drag it to the new texture.

Turn off the previous texture, OR

Try a blend mode such as overlay or multiply to combine and darken the TWO textures. Don't forget you can moderate the effect with the layer opacity slider.