

# 1 + 1 = 3

Enrich your artistic Photos with Texture Blending



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# What is Texture Blending?



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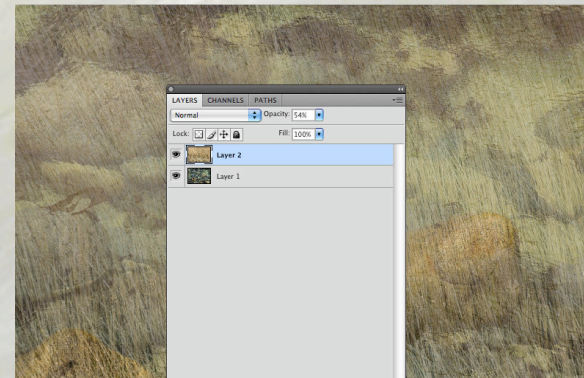
# Getting Started

- Open main image and texture image
- Put the texture on top of the main image
- Match the size
  - Free Transform
  - Manual Resizing
  - Via DOP script



# Free Transform

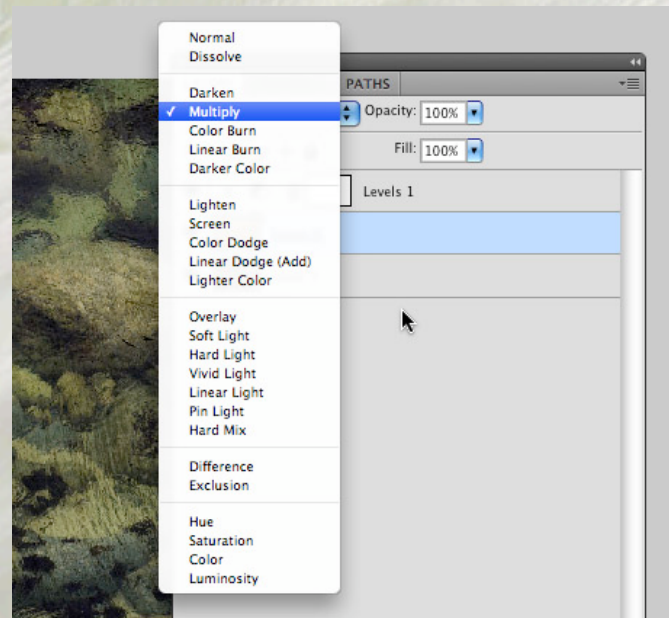
- Lower the opacity of the Texture layer





# Change the Blending Mode

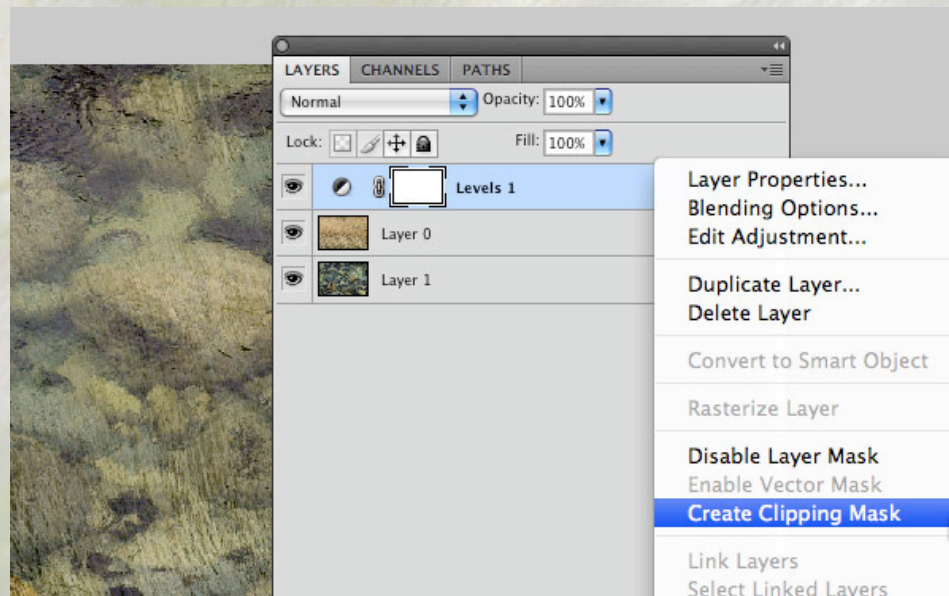
- Play with Blending Modes
  - We mainly use Multiply





# Add Levels Clipping Mask

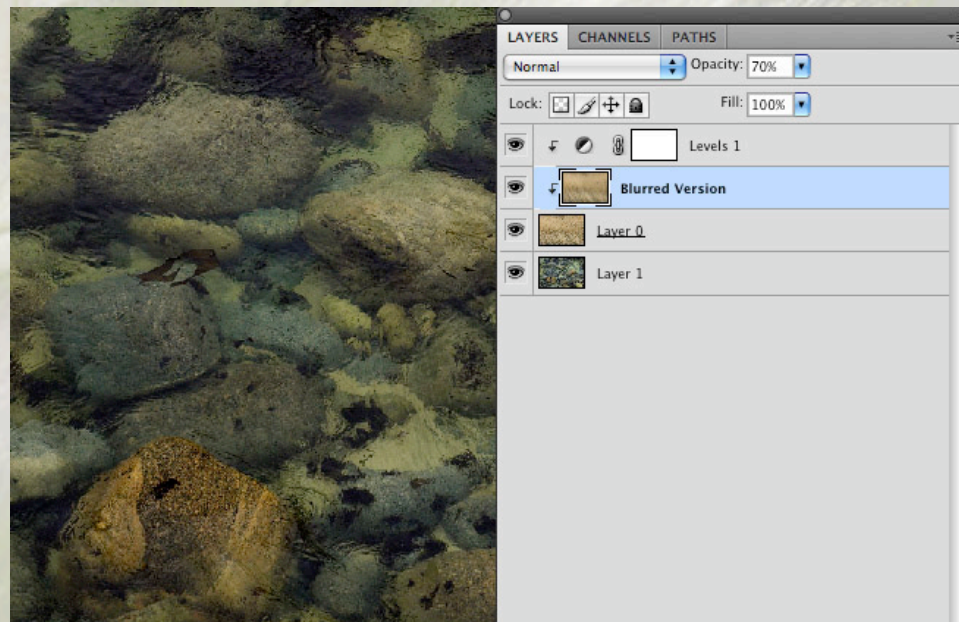
- Likely the result is too dark
- Brighten the texture with a Levels Clipping Mask





# Blur the Texture

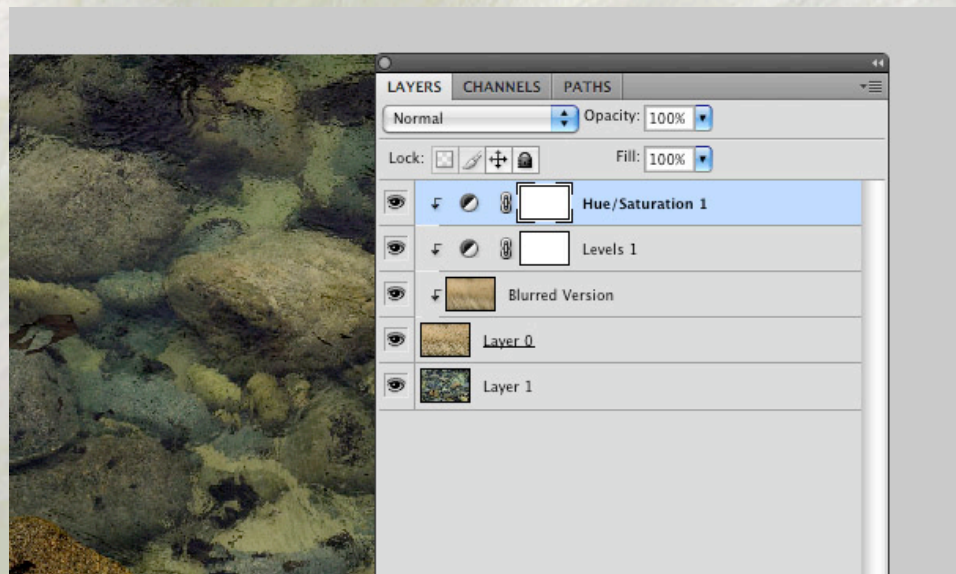
- Blur the Texture Layer





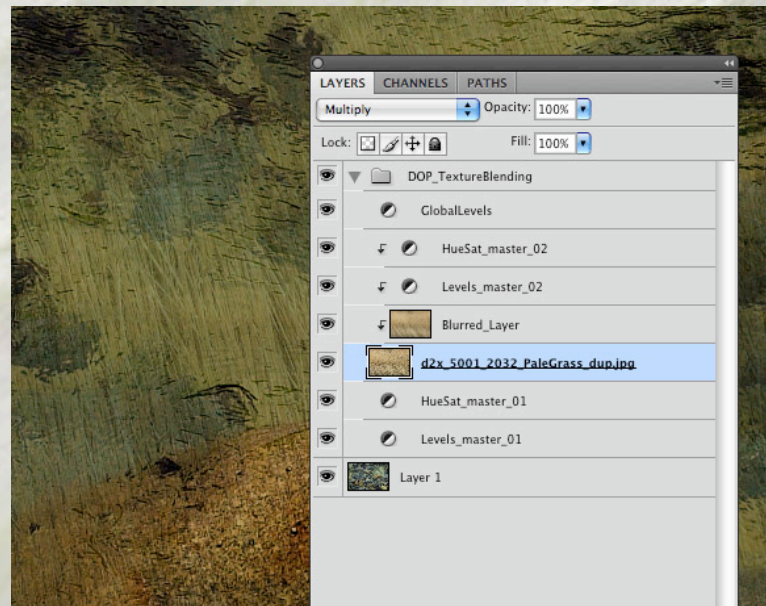
# Change Saturation of the Texture

- Tune the saturation of the texture



# The full Layer Stack we use

- This Stack was create the by DOP Texture Blending script





# Tuning the Blend Result 1

- Once you have created the full stack you are not done
- The fun just begins by playing with the different effects
- This is a creative and somehow random process you like or not. If not Texture Blending maybe not for you.
- The goal is always  $1 + 1 = 3$ . Means new result that holds its own

## Tuning the Blend Result 2

- Risk strange combinations
- Be open for a surprise
- Collect and create textures
- Express your vision and fantasy
- Don't follow rules



# Improving Texture resolution

- This is not trivial
- Best create the texture at highest resolution possible
- Tiling multiple texture files can work at times (example). Best blur the seams.

# Creating new Textures

- Photograph Textures
- Download free Textures (may not always have great resolution)
- Buy Textures (Check the resolution and quality)
- Combine Textures to new Textures
  - How? Texture blending!
- Textures on their own can look beautiful



# Resources

- Digital Outback Photo News (DOP)
  - [http://www.outbackphoto.com/index\\_news.html](http://www.outbackphoto.com/index_news.html)
- DOP article on Texture Blending
  - [http://www.outbackphoto.com/CONTENT\\_2007\\_01/section\\_workflow\\_basics\\_2009/20090512\\_TextureBlending/index.html](http://www.outbackphoto.com/CONTENT_2007_01/section_workflow_basics_2009/20090512_TextureBlending/index.html)
- DOP Photoshop Scripts
  - [http://handbook.outbackphoto.com/section\\_photo\\_tuning\\_filters/index.html](http://handbook.outbackphoto.com/section_photo_tuning_filters/index.html)