



INTRODUCTION TO GRAPHICS

RUST CREATION

Information
Sheet No.

PS944



1. For your first try make your image 150 wide by 150 high.

(Pixels) Press "D" and then "X" on the keyboard to reset to default colors. Fill the background layer with brown (Hex# 996633). This same color that is in the default Swatches.



2. Go to Filter>Texture>Grain. Enter 30 for Intensity and then 68 for contrast. Grain Type choose "Contrasty"



3. Give it a little noise, about 10 or so, Check Gaussian and Mono. Ok Filter>Distort>Glass. Distortion 15, Smoothness 7, For texture choose "Canvas" and then make it 67%



4. Now Plastic Wrap. Filter>Artistic>Plastic Wrap. In the options enter 18, 14 and then 2. Sharpen Edges, Filter>Sharpen>Sharpen Edges. Do this 2 times all together.



5. Duplicate that background layer, on the new layer go to Filter>Sketch>Reticulation. Enter 50, 0 and then 50 in the last box.

Invert that layer.

Image>Adjust>Invert.

Last select "Color Burn" from the layers pop down menu on the layers tab.

Sometimes the effect is too coarse for the project.

In this case, Just resize the image and then sharpen it

