

INTRODUCTION TO GRAPHICS

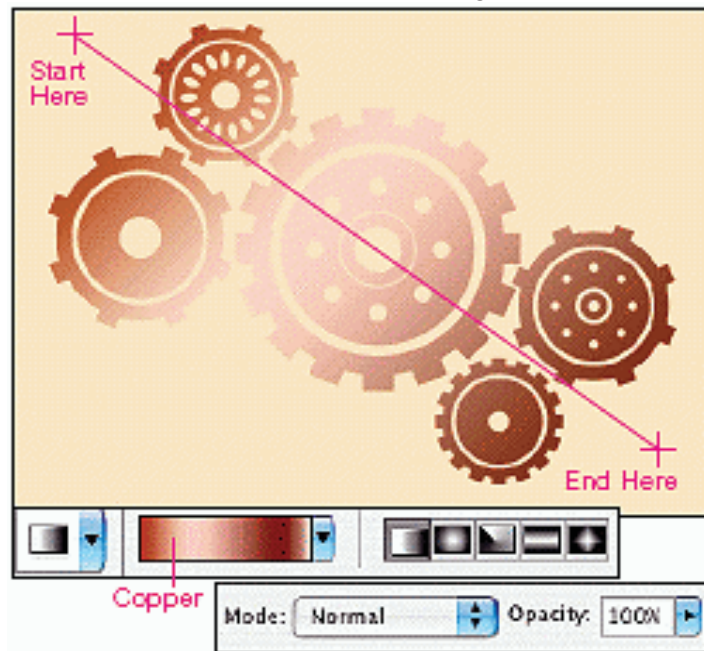
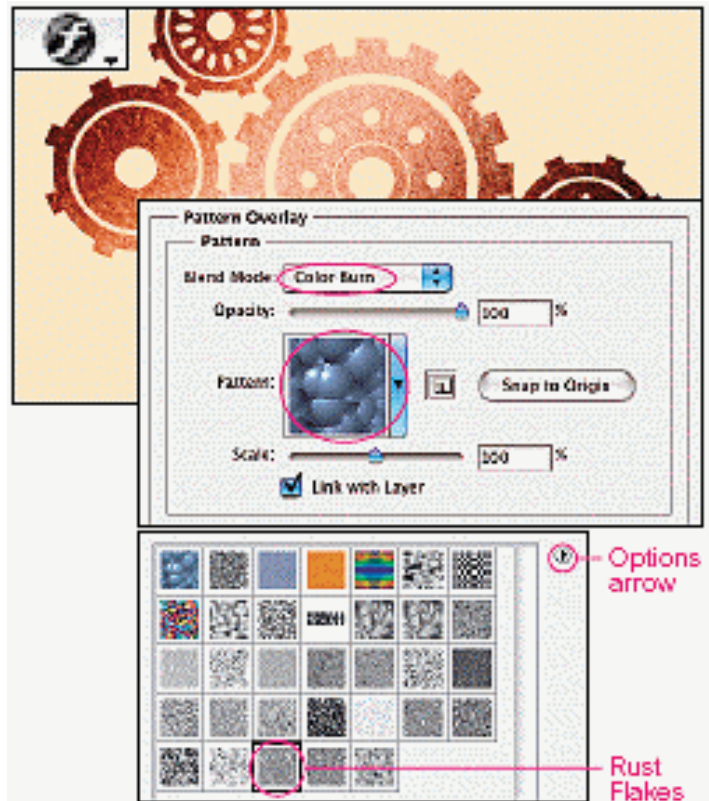
RUST EFFECT

Information Sheet No. PS946

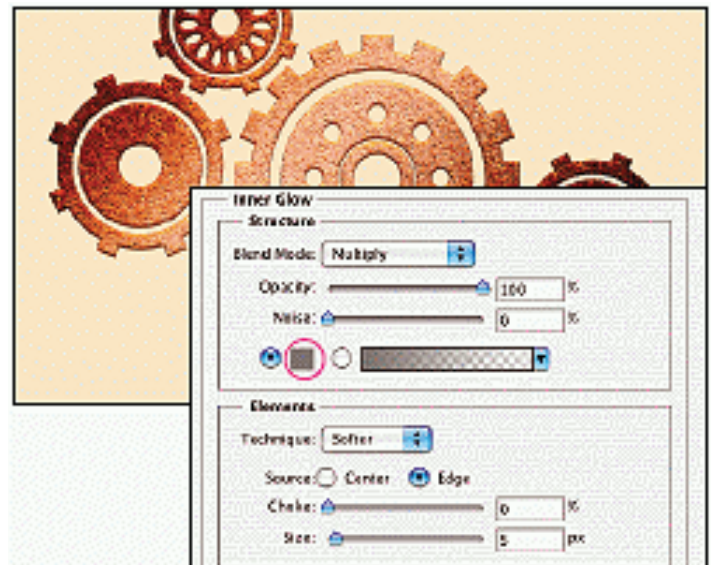
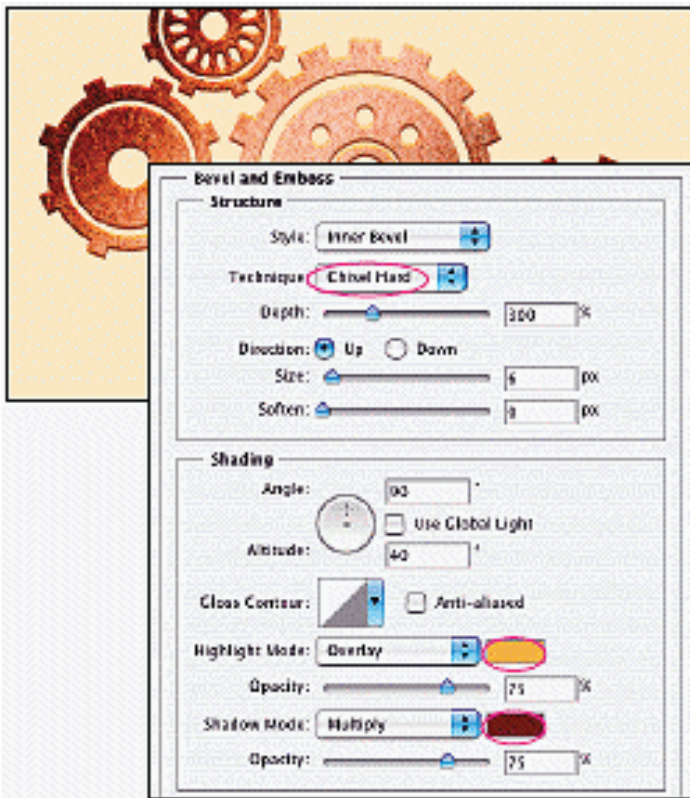
In Photoshop, Layer Styles are special effects you can apply to an entire layer overall. The styles include a variety of lighting effects, textures and overlays. In this information sheet, you'll create a rusty texture that will be added to the gears image. Begin the effect by using the Gradient tool which creates a gradual blend between multiple colors. In creating a rusty texture for the gears, you'll use a variety of Layer Styles. You'll select Pattern Overlay and choose Rust Flakes as the texture fill. Other styles you'll use for this effect include Bevel and Emboss, Inner Glow, Drop Shadow and, lastly, Satin to provide the gears with a 'satiny' touch.

Open rust.psd from the folder if you wish to use the same base image as the one in the tutorial. Press F7 to show the Layers palette. Command-click Layer 1 to make it a selection. Click the Create New Layer button.

Select the Gradient tool (G). Use the options in the resulting Options bar. Position the pointer at the top left corner of the gears and drag diagonally downward as shown to create the gradient. Choose Select > Deselect (Ctrl + D). Drag Layer 1 to the Trash.

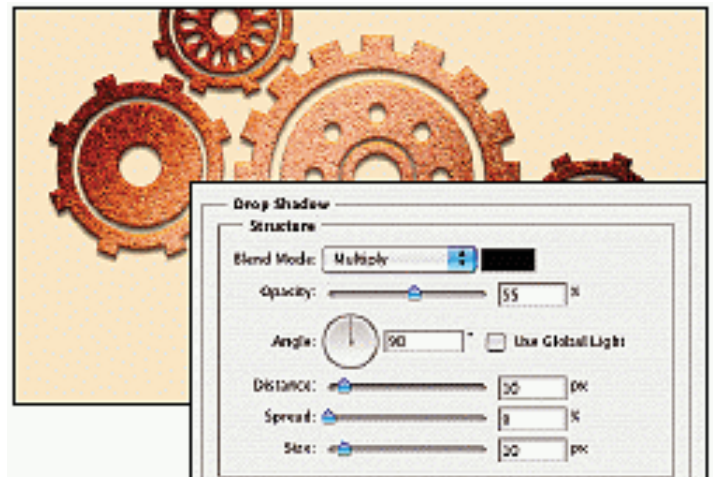


Click the Add Layer Style button and select Pattern Overlay from the dropdown menu. In the resulting Pattern Overlay dialog box, use the options shown and click the Pattern Switch. In the resulting Pattern picker dialog box, click the Options arrow, select Texture Fill and click Append. Select the Rust Flakes texture, then click the Pattern switch again to close the picker.

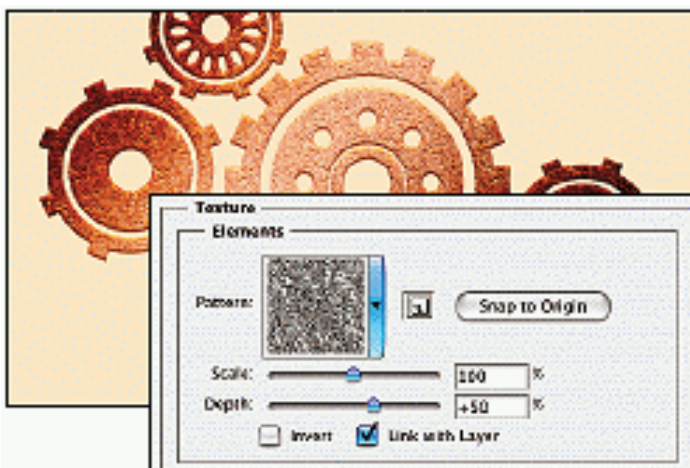


Click Inner Glow under Styles on the left side of the palette. In the resulting Inner Glow dialog box, use the options shown and click the color swatch. In the resulting Color Picker dialog box, enter R: 128; G: 128; B: 128, and click OK.

Click Bevel and Emboss under Styles on the left side of the palette. In the resulting Bevel and Emboss dialog box, use the options shown. Click the Highlight Mode color swatch and in the resulting Color Picker dialog box, enter R: 232; G: 191; B: 81, and click OK. Click the Shadow Mode color swatch and in the resulting Color Picker dialog box, enter R: 108; G: 59; B: 20, and click OK.

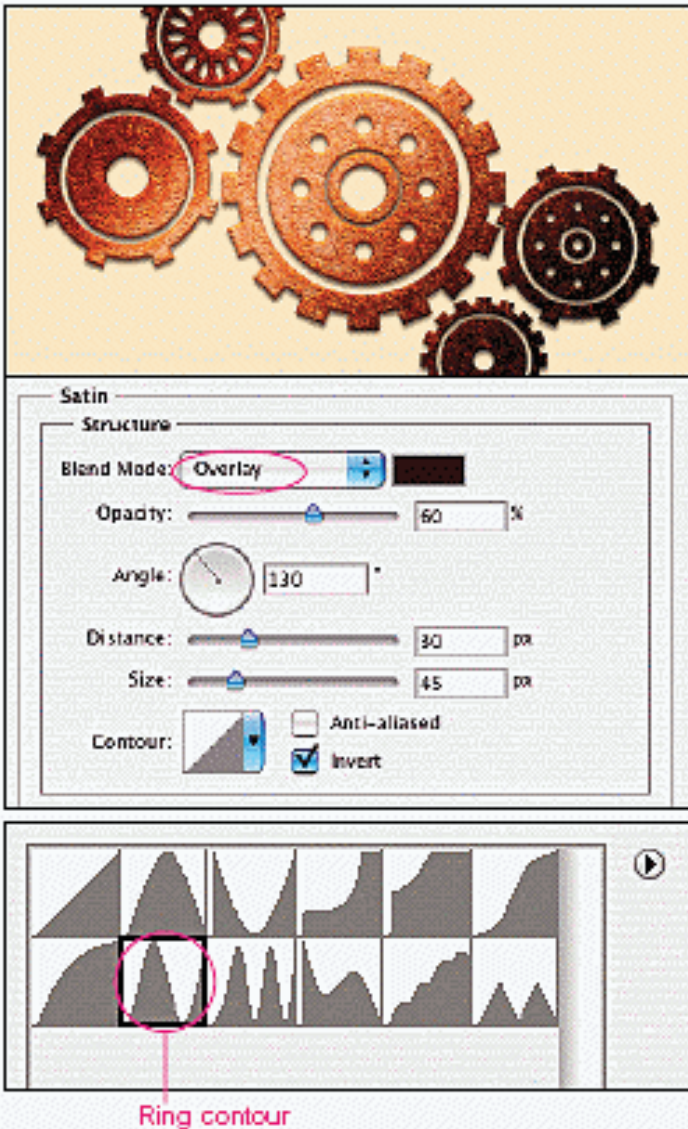


Click Drop Shadow under Styles on the left side of the palette. Use the options in the resulting Drop Shadow dialog box.



Click Texture under Bevel and Emboss on the left side of the palette. In the resulting Texture dialog box, use the options shown and click the Pattern switch to open the Pattern picker. Select the Rust Flakes texture, then click the Pattern switch to close the picker.

Our final effect is shown at below:



Click Satin under Styles on the left side of the palette. In the resulting Satin dialog box, use the options shown (below, left) and click the color swatch. In the resulting Color Picker dialog box, enter R:53; G:32; B:10, and click OK.

Click the Contour arrow to open the Contour picker. Select the Ring contour, then click the arrow again to close the picker. Click OK to exit the Layer Style dialog box.