

## **Applying Texture Overlays**

1. Open image in Photoshop or PSE (version 9 or higher to be able to work with layers)
2. Process as you normally would for proper exposure and crop image to your liking
3. Use additional plugin software such as NIK and/or Topaz Simplify filters to optimize the image and merge layers when done
4. Open texture file to use with (flower) photo  
(note the texture image will open in a new window)
5. Go to 'Select All' > 'edit' > 'copy'
6. Then with flower image selected, go to 'edit > paste' to copy the texture image onto the flower  
Alternatively - with both images displayed side by side on screen and with the move tool selected, hold shift key down as you click on the texture, and drag it onto the other image. This will center the texture directly over the image
7. Go to 'edit' > 'transform' > 'scale' to adjust the placement of the texture over the flower, dragging the handles from the texture to the corners of the flower image if necessary
8. Hit 'enter' to commit the change
9. From the layers panel, cycle through the blend modes to see which one appeals to you most for use with your selected image  
(hint: hold down the shift key + right arrow key to cycle through the blend modes quickly)  
(hint 2: for flowers shot against a white background, the 'multiply' or 'darken' blend mode works best)
10. With the texture layer selected, adjust the opacity to your liking
11. Create a layer mask on the texture layer by clicking on the layer mask icon at the bottom of the layers panel
12. From your tools panel, make sure the colors are set to black/white  
(hint: black conceals, white reveals)
13. Select a soft brush with values set at 100% opacity and 10-25% flow  
(hint: use the left/right bracket keys to change the size of the brush)
14. With black selected, begin painting over the area of the image where you want to remove some of the texture. If you remove too much of the texture, simply change from black to white and paint the texture back in
15. Repeat steps 4 thru 14 if you wish to apply a second texture with a different blend mode
16. Create a clipping mask on the texture layer if you would like to make any adjustments to it. For example, you may want to adjust the hue or saturation of the texture to better complement the colors on your image.
  - a. To create a clipping mask, with the texture layer selected, choose what adjustment you want to make (ie hue/saturation). Select the 3<sup>rd</sup> button from the bottom left – that creates the clipping mask and changes will only apply to that particular layer – not the entire image)
17. Merge all the layers when you are finished with applying textures
18. Apply finishing touches with additional plugin software by creating a duplicate layer (ctrl+j)
19. Flatten image and save file.
20. Close without saving any changes you made to your original texture files- otherwise you will overwrite the original.