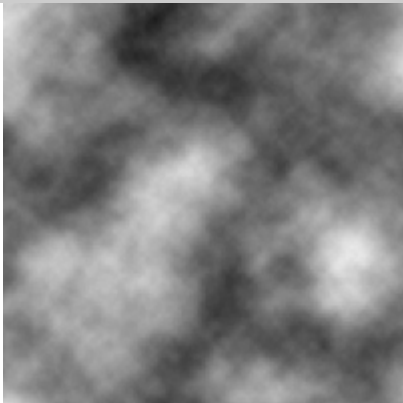




Gold Texture

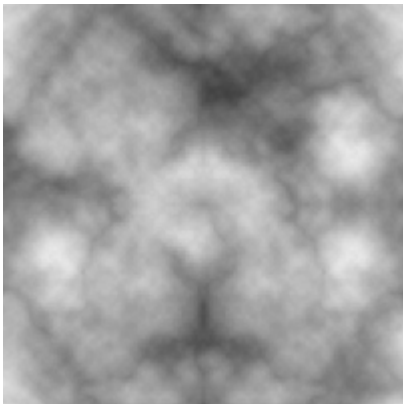
Description: This tutorial shows you how to create texture that looks like gold.



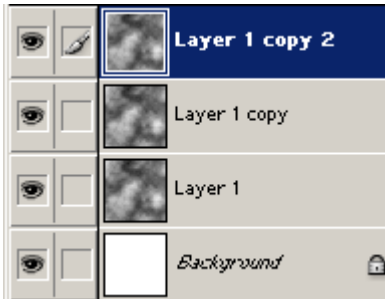
Start a new document 600x600 with white background. Reset your colors to black and white



Create a new layer, then go to **filter->render->clouds**



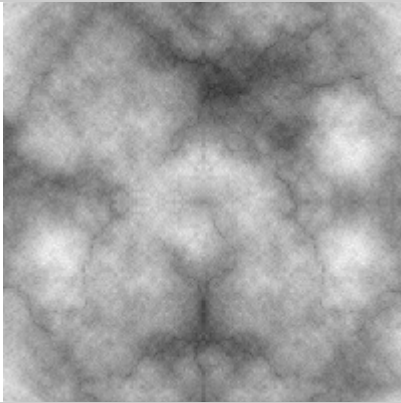
Now duplicate this clouds layer twice, hence giving you 3 same clouds layer.



Select the "**Layer 1 copy 2**", then go to **Edit-> Transform->Flip Horizontal**. Set this layer's blending mode to "**lighten**".

Select the "**Layer 1 copy**", then go to **Edit-> Transform->Flip Vertical**. Set this layer's blending mode to "**Lighten**".

Then go to **Layer->flatten Image**.



Now go to **Filter->Sharpen->Unsharp Mask**

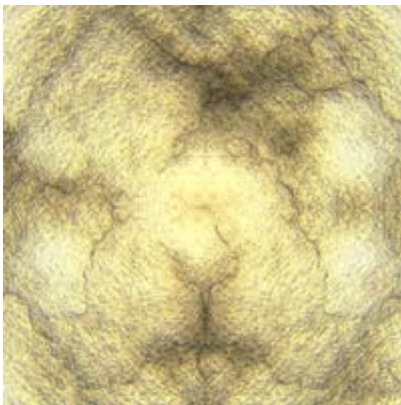
Amount: 500%

Radius: 2

Threshold:0

Then go to **Filter->Sharpen->Sharpen**. Press **CTRL+F** to reapply.

Apply the following Lighting Effect:



Lighting Effects

Style: Default

Save... Delete

OK Cancel

Light type: Omni

On

Intensity: Negative 34 Full

Focus: Narrow 45 Wide

Properties:

Gloss: Matte 100 Shiny

Material: Plastic 100 Metallic



Exposure: Under -32 Over

Ambience: Negative 59 Positive

Texture Channel: Blue

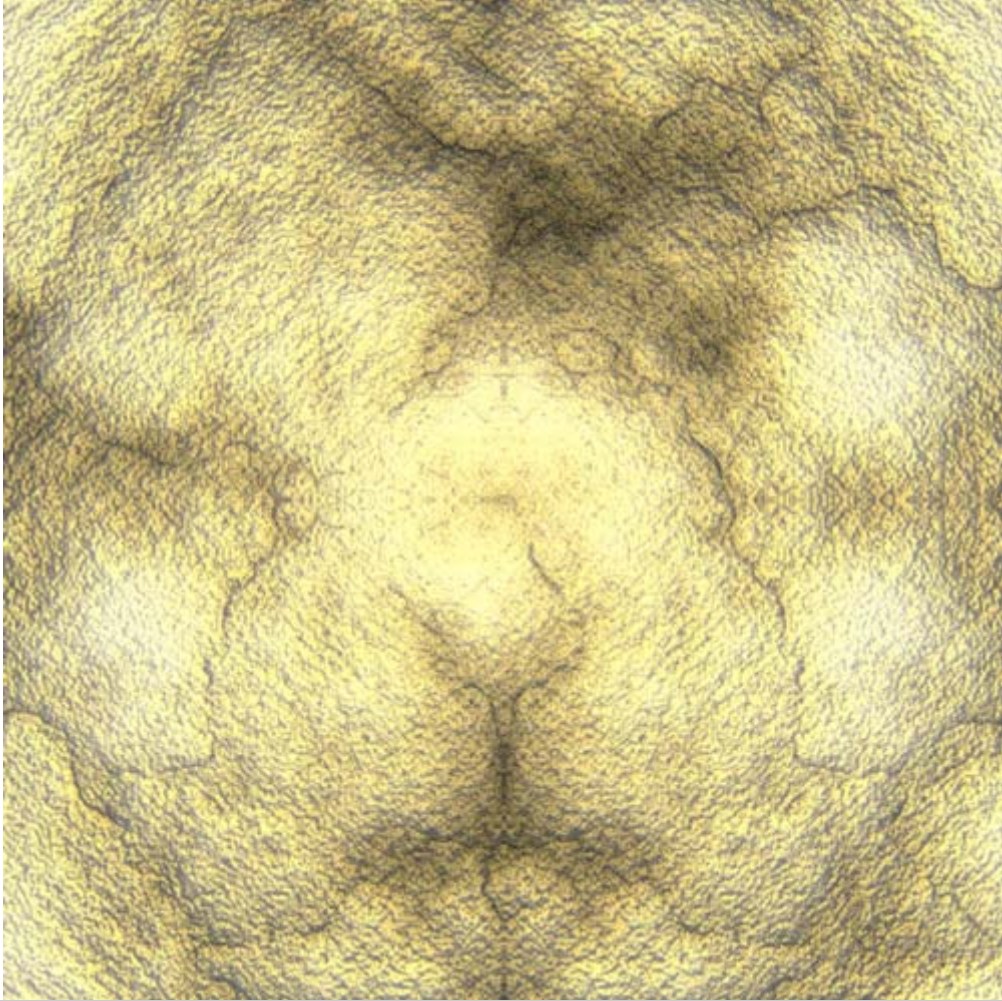
White is high

Height: Flat 100 Mountainous

Preview  

The color used is: **#C5940B**

Here is mine.



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