

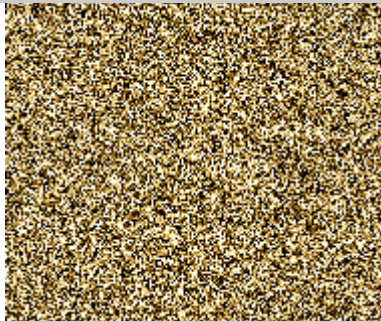


## Wood Texture

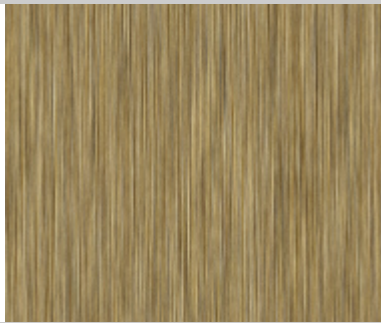
**Description:** In this tutorial, i'll show you how to make wood, then use it to create a texture background.



- Start a new 300x700 document.
- Fill the background with color #A58541



- Go to **Filter->Noise->Add Noise** and set:  
**Amount:** 60%  
**Distribution:** Gaussian  
**Monochromatic:** Checked



- Go to **Filter->Blur->Motion Blur** set:  
**Angle:** 90  
**Distance:** 40



Go over to the layer's palette and create a new layer. then press D, then X to set the foreground+background color to the default (white+black).



Then go to: **Filter->Render->Clouds**



Set the top layer (Clouds layer) 's blending mode to **Vivid Light** and set the opacity to around **30 > 40%**

Now merge all the layers together, to do this go to: **Layer->Flatten Image.**

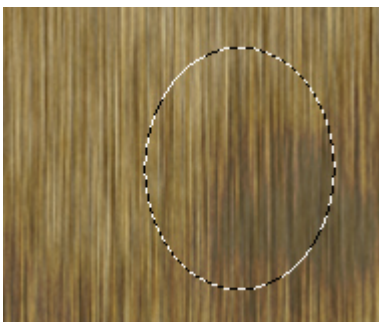
When we applied the motion blur filter, we got something similar to this at the top and bottom of our image.



Now, we need to get this of this so our whole wood texture will blend in better. there are 2 ways of doing this. The easier way is to use the crop tool and crop out the unwanted area, in effect, selecting only the blended wood area. The other way is to stretch the whole image's height so the unwanted area is out of the picture. Either way is fine.

Now, we need to blow up the image a little, so go to **Image->Image Size** and make the image about 15% larger, so if your image is **700** in height, enter **800** as the new height, as you enter the new height, you will see that the width will also change, leave it as is. Make sure "Constrain Proportion" is checked. Then click ok

Now to make the wood look more realistic, we will create some knots.

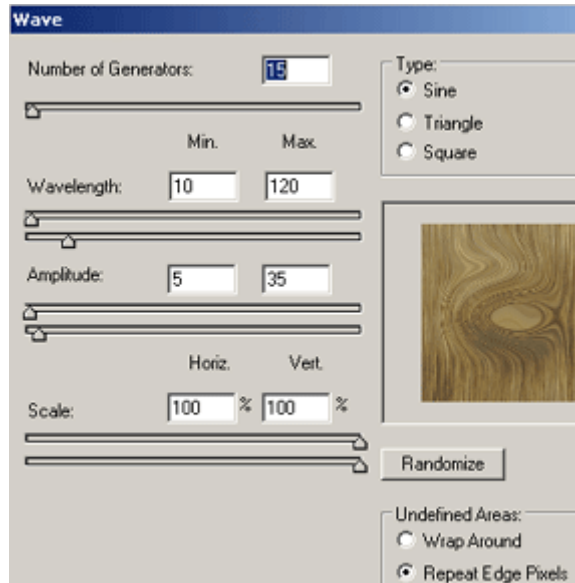
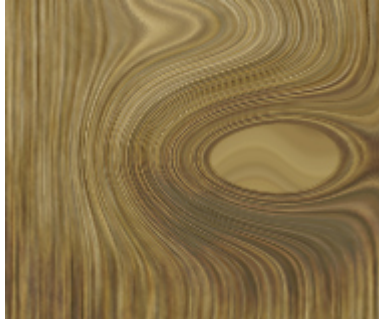


Because my image is cropped to fit on this page, we can't really see any dark or light patches, but if you look on yours, you may see some light and dark patches on your wood, this is the area we will use to create the knots.

Select the elliptical marquee tool and make a small selection around any dark patch on your wood, select half of the dark patch and half of the normal patch just like my screenshot on the left.

Now go to **Select->Feather** and set radius to about 20 pixels.

Now go to **Filter->Distort->Wave**. You can play around with the settings or you can match mine below. If you dont like the know formed, just click Randomize so it generate another one for you.

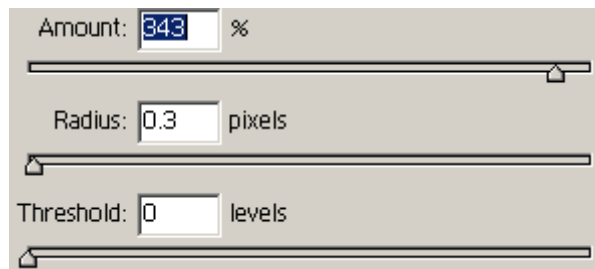


You can add more knows by repeating the above step.

After your finished playing around with the knows, go to **Filter->Distort->Twirl** and set angle to around about **60**



The wood texture is almost done, because we applied so many filters to it, the wood is now looking rather blurry. Lets go to **Filter->Sharpen->Unsharp Mask**





Next we are going to create wood texture out of this.

Create a new document about 700x300

Go back to your wood image, select all, copy then paste it into the new document. Don't worry about the white area around the image.

CTRL click on the wood layer you just pasted to make a selection around it.

Then go to Filter->Pattern Maker and set to the following:



OK  
Cancel  
Generate

**Tile Generation**

Use Clipboard as Sample  
Use Image Size

Width: 128 px  
Height: 128 px  
Offset: None  
Amount: 50 %  
Smoothness: 3  
Sample Detail: 8 px

**Preview**

Show: Original  
 Tile Boundaries

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