

# Quick Start Guide




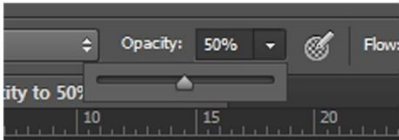

## Digital painting

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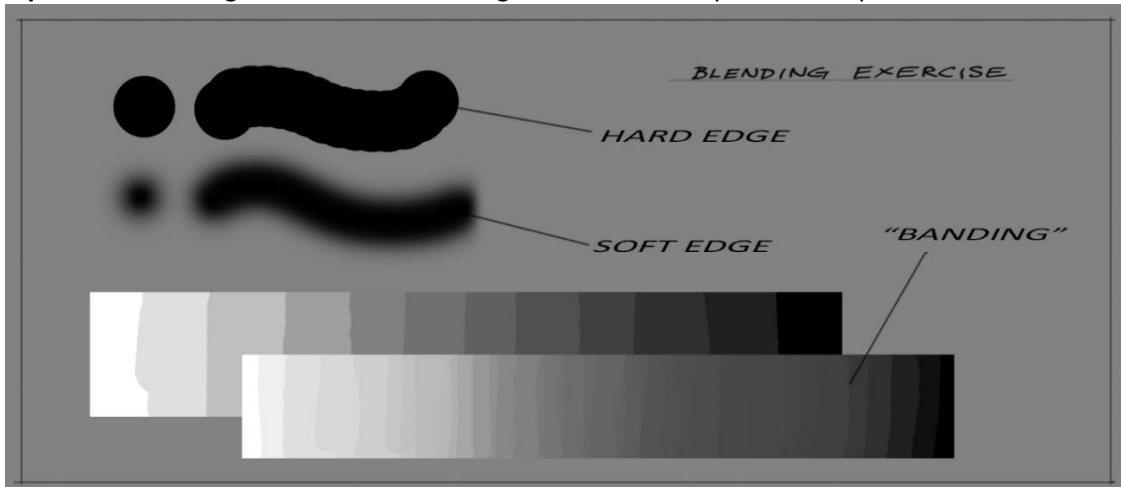
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## Blend two values

These nine steps guide you through blending two values (black and white) in Adobe Photoshop, from filling a rectangle and adjusting brush opacity to sampling and painting bands that create smooth blends.

Step	Action
1	<b>Create new file:</b> <ul style="list-style-type: none"><li>Set up a new file in Adobe Photoshop.</li></ul>
2	<b>Create a Marquee selection:</b> 
3	<b>Paint light grey:</b> <ul style="list-style-type: none"><li>Paint light grey using a 100% hard-edge round brush.</li></ul> 
4	<b>Paint black:</b> <ul style="list-style-type: none"><li>Paint black to fill two-thirds of the selection area.</li></ul> 
5	<b>Sample light grey:</b> <ul style="list-style-type: none"><li>With the Brush tool selected, sample light grey by holding the Alt key and clicking over the grey area.</li></ul>
6	<b>Adjust opacity:</b> <ul style="list-style-type: none"><li>Adjust brush options Opacity to 50%:</li></ul> 
7	<b>Continue sampling and painting:</b> <ul style="list-style-type: none"><li>Continue sampling from the new values and painting new bands to blend.</li></ul> 

**Tip:** Use a hard-edge brush when blending values from this point in the process:



**8 Achieve desired blending:**

- If you keep blending adjacent value bands, it will begin to look like this:



- Aim for a final result that looks like this:







**9 Review and save:**

- Step back and review the blend. Make any necessary refinements.
- Save as an image file, i.e. JPEG or PNG.

## Create a wood texture

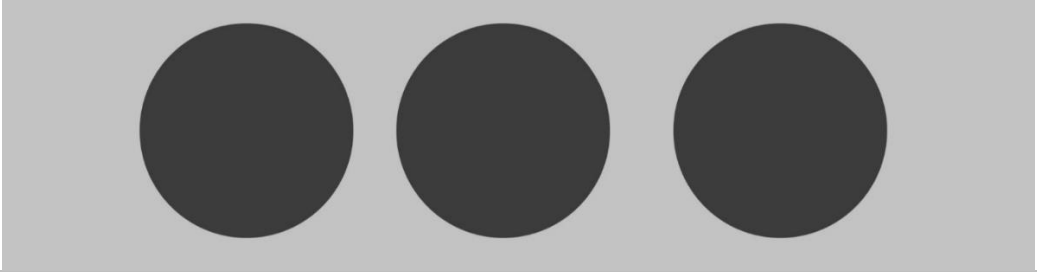
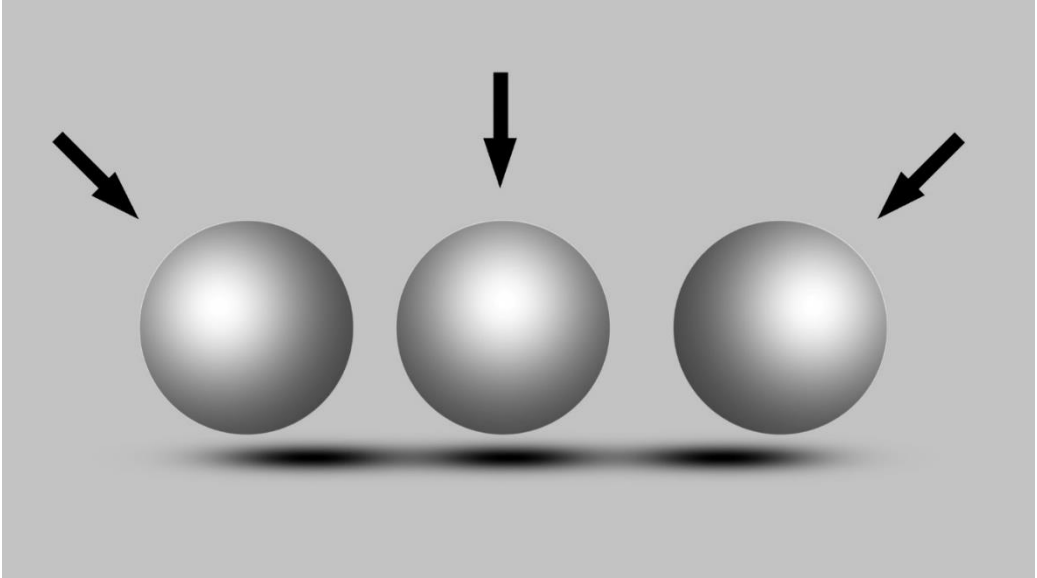
These eight steps guide you through creating wood textures in Adobe Photoshop, from filling a rectangle with a base brown colour, painting darker brown overlapping strokes, and using a range of dark and light values to add depth, pattern, and light.

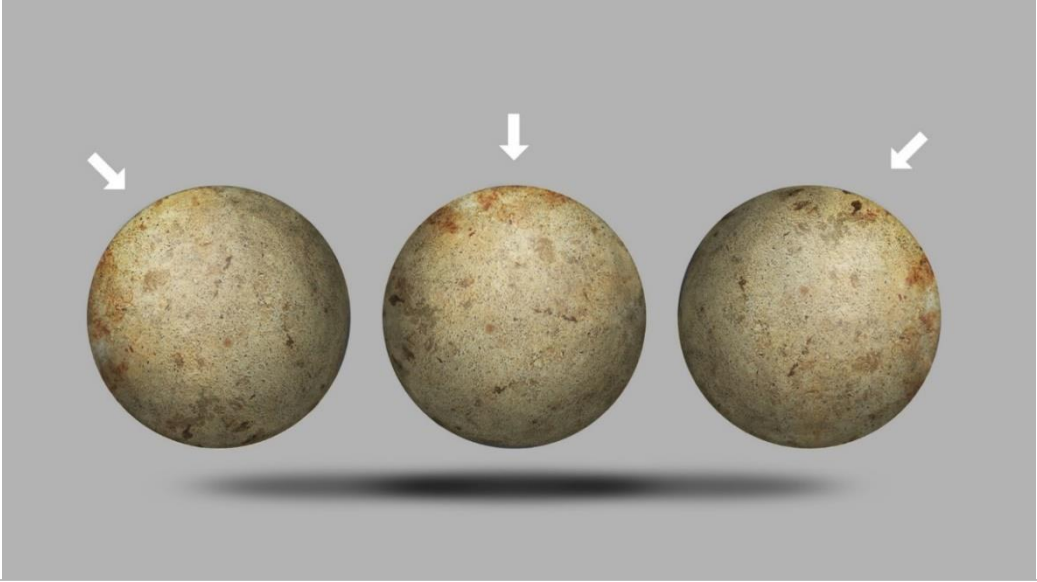
Step	Action
1	<b>Create new file:</b> <ul style="list-style-type: none"><li>Set up a new file in Adobe Photoshop.</li></ul>
2	<b>Create rectangle shape and base colour:</b> <ul style="list-style-type: none"><li>Create a rectangle shape.</li><li>Select a base colour representing the primary tone of your wood texture, such as light brown.</li></ul> 
3	<b>Paint darker value:</b> <ul style="list-style-type: none"><li>Pick a basic brush tool and set brush opacity to 20-30%.</li><li>Start painting a slightly darker brown value with overlapping strokes.</li></ul>  <p><b>Tip:</b> These strokes can be straight or irregular, depending on the texture you want to achieve.</p>
4	<b>Adjust brush opacity:</b> <ul style="list-style-type: none"><li>Build your texture gradually by adjusting the opacity of your brush. Opacity adjustment create interesting patterns as strokes overlap.</li></ul>
5	<b>Add darker areas for depth:</b> <ul style="list-style-type: none"><li>Increase opacity and use a darker brown to paint along the edges of certain areas, simulating grooves or cracks. Darker areas add depth and contrast to your texture.</li></ul>
6	<b>Add lighter areas for bevel effect:</b> <ul style="list-style-type: none"><li>Switch to a finer brush and use a more opaque, lighter value to paint along the edges of darker areas carefully. Lighter areas creates the illusion of catching light and enhances the overall texture.</li></ul> 

7	<p><b>Experiment with colour adjustments:</b></p> <ul style="list-style-type: none"><li>• Play with colour adjustments to fine-tune your texture.</li><li>• Try variations in hue, saturation, and brightness.</li></ul> <p><b>Example:</b> The image below is of swatches of variations in wood texture. Use your sourced images and imagination to inspire the desired visual effect you're aiming for.</p> 
8	<p><b>Review and save:</b></p> <ul style="list-style-type: none"><li>• Step back and review the wood textures. Make any necessary refinements.</li><li>• Save as an image file, i.e. JPEG or PNG.</li></ul>

## Create a sphere diagram

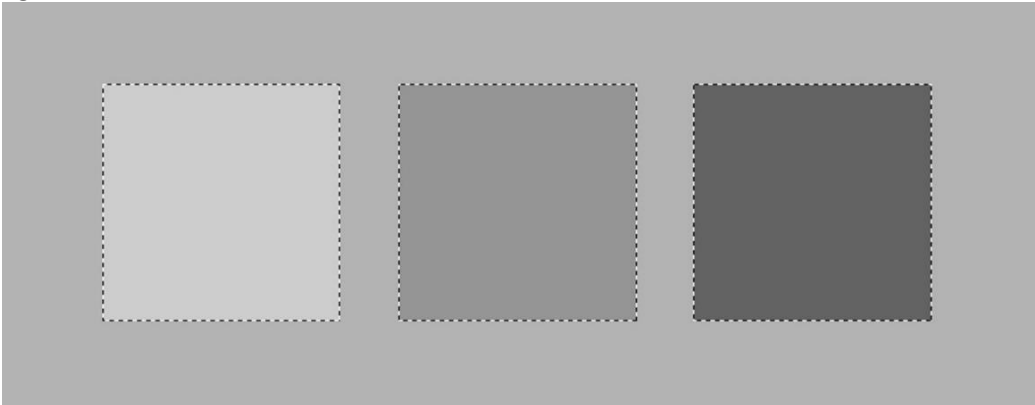
These eight steps guide you through creating a sphere diagram in Adobe Photoshop, from sourcing a grunge texture and painting circles as lit spheres to overlaying and trimming the texture and adding surface shadows.

Step	Action
1	<p><b>Source texture:</b></p> <ul style="list-style-type: none"><li>Source a texture image online that is free for you to use (i.e. public domain). Use 'grunge texture' as an internet search term.</li></ul> <p><b>Tip:</b> An even better option is to take a photo of a texture from a stone bench top or polished stone floor and use that as your texture image.</p>
2	<p><b>Create new file and import texture:</b></p> <ul style="list-style-type: none"><li>Create a new Adobe Photoshop file at 1920 x 1080 resolution.</li><li>Import your texture image.</li></ul>
3	<p><b>Create circles layer:</b></p> <ul style="list-style-type: none"><li>Create a new layer and use a hard round brush to draw three circles:</li></ul> 
4	<p><b>Paint spheres:</b></p> <ul style="list-style-type: none"><li>Select the circles and switch to a soft-edge brush.</li><li>Paint each circle to simulate the look of three spheres lit from different directions.</li></ul> 

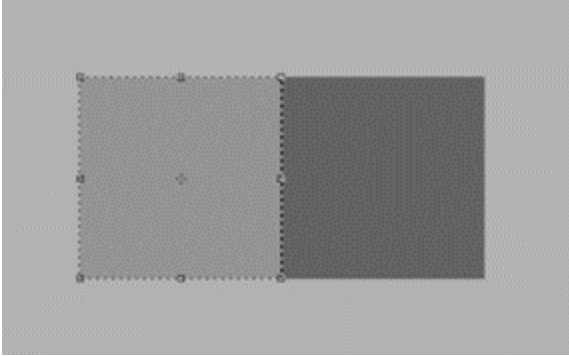
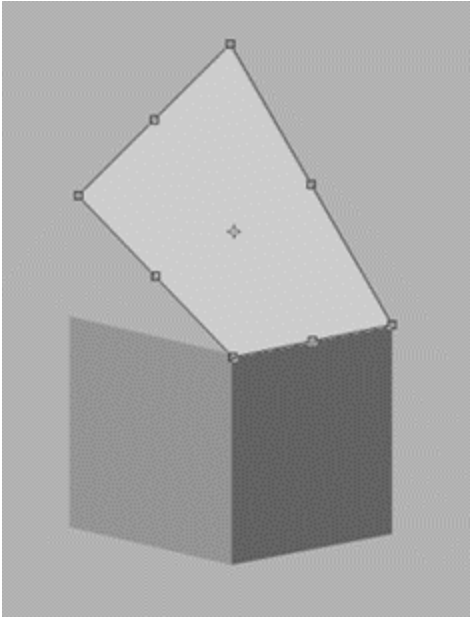
5	<b>Import texture onto new layer:</b> <ul style="list-style-type: none"><li>• Overlay your texture file onto a new layer.</li><li>• Use selection tools to trim excess around the spheres to ensure the texture fits the spheres.</li></ul>
6	<b>Adjust blend mode and opacity:</b> <ul style="list-style-type: none"><li>• Adjust the layer blend mode and opacity to refine the appearance of the texture on the spheres.</li></ul>
7	<b>Add surface shadows:</b> <ul style="list-style-type: none"><li>• Use a soft-edged brush to add surface shadows to ground the spheres in their surroundings.</li></ul>  The image shows three spheres with a textured, earthy surface. Each sphere has a soft shadow cast beneath it, indicating the addition of surface shadows. Three white arrows point to the top of each sphere, highlighting the texture and the shadow effect.
8	<b>Review and save:</b> <ul style="list-style-type: none"><li>• Review the textured spheres. Make any necessary refinements.</li><li>• Save as an image file, i.e. JPEG or PNG.</li></ul>

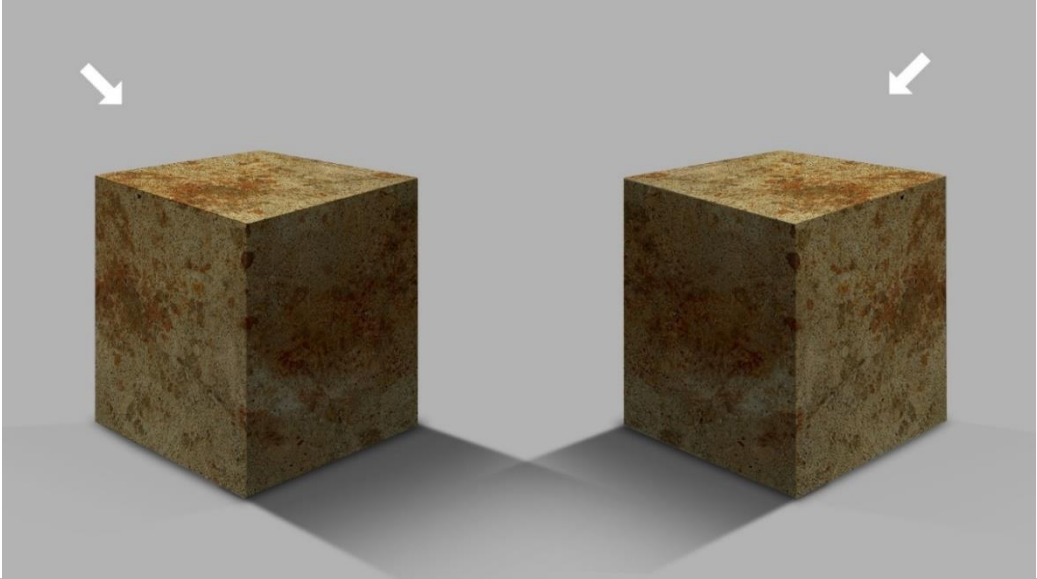
## Create a cube diagram

These ten steps guide you through creating a cube diagram in Adobe Photoshop, from sourcing a grunge texture and transforming three squares into two cubes to overlaying and trimming the texture and adding surface shadows.

Step	Action
1	<p><b>Source texture:</b></p> <ul style="list-style-type: none"><li>Source a texture image online that is free for you to use (i.e. public domain). Use 'grunge texture' as an internet search term.</li></ul> <p><b>Tip:</b> An even better option is to take a photo of a texture from a stone bench top or polished stone floor and use that as your texture image.</p>
2	<p><b>Create new file and import texture:</b></p> <ul style="list-style-type: none"><li>Create a new Adobe Photoshop file at 1920 x 1080 resolution.</li><li>Import your texture image.</li></ul>
3	<p><b>Create squares layer:</b></p> <ul style="list-style-type: none"><li>Create a new layer and use selection and fill tools to create three squares, coloured light, medium and dark:</li></ul> 



4	<p><b>Create a cube:</b></p> <ul style="list-style-type: none"> <li>Use transformation tools to arrange the three squares to form a cube:</li> </ul> <p>a. </p> <p>b. </p>
5	<p><b>Import texture onto new layer:</b></p> <ul style="list-style-type: none"> <li>Overlay your texture file onto a new layer and duplicate it.</li> </ul>
6	<p><b>Skew the texture to match perspective:</b></p> <ul style="list-style-type: none"> <li>Use the transform tools to skew the texture to match the perspective of the three sides of your cubes.</li> </ul>
7	<p><b>Trim excess:</b></p> <ul style="list-style-type: none"> <li>Use selection tools to trim excess around the cubes' sides.</li> </ul>
8	<p><b>Adjust blend mode and opacity:</b></p> <ul style="list-style-type: none"> <li>Adjust the layer blend mode and opacity to refine the appearance of the texture on the cubes.</li> </ul>

9	<p><b>Add surface shadows:</b></p> <ul style="list-style-type: none"><li>• Use a soft-edged brush to add surface shadows to ground the cubes in their surroundings:</li></ul>  <p>The image shows two textured, brownish-grey cubes on a light grey surface. Each cube casts a soft, dark shadow on the surface below it. Two white arrows point to the shadows, one on the left cube and one on the right cube.</p>
10	<p><b>Review and save:</b></p> <ul style="list-style-type: none"><li>• Review the textured cubes. Make any necessary refinements.</li><li>• Save as an image file, i.e. JPEG or PNG.</li></ul>