

### **Creating bevel effect**

- First, create a new image, say 400\*400 pixels.
- Next, create a perfect circle. To do this, click on the selection tool and make sure that it is set to elliptical, not rectangular.
- Holding the shift key, click and drag until you get a circle that is to your liking. This effect only works with perfect squares and circles, so make sure that you have created one.
- After creating your circle, save the selection. Now you must choose two contrasting colors, then choose the gradient tool. Make the gradient go from to [ left to bottom right.
- Now go select >> modify >> contract, and put 5 pixels. Now use the gradient again, except this time go from bottom right to top left. This will create a bevel effect.

### **Fire texture:**

- Create a new image and fill it with a bright orange.
- Go filter >> pixelated >> mezzotint, and make the setting Grainy Dots.
- Go filter >> Noise >> Median with a radius setting of 2.
- Add a Gaussian Blur with a setting of 2.
- Go Filter >> Distort >> Ripple, and make the setting 750, medium.

### **Metallic texture:**

- First create a new image and a new layer. Select a small portion of the width, but select the entire height.
- Fill it with a light gray, and apply some monochromatic noise (filter >> Noise >> Add Noise) for example: Amount = 60, Uniform, monochromatic checked. If you leave monochromatic unchecked you will get a colored Meta, not a silver one.
- Now go layer >> transform >> scale, and extend the gray portion all the way to the end of the image. All you have to do is apply the layer, and flatten the image.

### **Rough Silver Border:**

- Open the image that you would like to add the border to. Select the portion of the image that you would like to add a border to and press CTRL-C to copy it.
- After copying that portion of the original image, hit CTRL-N to create a new image, and add an extra 20 pixels to add the height; this will allow enough room for the border to be put in.
- Create a new layer (name it object) and hit CTRL-V to paste the original object. Load the layer transparency, and then save the selection
- Create another new layer and make sure that the foreground color is black. Load selection #4, and stroke the selection by going edit >> stroke, with a value of 3 and outside. Deselect All.
- Now go filter >> Blur >> Gaussian Blur, with a value of 2.

- Next go filter >> Noise >> Add Noise with values of: Gaussian, Monochromatic, 330.
- Put the border layer underneath the object layer, and then select the object layer.
- Load selection #4, then go edit >> stroke with values of 1, center. Now you should have a nice silver border effect. try playing around with any one of the values to achieve slightly altered effects.

### **Split an image:**

- First of all, make sure that you have a backup of the image that you are about to split. Open the image that you would like to be split. Create a new layer and make sure the foreground color is opposite than that of the tone of the image; i.e. in the image above I chose white as the foreground color because there were too many dark portions in the image.
- Select the line tool and make sure that the line width is set to one. On layer 1, draw in the lines where you would like the image to be split.
- On the background layer and using the rectangular selection tool, click and hold on the top right corner and drag to the bottom left corner of the part of the image that is to be split first. Using the single column option under the selection palette, hold the subtract from selection key (CTRL button in windows) and click directly over the extreme right portion of the SELECTION. Do the same thing using the single row option to the bottom of the selection.
- Cut the selection (CTRL-X) CTRL-N for a new image, hit ok CTRL-V to paste the selection, flatten the Image, save as menuXX.jpg/gif. XX is the number of the image; if there are more than 9 images not including mouse over than be sure to put a zero in front of each single digit number. For mouse overs save two image: menuXXa. Jpg/gif and menuXXb.jpg/gif. This will help you inb terms of organization greatly. 5. Repeat the process on the rest of the original image. Create a table catered to images you just created using the proper width and height for each table column and row; also make sure that your cell spacing, cell padding and border values are all set to zero. Be sure to sketch everything out before hand to get a better feel for the look of the table.

### **“The Earth”Texrurel:**

- Create a new image and, in the new image, create a new layer. Fill it with 40% gray (HSB: 0,0,60).
- Now go filter >> Noise >>Add Noise, and say 30 for amount and check Gaussian and monochromatic.
- Now go filter >> Blur >> motion Blur, and make the degree value equal to zero and the distance equal to 999.
- Next go filter >> stylize >> emboss and use the following values for angle, height and amount (respectively):132 degrees, 10 poxwls and 145%.
- Now go filter >> Distort >> Glass, and use necessary value.
- Add color to it, hit CTROL-B or go image >> Adjust>> color balance and play around with the colors at the three color depths until you find something you like.
- If you want to make this texture a background, go filter >> other >> offset set the width value to half of the width of the entire image and the do the same thing with height. Also make sure the wrap around option is checked.

### **Water textur:**

- Create a new image and fill it with a dark blue. Add Noise (filter >> Noise >> add Noise) with settings of 100<uni, mono.
- Go filter >> pixelate >> crystallize with cell size of 5.
- Filter >> Go Noise >> Median And Make The Radius 5 To Spread Out The Colors
  
- Finally Go Filter >> Distort >> Ripple With A Setting Of 999, Medium

### **Light Background Texture**

- Create A New Image And A New Layer In This Image Fill This New Layer With A Light Gray
- Go Filter >> Artistic >> Film Grain, And User the Following Values.
- Now Go Filter >> Blur >> Smart Blur , And Use These Values:
- You can now use color balance (CTRL-B) until you find a color that works for you. This effect is extremely subtle but provides for a more interesting look than a solid color fill; it is especially useful for backgrounds.

### **Rounded interface:**

- Create a new image and make sure that you have a lot of room to work with.
- Using the selection tool, create an oddly shaped selection, but make it in the general shape that you would like your interface.
- Go to the channels palette and create a new channel.
- With the selection still live, hit CTRL-I to invert the selected portion.
- Go filter >> Blur >> Gaussian Blur and enter in a value between 5 and 20 depending on the amount of curvature that you would like on the corners of your interface. The larger shape the value that you enter in the bigger the curvature.
- Hit CTRL-L to bring up the levels dialog box. Enter in the following values: 110, 1.0, 120 in that order across the top select the RGB channel.
- Load selection #4 and fill it with the stature/color of your choice filled the example with black.

### **Stone texture:**

- You like Create a new image go filter >> render >> clouds.
- Now go filter >> stylize >> emboss and chose and angle of 76, height of 3 and 500% this will create a nice stone effect.
- To use it as a pattern go edit >> fill and fill it with the pattern. To add color to the texture go image >> adjust >> hue/saturation click on the colorize box and fool around with the colors until you get what.

### **Emboss:**

- Create a new image and then a new layer. Lace your template on this on this layer ;create
- Go filter >> stylize emboss and use these settings: 135, 3,100%.
- Select hard light as the mode for this layer.

- To decrease the amount of the highlight or shadow affect, lower the opacity of the template another new layer and place your texture in this layer.
- With the template layer selected go filter >> Blur >> Gaussian Blur and enter in a value of 3. Now layer. To increase the amount of the highlight or shadow effect, drag and drop the embossed layer down to the lower left icon in the layer palette, creating a duplicate layer. Duplicate layers increase the effect of their original layer. Afterwards you can edit the embossed area with the optional mask. You can create similar effects with the luminosity, overlay, and soft light modes.

#### **Metal text:**

- This is a very simple tip which will produce interesting metallic text in any color of your choice. Here's how to do it.
- Create a new file, and type in the text of your choice in 25% black or any other light gray. Render that layer and then select the text.
- Now go filter >> Noise >> Add Noise and make I 30 uniform and monochromatic.
- Now go filter >> stylize >> emboss and make the values 135 degrees, a height of 2 and make the amount equal to 100%.
- Now go CTRL-B, or Image >> Adjust >> color balance and play around with the values. We made the text example up top with the slider bars near blue and cyan for all three color depths (shadows, midtowns and highlights).

#### **Pill button:**

- First go to the channels palette and click on the arrow and hit make new channel and then hit WNTER.
- Create a perfect circle by holding the shift key while creating your circle and then fill it with white.
- Copy (CTRL-C) and past (CTRL-V) the circle, and move it to the right any amount of pixels you choose. The further you move it the longer your button will be.
- Create a rectangle going from the top of the circle on the left to the bottom of the circle on the right and fill it with white.
- Switch back to RGB mode and then go select >> load selection; fill it with your foreground color.
- To get the middle hollow, you need create a white rectangle, and to do this go to the top of the circle on the right and move 5 pixels down. Now drag it to the middle of the bottom of the circle on the right and move 5 pixels up.
- Now simply fill it with your background color and you have a basic pill button. You can now do many things with this button such as making it 3-D adding a drop shadow, or filling it with a texture.

#### **Seamless texture:**

- Create a new image, 128\*128.fill it with the color of your choice, except for white and black.
- Next go filter >> Noise >> Add Noise with settings of Gaussian monochromatic 35.
- Thirdly, go filter >> stylize >> emboss, 135 degrees, a height of 3 and 1005.
- Next go filter >> Blur >> Gaussian Blur, 2.5.

- Hit CTRL-U to adjust the Hue / saturation, check the colorize box and play around with the colors until you find something that you like.
- Deselect All, go filter >> other >> offset, 64\*64 with the wrap around option checked. If there are any lines in the middle of the image going horizontally or vertically, copy sections from the rest of the image and paste them on top of the seamed portions of the image. You have just created a soft subtle background texture.

### Stone wall:

- Create a new file and a new layer. Name it rocks HS, and then draw a series of random blobs about equal distance from one another select all copy create a new channel, paste.
- Duplicate the layer, naming it mortar HS select the rock HS layer and go filter >> Blur >> Gaussian blur with a setting of 4.then go filter >> stylize >> emboss and use these setting 135 degrees' 4, 100%. Use the previous two effects on the mortar HS layer, except make the blur a setting of 2 and the emboss with a setting of -45, 2, 100%.
- Select a 50% gray. Load selection #4 and press alt-delete for both the rock HS layer as well as the mortar HS layer.
- Fill the background with gray. Go filter >> Noise >> Add Noise, 50, Uni, mono. Merge mortar HS (change to hard light mode first) and the background.
- Create two duplicate layers of the background.name them rock texture and rock text HS, and make sure that the rock text HS layer is on top of the rock texture.
- On the rock text HS layer select all fill ,w white add noise (filter >> Noise >> Add Noise) 50, Uni, mono; add a Gaussian blur w/a setting of 1/then go image >> Adjust >> brightness / contrast, and use 20 and 40, respectively. Then emboss again with the previously used settings.
- Fill the rock text layer with a medium tone color such as orange. Merge the rock texture and the rock text HS layers (with rock text HS in Luminosity mode).
- Adjust the Hue/saturation of this layer to your liking. Be sure to double check. Finally, load selection delete, deselect, and flatten then image.

### Warped wood:

- Create a new image and then create a new layer. Fill it with a tarnish color. Create another layer.
- Select a darker brown color; use the paintbrush tool w/ a 45/65 pixel soft brush. Draw a vertical line by clicking on the top left corner while pressing the shift key and then click again in the bottom left corner, still pressing the shift key.
- Apply a Gaussian Blur with a radius of 3. Create several duplicate layers, and then spread the lines from each layer out evenly.
- Merge the layer of all the lines EXCEPT the one on the far left. Use the filter >> Distort >> shear filter to warp the lines. Warp the line on the left differently than the other this will enhance the "warped "effect. Merge the layer.

### Customizable menus:

- Choose edit > menus.

- Choose window > workspace > keyboard shortcuts & menus and click the menus tab.
- In the keyboard shortcuts and menus dialog box, choose a set of menus from the set menu (Photoshop Defaults' is the only option until you create a new set).
- Choose a type from the menu for menu :
  - Application menus lets you show hide or add color to items in the application menu.
  - Palette menus lets you show hide or add color to items in palette menus:
- Click the triangle next to a menu or palette name.
  - Do one of the following:
    - To hide a menu item, click the visibility button.
    - To show a menu item, click the empty visibility button.
    - To add color to a menu item click the color swatch and choose a color.
- When you finish changing the menus do one of the following:
  - To save all changes to the current set of menus click the save set button. Changes to a custom set are saved. If you're saving changes to the Photoshop Defaults set, the save dialog box opens. Enter a name for the new set and click saves.
  - To create a new set based on the current set of menus, click the save set as button. Note: if you haven't saved the current set of changes you can click cancel to discard all changes and close the dialog box.
- In the save dialog box enter a name for the set and click save.