



Compositing Effects with Custom Brushes

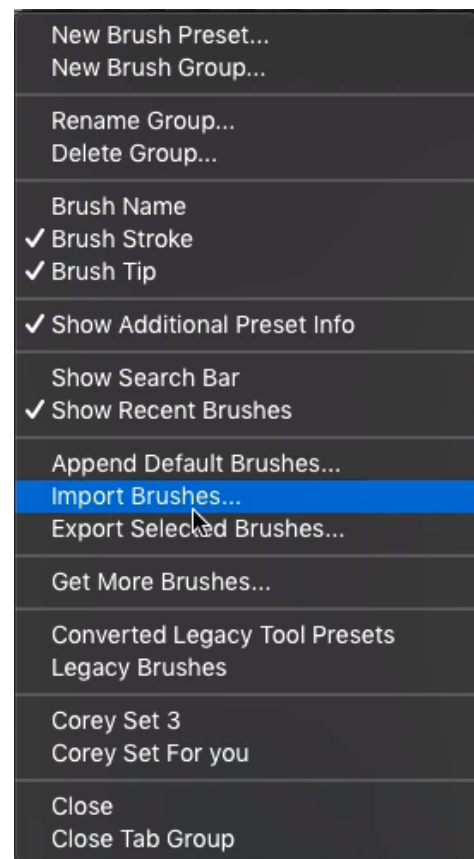
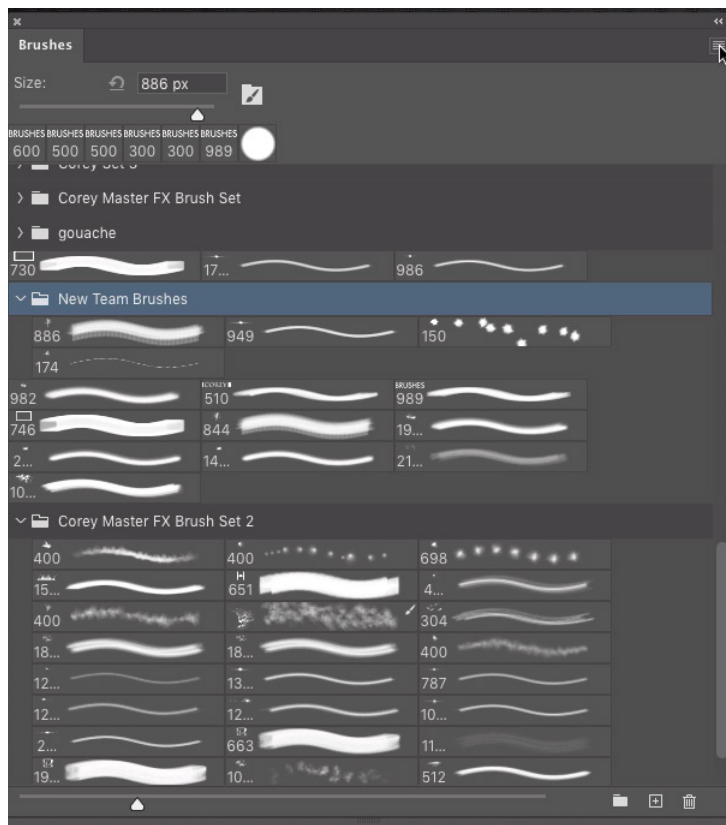
with

Corey Barker

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Importing Brushes into Photoshop

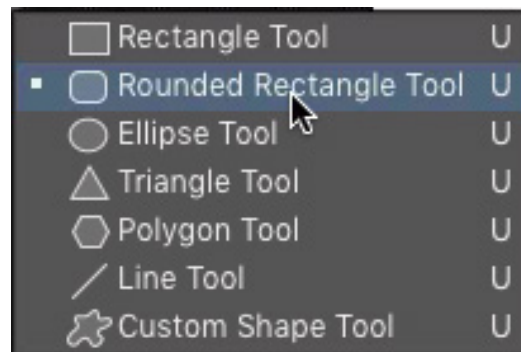
Remember to import brushes you must first make sure the brush file is in the .abr format. Then in the Brushes panel (Window>Brushes) click the panel menu icon in upper right corner and choose Import Brushes. Then locate the file on your system when prompted.



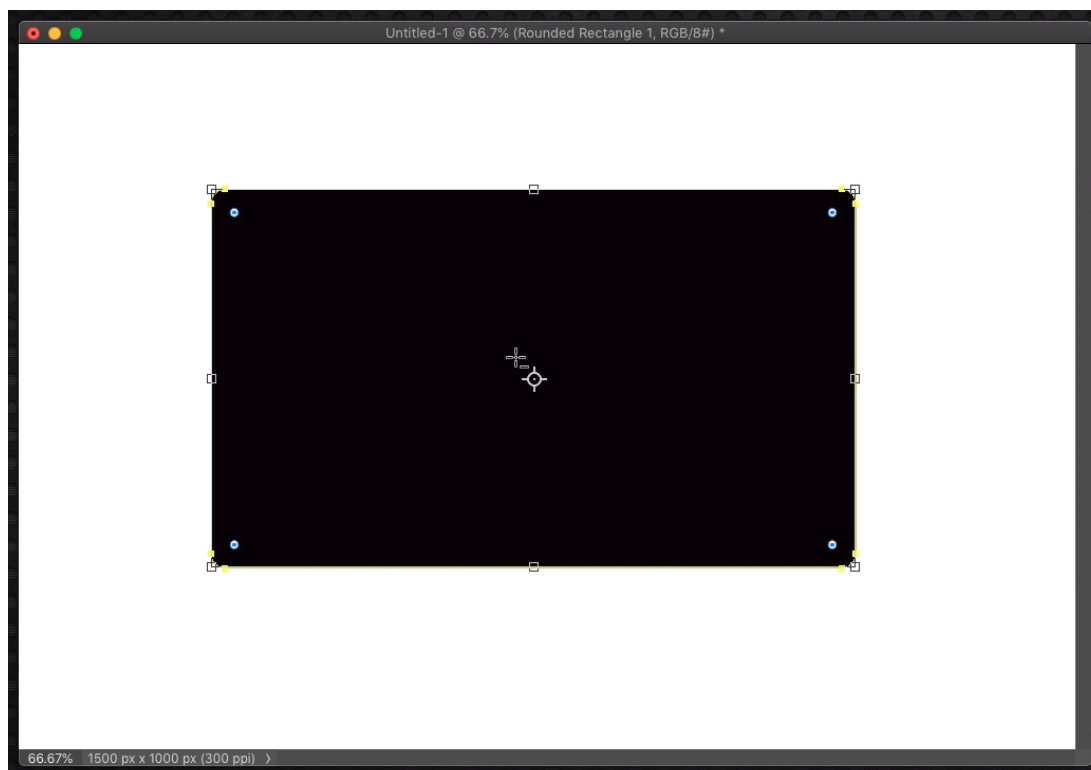
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Create Custom Brushes from Shapes

STEP ONE: For graphic shapes brushes, start by going toolbar and choosing the Rounded Rectangle Shape tool.

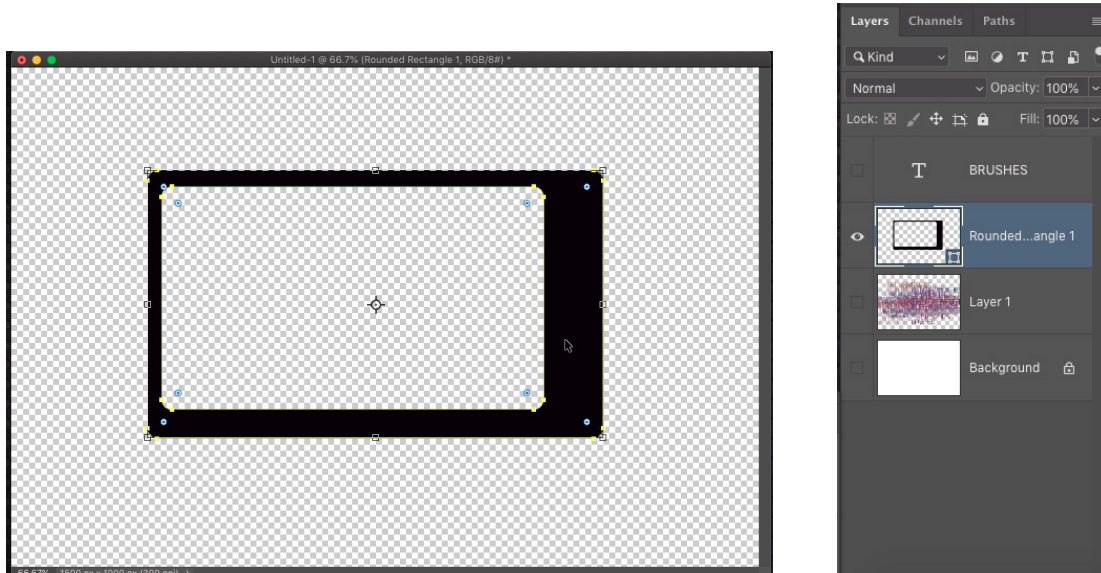


STEP TWO: In the options bar, make sure tool mode is set to shape. The fill is set to black and the stroke is set to none. Then proceed to draw out a rectangle shape in the middle of the canvas like you see here.

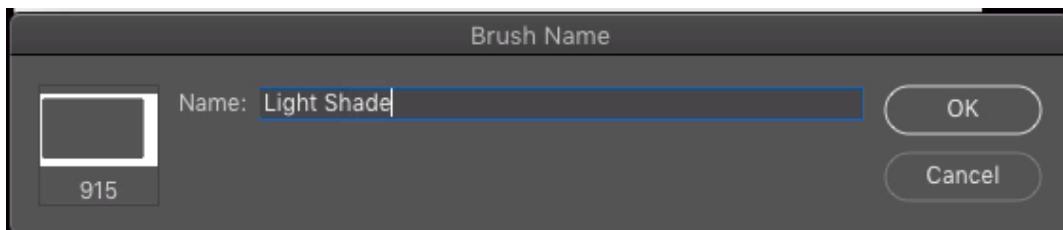


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STEP THREE: Now hold down the option key (PC: Alt) then draw a similar shape over the existing one, only this time it will knock out a hole in the shape. Holding down option while drawing shape puts it in Subtract mode. Also make sure to turn off the background layer

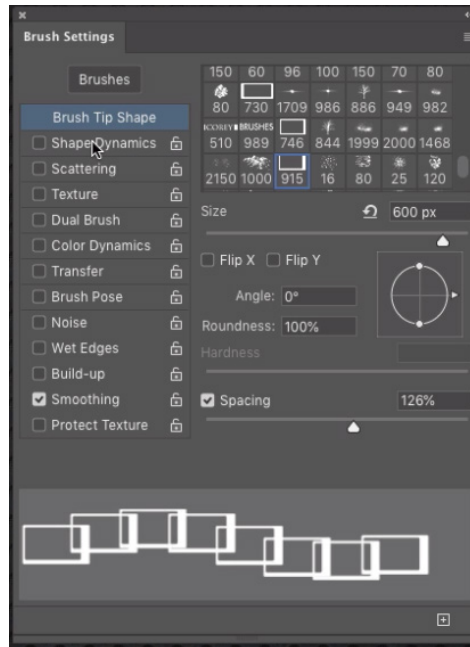


STEP FOUR: Go under Edit menu and choose Define Brush Preset. Then name the brush when prompted and click OK. Brush shape is now saved in Photoshop.

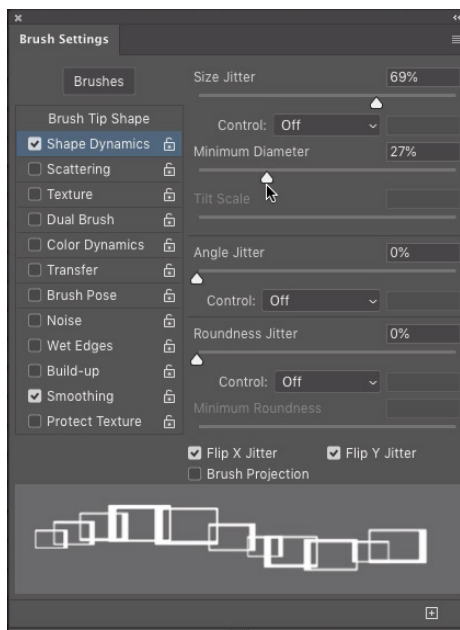


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STEP FIVE: Now open the Brush Settings panel (Window>Brush Settings) The new brush should already be selected so first click on Brush Tip Shape at the top of the list. Adjust the size as needed but also go to the Spacing setting at the bottom and increase to around 125%.

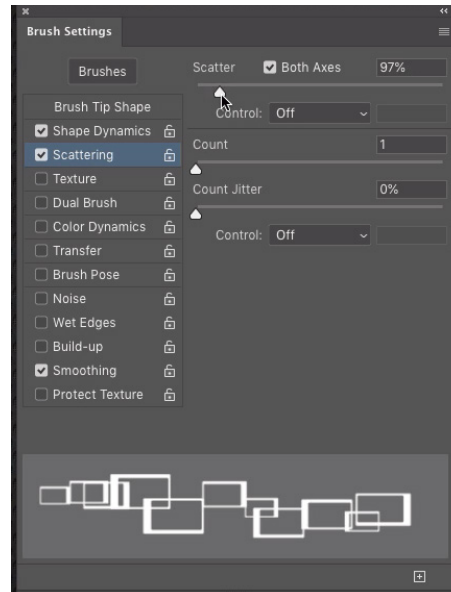


STEP SIX: Activate Shape Dynamics. These settings will vary depending on what you are experimenting with but these I have here a good place to start. These modify things like Size, Angle, and Roundness of the brush.

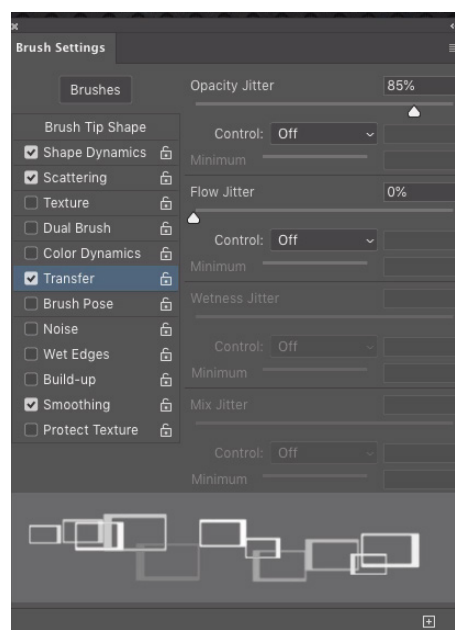


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STEP SEVEN: Next activate Scattering. Check on Both Axes and increase the scattering a little bit to spread it out more. You can see the effect update in real time in the bottom window.

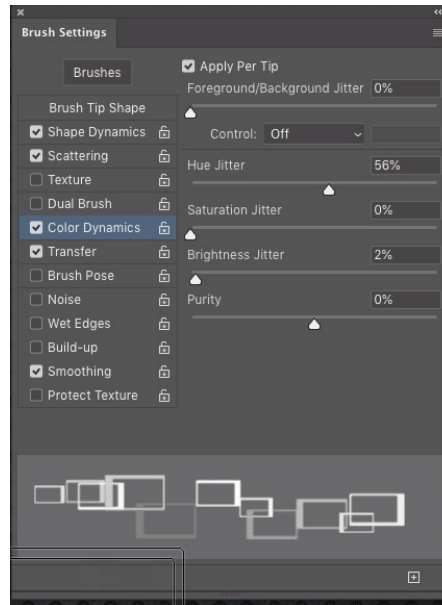


STEP EIGHT: Next activate Transfer. These settings control the opacity settings of the brush. For this brush just push the Opacity Jitter to 85%. This will vary the opacity for each instance as you paint.

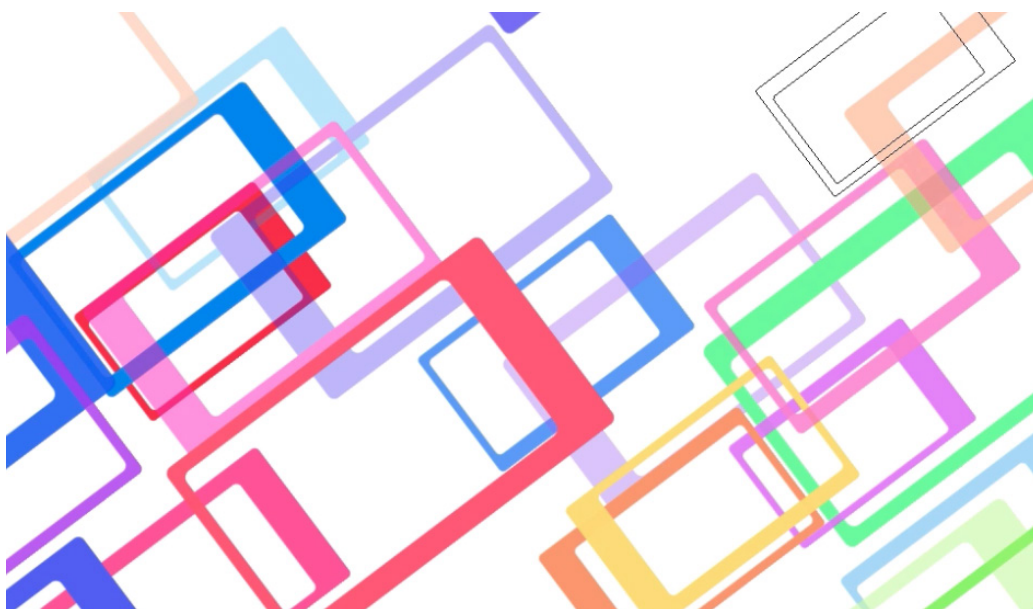


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STEP NINE: Finally activate Color Dynamics. Here is where you adjust the color behavior of the brush. These are also fun to experiment with but here we will adjust the Hue Jitter this will allow you apply random colors to each instance of the brush as you paint.



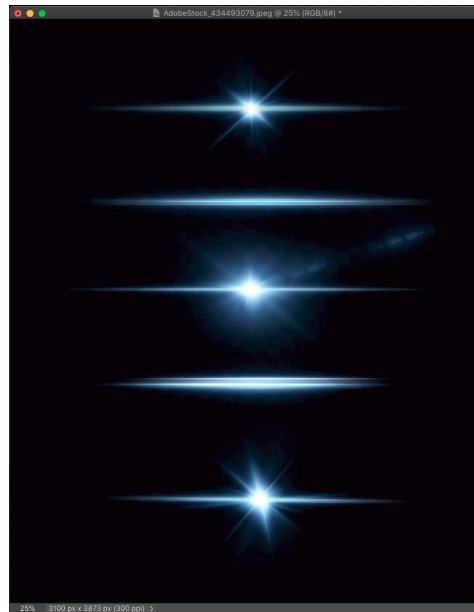
Proceed to paint on the canvas. The color will vary depending on the initial color of the brush. The Hue Jitter determines how much variance of that color is created.



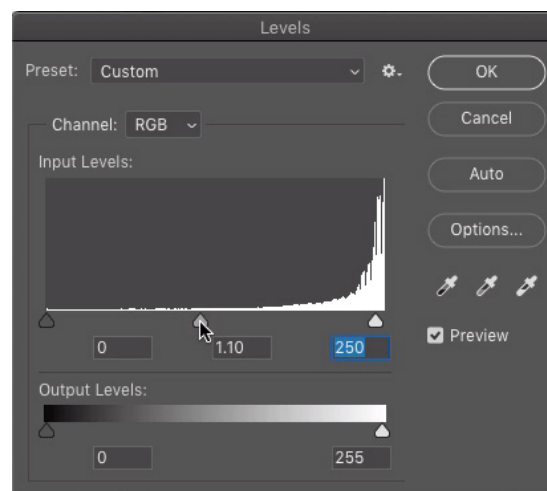
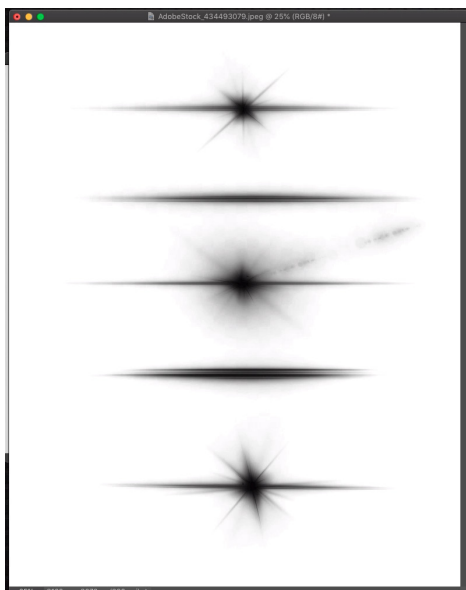
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Create Custom Flare Brushes

STEP ONE: Start with an image of a flare. They are usually on a black background. You can find groups like this in Adobe Stock.

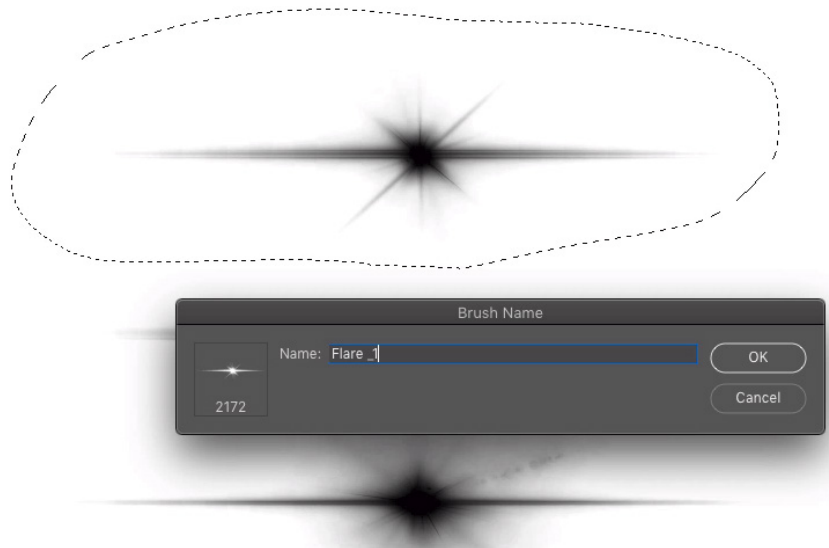


STEP TWO: Desaturate the image by pressing Shift-Command-U (PC: Shift-Ctrl-U) then invert the image by pressing Command-I. Use Levels to force the remaining white background to pure white.



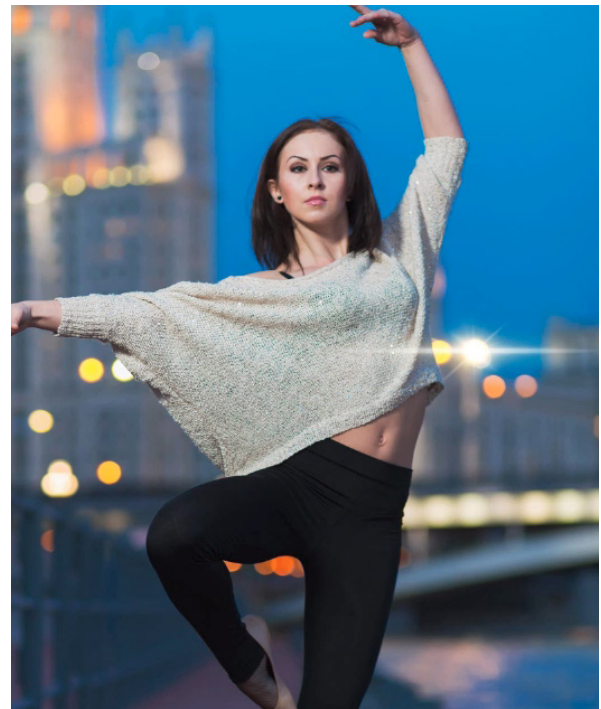
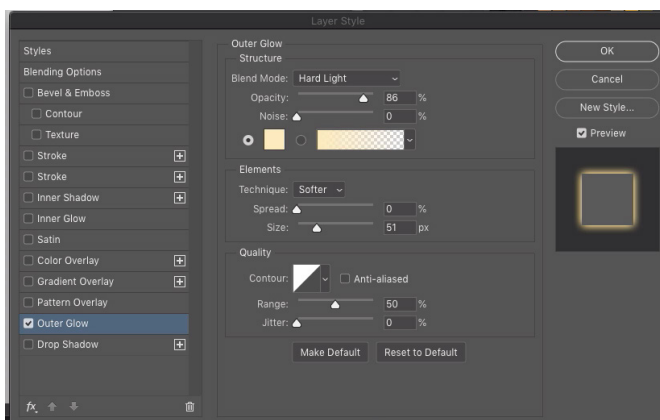
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STEP THREE: Use the lasso tool to make a selection around one of the flares. Go under the Edit menu and choose Define Brush Preset. Once again name the brush when prompted. \



Now you can add flares to any image when you need it because the brushes are always handy. Remember you can also combine them with layer styles like Outer Glow to add a colored glow to the flares.

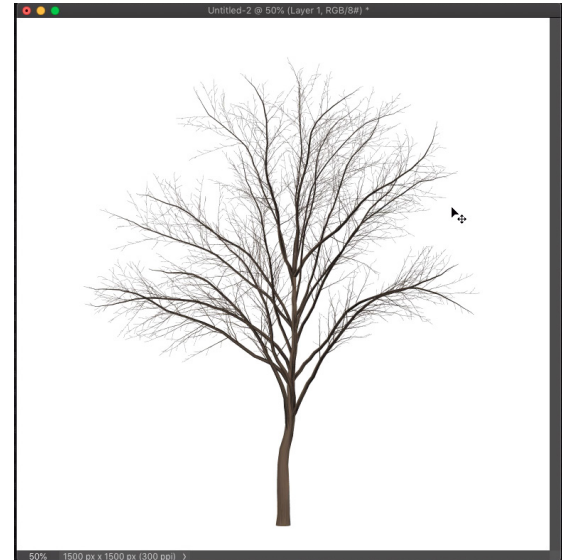
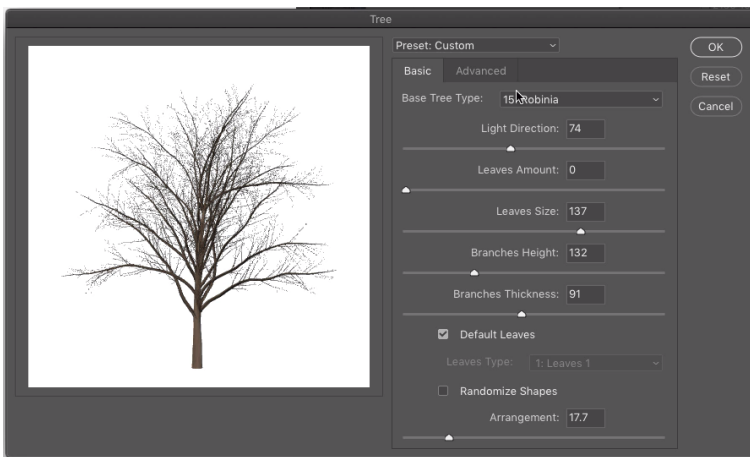
You can now start to build a library of flare for a variety of uses.



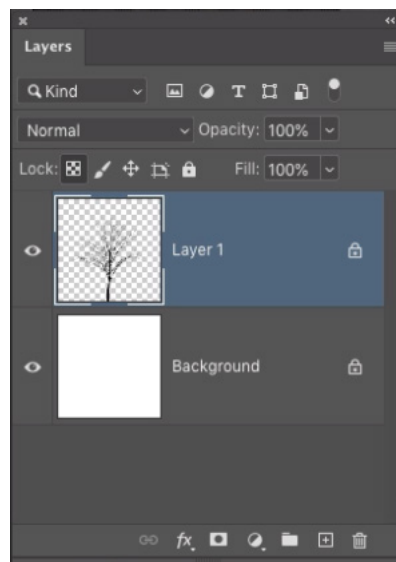
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Create Foliage Brushes Using Tree Filter

STEP ONE: Go under the Filter menu to Render and choose Tree. This will open the arboreal playground that is the Tree panel. As I mention in the session, you can spend some time in here getting familiar with the various trees and the ways you can display them.

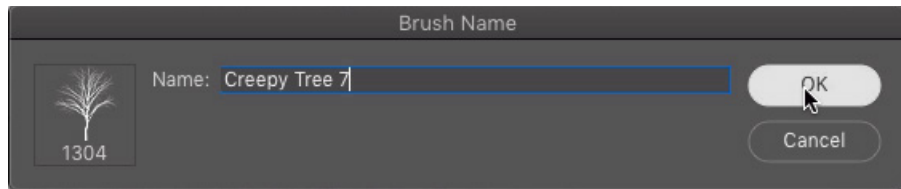


STEP TWO: Remember to lock the layer transparency and then fill the layer with black.



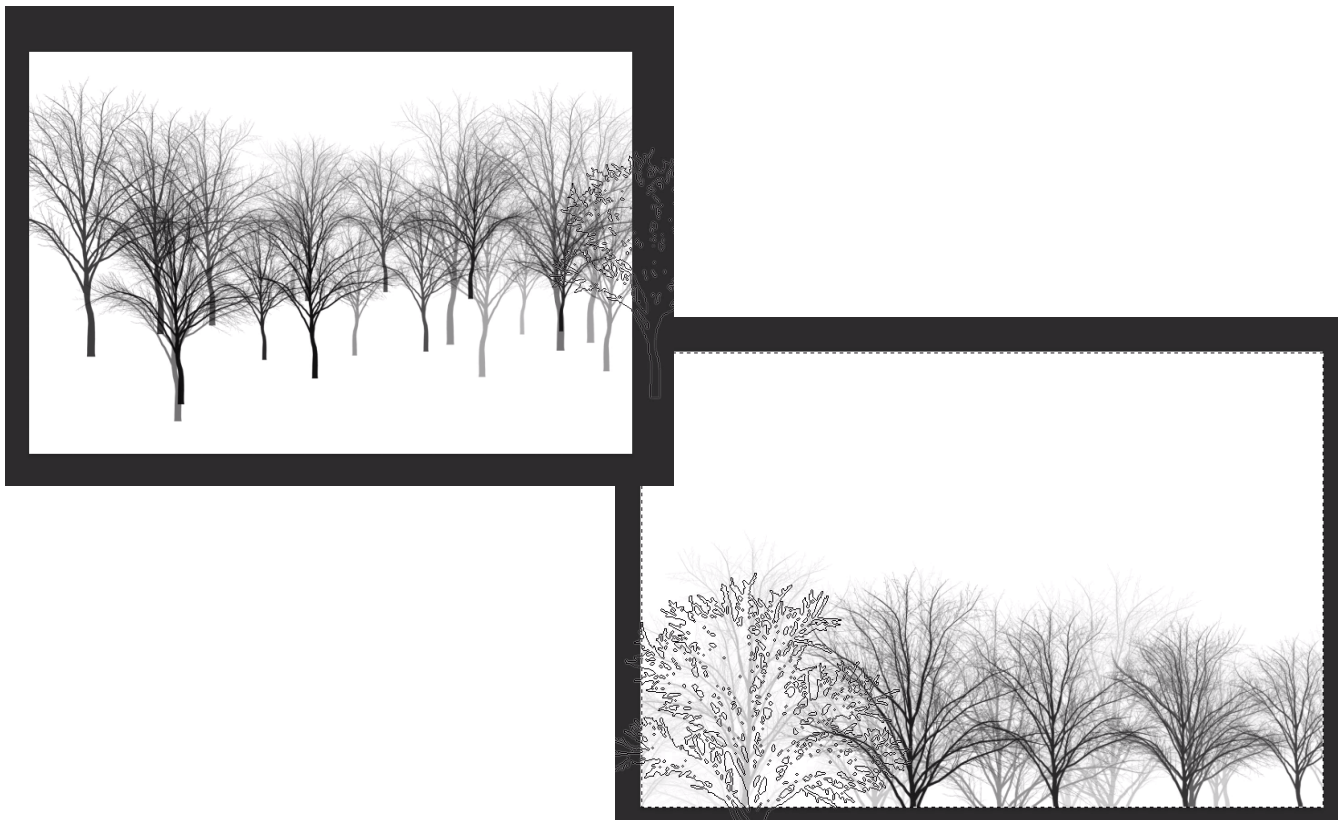
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STEP THREE: Go under Edit menu and choose Define Brush Preset. Name the brush and click OK.



STEP FOUR: Now using the various Brush Settings we used earlier, you can create interesting effects by brush trees with apparent atmospheric effects.

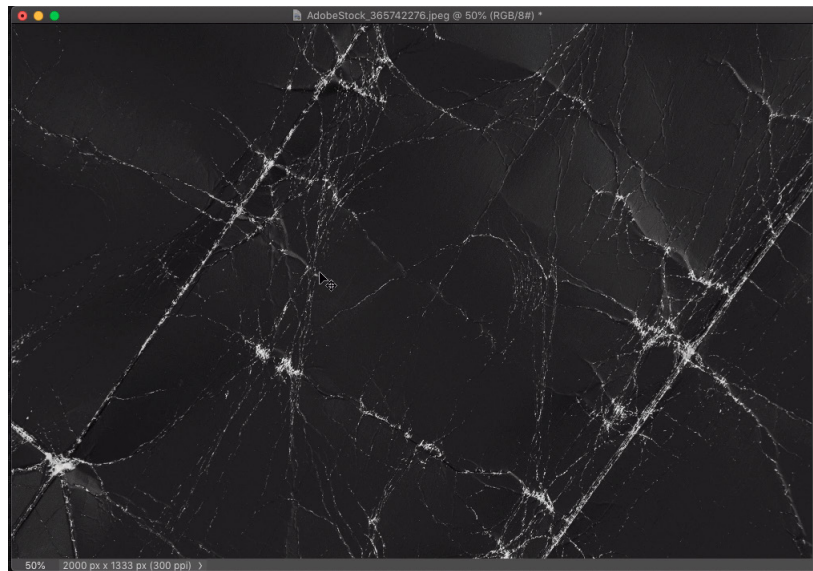
Also remember if using a pressure-sensitive tablet like a Wacom you can vary the behavior by how much you press down on the tablet surface.



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Create Instance Distressed Effects with Texture Brushes

STEP ONE: Starts with an image of already distressed paper. Here I have an image of black paper with white folds and creases.



STEP TWO: Invert the image by pressing Command-I (PC: Ctrl-I) then use the gradient tool to fade the edges away from edge of the canvas. Remember to change the gradient tool to overlay mode in the options bar to get more contrast.



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STEP THREE: Once done, define the texture as a brush like we have been doing. Then go and modify its behavior in the brush settings.

You can see how utilizing the Brush settings to change the behavior, you can add random creases to an image quickly.



On images where there is extreme contrast between the subject and the background try setting the layer in Difference Blend Mode while still painting with white.

