

1clickactions—Texture Actions

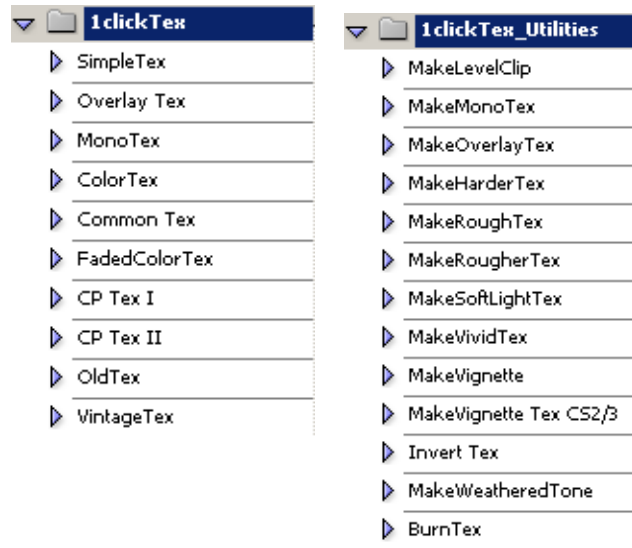
Quick Start Guide

Adding a texture to an image in Photoshop can be as simple as placing your texture on top of your photograph setting the blend mode to overlay or even reducing the opacity in normal mode.

To provide more versatility and control 1click Texture Actions provide a range of effects and options including vintage and cross processed effects as well as the standard texture options.

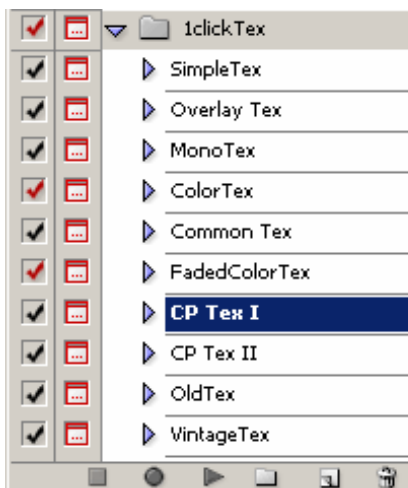
This guide is a short introduction to using the actions with the supplied textures.

There are 2 action sets supplied the Texture actions themselves (1click Tex) and a set of utility actions that can be run after the texture actions have been applied (1click Tex_Uilities)



First off install the actions into Photoshop as usual and also you should copy the texture files (all jpgs) into a convenient folder.

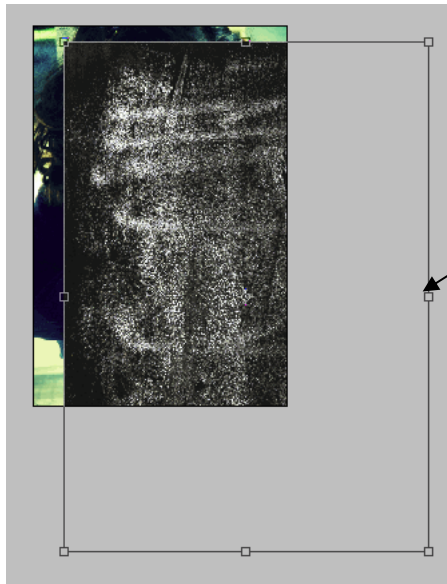
To apply the textures firstly open your Image file and also one of the supplied texture files—you should make sure that the image file (ie your original photo) is the active file not the texture file. At this point it doesn't matter that the image and the texture are probably different sizes.



Here the CP Tex I action is selected

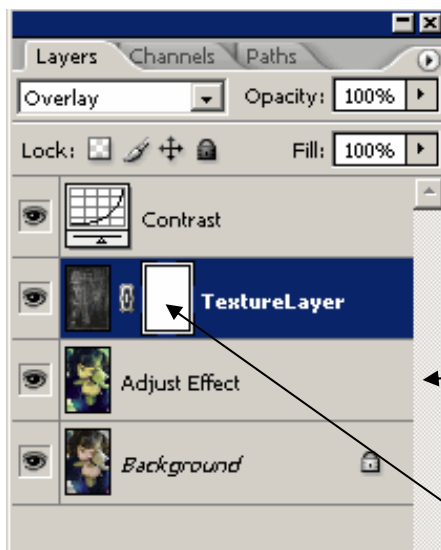
Press the Play button to run the selected action.

The action will pause at several stages and ask you to select the texture file and the image file when necessary and also to allow you to resize the texture so that it fits the image. The supplied textures are too large for web sized images so you will reduce the texture file at this point. With some large image sizes you will have to increase the Texture size. The necessary controls are selected for you, you will just have to drag the guide lines to the required size. It might be easier to zoom out so that you can see the whole image and texture at the same time.



In this example the image is smaller than the texture so you would drag the guide box inwards to make it the same size as the image. You can also rotate the texture if necessary so that it is the same orientation as your image.

After you have completed the positioning just press the Enter/Return key and the action will continue.

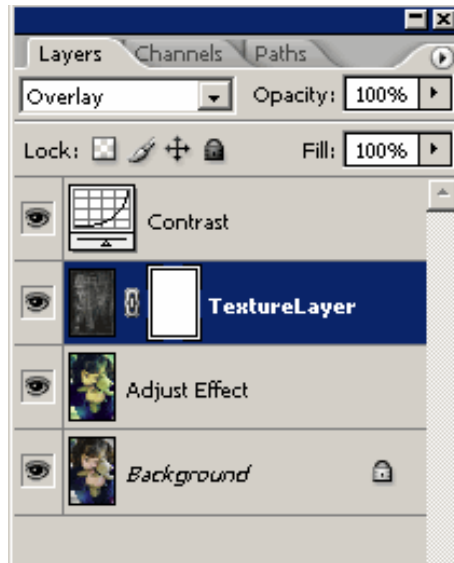


When the action has finished running you will be presented with several layers in the Layers Palette (the exact number depends on which texture action was run).

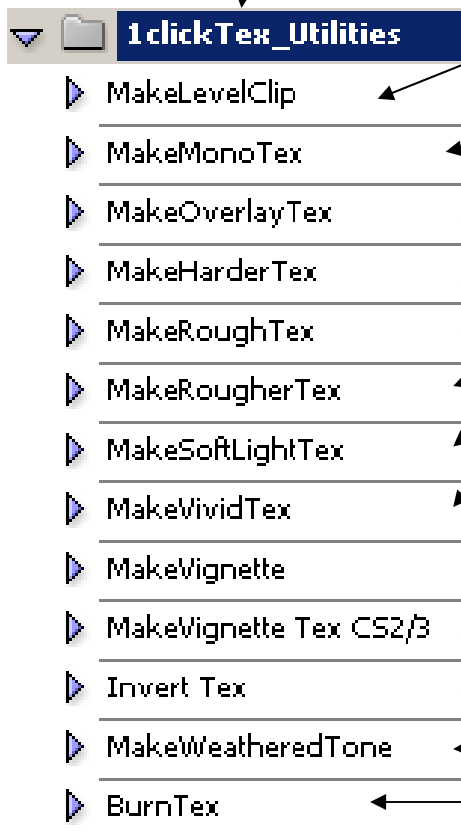
You can change the strength of any effect (in this case the cross process effect) by changing the opacity of this layer. Some actions will also add a Layer Mask to the effect layer so that you can locally change the effects.

By default the texture will be applied so that it covers the entire image. You can remove the intensity of the texture locally by paint with a soft Black Brush onto the texture layer mask. Try a low opacity brush first (say 25%) and build up the intensity if required.

The actions create the texture layer blend mode depending on which action was run. Often this selection will be fine but you can manually change the blend mode here (and also the layer opacity). You can do this manually or you can use the actions in the **1click Tex_Utilities** set.



The Texture Utility actions are designed to be run after you have already run one of the actions from the 1click Tex set and are a convenient way to modify the results.



Creates a levels adjustment layer clipped to the texture layer so that you can easily change the contrast and brightness of the texture.

Converts a colored texture to a mono texture so that no unwanted color casts are introduced.

These action automatically change the blending modes of the texture layers. For example if you find the texture effect too strong in Overlay mode you could try the MakeSoftLightTex action. Some of these actions can create quite drastic changes and may make your image far too dark so some offer to create a LevelClip adjustment for you so you can make adjustments. Remember that none of the actions actually change your original Background layer so it is easy to start over.

Often a dark vignette is effective with textured images—these actions do this for you.

This inverts the texture eg you can make the scratches in a texture light or dark. This action can be very useful. Run it twice to go back to its original state.

Adds a old fashioned weather tone to the image.

Useful for textures with black borders and lighter centers.

A word about textures

You are quite welcome to use any of your own textures with these actions but please note that many textures do not produce effective results. The textures we have included with the actions are a very small number compared with the ones we have taken and discarded. In other words it is very easy to produce a texture but far more difficult to produce one that actually works effectively on real world photographs.

There are 30 supplied with the action set and another set available as an optional extra that we feel can all be of use to photographic images.

It is important to remember that the original image is vitally important and whilst a texture might cover up a few technical errors it cannot make a bad photograph good.

We hope you enjoy this latest product from www.1clickactions.com

