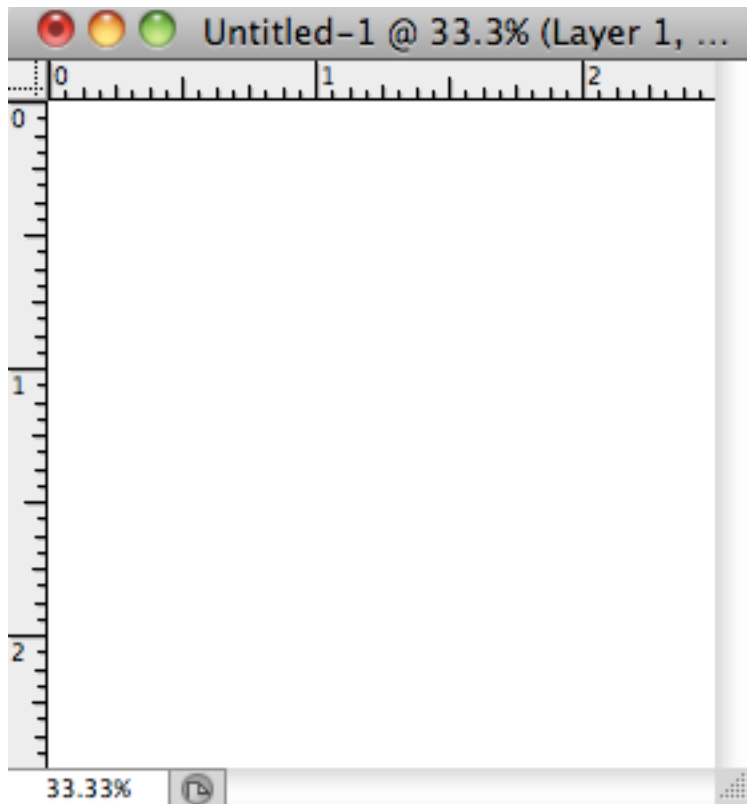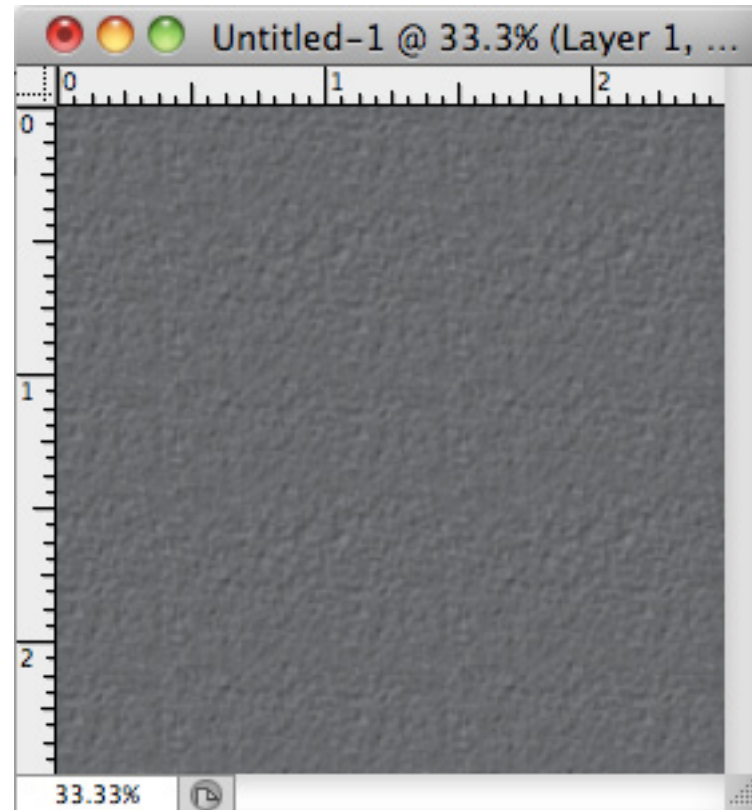# Using Blending Options to Create Textures

There are many ways to create material textures in Photoshop. This tutorial discusses a simple way to change and alter textures in Photoshop. We can take a swatch of any color and change it easily to take on many different textures using the Blending Options in Photoshop. Blending Options are made from your layers, so blending will only take affect in masked or specifically selected areas on each layer.
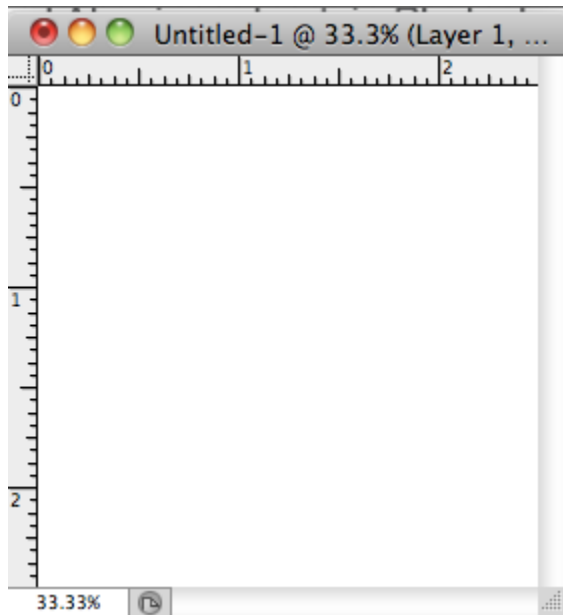
Basic White Swatch Prior to Blending

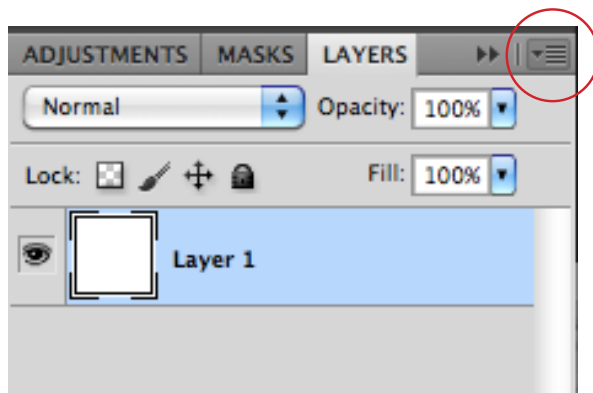Stone Textured Swatch After Blending

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Using Blending Options to Create Textures

We will start off with a basic white swatch. In your case, you may have a vector drawing filled with a single color or multiple colors.
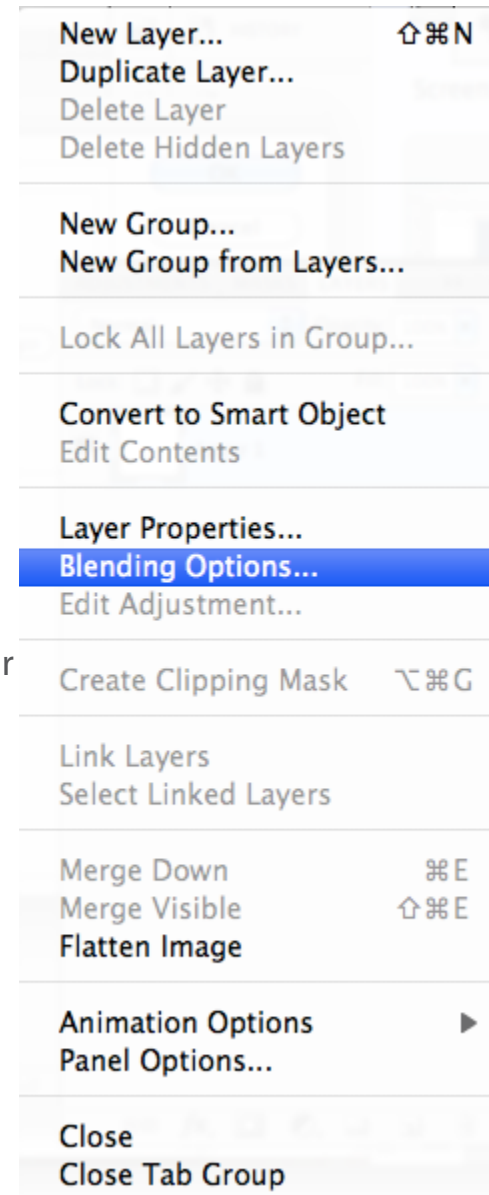
Note: This also applys if you start off with layer in which you manually fill with a color and mask off an area.

To open Blending options, bring your mouse cursor over the upper right icon in your Layers tab. Click on it.

If you have successfully clicked on the icon, a drop down menu similar to the one on the right will appear.

Click on Blending Options.

Using Blending Options to Create Textures

Next, click on Pattern Overlay on the left sidebar. This will set the white swatch to the default pattern. If Preview is check, you can see the changes immediately. To change the pattern, click on the arrow pointing downward next to the current pattern.

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Using Blending Options to Create Textures

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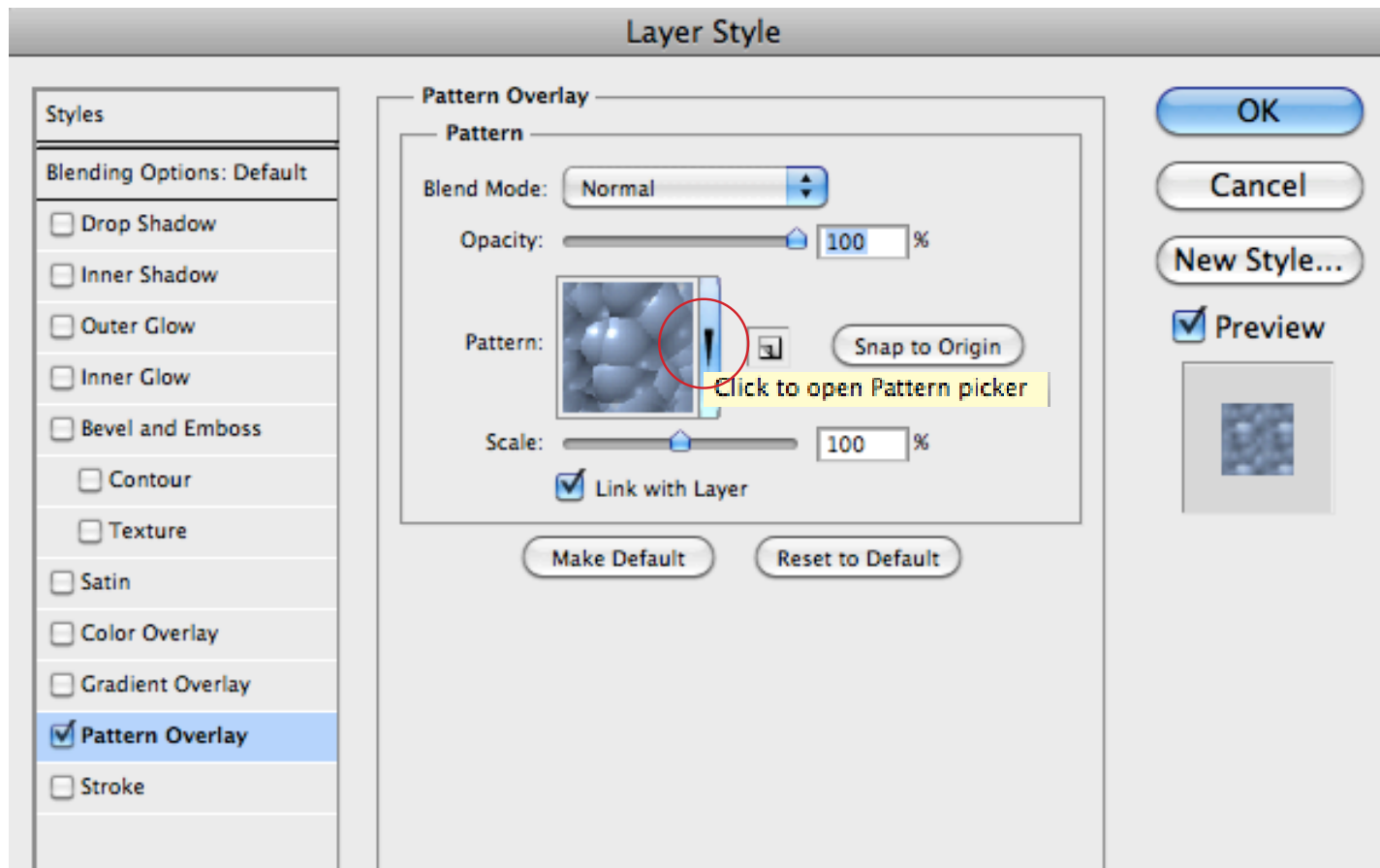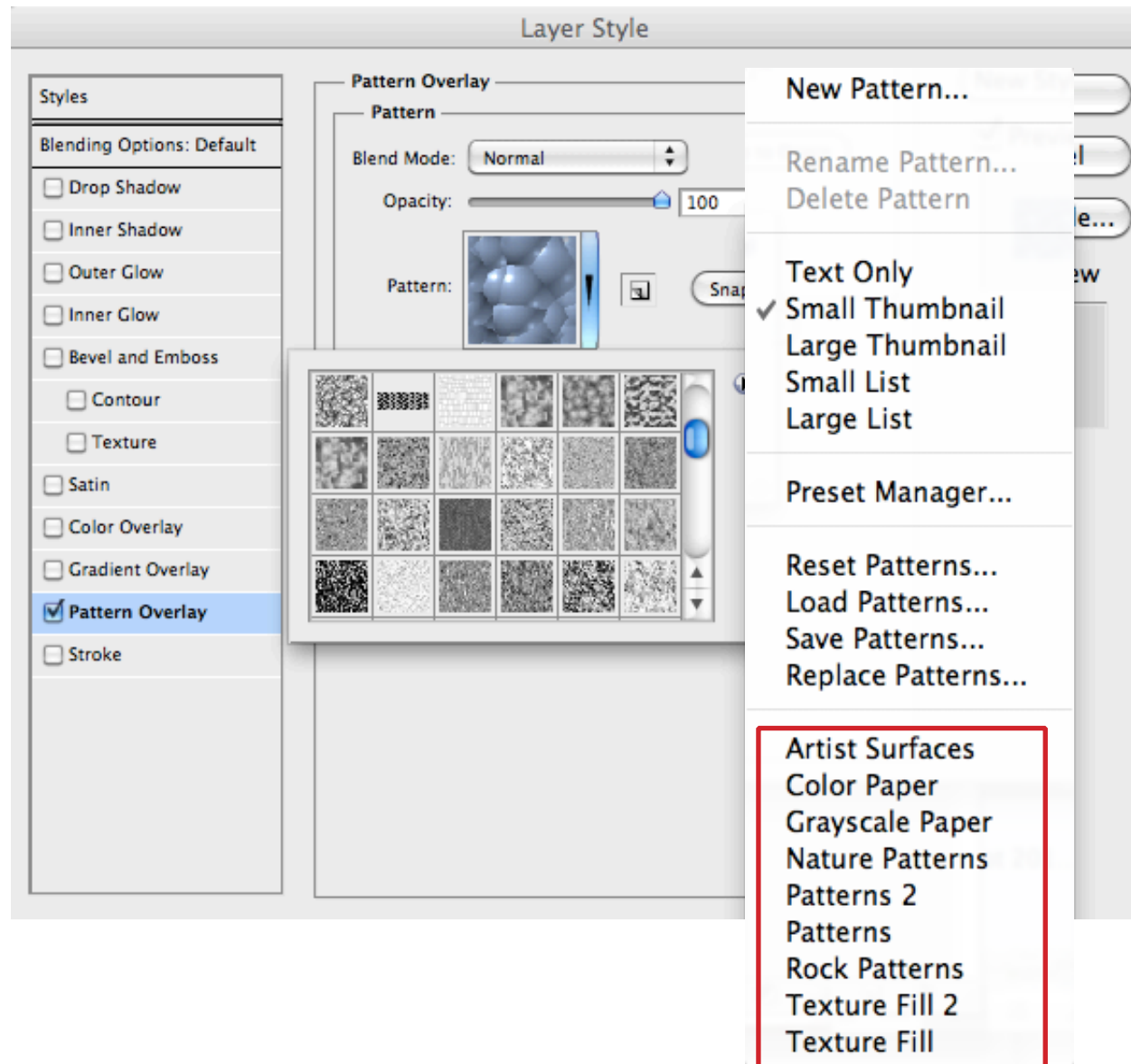
Once we click on the arrow, this dropdown menu will appear. You can pick any of the pattern sets from Artist Surfaces to Texture Fill.

When you click on a pattern set, you will be prompted to either Append, OK or Cancel.

Append adds the selected pattern set to the patterns already in your palette. OK replaces the current set with what you selected.

Cancel returns you to the Pattern Overlay window without making changes.

Tip: You can also download additional pattern sets from the internet. Use the Load Patterns tool to load downloaded patterns.

It is also possible to make your own pattern. This method is covered in another tutorial.

Using Blending Options to Create Textures

Let's choose the default pattern "Denim" as our pattern texture. To change the gray default color, we can go to Color Overlay. Change the blend mode to "Multiply" to have your color blend with the texture.

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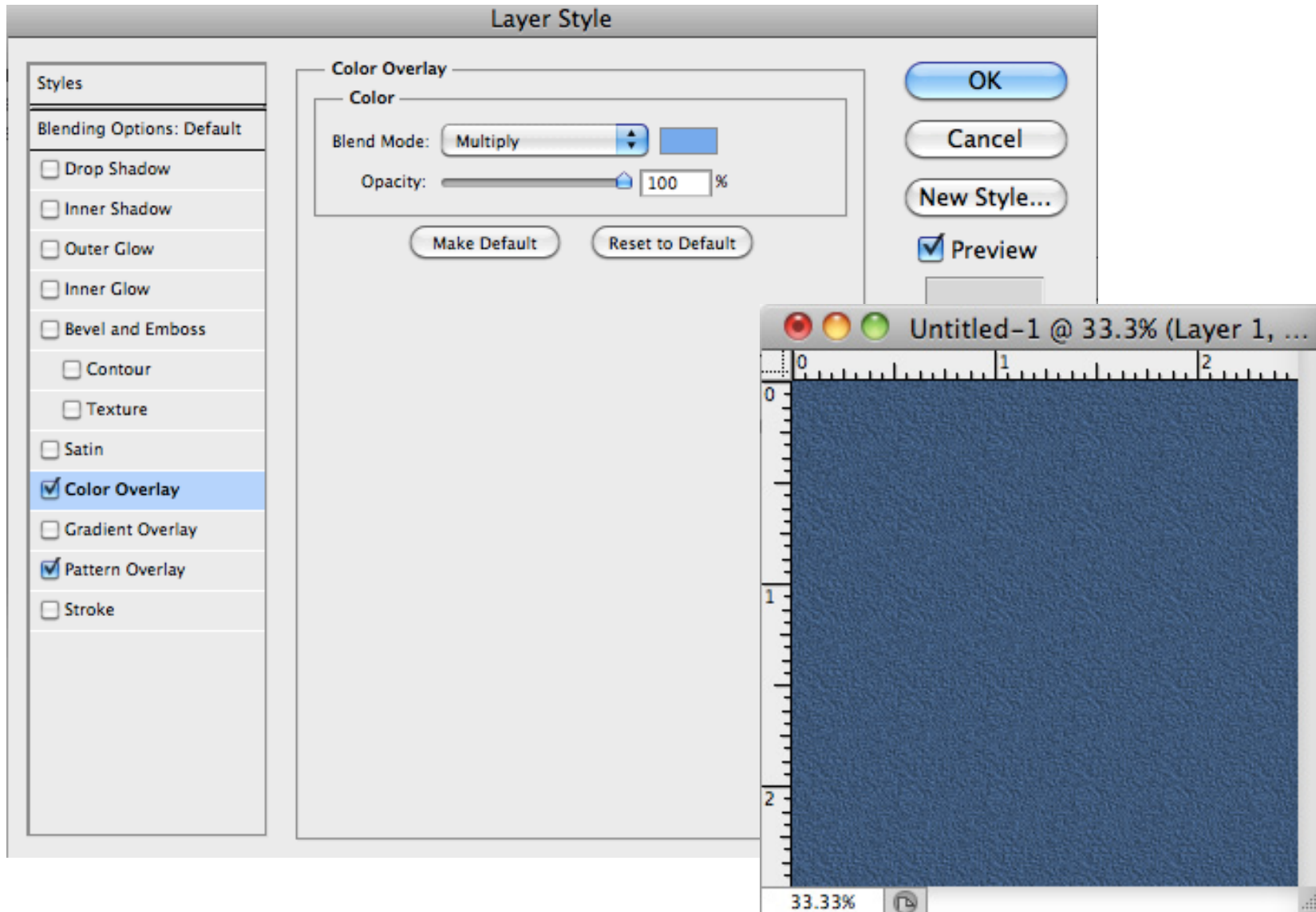
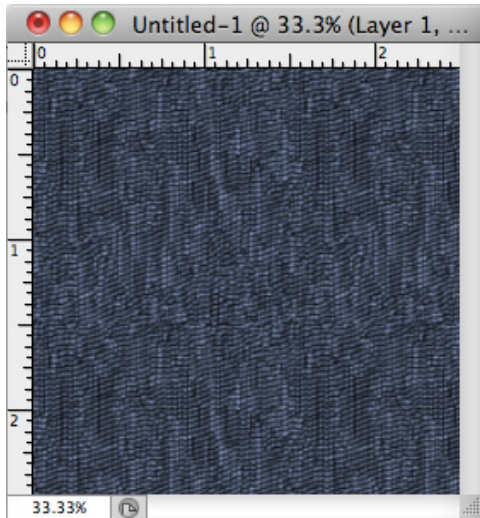# Using Blending Options to Create Textures

Now if we go back to the Pattern Overlay tab, we can also make changes to the size of the texture. By changing the scale to 200%, we can enlarge the texture effect.
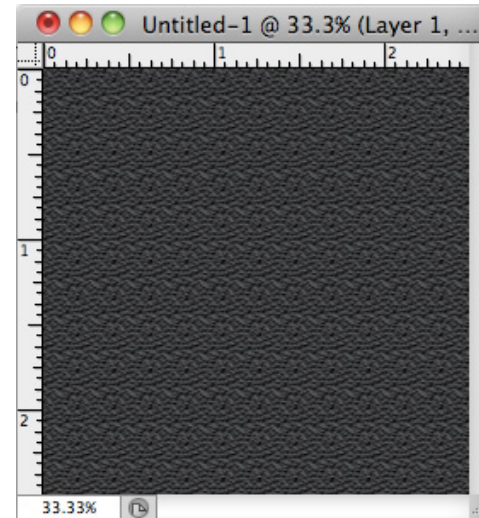
ID@GT
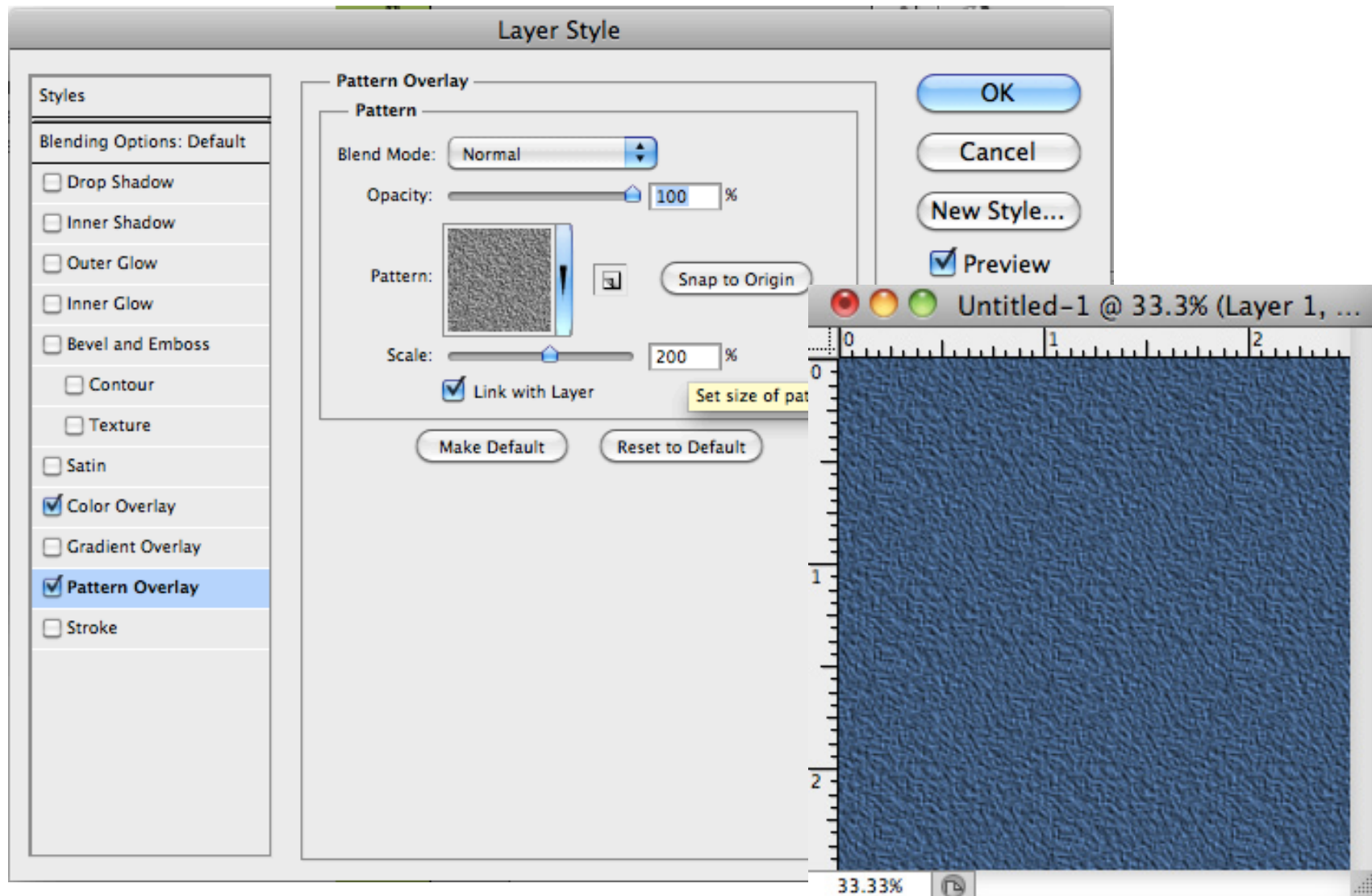
Using Blending Options to Create Textures

Examples of the different possibilities. The swatches below were made from corresponding patterns (with the same corresponding names) within the different Photoshop default pattern set.
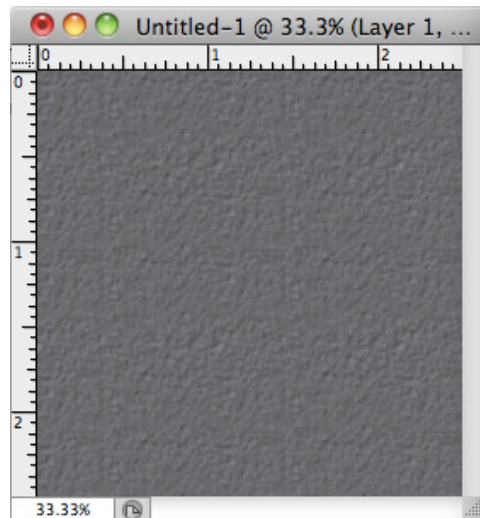
Denim

Snakeskin

Stone

Leather