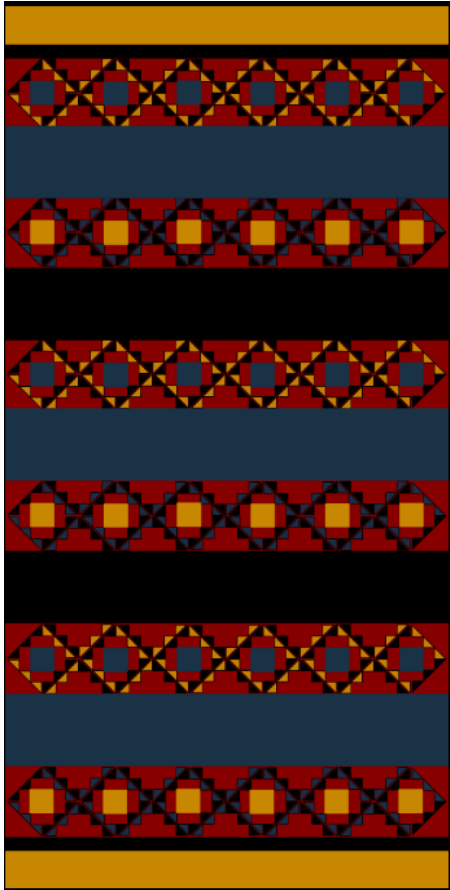


Directions - Tapestries

A short instruction manual on how to make MammaHyena style tapestries in Adobe Photoshop.

1. You will need the following:

A piece of original art preferably in vector graphics.



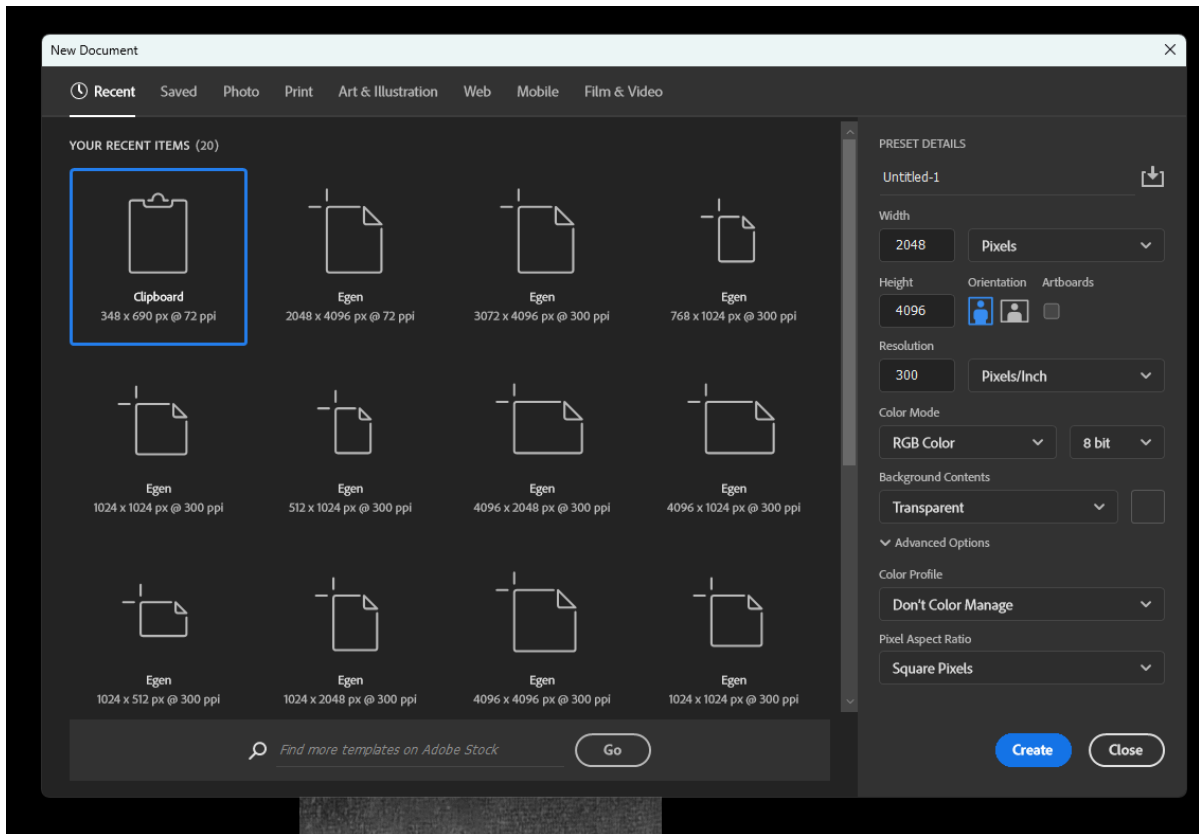
Example which will be used in the tutorial.

This texture made by me from vanilla tapestry textures.



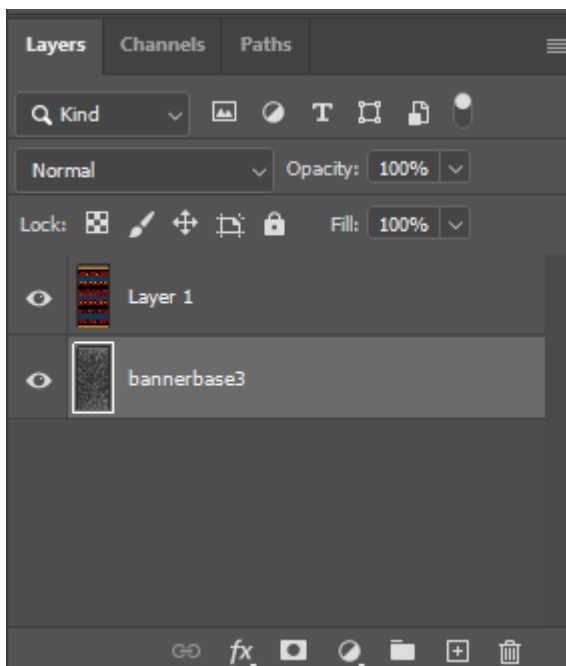
2. Step one, setting up the document

Most tapestries are in a ratio of 512/1024 but in an effort to include finer detail & make the texturing work easier I tend to increase this size four times (2048/4096). Don't worry, we will reduce the size when exporting the document. It's important to keep the resolution at 300.



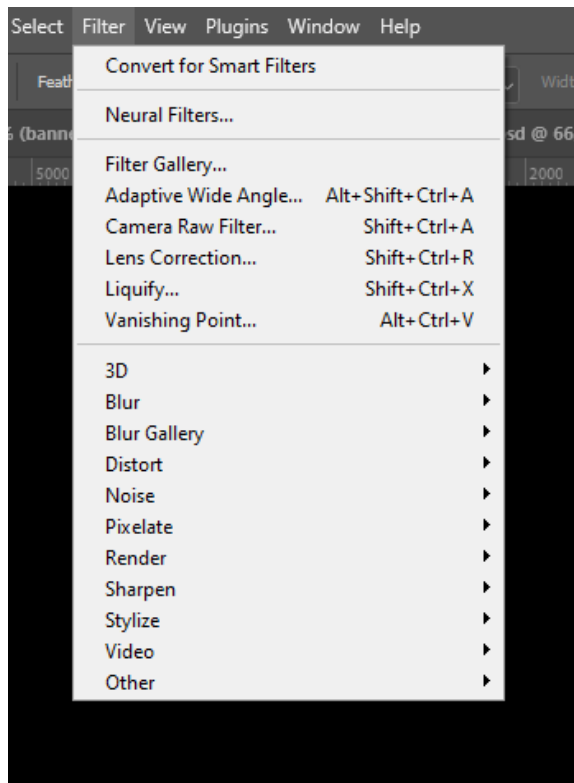
3. Layers & texturing

Start with placing the art layer in Layer 1 & correct its size.
Do the same with the texture layer (beneath Layer 1 as shown in the illustration).



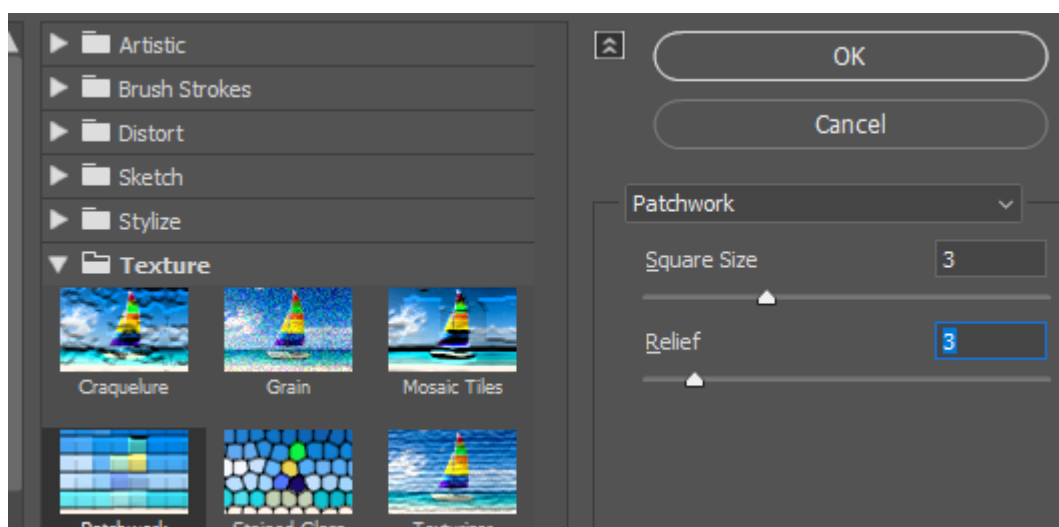
For now we will ignore the tapestry texture & focus on the art layer.

Go to the filter tab.

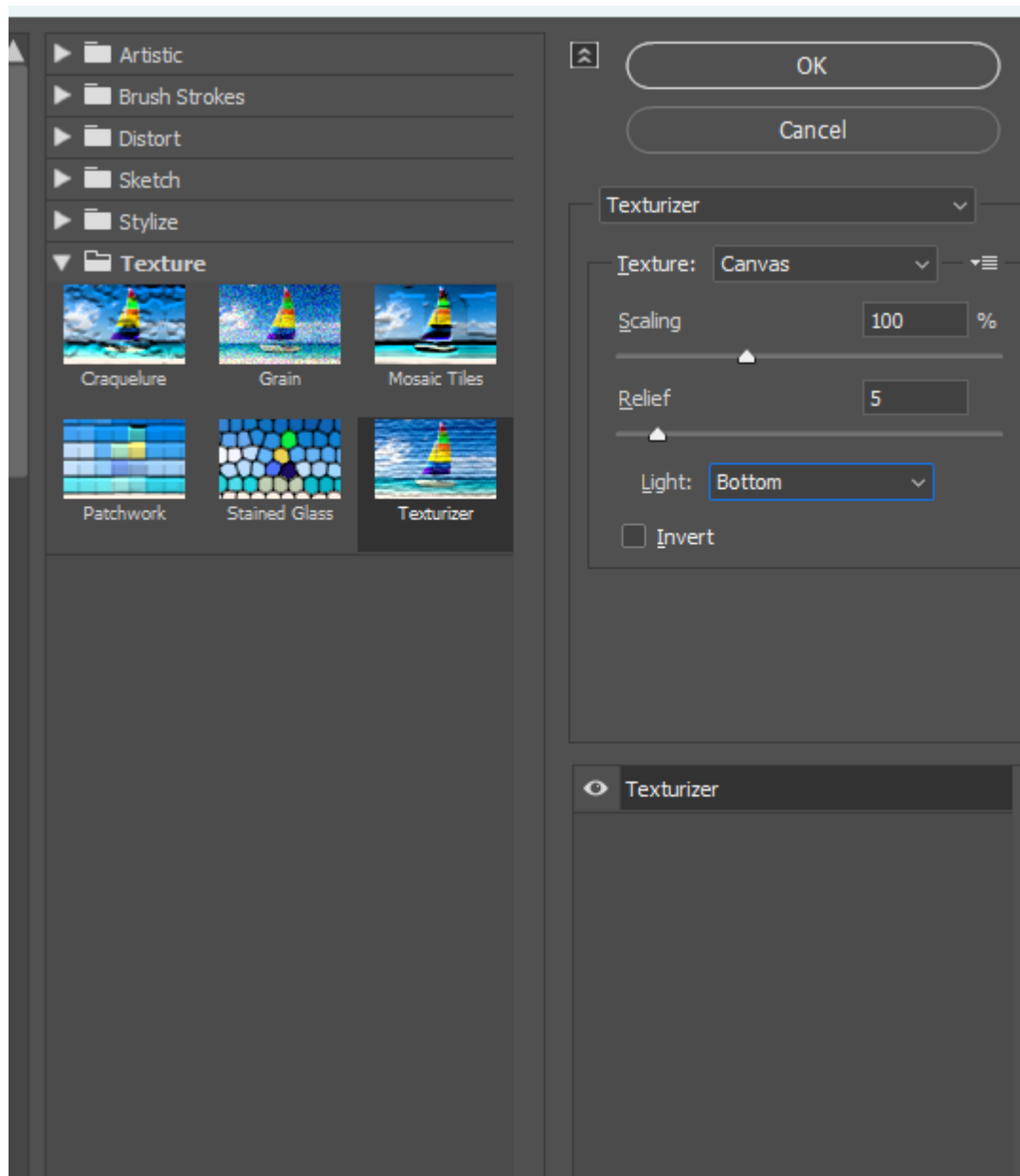


Pick filter gallery

Press the patchwork filter icon. Use the following ratio. (Square size 3, relief 3)



Go back to the filter gallery. Choose the texturizer filter with the “canvas” texture as shown below. Important to have light placed on “bottom”.



Repeat the texturizer filter again with the same setting but choose light from “bottom left” instead.

We are going to repeat the texturizer a couple of times. Use the following formulae:

Step 1: Patchwork, Square size 3, Relief 3

Step 2: Texturizer, canvas, scaling 100%, relief 5, light Bottom.

Step 3: Texturizer, canvas, scaling 100%, relief 5, light Bottom Left.

Step 4: Texturizer, canvas, scaling 100%, relief 3, light Left.

Step 5: Texturizer, canvas, scaling 100%, relief 3, light Top Left.

Step 6: Texturizer, canvas, scaling 50%, relief 3, light Top.

Step 7: Texturizer, canvas, scaling 50%, relief 3, light Top Right.

Step 8: Texturizer, canvas, scaling 50%, relief 1, light Right.

Step 9: Texturizer, canvas, scaling 50%, relief 1, light bottom Right.

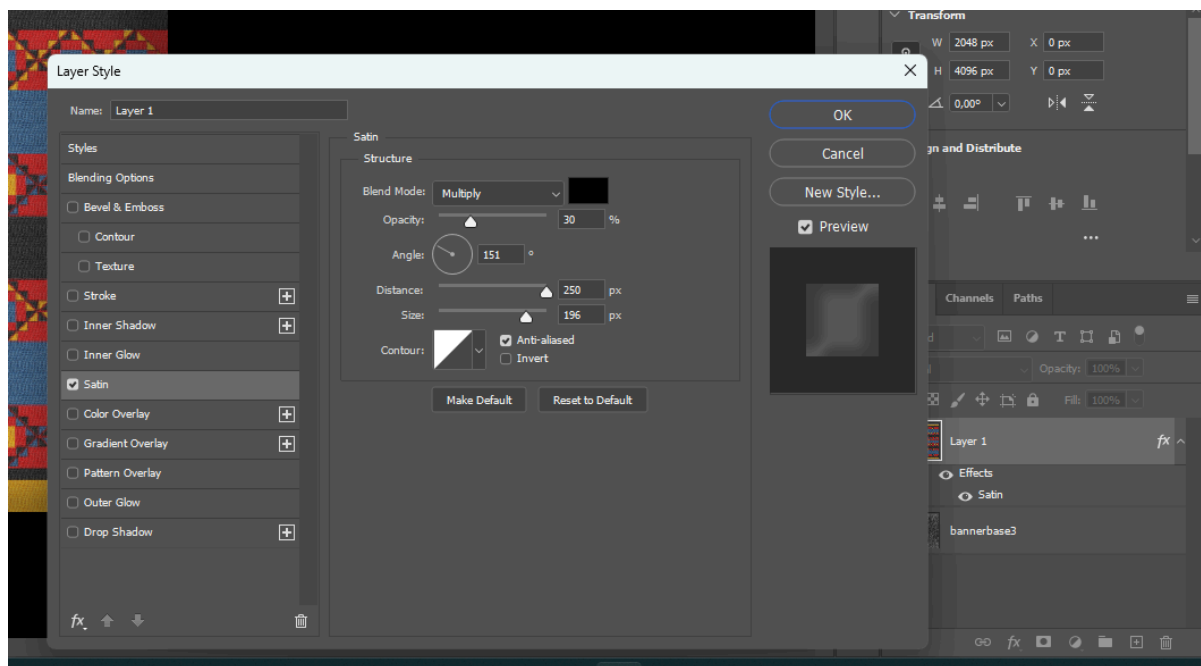
In the end you will have result looking like this:



Not looking exactly vanilla worthy yet right? No worries, we will fix it with the next couple of steps.

3. Light, shadows & layer masks

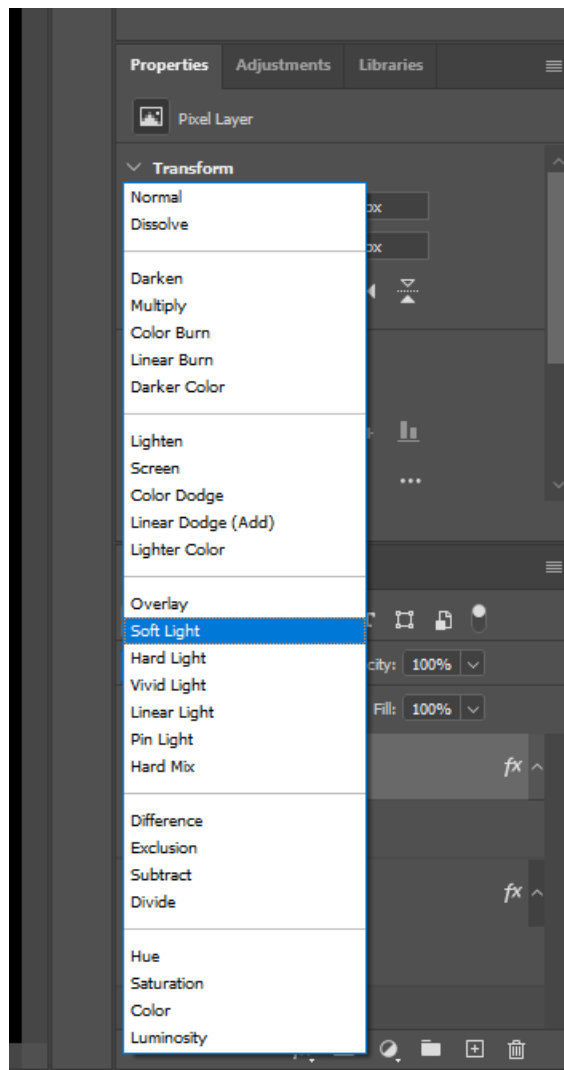
Double click on Layer 1 until this window pops up. Choose “satin” with the following specifications:



This will add a shadow to your tapestry.

Do the same with the tapestry texture in layer 2 using the same specifications.

Now for the layer masks found just above the layers (preset is normal). Change to “soft light” with the Layer 1 selected.



Now the art layer & the texture layer have merged together creating something like this.



If you want to you may adjust saturation, contrast etc. In this case I think we don't really need it.

Make sure to export your work or save it as a DDS. Reduce the size to a more vanilla friendly ratio when exporting (in this case 512/1024).

Happy hunting.

/MammaHyena