

# Rusty Bones Tavern Sign

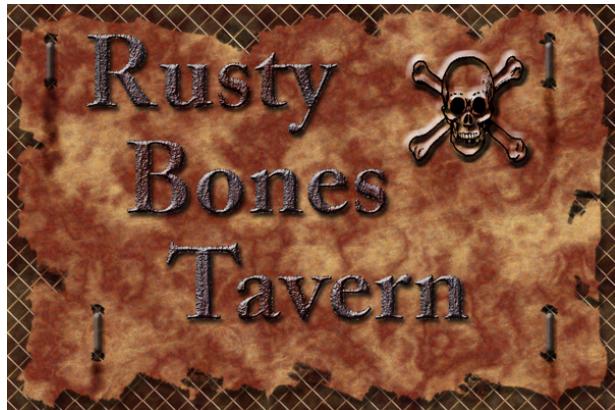
by

John

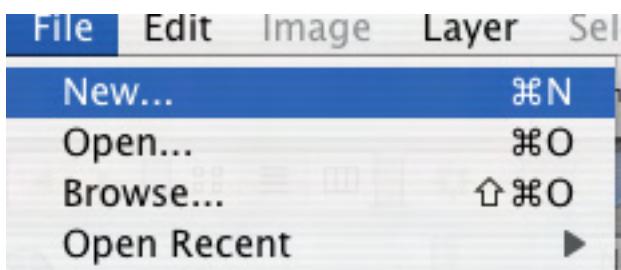
Woods

Adobe Certified Expert

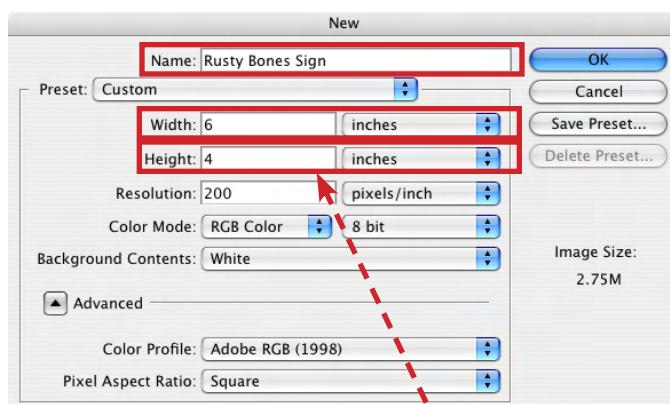
photoshop CS



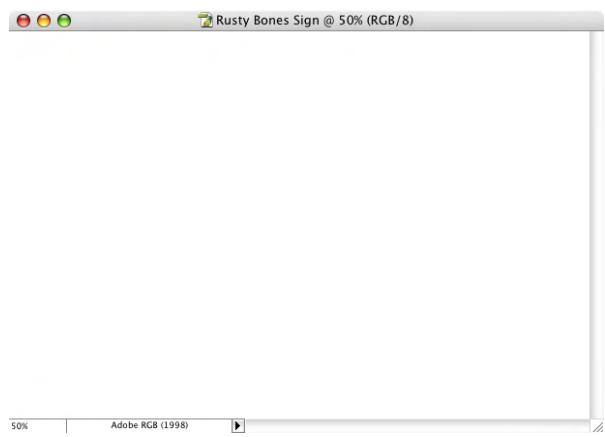
This is an in-depth exercise to learn how to use layer masks to show and hide layers, and also how to apply textures to files to achieve that professional Photoshop look to images and graphic elements.



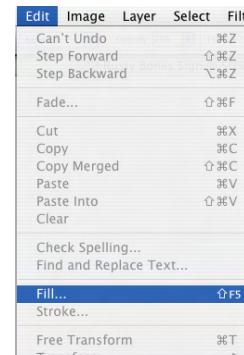
Select File>New as shown



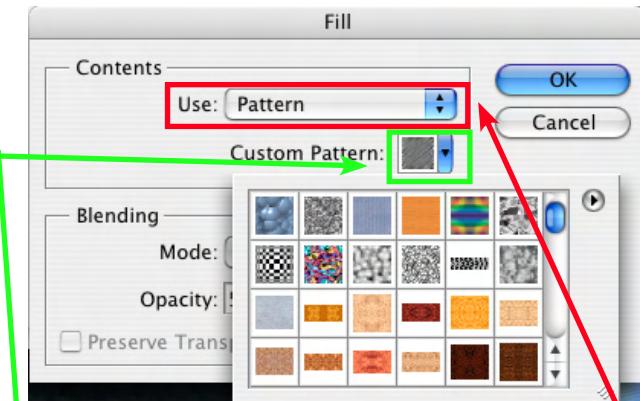
Setup the new file as shown in the new file control panel. Name it Rusty Bones Sign



File>New> Rusty Bones Sign

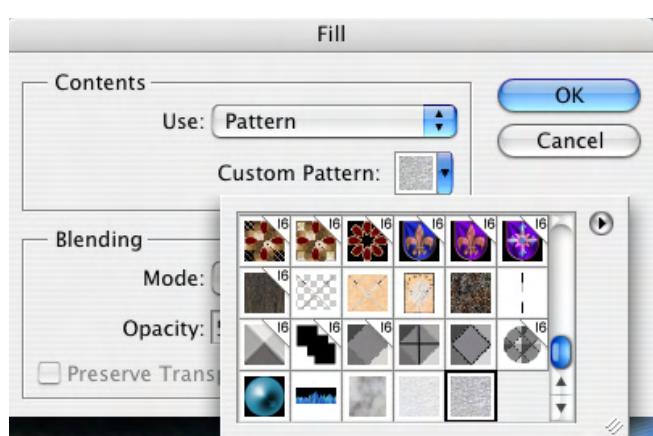


Select Edit>Fill as shown.

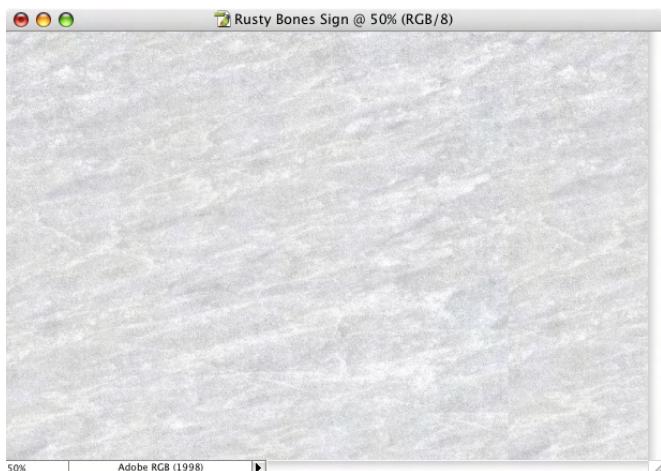


When the Fill control panel pops up, click on the small arrow at the end of the Use: field and select Pattern (Red Highlight Box)

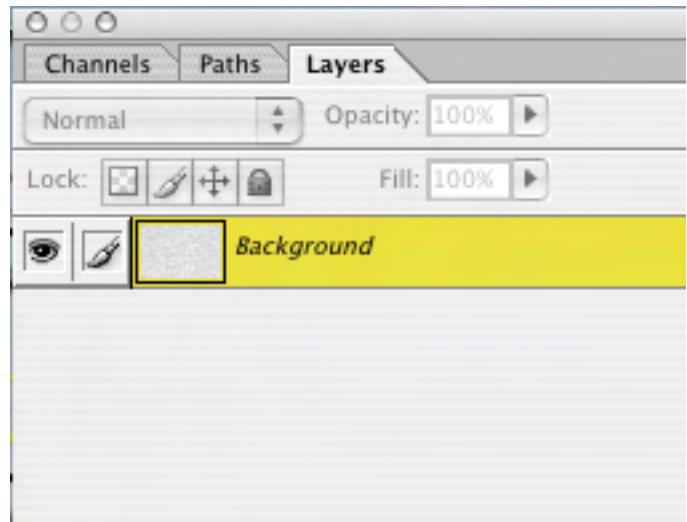
Click on the Pattern Box to Open the Preset Pattern palette (Green Highlight Box)



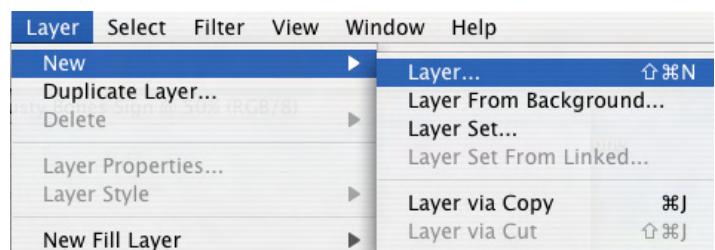
Scroll down and select the Dark Granite Background as shown. Then Click OK.



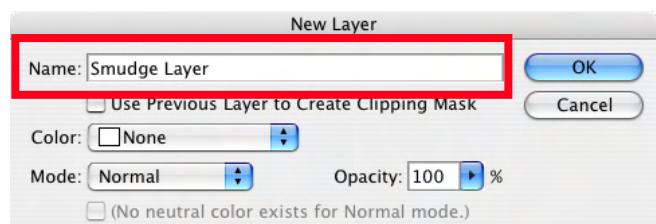
Original Image filled with Dark Granite Pattern



Layers palette with background layer filled with Dark Granite Pattern

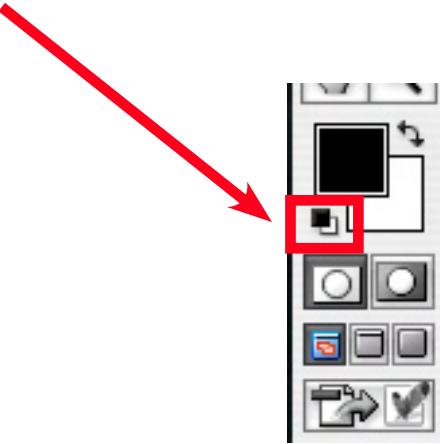


Select Layer>New>Layer as shown

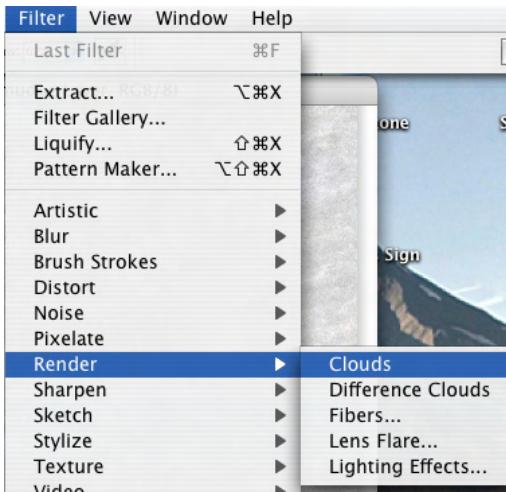


When the New Layer control panel opens rename the layer Smudge Layer, as we are going to use this layer to produce rust smudges over the granite background.

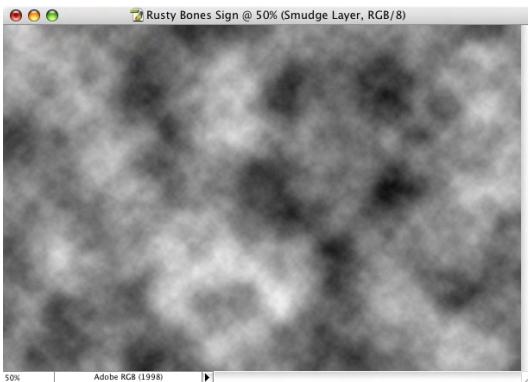
Set the Foreground and Background swatches to the default colors of Black and White. Either click on the default color button (red highlight box) or press D on the keyboard.



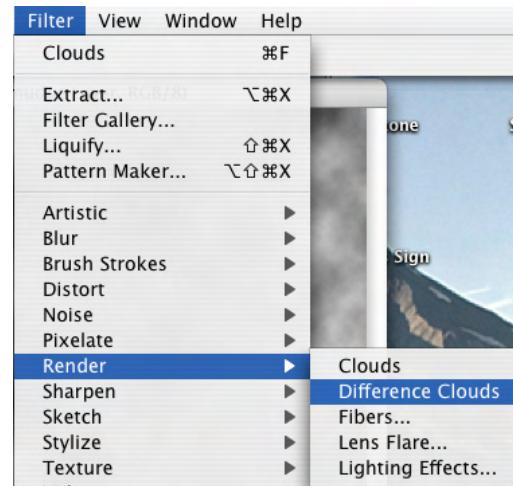
With the New layer active (highlighted). Select Filter>Render>Clouds as shown below.



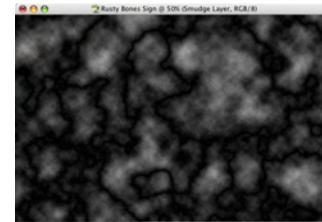
New layer with the Cloud filter applied.



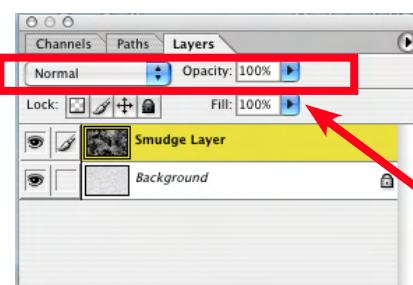
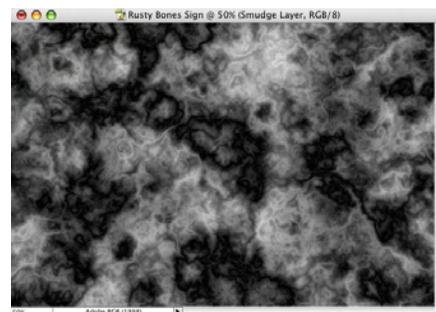
With the New layer active (highlighted). Select Filter>Render>Difference Clouds as shown below.



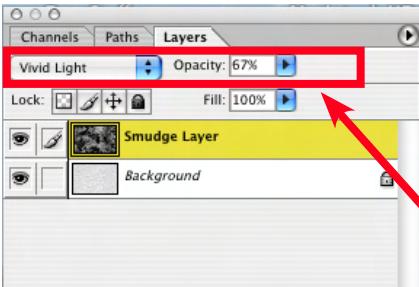
New layer with the Difference Cloud filter applied.



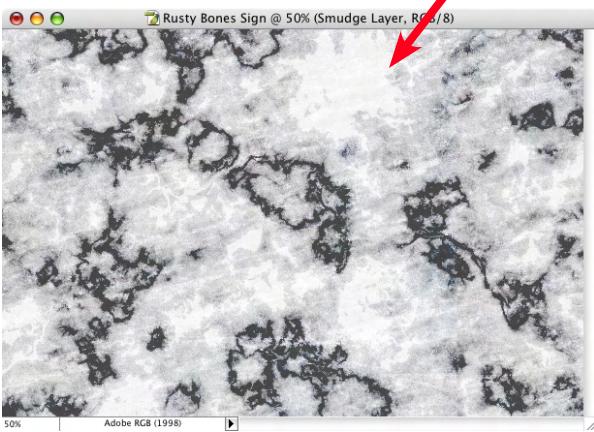
Apply the Difference Cloud filter 10-12 times Command-F (Mac) Control-F (PC) or until you get something that looks like the image below



New layer in the Layer Palette with a Normal Blend Mode set.



Change the Layer Blend Mode to Vivid Light.  
change the Opacity to 67%

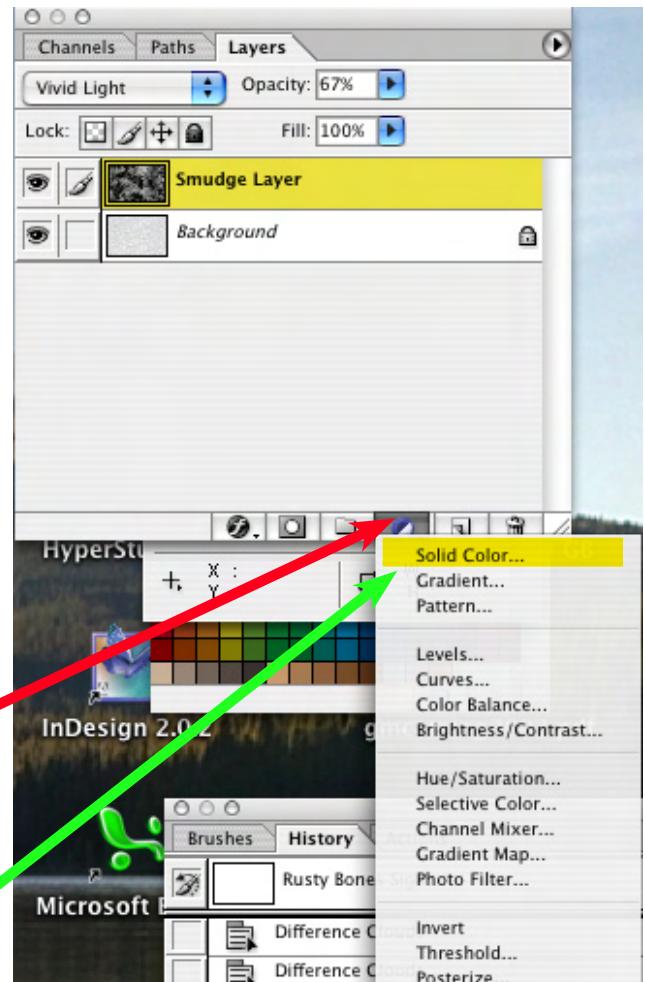


Now I am going to add a Solid Color Fill layer over the top of the Smudge Layer, to get the rust color I need for the sign.

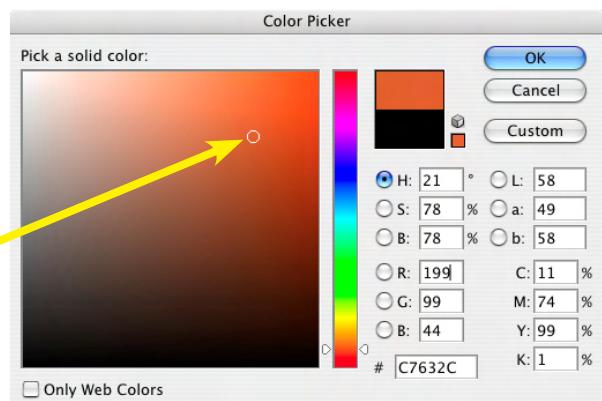
I click on the Create New Fill or Adjustment Layer icon



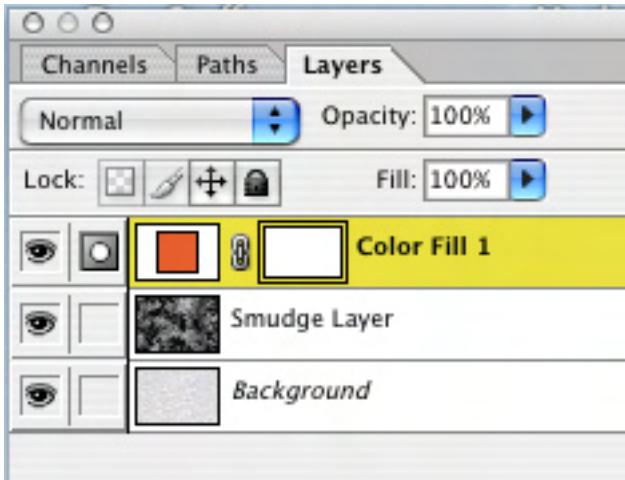
on the bottom of the Layers palette



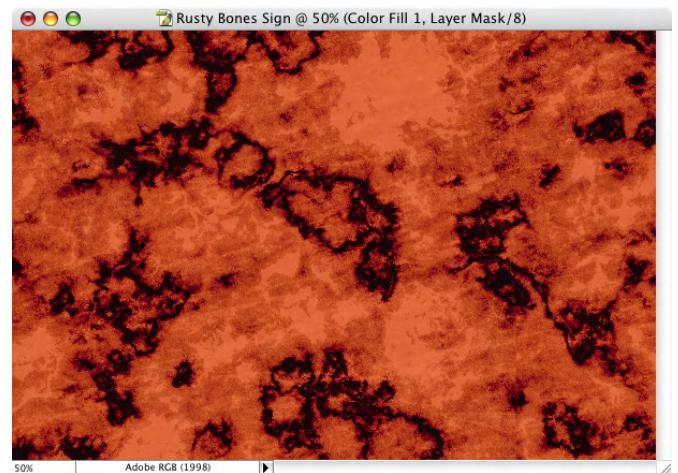
Select Solid Color as shown



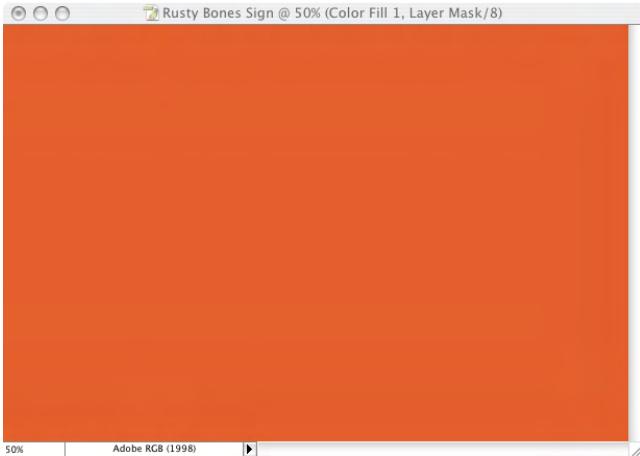
The Color Picker control panel opens. Select a dark Orange color. In this example I used R-199, G-99, B-44.



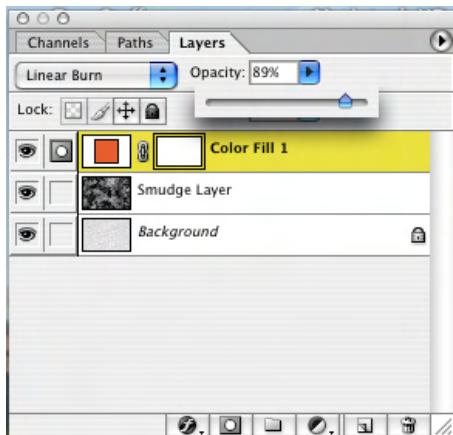
Color Fill Layer added Layer Blend Mode  
Normal, Opacity at 100%



Color Fill Layer over the Background and  
Smudge layer with the Layer Blend Mode set  
to Linear Burn and the Opacity set to 89%

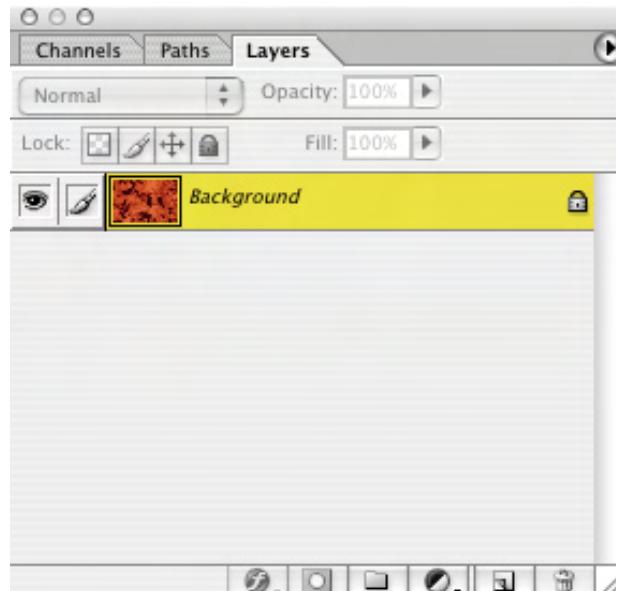


Color Fill Layer over the Background and  
Smudge layer with the Layer Blend Mode Normal,  
Opacity at 100%

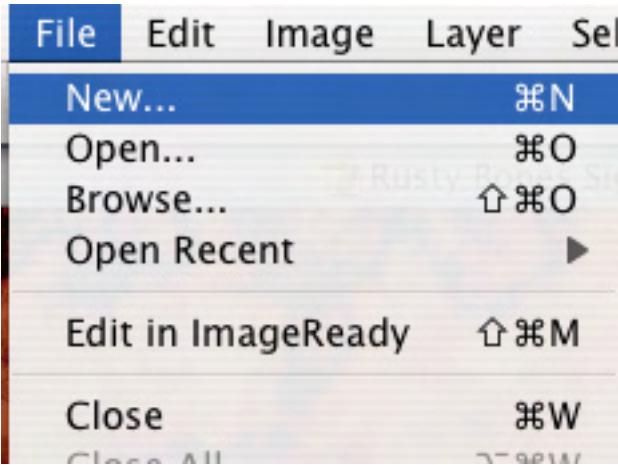


Change the Layer Blend Mode to Linear Burn  
and set Opacity to 89%

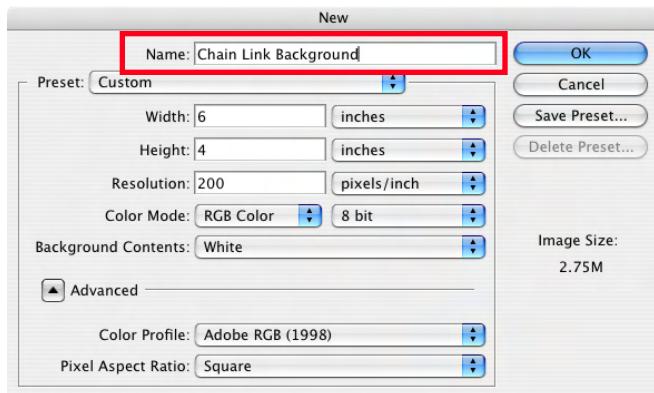
Click on the small arrow at the top of the Layers palette and select Flatten Image from the pop out menu.



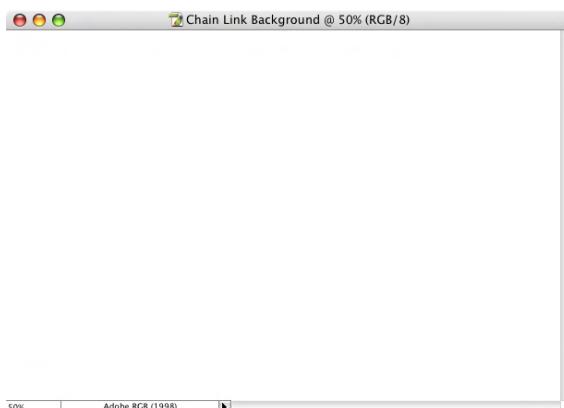
Layers Flattened into Background layer.



With the Rusty Bones File still open Select File>New as shown



Change the name to ***Chain Link Background*** or if you are going to use a rock, wood or other texture behind the rust layer use that name as a descriptor for example ***Old Wooden Background***

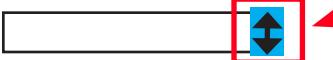


Chain Link Background open

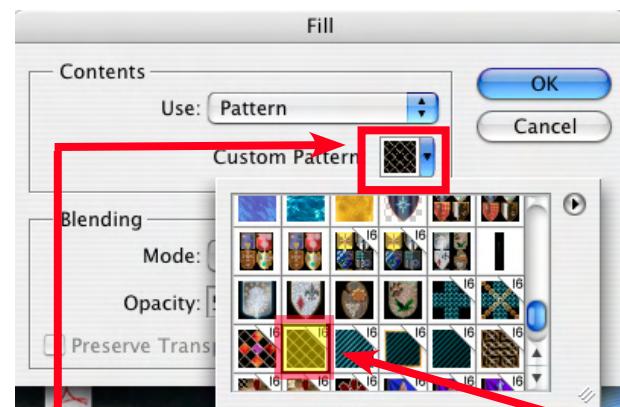


Select Edit>Fill as shown

When the Edit>Fill control panel opens, click on the small arrow next to scroll down

Use: 

Select Pattern in the box field



Mouse click on the sample Pattern thumbnail to open the Pattern Palette.

Select the Wire mesh pattern  
Click OK button.

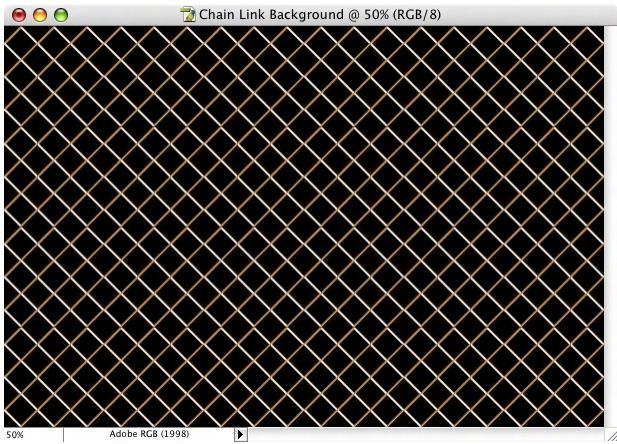
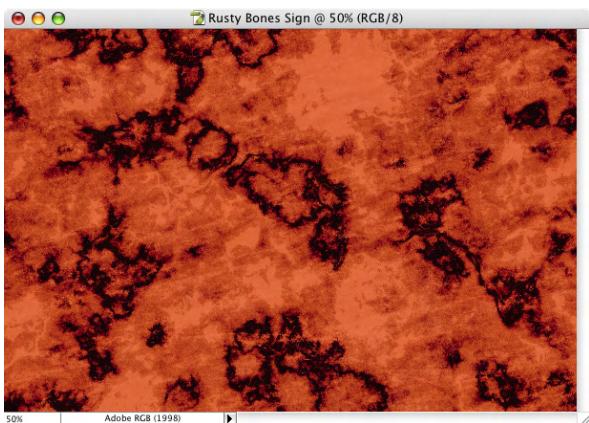
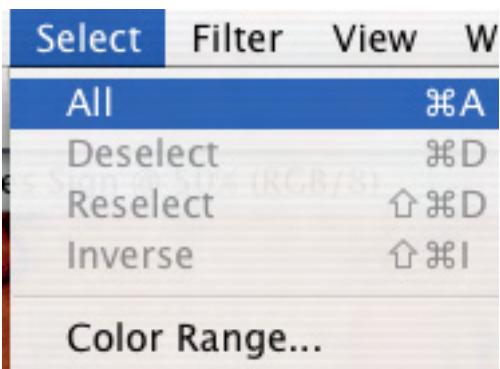


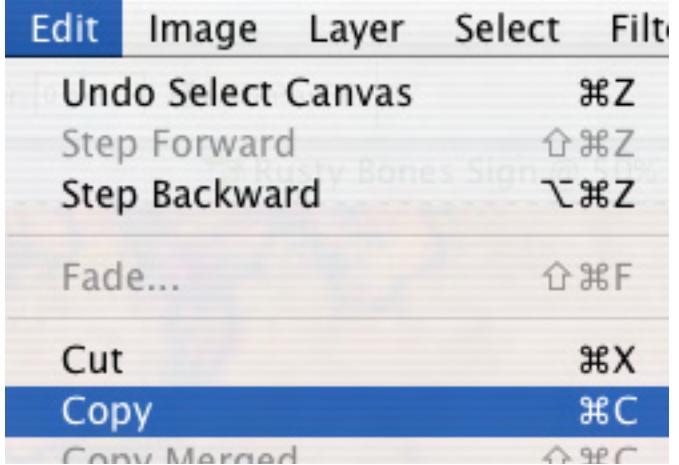
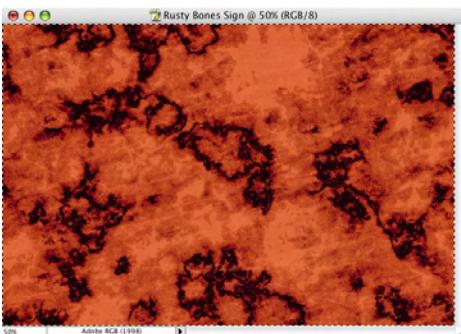
Image filled with chain link pattern.



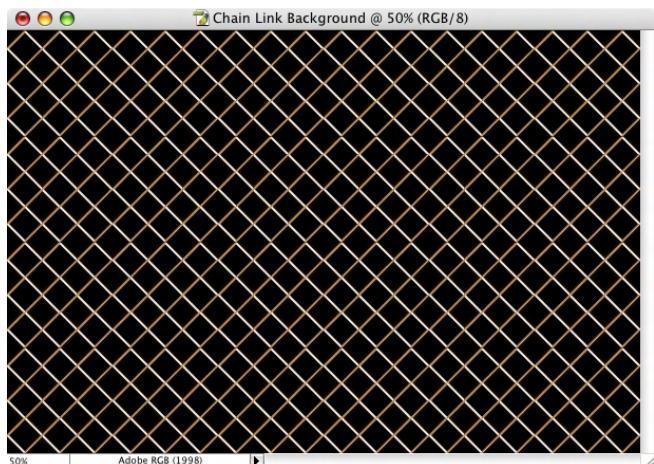
Click on the Rusty Bones Sign file



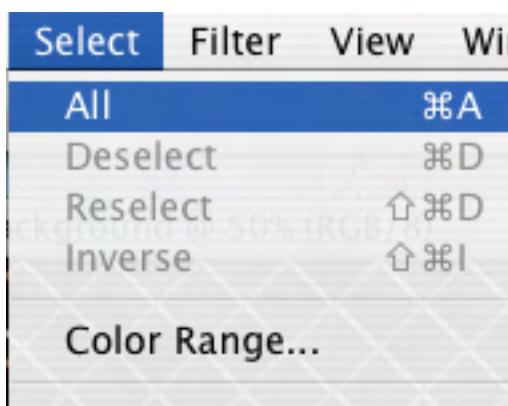
Click on Select>All



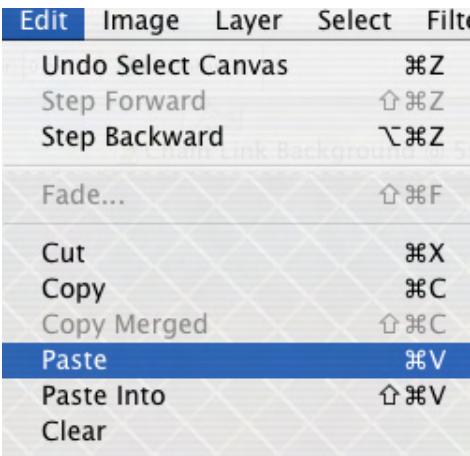
Click on Edit>Copy to put the Rusty Bones image data into the clipboard.



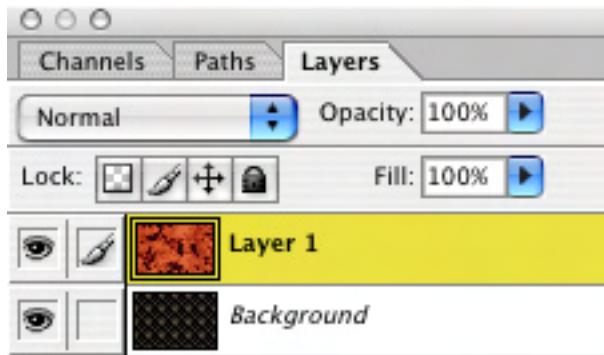
Click on the Chain Link Background file



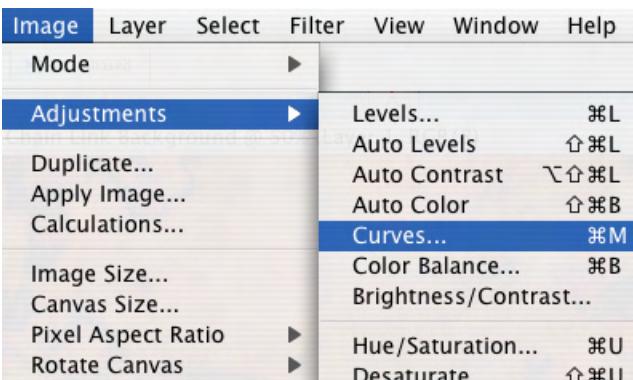
Click on Select>All



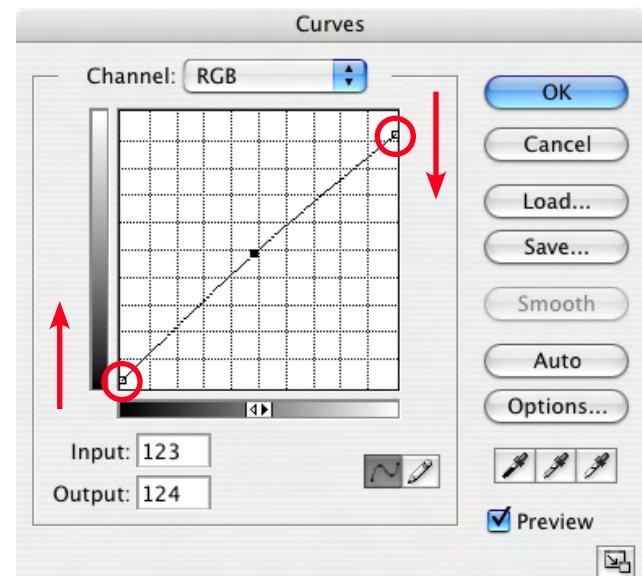
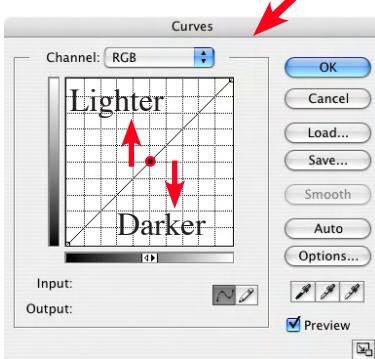
Click on Edit>Paste



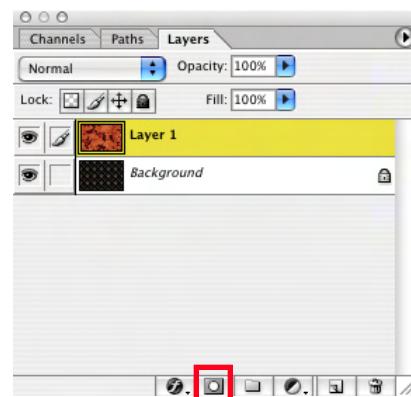
Layer Palette with new layer added.



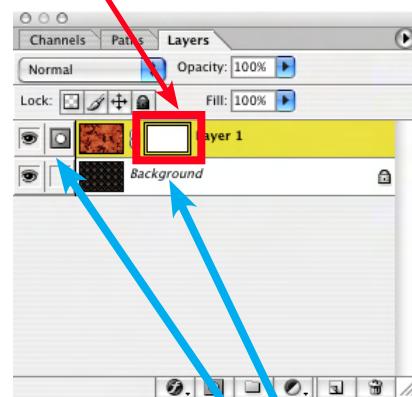
Click on Image>Adjustments>Curves, the Curves control panel pops open



On the Curves control panel the Black point has been raised and the white point has been lowered, thus reducing the contrast of the rust layer.



Click on the Layer Mask icon at the bottom of the Layers Palette to add a layer mask to the rust layer.



Click on the Layer Mask icon on the rust layer, the mask icon should have a dark line around it and the mask indicator shows in front of the layer.

Brush Options palette open

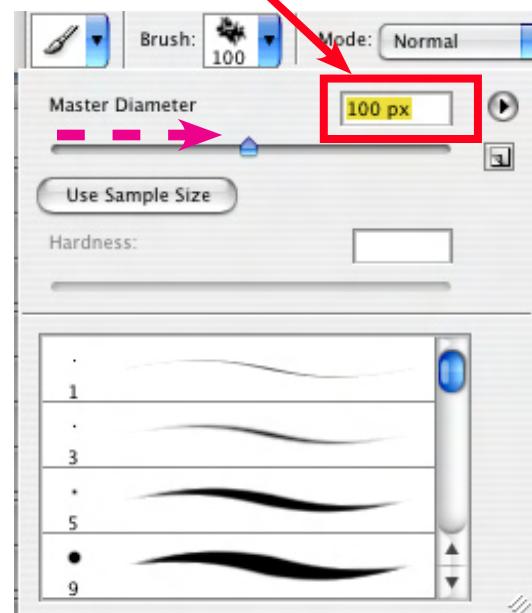
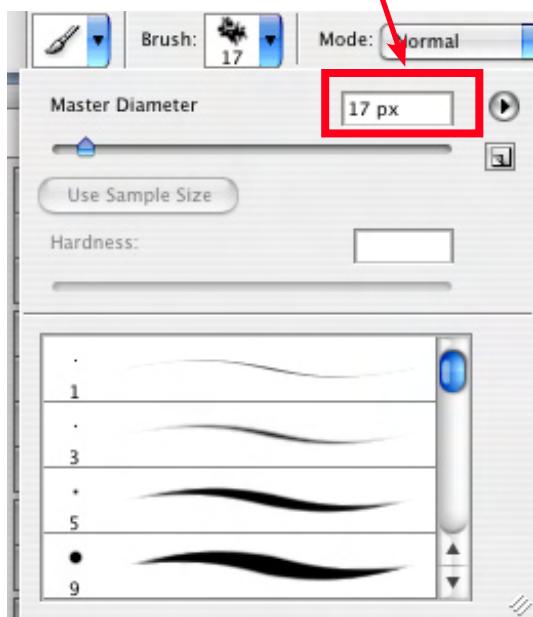


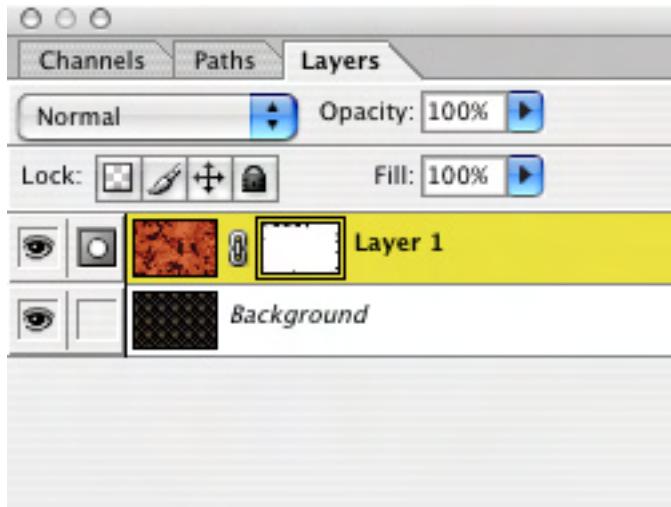
Click on the brush tool and check to make sure the Foreground color is Black as shown.

Select an Opacity and Flow setting that you can control, but also quickly remove the mask.



Click on the brush thumbnail indicator at the left of the brush options palette, brush size in this example is set to 17 pixels, set brush to 100 pixels.

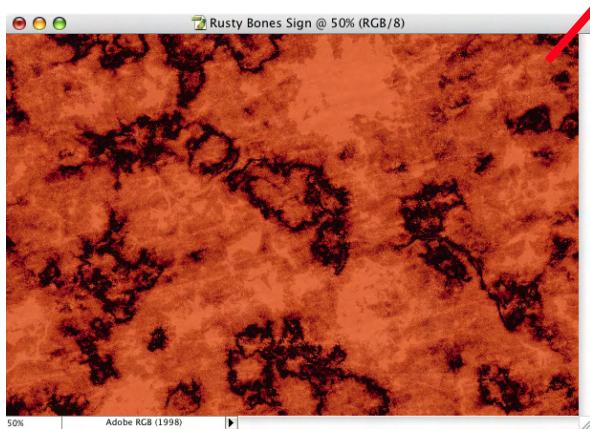




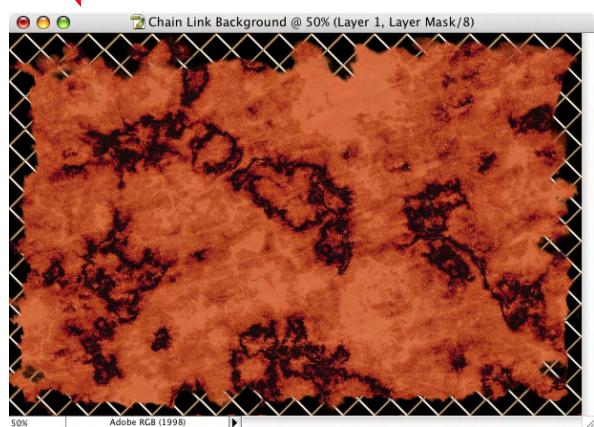
With the rust layer mask selected and using the brush tool I paint with Black on the mask adding to the mask, thus removing part of the rust layer, and allowing the chain link background to show through.



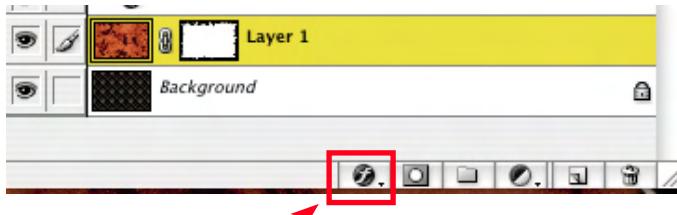
Rust Layer mask, black masks off the parts of the rust layer that I don't want show.



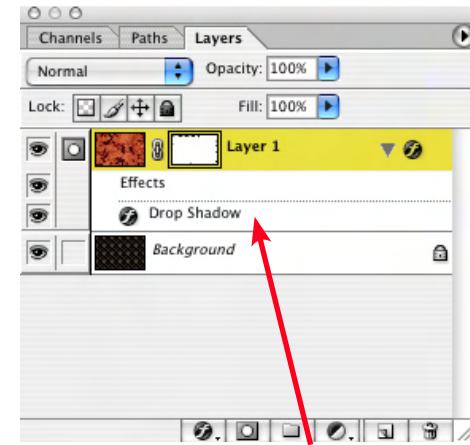
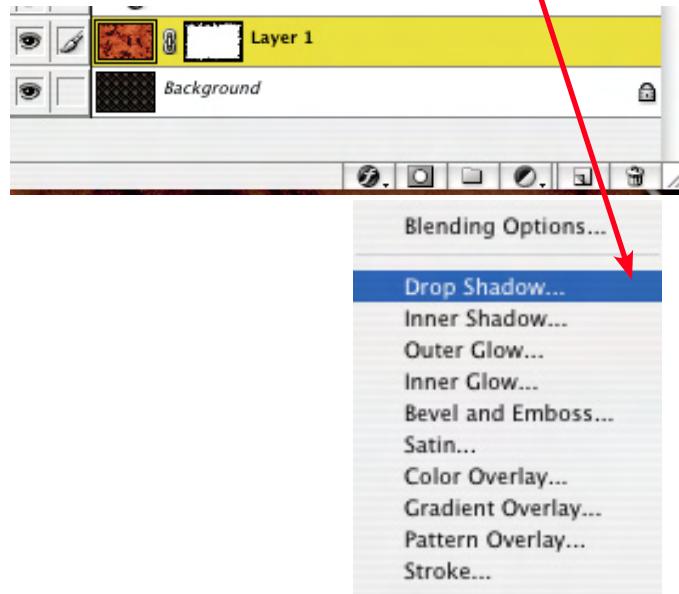
Rust Layer without mask



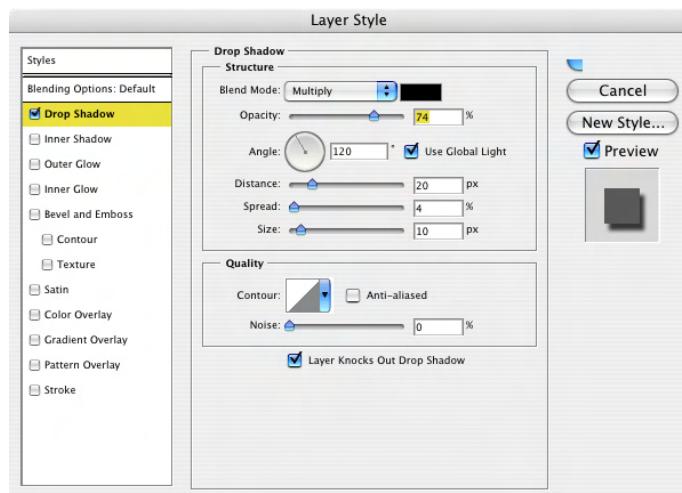
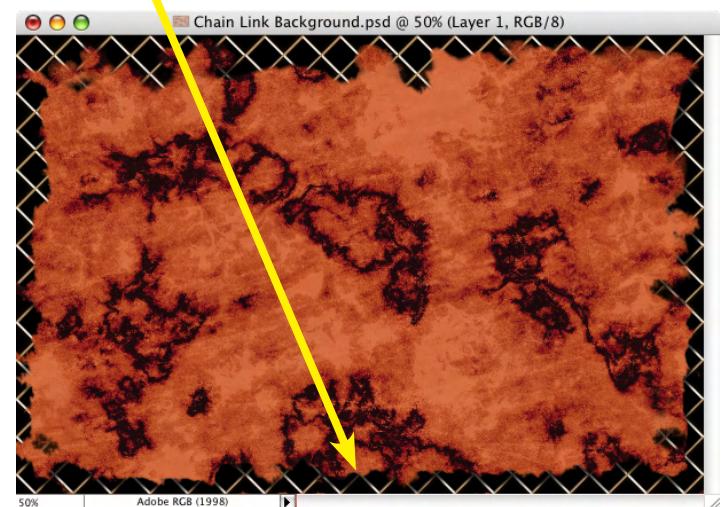
Rust Layer with layer mask applied.



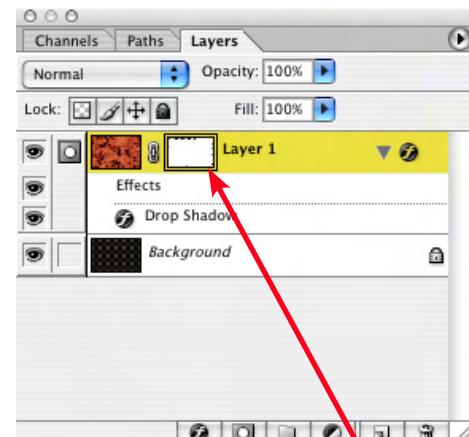
Click on the Add a layer style icon, at the bottom of the layers palette. Select Drop Shadow from the pop out menu.



Rust Layer with Drop Shadow applied.



Drop Shadow Layer Style control panel showing the settings to apply the Rust Layer Drop Shadow. I can set the angle, distance and how dark the drop shadow is in this control panel.



Click on the Rust Layer Mask icon to make the mask active. the Layer Mask has a dark line around it and the Mask icon ● is in front of the Layer



Click on the brush tool and check to make sure the Foreground color is Black as shown.

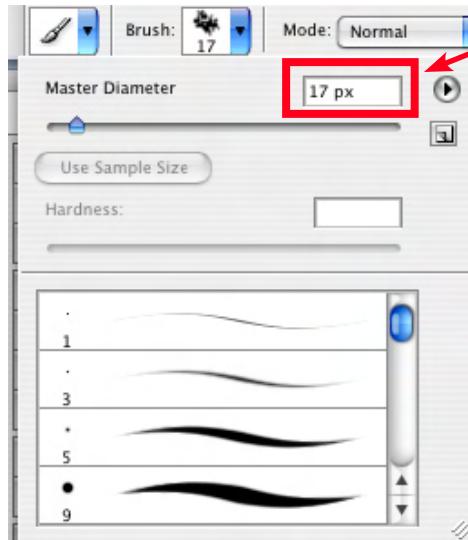


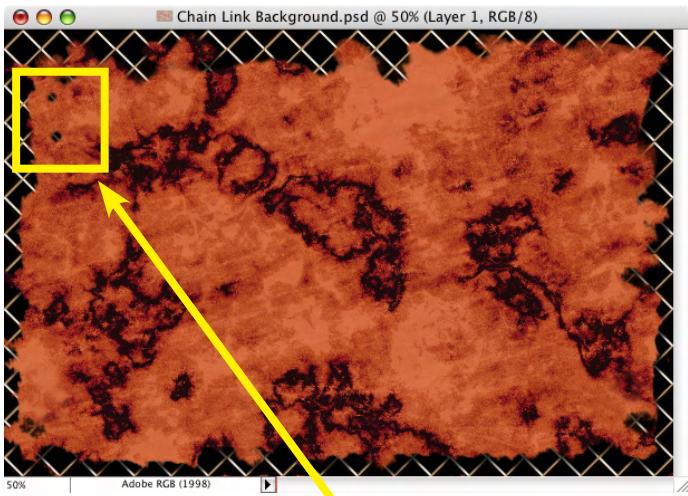
Rust Layer Mask before adding fastener holes to the mask

Brush Options palette open

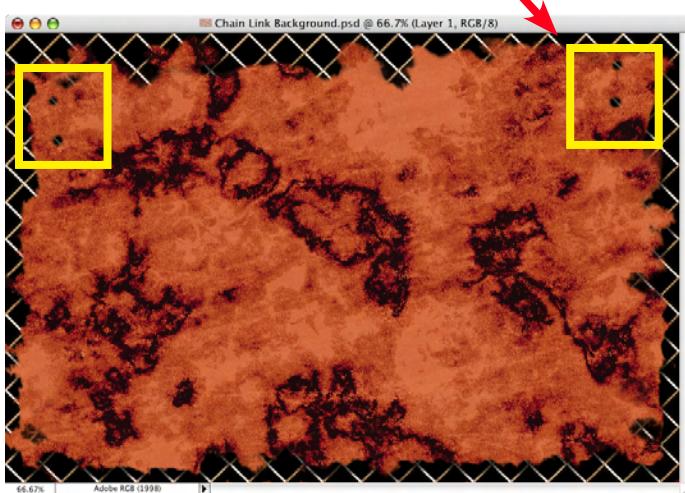
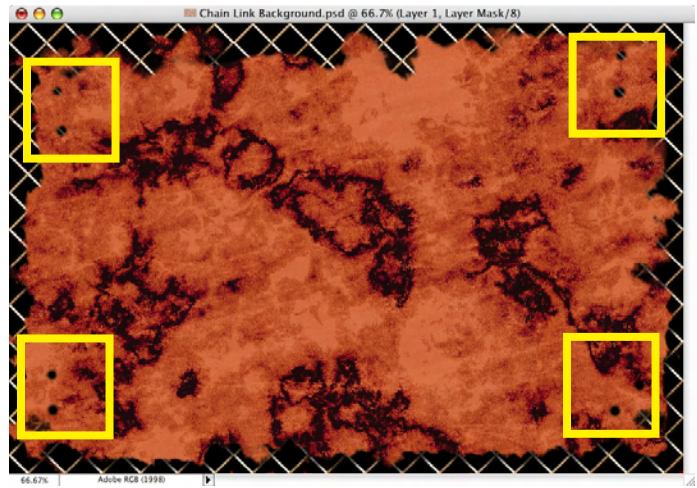


Click on the brush thumbnail indicator at the left of the brush options palette, if brush size is set to 100 pixels, set brush size back to 17 pixels.

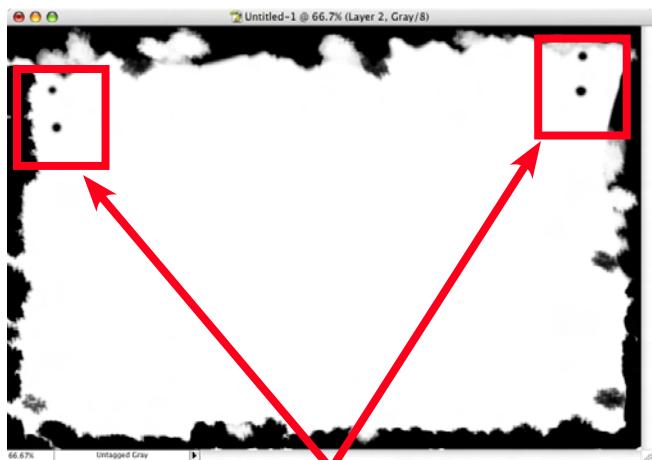




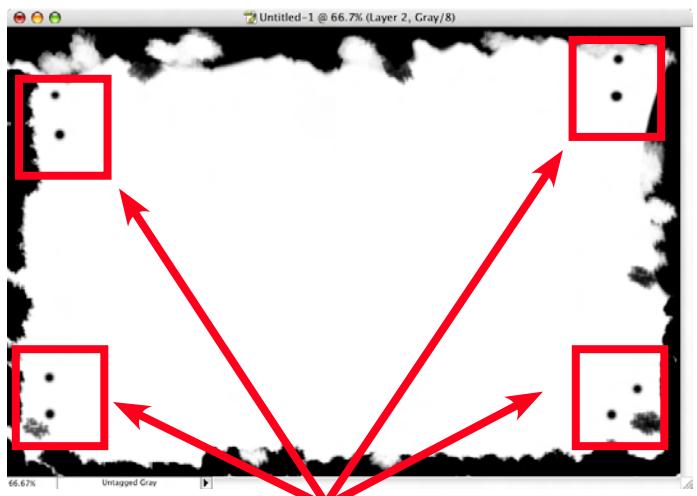
With the Brush set to 17 pixels and the Foreground color set to Black paint two holes in the Rust Layer on the left side and two holes on the right side.



Eight corner holes filled in with Black thus allowing the background to show through the Rust layer.



Mask with holes filled in with Black thus allowing the background to show through the Rust layer.



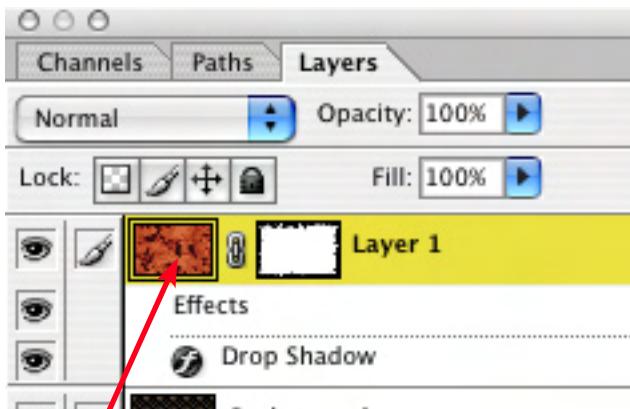
Mask with eight holes filled in with Black thus allowing the background to show through the Rust layer.



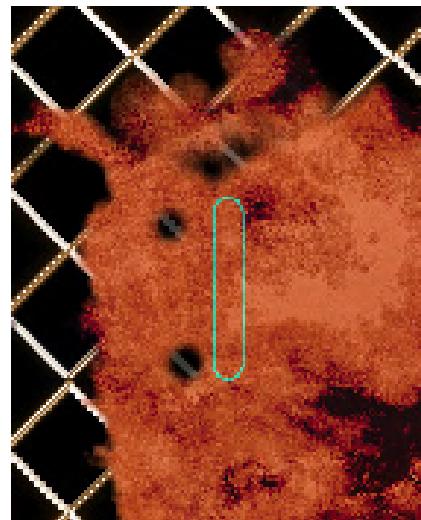
Click on the Custom Shape tool and Select the Rounded Rectangle shape.



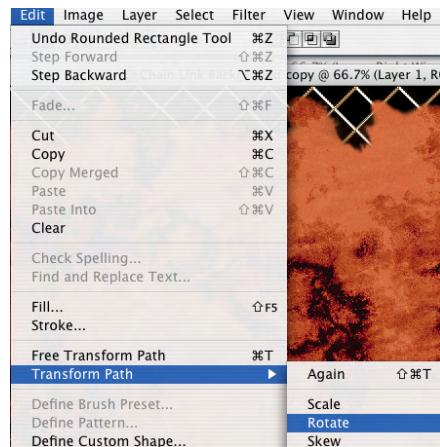
Select the Make Path Icon on the tool options bar



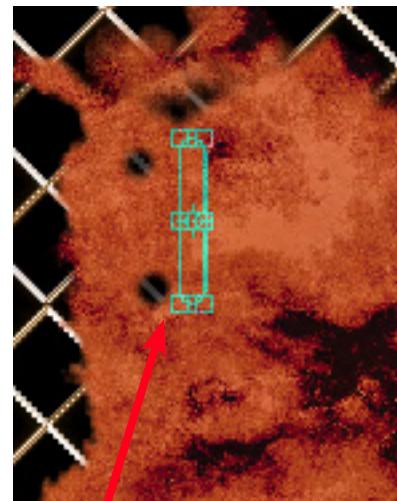
Click on the rust layer so it is highlighted.



Draw a oval path as shown on the rust layer



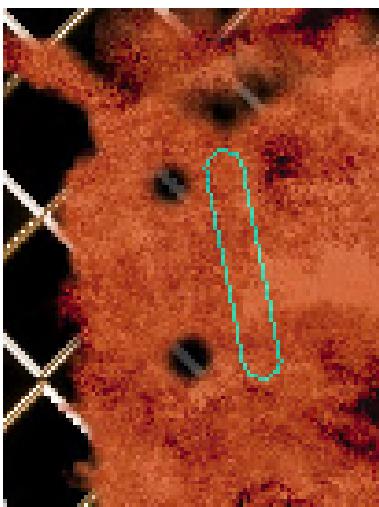
Select Edit>Transform Path>Rotate



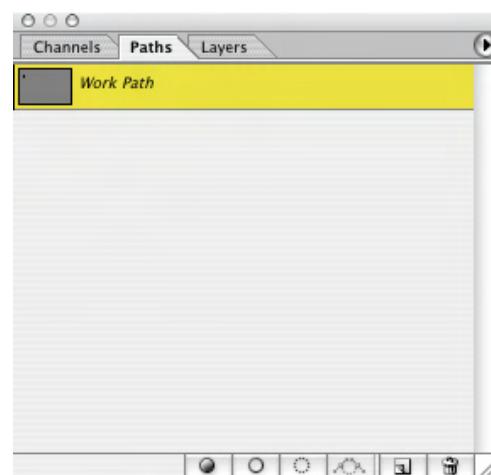
Transform Path>Rotate handles active



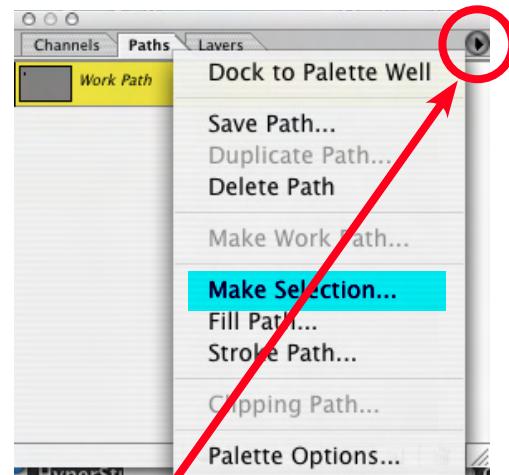
Path Rotated to match up with holes in rust layer



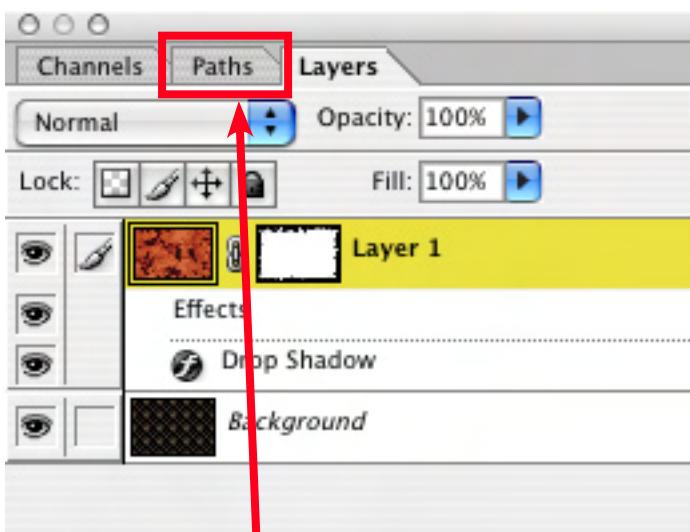
Press Enter key to apply transformation once the path is in the correct rotation.



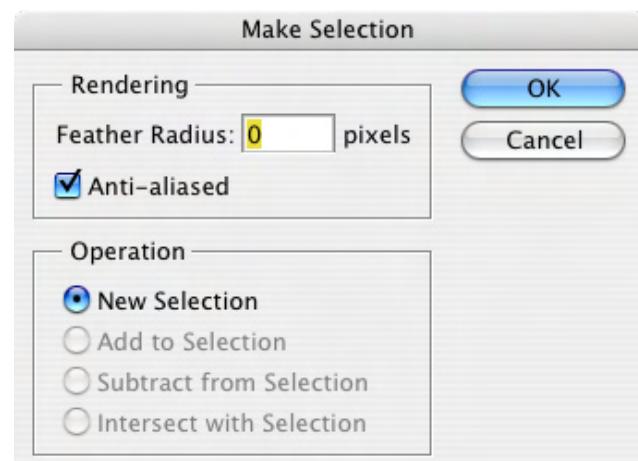
Paths palette showing current work path



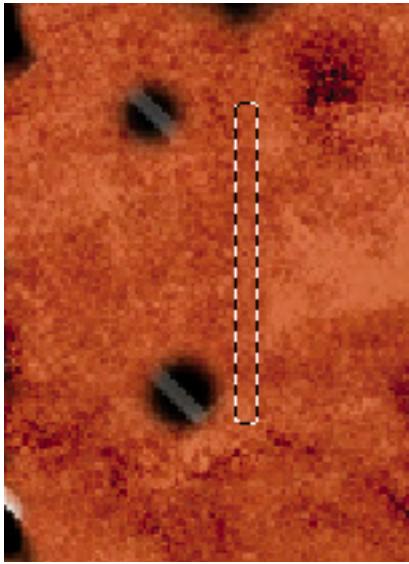
Click on the small arrow in the upper right of the Paths palette and select Make Selection



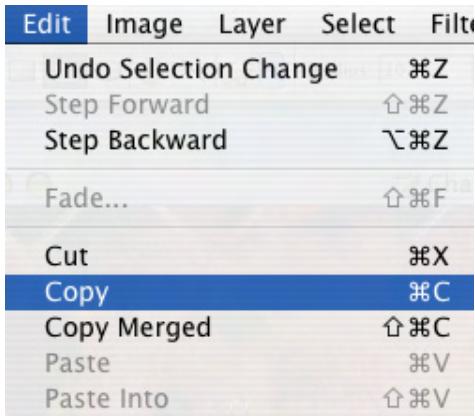
Click on the Paths Tab to open the Paths palette.



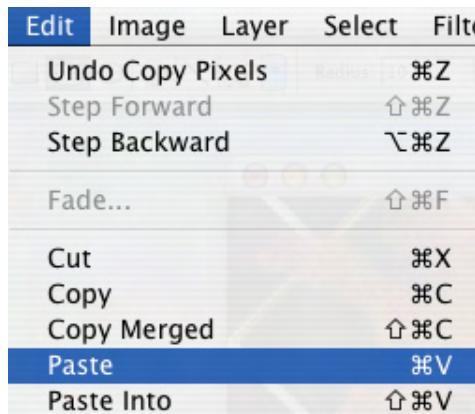
Make Selection Control panel opens. Set feather radius to 0 if you want a hard edge on the selection.



Selection active on rust layer.



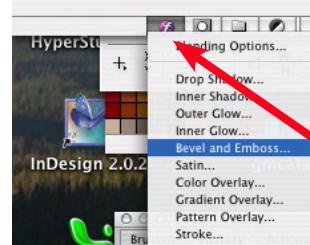
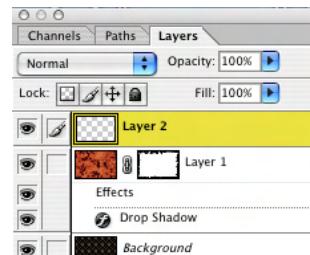
Click on Edit>Copy to copy the rust layer pixels in the oval selection.



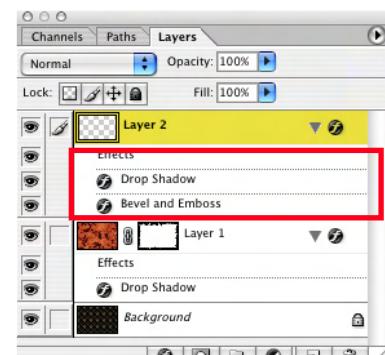
Click on Edit>Paste to paste the rust layer pixels on to a new layer.

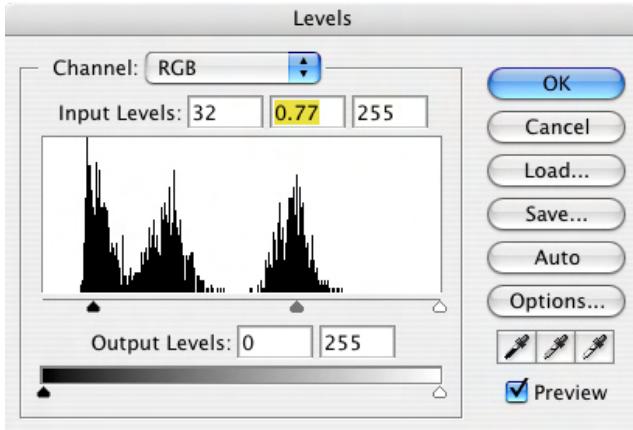


Select the move tool and move the new layer over the holes in the rust layer you may have to also Edit>Transform>Scale the wire to get it to fit correctly.

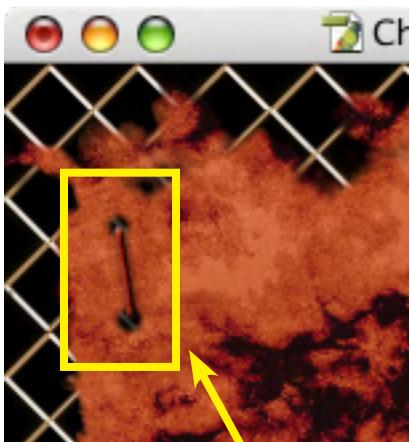


Click on the Add Layer Style icon then select Bevel and Emboss and add a Drop Shadow also.





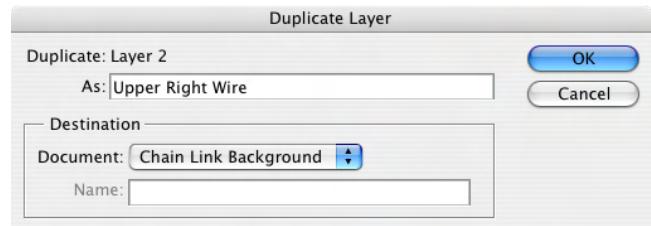
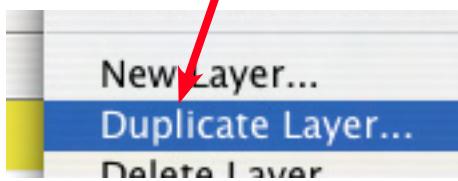
Adjust the Levels to make the wire darker



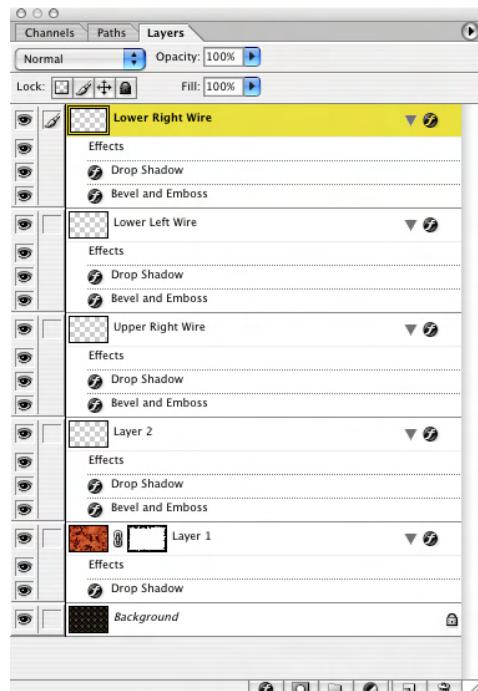
Wire with Bevel and Emboss, Drop Shadow and Levels Adjustment.



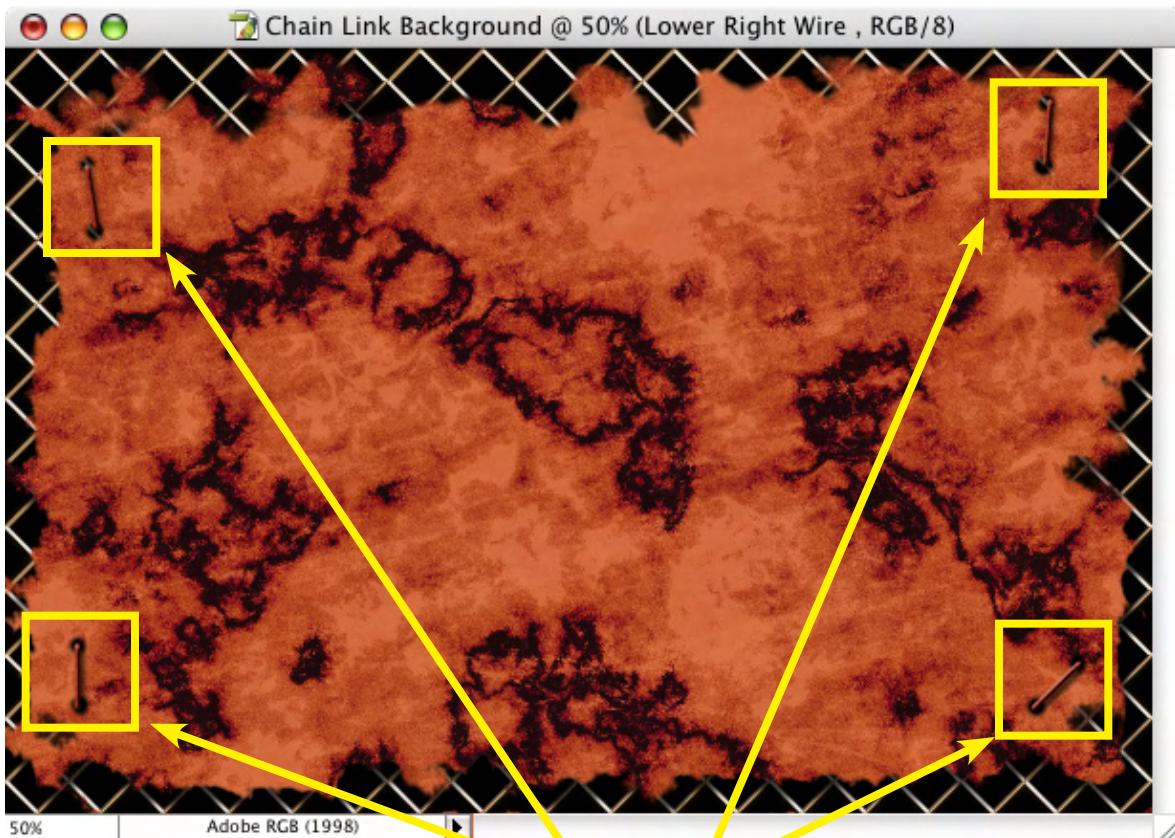
Click on the small arrow in the upper right of the Layers Palette Select Duplicate Layer



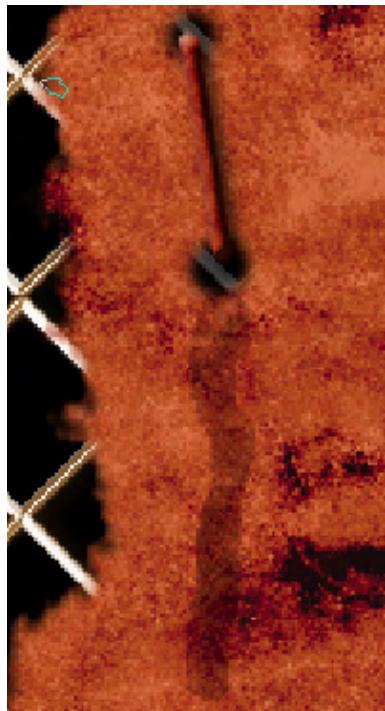
Duplicate the wire Layer and use the move tool to position the wires over the holes. You may have to use Edit Transform to either scale or rotate the wires to get them to match up with the holes in the rust layer.



Adjust the Levels to make the wire darker  
Layer Palette with all of the wires added to the image and moved into their correct positions.

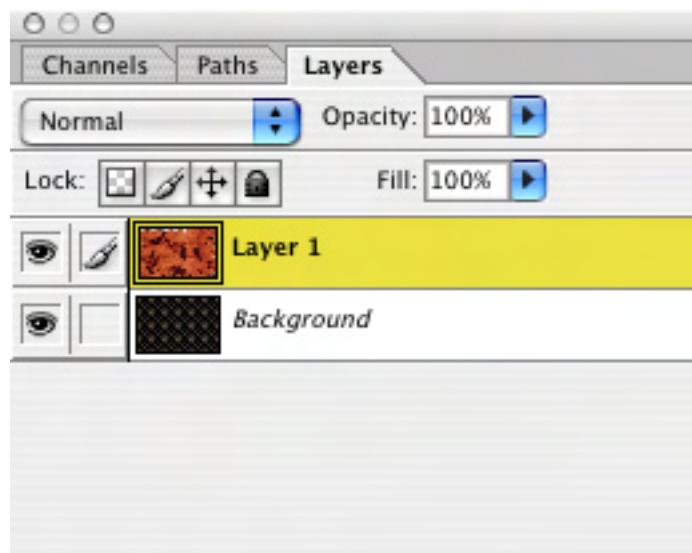
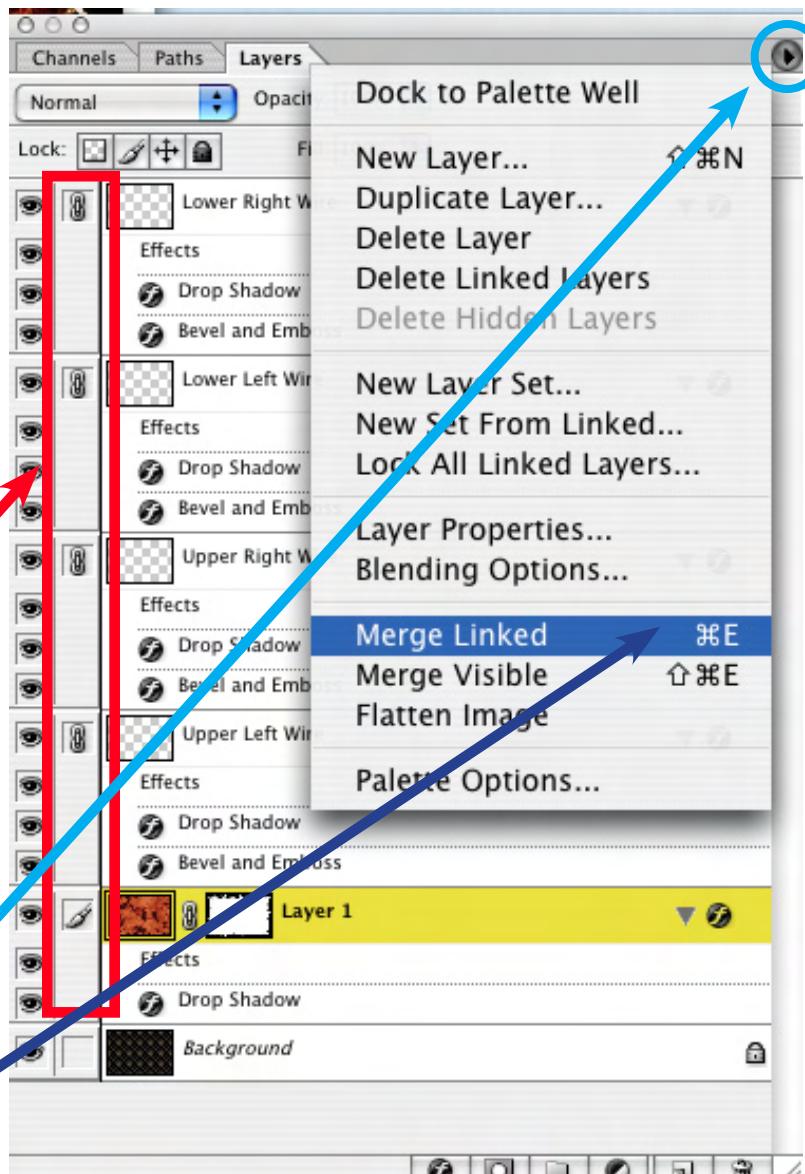


Wires added on new layers with the Bevel and Emboss, Drop Shadow and Levels Adjustment applied.



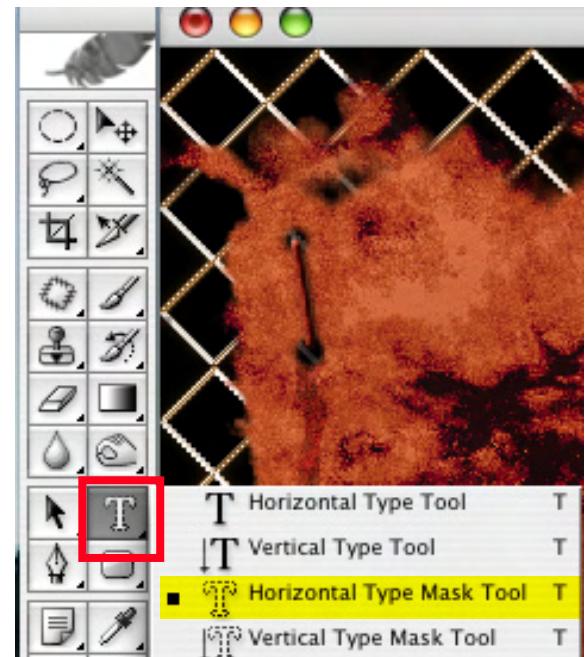
Link all the wire layers and the rust layer by clicking on the Layer Link icons. Click on the small arrow at the upper right of the Layers Palette Then Select Merge Linked

Select the rust layer and add a rust drip below the wires by using the Burn Tool at a low flow and opacity rate.



Linked Layers Merged.

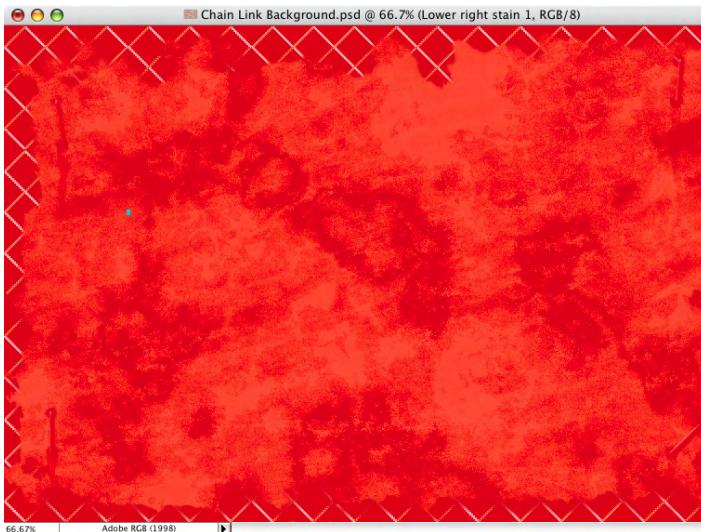
Repeat the steps from here to add the Bones and Tavern Layers with the correct Bevel and Color,



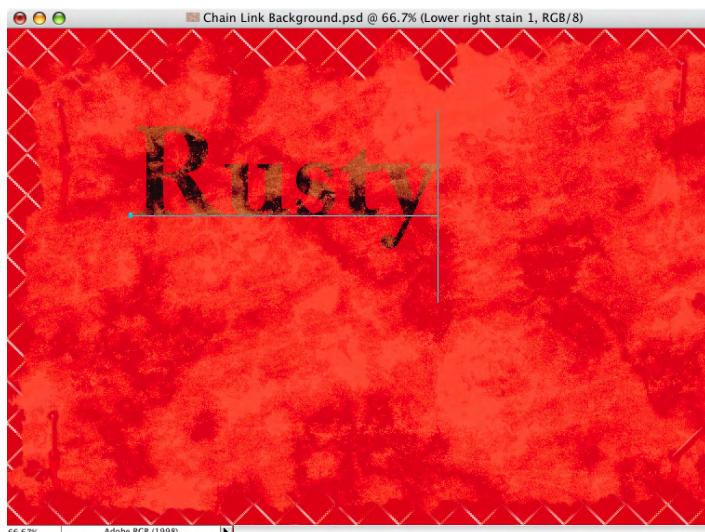
Click on the Horizontal Type Mask tool in the Photoshop toolbox.



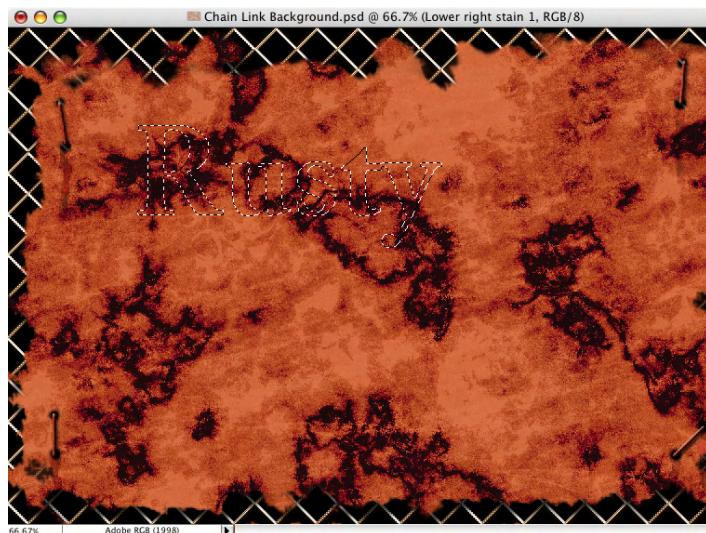
Type Tool options showing in the Tool options bar. You can select size, style and font in this Tool Options Bar.



Rust Layer with Type Tool Mask over the top of it as indicated by the Rubylith Mask (RED)



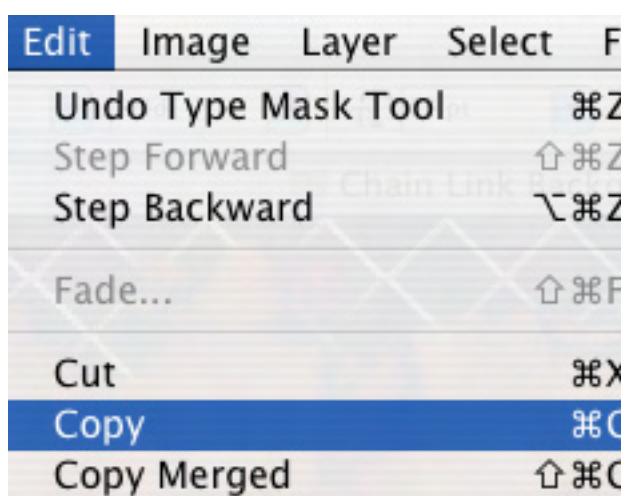
Type Tool Mask with the Type inserted.



After hitting the Enter key the Type Tool Mask turns into a selection in the shape of the Type



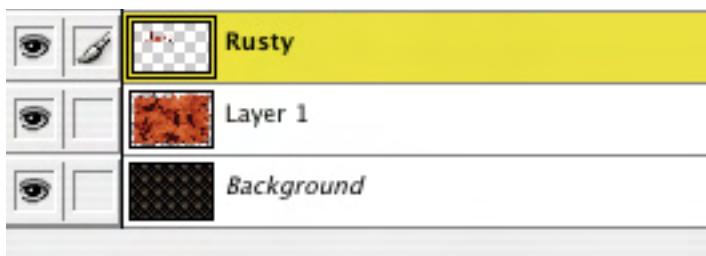
Click on the Rust Layer to make sure it is selected.



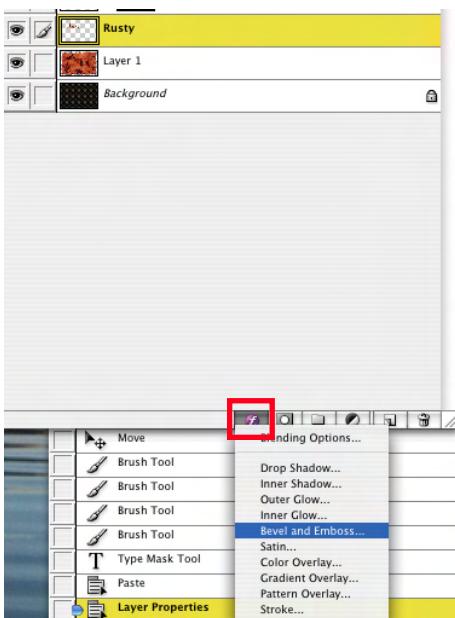
Select Edit>Copy



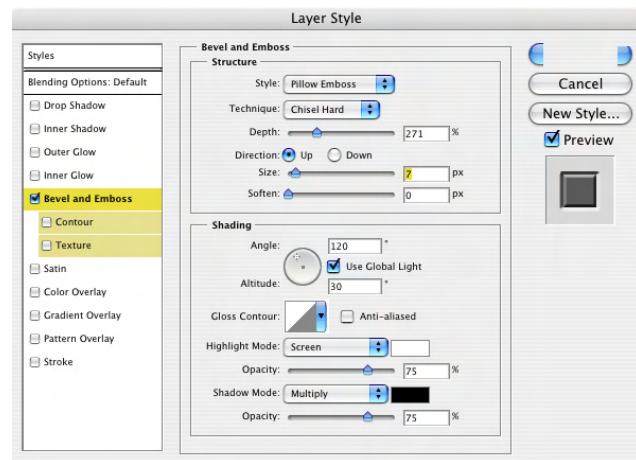
Select Edit>Paste



Layer Palette with Rusty Layer added



Click on Add a layer style icon at the bottom of the layers palette, and select Bevel and Emboss as shown.

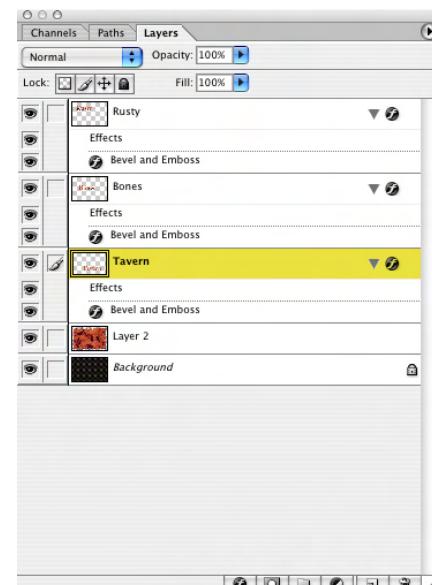


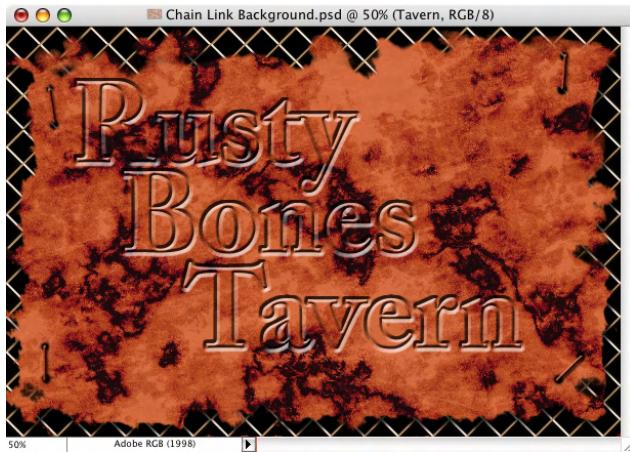
Change the Bevel and Emboss style to the settings that are showing in the Layer style control panel.



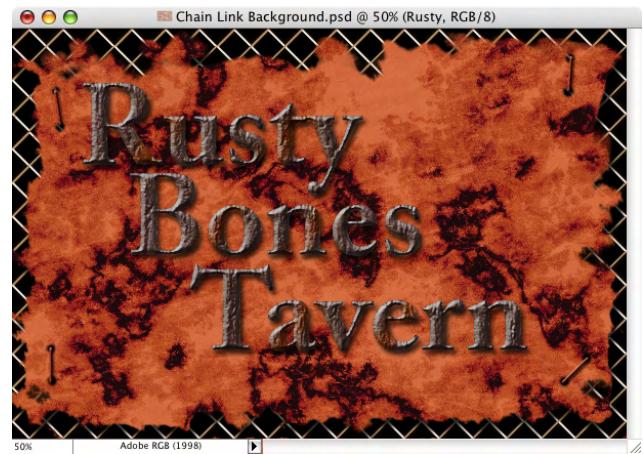
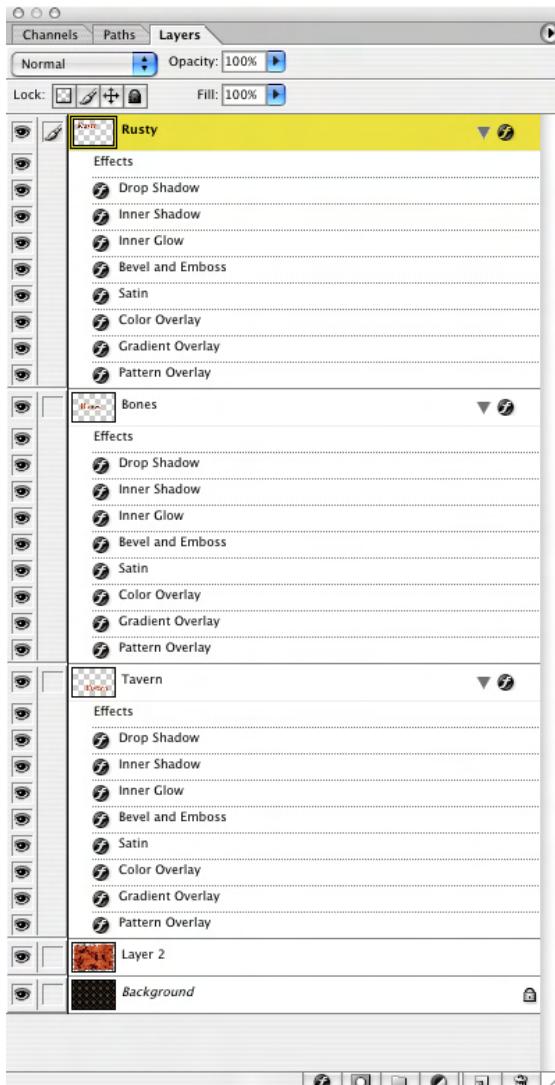
Rusty Layer with the Layer styles applied.

To add The Bones and Tavern layer with styles applied, go back and repeat the steps from the dotted line text box, just change the text to Bones and Tavern.

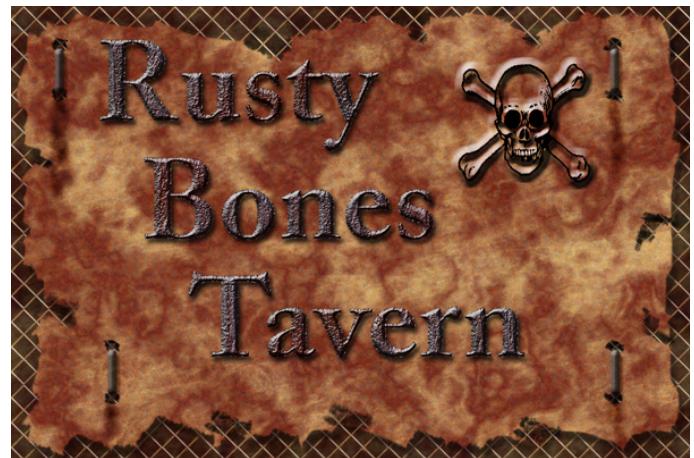




Results of Bevel and Emboss on the Rusty Bones Tavern type layers. At this point you could also add different layer styles to the type layers to achieve different type effects



Type Layers with a new layer style applied to them. Flatten the image at this point or continue to add elements such as Custom Shapes to the image.



You can also add a Custom Shape to the image (Skull) and distress the metal more if you wanted.