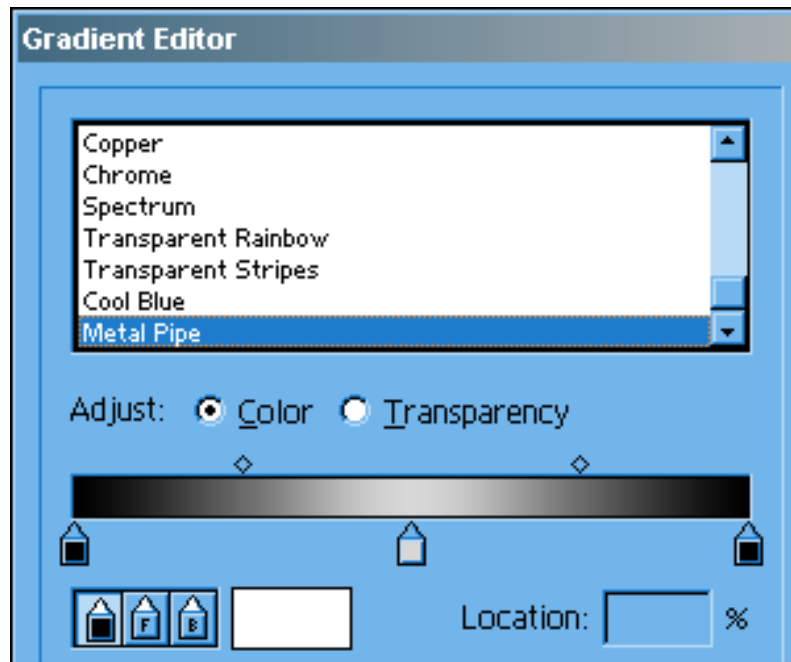



Pipes



Welcome to the *Pipes tutorial* . This tutorial was designed to teach you how to create realistic pipes for your interfaces. If you need help with it, or find it confusing, don't hesitate to e-mail me, the information is at the bottom of the page.

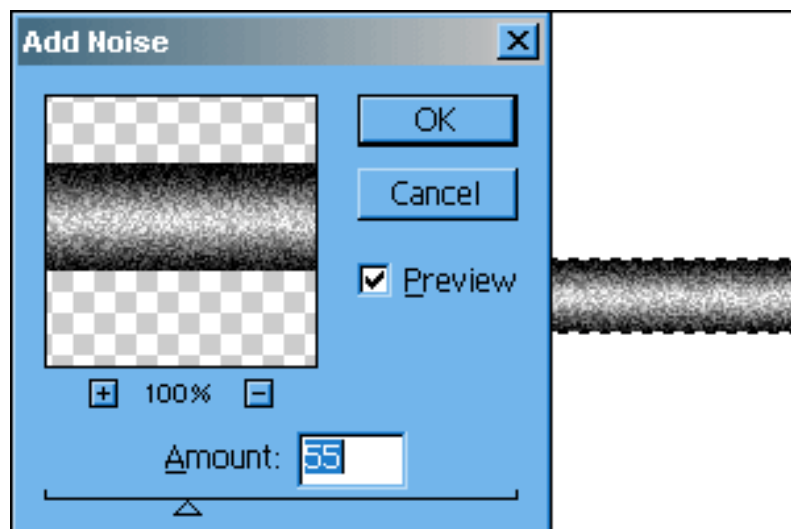


- 1 In order to create pipes quickly you'll need to create your own gradient. Depending on the color you wish your pipe to be, it should go from black to the pipe color and back to black.

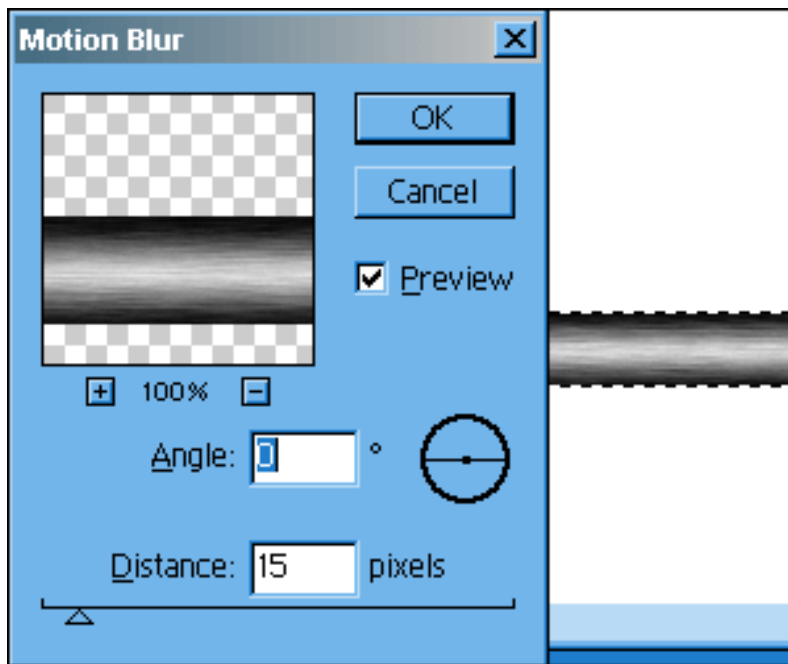
Create a gradient by choosing the **Gradient Tool** () from the toolbar and clicking the **Edit** button in it's options palette. On the left of the dialog that appears, choose **New** . Name the gradient " **Metal Pipe** " as seen to the left. You can download the gradient I used by clicking [here](#).



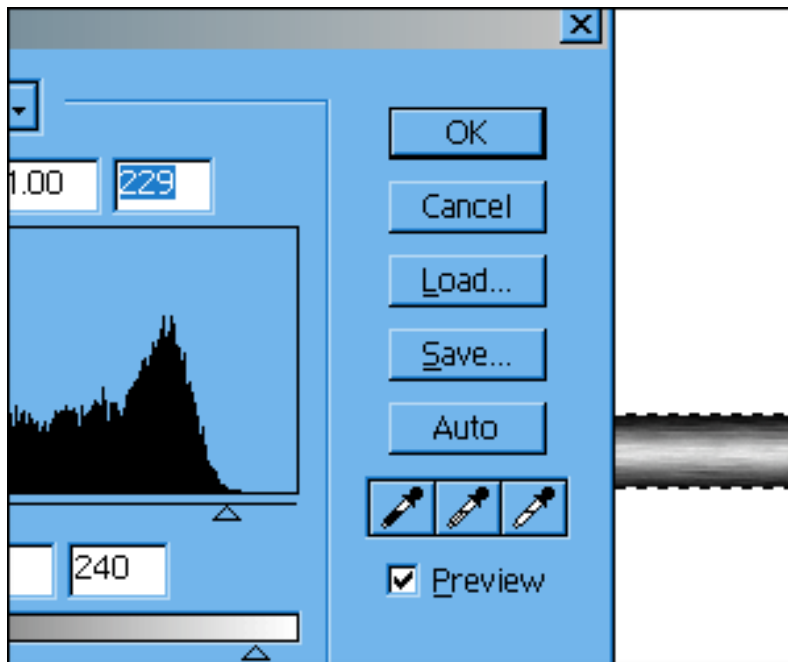
- 2 Using the **Rectangular Marquee Tool** () drag out a selection to define the size of your pipe. With the **Gradient Tool** () , click and drag from the top of the selection to the bottom and release.



- 3 To add a brushed metallic effect to the pipe we'll need to add some noise. Choose **Filter>Noise>Add Noise** . Enter an amount of **55** and press **OK** .



- 4** Choose **Filter>Blur>Motion Blur** from the main menu. Enter a distance of **15** pixels. This will finish up the brushed metallic effect.



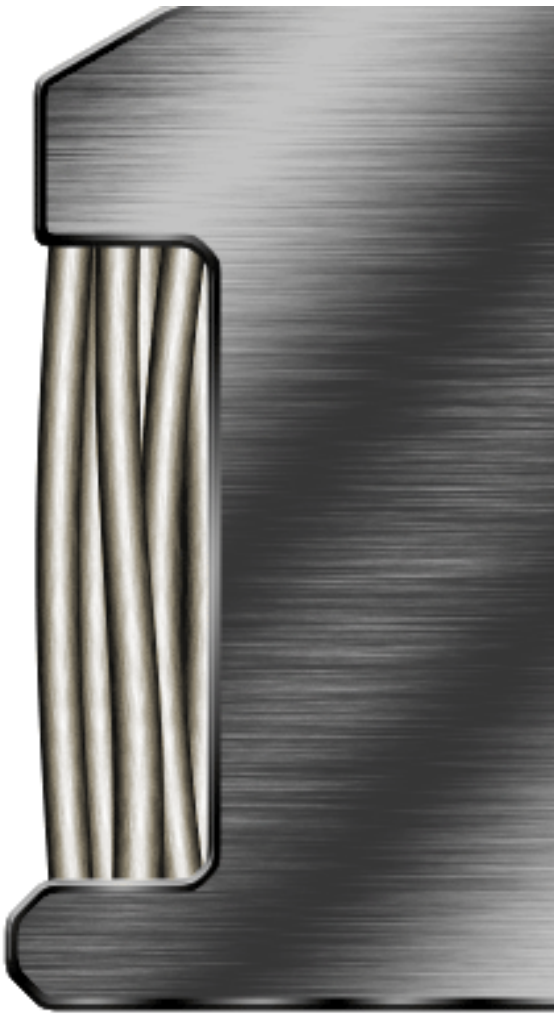
- 5** Adjust the Levels to add a more glossy appeal to the pipe. (**Image>Adjust>Levels**) You could try the method used in the [Metal Text tutorial](#) to achieve a more metallic look to your pipes.

Other than that, you're done. Remember this tutorials is only teaching you how to create a pipe, or a bar. Texturing and adding detail hasn't been covered.

Discussion

If you have any questions, or there are any steps that I can further elaborate on, don't hesitate to e-mail me using the information below. Due to the amount of e-mail I get, you'll get a quicker response if you use the discussion forum. Post your question in the tutorials forum. Click [here](#) to go to the discussion forum.

Examples



Distorting the pipes can create nice effects in interfaces. Here (left) I've use the pipes created above along with a the **Pinch** and **Twirl** filters. Choose **Filter>Distort>Pinch** or **Filter>Distort>Twirl** from the main menu and play around with the settings to get the result that best fits your interface.

You might want to change the colors of the pipes as well, this will add contrast to the interface. If you have a certain color scheme with your site, you should use one of those colors to color you pipes. To color the pipes to the left I used a **Hue/Saturation Adjustment Layer** . **Ctrl + Click** on the **Create New Layer** button in the Layers palette, choose **Hue/Saturation** from the pull-down menu, check **Group With Previous Layer** , and press **OK** . Now play around with the sliders to achieve the colors you want.

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