# Realistic Rust

Welcome to the *Realistic Rust tutorial,* this tutorial was designed to teach you to make a realistic rust texture for use in backgrounds and interfaces. This is an novice (if not advanced) tutorial so experience is required, I have tried my best to include all of the steps possible but if there is something you don't understand, your probably not fit to take it. But I can be wrong, so if you have any questions just contact me, the information is below. **Tip:** All the important thumbnails are linked to copies of double the size, so if you want to have a closer look just click on them.
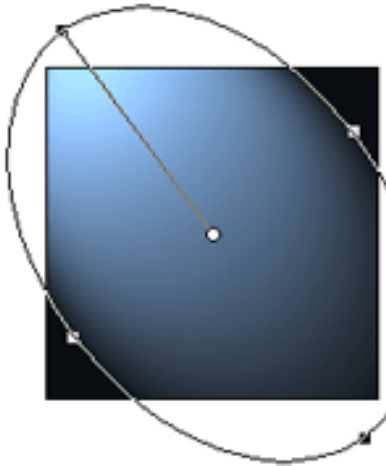
1
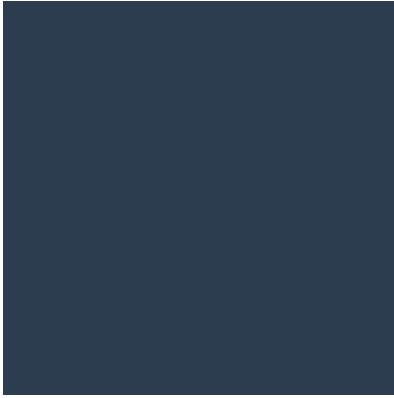
Create a new document with the following dimensions:

width: 300 pixels
height: 300 pixels

Fill the **background layer** with the color on the left using these RGB values:

Red: 44
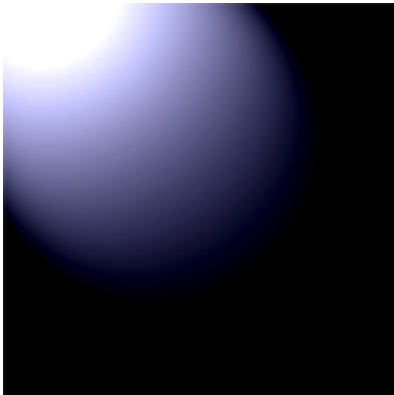**Green:** 61

Blue: 79

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Create a copy of the background layer and click **Filter>Lighting Effects** , once the lighting effect dialog appears input the following information:

Light type: Spotlight
Intensity: 60
Focus: 69
Gloss: 100
Material: 100
Exposure: 0
Ambience: 8

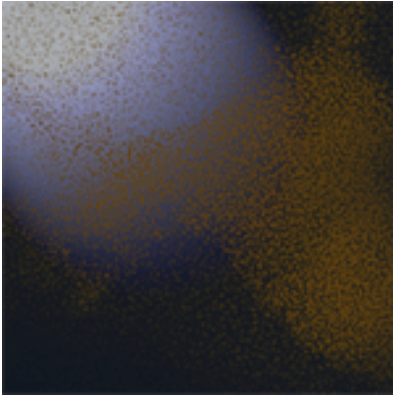Situate the light in the top left corner as seen to the left.

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Select the layer you just applied lighting effects to and click **Image>Adjust>Auto Levels** , next click **Image>Adjust>Brightness/Contrast** , set the sliders to the following:
Brightness: -50

Contrast: +50

Set the transparency of the layer to 50-60%.

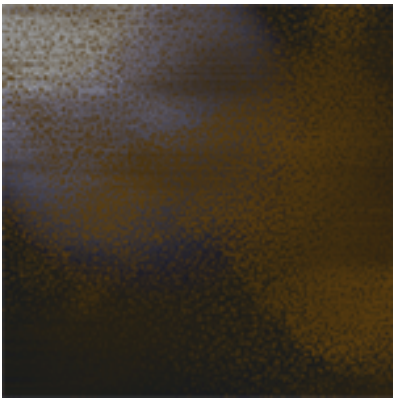Now you are done the metallic glare that will be used in the rust.

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Create a new channel and click **Filter>Render>Clouds** , next go **Filter>Sketch>Reticulation** , click **OK** . Drag the new channel onto the channel selection button ( ) to get the channel's selection. Create a new layer above the all the others and select the following color: **Red:** 86
Green: 58
Blue: 12

With the channel selected, grab your airbrush tool and airbrush around the entire canvas, vary the amount in different areas. Check out the image to the left for reference.

Tip: I would also recommend that you intensify this layer, set the blending mode to Multiply to give it a stronger effect.

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Create a new layer above all the others, this time we will repeat the process in step 4, except we will add another filter at the end . Create a new channel and click **Filter>Render>Clouds** , next go **Filter>Sketch>Reticulation** , click **OK.** Now go **Filter>Blur>Motion Blur** , blur it with an amount somewhere in the 90s at 0 degrees, click **OK** . Drag the new channel onto the channel selection button ( ) to get the channel's selection. Click on the layer you created at the beginning of this step and airbrush the selection with varying amounts, **BUT** , this time use the following settings:

Red: 49
Green: 36
Blue: 15
Airbrush Pressure: 50%

View our progress on the left.

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Repeat step 5, **EXCEPT** , this time blur the layer with an amount around 50-60, blur it at 90 degrees, and use the following settings when airbrushing in various amount and areas: **Red:** 127
Green: 99
Blue: 72
Airbrush Pressure: 50%

Progress to the left.

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Repeat step 6, **EXCEPT** , this time vary your blurring, it doesn't matter really by now you have the rust texture you are looking for were just making it better. The airbrush pressure should be no more than 15%, I recommend doing a layer with 5% in black, it adds depth. Every time you do this you will get a different result so don't freak out it your result are the same as mine.

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This step is really all up to your preference, if you like the rust you see there now, keep it, if you are a perfectionist like me and you want to make it better experiment by adding more lighting effects behind the rust layers, try out a large yellow omni light and also add some realism to the rust with the dodge and burn tools, whatever makes you happy, my final result is on the left, I could have gone further with it, but I never would have stopped!

Discussion

Great your done! This rust effect is great for backgrounds, and interfaces, I used something similar on a couple Kingpin Wallpapers I created a while back, experiment a make it better, then tell **me** how **you** did it! If there are any other steps you think I could add or elaborate on a bit more, make sure you tell me. You can 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.

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