

Photoshop Tutorial - 'Portrait Textures'

We start with 3 photos: bride.jpg
 texture plaster.jpg
 texture scrolls.jpg

Start

Open the photo 'bride.jpg'. [Bride](#)

Use the 'Polygonal Lasso Tool' to select the white triangular piece at the bottom left.

Edit>Fill - Content Aware.

Create a new layer by clicking the 'Create a new layer' icon at the bottom of the 'Layers Window'.

With a soft black brush paint over the whole image except the model.

Reduce 'opacity' to around 15%.

Texture 1

Open the photo 'texture plaster.jpg' and import it into the main document. [Texture plaster](#)

Resize and reposition then change the 'Blending Mode' to 'Soft Light'.

Create a 'Layer Mask' by clicking the 'Add layer mask' icon at the bottom of the 'Layers Window'.

With a soft black brush paint over the model to restore her to her natural colour. (We painted around the edge of the model then 'Alt+clicked' the 'layer mask' to put it on the screen. Filled in the outline then 'Alt+click' the 'layer mask' again to return to normal view.)

Press 'Ctrl+j' to make a copy of this layer and reduce 'opacity' to around 40%.

Texture 2

Open the photo 'texture scrolls.jpg' and import it into the main document. [Texture scrolls](#)

Resize and reposition then change the 'Blending Mode' to 'Soft Light'.

Reduce 'opacity' to suit.

Create a copy of the 'layer mask' from the last 'texture layer' by pressing 'Ctrl+Alt+click' and dragging the 'layer mask' to this layer.

Finishing

Click on the 'Create new fill or adjustment layer' icon at the bottom of the 'Layers Window' and select 'Levels'.

Move the left 'Black Pointer' to the right until it meets the bump of the 'Histogram'.

Move the right 'White Pointer' to the left until it meets the bump of the 'Histogram'.

[Finished](#)