Do-it-yourself textures III
FOR ADOBE PHOTOSHOP 3.0

Even more textures!   Yes, this is going to be in every issue!! Enjoy it!

1.

- With the foreground/background colors set to black/white,
     use the Render>Clouds filter.
  - Now use the Render>Difference Clouds filter... 4 times!
  - Now do the stylize>Find Edges filter
  - And finish it up with the Invert ChOp (command-I)

2.

- Open a image (preferably a color one) youve created.   This
     procedure needs some image data to "feed on".
  - Use the Pixelate>Mezzotint filter with the "Medium Strokes" style.
  - Now Blur>Motion Blur at a 90° angle.   Use a high value
     (experiment a little to find out exactly how high)

3.

- Use the Render>Clouds filter with the fore/background colors set
     to black/white.
  - Now use the Stylize>Extrude filter with these settings:
       - Type: Pyramids
       - Size: 30
       - Depth: 30 (random)

• Now use Distort>Ripple at (Large, 100).