

PS Halftone Texture Effect (via TextureLabs) – Using Your Own Patterns

1. Open image, in Photoshop, that you want to work with.
2. Create a Hue/Saturation Layer using the Adjustments Tab.
 - a. Set Saturation to 0 (Desaturate)
 - b. Right-Click on Layer and Delete Layer Mask
3. Open Grunge Pattern Image in Photoshop.
 - a. This can be any grunge style image. Usually looks like scratched metal or distressed grey paper.
 - b. Edit -> Define Pattern
4. Go back to main image file and create a Pattern (use the Grunge) through the Adjustments Tab.
 - a. Set Blend Mode to Overlay
 - b. Delete Layer Mask
 - c. Turn off visibility (Eye Icon)
5. Open Halftone Dot file in Photoshop
 - a. Resize image to 50x50 pixels
 - b. Edit -> Define Pattern
6. Go back to main image file and create a Pattern (use the Halftone Dot) through the Adjustments Tab.
 - a. Set Blend Mode to Hard Mix
 - b. Set Fill to 90% or adjust as needed
7. Right-Click on Image Layer and add a slight Blur
 - a. Filters -> Blur -> Gaussian Blur
8. Make Grunge Layer Visible.
 - a. Adjust Opacity or Fill as needed.
9. Add a Gradient Map to the top Layer.
 - a. Delete Layer Mask
 - b. Import Gradients (via TextureLabs)
10. Open Paper Screen Image. This looks like a dark image with bubbles and dots.
 - a. Edit -> Define Pattern
11. Go to main image and create a pattern (Use the Paper Screen) through the Adjustments Tab.
 - a. Delete Layer Mask
 - b. Change Blend Mode to Screen
 - c. Adjust Opacity and Fill as needed