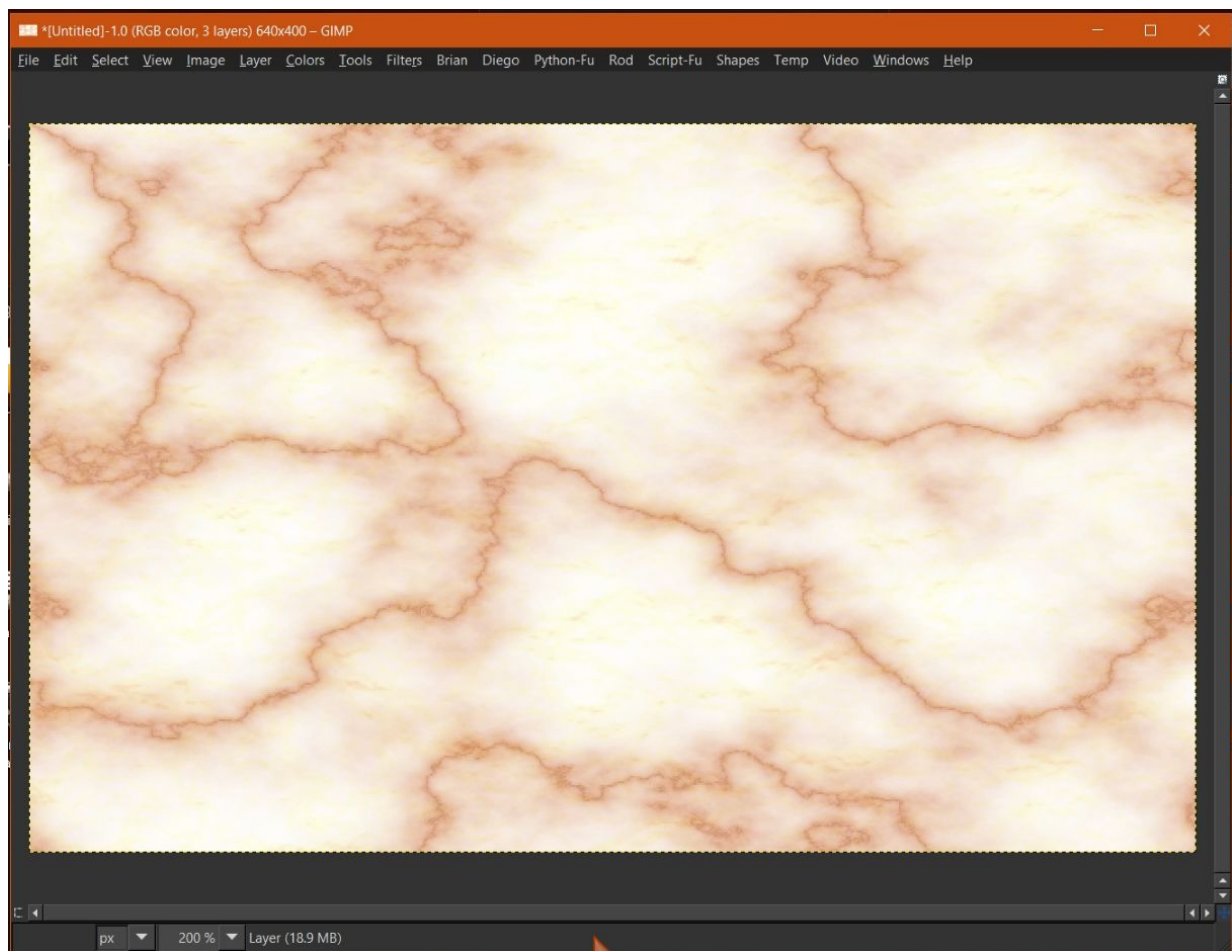


Marble Texture

The image below,
represents the type of marble texture,
which can be created using this tutorial.

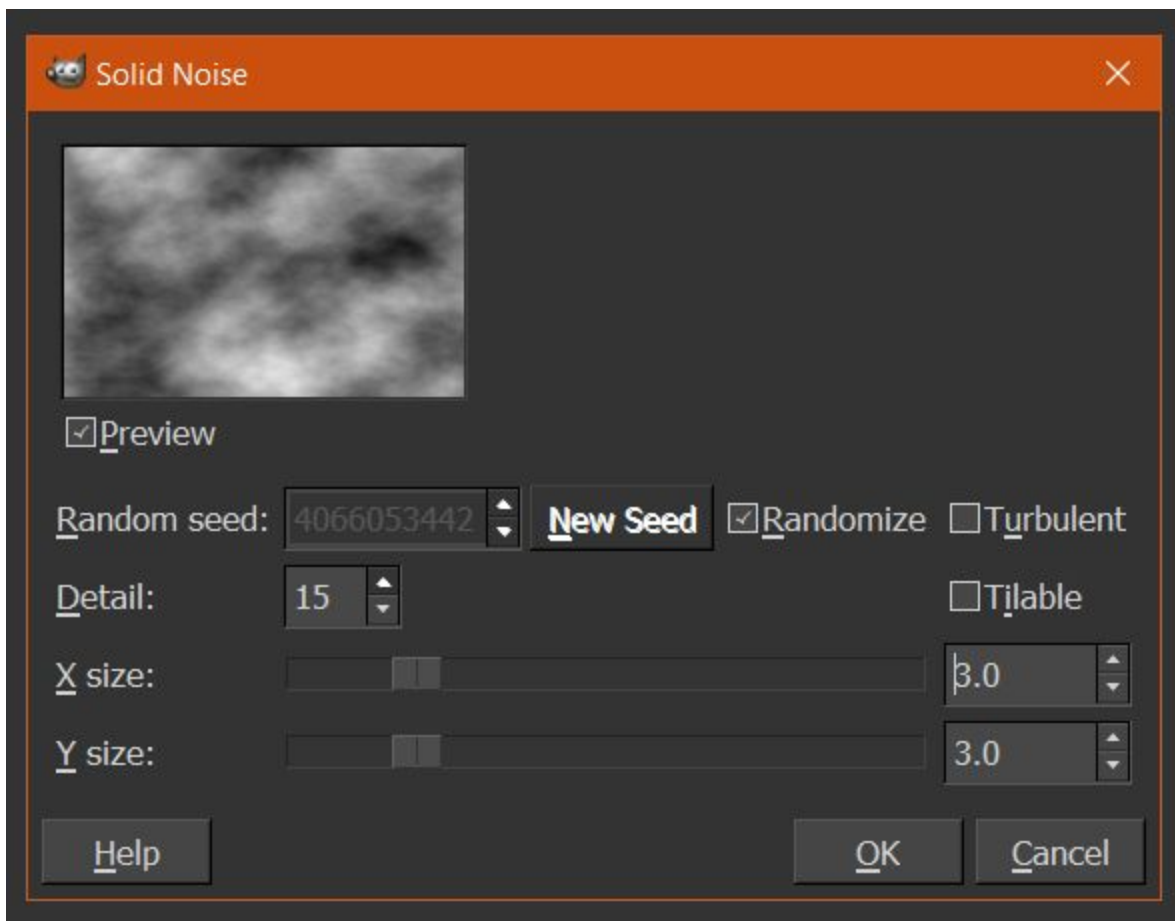


1.) Open a new document,
whatever size you need and fill it with your color of choice.

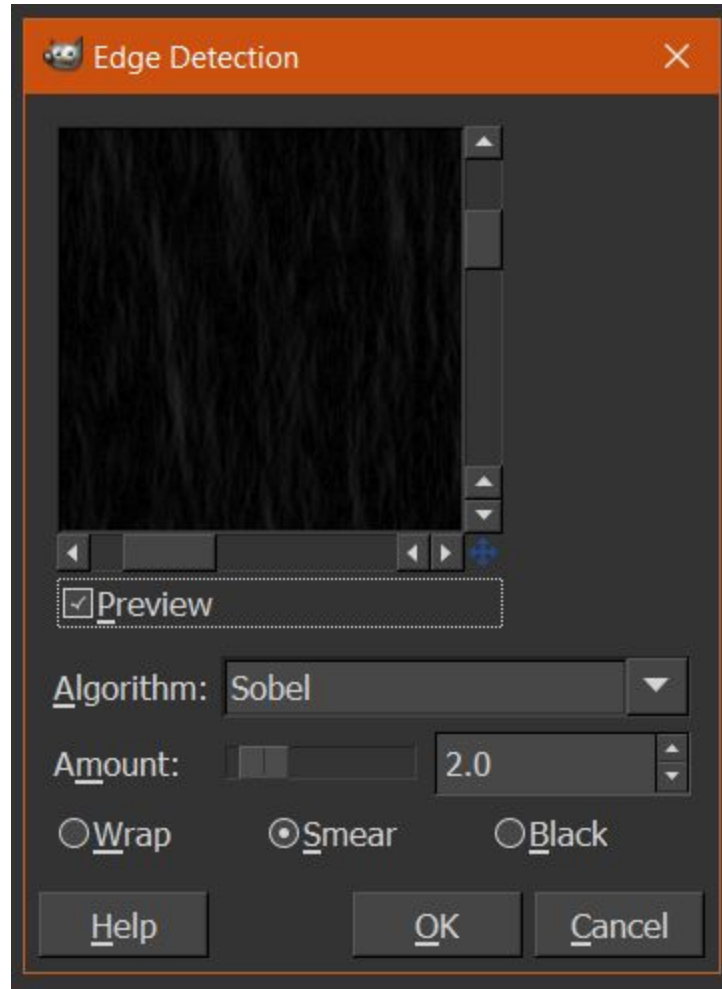
I filled my canvas with color,
f39c7e.

2.) Create a New Layer,
above the color filled background layer.
Name this layer as you wish.

3.) Apply,
Filters > Render > Clouds > Solid Noise,
to this new layer.
Using the setting seen in the Solid Noise dialog below.



4.) Apply,
Filters > Edge-Detect > Edge,
to the Solid-Noise layer,
using the setting seen in the Edge Detection dialog below.



5.) With the Solid Noise layer still active.
Go to,
Colors > Invert.
Clicking Invert,
will *automatically* invert the color of the Solid Noise layer.
Set the layer mode for this layer to,
Grain Merge.

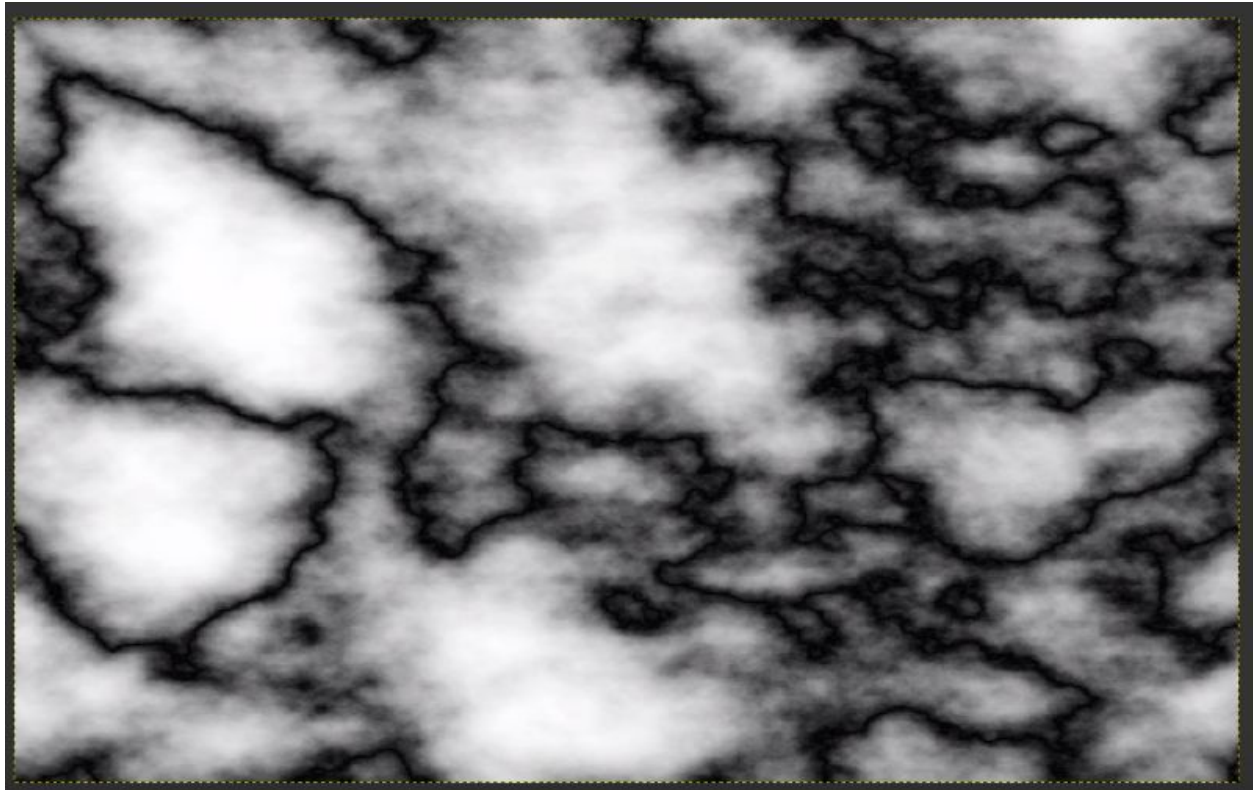
6.) Create a New Layer above the Solid Noise layer.

Repeat step 3,
(*Filters > Render > Clouds > Solid Noise*),
using the same setting as before.

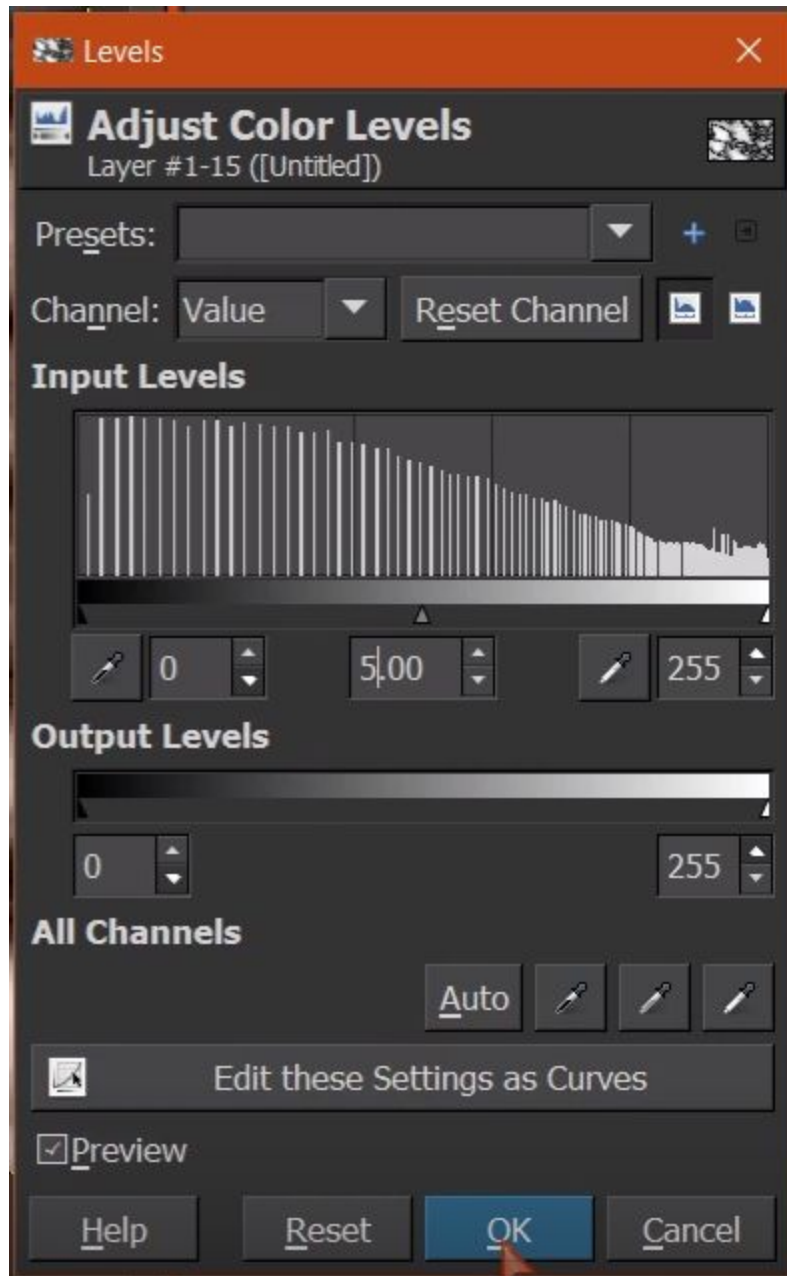
7.) Go to,
Filters > Render > Clouds Difference Clouds.
Use the same settings,
as were applied,
when using the solid noise filter In step 3.

8.) Go to,
Colors > Auto > Equalize,
once equaliz is selected,
the colors will be automatically equalized.

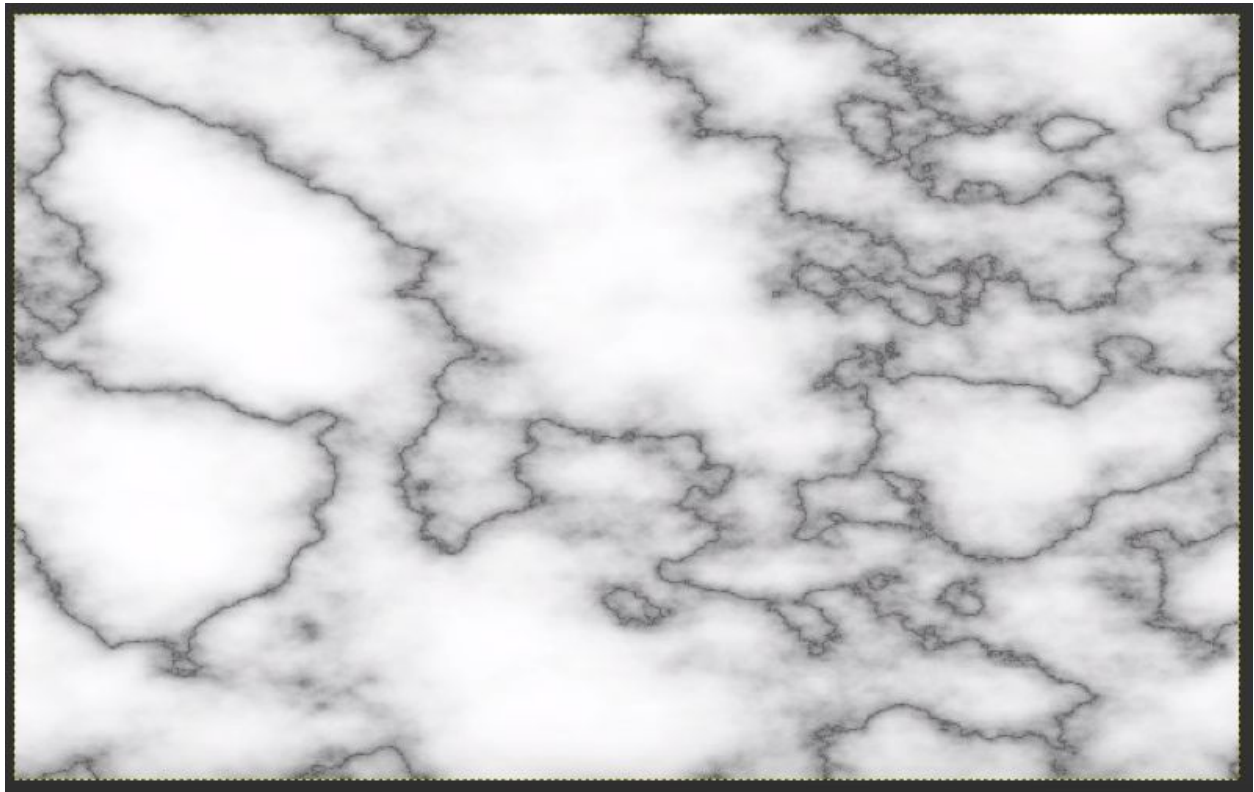
Your image,
should now look something like the image below.



9.) Still working on the same layer.
Go to,
Colors > levels,
set the levels as seen in the Levels Adjustment dialog below.

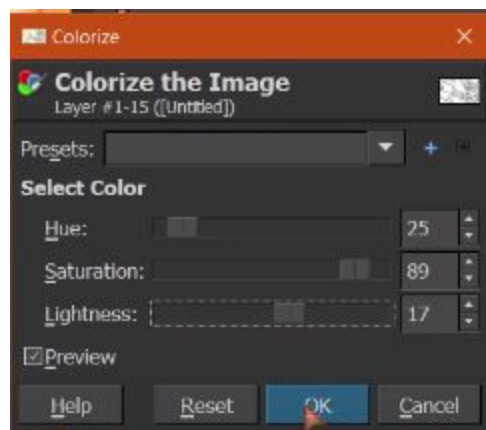


After adjusting the color levels In step 9.
Your image should look something like the image below.



10.) Set the Layer Mode for this layer to Multiply.

11.) At this stage you can colorize this layer.
I colorized it,
using the setting scene in the Colorize dialog below.
The opacity of this layer can be adjusted to your liking.



This concludes the tutorial.

If you've followed this tutorial correctly.
You should have a *marble like* texture,
that looks something like the image below.

