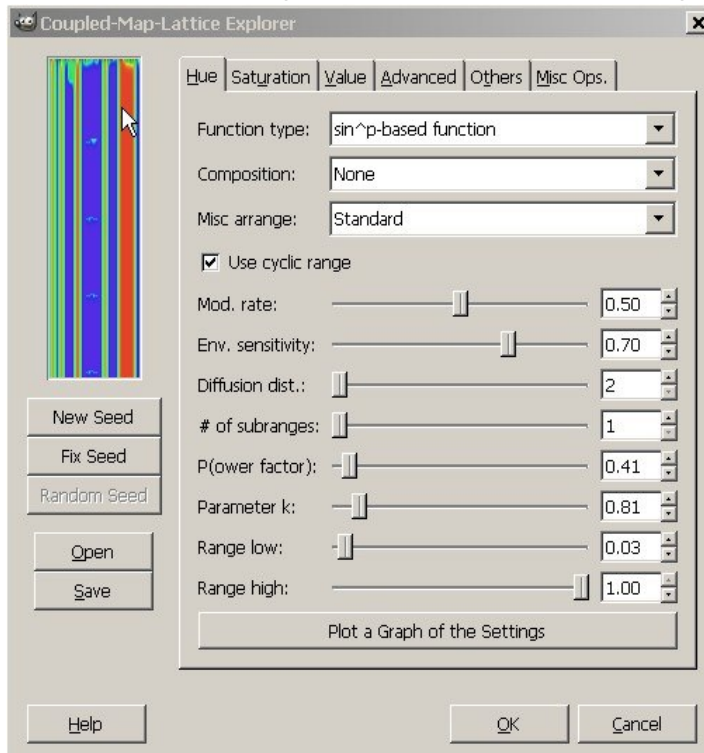


I had a request from a member to expand on my method to make a wood texture using the CML filter.

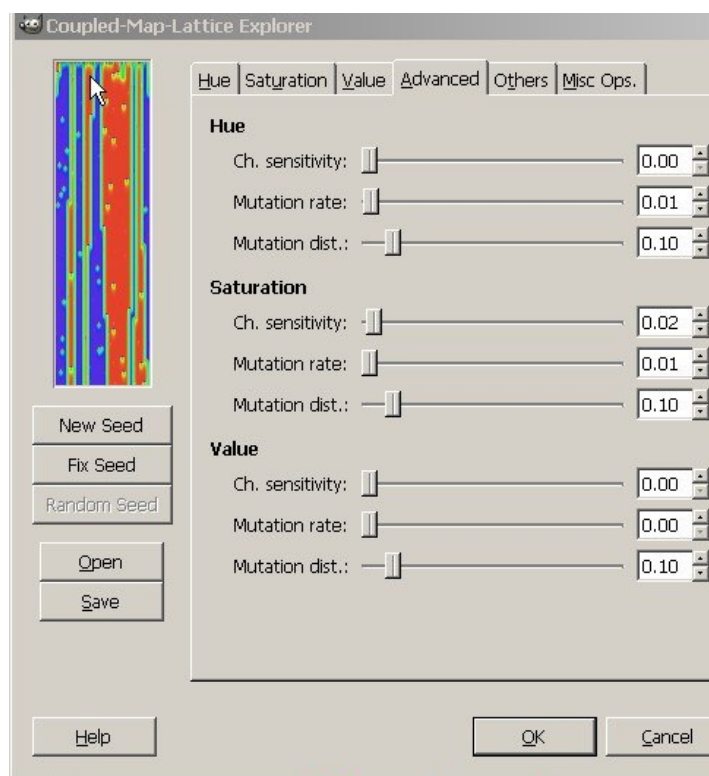
1 Start with a new white image 400X 640 pix. Or any size you wish.

2 Filters/ Reset all filters if you wish to use my settings .

3 Use Filters/Render/Pattern/CML explorer with these settings or use your own settings to achieve something like mine.



This is the Hue tab

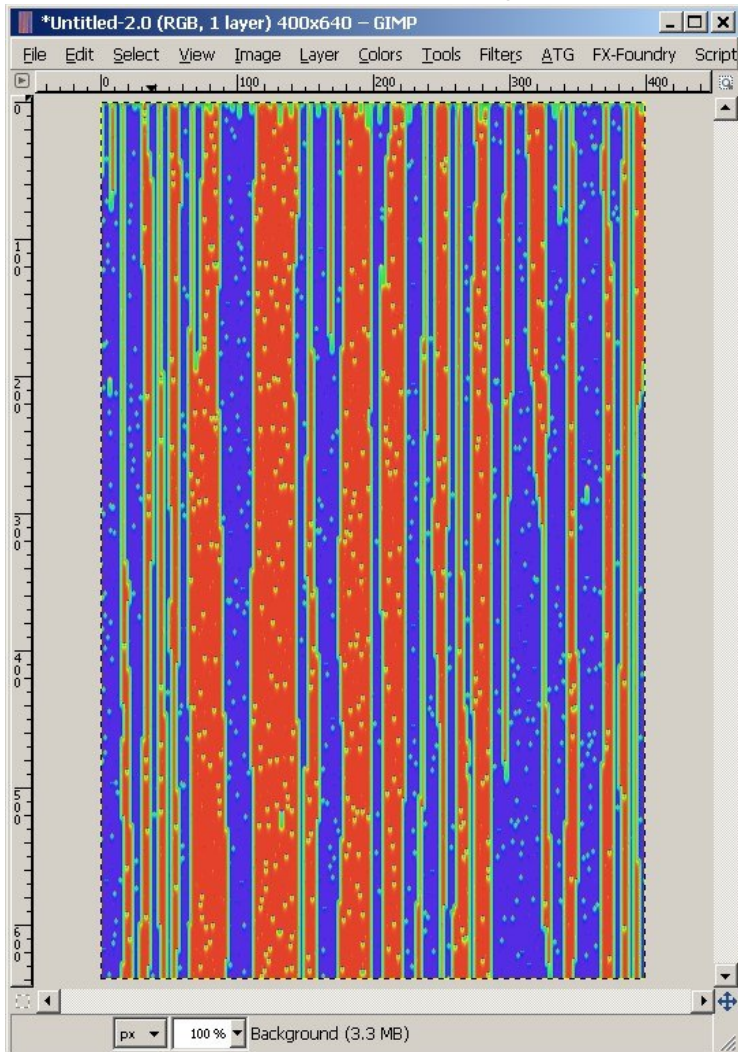


This is the Advanced tab.

All other tabs are not used.

But of course you use as many as you like to create your own effects.

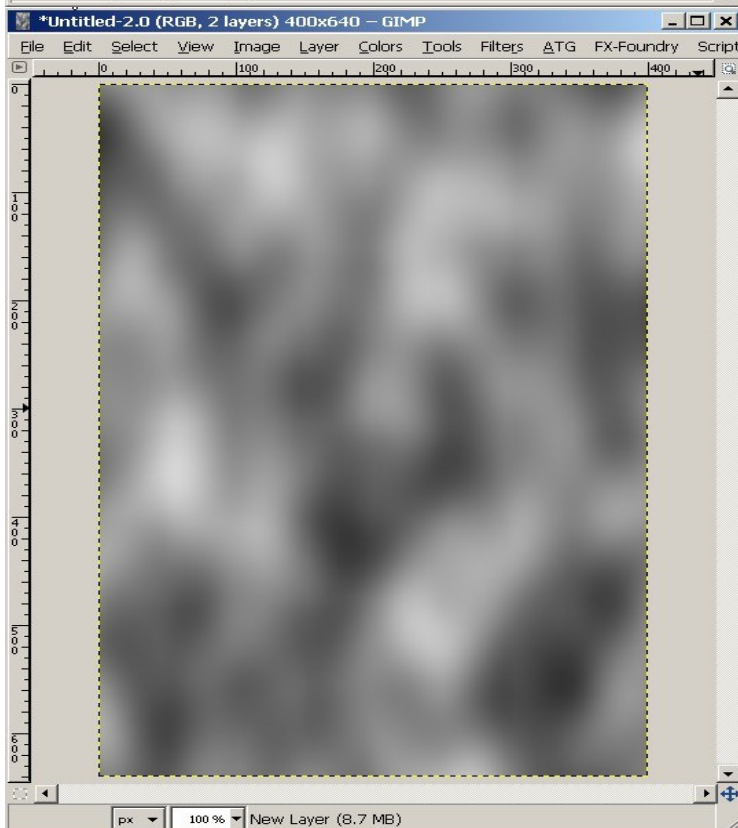
4 You should now have an image like this .



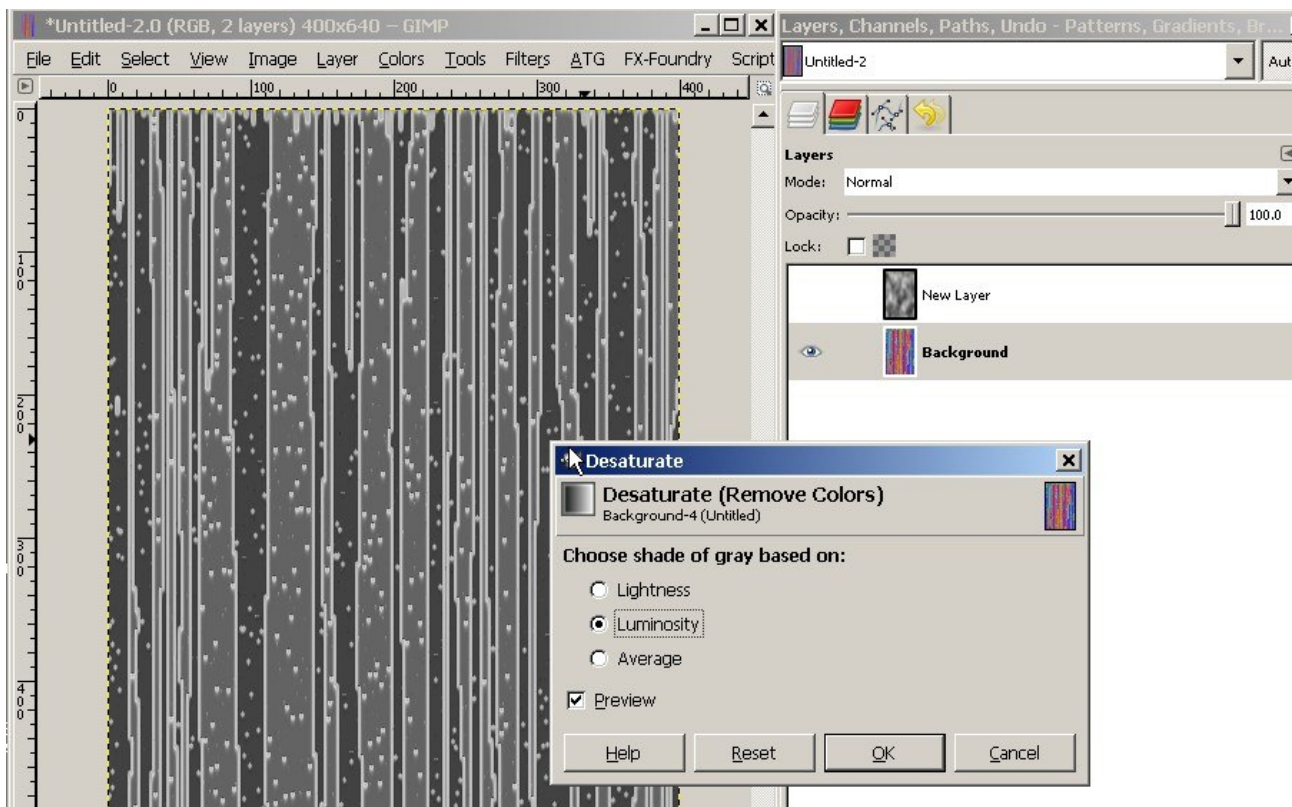
As you can see this is a very basic pattern but you can get patterns with "curtain" effects

Don't worry about the colours as the next step will be to make it a black and white image by desaturating with the luminosity mode. Lightness mode does not seem to work. I do not know why!

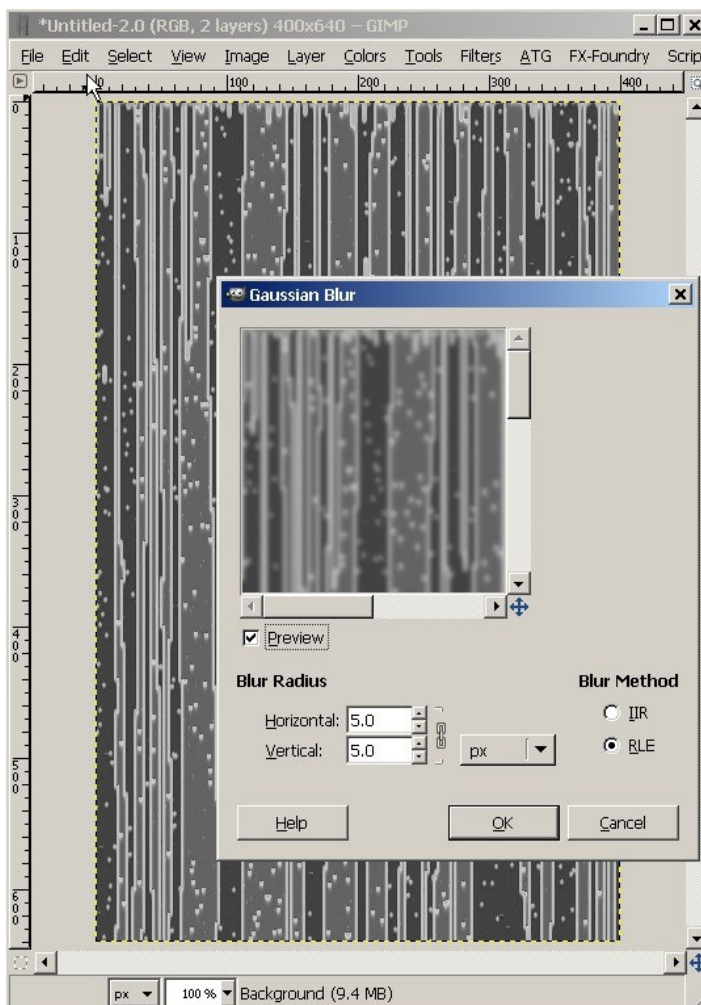
5 The next step is to make new layer and use Filter/Render/Clouds/ Difference clouds. I used the default setting but of course you can make it as busy as you like.



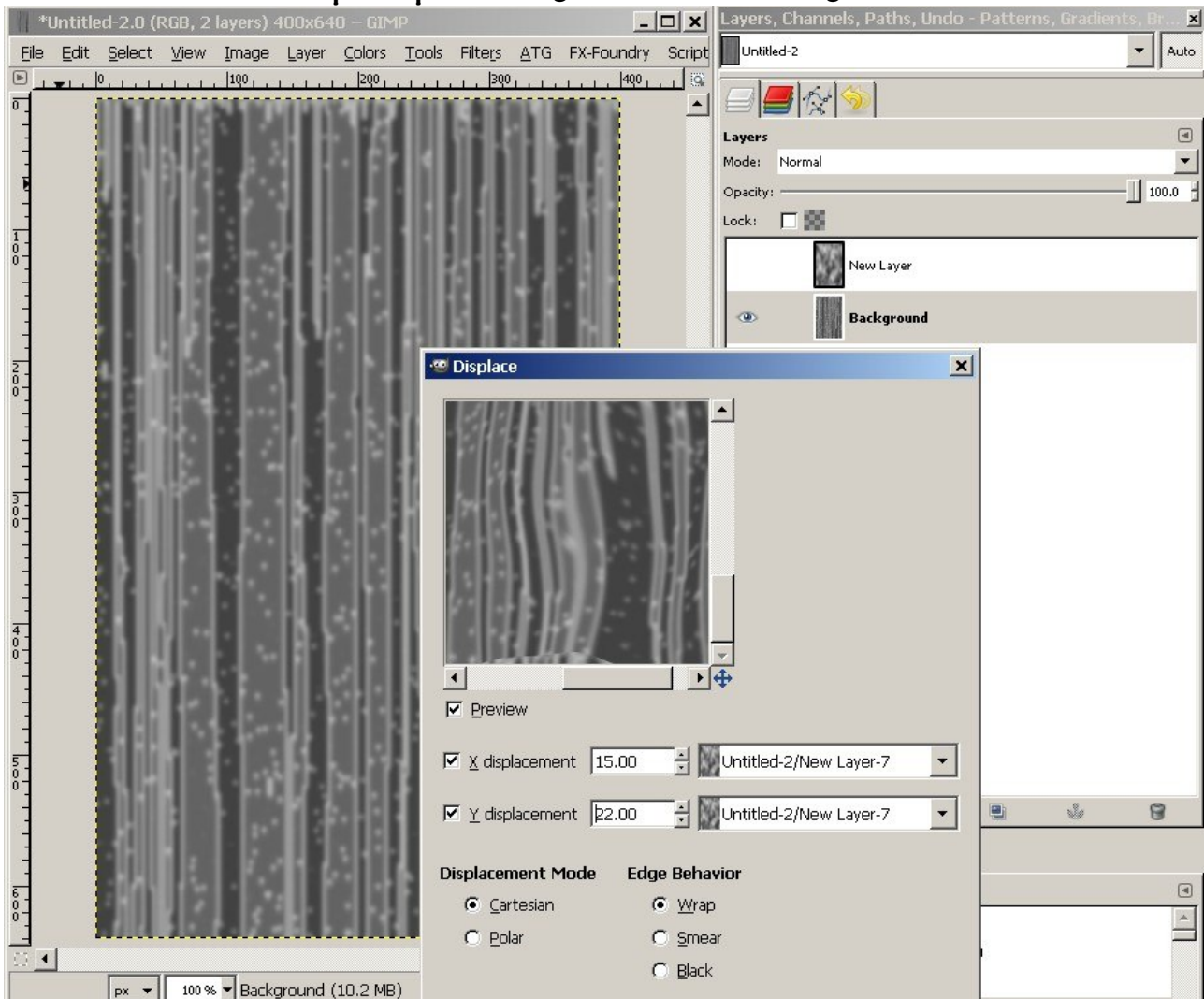
6 Now use Colour/Desaturate/Luminosity mode to make the image black and white.



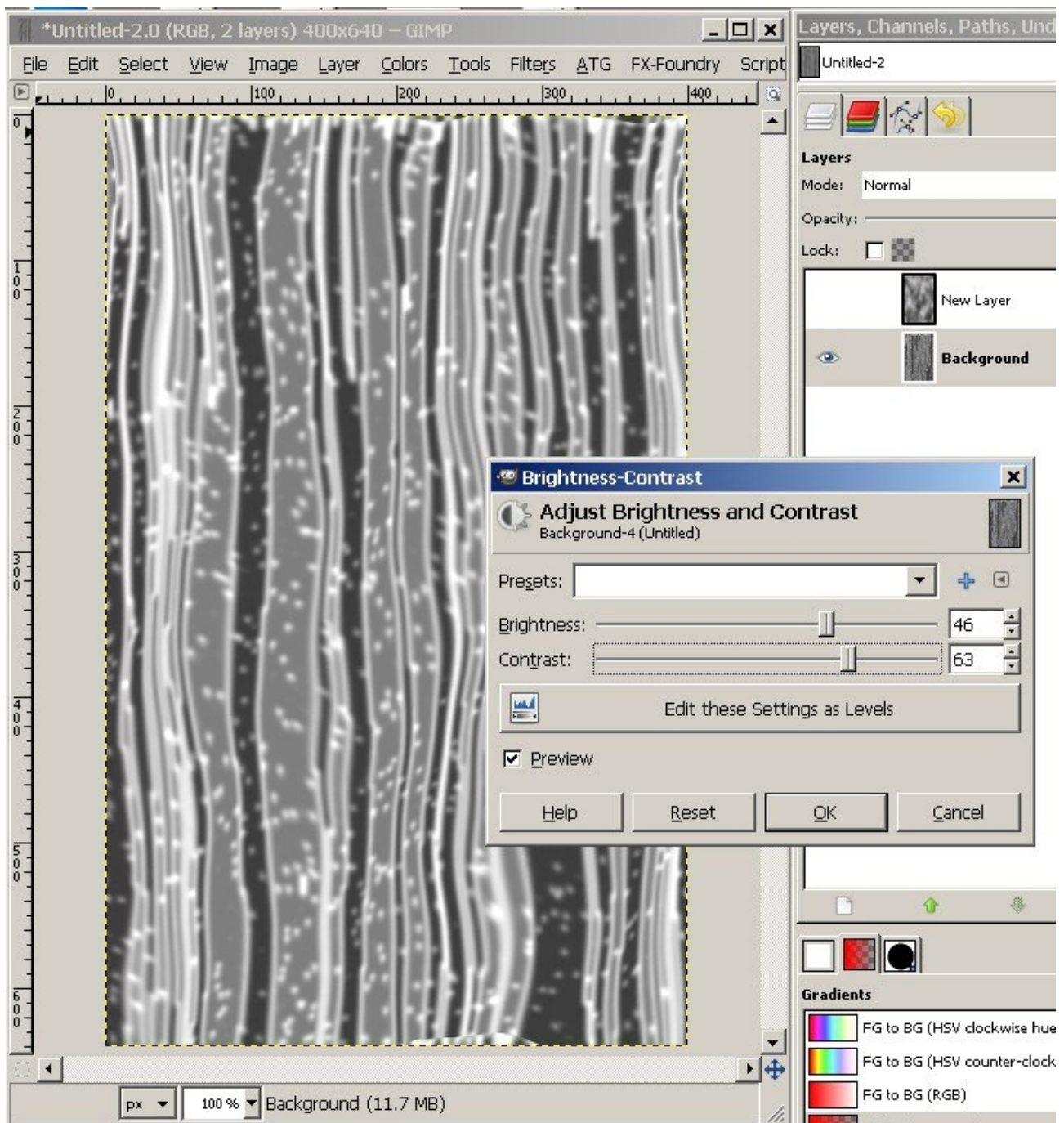
7 At this stage apply a gaussian blurr to soften the lines. I used a very basic 5X5 blurr but of course you can separate the links and make a blurr of 1X10 or anything you like to improve the graininess.



8 Now use Filter/Map/displace to give curve to the grain.



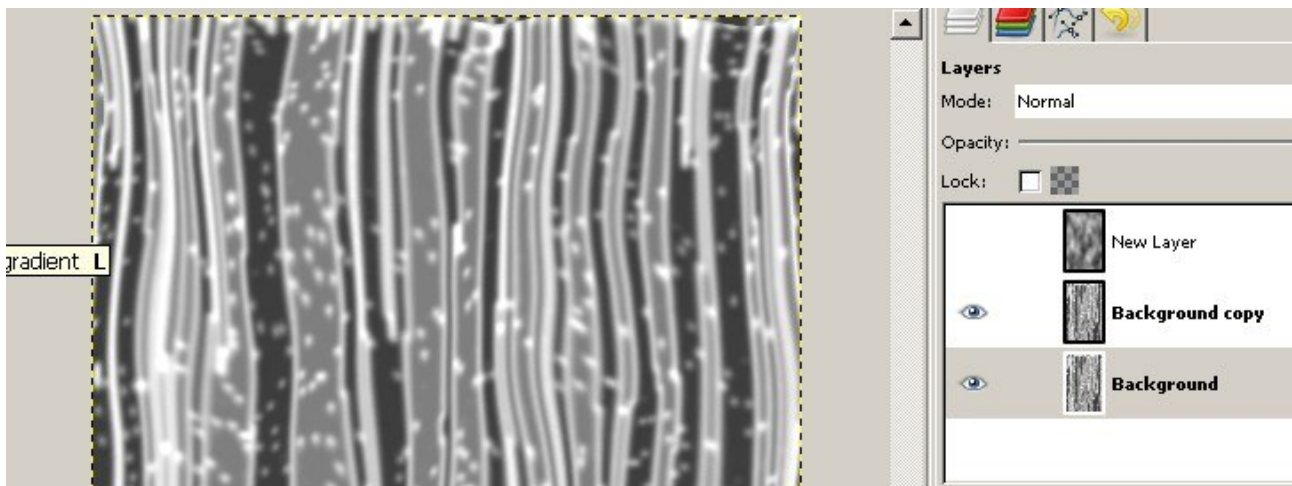
Again , you may like to alter these values to give it your own special curve. Note for this filter to work the b/w image of the clouds must be exactly the same size. And if you like you can modify the clouds layer to show imperfections such as scratches or dents to give the wood a distressed look. At this stage I also adjust the brightness and contrast for the next stage .



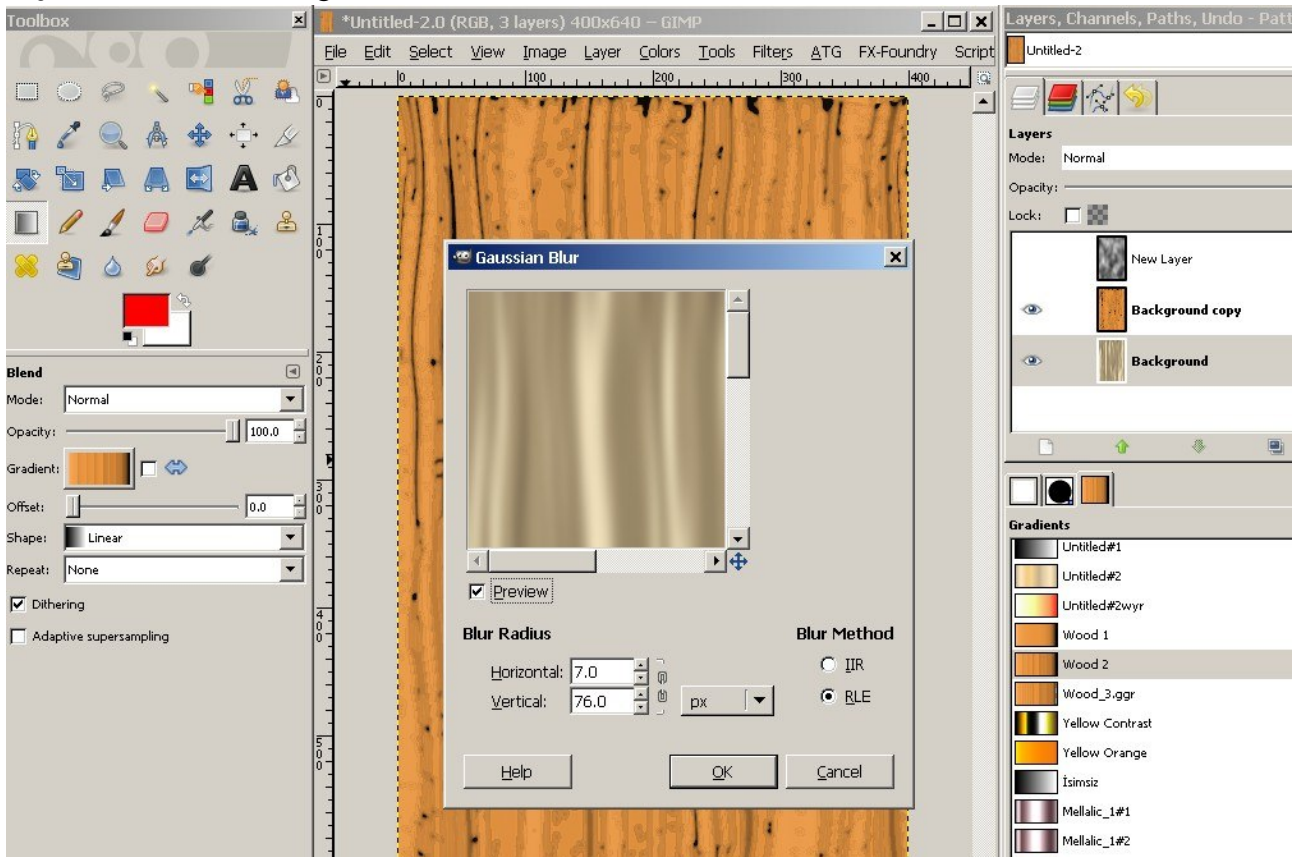
I do this to give a better colour gradient but again it is up to you.

Also at this stage or the stage before you apply the displacement filter you can overlay an angled repeated b/w gradient on this screen to simulate a shimmer or sheen. (Blend Tool/ b/w gradient / shape linear / repeat triangle)

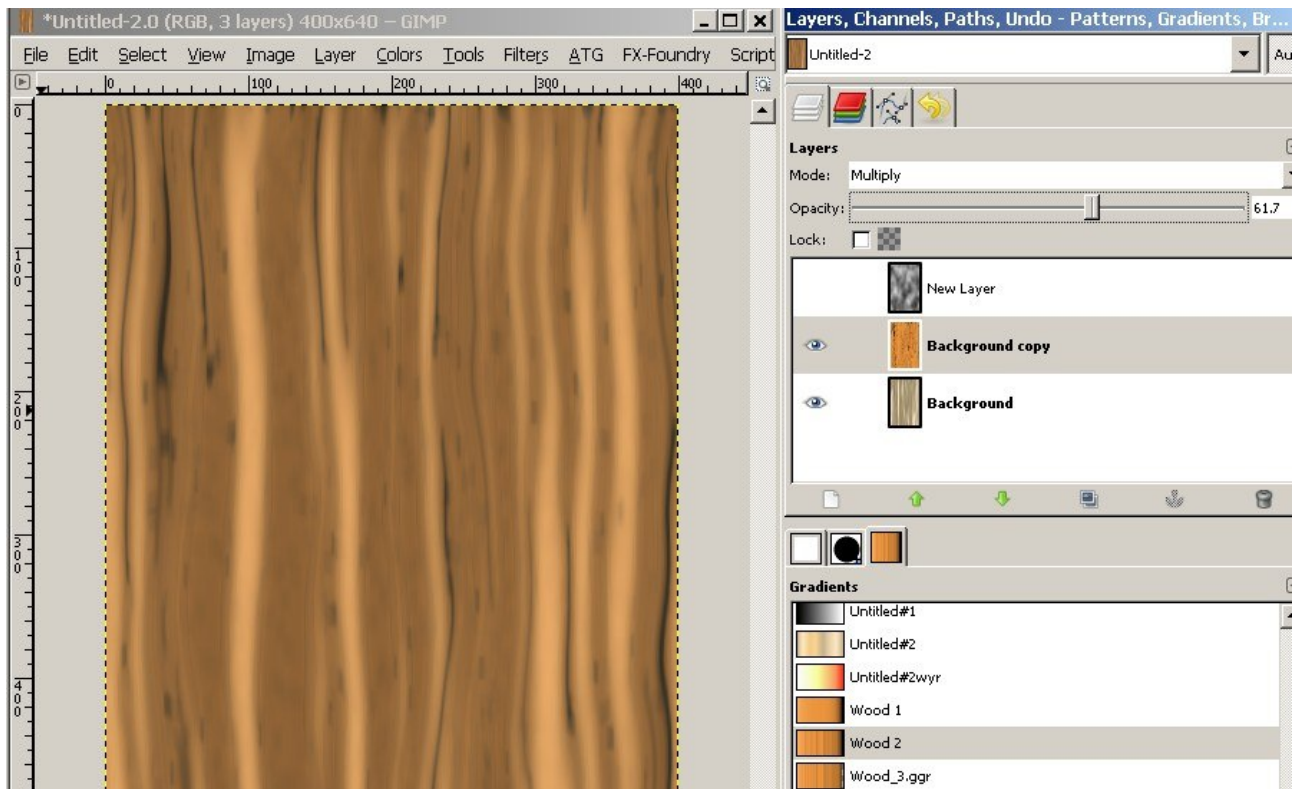
9 Duplicate the layer. So that you can use and mix different gradients .



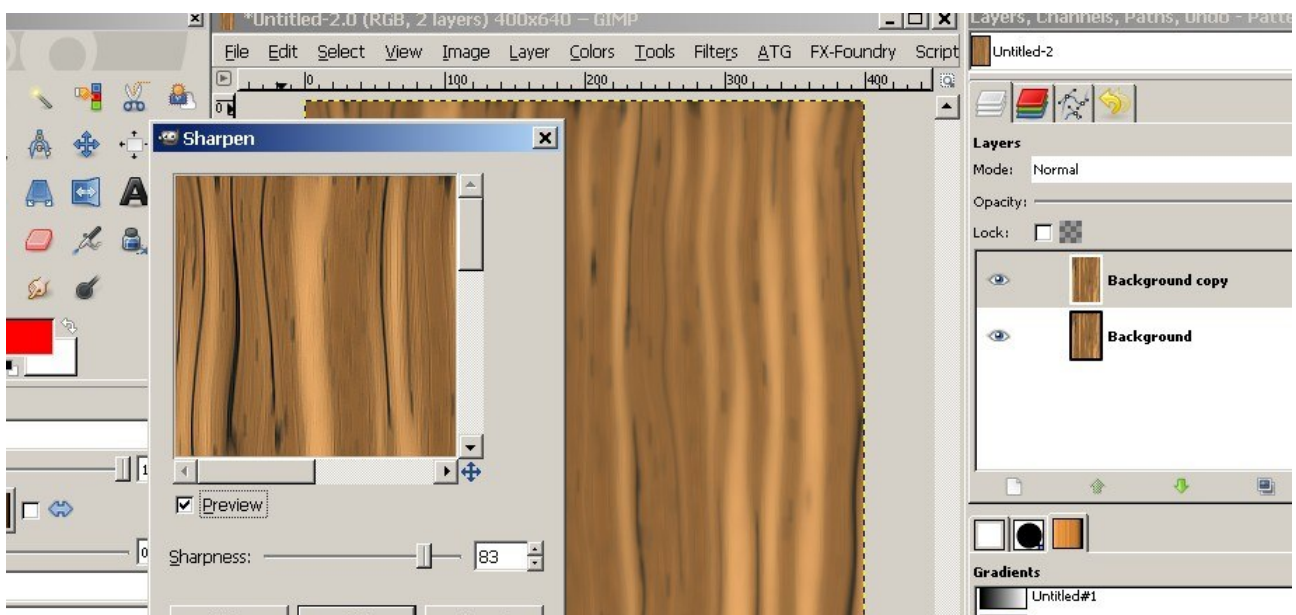
10 Unfortunately I cannot “grab” the image when I apply the gradient. I used two gradients and mapped these to the layers. (Colour/map/gradient map) I used metallic_10 and Wood 2 gradients. I then blurred the bottom layer with some big values.



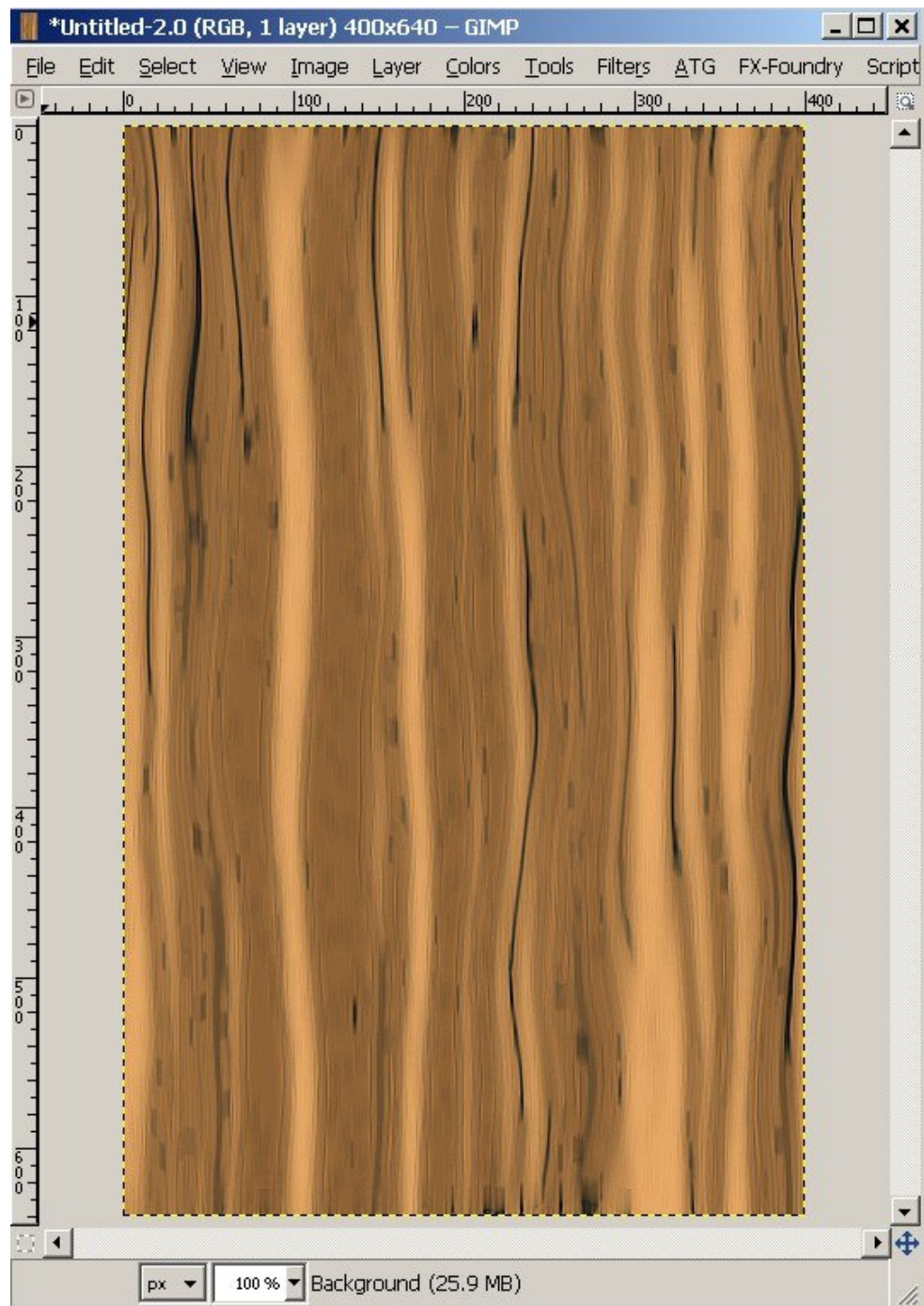
I made a motion blur of (90 degrees angle) with the wood layer (length 10) Blur type (linear)



11 I used multiply mode to mix the layers.



12 I then sharpened to bring back detail (this was a 83 sharpen) Not unsharp mask. And this will give the final result



I hope that it was not too difficult to follow.
Cheers Wbool63