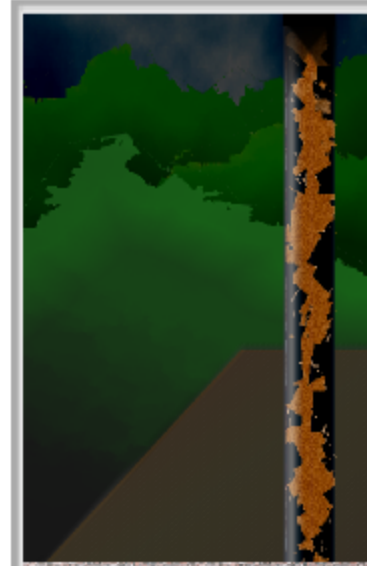


A couple of points to keep in mind when using this method... forget all about shiny things. Any object that has this kind of look lost its shine long ago. Maybe the forgotten pizza at the back of the refrigerator has a bit of sheen to it but anything rusted away will be pretty flat. Remember to keep your light source consistent.

This technique can be used to create anything from rust on steel, to flaking paint, to algae and mould growth on those unidentifiable organisms laying in wait at the back of the refrigerator. It will produce a random edged shape that looks far more realistic than just about anything you can draw with a tablet or a mouse. This page will focus on using text as your base object but it will work on just about any other solid colour object.

- B** 1 Create your text. This effect works best and has more effect with a BOLD font. The larger the font size the better! This will become your main text layer.
- B** 2 In order to effect the change you'll need to render the text. Click on the text and go to Image>Area>Render
- B** 3 Go to Sprite Effects>Artistic>Crystallize. (I will usually start with a larger size crystal and gradually reduce the size to produce a more detailed edge profile)
- B** 4 Grab the magic wand from the Paintbrush tool in the tool pallet, check, 'Select Throughout Image', click on one of the unneeded edge pieces in the lettering and then 'Delete'.
- B** 5 Continue the Step 4 process, gradually reducing the size of the crystals as you progress. Some edge pixels can tend to be a little stubborn and may require magnification to get rid of. Once I'm happy with the amount of reduction I'll add some noise and adjust the colour to suit what I hope will be my final image. To give the texture a bit of depth I'll usually add both a black and a white shadow, offset to match the lighting throughout the image. They should be barely visible.
- B** 6 Repeat steps 3-7 to add a second layer/texture and colour to give your image a little more depth. Place and align the new 'rotted' versions over the original text. Some of the 'Transfer Effects' and 'Bevel/Emboss' can produce interesting results.
- B** 7



PEELING PAINT