



FLYPAPER TEXTURES

Why use textures?

Textures are normally used to help produce extra atmosphere and add textural interest in photography.

Texturing isn't a new concept, even the Victorians used glass texture plates to give their images a more painterly effect, they were called the Pictorialist movement, and today their antique images are highly sought by collectors.

How to use textures?

To use these texture layers you'll need a program that can utilize layers.

Almost all Adobe Photoshop versions use layers, and they can also be used in Gimp and more recently Adobe Lightroom and Aperture with added plug-ins such as OnOne's Perfect Layers.

Tutorials

There are many written and illustrated texture tutorials with our large size before and after mouse-overs on our [Flypaper Texture](#) website.

Basic Texture Instructions and hints

Thanks for using our Flypaper Textures. On the Flypaper site, you'll find more detailed instructions and tutorials on how to use these textures.

Save your textures somewhere you can find them. It's also a wise idea to back them up somewhere.

Open your photo and your texture in your editing programme.

Select the Texture and using the move tool, drag it over your image.

If your image isn't the same size as the texture you can easily drag your texture to fit by using the move handles at the corners of the texture.

Play with the blending modes and layer opacity of your texture layer until you find something you like.

The blending modes we usually use are soft light, multiply, overlay and hard light, but the other modes work well too usually at lower opacities.

Use a layer mask or the eraser to remove the textures from the parts you'd want textured.

The same texture probably won't work in the same way on all photos, so experiment.

Try duplicating the texture and using the same one at different blending modes and opacities.

Don't be put off by how a texture looks or even by the colour, results can be surprising!

Experimentation is the key with texturing.

Have fun and don't forget to visit the [Flypaper website](#) for more detailed recipes and tutorials

Feel free to [Join our Mailing list or Follow us on Facebook](#)

Flypaper Textures License Agreement

By purchasing a stock texture set from Flypaper textures, you agree to the following:

Flypaper Textures offers photographs of materials ("Textures") for game developers, special effects artists, graphic designers photographers and other professions.

Flypaper Textures retains ownership of the textures under all intellectual property laws.

No payment or royalties are required to use these Textures.

The use of Textures is non-exclusive, royalty free, and you have the right to modify them for the uses permitted under the clause

Conditions of Use.

The textures may be used by the licensee in any personal or commercial projects.

It is NOT permitted to:

Bundle the images with software such as paint programs, 3D programs, photo-kiosk software.

Sell or distribute any of these textures in an unmodified form, or where the derived product you are selling or distributing is a Texture or a collection of Textures ie. Do not sell or distribute any of these textures (modified or not) by itself or in a texture or scrap booking pack.

It's not permitted to bundle the images with software such as paint programs, 3D programs, photo-kiosk software.

Strictly no file sharing of these textures

© Jill Ferry and Paul Grand – 23 October 2012