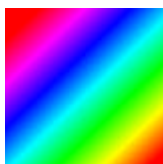




## Andy's Photoshop Tip #22 - Creating A Metallic Texture



**1** Create a new document. Select any two of the same colors (I chose red) and make a gradient fill from one corner to the other using the "Clockwise Spectrum" Style from the Gradient Options Box.



**2** Convert the image to a grayscale image (MODE+GRAYSCALE).



**3** You can adjust the colors (CTRL+L) for more contrast in your image.



**4** Select all (CTRL+A) and copy (CTRL+C) and deselect (CTRL+D). Now create a new layer. On that layer select all again and create a border by EDIT...STROKE. Choose 3 pixels and inside. Now hit OK. Now that you have a colored border around your image, select all again and hit CTRL+J to float that selection. Go to EDIT...PASTE INTO to paste the gradient inside the selection and rotate it 180 degrees (IMAGE...ROTATE...180).



**5** To add a highlight & shadow to the edges, select white as your foreground color & black as your background color. Fill with a "foreground to transparent" style from the top left to the middle of the image. Now hit 'X' to swap the colors & fill with black from the bottom right to the middle.



**6** Repeat this step with the bottom layer, inverting the colors (Black first, white second) to add depth to the image.



**7** To create small rivets in the metal, create a new 3rd layer. Make a small circular selection and fill with a `foreground to background gradient on the circular setting. Click in the middle of the image and drag the gradient just slightly off the circle selection. This will make the rivet. Now select all, copy, and paste a new rivet on your image. Repeat this step for as many rivets that you want. Now you're done.

