



## Andy's Photoshop Tip #32 - Texture Fills

Many people ask me where I get my textures for my images. I get them two ways: 1) Buying graphics books that come with CD's filled with textures or 2) I just make my own in Photoshop. Most of the large textures that I use are actually just a small texture that I found on the net as a background image. This tip shows you how to make a large texture from a small background image.



First find a cool texture that you like. Select all (CTRL+A) and go to EDIT...DEFINE PATTERN. This will load your background image as a patten that you can use over an over.



Now Just create a new larger document, select all, and fill (EDIT...FILL) your texture with the saved pattern. Select Use: Pattern from the drop down menu in the fill dialogue box. This will fill your entire canvas with your background image.

This technique is also good for testing background images before you look at them on the net.

If you texture displays seams in it and doesn't blend smoothly, you will have to get a new texture or try an modify it using the blur and clone tools.



You can also do the same with an irregular shape such as an interface panel. Just load your selection and fill it with the pattern. There you have it, instant texture for any image that you want.

Try experimenting with this, it's a very useful tip and you can use it many different ways.





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