

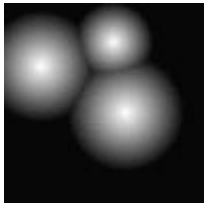


Andy's Photoshop Tip #38 - Cool Blob Texture

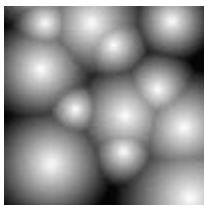
This tip is kinda pointless, but it create a cool effect so I thought I would show it to you anyway. Who knows, you may find a good use for it.

**1**

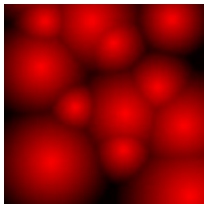
First thing you need to do is to click on the channels palette and create a new channel. On that channel, use the gradient tool from white to black on the radial setting to make a circle.

**2**

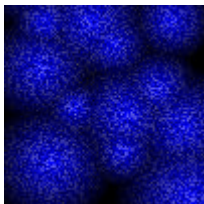
Second, change your gradient settings to "lighten" instead of "normal". And make some more circles on your image. The look better if the are slightly touching.

**3**

Continue to do this until your image is filled or you are happy with how it looks.

**4**

Now click back on your layers tab so that you can draw. I started with a black canvas here and then loaded my selection that I had made (CTRL+ALT+4). I then filled it with red and this is what it came out to be.

**5**

You can also copy a texture into memory and paste it into your loaded selection (CTRL+SHIFT+V).



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