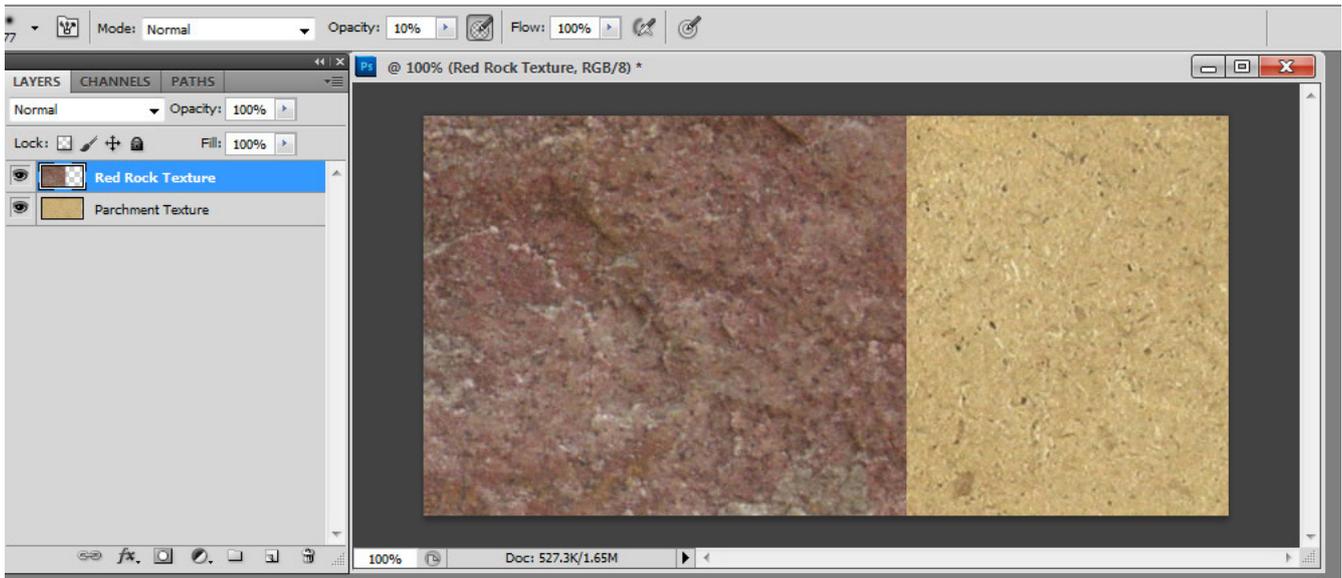


Mini-Tutorial: How to Quickly Blend Textures in Photoshop

By YoSpeck

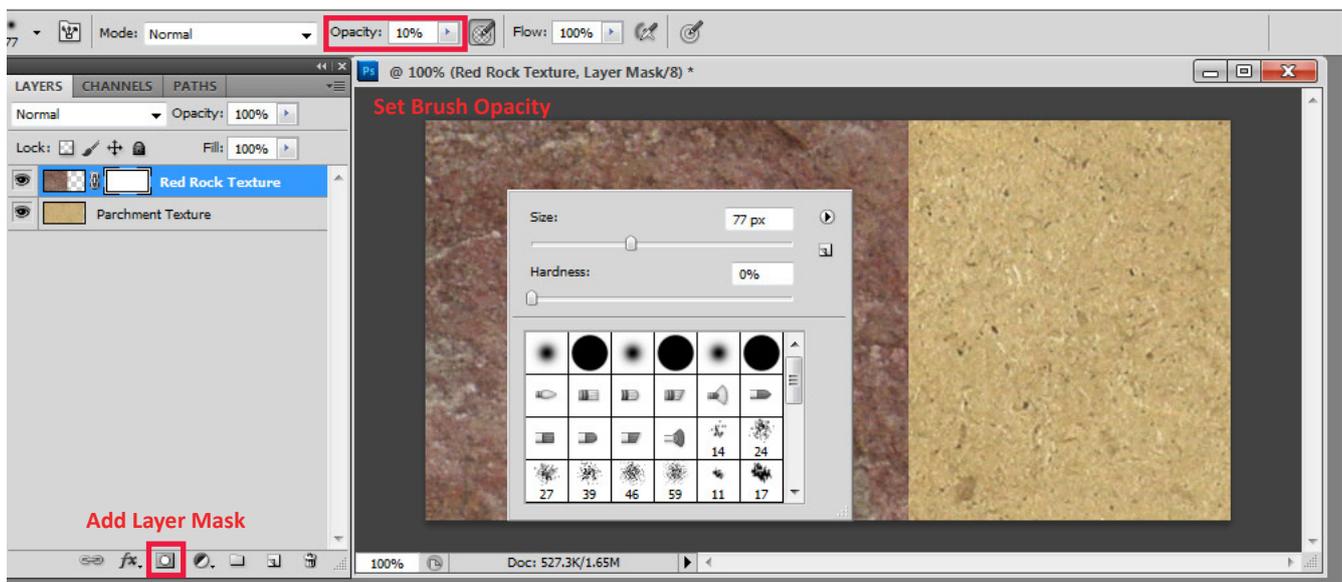
The purpose of this mini-tutorial is to show people how you can quickly blend two textures together without having to use destructive methods i.e. using the eraser tool (boooo! hissss!). A tool/feature that so many people aren't familiar with in Photoshop is Layer Masks, below I will demonstrate how using this feature you can quickly merge two textures together without destroying either images original.

Step 1: Overlay your textures



Lay your two textures on top of each other in two different layers, typically this will be as shown above with some form of 'parchment' texture that you want the map to go onto (but blending textures can be used in dozens of other ways). The layer on top is the one that we will be masking out, be this to show the shape of a mountain, green fields merging into desert, but in reality it doesn't matter which layer is on top and being masked.

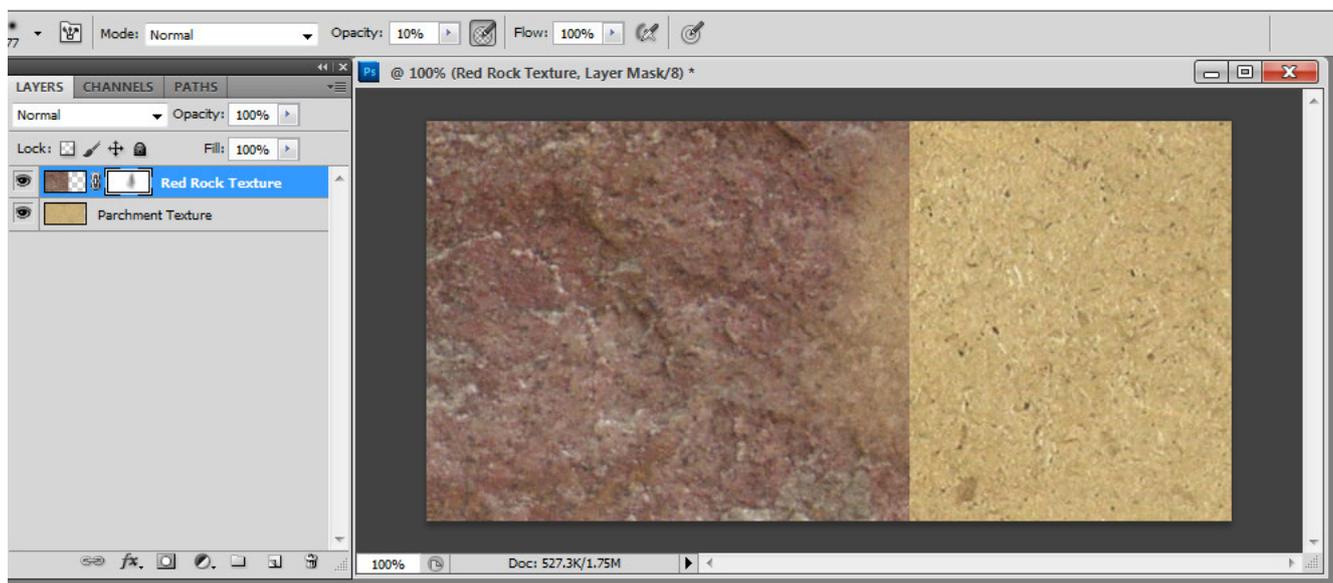
Step 2: Apply Mask and Set your Brush



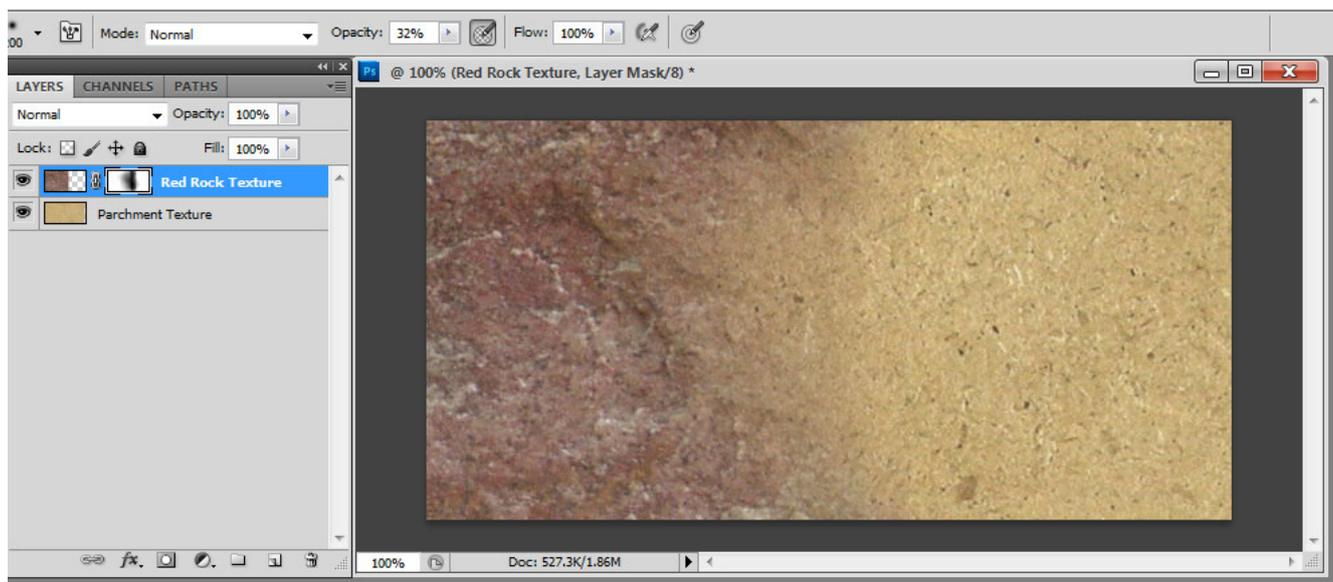
Select your top layer and click the button to 'Add Layer Mask', which will put a white box next to the image on that layer. The white portions of a mask are the areas that can be seen, but if you use a brush, pencil or any other tool to paint onto the mask in black, then it will start to erase the visible areas. Ensure that you have the mask selected and not just the layer, you will know it is selected as the mask will be outlined by a box.

Next you should choose a soft edged brush from your brush selection and turn down the brushes opacity. What this will do is when you begin to brush onto the mask and erase portions, the brush will only be at 10% strength and so won't make a hard edged blend.

Step 3: Start Brushing



Begin by brushing away the hard edge of the texture, as the brush is set to 10% opacity then you will have to keep brushing over it, alternatively you can turn the opacity up a little higher just to get rid of the edge. As you begin to brush onto the mask you will see in your "Layers" tab the white box begin to fill up with black showing the areas of the mask that are being blocked out. The mask is only ever in black and white and you can change between the two colours. If you brush on with black and erase a little too much of your texture, then you can switch to white (click the 'X' key to quickly switch your foreground/background colours) and paint the texture back in.



Play around with different brush opacities, brush tips and sizes to try and get the effect you want. Whilst there are many ways to blend your textures together you'll find this method very quick and very easy and all the while retaining the original image of both your textures.