Posted by Dave Anderson on Mon, 29 Oct 2007 02:53:29 GMT
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The cheesy way to do it would be to have the bandanna on a layer above the texture and change its blending. Though, you will not get the look you want (most likely). The best way to do it is to get the polygon lasso tool, zoom in, and outline the shape of the texture. Then select your bandanna layer, and click 'Selection->Inverse', then hit your delete key.