Subject: Some Texture Advice
Posted by Sanada78 on Wed, 17 Mar 2004 22:24:07 GMT
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I've been learning how to use Photoshop for about a week now. Before, I used Corel Draw to make textures but it just wasn't making them the way I wanted. From trying out a few tutorials, I've managed to churn out a few.

One of the things I can't seem to grasp is adding more realism to the texture.

This one for example I made recently looks okay, but I don't know how to add more scratches or whatever to make it look better. The one below I have also just made, but it needs more markings, peeling paint sort of effect etc.

I could probably make some free hand bendy lines and use the emboss tool to make them bevel and look engraved. Can anyone give any advice on how to improve textures like this?