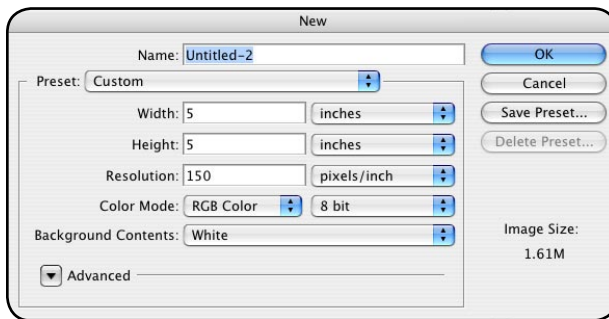


In this exercise you will learn how to create water using a texture map and applying that texture map through the glass filter in Photoshop.

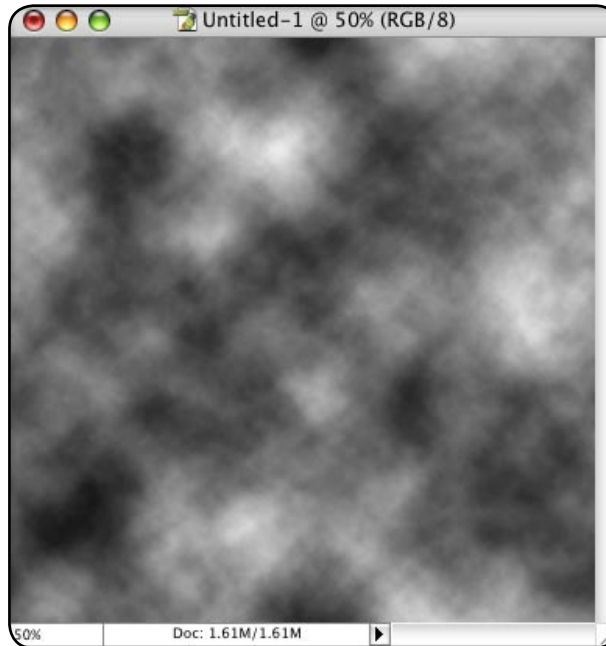
1. Open Photoshop and then go to File > New to create a new file. Set the size to 5" x 5", the resolution to 150 PPI and the color mode to RGB. Click OK.



2. Set the Foreground/Background colors to the default black and white by clicking D on the keyboard.

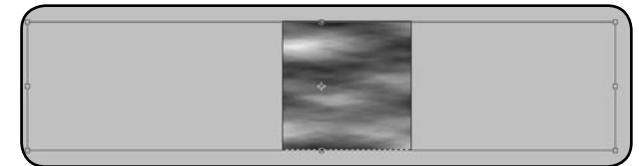


3. Go to Filter > Render > Clouds. The clouds filter creates a random texture based on the Foreground and Background colors.



4. Zoom out to about 25% and click the F key on the keyboard to view in "Full Screen with Menu Bar mode". If the Layers Palette is not already open go to Window > Layers and open the Layers Palette. In the Layers Palette double click the Background Layer and then in the dialog box click OK, this makes the background layer into a transparent layer so that you can edit it.

5. Next go to Edit > Free Transform and stretch the image out on either side as illustrated in the following image. Double click inside the image area or hit return to apply.



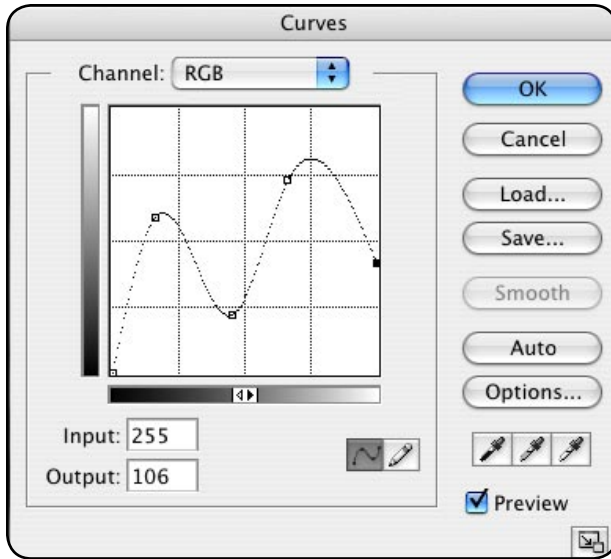
6. At this point you can move the image horizontally by choosing the Move Tool and dragging the image holding down Shift to constrain it. By moving the image you can choose the area that you want to use for the water.

7. Go to Select > All (command A). Then go to Image > Crop to remove extra pixels outside the image area.

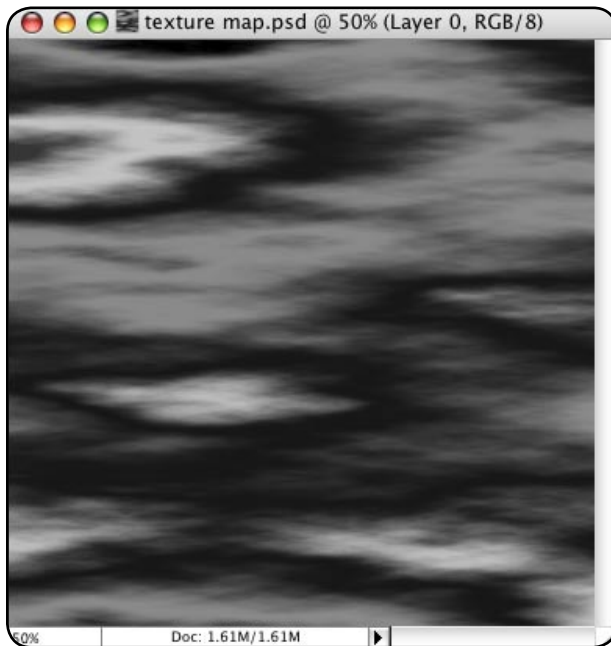
8. Go to Image > Duplicate and in the dialog box click OK. This duplicate is going to be used as a texture map for our original file.

9. Go to Image > Adjustments > Auto Levels or Shift, command L.

10. Go to Image > Adjustments > Curves (command M) and adjust the curves to look like the dialog box that is shown at the top of the next page. When you click on the diagonal line you will add a point, you can then drag that point to make adjustments to the curve. The curve should resemble a camel's humps.

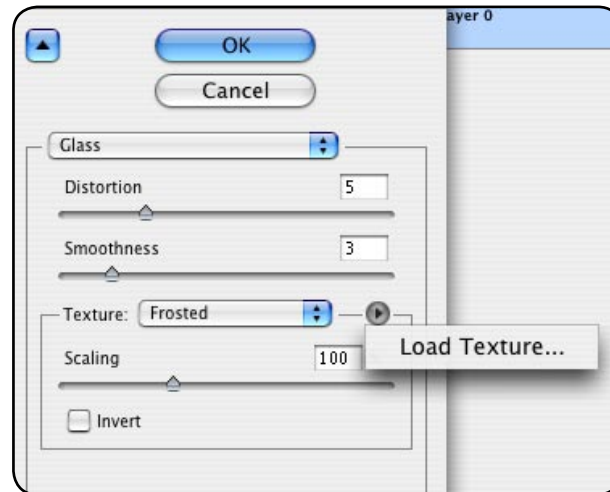


11. Save this duplicate file in Photoshop PSD format, name it texture map.

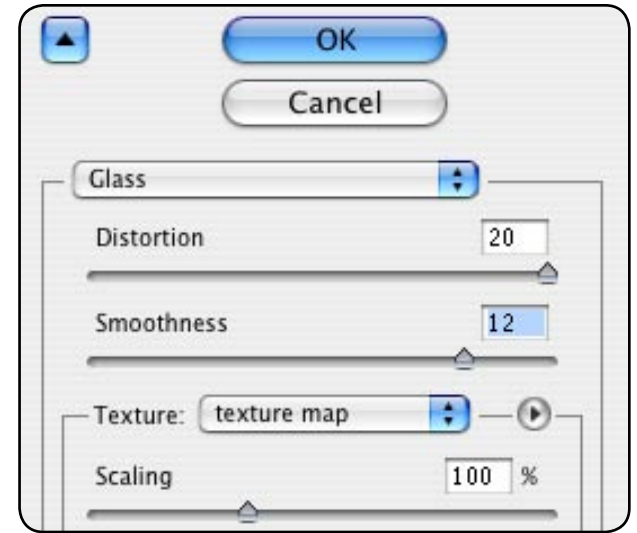


Note: The texture map should end up looking like the previous illustration. If you want to create any kind of reflective surface like chrome or glass it usually involves using a curves adjustment of a similar shape to the one we just did. This adjustment simulates the effect that reflective surfaces have on light.

12. In the original file go to Filter > Distort > Glass. On the right hand side of the dialog box choose load are the settings, on the left is a large preview and in the middle are a set of icons which show the filters. Go to the settings on the righthand side and find where it says Texture. Next to the word texture is a pulldown menu with a choice of preloaded textures, next to that is an arrow that provides a pull-down menu. Click the arrow and choose Load texture. When you click on Load Texture a browse dialog box opens, find the texture maps you saved and load it.



13. In the settings, Distortion should be 20 and Smoothness should be around 13, click OK.



14. To color the water go to Image > Adjustments > Hue Saturation (command U). In the dialog box check colorize in the bottom right hand corner and the adjust the hue and saturation sliders to the desired color.

