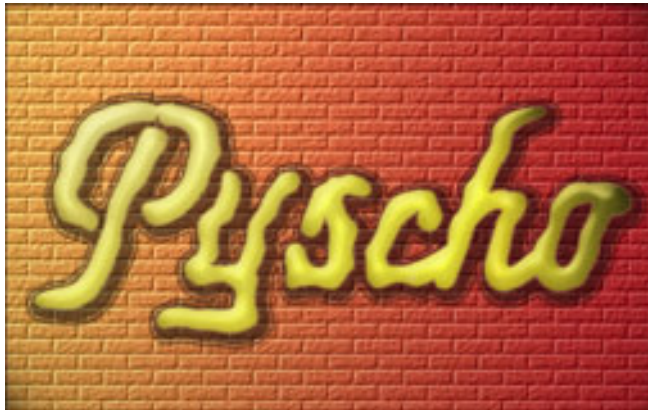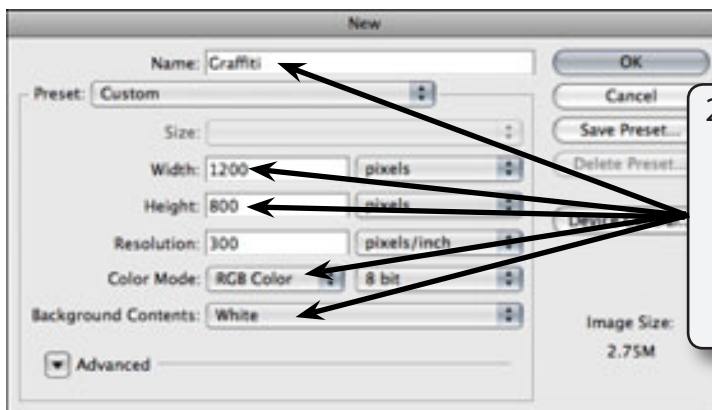# Graffiti on a Brick Wall

Graffiti can annoy many people so graffiti can be created on a computer without annoying anyone. In this case a brick wall will be created and some text added to the wall as shown in the following diagram.

Starting a New Document

1   Load Photoshop, display the FILE menu and select NEW.

2 Set the NAME of the document to GRAFFITI, the WIDTH to 1200 pixels, the HEIGHT to 800 pixels, the COLOUR MODE to RGB COLOUR, 8 BIT and the BACKGROUND COLOUR to WHITE.
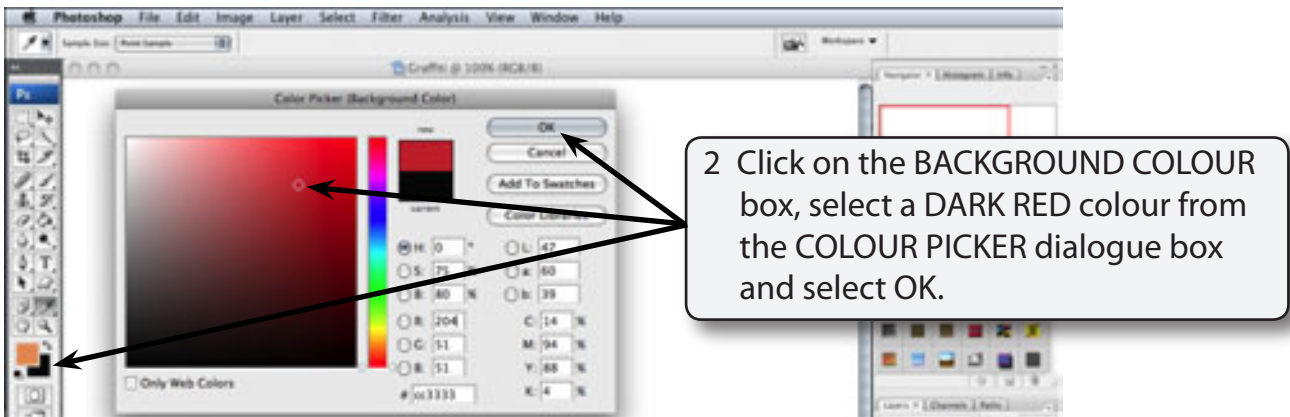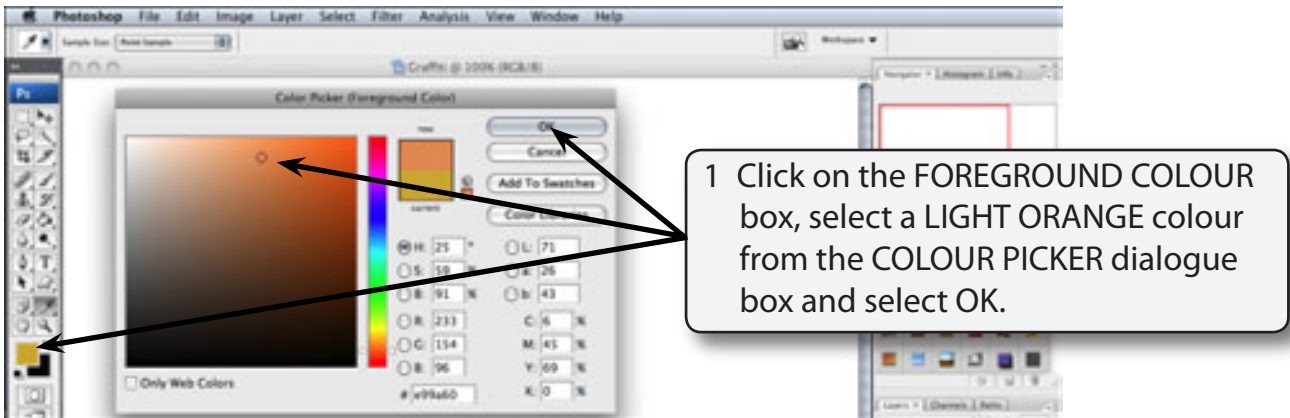
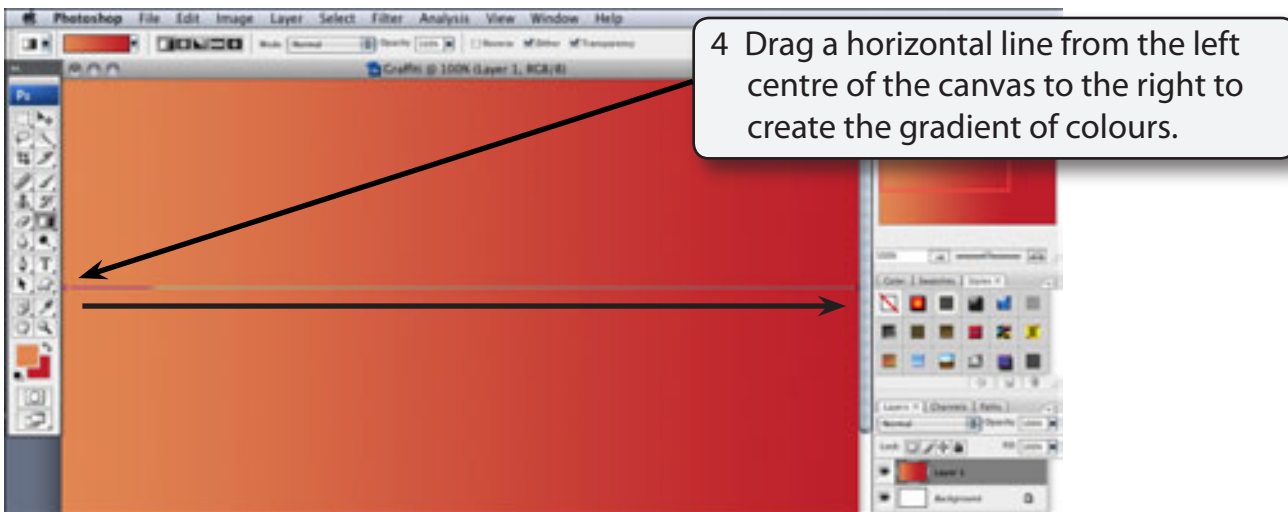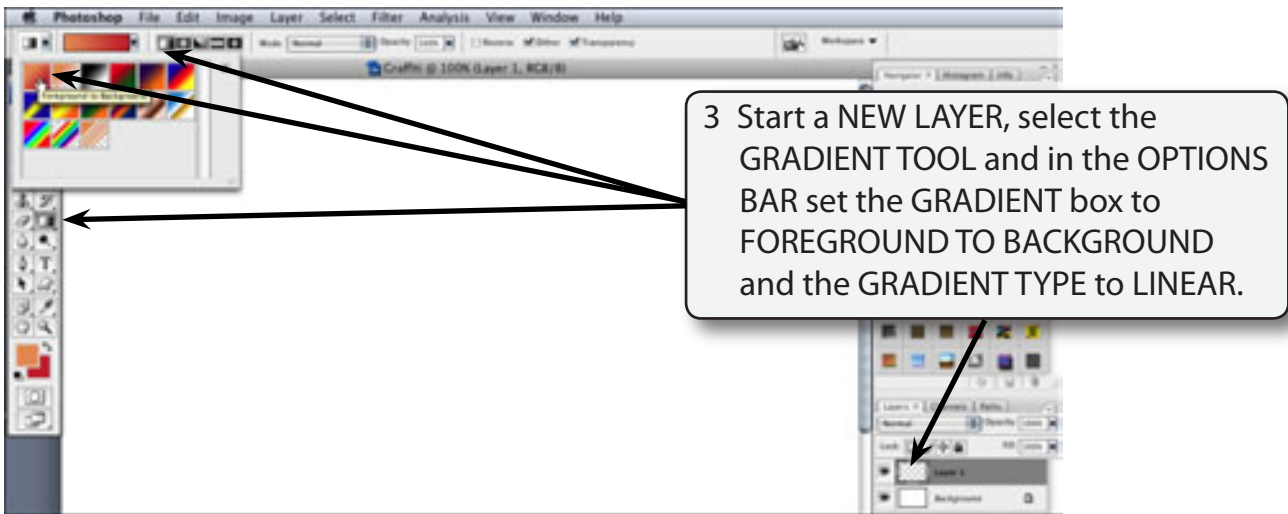3   Select OK to start the document.

Creating the Brick Wall

Photoshop provides a brick TEXTURE filter that will be used to create the brick wall. It will be set with light coming from at street light at the top left of the canvas.

A   Setting the Gradient Colours

A gradient fill will be used to set the bricks to fade from orange to dark red.

1 Click on the FOREGROUND COLOUR box, select a LIGHT ORANGE colour from the COLOUR PICKER dialogue box and select OK.

2 Click on the BACKGROUND COLOUR box, select a DARK RED colour from the COLOUR PICKER dialogue box and select OK.

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3 Start a NEW LAYER, select the
   GRADIENT TOOL and in the OPTIONS
   BAR set the GRADIENT box to
   FOREGROUND TO BACKGROUND
   and the GRADIENT TYPE to LINEAR.

4 Drag a horizontal line from the left
   centre of the canvas to the right to
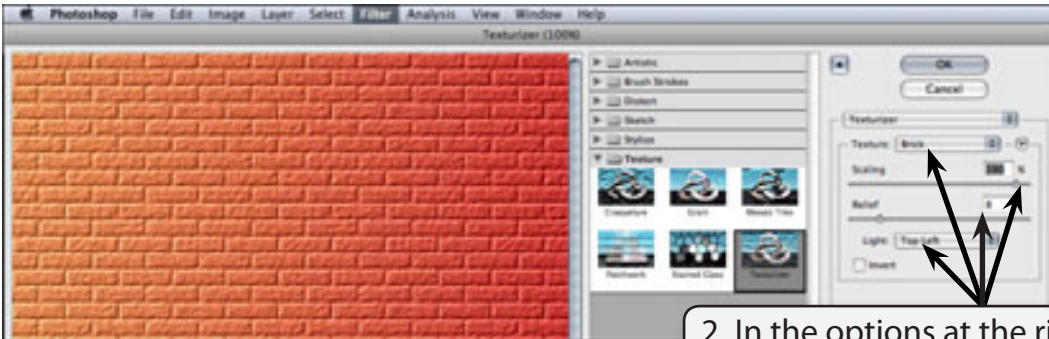   create the gradient of colours.

5   Some noise can be added to the colours to make it look more realistic. Display the
     FILTER menu, highlight NOISE and select ADD NOISE.

6 Set the noise AMOUNT to
   3%, turn on GAUSSIAN and
   MONOCHROMATIC, then select OK.

B   Adding the Brick Texture

A brick texture can be used to create professional looking brick work.

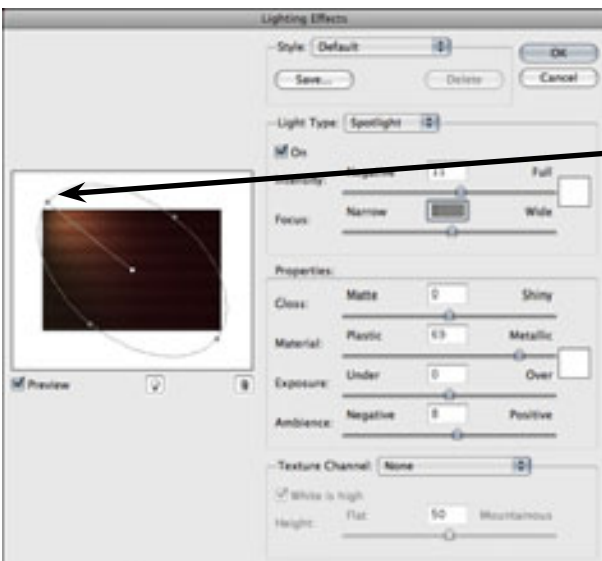1   Display the FILTER menu, highlight TEXTURE and select TEXTURIZER.

2 In the options at the right of the TEXTURIZER dialogue box set the TEXTURE box to BRICK, the SCALING to 190%, the RELIEF to 8 and the LIGHT to TOP LEFT.

3   Select OK to set the brick texture.

C   Selecting the Lighting

The light will be set so that it comes from the top left corner of the canvas.

1   Display the FILTER menu, highlight RENDER and select LIGHTING EFFECTS.

2 Drag the outer 'handle' connected to the centre point to the top left corner to set the light to come from that direction.