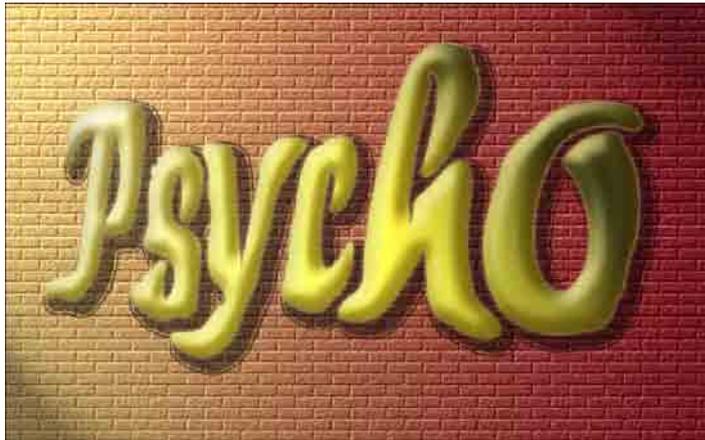# Graffiti on a Brick Wall

Graffiti on buildings can annoy some 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 or close the current files then 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.
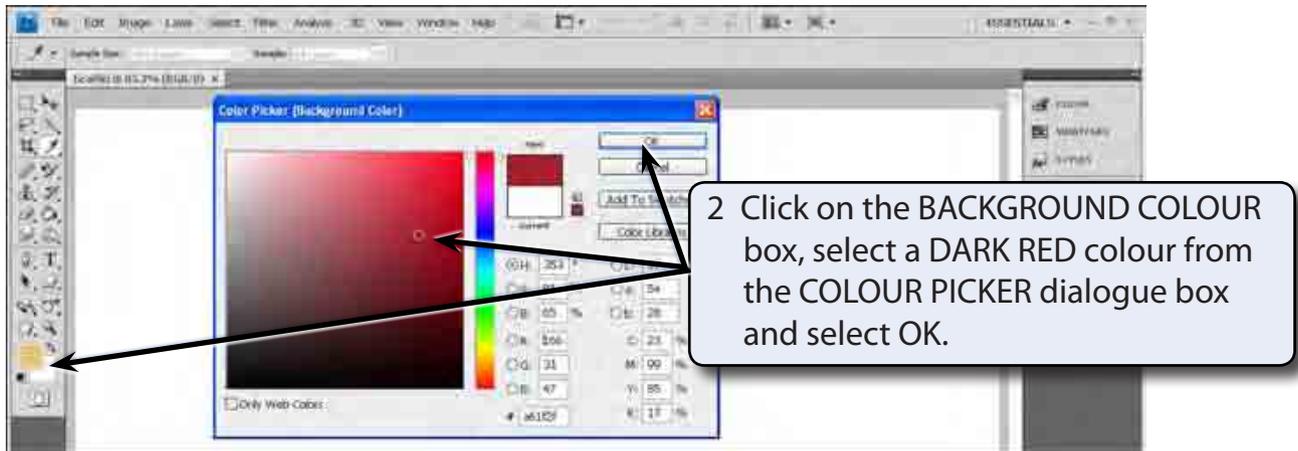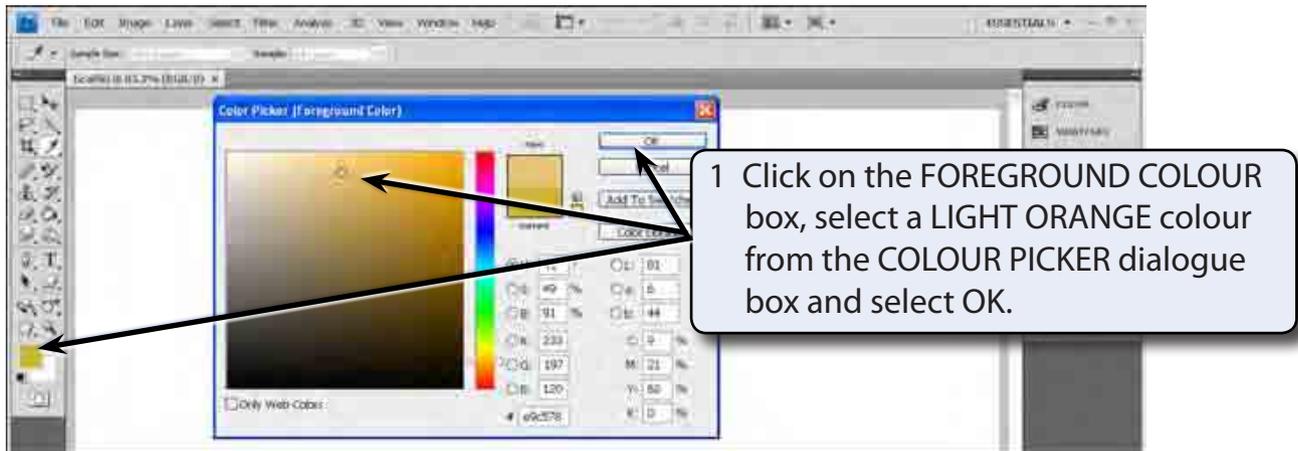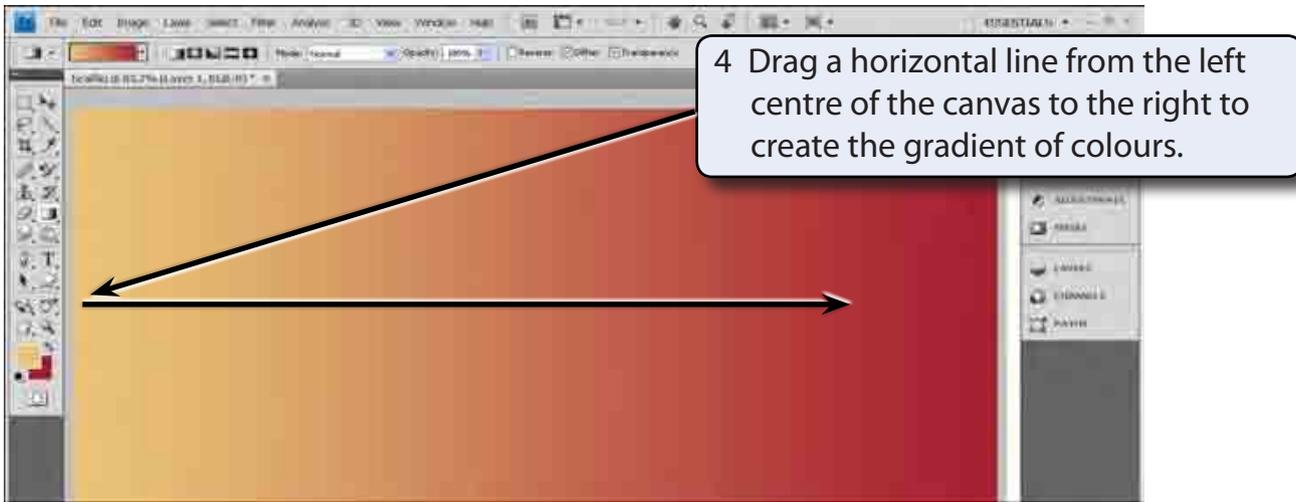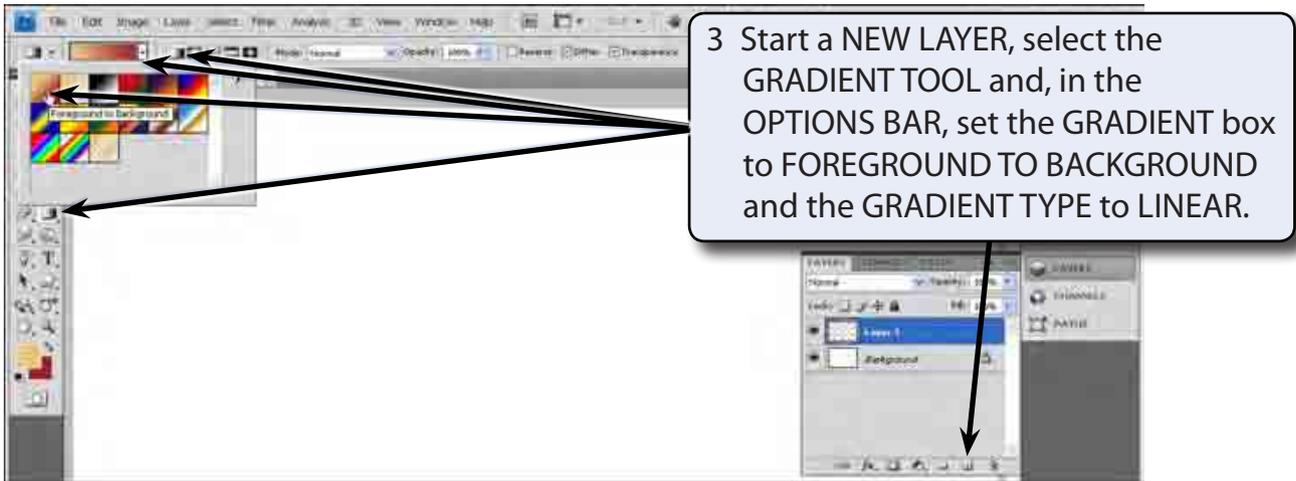
3   Select OK to start the document.

# 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 a street light at the top left of the canvas.

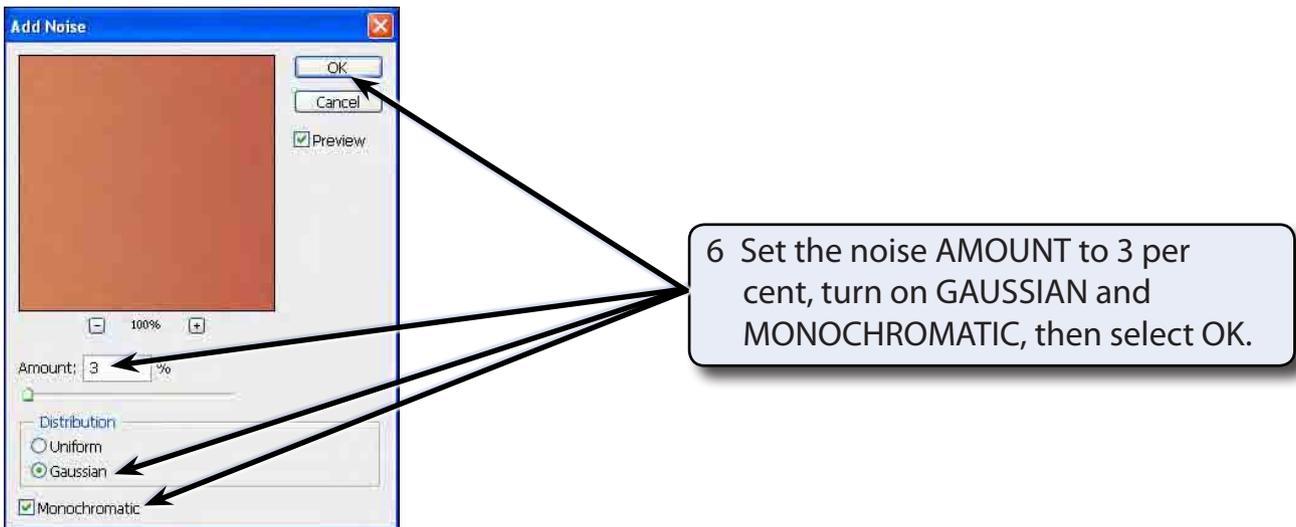## A    Setting the Gradient Colours

A gradient fill will be used to set the brick's colour 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.

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 per cent, turn on GAUSSIAN and MONOCHROMATIC, then select OK.

## B    Adding the Brick Texture

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

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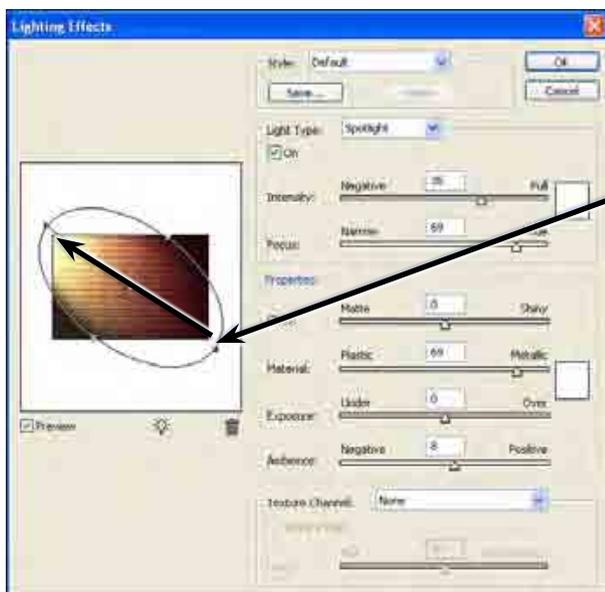


2 In the options at the right of the TEXTURIZER dialogue box set the TEXTURE box to BRICK, the SCALING to 190%, the RELIEF to 8 and the LIGHT to TOP LEFT.

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 from the bottom right to the top left corner of the preview frame to set the light to come from that direction.