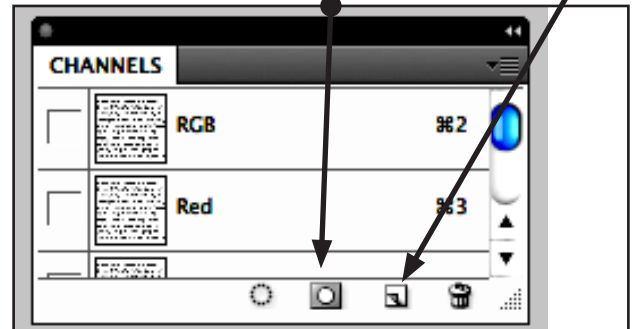


Abstract Channel Technique

The channel panel has two purposes: to hold colour information and to hold selections (channel masks). Creating channel masks can be as easy as clicking

1. the 'Create New Channel' button and then using any painting or drawing tools to create the mask (paint with white) or
2. by making a selection and converting the selection into a mask by clicking the Save selection as a channel button or
3. by pasting an image into the channel (copy and paste)

When you paint the channel mask, the defaults are:
black for masked areas, white for selected areas
and shades of grey for percentages of selections.



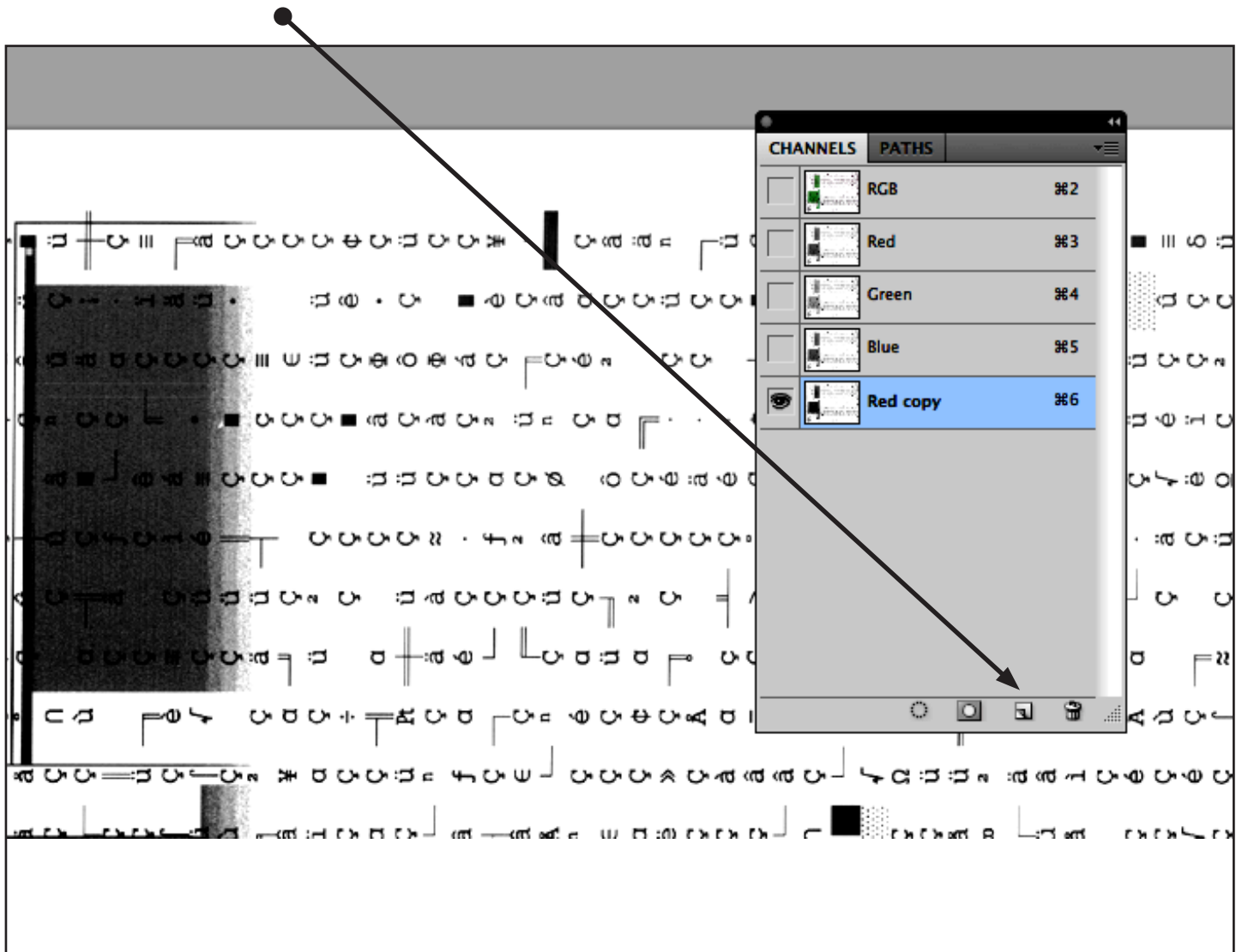
1

Start by opening two images. One is the basis for your design, the other is the one you intend to use as the mask.

It's good to think in terms of contrast. Text works well as a texture, maybe a black and white drawing? You will find out very quickly by experimenting what works and what doesn't.

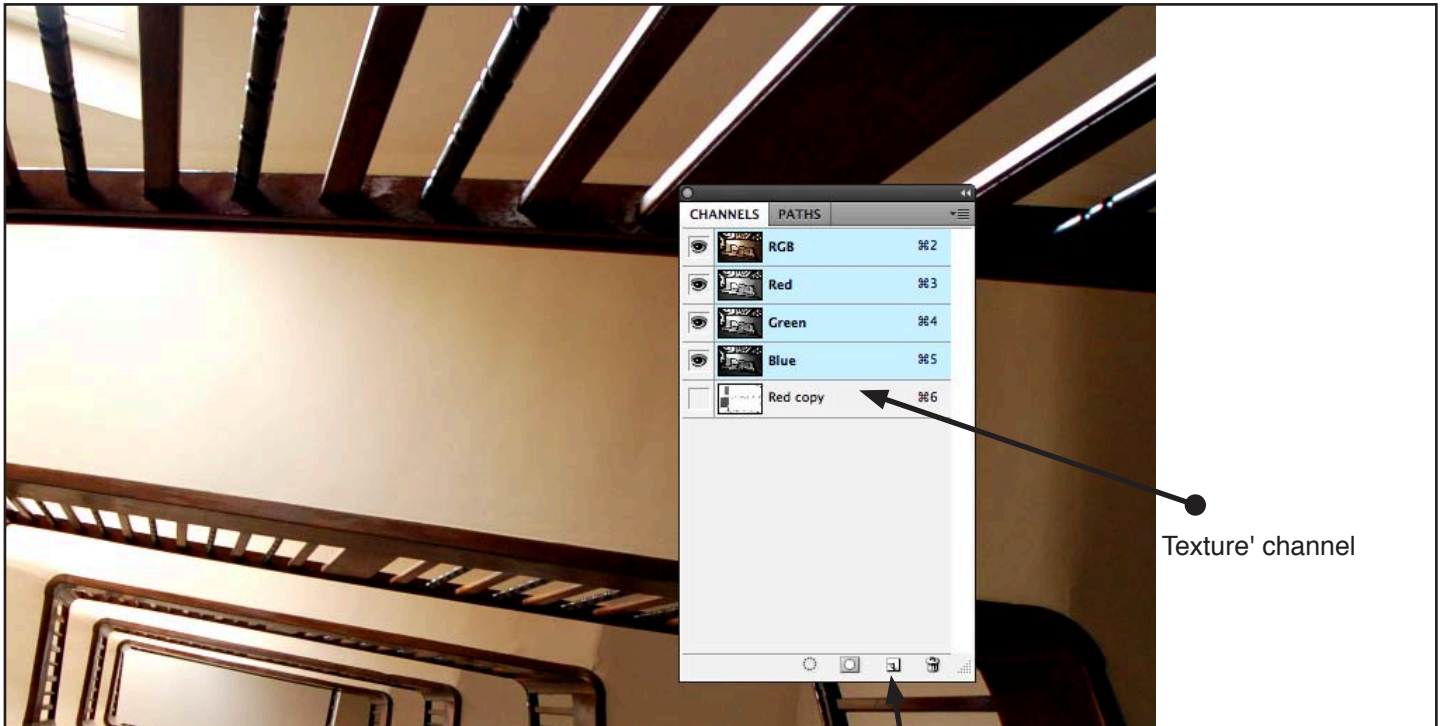
For ease in this step-by-step guide, I shall use a text file and refer to it as 'texture' file, the other as 'design file'.

Open the channels palette in the texture file and drag one of the channels (I used the red channel) to the 'New Channel' icon. It creates a copy of this channel.



2

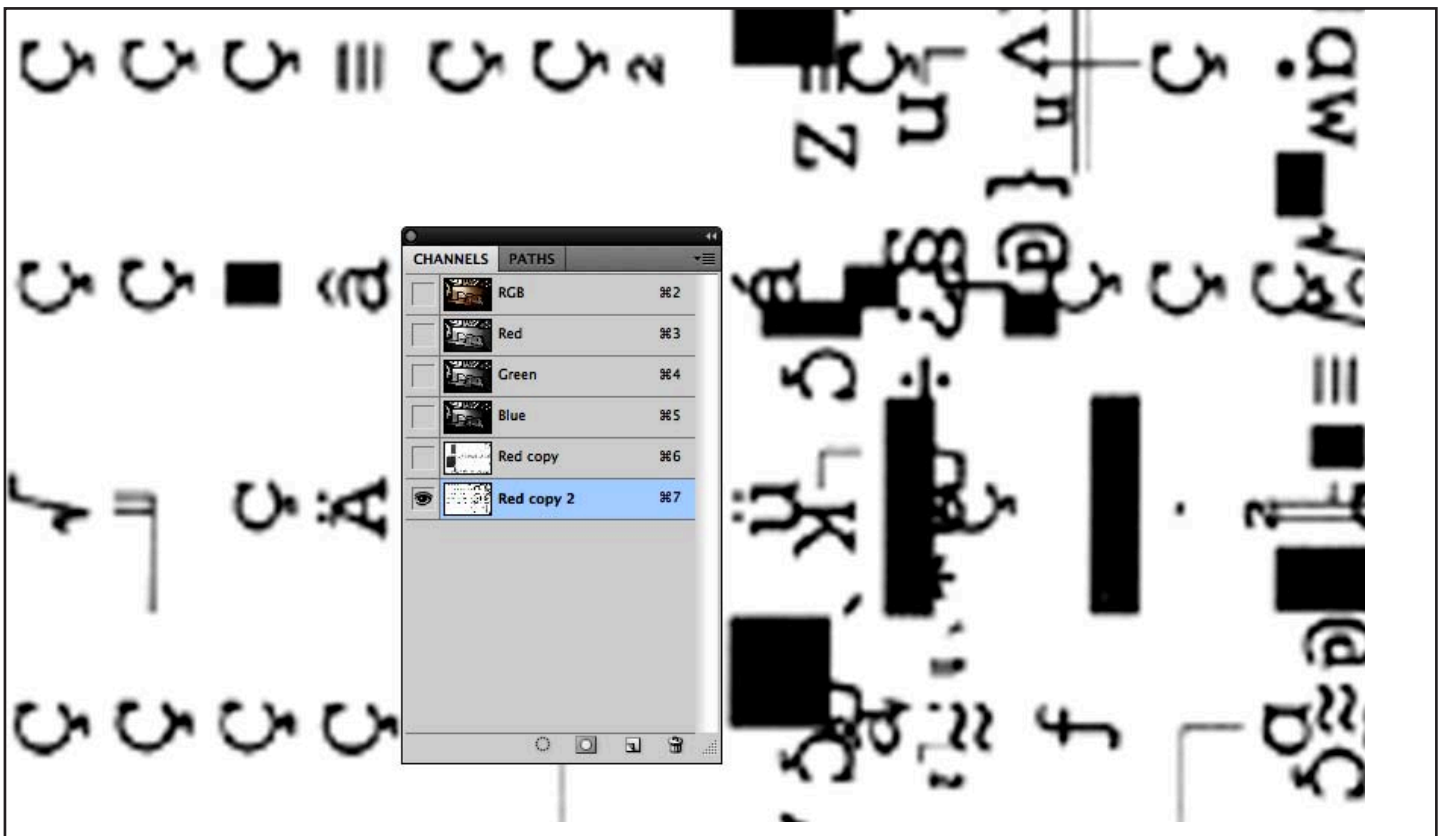
Drag the Channel from the 'texture' file across to your design file. As you are dragging a channel, it will automatically drop into the channels palette of the 'design file'. You will have to separate the windows from the stack. Again just drag the 'tab' of your file away from the stack.



3

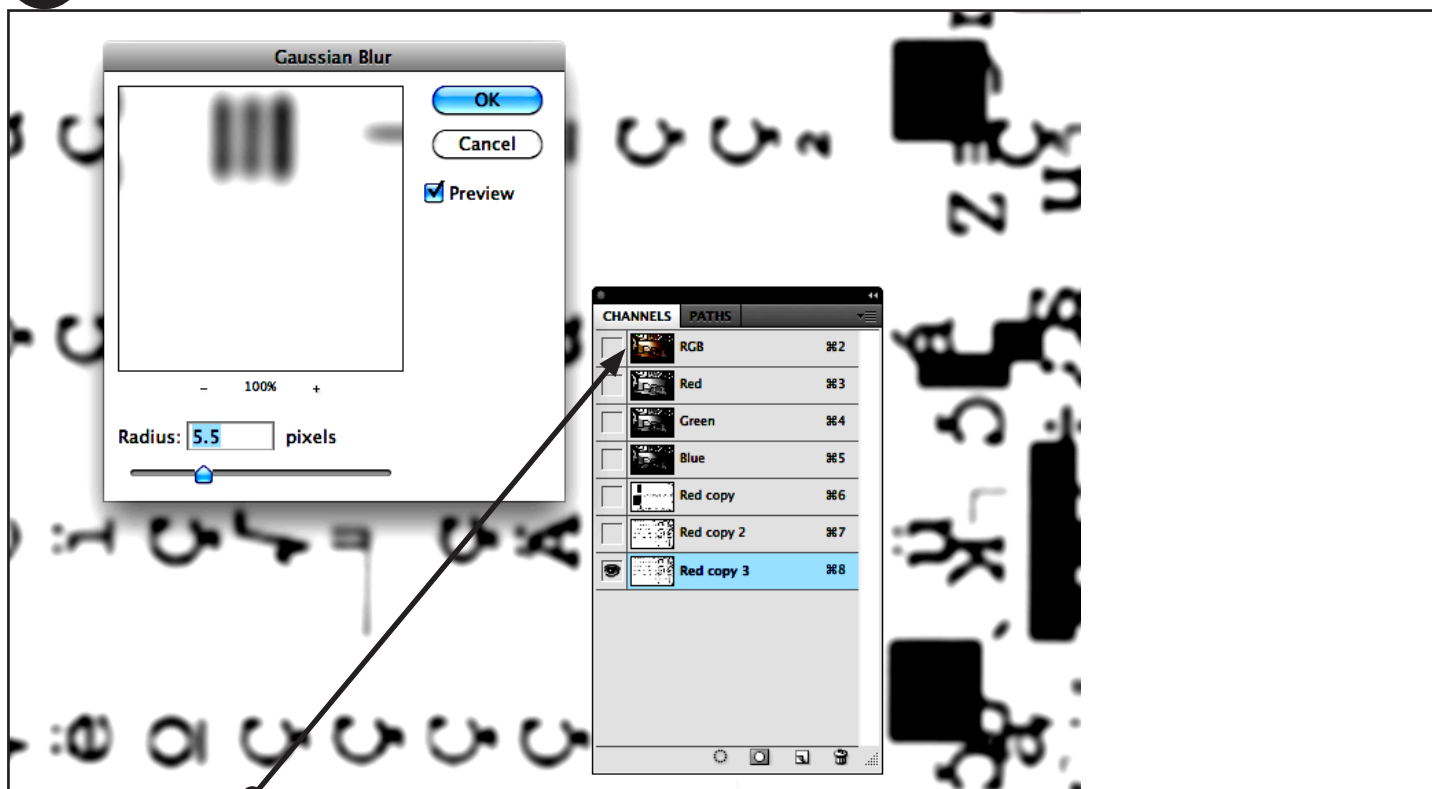
Duplicate the channel by dragging it to the new channel icon.

Select a small part with the marquee tool, select 'Free Transform' from the Edit menu and enlarge the selection. Deselect the selection. (command-D)



4

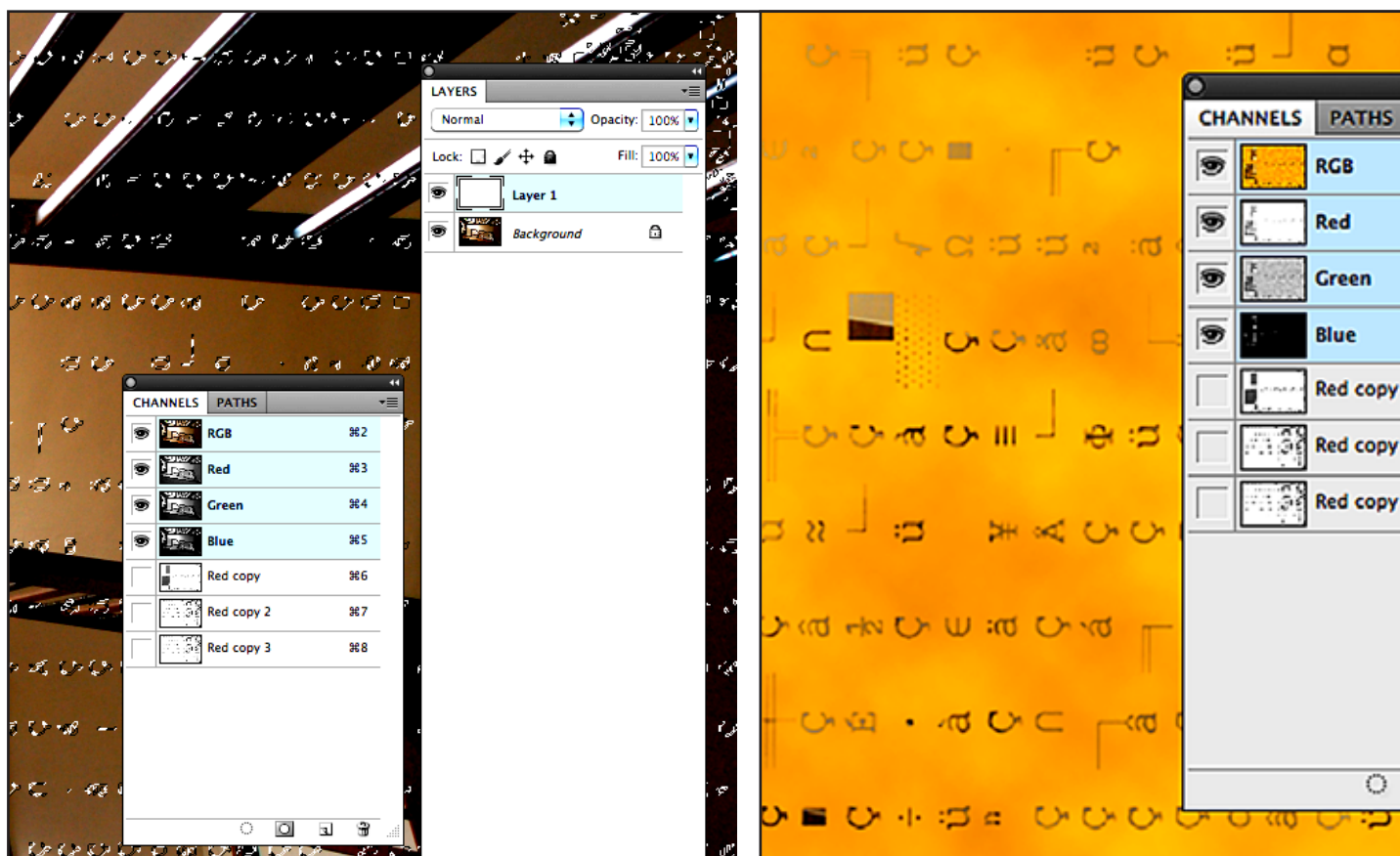
Duplicate the enlarged channel and give it a Gaussian Blur (Filer: Blur: Gaussian Blur)



5

Click on RGB at the top of the channels palette to see your colour image.

- Load the first channel you made (in this example 'Red copy') as a selection by command-clicking on the thumbnail in the channels palette.
- Hide the edges of your selection by either choosing View: Show: Selection Edges or Command-H
- Make a new layer.
- Fill the selection with a colour. Option (Alt) - delete fills your selection with the foreground colour.
- You can experiment here with other qualities in the selection, for instance the clouds filter. You can set different foreground and background colours for the filter to use. (Filter: Render: Clouds)



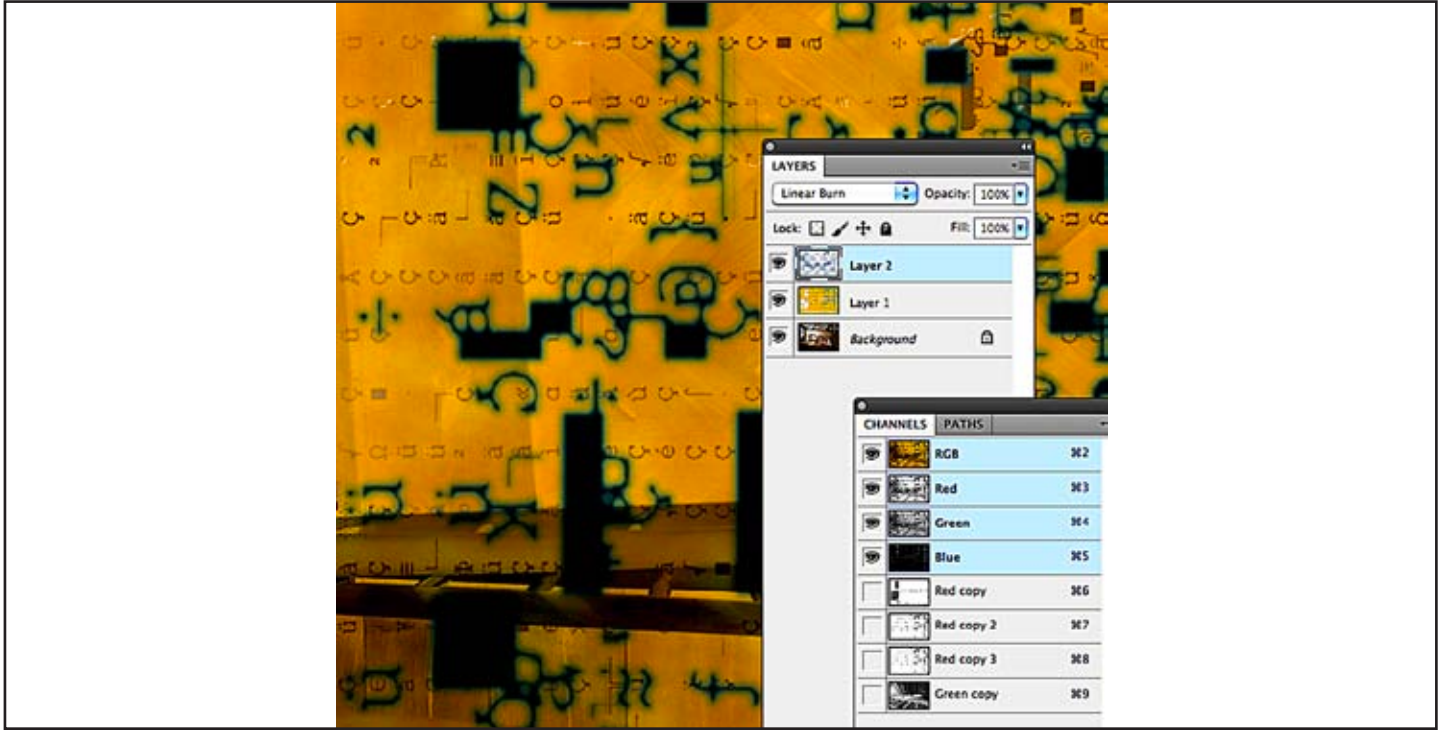
6

Next load the blurred channel; in this example 'Red 3'.

Inverse the selection (remember white is the selection, so to use the text, rather than the background, you need to inverse the selection. (Select: Inverse)

Make a new Layer, choose a colour and Option-Delete

Load the second channel (Red 2), inverse the selection, make a layer, choose a different colour and Option-Delete.



7

Other possibilities

You can now bring in channels from other images and files and continue to build up your image with varying textures, layer opacities and blending modes.

