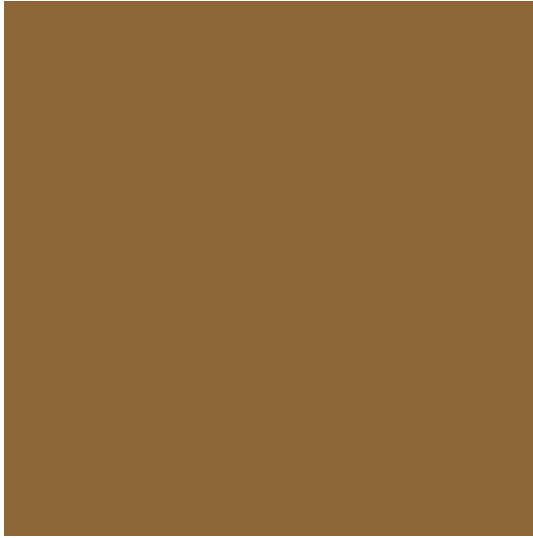


WOOD TEXTURE





1. Open a new file. I used 200 by 200 pixels (in RGB mode). Now fill the background layer in with Brown (Hex: 996633).



2. Add noise: Filter>Noise>Add Noise. Amount 60, Gaussian doted and Mono checked.



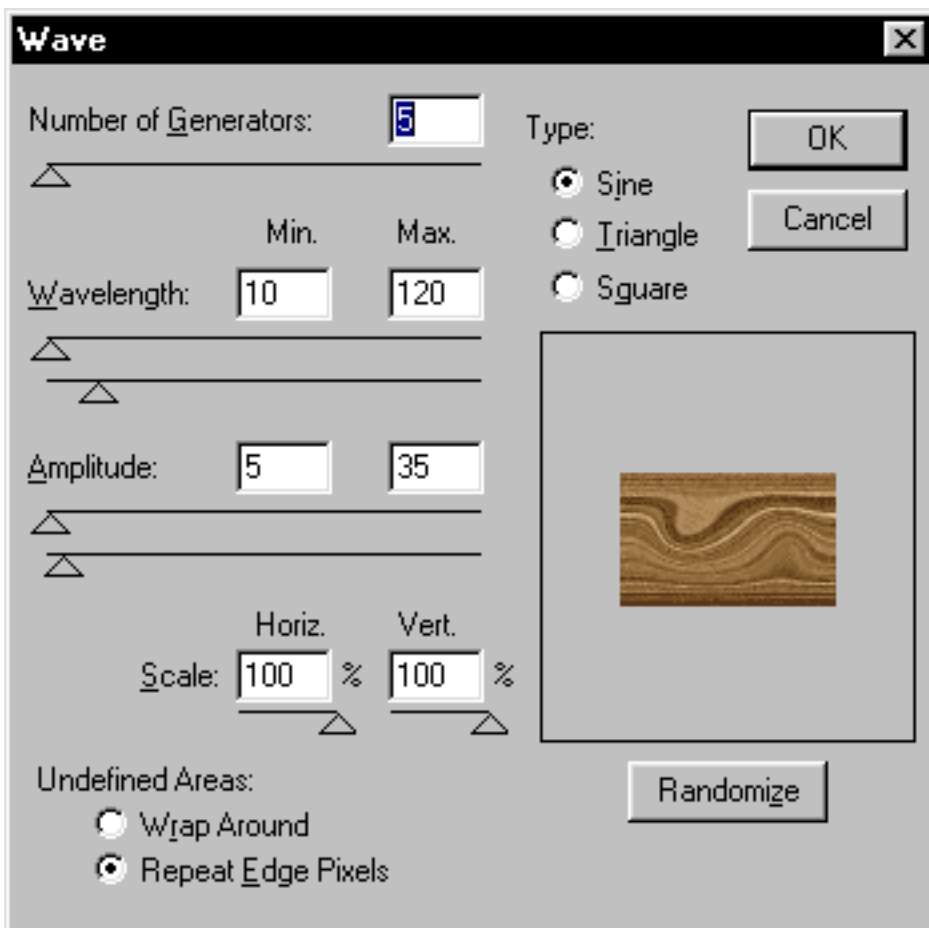
3. Motion blur: **Filter>Blur>Motion Blur.** Angle 0, distance 614.



4. Add noise once more, this time enter 8.



5. Ok lets make the knot. Select the Radial Marquee tool and make an oval shape on the image somewhere. Then Feather the image: Select>Feather. Enter about 10 for the amount.



6. Filter>Distort>Wave. Try and match your settings (which should be default) with mine from the screen shot. Also keep pushing the Randomize button for different combinations.



7. When we applied the wave filter, our knot becomes slightly blurred and doesn't fit in with the rest of the wood. To fix this, while the knot is still selected, go to Filter>Sharpen>Sharpen Edges. Do again if needed. Now sharpness is back, this makes it look real.



8. Deselect. Ctrl.-D. Finished

Here are some images I have made with this technique.

