

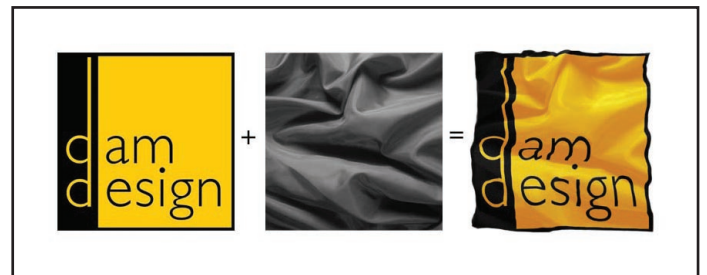
# PHOTOSHOP

## Project 3.7

Name \_\_\_\_\_

## Displacement Maps

Texture is one of the features that most distinguishes Photoshop artwork from that created in Illustrator or FreeHand. Where vector drawing programs usually produce images composed of flat expanses of colour, the Photoshop artist can draw on an infinite variety of textures, both natural and synthetic, with which to enrich images. We are going to look at placing a logo or text on to a surface so that the surface not only shows through the graphic but it also follows the contours of the texture. The Displace filter works by using a separate Photoshop file as a Displacement Map. In this file, any bright areas will cause the target image to be shifted in one direction, while dark shades will produce a shift in the opposite direction.



The key to a successful result lies in the amount of blur applied to the greyscale image that is to become the Map. With no blur at all, artwork is distorted harshly, producing artificial and ugly results. If you think of black areas as being the low points and white as being the high points, the blur is the size of the slope between the two: the higher the degree of blur, the smoother the transition will be.

- 1 The Images.** Open the two images, 'a b logo' and 'silk'. Bring the logo into the silk document. Desaturate the the silk layer.
- 2 Adjusting Opacity.** Begin by making the logo less opaque, so that you can see through to the silk underneath. This is easily achieved by changing the mode of the logo layer to Hard Light, which allows the underlying layers to show through. Also experiment with changing the opacity of the layer.
- 3 Creating the Displacement Map.** Duplicate the background to a new document, which will act as the Displacement Map. Save the new document as a Photoshop file.
- 4 Applying the Map.** Activate the top layer and choose Filter>Distort>Displace. Set the values of the displacement to 15. When you click OK, you will be asked to locate the Displacement Map: choose the file you just saved.
- 5 Adjusting the Map.** You may need to adjust the effect to smooth the edges to do this return to the Displacement Map file (the greyscale image we made earlier) and blur the image using Gaussian Blur. This will smooth out the fine detail, leaving the changes in light and shade intact. Save the Displacement Map, and return to the original document. Next, repeat the filter (item 4) using the changed map. By varying the Horizontal and Vertical scale, you can make the effect more or less pronounced to suit.
- 6 And Another.** Choose two more appropriate images from the internet to combine to similar effect; ensure that they are a similar size. Alternatively you could use a text layer that you create yourself for the top layer.

This project has been adapted from-

<http://www.pcpro.co.uk/macuser/features/66370/photoshop-displacement-maps.html>

Lecturer's Comments: \_\_\_\_\_

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### Objectives

Gaining an understanding of displacement maps  
To source appropriate images for a specific task  
To create original graphics