

Adding Texture in Photoshop

1. Open an image
2. Add a Curves adjustment layer (Layer > New Adjustment Layer > Curves). Name it Dodge.
3. Above the 1st curves layer: Add a Curves adjustment layer (Layer > New Adjustment Layer > Curves). Name it Burn.
4. Select the Dodge layer; add a point in the middle of the curve and drag it upward slightly to brighten the image. Click on its layer mask and invert the mask by Command-I to make it black.
5. Select the Burn layer; add a point in the middle of the curve and drag it downward slightly to darken the image. Click on its layer mask and invert the mask by Command-I to make it black.
6. Group the Dodge and Burn layers: click on Dodge layer, hold the Shift key and click on Burn layer, then press Command-G to make it into a group, rename it TEXTURE.
7. Open the Brush Settings panel
8. Brush Tip Shape section: increase the Spacing so the brush marks just overlap.
9. Shape Dynamics: set the Angle Jitter to about 50%.
10. Size Jitter Control = OFF.
11. Transfer = Enabled with the basic round brush.
12. Paint with White on the masks in areas that may be dull by adding via the Dodge layer to brighten areas, or use Burn layer to darken areas.
13. Vary the brush size as needed.

14. Vary the Flow and Opacity of the brush as needed.