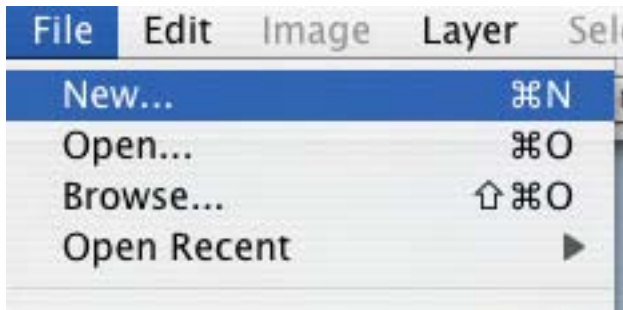




Build a Rusty Background from scratch

Click on the D key on the keyboard to reset the Foreground and Background colors to the default Black and White colors.

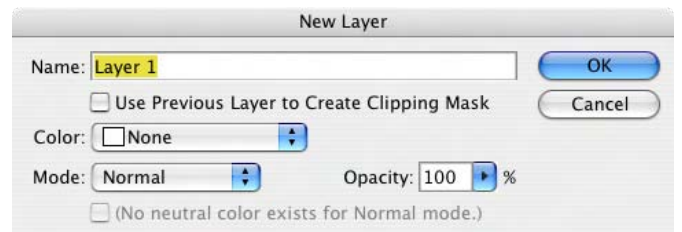
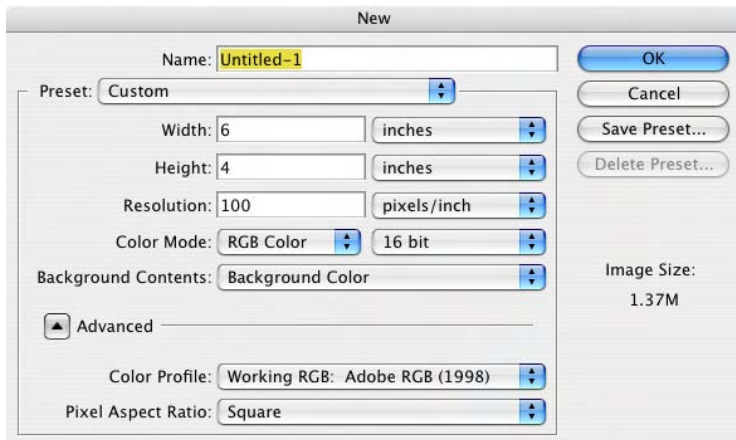


New File with the Background color set to Black

Select File>New

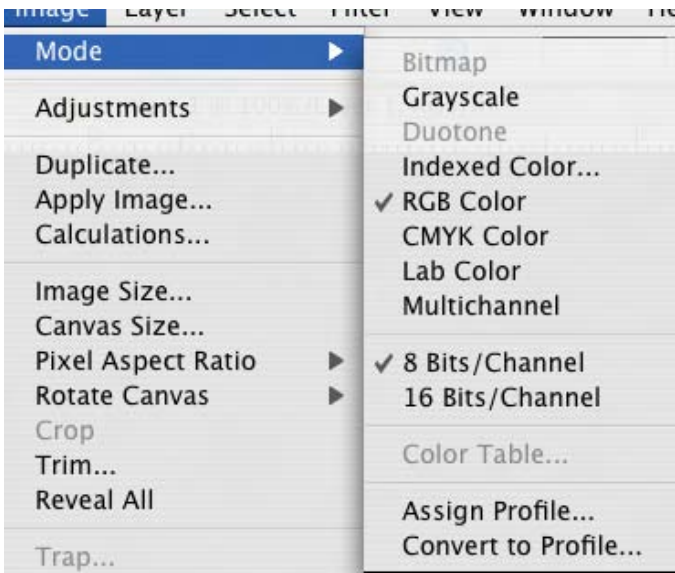


Select Layer>New

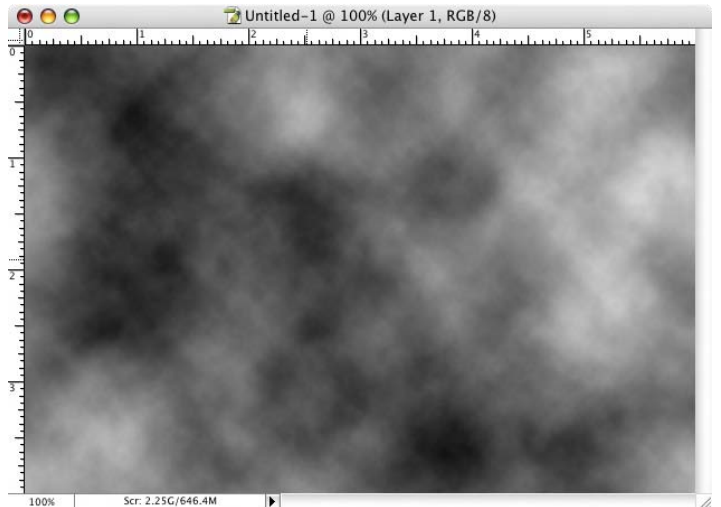


New Layer control panel

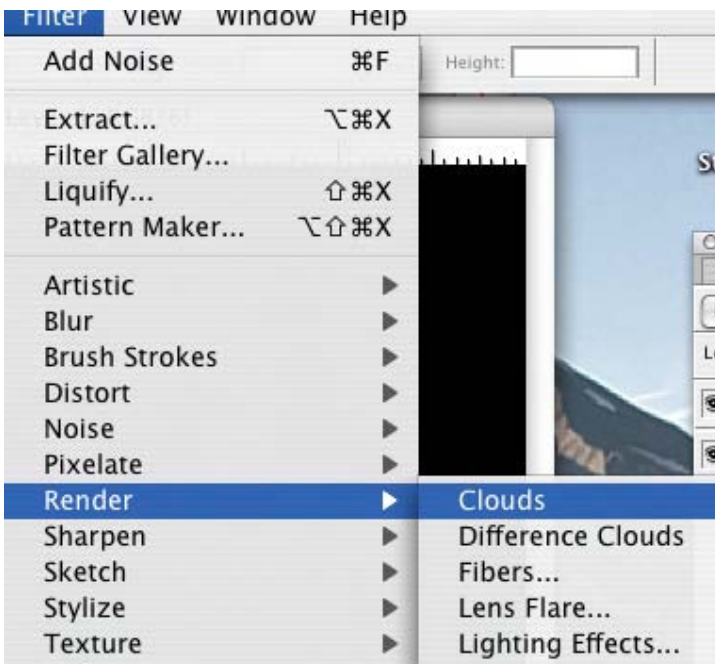
Use the settings shown in New File control panel



Set the Image>Mode to RGB
8 Bits per channel if it is in 16 bit mode



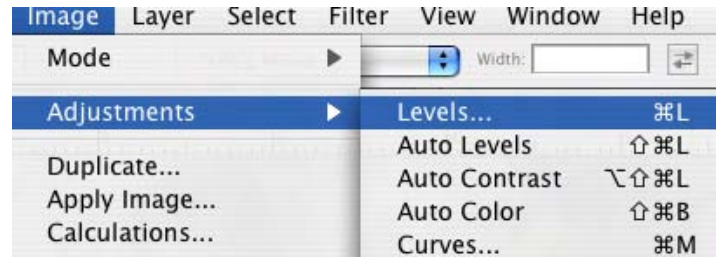
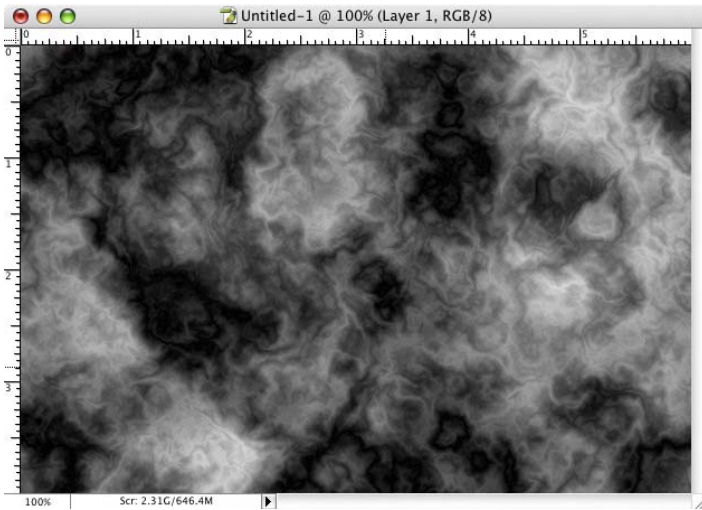
Clouds added to the newly created layer



Select Filter>Render>Clouds

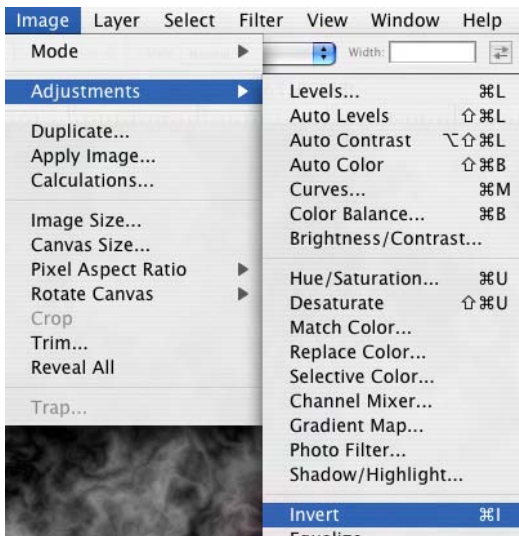


Select Filter>Render> Difference Clouds,
keep applying the difference clouds filter
until you get something that looks like the
next screen grab shot

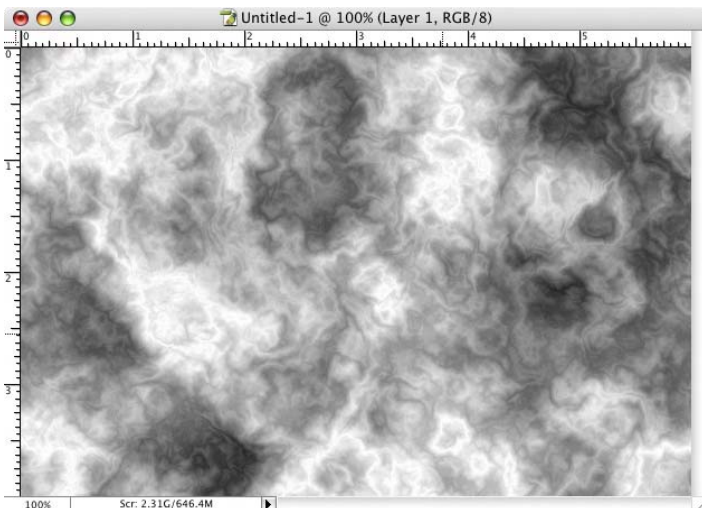


Select Image>Adjustments>Levels

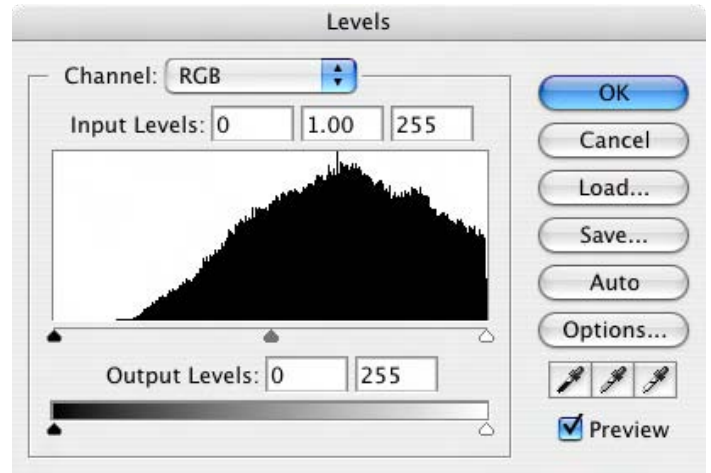
Difference Clouds added to the newly created layer



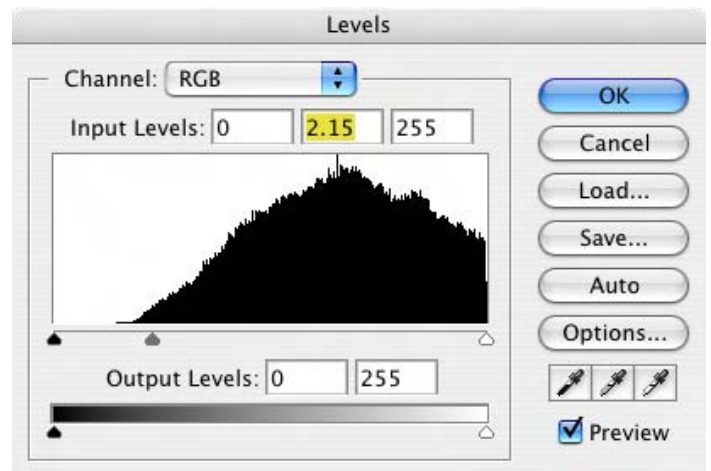
Select Image>Adjustments>Invert



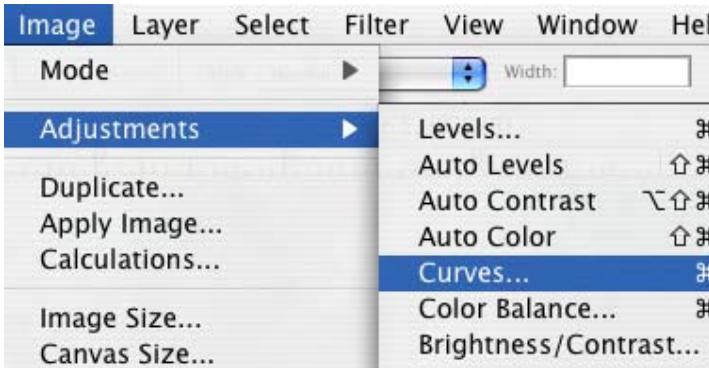
Difference Clouds Inverted



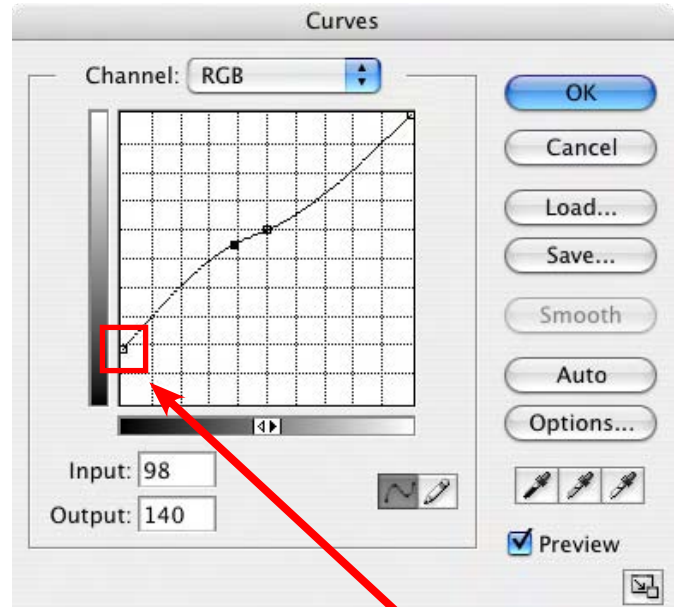
Levels>Adjustments control panel open



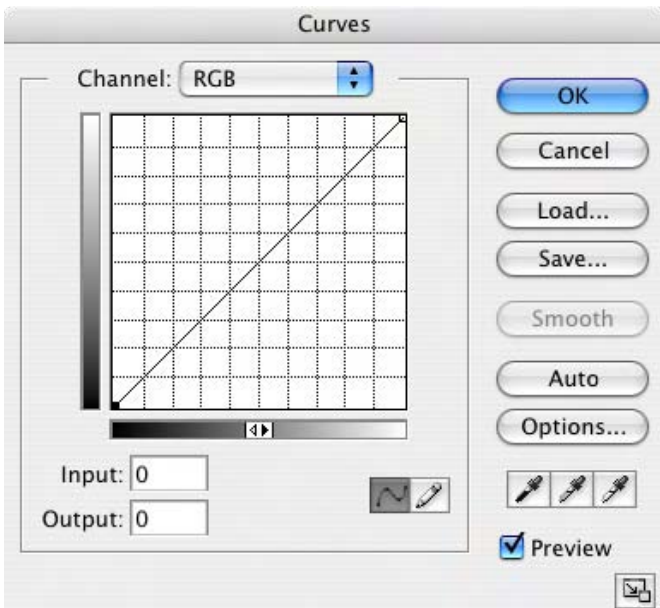
Adjust the Gamma point slider as shown to make the midpoint grays lighter.



Select Image Adjustments>Curves



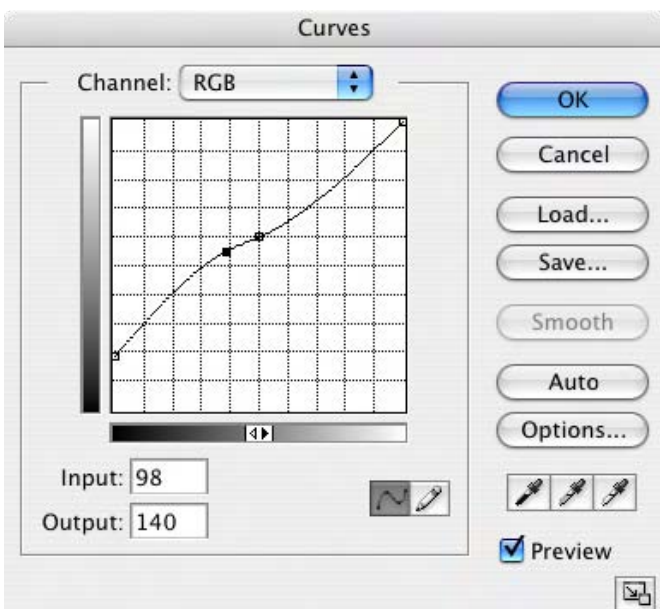
Black point has been moved into the dark gray area and an S curve has been added to the curves to give the background some contrast



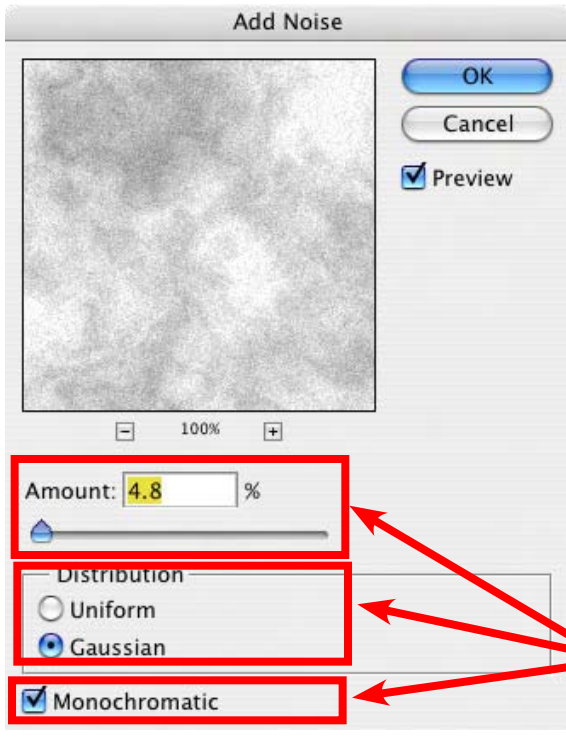
Curves control panel opens up



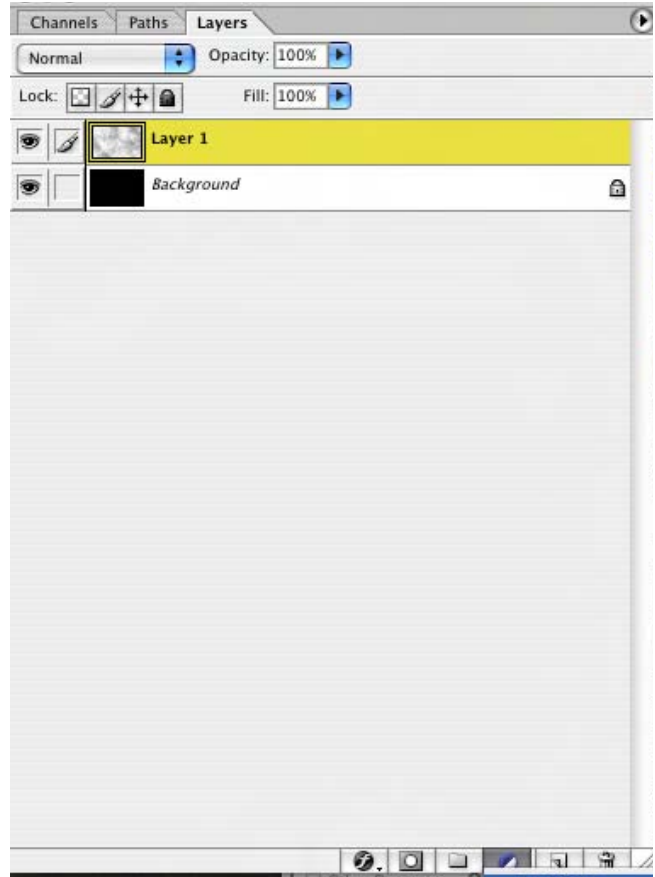
Select Filter>Add Noise




Change the curves as shown



Add Noise control panel, set the noise to a low number, Gaussian distribution and Monochromatic noise.



Layers palette showing the two layers in the image, click on the Adjustment/Fill Layer icon  at the bottom of the Layers palette.

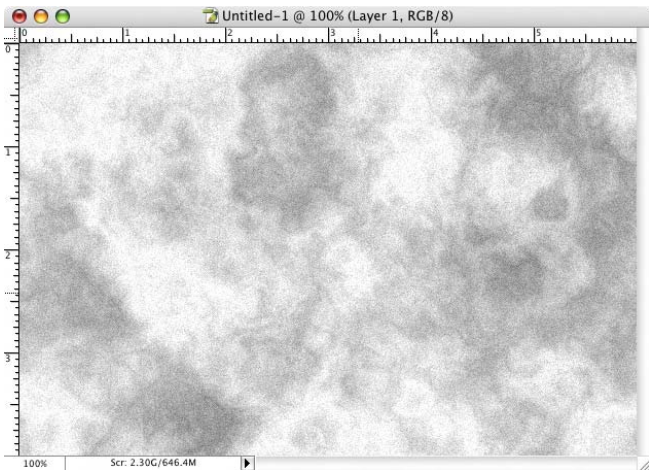
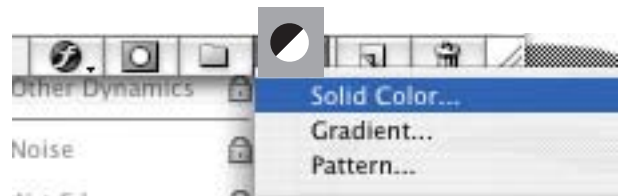
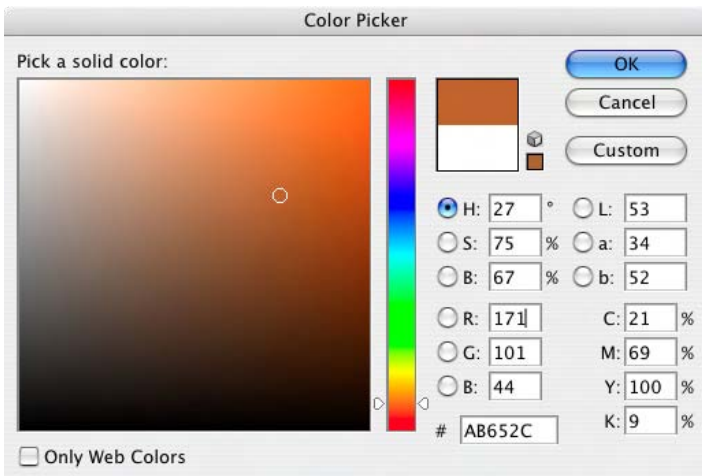


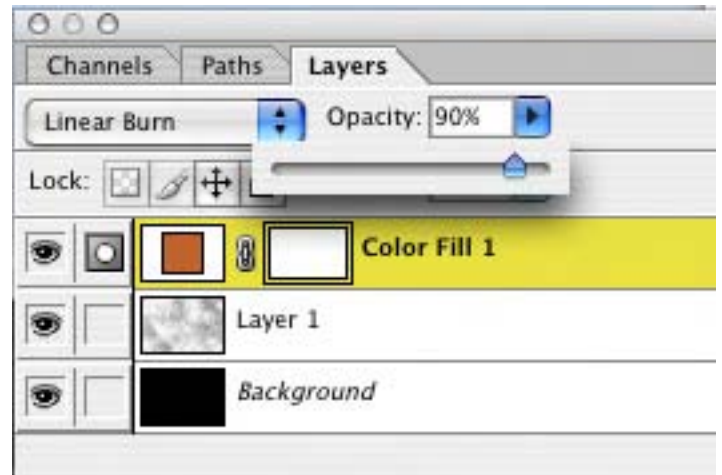
Image with the curves adjustments and noise added to the layer.



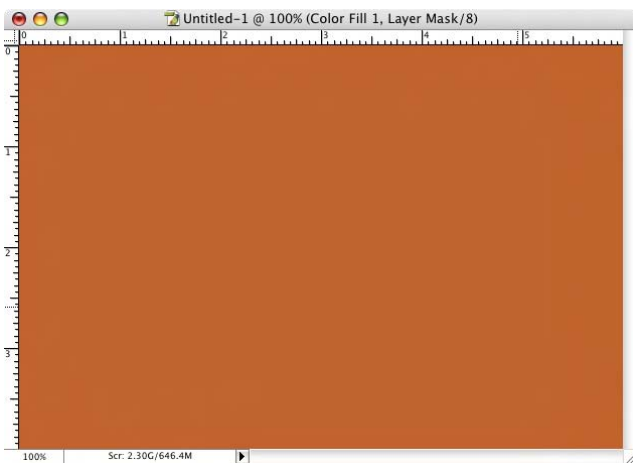
Select Solid color as shown



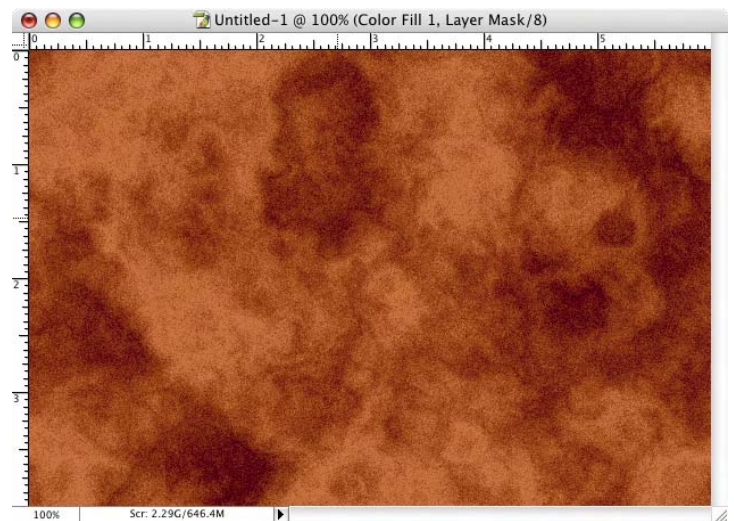
Color Picker opens up set the color to R-171,G-101,B-44 as shown



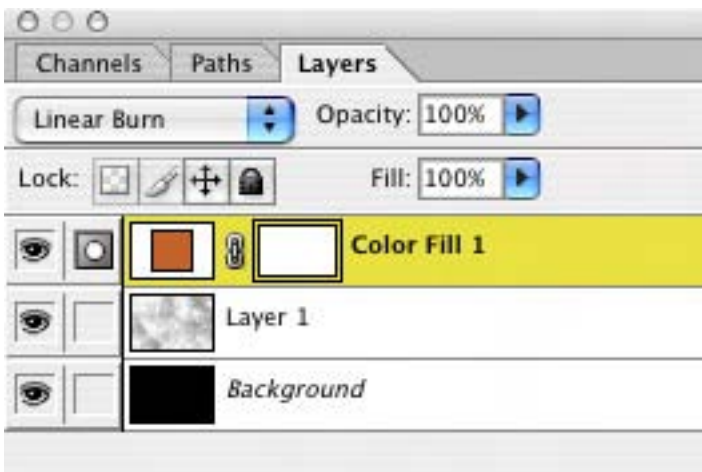
Solid Color Layer Linear Burn, change the Layer Blend Mode to 85-90%



Solid Color Layer in the image Layer Blend Mode is Normal at 100%



Either Flatten the image and save off as a jpeg or add a mask and background components to create a rusty sign image of your own.



Change the Blend Mode to Linear Burn, the 100% opacity of the layer is a bit too much color

You can use this tutorial to make the rust layer for the Rusty bones sign tutorial.