

EPUG Filter > Render Challenge!!

Your mission, should you choose to accept it, is to recreate a scene or object starting from one of the Render filters. The point is to use the Render filters to create textures that you will manipulate into something representational. You will do this by using only a select few tools. Read the rules carefully!

Rules:

- * You are limited to creating your 'textures' using one of the options under filter > Render.
- * You may use any number of layers or blend modes, but no layer styles or effects (drop shadow, glow, etc.). Layer opacity may be changed, as well.
- * You are limited to using only the following tools for manipulation:
 - * Nothing in the tools palette (no brushes, pens, clone tool, etc.) except the Move and Marquee tools
 - * Anything in the Edit, Image, Layer, or Select menus
 - * The only tools in the Filter menu which may be used are Liquify and Blur and Render tools
- * Copy/paste is allowed without restriction.

You will quickly find that many operations you do a particular way can be done with these methods. For example, you can build up parts of a layer mask where normally you would paint. It takes longer, but you might be surprised at where you travel.

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Examples:

“I used fibers set to very low variance and very high strength to create the initial texture. I used clouds to give it some color. I cut out various sections and used the warp tool to form the initial shape for one side of the book, and then I duplicated the layer about a million times with alt+down arrow



to get the paper effect under it. I copied merged and pasted into a new layer and then flipped it. Then I used the liquify tool to give each side a little character. The sun is just a lens flare manipulated in much the same way I did the previous one.”

“I envision some abstract background, but with depth, and the end result will more smoke-like. This is done with fibers, warp, liquify, and smudge, with some layer masks that had to be applied before the liquify step (e.g., no going back).”

lighting effects (for color & initial shape, background)
Threw in some render clouds (although I don't remember where). Butt Load of copying & distorting shape (free transform). Blending modes Mostly overlay, screen & difference, different levels of opacity. Using PS 7 no access to fibers.”



“Started out with the render



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