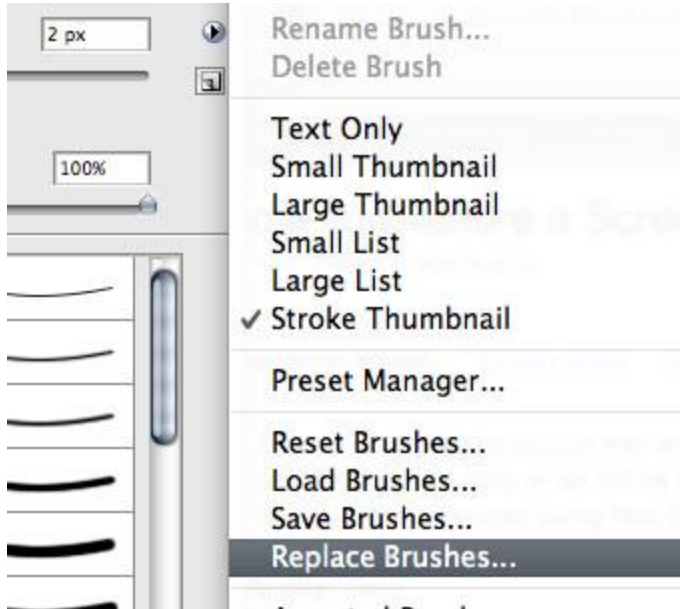


1. USING "REPLACE BRUSHES..."

If you're ever having trouble loading or downloading a brush set from somewhere, here's a useful tip as an alternative to placing the brush set in your Photoshop Brushes directory. (This is mostly for beginners - I get asked this question a LOT, though!)



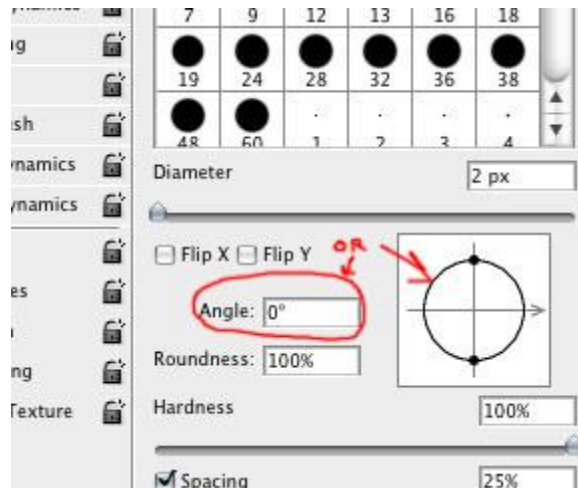
Download the ABR or ZIP file directly to your desktop. If it's a ZIP file, unzip it right there on your desktop, too. Open Photoshop, then click on your brush tool. Just under the top menu, click on the small arrow just to the right of the brush thumbnail. Now click on the arrow on the right side of the window that opens to get to the Brush Preset Picker.

Instead of loading a brush set like you would if you'd placed it into your Photoshop directory, you can also choose "Replace Brushes.." from that menu. Do so now. It will ask you what to replace the brushes with. Find that file on your desktop. Choose it and then click "Load." It should now be loaded in place of your previous set.

If it's not, then there's either something wrong with the set, the download got corrupted (this does happen occasionally), or you didn't unzip the file.

2. ROTATING A BRUSH

If you want to rotate a brush, there are two ways to do it.



1. You can put it on its own layer, and then choose Edit > Transform > Rotate and move it around that way.

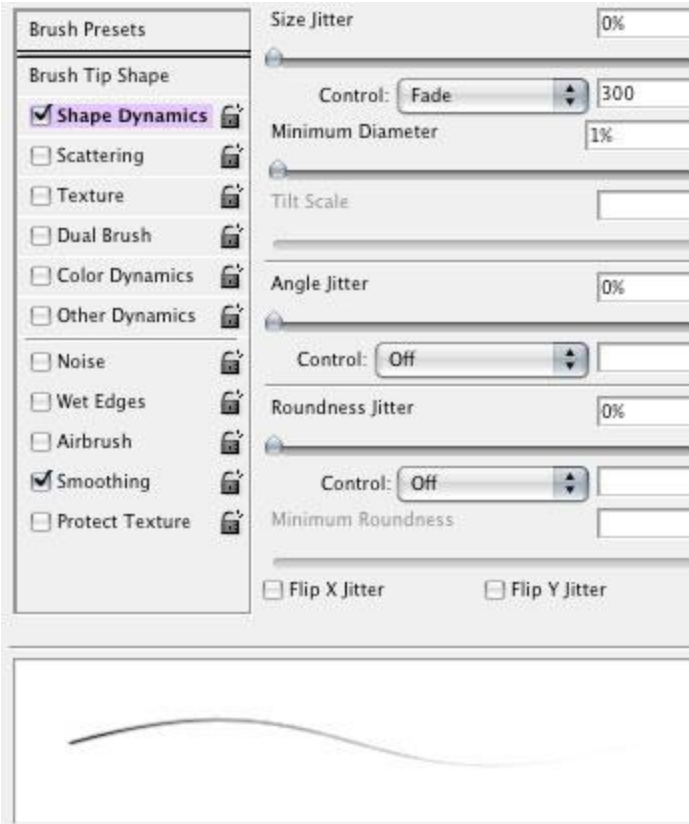
2. Even BETTER... you can change the orientation/rotation of a brush before you even use it! Here's how. Have your brush tool selected, with the brush you're wanting to use loaded. Click on the "Brushes" tab in the upper right area of your Photoshop window (F5 will also open it). Click on "Brush Tip Shape."

Now, you'll see an area where there's a circle with a crosshair through it, with an arrow on one side of the crosshair. Say that you want to rotate your brush about 40 degrees to the right. You can either type in "-40" into the "Angle" area, or you can click on the arrow part of that crosshair and rotate it around to where you want it to be. You can check how your brush looks in the preview area beneath!

There's also the options for Flip X and Y, which... well, basically flip the brush horizontally or vertically. That's handy for adding borders to something, like if you have a corner brush that's made for the upper right corner and you want to also use it in the upper left... just Flip X, and voila!

3. BRUSH FADE

Ever wonder how people make a brush "fade out" as the stroke continues? Almost like real paint would? Here's a quick tip on how to do just that.



Select a basic, round brush with your brush preset picker. About 15 pixels or so would be a good size. Now, click on the "Brushes" tab on the upper right of your Photoshop working space (or hit F5).

Click on "Shape Dynamics." Make sure that Size Jitter, Minimum Diameter, Angle Jitter, and Roundness Jitter are all at 0%. The controls after Angle Jitter and Roundness Jitter should also say "Off."

Now, next to the Control under "Size Jitter", click the small arrow on the right and select "Fade." In that small box to the right of it, put in a number. Say 50 or 100. Depending on how long your line is. This value is how many pixels out you want the line to go for before it fades out completely.

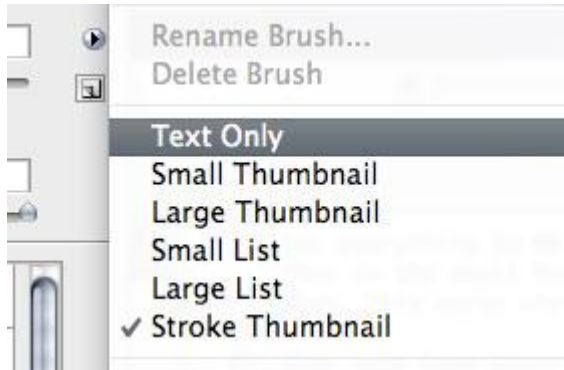
Now take that brush and paint on your canvas! You'll see it "fade out" as it goes on. What it's technically doing is become smaller and smaller until the brush size is 0px. You can also make it actually fade out. Instead of (or in addition to) clicking on "Shape Dynamics," click on "Other Dynamics" under the Brush tab menu.

Set everything to 0% and "off" as before. Under the Opacity Jitter slider, change the "Control" on that to "Fade." Then in the small box to the right of it, put in a value like you did before. 50 or 100 pixels, something like that. This works the same way, but it will actually fade out instead of just getting smaller.

They each have their different uses, and also work great together!

4. BRUSH PRESET PICKER DISPLAY

Did you know that you can change the way that you view your brushes in the brush preset picker?



Select the brush tool and click on the arrow just to the right of the thumbnail that displays in that top area just below the menu. This is the brush preset picker.

Now, click on that small arrow on the top right. From here, you can load all your different brushes, of course, but you can also change the way that they're displayed. You have the following options:

- **Text:** This will only display the name of the brushes.
- **Small Thumbnail:** This displays small thumbnails of the brushes and the brush size just below it.
- **Large Thumbnail:** This displays larger thumbnails of the brushes and the brush size.
- **Small List:** This displays the size of the brush followed by the brush name. There is a VERY small preview, as well, but you may not be able to make out much.
- **Large List:** This displays a larger preview, followed by the size of the brush and the brush name.
- **Stroke Thumbnail:** This view displays the thumbnail, with the size of the brush beneath it. To the right, it shows you what the brush will look like when you paint with it (this is particularly handy for viewing some of my brush sets that were made to be "painted" with, like my textures brush set and special effects brush set).

* By the way, you can also change the SIZE of that brush preset picker window by clicking and dragging on the lower right corner.

5. ADDING TEXTURE TO BRUSHES

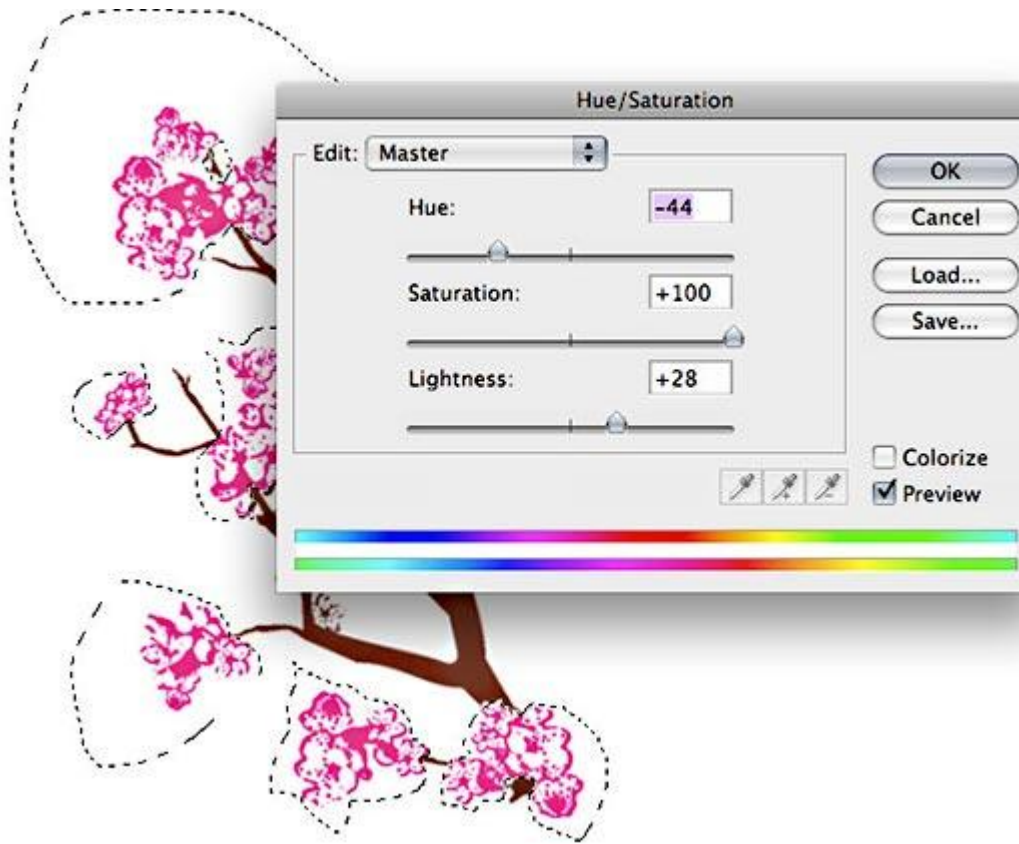
You can add texture to a brush fairly easily (although, working on high resolutions on slower computers, you may have a bit of trouble... adding texture to brushes this way can definitely slow the brush down).



- Select the brush that you want to paint with.
- Then, hit F5 to bring up your brushes tab (unless you already have it open, of course).
- Click on "Texture"
- You can choose the texture that you want just like you would choose a pattern. Click on the small arrow next to the thumbnail, and it will bring up a list of all the available, currently loaded textures. (To load more, you would then choose the arrow on the top right of that window and choose from amongst the available listed pattern sets, at the bottom of that list.)
- You can change the scale of the texture using the "Scale" slider. This makes the texture smaller or larger.
- "Depth" specifies how deeply the paint penetrates into the texture. Type a number, or use the slider to enter a value. At 100%, the low points in the texture do not receive any paint. At 0%, all points in the texture receive the same amount of paint, therefore hiding the pattern.
- "Minimum Depth," therefore, determines the minimum depth to which paint will penetrate.
- "Depth Jitter" will make the depth change randomly as you paint, to give it more of a randomly splotchy look.
- You can also change the "Mode," which defaults to "Subtract." Play around with how each one looks in the preview at the bottom of the window.

6. CHANGING PART OF VECTOR BRUSH COLOR

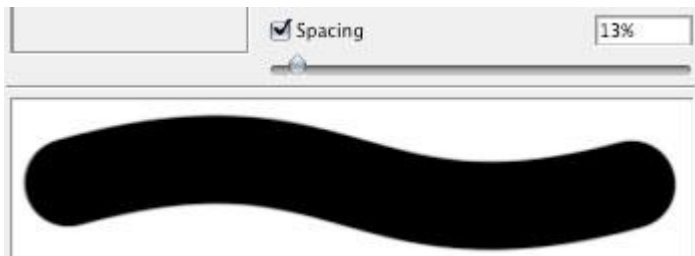
With vector brushes, it's fairly easy to change the color to different parts of the brush.



1. First, use the brush on its own layer. (SHIFT-CTRL-N for PC or SHIFT-CMD-N for Mac to create a new layer.) Use whatever color you want.
2. Next, take the lasso tool (L) and outline the parts of the design that you want to change the color of. For example, using the "circles" brush from this pack, you could outline just the big, center circle. This will select it.
3. Tip on selecting: Holding SHIFT will allow you to ADD to your current selection, if you missed something. Holding ALT will allow you to SUBTRACT from your current selection, if you got something extra in there.
4. Now, on the top menu, choose Image > Adjustments > Hue/Saturation.
5. Slide the "Hue" slider back and forth until it reaches the color that you'd like to accompany the first one.
6. Hit OK, and that's it! You now have a vector design in two distinct colors, using just one brush.

7. SMOOTHING BRUSH EDGES

Ever tried to paint with a brush and thought that the edges didn't seem as clean and smooth as they could be? The way that the hard-edged brushes in Photoshop's "Basic Brushes" are set, that just may happen when you're working at higher resolutions. So, how do you fix that?

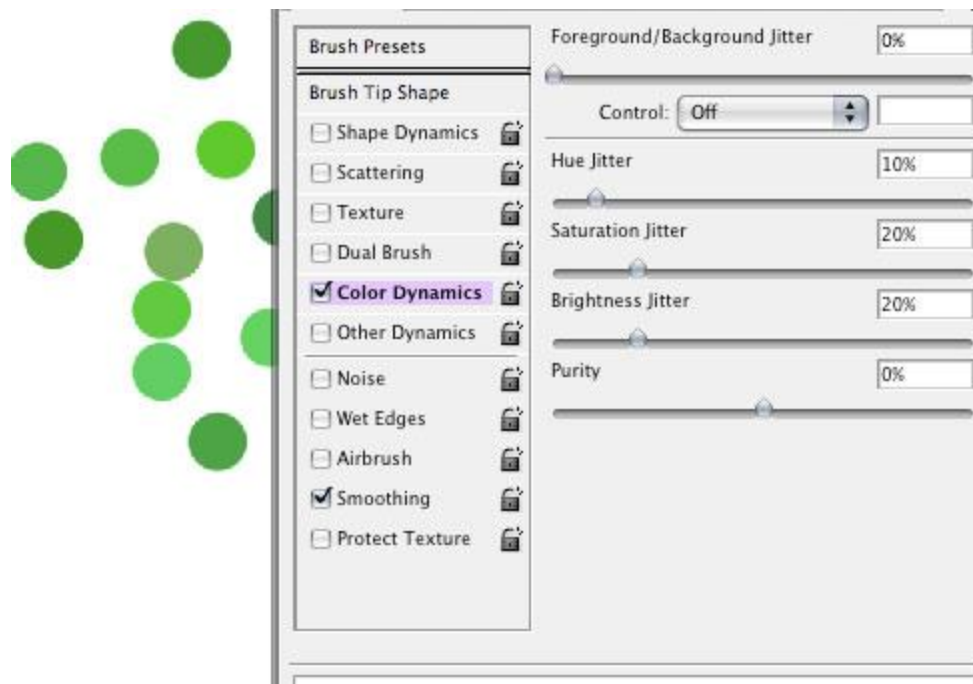


- Click on your brushes tab (or hit F5 to bring it up).
- Click on "Brush Tip Shape" and look at the preview image of the brush at the bottom. You'll be able to see those bumpy edges if you set the diameter at a high size.
- Now change the "Spacing" so that it's set to about 15% or lower. You can set it to 1% to make it perfectly smooth for those ultra-high resolutions, but if you have a slower computer, that may slow the brush down when you go to use it. So just find a nice percentage where you don't see all the bumpy edges.

That's it! I don't expect many of you to need this tip, but I remember back when I was first learning to paint digitally in Photoshop, and I couldn't figure out why the edges were coming out so bumpy sometimes. So I thought I'd share!

8. FLUCTUATING BRUSH COLOR

You know how the grass that comes with Photoshop fluctuates in color, each time that you use it? You can do that with any brush that you want! Here's how.



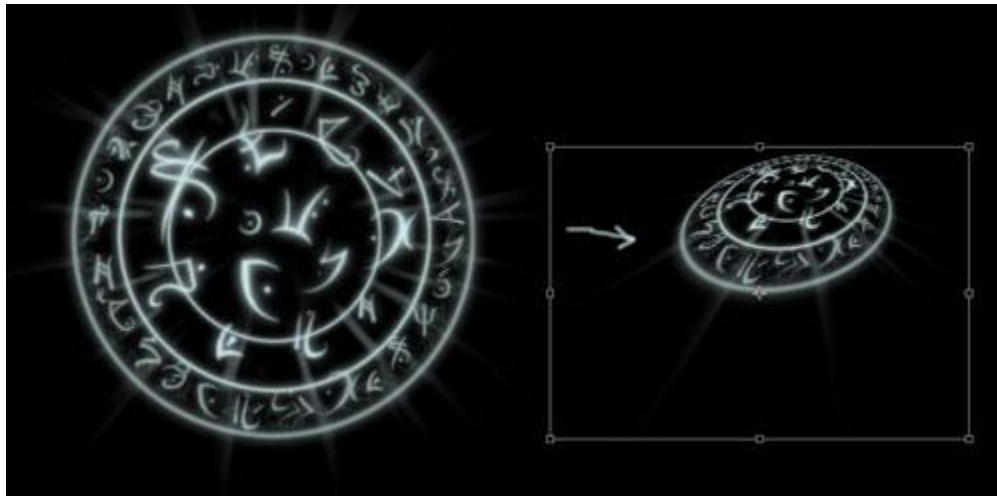
- Hit F5 to bring up your brushes tab
- Choose "Color Dynamics"

- One way to control the color is to choose two colors for your foreground and background colors. In the case of a blade of grass, say... light green and dark green. Then set the "Foreground/Background Jitter" bar somewhere between 25-75%. When you use your brush, it will now vary in color between the foreground and background colors that you chose!
- Another way (or you can do the former and then ALSO do this) is by using the Hue, Saturation, and Brightness Jitter sliders.
 - **Hue** will change the color itself. Set it at about 10%, and your green will become both a blue-green and a yellow-green sometimes.
 - **Saturation** will change the intensity of the color. Set it at 20% or so, and your green will switch between a bright, vivid green to a slightly grayed-out green.
 - **Brightness** will change the darkness of the color. Set it at 20% or so, and your green will range between a light green and a darker green.

Play around with these settings, and you can achieve all kinds of color variations!

9. CHANGING BRUSHES PERSPECTIVE

Sometimes, you'll need to change the shape of a brush in order to help them fit your model or scene. To do so, you should follow these tips.



1. Open up the file with the image where you want to use the brushes.
2. On the left side, click on the brush tool. Up on top, just under the main menu, it will show you the shape of the brush that you have selected. Click on the arrow to the right of that.
3. Slide the "Master Diameter" slider to the right or left so that the brush is the size that you want it to be
4. Hit F7 to make sure that your layers palette is showing. If something disappears, hit F7 again. If it appears, great.
5. Down at the bottom of that, you'll see some little buttons. The one just to the left of the trash can is the "Create a New Layer" button. Click that.
6. NOW click on the canvas with the brush you selected (making sure the color is what you want!).

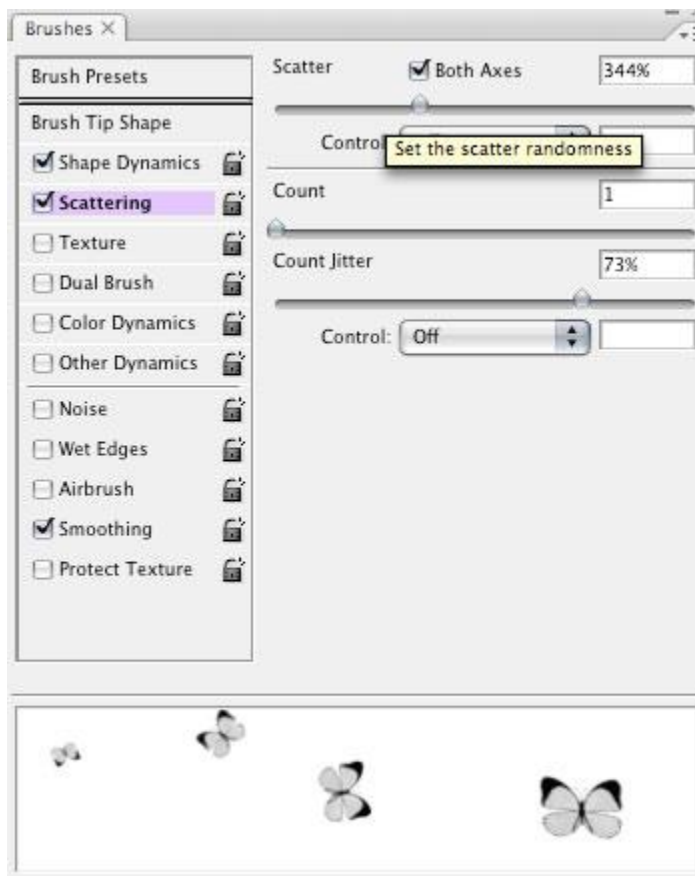
7. Over in that Layers Palette on the right, the new "Layer 1" layer should still be highlighted. By putting this brush on its own layer, you can now manipulate the brush and not the rest of the painting/image.
8. Edit > Transform > Distort
9. In that little box that shows up, click on the various corners of the image to distort the brush shape so that it's how you want it.

You can use this method to change the angles of things, the basic shape, as well as the perspective!

Say that you wanted to use one of my [Arcane Circles brushes](#), and have it look like its lying on the floor. You would follow the same steps above, and when it comes time to drag the corners to distort the image, you would move the top two corners toward each other and down a bit. The bottom two corners, you would widen. This should make the circle look like it's sitting on a floor! Fine tune it by moving the corners as you see fit, to make it fit your specific floor angle.

10. SCATTERING BRUSHES

To scatter a brush shape about randomly in different sizes and at different angles, click on your brush tool. Select which brush you want to scatter.



Click on the brushes tab up on the upper right corner of your Photoshop window (or hit F5).

Click on Shape Dynamics. Set your Size Jitter slider at about 50-75%. If you don't want your brush size to get smaller than a certain size, set your Minimum Diameter slider to whatever percentage you think fits.

To change the angle of the brush, set the Angle Jitter slider low or high depending on how much you want the brush to tilt to one side or the other. Make sure everything else is at 0% or Off. Click on Scattering, and then set the Scatter slider as low or high as you'd like. You can see how much it's scattering in the thumbnail. Click on Brush Tip Shape. Move the Spacing slider to the right until the brush is spaced how you'd like. Make sure the rest is at 0% or Off.

That's it! Now paint with your brush.

