



TUTORIAL

Working with Scratch Pack Volume 1

Compatible with Adobe Fireworks, Adobe Photoshop

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GETTING STARTED

Once you have downloaded the zip file from Demon Towers (<http://www.demontowers.co.uk/shop/Fireworks-Extensions/92-Scratch-Pack-Volume-1.html>), extract the zip file to an easily accessible directory of your choice.

Inside the zip file you will find this tutorial and a series of 14 PNG files. These PNG files are supplied in full 32 bit transparency and are suitable for Adobe Fireworks and Adobe Photoshop. These elaborately constructed PNG files form the basis and the starting point for creating some truly impressive images and adding depth and realism to your designs.

Why did we create them as PNG files and not a fully fledged Fireworks or Photoshop plugin? We simply wanted to get both the tutorial, concept and the files over to you guys as fast as possible!

The tutorial here is based around Adobe Fireworks, but equally, the concept remains the same for Adobe Photoshop users as well, it's whatever your tool of choice is!

CREATING YOUR FIRST ERODED DESIGN

1. To start, within Adobe Fireworks, create a new document 800 x 800
2. Create a new layer, and within that layer add a new object, or use one of the included objects from the bonus folder
3. Now comes the interesting part, grab one of the PNG images from the 'scratches/' folder and drag onto the canvas, placing over the object that you have previously created or imported.
4. Once you have placed the starting scratch over your object, position so that you have it to your liking.
5. From here you can alter the opacity, blending mode of the scratch, or apply additional effect with either the standard installed plugins or 3rd party plugins.
6. In the example below, we have set the blending mode to 'Soft Burn' and lowered the opacity



From here, and with a little imagination, you can easily bring in other scratch elements and build up stacked layers of scratches and erosion.

TIP: Try adding filter effects to the scratches, such as subtle embosses and blurs to bring the design alive

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Scratch Image placed over the original source object, with 'Soft Burn' blending mode and opacity reduced

