



Painterly – Photoshop Action Set

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The Painterly action allows you to add custom texture layers to images, creating an impressive, realistic hand-painted appearance.

It is recommended to read the instructions and watch the tutorials to learn each step. The download contains a comprehensive guide for making use of the action, which has been tested on every version of Photoshop CC (and is compatible with any version of the language). The software is not verified for compatibility with previous versions of Photoshop older than Photoshop CC.

How to add custom texture layers to images?

You can use "Painterly – Photoshop Action Set".

Where can I download the product?

After subscription, You can download it for free from here.

Gfx plugin details of Painterly – Photoshop Action Set

The product is in **Photoshop category** , for more information about this post you can click the home page link in the sidebar.

Step 1 Installation of the Action

1. Start Photoshop's action panel (Window > Actions). Select the menu icon located at the top right corner. Select Load Action, and select the Painterly - Action file from your hard drive. Painterly - Action from your hard drive.
2. Start the Brushes panel (Windows > Brushes). Within this window, select the menu icon in the upper right-hand corner. Then, select Import Brushes and select the File Painterly - Brushes.
3. Within Photoshop CC 2020, you can open the panel for Patterns (Windows > Patterns). Within this window, select the menu icon in the upper right corner. Select Import Patterns and then select the File Painterly to create Patterns. In earlier versions of Photoshop to install the pattern file, navigate to the menu edit > presets and then Presets manager. In this window, select Patterns as Preset Type. Then click Load, then select the pattern file Painterly Patterns.

Second Step: Create Your Image

1. Choose your Brush tool, then, open the Brush Settings panel (Window > Brush Settings). Select the menu icon for this panel (in the upper right corner) and then select Reset all settings locked. Select an Art History Brush tool (not the History Brush tool, which is associated with the old bar) in the toolbar. You can change the settings for this tool on the Brush Settings panel.
2. The action was evaluated on images that were as large as 5,000 pixels. Make sure your image's Width or Height parameters aren't greater than 5,000 pixels and also ensure that the parameters aren't too small. When working with images of low resolution, it can make the final result less precise; a suitable resolution is 3,000 or 3500 pixels.

Choose an image that's well-lit and does not contain huge areas of black or white The action requires certain details in order to be successful. For example, it won't be effective when it's applied only to the gradient.

1. For Photoshop versions prior through CC 2018: With the most recent versions of Photoshop (CC 2018, CC 2019, and CC 2020) There's no need to look into the below choices. If you're using older versions, you should make sure to check these settings:

Choose the Brush tool and ensure that the brush tool is selected in the top options bar you can see the parameters as they are:



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- Modus is selected to Normal.
- Flow and Opacity are both set to 100 percent.
- The option of Always Make Use of Pressure is turned off.

Choose your Art History Brush and make sure that the brush is in the upper options bar you can see the following parameters: the following:

- Modus is selected to Normal.
- Opacity is set at 100 Opacity is set to 100.
- The style is set for Dab.
- Tolerance, Area, and Angle are set at zero.
- Make sure that Pressure is Always Used Never Use Pressure for Size has been disabled.

Step 3 3. Start the Action

1. Before applying the effect, be sure the file has only the layer that has the image. The Actions panel is open Select the PAINTERLY action and then click the Play icon. The duration of playback can differ depending on a number of variables; for a 3000-pixel image, the playback time should be about two minutes.

After the playback has finished after the playback has ended, you will see the text "Render Completed" will appear Click Continue **the message** to end the message.

1. Within of Painterly Output OUTPUT group, There are a few layers and subgroups:

- Post FX
- Borders
- Paint FX
- Reveal Details
- Additional Strokes
- Small Strokes
- Medium Strokes
- Large Strokes
- Paint Base

The basic structure of layers is simple to grasp. There is an initial foundation (Paint Base), and over that are four-stroke groups that become more detailed, moving towards the top. This group of Paint FX then applies some textures over these painted layers. Borders as the name suggests, make borders resemble an incomplete painting. Additionally, Post FX gives a final finishing touch to color correction.

1. **Personalize Your Image**
2. Reveal Details is generally the most suitable layer to begin customization from. After playing back the mask channel of this layer will be selected by default, and so is the Painterly Basic Brush. Basic Brush.

Because its mask channel is black the layer is completely obscured. Paint on the canvas using white paint to reduce the impact on areas of your photo that require to be more precisely detailed, for instance, the eyes of the subject or other elements that need to be at the center of your image.

Paint with black to create the illusion.

Make sure you select the mask channel during painting. The layer you are painting is smart and if you attempt to paint directly on it an error message will be displayed. If you see the error, select OK, then select the mask channel, and then continue painting.

1. The paint Baselayer serves to create a base layer and remains unaffected.
2. The Medium, Large Small, and Large Strokes groups share the same layout Each one has strokes of paint and, on top the Thickness layer. It is possible to hide certain stroke layers, or even a complete set of them in the Small and Medium groups to make the effect appear less precise as well as more abstract.

In the case of the three layers with thickness, you can alter their opacity in order to alter their visibility. To create a strong impact of thickness, you can duplicate one of these layers by pressing Ctrl-J or command-J. Try playing around with different mixing modes that fall within the same class that are part of Overlay (Soft Light Hard Light, Soft Light, and Linear Light).

1. The Additional Strokes group has three sets of strokes you can choose to use Unhide them all at once to observe how they impact your image. You can then select the one you like best. Test them with different mixing modes, and with different levels of opacity.
2. The first thing you'll notice upon opening the Paint FX group is that every style of layer inside is expanded. To organize them quickly simply hold the alt or option key (on the Mac) and then close the group. Then let go of the keys. If you then open it once more it will be organized. All layers within will be placed in a neat. Take a look at the video (or go through the instructions in the action download directory) to learn more about the group.
3. **6.** The Borders HTML0 group comprises five borders that resemble the look of a painting that is not finished. Beginning at beginning at the very top Border 1 is the thinnest, and Border 5 is the thickest. If you wish to have the entire painting to be seen then make this group invisible.

If there's a specific border combination that matches well with your image however, it's over an area that isn't clearly visible, choose the mask channel from this group Borders and draw a black outline on the area of the border you wish to eliminate. You can make use of one of three manual brushes to accomplish this task; they're one of the first ones in the Painterly brushes set.

It is important to note you will notice that Borders contains two different styles for layering, Bevel and emboss add an appearance of thickness to the entire painting area. Color Overlay is hidden by default. You can enable Color Overlay to change the size of the canvas color. Double-click this style of layer to alter the color.

1. The layers within the Post FX group will add the final finishing touches to the picture.

Spotlight produces both the appearance of a light as well as a Vignette effect. Change the opacity parameter to regulate the intensity. The layer is created with Gradient Fill. Double-click the thumbnail to alter the properties. On the Gradient Fill panel, you can alter the location where the light source is located by moving it onto the canvas.

Modify the opacity and transparency that the Layer Contrast has to either increase or reduce the intensity that will be the result.

The layers Hue/Saturation and Levels are two easy adjustment layers that are easily edited by double-clicking the thumbnail.

The final two layers Color Tint and Color Tone can be utilized as well, each to give a tone or tint to the final result. Double-click on their thumbnails to alter the color and then use their transparency to reduce them when needed.



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