

# Realistic Wood Texture

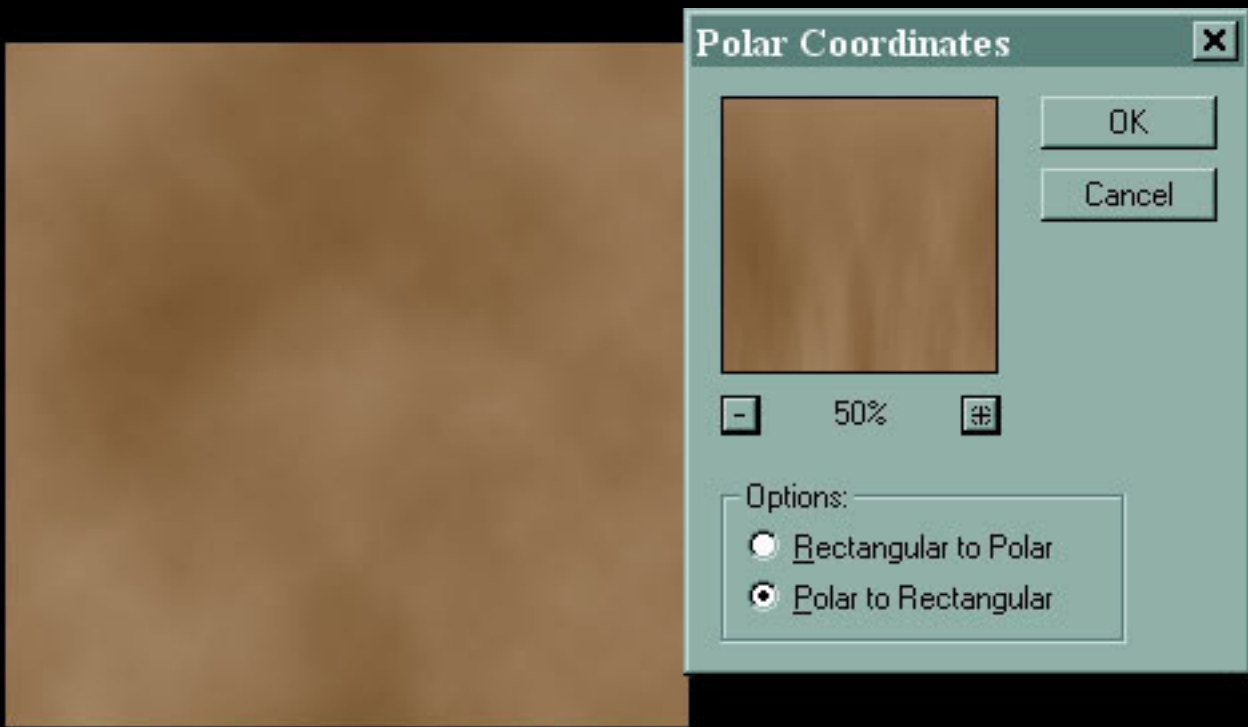
## Step 1.

Create a new image in Photoshop - Use 256x256 pixels. Create a new layer. Set your foreground and background colors to wood colors. Use - 182,154,122 and 96,57,19, respectively. Apply the Filter- Render-Clouds.



## Step 2.

Apply a polar coordinates distortion from the filters menu, using the "Polar to Rectangular" option.



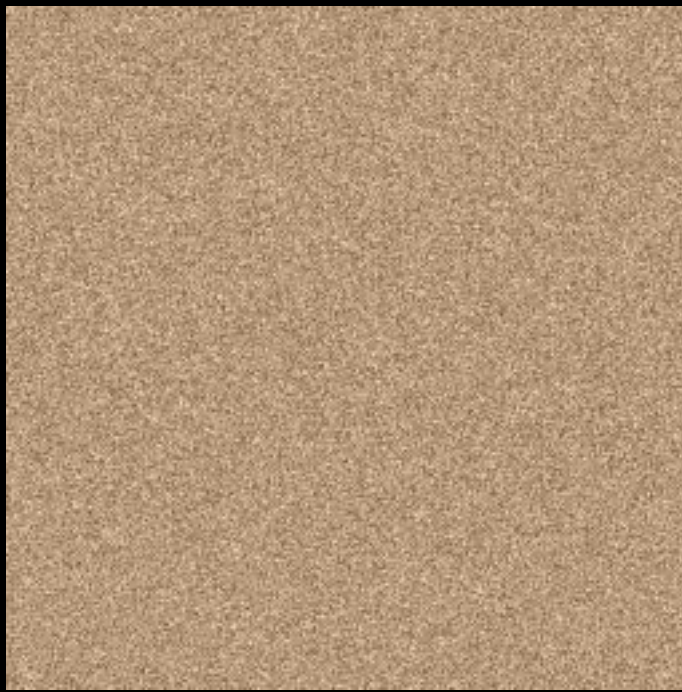
**Step 3.**

**Scale the layer so that the stretching fills the layer completely.**



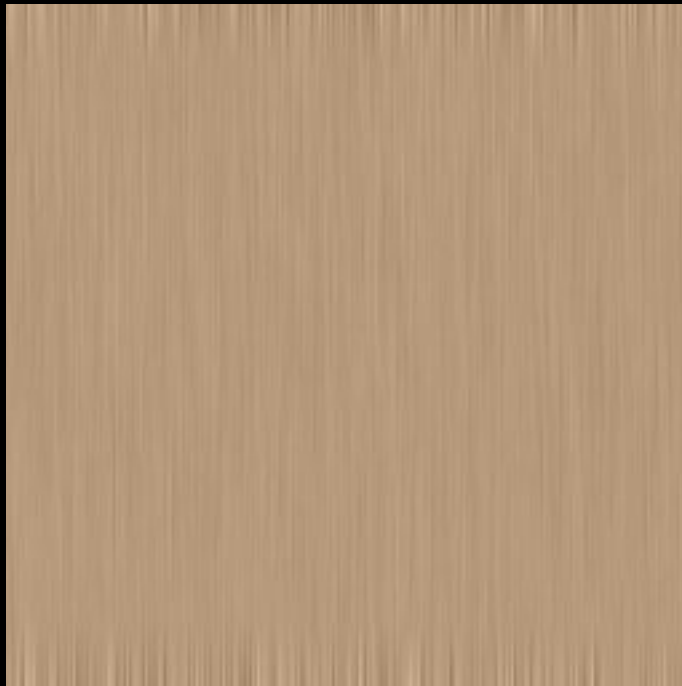
**Step 4.**

**Create a new layer. Fill it with your foreground color. Apply Noise - Gaussian, Mono, 8%**



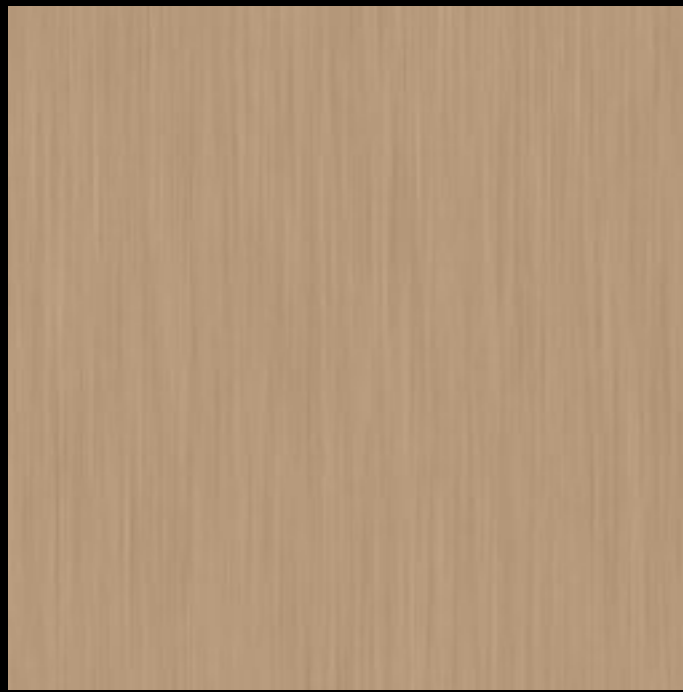
**Step 5.**

**Apply motion blur to the noise - 90 deg. and 45 pixels**



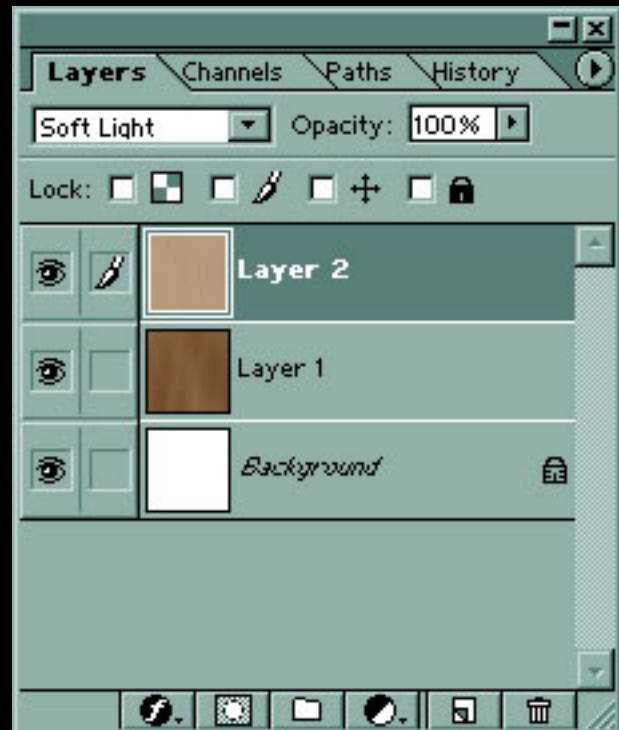
**Step 6.**

**Scale the layer to 125% - to get rid of that edge at the top and bottom.**



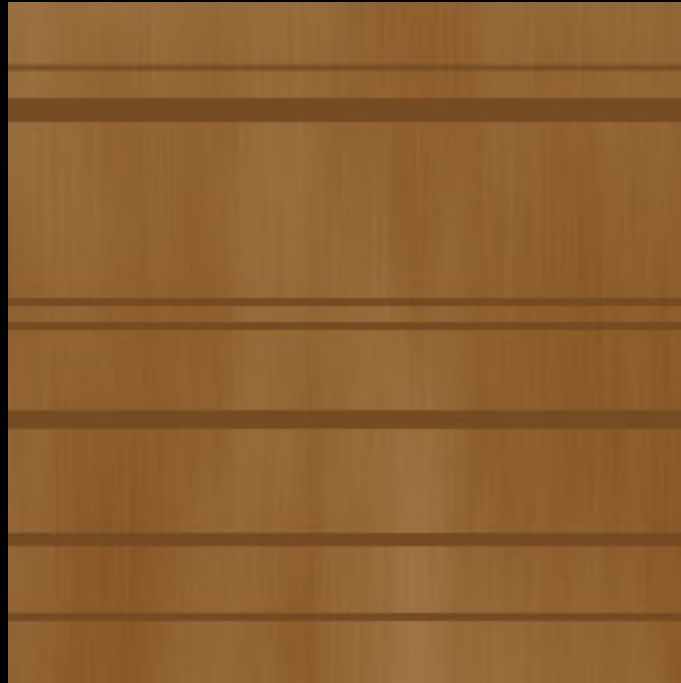
**Step 7.**

**Set the layer blending of the noise layer to soft light.**



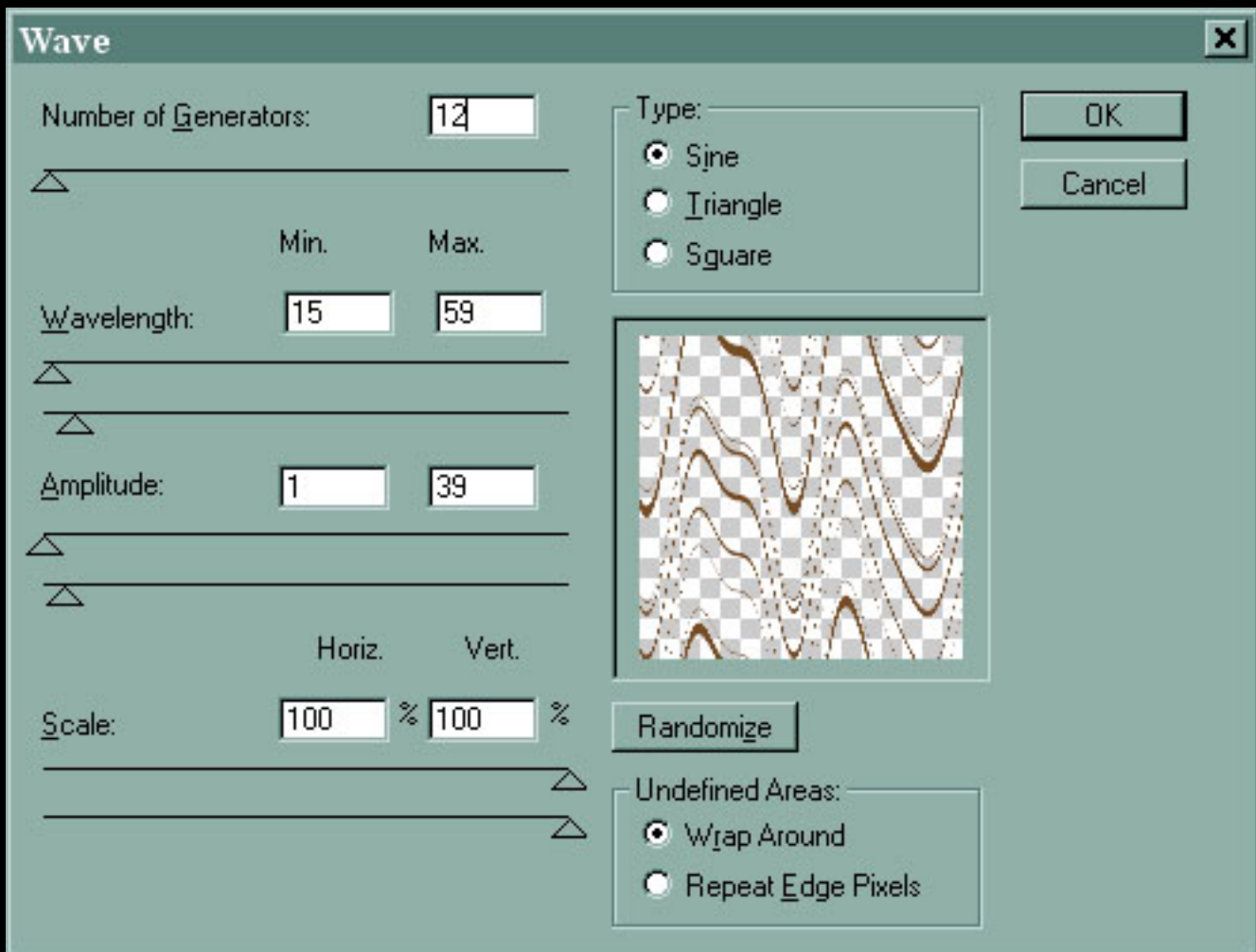
**Step 8.**

**Create a new layer. We will now draw what will become the wood rings. Set your color to a darker wood color - I used 117, 76, 36. Draw lines of varying widths horizontally across the image - I used lines no larger that 9 pixels or less than 3 pixels, but it's your choice.**



### **Step 9.**

**We will now apply the waves distortion the the lines layer. You can play around with the settings, or use the ones that I did in the image below.**

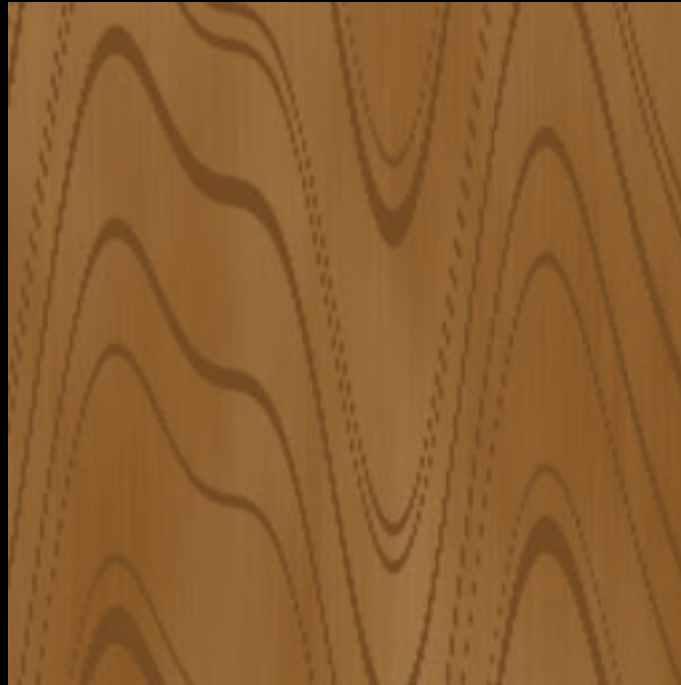


After the waves applied...



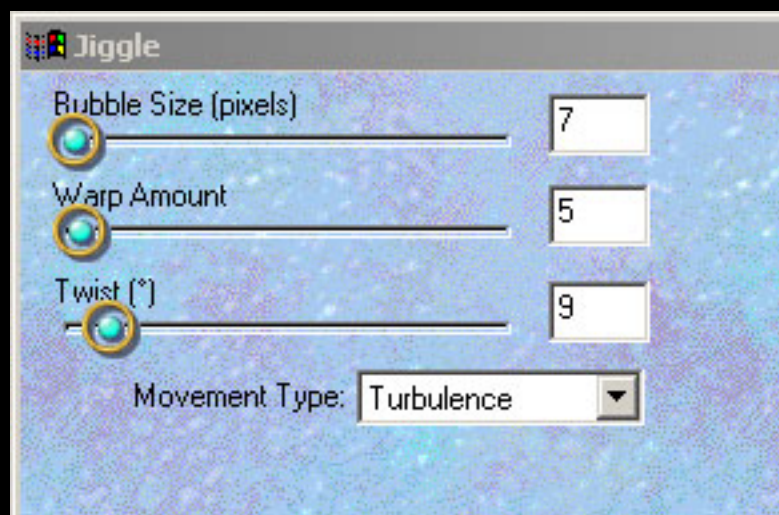
Step 10.

**Scale the lines layer a bit to fill out the wood a bit more. See below.**



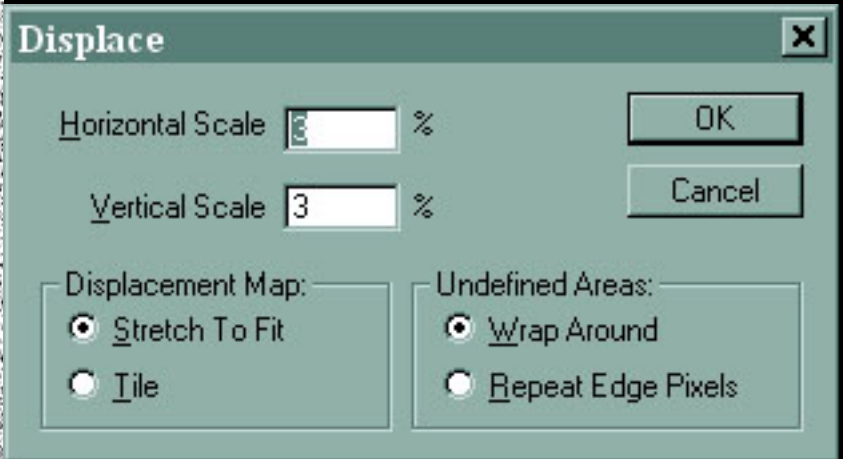
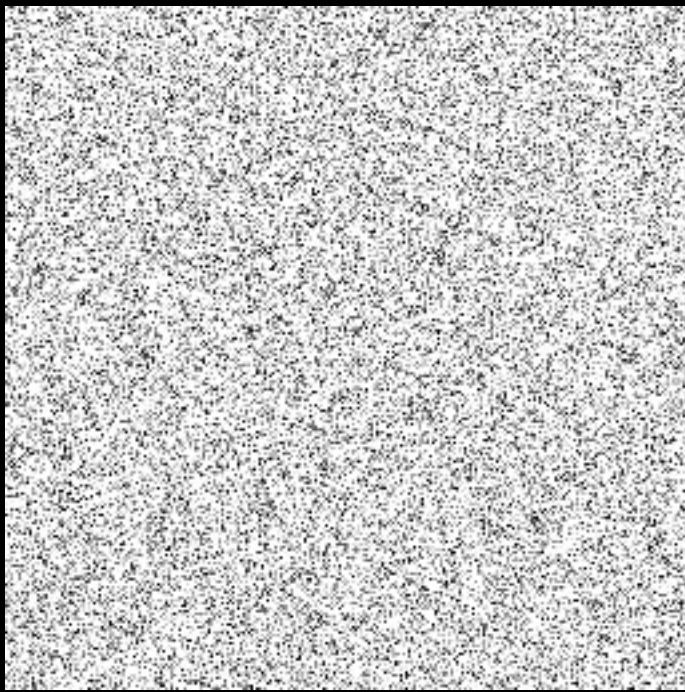
**Step 11.**

**Now we will roughen the lines a bit. I like to use the jiggle filter of Eyecandy, but you can also use a displacement distortion filter. I'll show the results of both. Eyecandy first...**



**Displacement Distortion Filter...**

**I created a noise filled PSD file to use as the distortion with the following settings : Noise 45% Gaussian Mono**



**Either one will give you a result similar to below.**



**Step 12.**

**Duplicate this layer.**

**Step 13.**

## Gaussian Blur - 6 pixels on "Layer 3"



**Step 14.**

**Set Opacity of "Layer 3 copy" to 50%**



**Step 15.**

**Apply a motion blur at 90 deg. and 7 pixels distance on "Layer 3 copy"**



**Step 16.**

**Duplicate "Layer 1" and move "Layer 1 copy" to top of the palette- Set its Blending to "Soft Light".**



**You are finished the layers should look like the image below. You can also change the blending on the top layer to change the look of the wood.**

