

Create a check-board texture tutorial

In this tutorial, we will learn to create a nice looking texture.

Create a new file of 300 x 300 pixel. Set the foreground color to #BB9800 and background to #FFD039 . Select linear gradient to fill the canvas.

Create a new layer by pressing shift+control+n. Press "D" to regain the default black & white color. Again select linear gradient and fill the layer with it.

Now, go to filter>pixelate>mosaic and apply these values:-

Go to filter>sharpen>unsharp mask and apply these values:-

Now, go to stylize>emboss and give these values

Change the layer's blending mode to Hard Light.

Press control+e to merge all layers.

Now, go to Filter>Noise>Dust & Scratches and give these values:-

Duplicate the layer by pressing control+j. Again go to Filter>Glowing Edges

Finally change the layer mode to Hard Light and merge all layers. Our texture is ready.

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