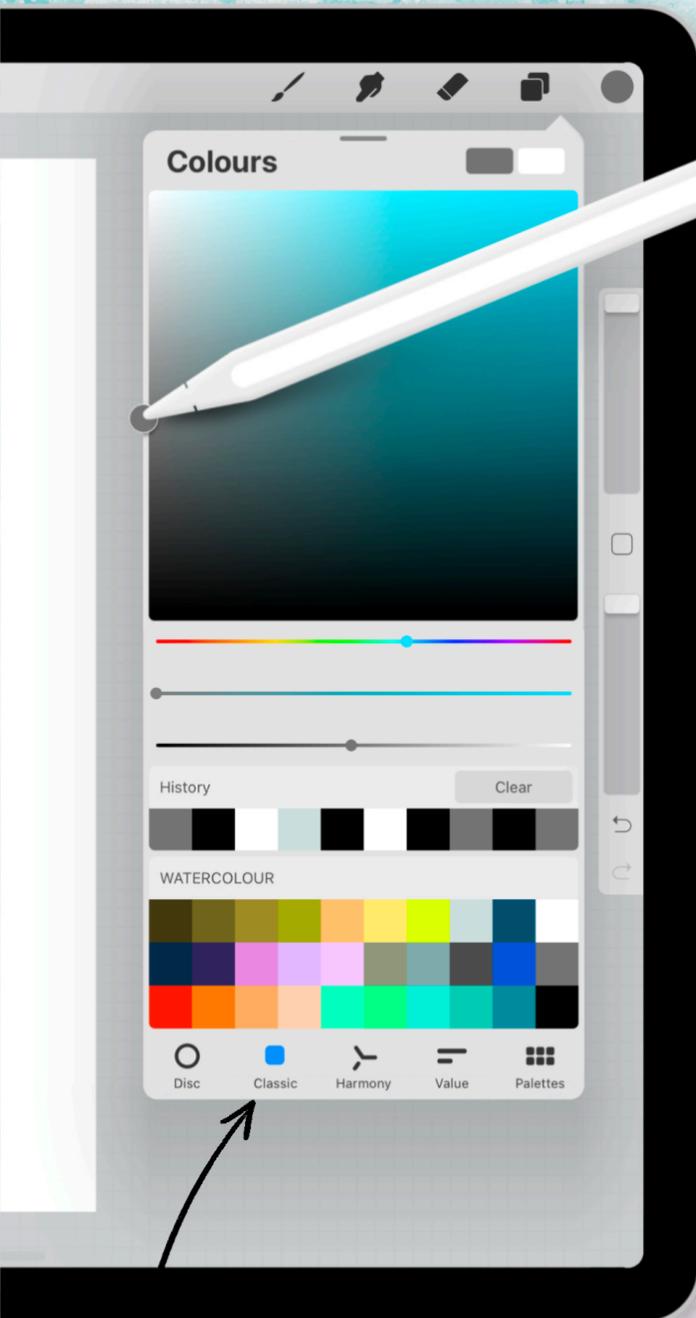
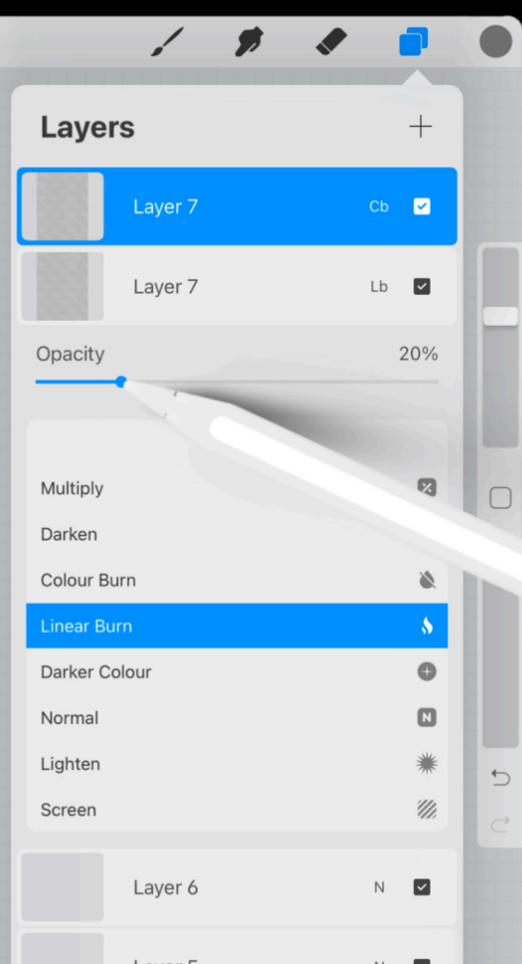


SET UP A TEXTURE STACK USING PAPER TEXTURE BRUSHES



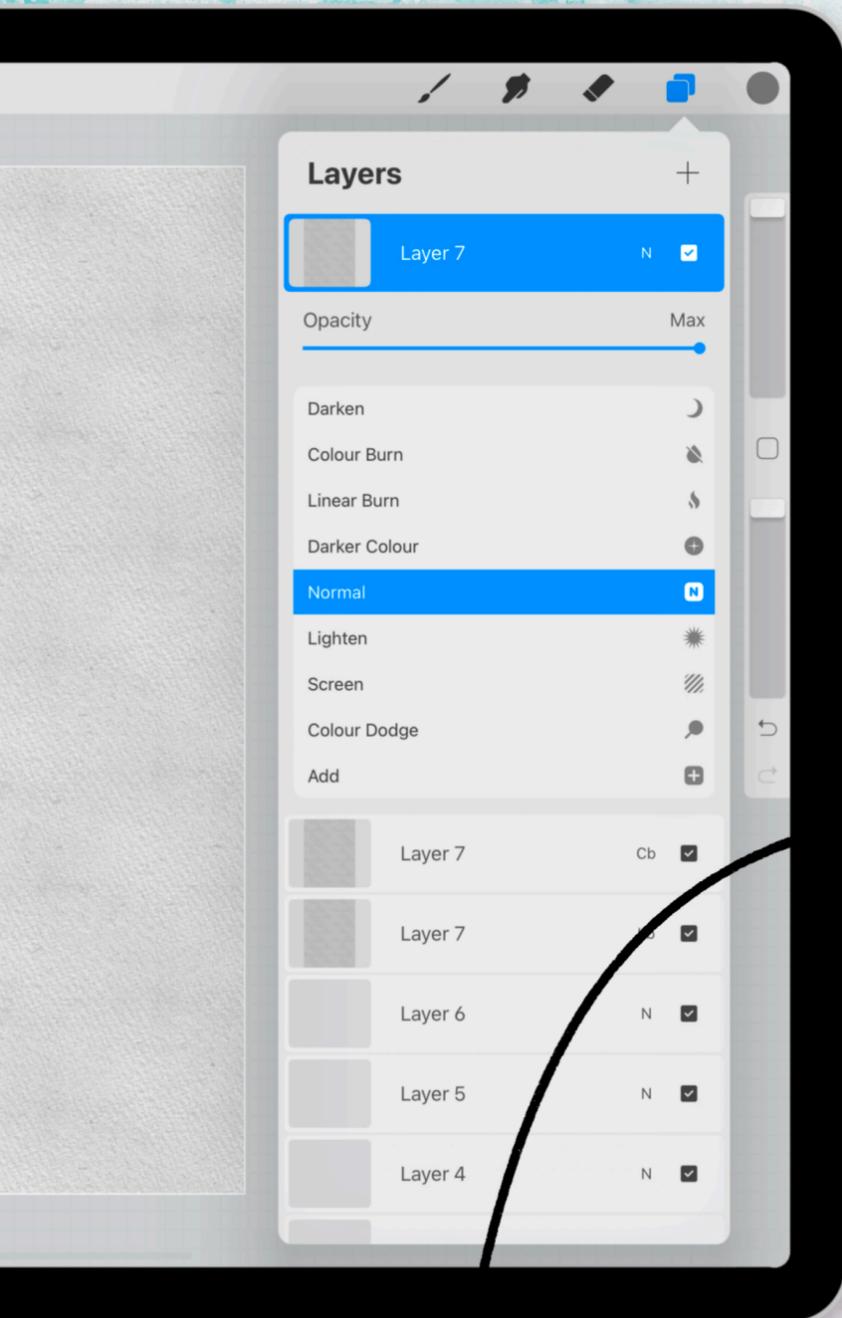
- * Make a bunch of layers, go to your TOP layer.
- * Grab a MIDTONE GREY and pick a paper texture brush.
- * Without lifting your pencil fill the whole layer with the texture.
- * **DUPLICATE** that layer.
- * Set the blend mode of the TOP one to **COLOUR BURN**.
- * Set the blend mode of the **BOTTOM** one to **LINEAR BURN** and Drop the **OPACITY** to about 20%.

TIP:
Use the
CLASSIC
colour picker
to find the
Perfect
MIDTONE
GREY



TIP:
You can drop
the opacity of
layer even more
if you prefer a
brighter canvas.

ADD HIGHLIGHTS TO YOUR PAPER TEXTURE STACK



Duplicate your top PAPER TEXTURE layer and set the blend mode to NORMAL.



Next, duplicate that layer a BUNCH of times.



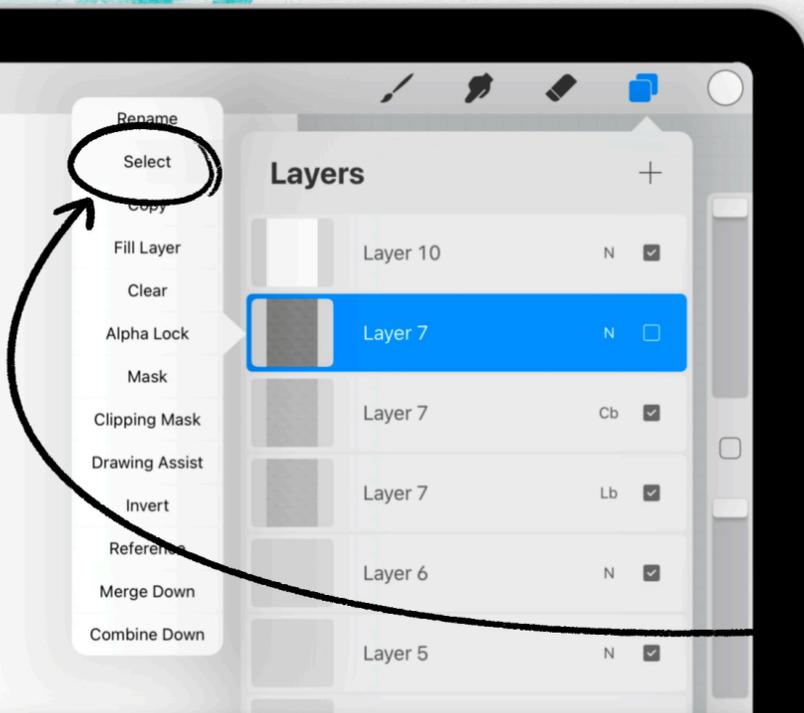
You are aiming to only JUST be able to see tiny white areas which are the "RAISED" parts of your Paper Texture.



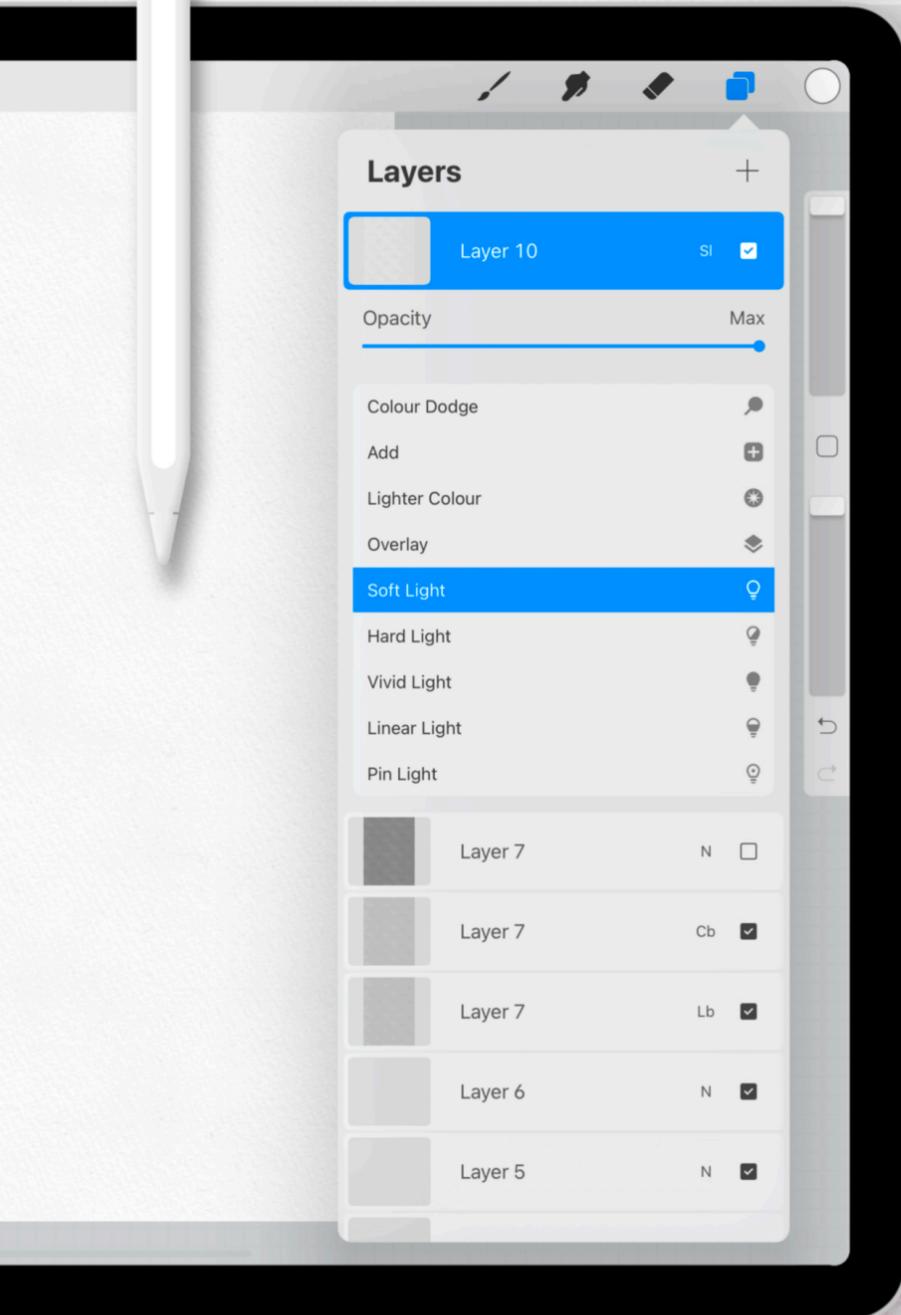
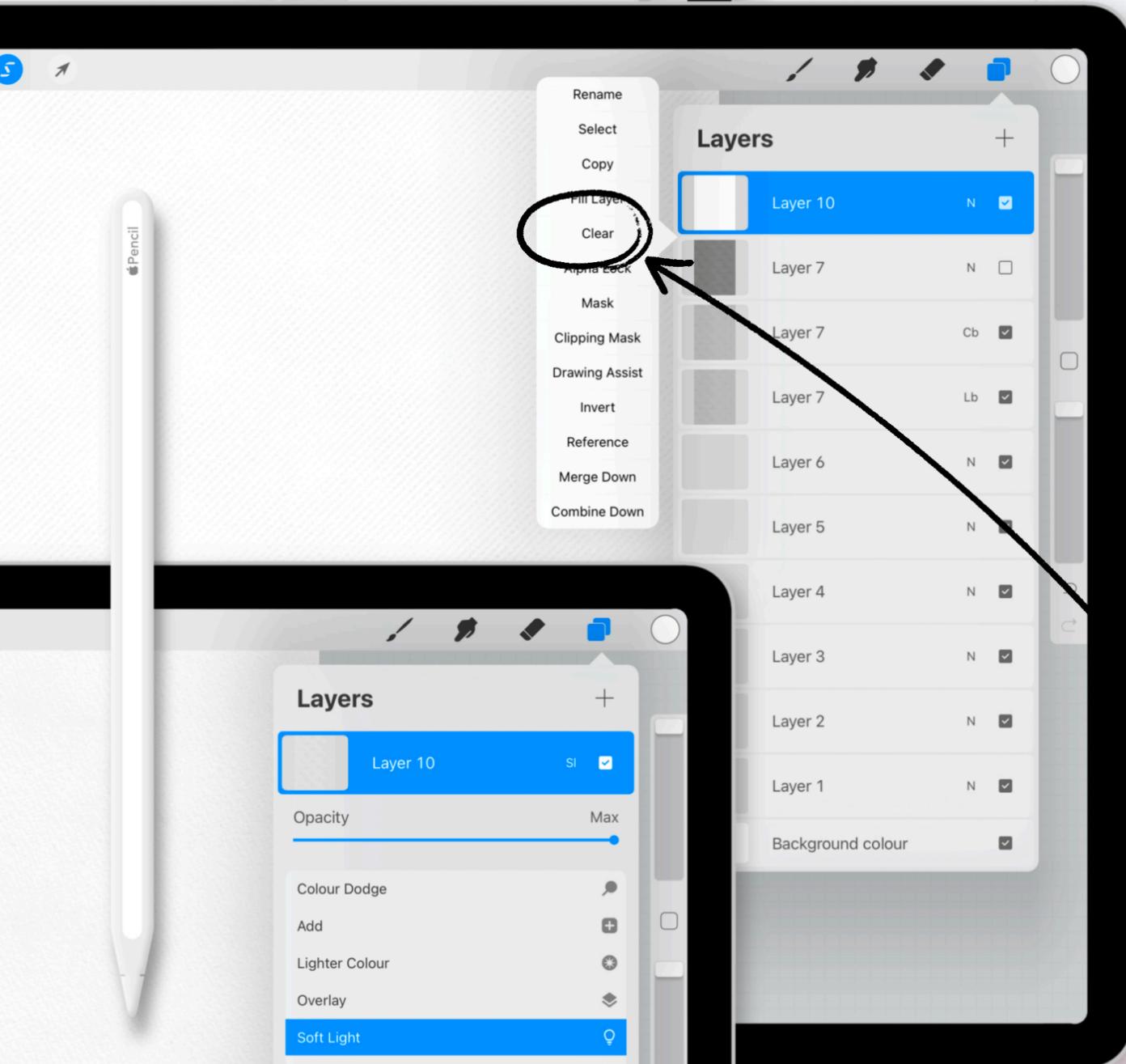
PINCH to MERGE all those duplicated layers. Be careful to NOT include your first two layers.



These ARE the highlights you're looking for.

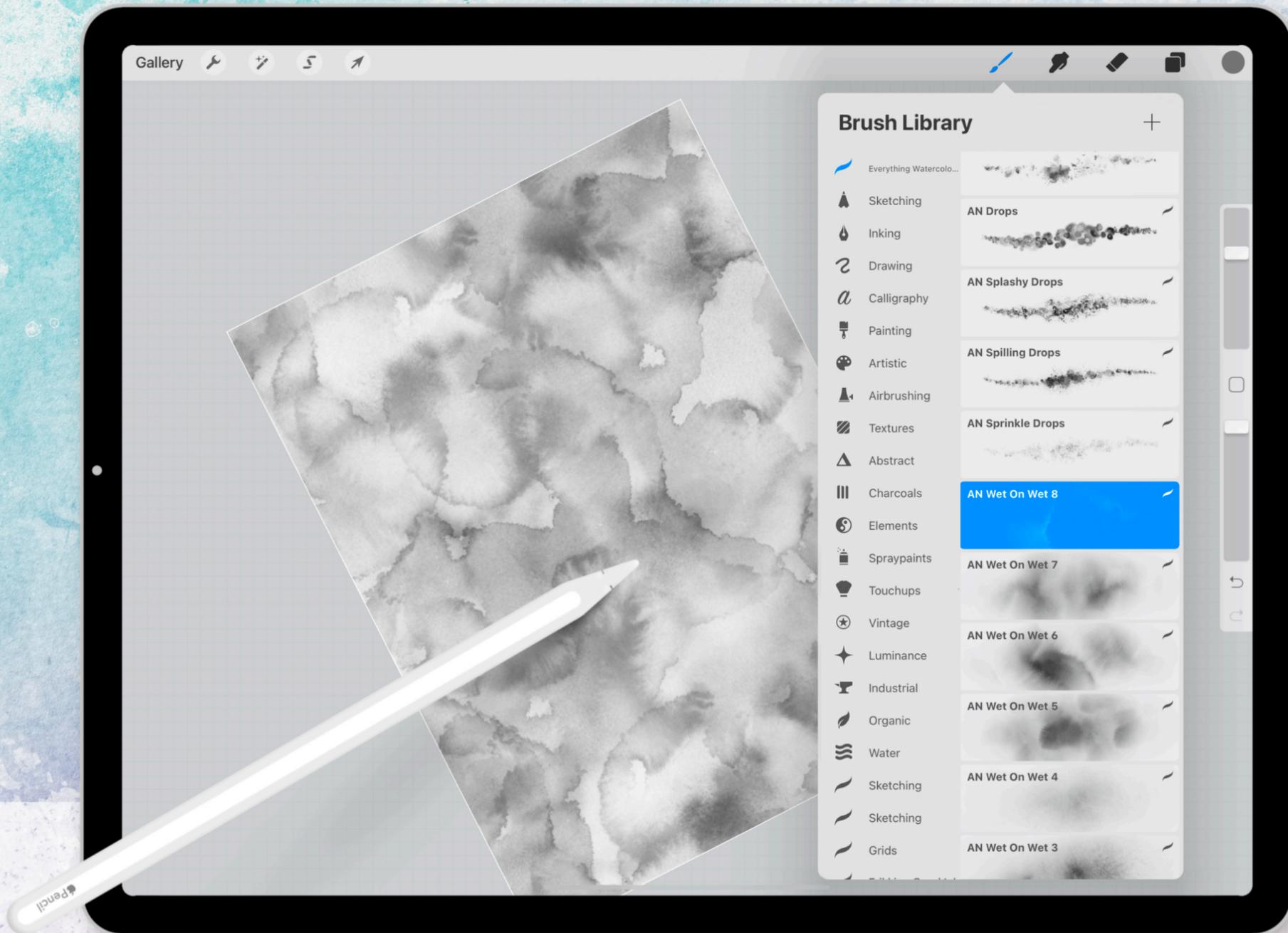


- * **HIDE** the dark layer that you just made.
- * **FILL** a new layer with **WHITE**.
- * Tap the hidden **DARK LAYER** and tap **SELECT** in the menu that pops up.



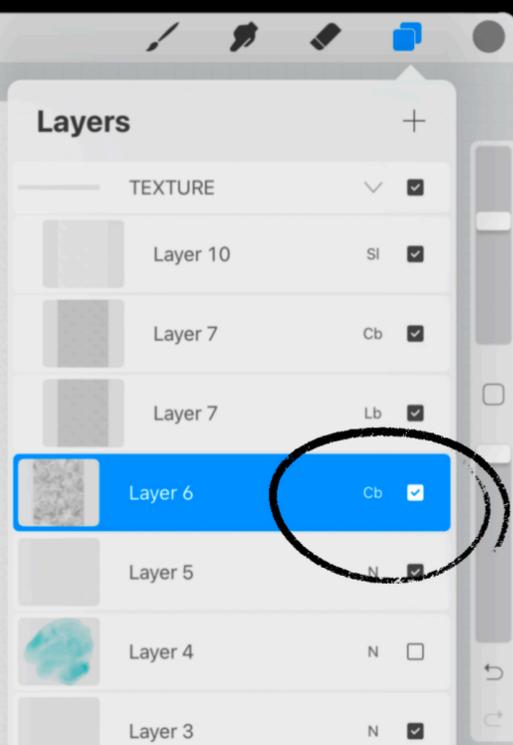
- * Now tap your **WHITE LAYER** and tap **CLEAR** from the menu that pops up.
- * Set the blend mode of that **WHITE LAYER** to **SOFT LIGHT** or if you prefer brighter highlights **OVERLAY**.

ADD A RANDOMISING LAYER



* Go to the layer below your texture stack.

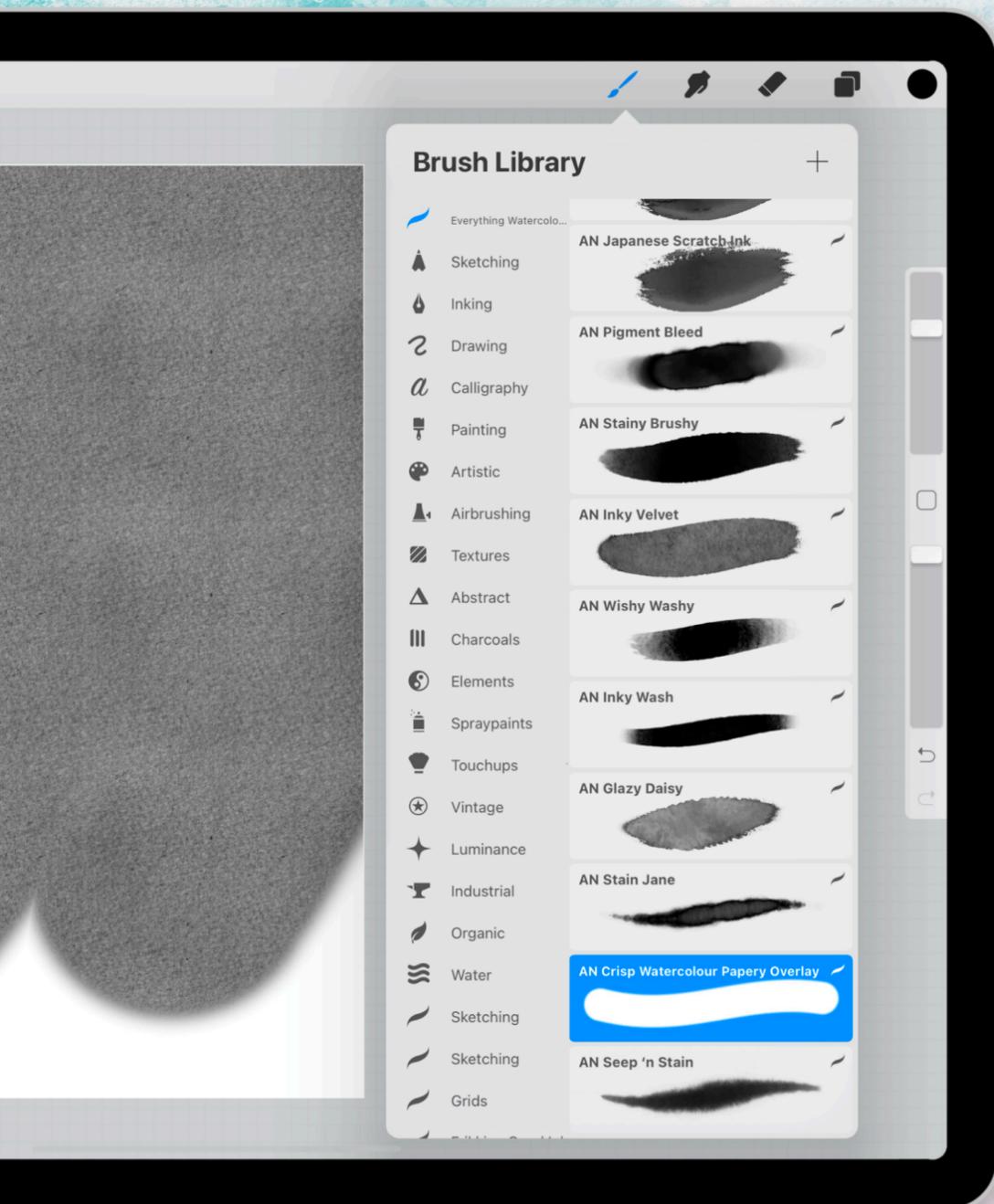
* Grab that MIDTONE Grey that you used before, and the Watercolour Texture Adder brush or one of the Wet on Wet brushes.



* Fill your whole layer with texture, move the canvas to fill in gaps.

* Set the Blend Mode to COLOUR BURN.

HOW TO USE YOUR FREE TEXTURE OVERLAY BRUSH



* Make a bunch of layers, go to your TOP layer.

* Grab BLACK and the CRISP WATERCOLOUR PAPER OVERLAY brush.

* Without lifting your pencil fill the whole layer with the texture.

* Now set the blend mode of that layer to OVERLAY.

