## Introductory Note

You should have gotten this PDF file in an **archive** also including the Illustrator 7 file you will need, two Lighting Styles, and a PSD file so you can see the result and skip some steps if you want (I have shrinked its size to 200*200). To use the two Lighting Styles presets provided, you need to copy them in your Photoshop/Plug-Ins/Filters/Lighting Styles" folder.

## CREATE THE FOOTPRINT AND TEXTURE IT

1) Create a **new document** (in this case, *400*400, 72 pixels/inch, RGB mode, white background*) ;

2) **"Place"** (File>Place) your simple Illustrator foot (provided in this tutorial's archive ; if you use Illustrator, you can open it in Illustrator, enhance it a bit, and copy/paste it in PS). Resize it so it fits in your image and leaves room around it ;

3) Now **color** it : with the Magic Wand, select what is outside the foot, and fill it with a *50% gray* ;

4) Invert the selection (*ctrl+shift+I*), and **make it a work path**, double-click it and name it ;

5) To **soften the edges** of the footprint, select the Paintbrush tool, and in the Brushes palette, select the biggest brush in the second line of default brushes ;

6) In the Paths palette, drag your path on the Stroke icon (second from the left at the bottom of this palette), it will **blur the contours of the footprint** ;

7) Create a **new layer** above the one with the foot (since we will make this a few times, "Create a new Layer" is *Ctrl+shift+N*), and fill it with white (with the white as your foreground color, this is *Alt+clear* or *Suppr*, depending on where you bought your keyboard); **add noise** (*monochromatic, uniform, amount 75*) ;

8) Set this **layer's mode** to *Multiply*, and merge it down ;

9) Now in the Channels palette, take one of the color channels (all three are the same since we only use black and white for now) and drag it on the "new channel" icon to **duplicate it**, it should get named "Alpha 1" ;

10) Once again, create a **new layer** and fill it with white.



*After Step 3*



*After Step 6*



*The texture you create with Step 7*



*After Step 8*

## APPLY THE LIGHTING EFFECTS AND ENHANCE THE TEXTURE

11) With this layer selected, load the **Lighting Effects** filter from the Render submenu ; apply it with the following settings (you can use the "Footstep 1" Lighting Style) : *Light Type set to Omni, Intensity at 100, Gloss at -70, Material at 0, Exposure at -80, Ambience at 80, Texture Channel "Alpha 1", White is High unchecked, Height at 40*, the light centre being below the preview image and the edge roughly matching the preview's top ;

12) **Apply the filter once again**, but with *Height set at 5* (all other settings unchanged from above) ;

13) It is now time to make sand a bit more realistic.... Create a **new layer** (layer 2), fill it with white, **add noise** (*monochromatic, uniform, amount 40*) ;

14) With this layer on top, **duplicate a color channel** to create "Alpha 2" ;

15) Add noise to "Alpha 2" (*monochromatic, uniform, amount 80*) ;

16) One more time, create a **new layer** (layer 3) and fill it with white ;

17) **Reorder the layers** (from top to bottom) : Layer 3, Layer 1, Layer 2, Background ;

18) Fire up the **Lighting Effects** once more, and reapply it with only three things to change : *Alpha 2* is the *Texture Channel* to use, *Height is set to 100*, and the *light source is inversed* (center where the edge was, and vice-versa), you can also load the Footstep 2 Lightning Style ;

19) Set **Layer 3's mode** to "*Hard light*", *opacity 50%* ;

20) With the above-mentioned layer selected, **Add noise** once more (*mono-chromatic, uniform, amount 90*) ;

21) You are done ! The last thing you have to do is to clean up the mess : flatten the image, export as JPG, mail me your comments.... (*gpl@club-internet.fr*)
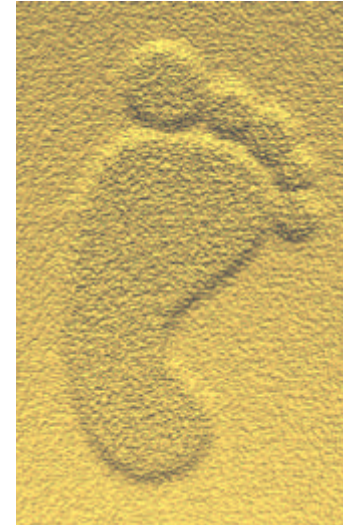
## *Endtroductory note*

- everything here is done with bare PS5 except for the very simple Illustrator file (so simple that you could get the same result with PS' Bezier tools) ;
- if you have DigiEffects Aged Film or CSI Noise filters, you will find them to make "a better noise" ;
- this is just an example of what can be done with the Lighting Effects filter ; numerous other uses are covered in other tutorials, including in my Texture Fun here ;
- I only make these tutorials for helping other users, so do not hesitate to mail me any improvements and comments that could enhance this tutorial and/or my Photoshop skills (I never said I was "the best Photoshop user in the world", and I still have lots and lots to learn !).