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Create Fantastic Stone Textures in Photoshop



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Posted by [Stephen Petranj](#) in [Photoshop Tutorials](#) on September 03rd, 2009

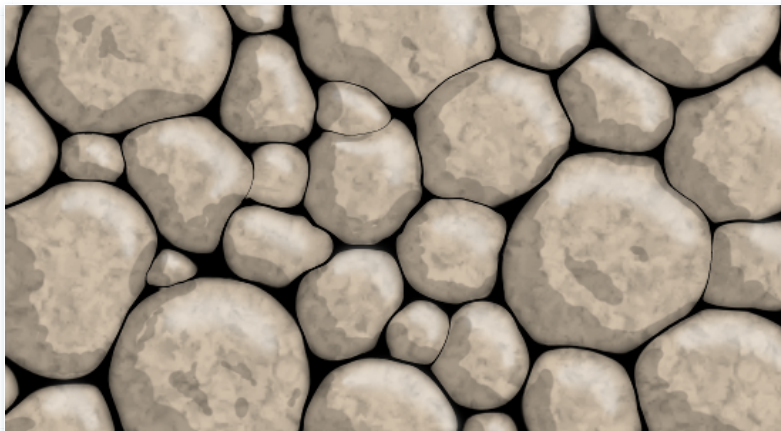
In this tutorial, I will show you a quick and easy way to make a realistic stone texture with the help of the Liquify Filter. This tutorial is written for users who have a basic understanding of the tools and techniques commonly used in Photoshop. Enjoy!

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- [Tutorial](#)
- [Download the PSD \(Source Files\)](#)

The Final Image

This is what we will be creating:



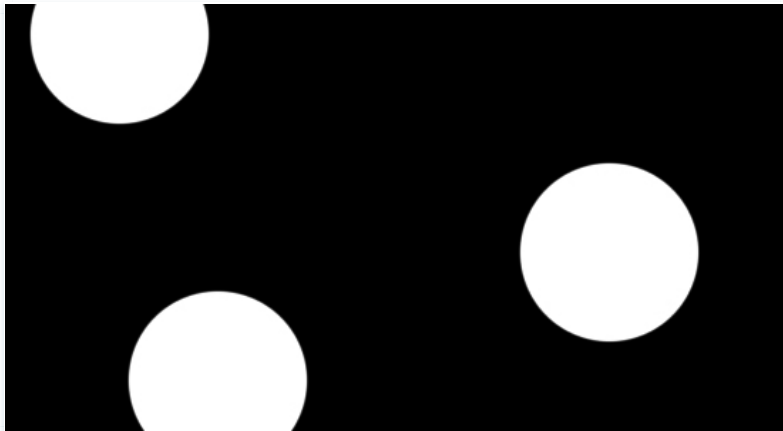
Step 1: Setting Up the Document

Create a new Photoshop Document (*File>New*) at any size with a black background. For this tutorial, I created one 550px x 300px (72 dpi).



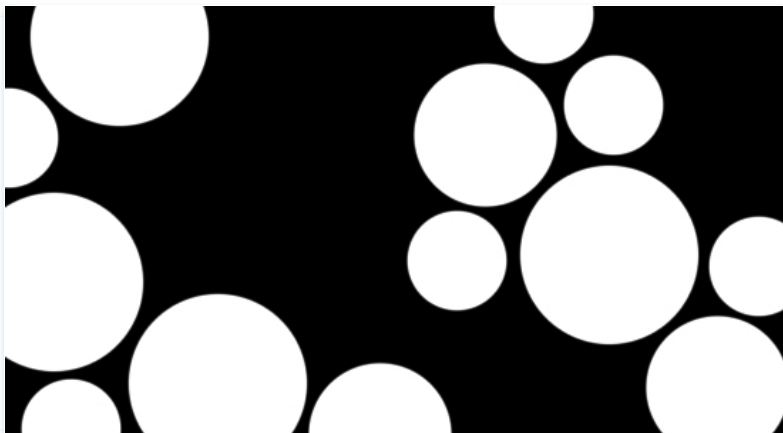
Step 2: Making Dots

Make sure your foreground color is set to white. Now, select a nice-sized brush and **set its hardness to 100%** (To find the hardness slider, just open the *Brush Preset picker* by clicking on the brush icon at the top of the screen, right below the main menu bar). Start making dots.



Step 3: Creating More Dots

Use the '[' and ']' keys to change the brush size up or down and continue to fill in the dots until they take up the entire document.



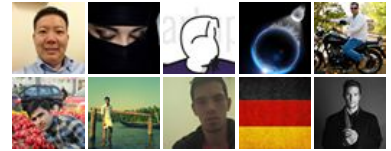
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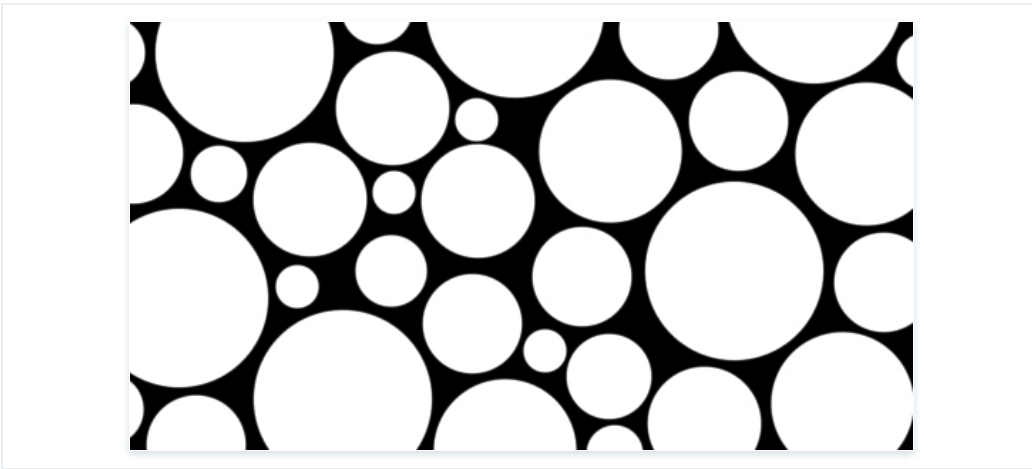
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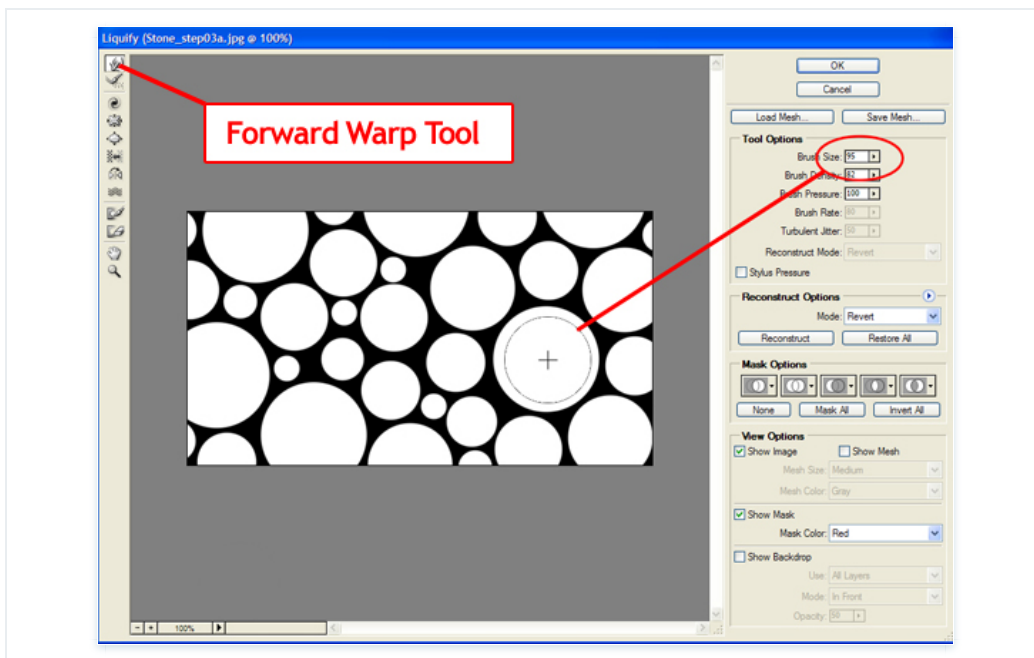


Watch where you put those dots!

It is important that **no dot overlaps another**. There must be black showing through all the way around every dot.

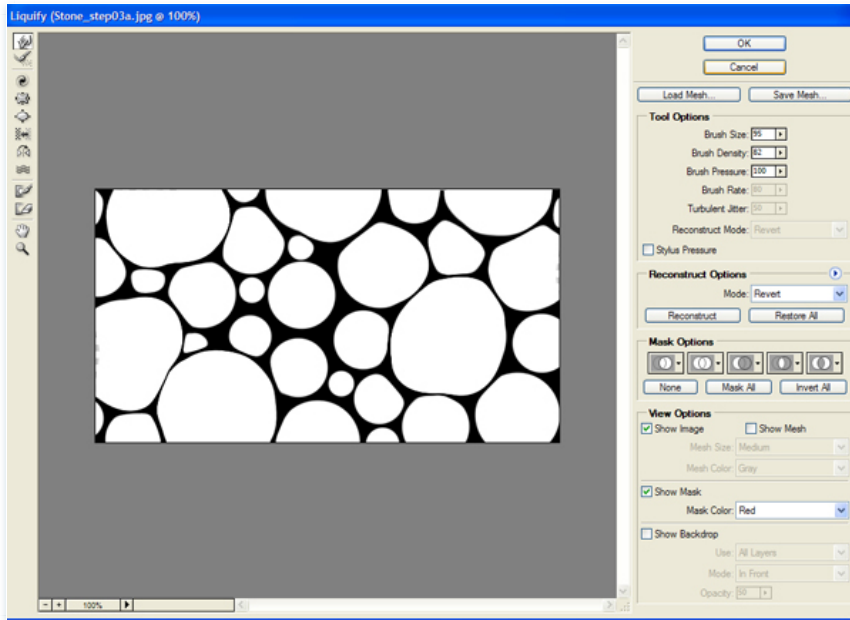
Step 4: Preparing to Liquify

In the main menu, select *Filter>Liquify*. In this window, you will use the preset brush type (which should be the *Forward Warp Tool*). All you need to do is change the size by adjusting the slider on the right. **Adjust the size to 95.**



Step 5: Liquifying

On all the large dots, **click inside the white space** and drag your brush slightly over their edges to 'warp' their shapes.

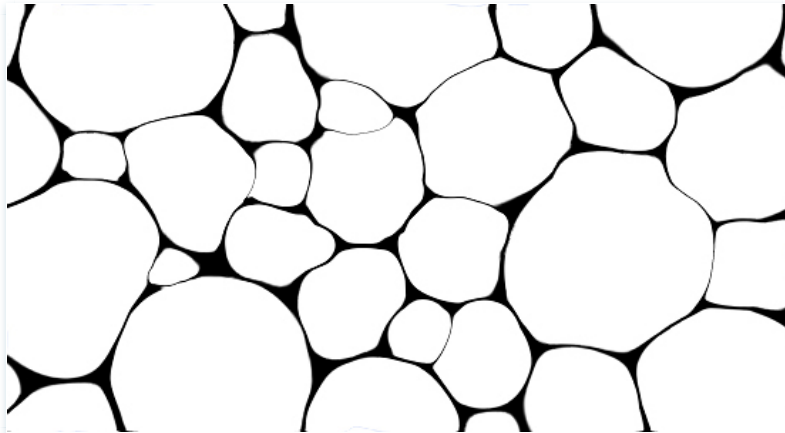


Doing it right!

It is important that you use a brush size smaller than the dot you are working on **and** that your brush is entirely within the dot before you click to warp the shape. This limits any unwanted blurring of the edges.

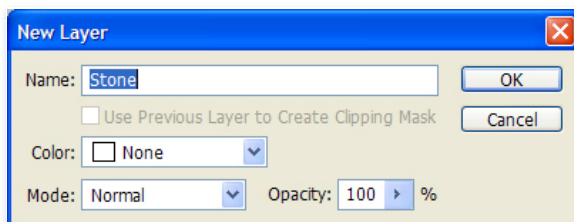
Step 6: More Liquifying

Continue with the rest of the dots, adjusting the size of the brush to fit that dot. Ultimately, you'll want to 'push' the dots closer together until the black in-between becomes just a thin line. Click 'OK' when you're done.



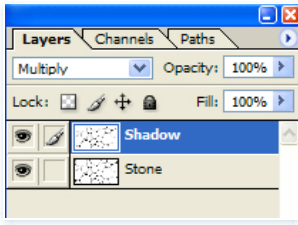
Step 7: Naming Layers

Double Click the 'Background' layer in the Layers panel to bring up the *Layer Properties* and rename it 'Stone'.



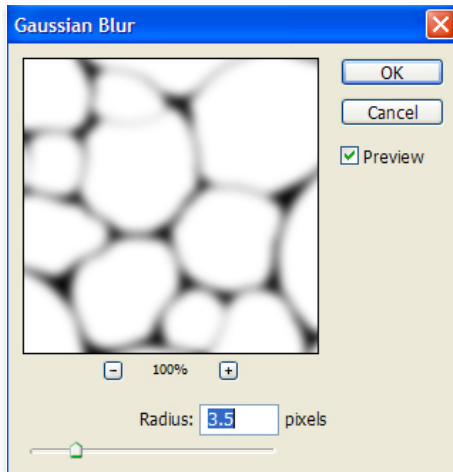
Step 8: Duplicating the Layer

Duplicate the 'Stone' layer (*Ctrl/Cmd + J*). Rename the new layer '**Shadow**' and set it to *Multiply*.

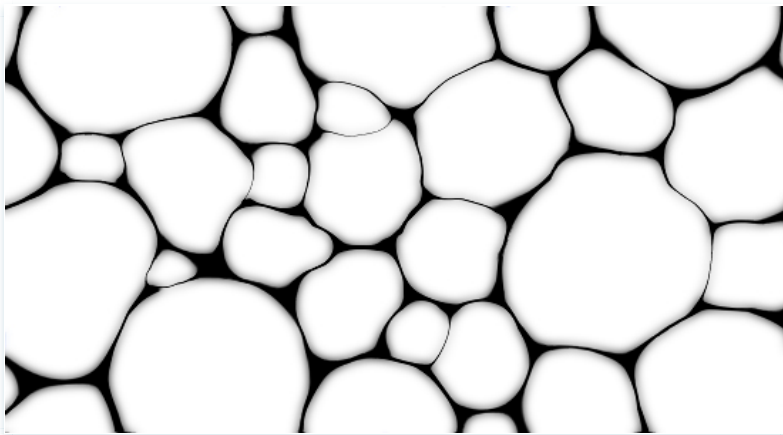


Step 9: Adding a Gaussian Blur

In the main menu, go to *Filter>Blur>Gaussian Blur*. Set the **Gaussian Blur** to 3.5 and hit *OK*.

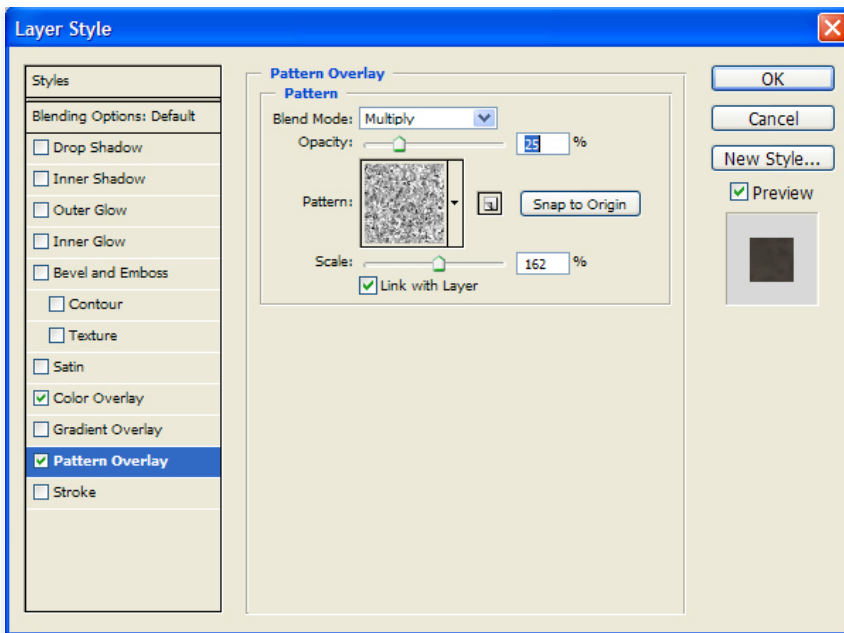
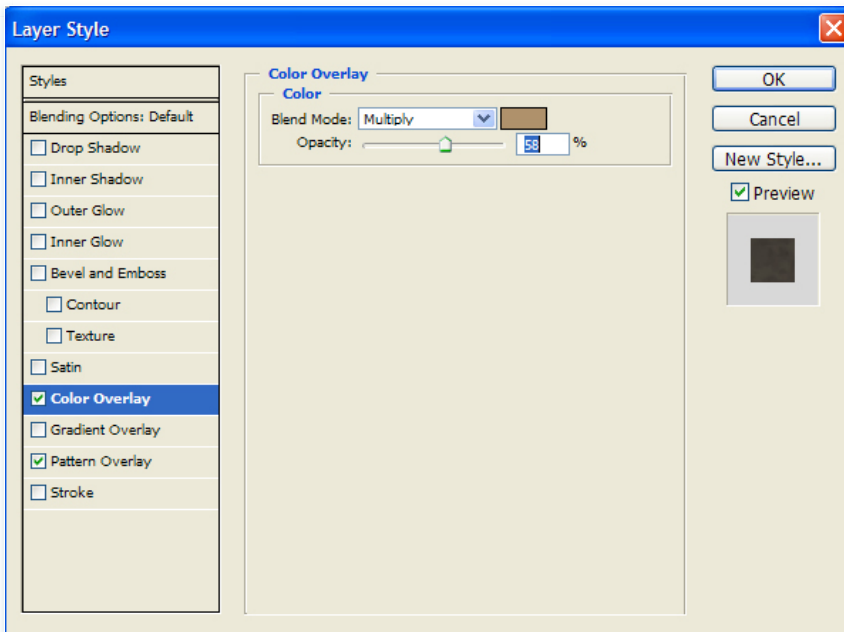


Your image should now resemble this:



Step 10: Adding Layer Styles

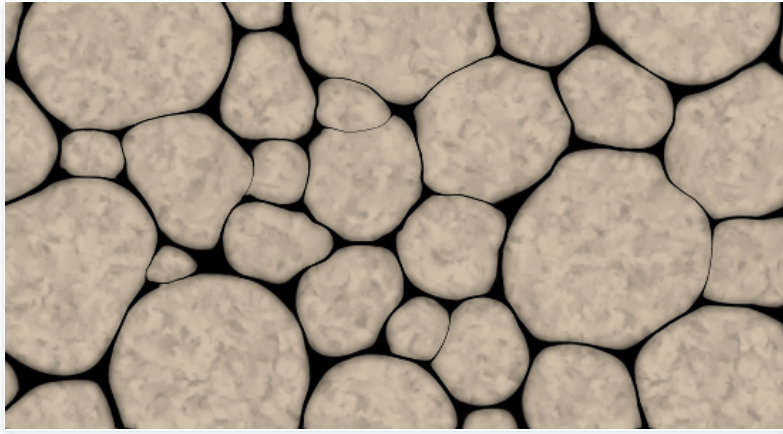
Double click the 'Stone' layer to open up its *Layer Styles*. Add a *Color Overlay* and a *Pattern Overlay* with the following settings.



What's That Pattern?

The pattern used is called 'Shredded Plastic'. If you cannot find it, then, in the texture selection drop down, click the arrow and append the *Texture Fill 2* set.

Your image should now resemble this:



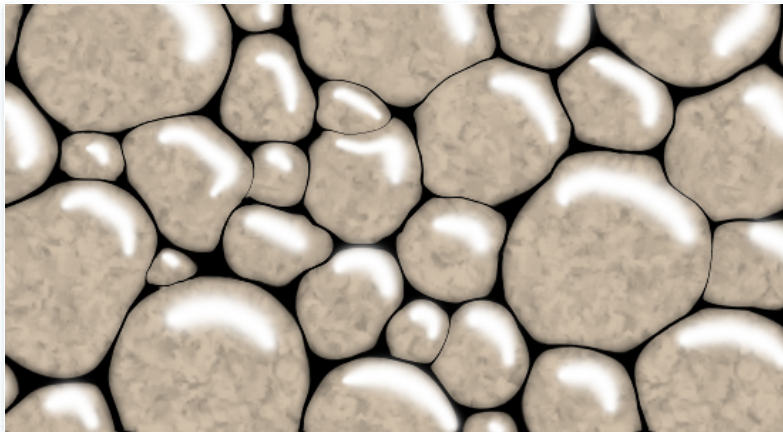
Step 11: Adding Highlights

Create a New Layer, name it 'Highlights'. Use a small, white brush with 0% hardness to add some highlights.

Here are the brush strokes on a black background (for illustrative purposes).

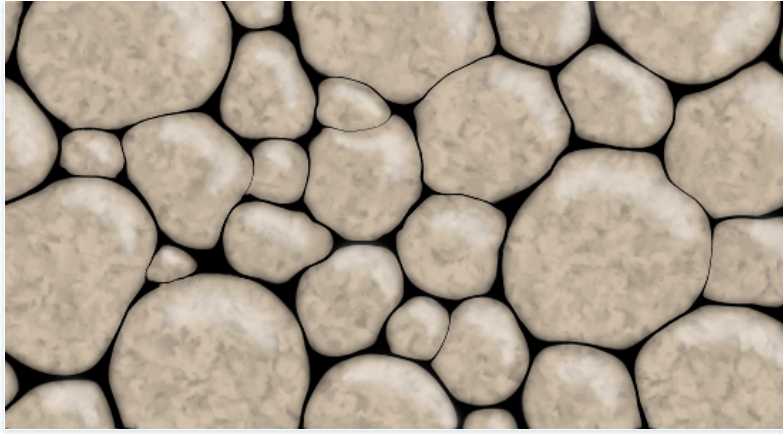


Here is the image with the highlights added:



Step 12: Adjusting the Highlights

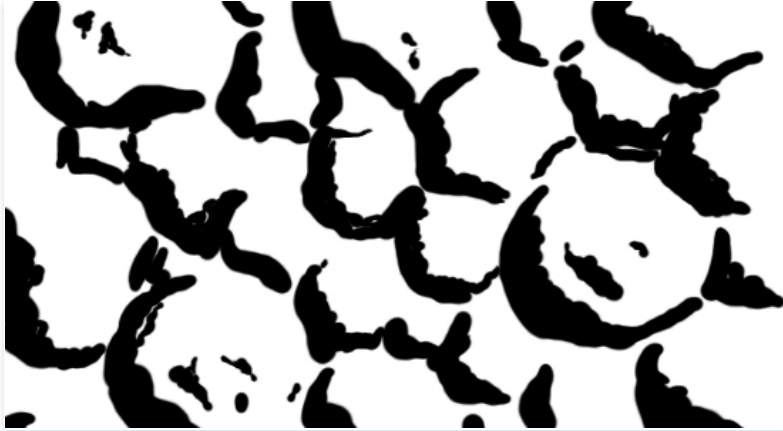
Set the transparency to 70%.



Step 13: Adding Low Lights

Create another New Layer and name it 'Low Lights'. This time, use the color **black** with a **90% hardness** to add low lights.

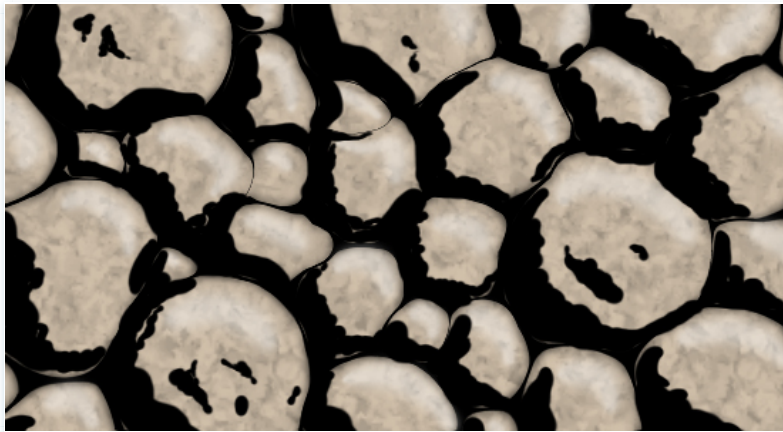
Here are the brush strokes on a white background (for illustrative purposes).



Sloppiness Counts

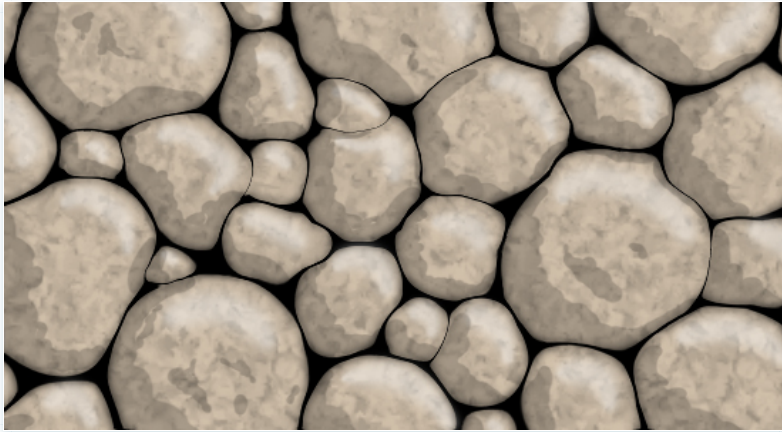
Dont try to be neat. Be more jagged in your strokes to simulated that coarse stone contours.

Here is the image with the low lights added:



Step 14: Adjusting the Low Lights

Set the 'Low Lights' layer to 20%.



Download the PSD

[Download the PSD](#)

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nice tutorial, just what I was looking for. thanks.

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