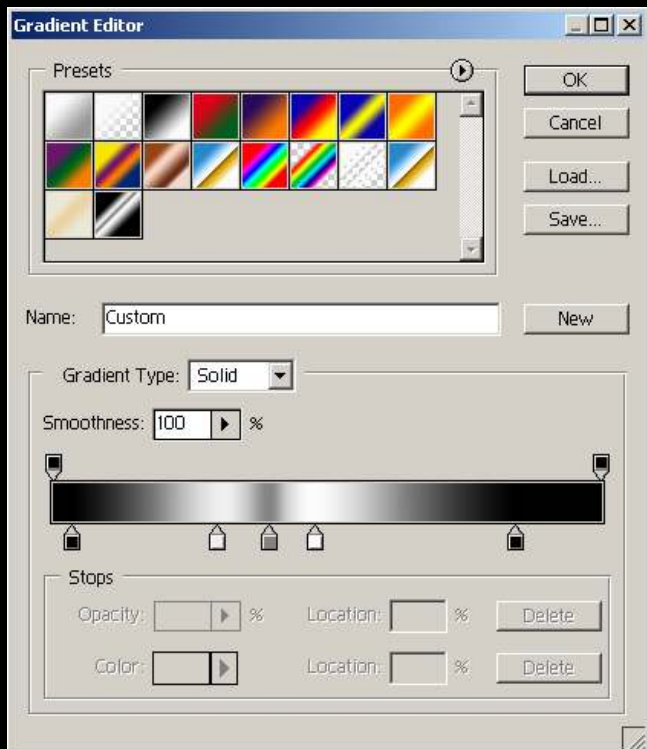


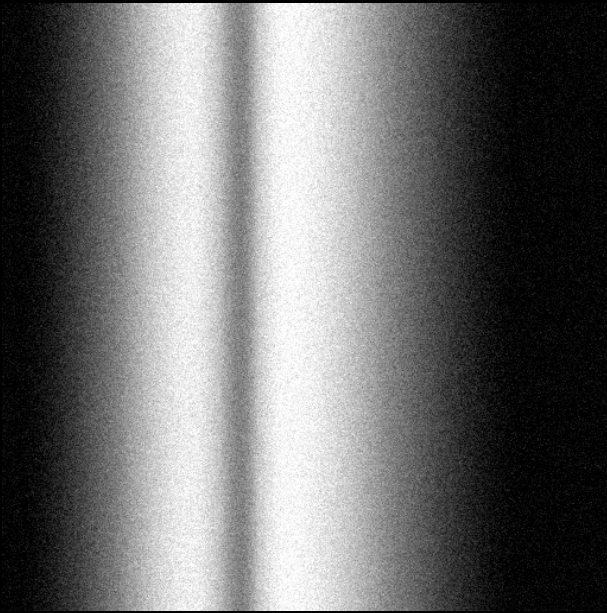
Easy Metal Tutorial - Photoshop 7.0 +  
Author - Phasmatis

First things first make up your gradient.



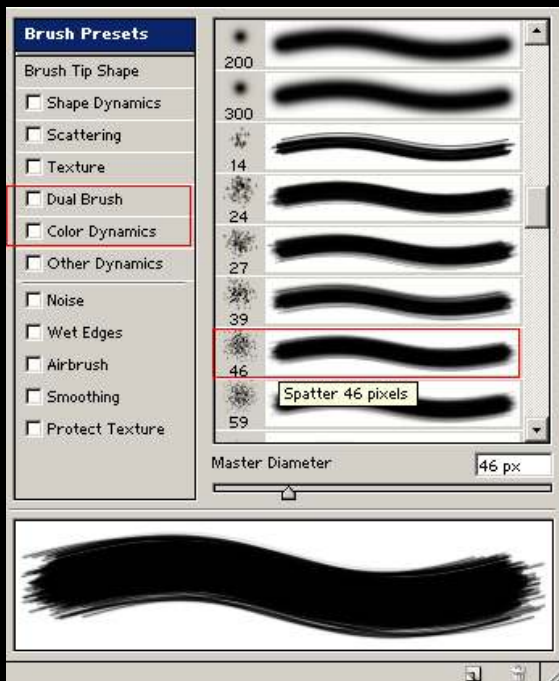
You can pretty much set it up to how you like it but the above best suits my needs.

Once you've applied your gradient to the metal part of the texture. Add the noise filter, I like to make it Gaussian [monochromatic] around 5.



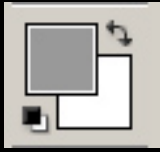
Make a new layer.

Now you need to make your brush for the lime scale look. I use the spatter brush and checked the dual brush and colour dynamics check boxes.

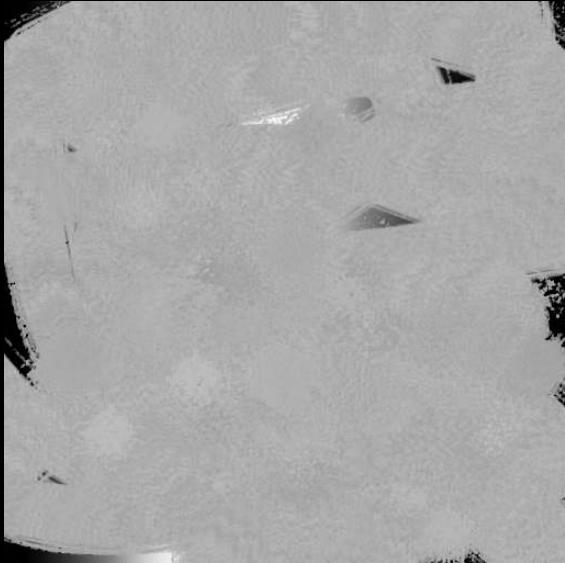


Click on the dual brush part and choose a similar brush to the spatter one from the list I like the “dry brush tip light flow” you don’t need to change any parameters in the colour dynamics part.

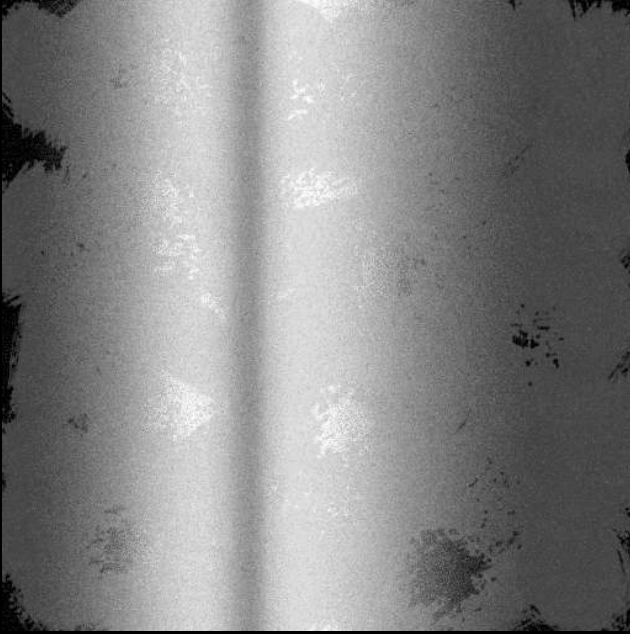
Now you need to change the colours, for the foreground I use a light grey and for the background I use pure white.



Now just paint on your layer with 100% Opacity in a semi random pattern.



Now just adjust the opacity of the layer to your liking. I personally like to be at 40% I also like to use the eraser with the same brush to make it look like there are patches of metal unaffected by the lime scale.



That's the basic part done, to make it look more washed out I adjust the brightness of the gradient layer.

Now for the rust. Make a new layer.

And with the same brush as before change the opacity to around 5 to 10%, now paint on your layer, because of the low opacity you can build up the rust to how you like it I use a



dark and light brown for the colours

You could also do this with the original lime scale to get a better look.



And here's an example of how the finished product was used!

