



# **Realistic Embroidery**

## PHOTOSHOP ACTIONS

- Manual -

A Graphicriver product by BlackNull

Thank you for purchasing 'Realistic Embroidery - Photoshop Actions' on Graphicriver.net. This addon is really easy to use, but if you have any support request, feel free send me an email through my profile page.

BlackNull

## **. HELP INDEX**

### BASE INTRODUCTION

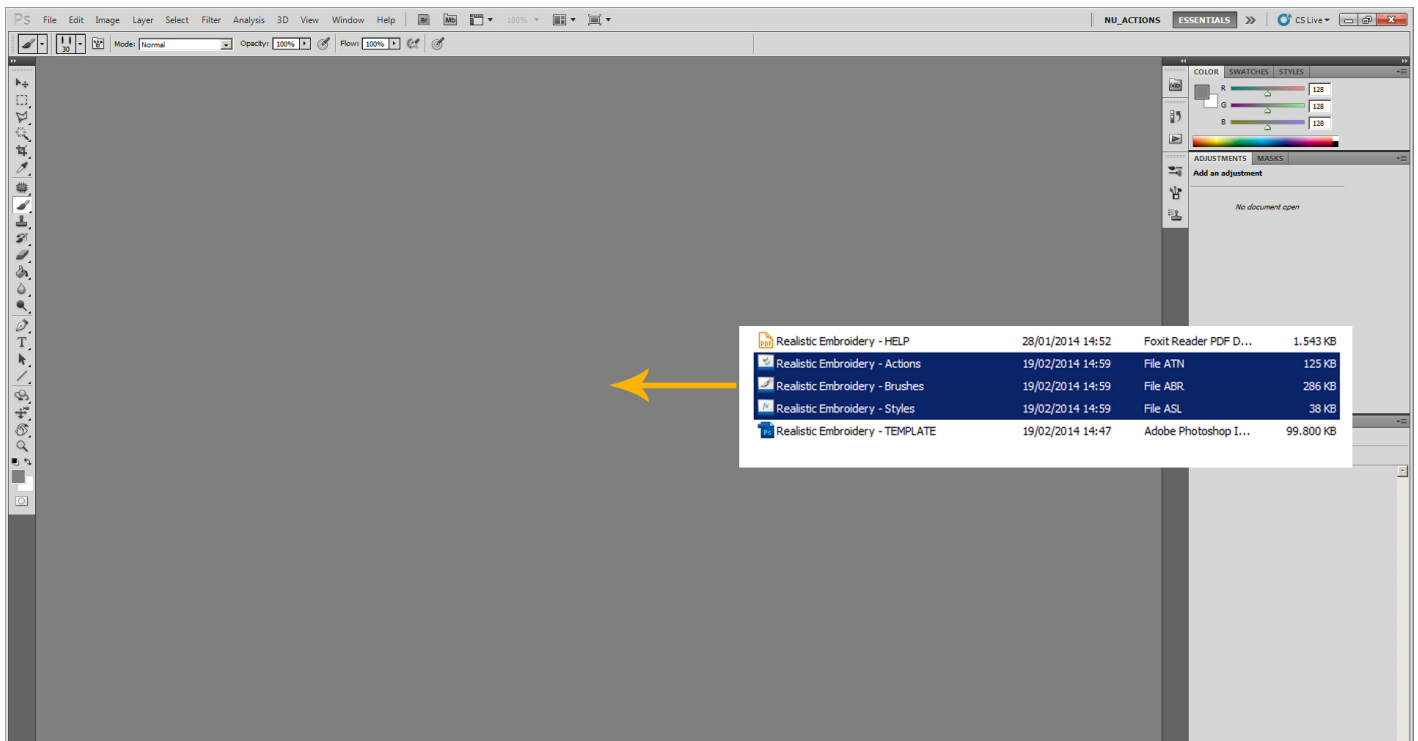
- Installation
- Template File
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### DETAILED INFORMATION

- Fill Normal Action
- Fill Normal Action, Layers organization
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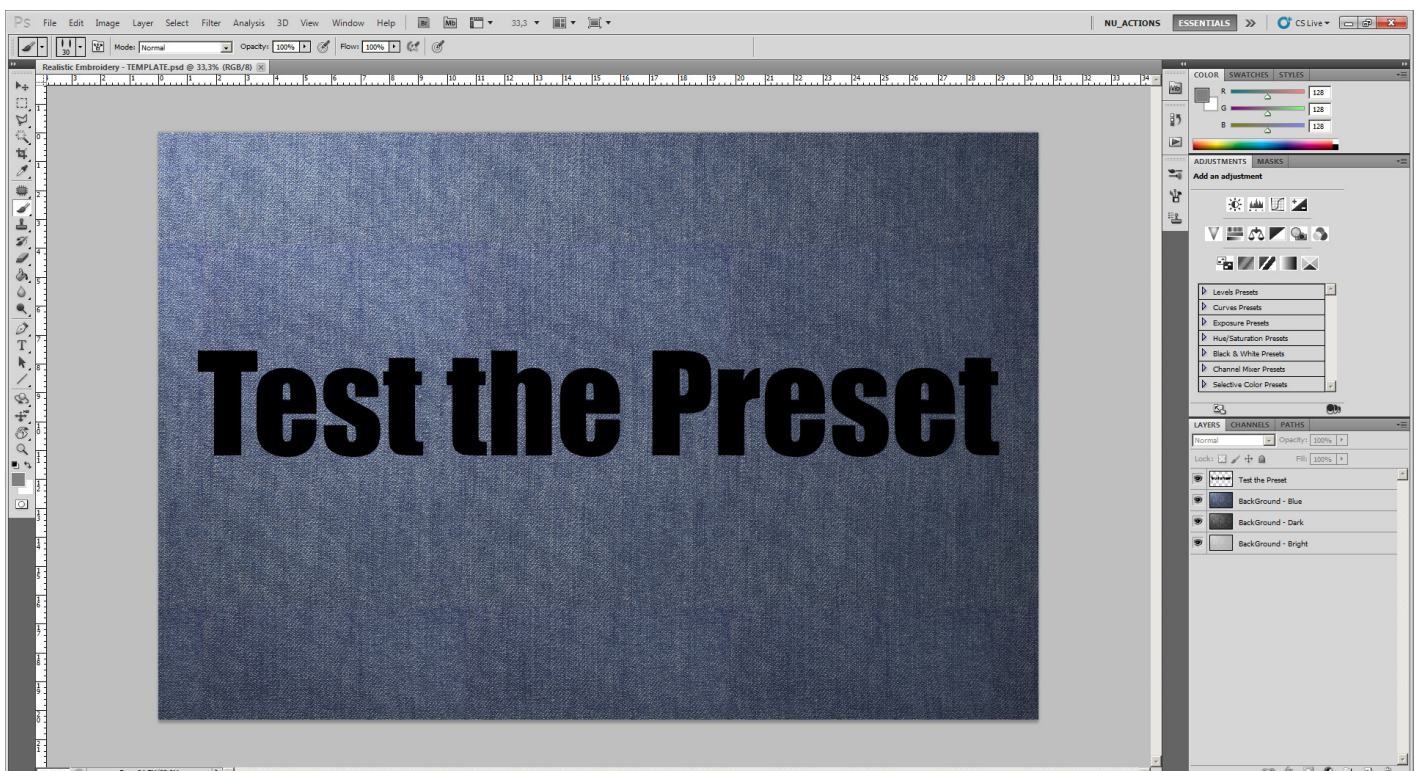
## . INSTALLATION - Base introduction

Open Photoshop, Drag and Drop the 3 Preset files (Actions, Styles, Brushes) inside the program, it's quick and easy.



## . TEMPLATE FILE - Base introduction

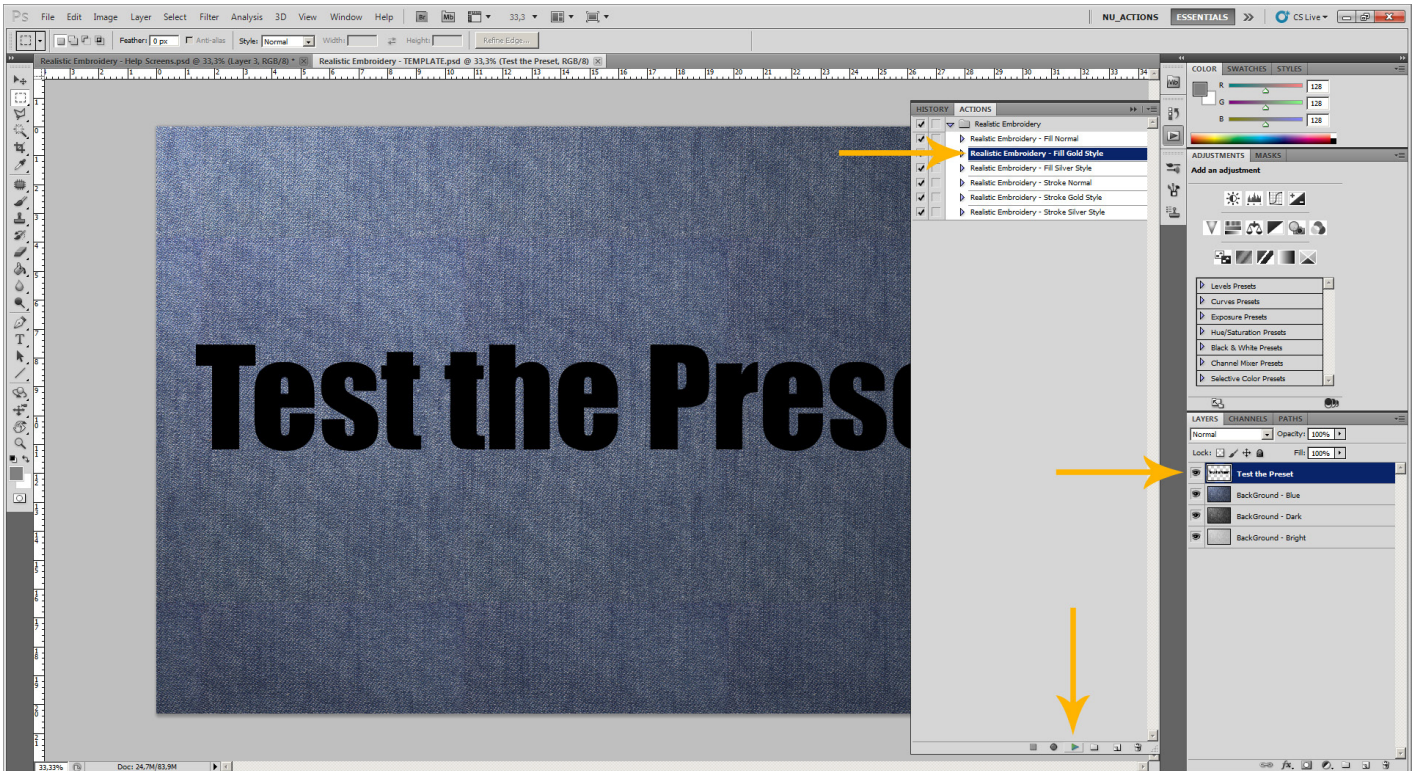
Open the Template File it's a 3600x2400 pixels at 300 dpi, the preset works nicely with this resolution, it's suitable for print and if you need lower resolutions, just scale down the Action Output. This file contains 3 High-Res Texture and a preset Text.





### 3. PLAY THE ACTION - Base introduction

Select the Text layer, open the Actions panel, choose the preferred Action and click Play. In few second the action will draw embroidered layers, apply styles, apply Adjustment Layers for control over Color and Levels. Everything is packed in a Smart Object, and the starting layer is untouched and hidden.



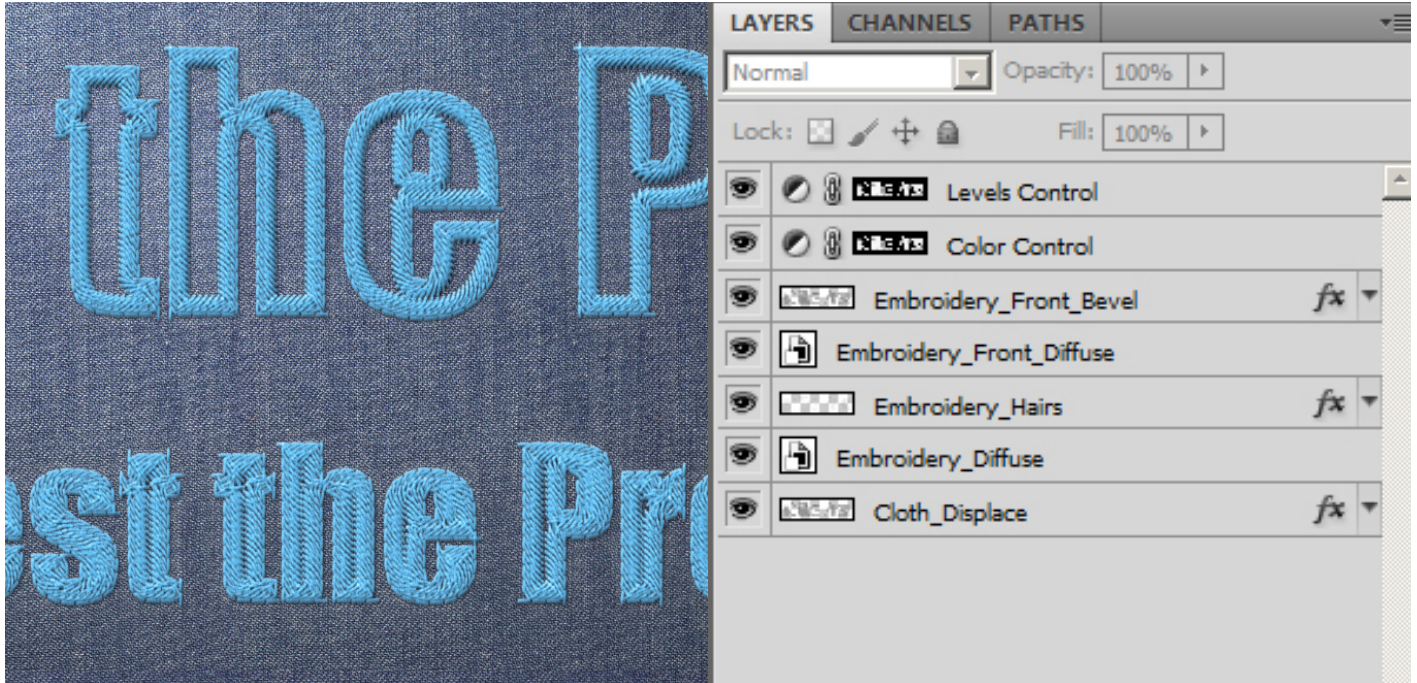
In the next section we will examine the characteristics of Fill Actions and Stroke Actions, the layers structure inside Smart Objects and how to customize it.

## . FILL NORMAL ACTION - Info

This action will fill with 6 layers of Seams Strokes a Text or a Logo.

One important thing is that scaling the starting layer it is possible to decide whether to fill entirely the layer or make a bold stroke.

If your starting element is thin, you can use one of the Stroke Actions, or scale it very big and use a Fill Action.



## . FILL NORMAL ACTION - Layers Organization

Double click the Smart Object, it will open on a second Tab, here you can find the layers used to achieve the final result.

### Levels Control / Color control

Use these 2 Adjustment Layers to make quick variations to the basic light blue output.

These layers are masked with the Alpha of the output, Control+click it to make a selection, you can use it to add other Adjustment Layers or effects.

### Embroidery Front Bevel

This layer is a simple bevel over the main element.

### Embroidery Hairs

This layer simulates small thin hairs over the main element, you can put it also under Embroidery Diffuse layer or over Embroidery Front Bevel to achieve different results.

### Embroidery Diffuse / Embroidery Front Diffuse

These two layers are clones, the front diffuse was moved of few pixels to give a bit of depth. They are also connected Smart Object, this means that if you change something inside one Smart Object, also the other changes.

### Cloth Displace

This layer visually connects the embroidered element to the texture under it. You may need to adjust its opacity based on the brightness of the texture you're using.

## . STROKE NORMAL ACTION - Info

Easier than the fill action because it makes one Stroke Layer, but gives nice results with thin elements. When using Stroke Actions always adjust the shadows and the cloth displace inside the smart object according to your background.

## . GOLD/SILVER ACTIONS - Info

The difference between Normal and Gold/Silver Actions is that in the second one the Embroidery\_Diffuse and the Embroidery\_Front\_Diffuse are merged together and the style Embroidery\_Gold or Silver is applied to it.

## . ADDITIONAL INFORMATION

If the Fill action gets stuck, (for example. with a message like **'The command "\*\*\*\*\*" is not available**), probably your starting element is too narrow and there's no space for an additional layers of seams. In this case there are 2 things to know:

.1 You can Scale up your starting element, apply the action and scale it down when it is finished.

This is the solution i prefer, the element gets all the seams layers and scaling it down enhances a bit the definition.

.2 Otherwise when the message appears you can click continue and let the action finish, the output will have less seams layers

When you are working on big files, probably you'll have a lot of layers, one thing i like to do in these cases, to keep the workflow tidy, is to duplicate the .psd (**Image menu --> Duplicate**), delete everything on this duplicate and keep only the background and the element to transform with the action.

Once the action is done you can transfer your embroidered element to the original .PSD