



unlock the potential of photoshop brushes

with Tony Lockhart





hello! i'm tony!

I'm a digital illustrator and designer who loves to create for brands. The past 14 years I have had the pleasure to collaborate with Adobe, ABSOLUT Vodka, Dunkin', and other fun brands!

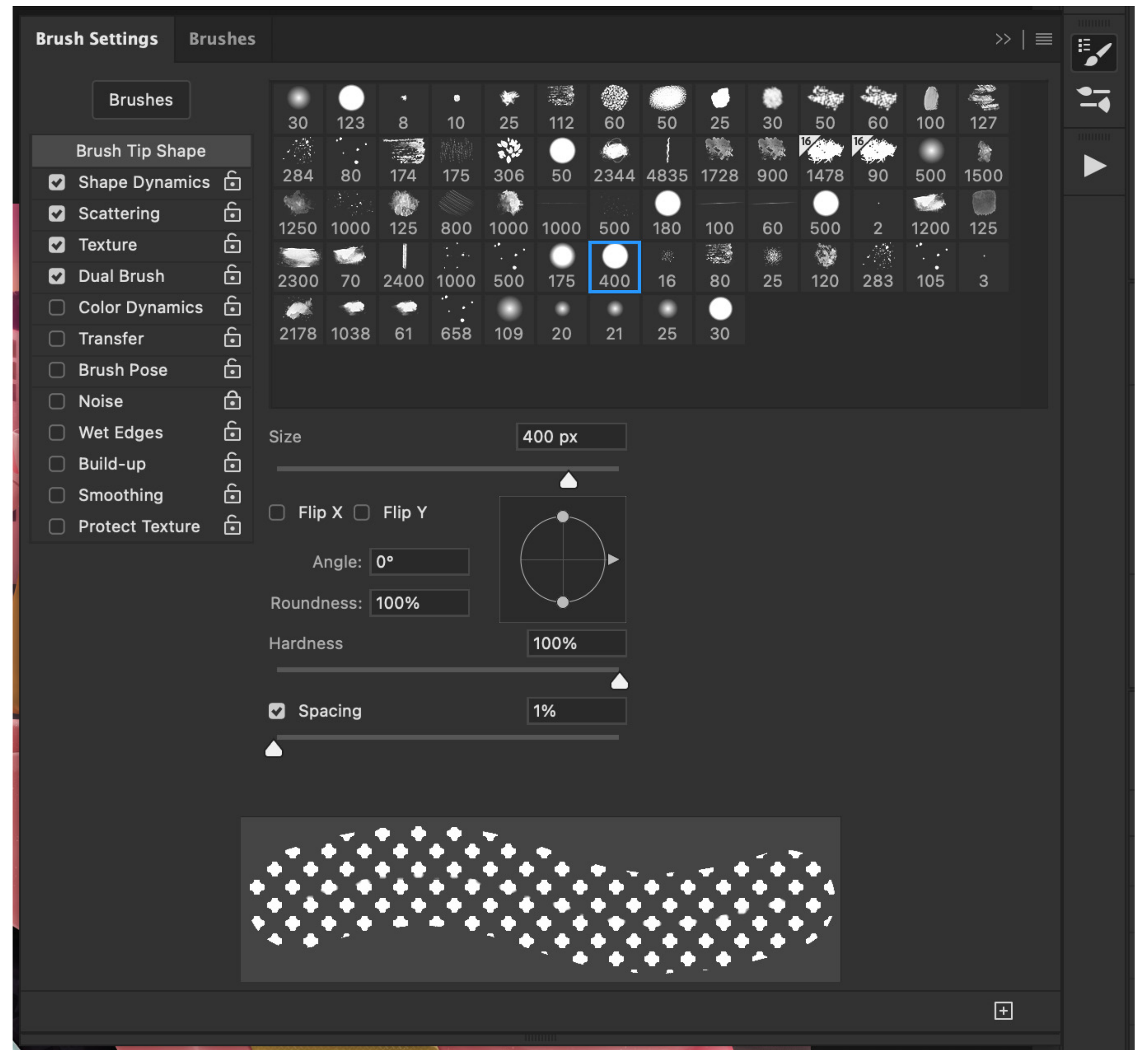
These days I aim to empower other creatives through live streams, workshops and tutorials so they can create with at least one less Google search.

brush settings quick-guide



brush tip shape

- Here you can adjust the default size of the brush.
- Adjust angle
- Adjust the softness and hardness.
- Adjust spacing to make the brush work as a stamp or continuous stroke.

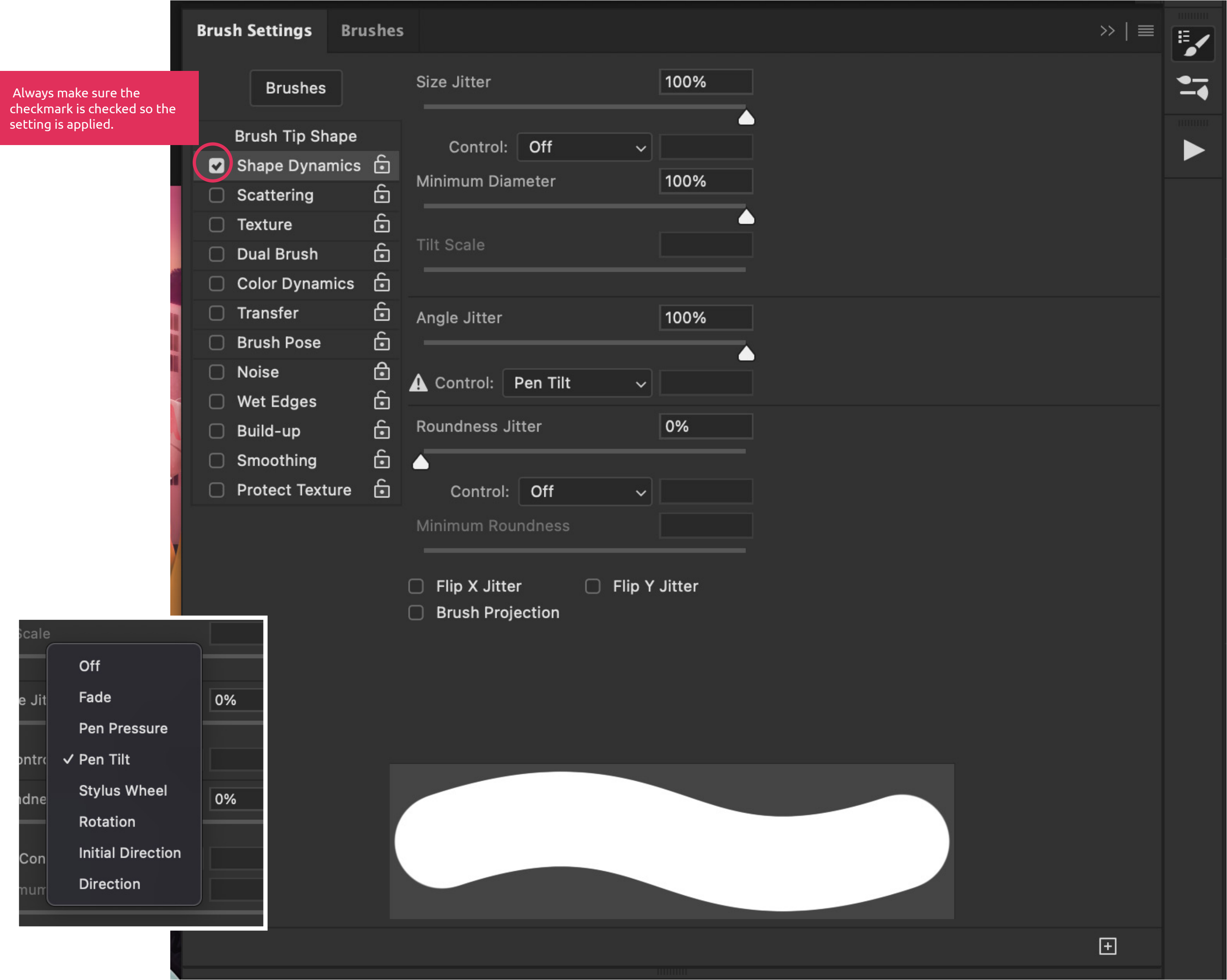


shape dynamics

Random your brush strokes such as size, diameter, and roundness.

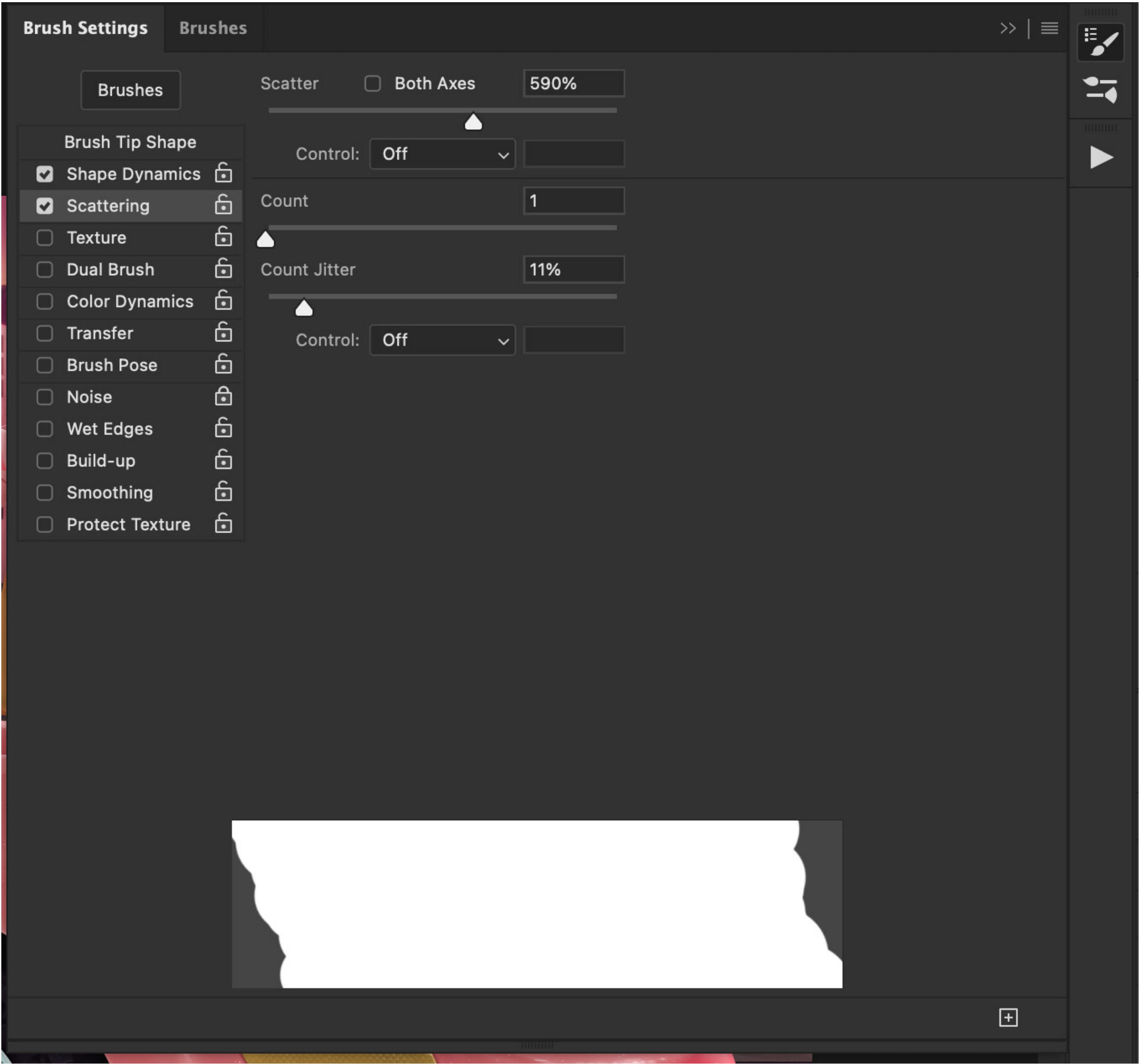
brush controls

- Fade - Creates a tapered stroke that shrinks to a minimum size over a specified number of steps.
- Pen Pressure - Controls brush size and/or opacity based on how hard you press.
- Pen Tilt - Controls brush size or angle by tilting the pen.
- Stylus Wheel Rotation - Uses stylus wheel rotation for brush angle control.
- Initial Direction - Makes brush strokes react to the pen's angle for dynamic width/shape
- Direction - Rotates brush shape based on direction its being drawn



scattering

Scatters the brush shape as you create strokes, great for creating a brush for shading or texture.

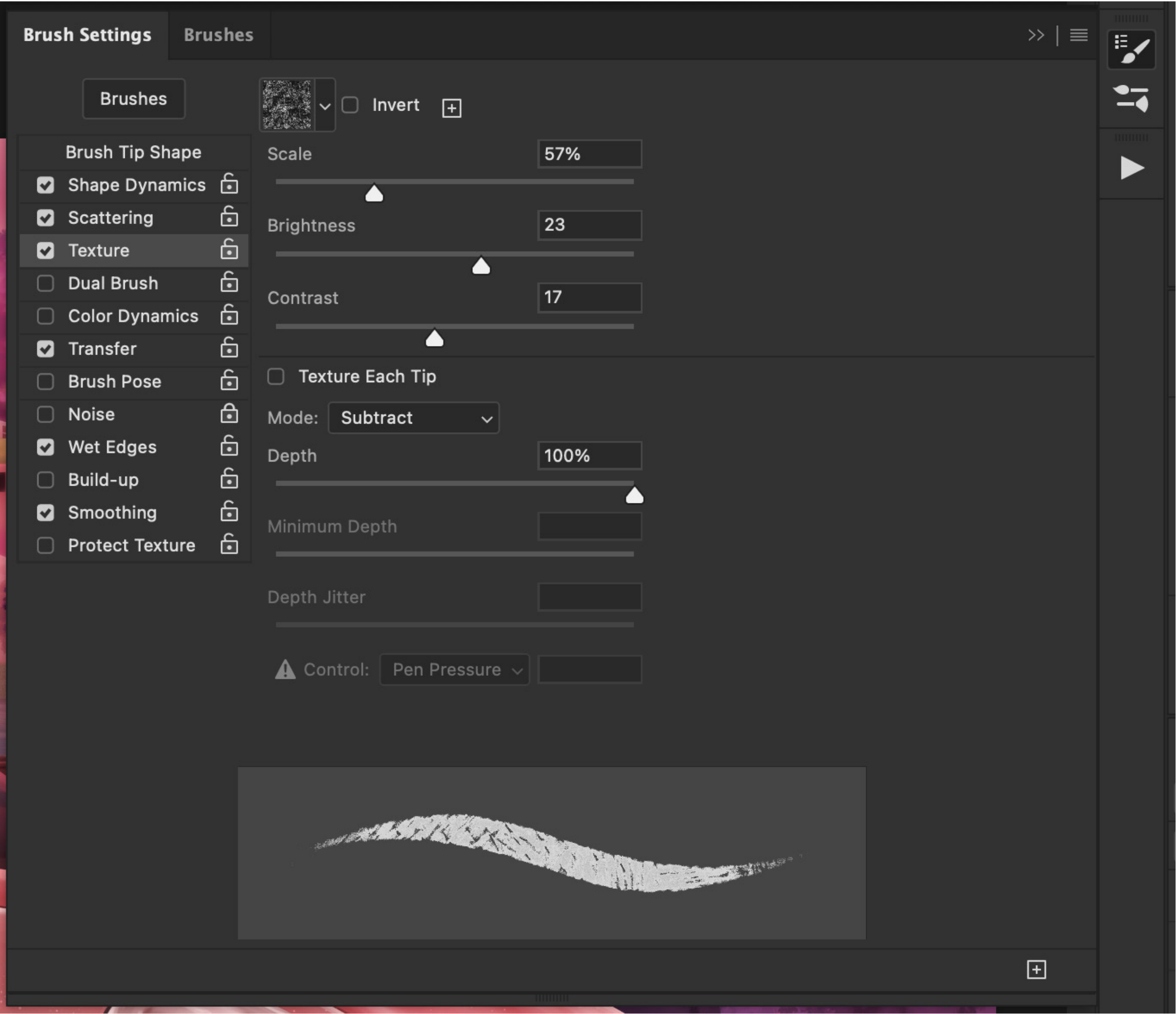


texture

Use default patterns to add texture to your brushes or import your own patterns files (.pat or .patx)

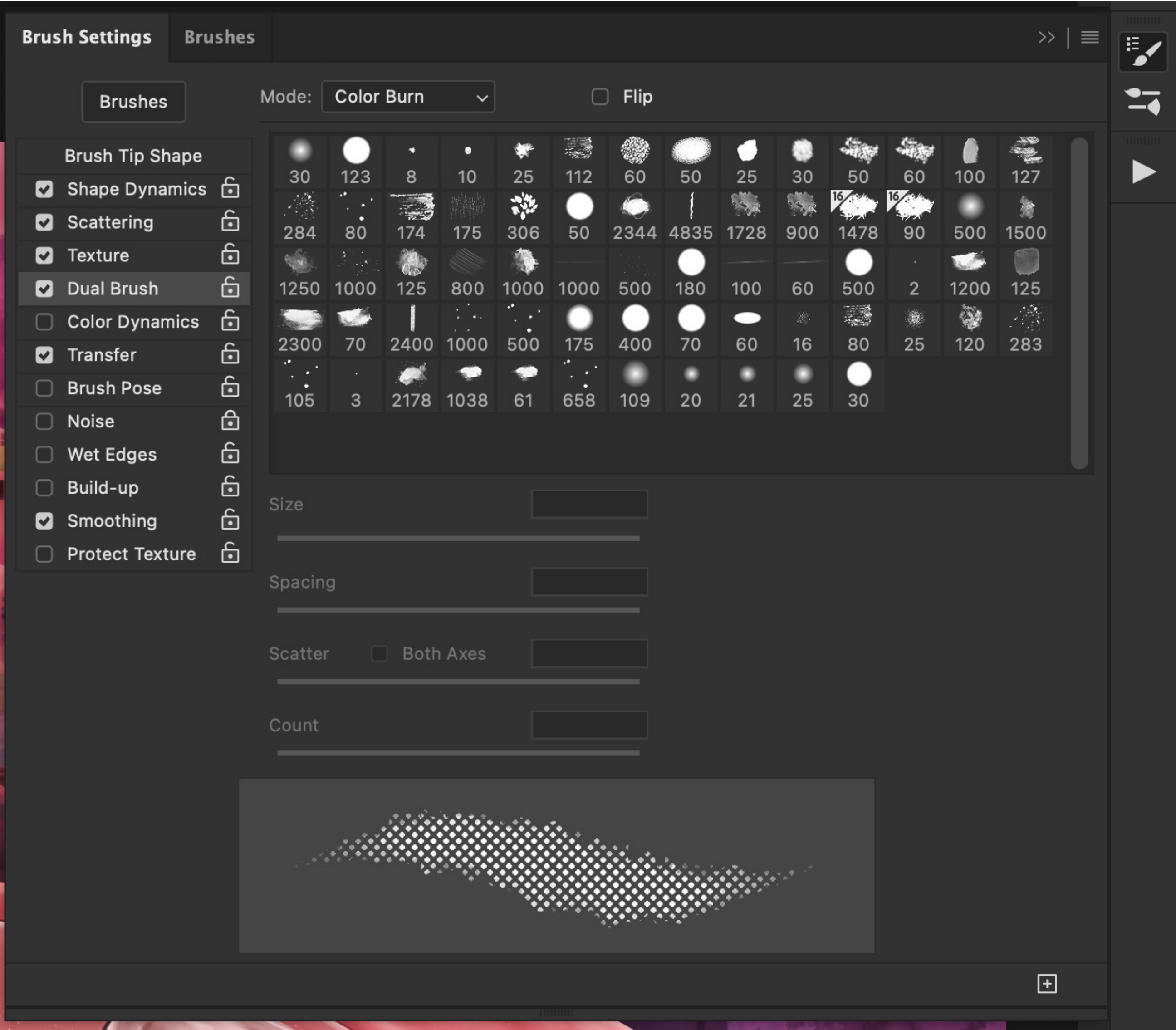
create a pattern file (.pat) from photoshop

- Create your pattern
- Edit > Define Pattern.
- Give your pattern a descriptive name and click OK.
- Window > Patterns to see your new pattern. (Often highlighted in blue.)
- Save as a .PAT File (Using Preset Manager):
- Open the Preset Manager (File > Preset Manager, or sometimes within the Patterns Panel menu).
- Select the Patterns preset type from the dropdown menu.
- Select your newly created pattern(s) in the list.
- Click Save Set, choose a location, name your file (name.pat), and save.



dual brush

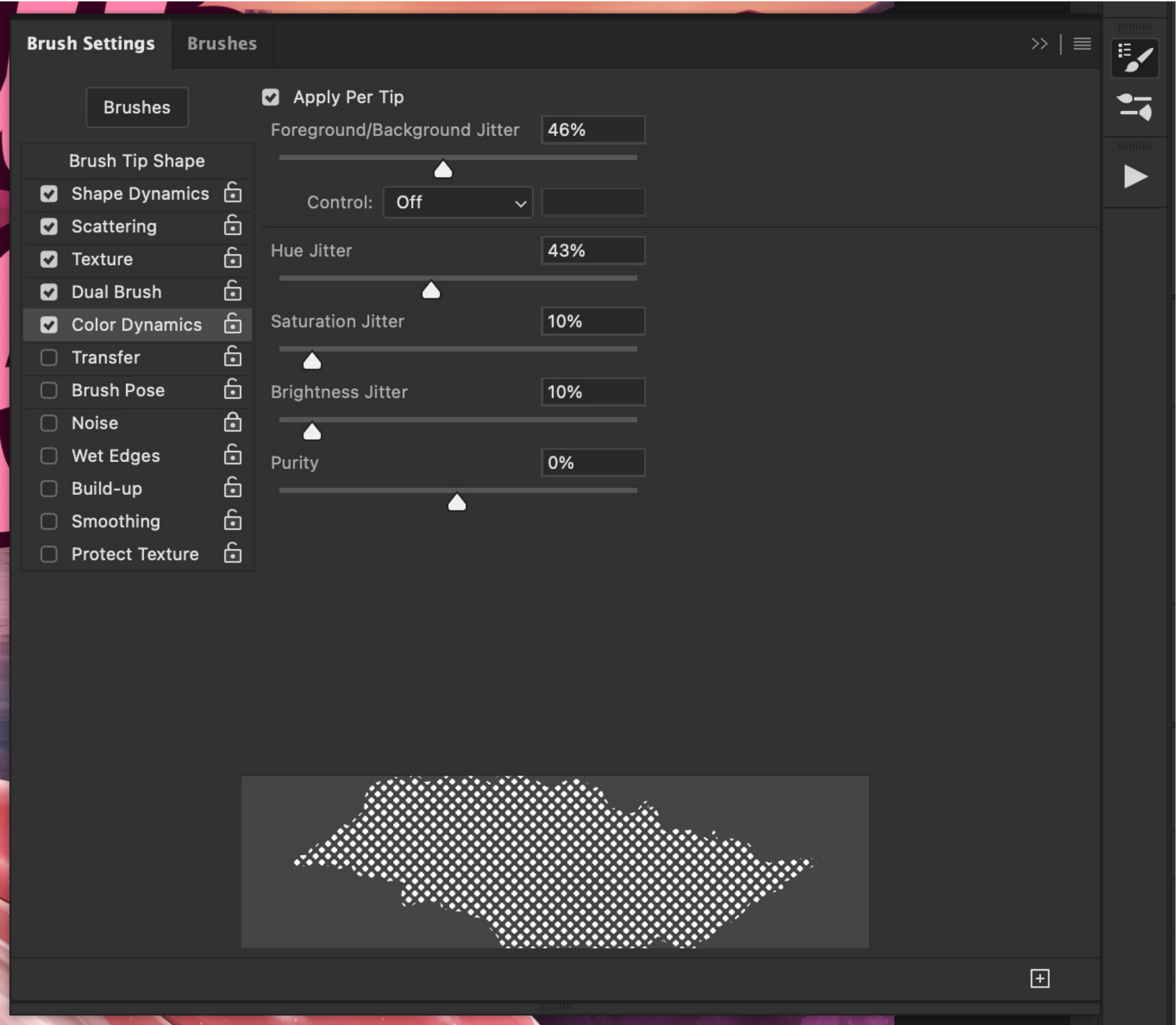
Combines 2 different Photoshop brushes together. The selected dual brush will be masked by the overall brush shape. Perfect for texture brushes!



color dynamics

Randomize Hue, Saturation, Brightness, and Purity within brush strokes using percentages. Great for creating a more natural look. You can event paint with 2 colors at once using foreground/background jitter

Apply Per Tip - Uncheck to apply a new hue with each stroke.

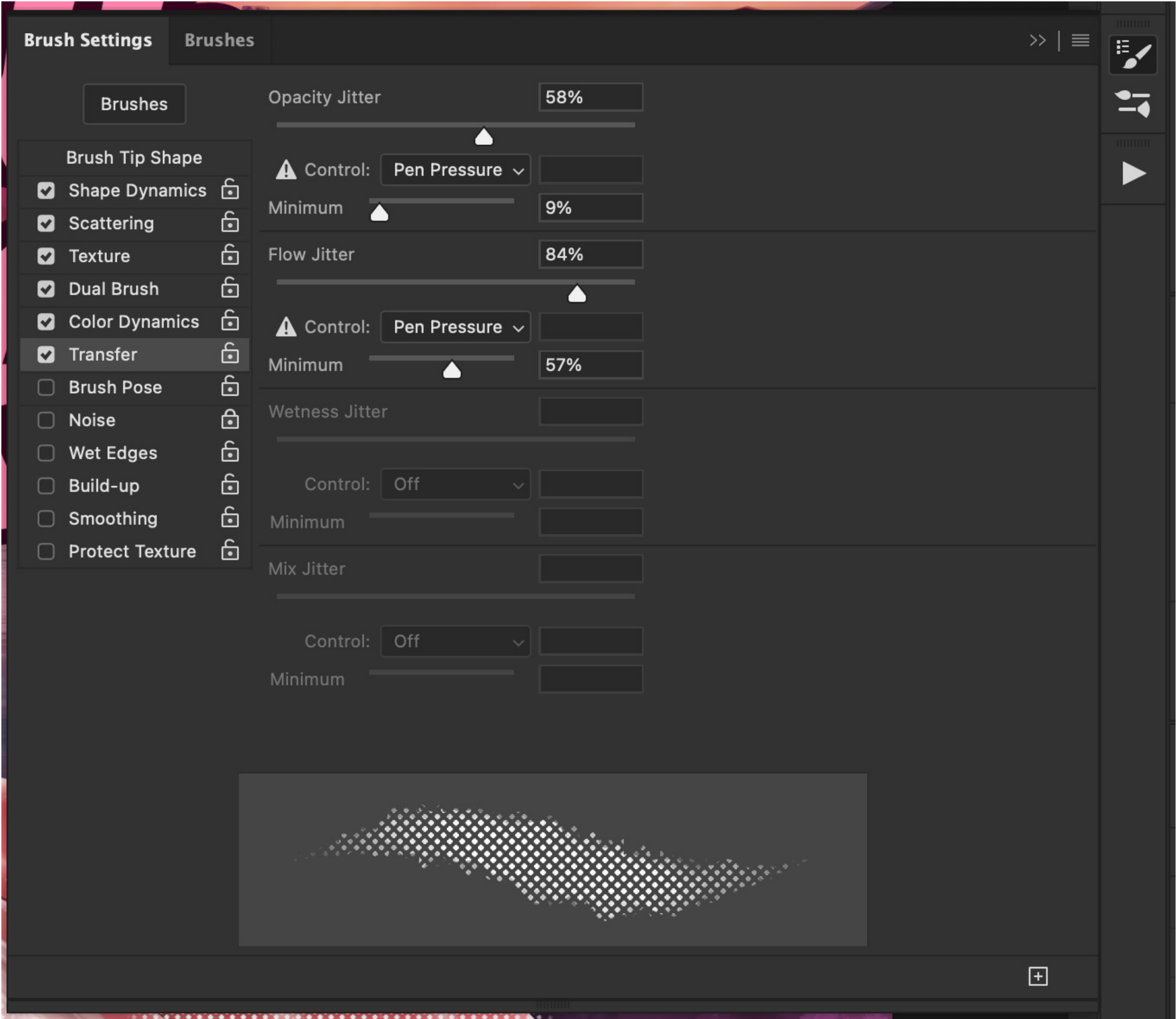


transfer

Controls dynamics of opacity and flow. Helpful for creating natural buildup of color.

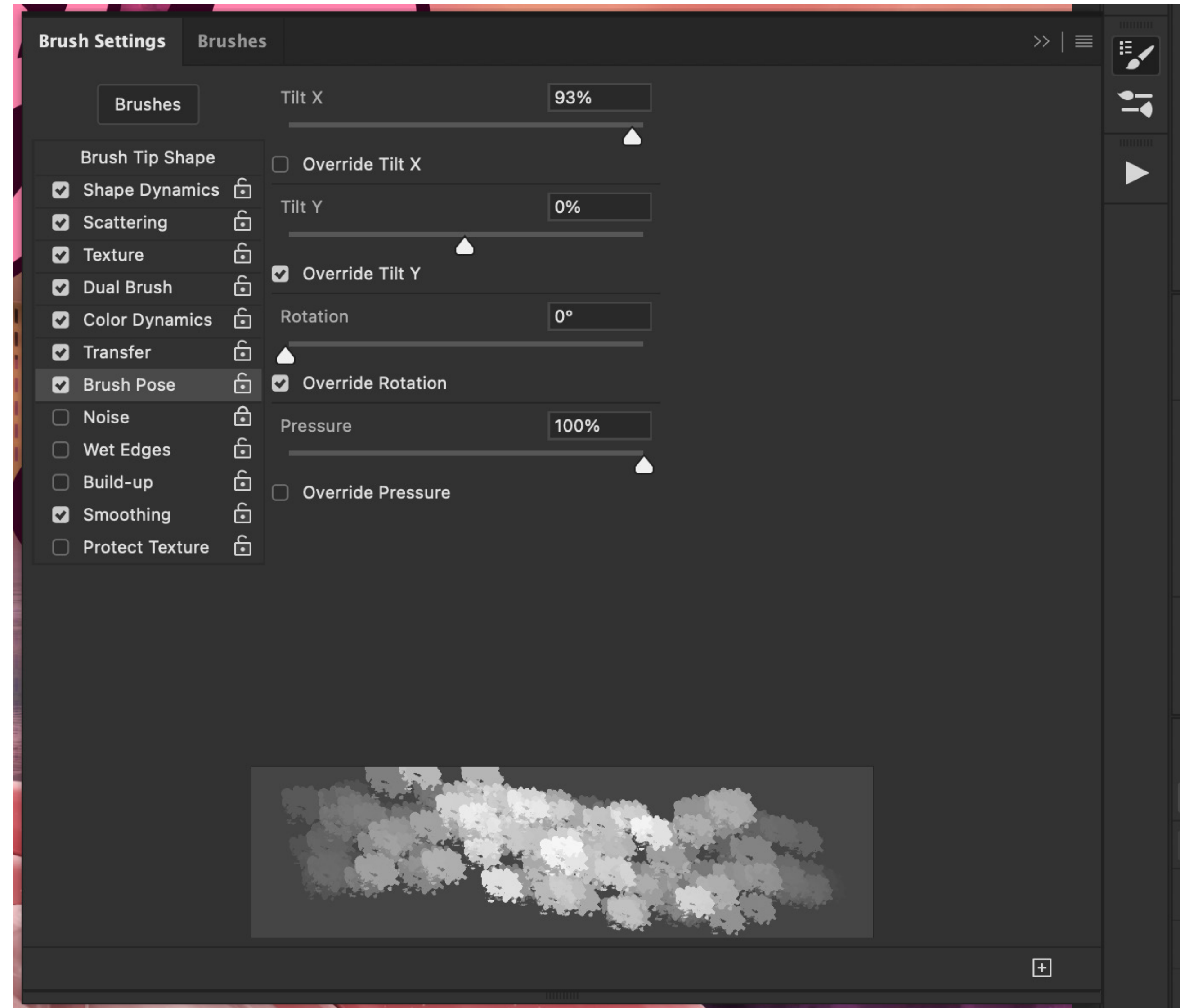
Opacity - paints in with a set opacity when using one stroke.
Flow - controls the rate color is laid down, allowing buildup to full opacity within a single stroke without lifting pen, perfect for rendering.

Wetness Jitter is adjustable when you select the Mixer Brush Tool and adds randomness to paint build, flow, and brush angle, making strokes look more real mimicking watercolor or oil painting.



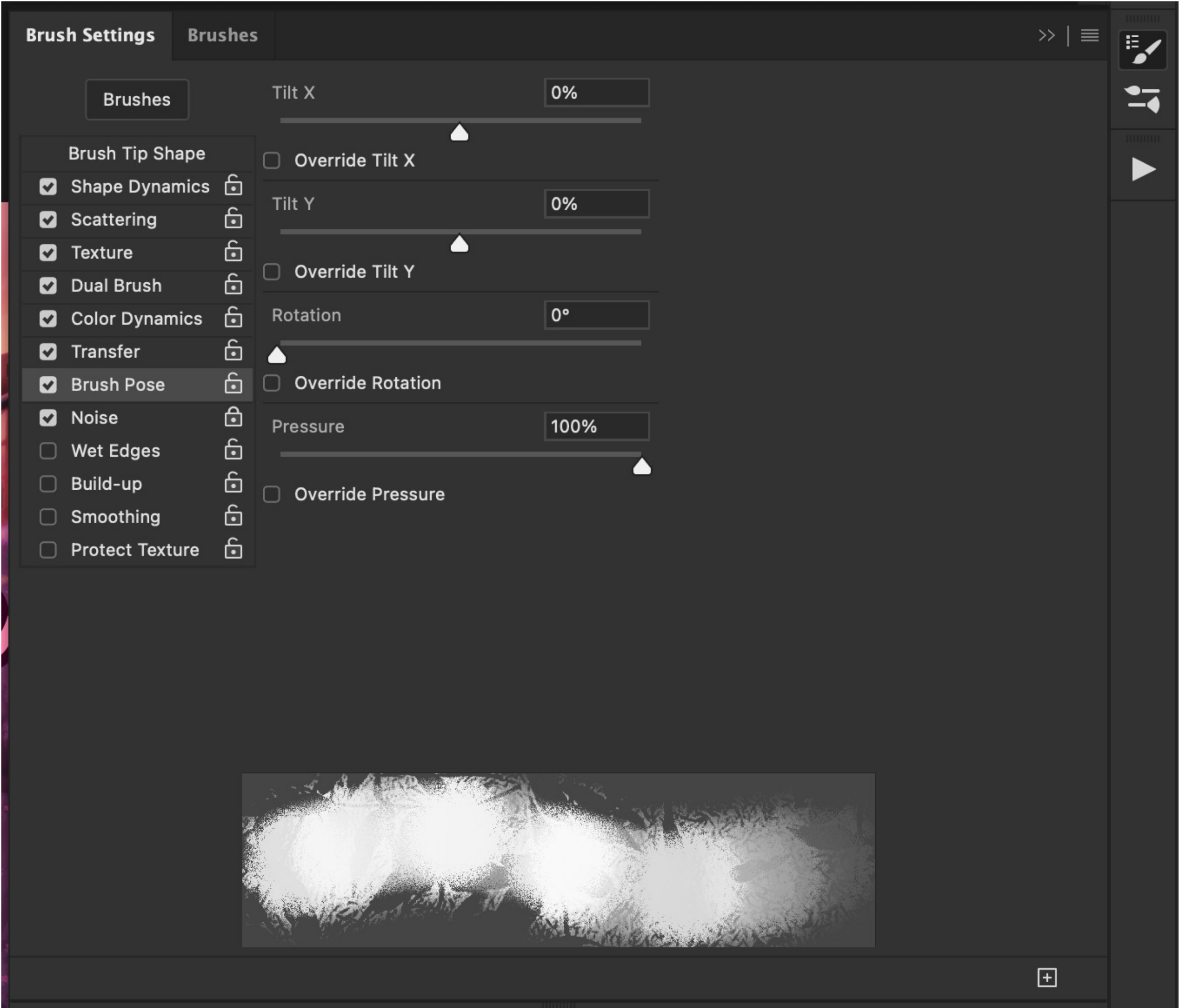
brush pose

Use to override the tablets tilt, rotation, and pressure setting. Works best with bristle brushes. Makes your pen behave like using a mouse.



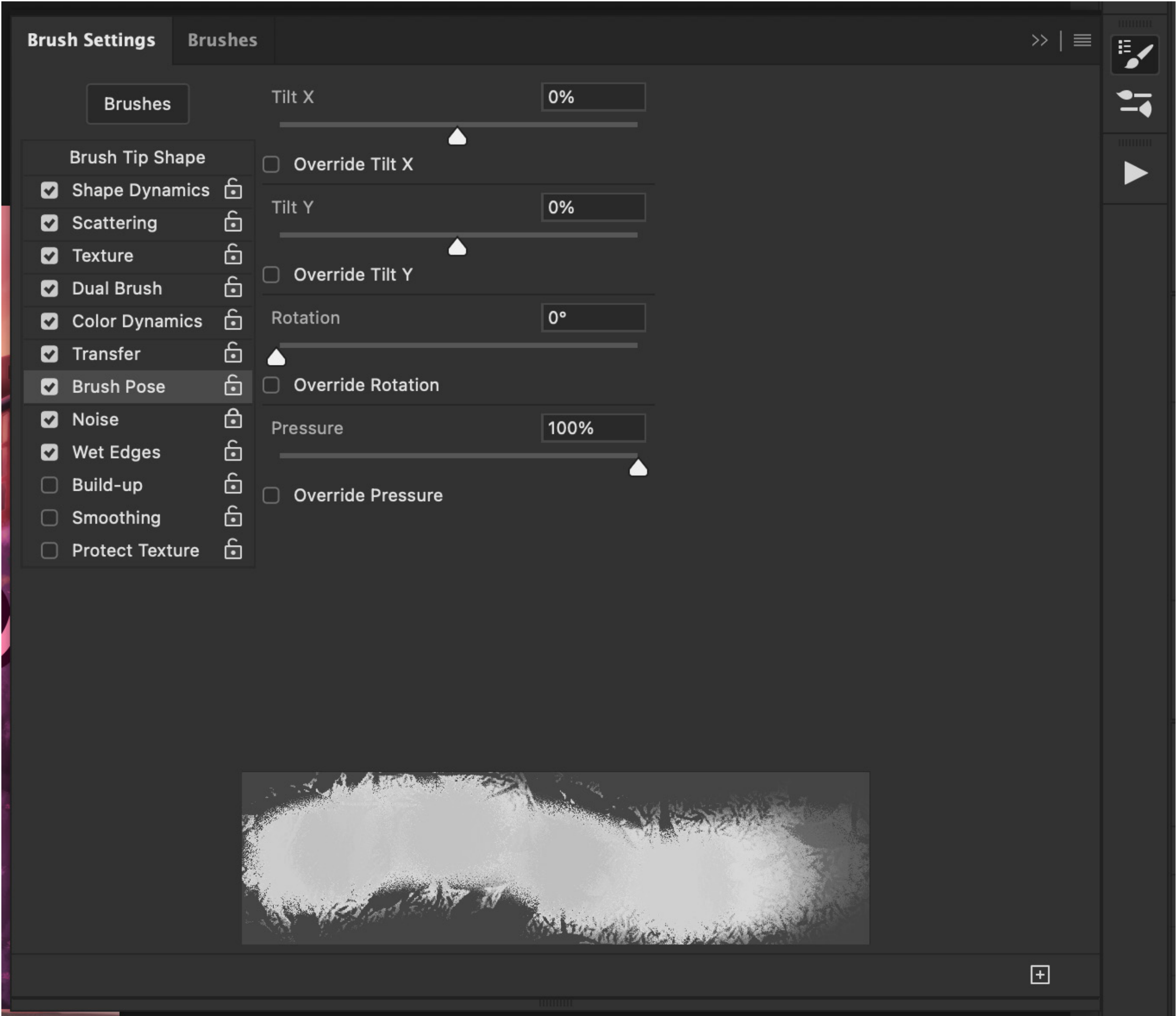
noise

Adds subtle noise to brush and helps prevent banding in soft gradients and smoother rendering/blending



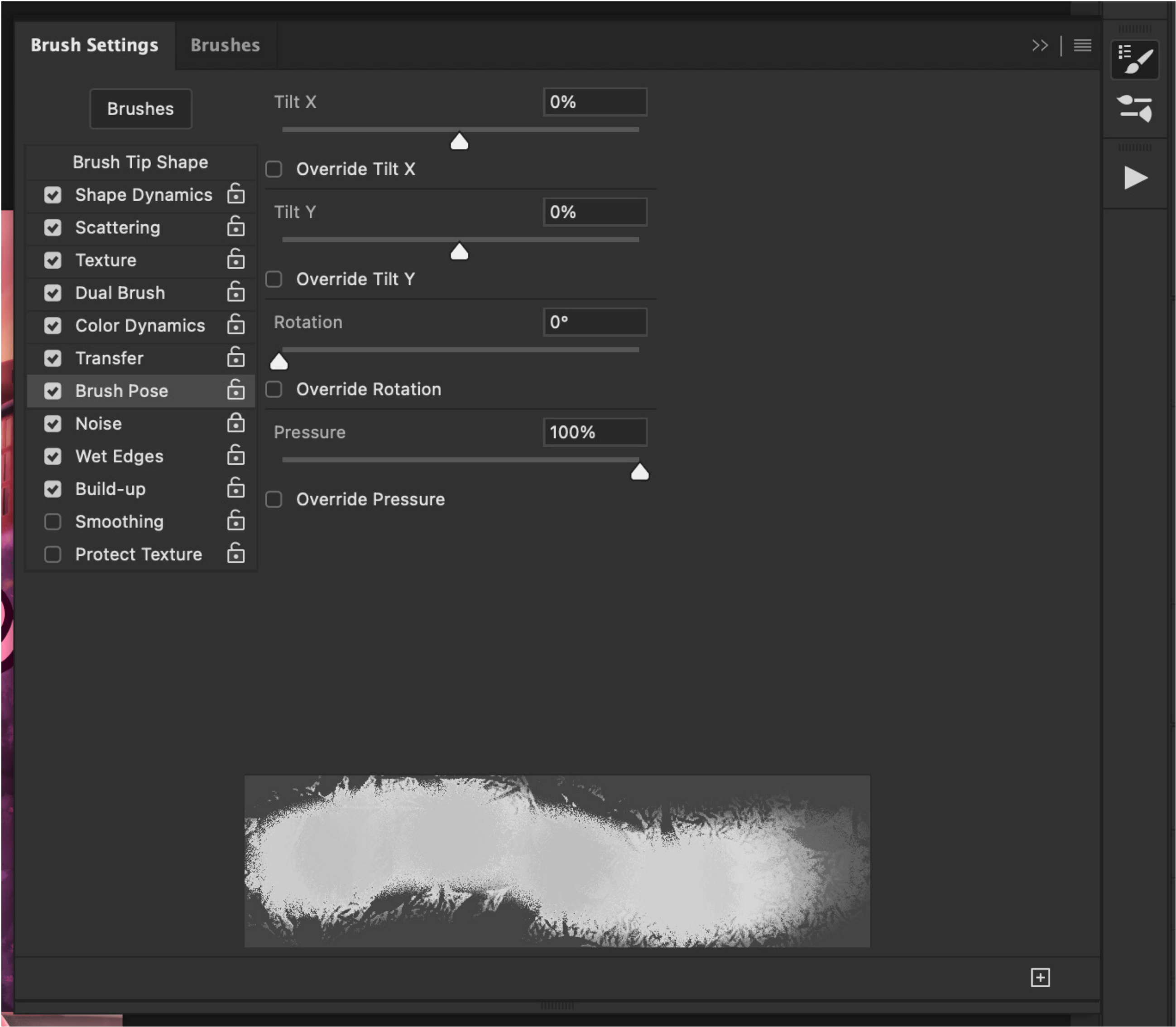
wet edges

Makes edges of brush opaque. Perfect for watercolor brushes.



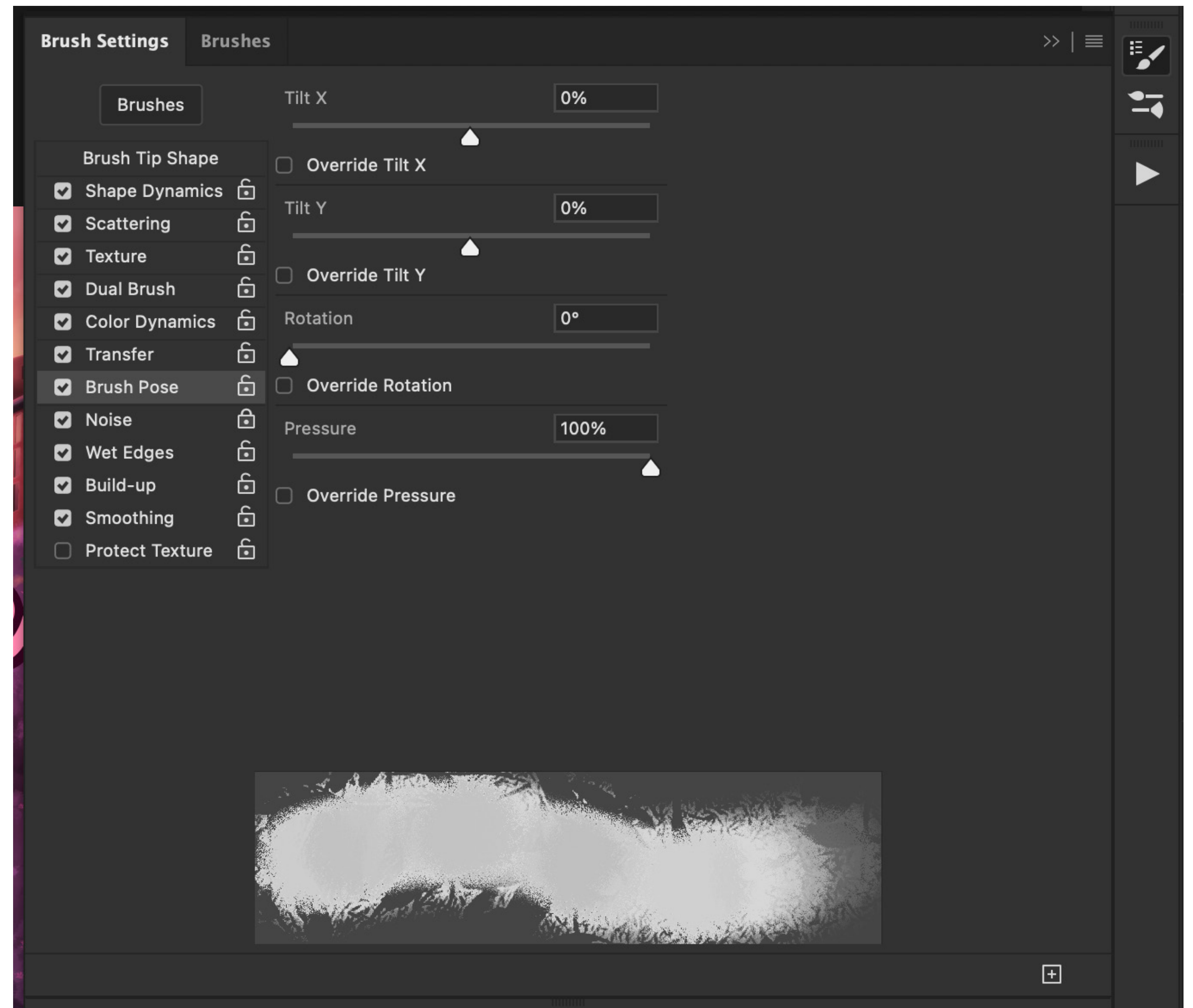
build-up

Works like the flow setting to achieve gradual color intensity, from subtle hues to solid coverage. Adds depth and textures.



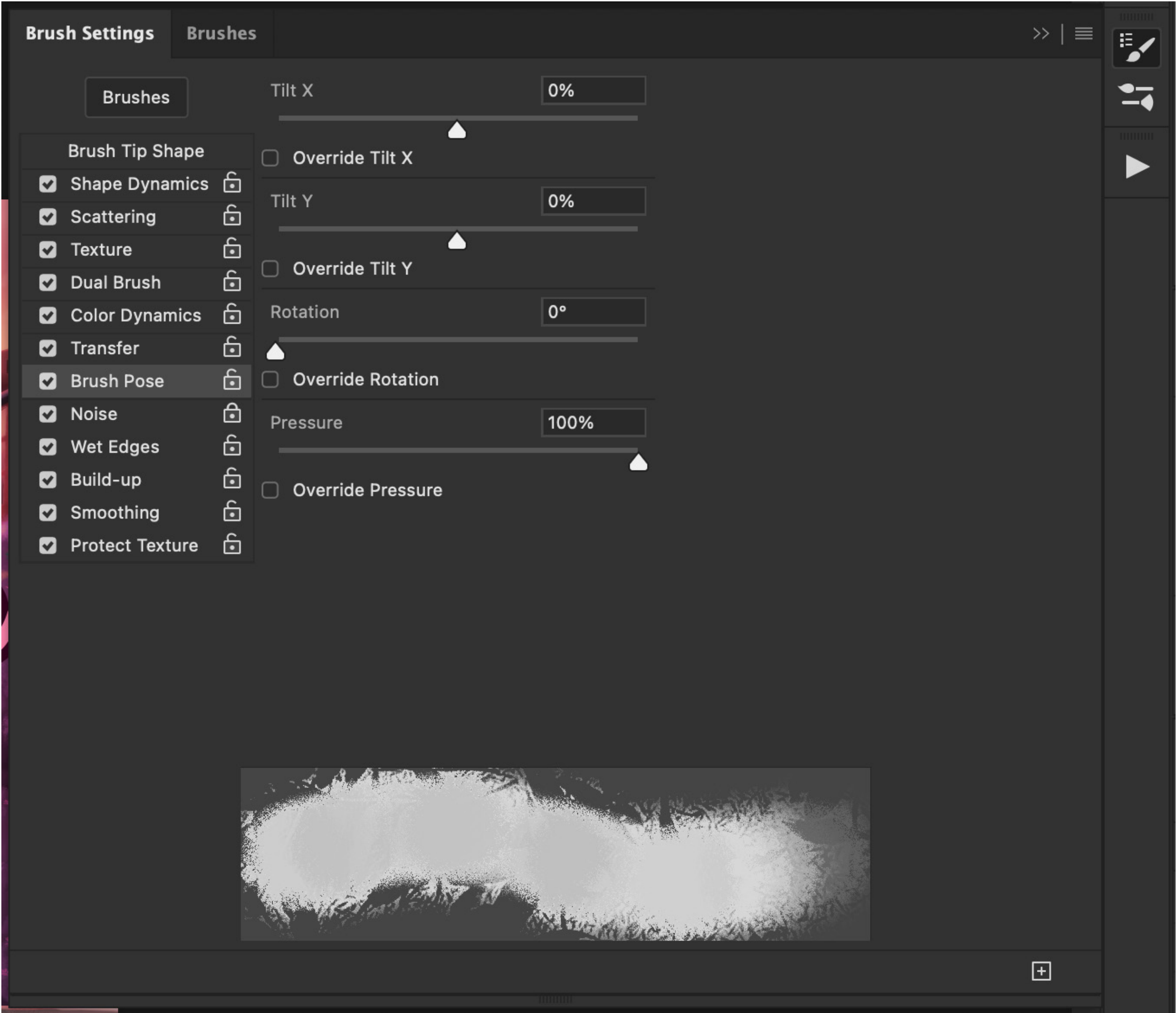
smoothing

Creates cleaner precise strokes and helps with shaky hands. Great for line work or when using a mouse instead of a stylus.



protect texture

Makes sure a specific texture remains consistent and scaled correctly across brushes and strokes. Prevents it from being distorted as you paint or use different brush tips keeping it uniform.



**creating your
custom brush!**



Things to keep in mind...

the purpose of the brush

(Is it for texture, sketching, or special effects?)

And always remember...

don't switch brushes during the process!

create your brush shape

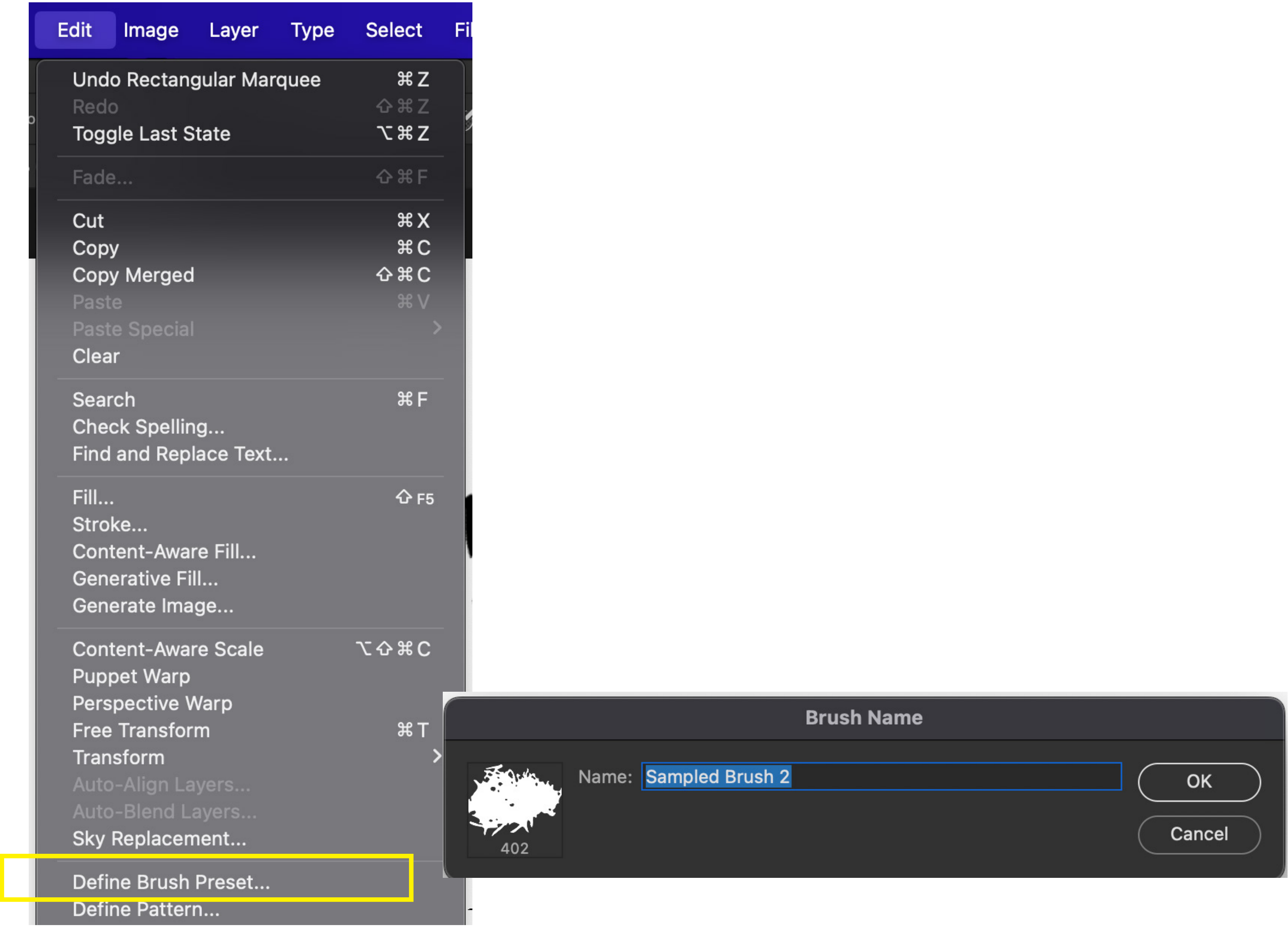
Start off in Adobe Photoshop or Illustrator to create the brush shape.

Once you have the shape or pattern ready, give it a layer in Photoshop and create a selection of the brush either by holding Command and clicking on the layer or use the marquee tool around the area.



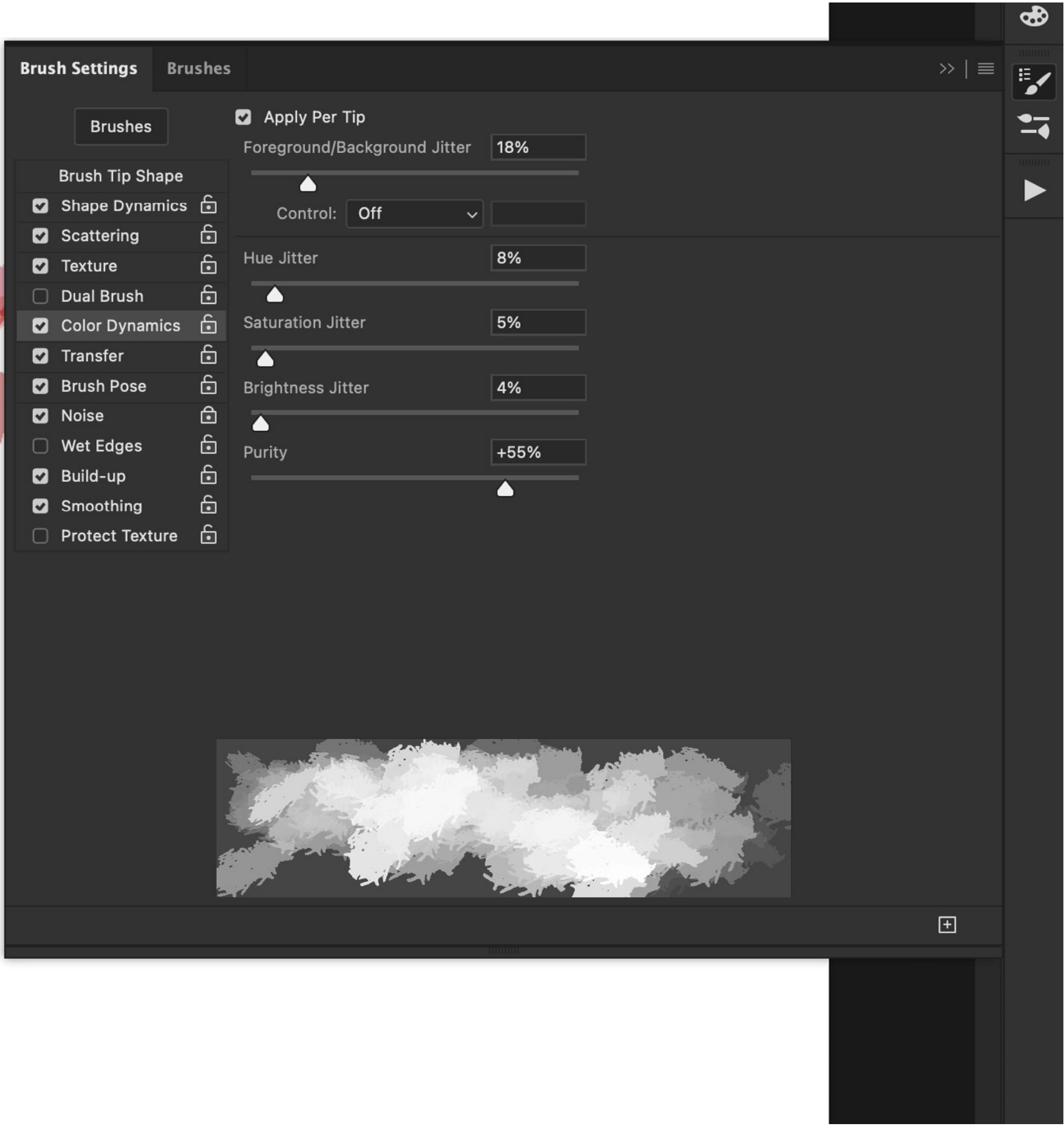
define brush

Head to Edit, select Define Brush Preset and give your brush a name.



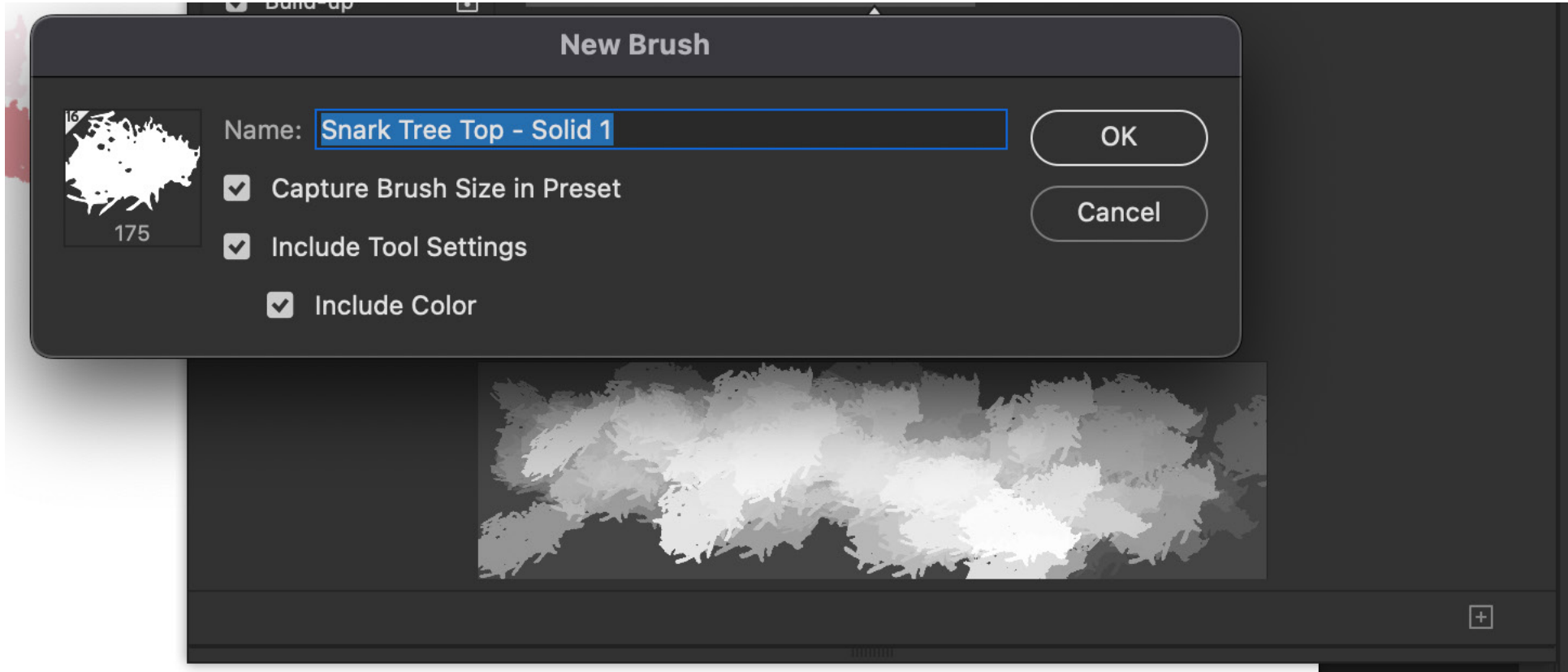
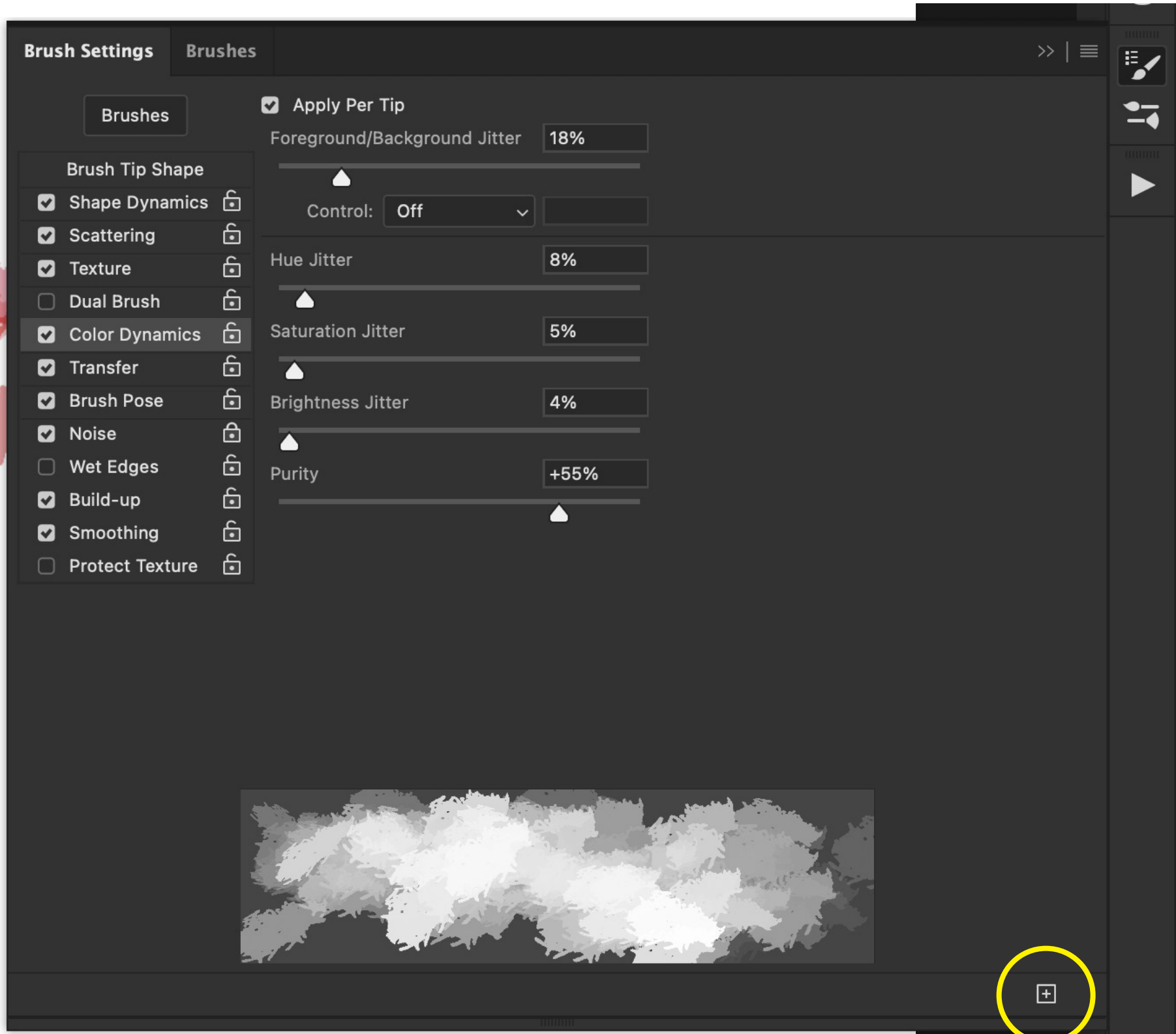
customize brush

Open brush settings to customize the brush until it is ideal for the intended purpose



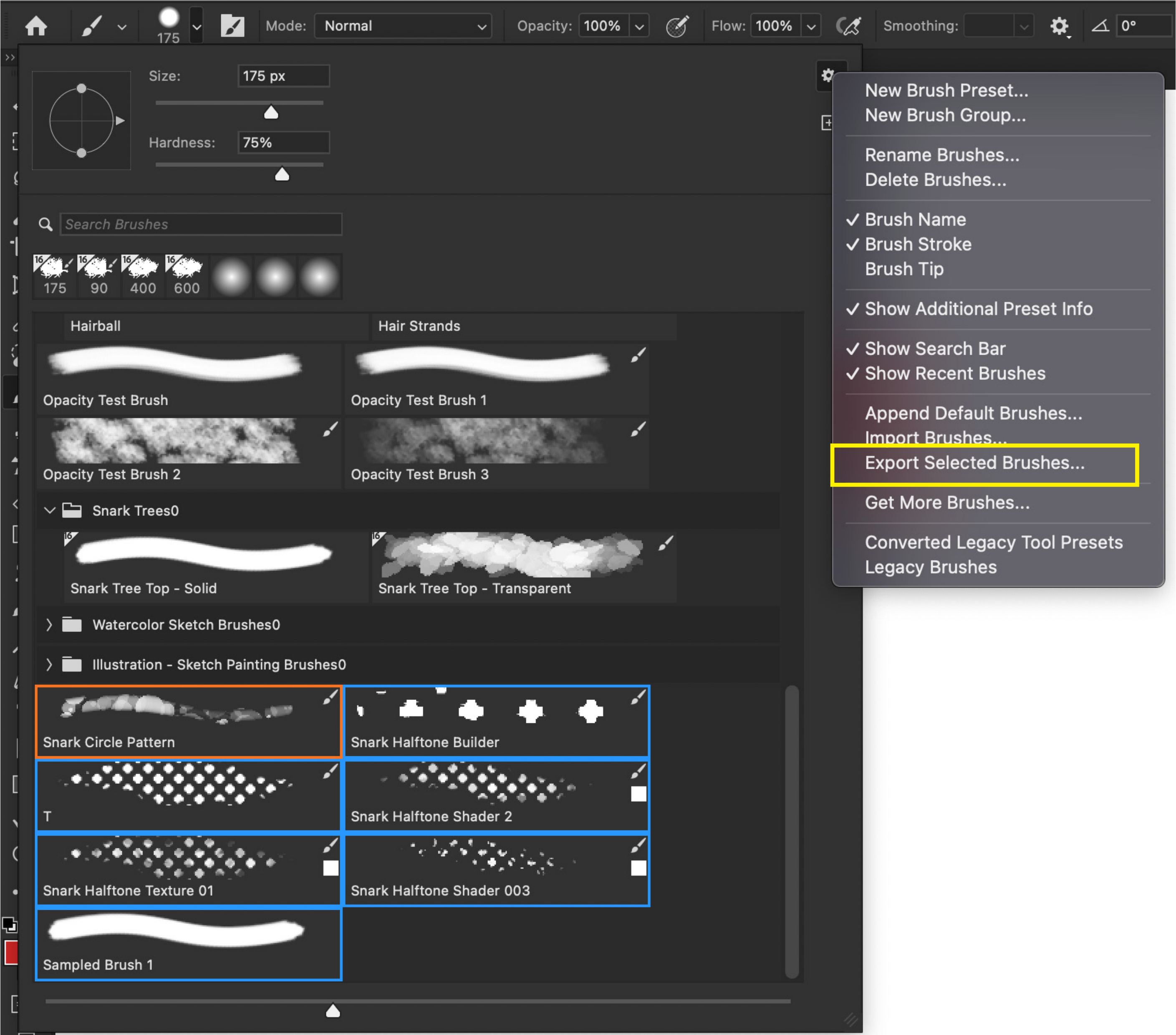
save brush

Select New Brush Preset within the Brush settings panel and name it to make it official.



export brushes as set

Head to the brush panel, select the brushes, click on the gear icon on the top right of the panel, **Export Selected Brushes** and name the set.



thank you!

Always feel free to reach out if you have questions via email (TonyLockhartGraphics@gmail.com)
or social media ([@theCreativeSnark](#))