



unlock the potential of photoshop brushes

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hello! i'm tony!

I'm a digital artist 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!

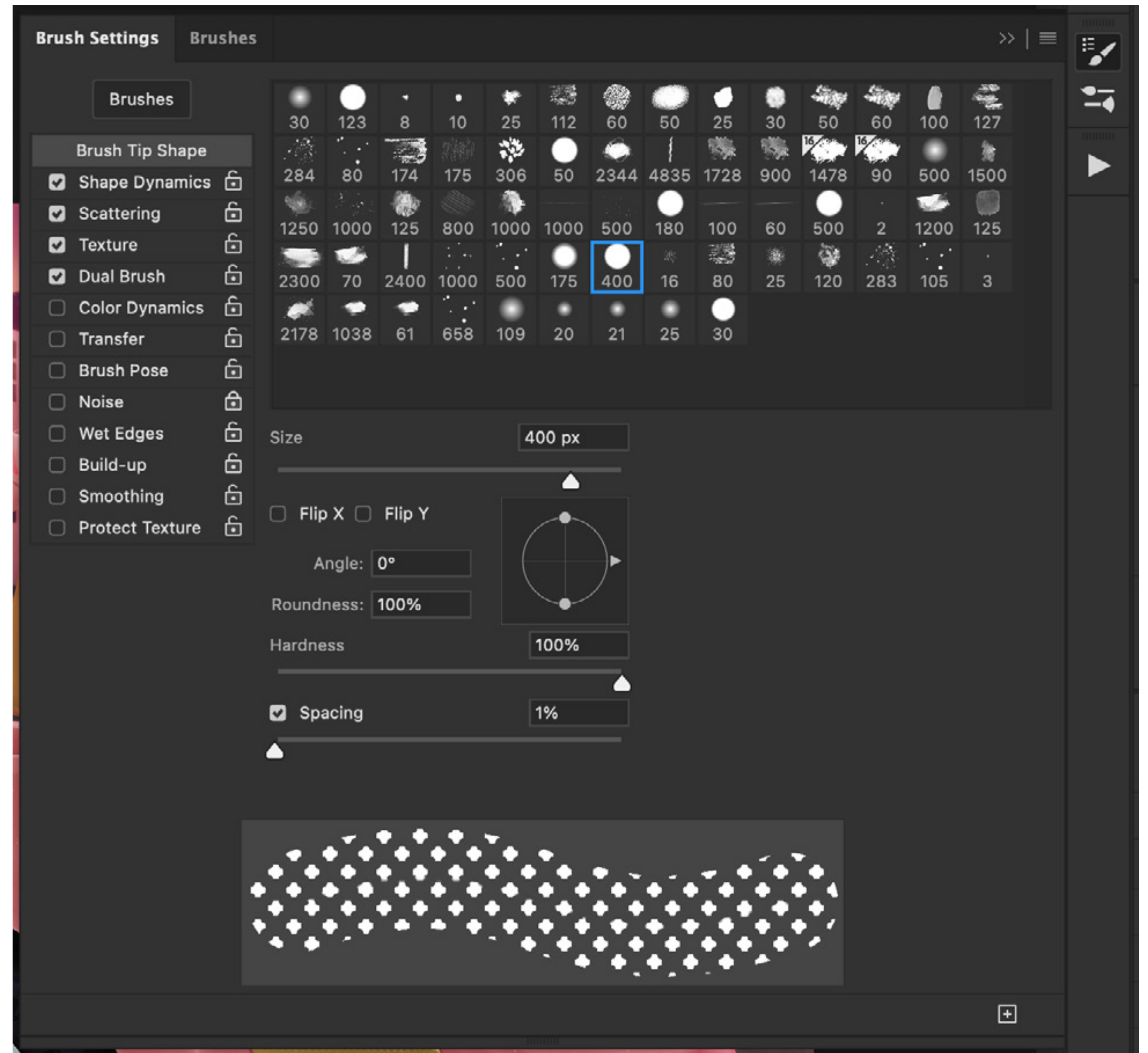
These days I aim to empower aspiring creatives through live streams, workshops and tutorials so they can create with accessible knowledge helping them along the way.

brush settings quick-guide



brush tip shape

- Choose the brush shape and default size of the brush.
- Adjust angles.
- Adjust the Softness and Hardness.
- Adjust Spacing to make the brush work as a stamp or continuous stroke.



shape dynamics

Randomize your brush strokes using size, diameter, angle and roundness.

The Size Jitter changes the brush size as you create strokes.

The Minimum Diameter sets a minimum size of your brush to keep it from getting too thin as you paint. If you set it to 50% the size will never go lower than 50% of the selected brush size. So if the size is 100 it will never go under 50.

Tilt Jitter randomizes your brush tip angle depending on your stylu pen's tilt and is activated when you set the control to pen tilt.

The Angle Jitter changes the angle of the brush tip as you paint. For example, if it's set to 100% it'll change 360 degrees as you paint.

Roundness Jitter changes the roundness of the brush tip shape as you create strokes and use the minimum roundness setting to prevent it from being too flat.

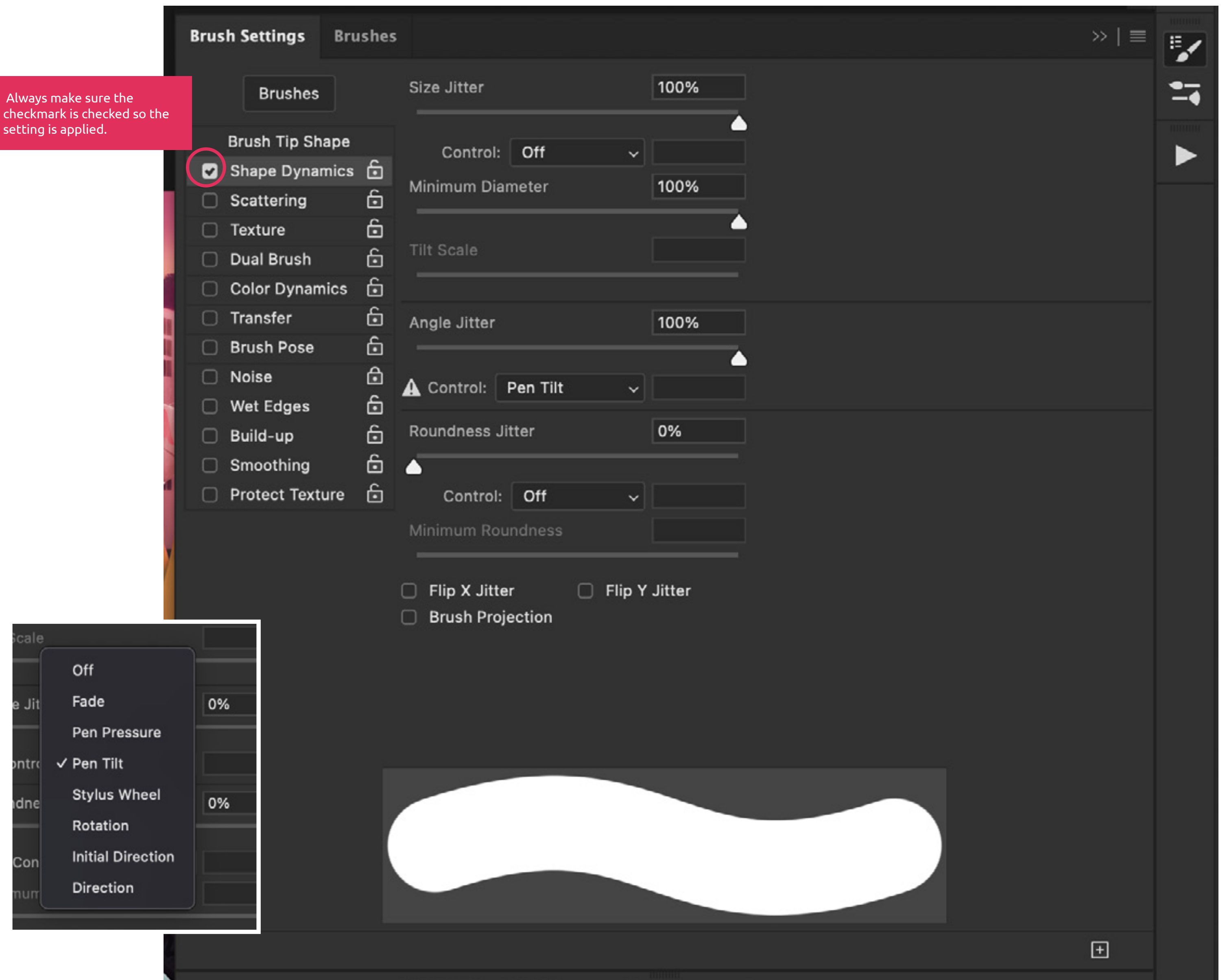
Among all settings, you have the Flip X and Y Jitter that flips the brush tip on the X or Y axis as you paint.

Brush Projection is a feature for drawing tablets that makes your brush react to the pen's tilt, pressure and rotation movement to mimic drawing with a pencil on paper.

brush controls

- Fade - Creates a tapered stroke that shrinks to a minimum size over a specified number of steps. (Great for when you don't have a graphic tablet and using a mouse)
- 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

Always make sure the checkmark is checked so the setting is applied.



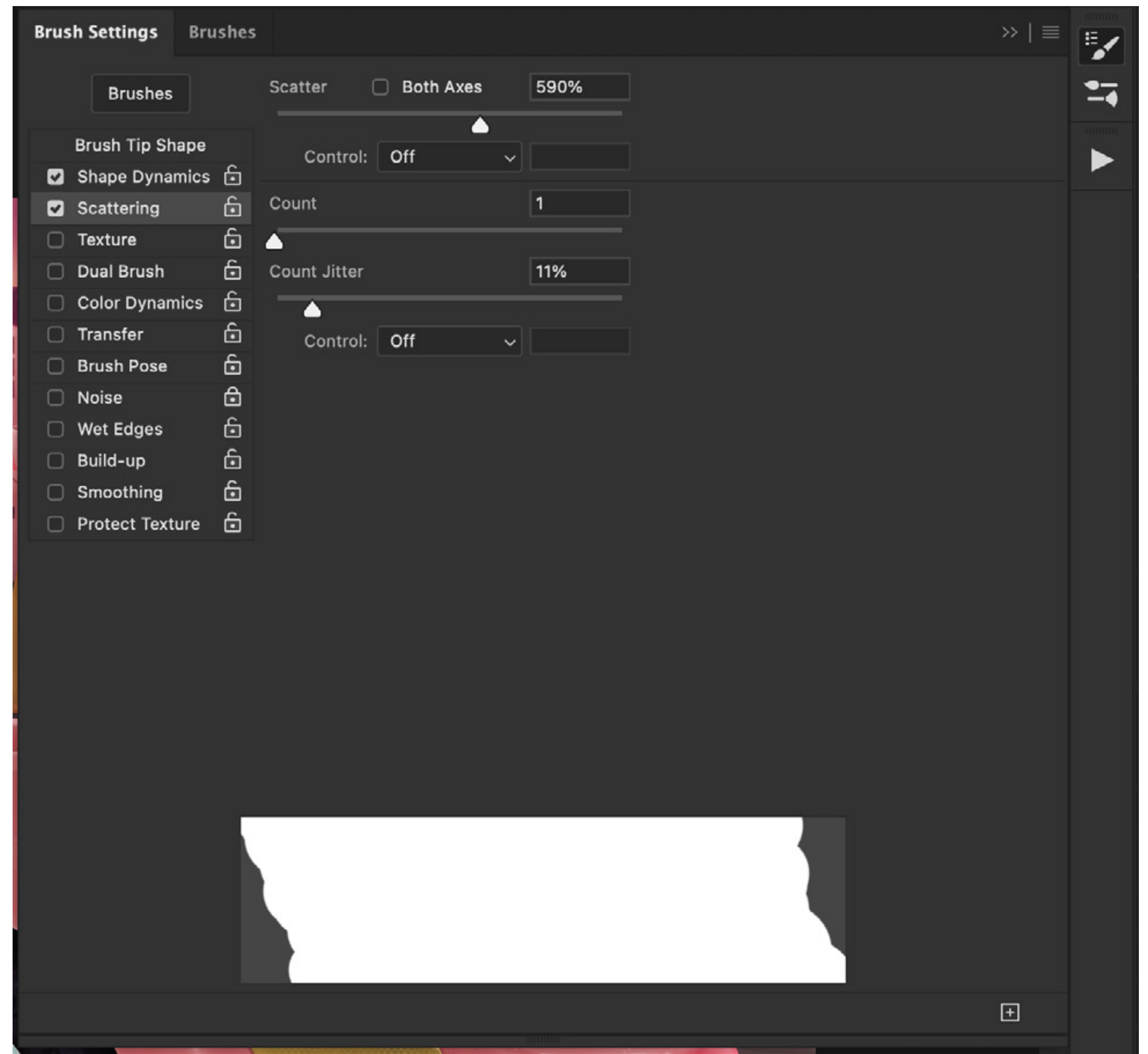
scattering

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

The Scatter slider scatters on the opposite side of the way you're painting but by checking both axis so the brush scatters in any direction.

Increase the number of the scattered shapes by increasing the Count.

The Count Jitter randomizes the amount of shapes produced with each stroke.



texture

Use default patterns or your own to add texture to your brushes.

After selecting a texture, use the Depth slider to bring out more of the texture as needed. Adjust the depth as you adjust the other settings so you don't lose the desired visibility.

Use the Scale slider to decrease or increase texture.

The Brightness slider adjust the brightness while the Contrast slider adjusts the contrast of the texture.

Uncheck **Texture Each Tip**, if you want the the brush to paint the texture consistently across the stroke.

Play around with mode! Height is typically the default, so explore others to achieve different effects until you find what's ideal for your brush.

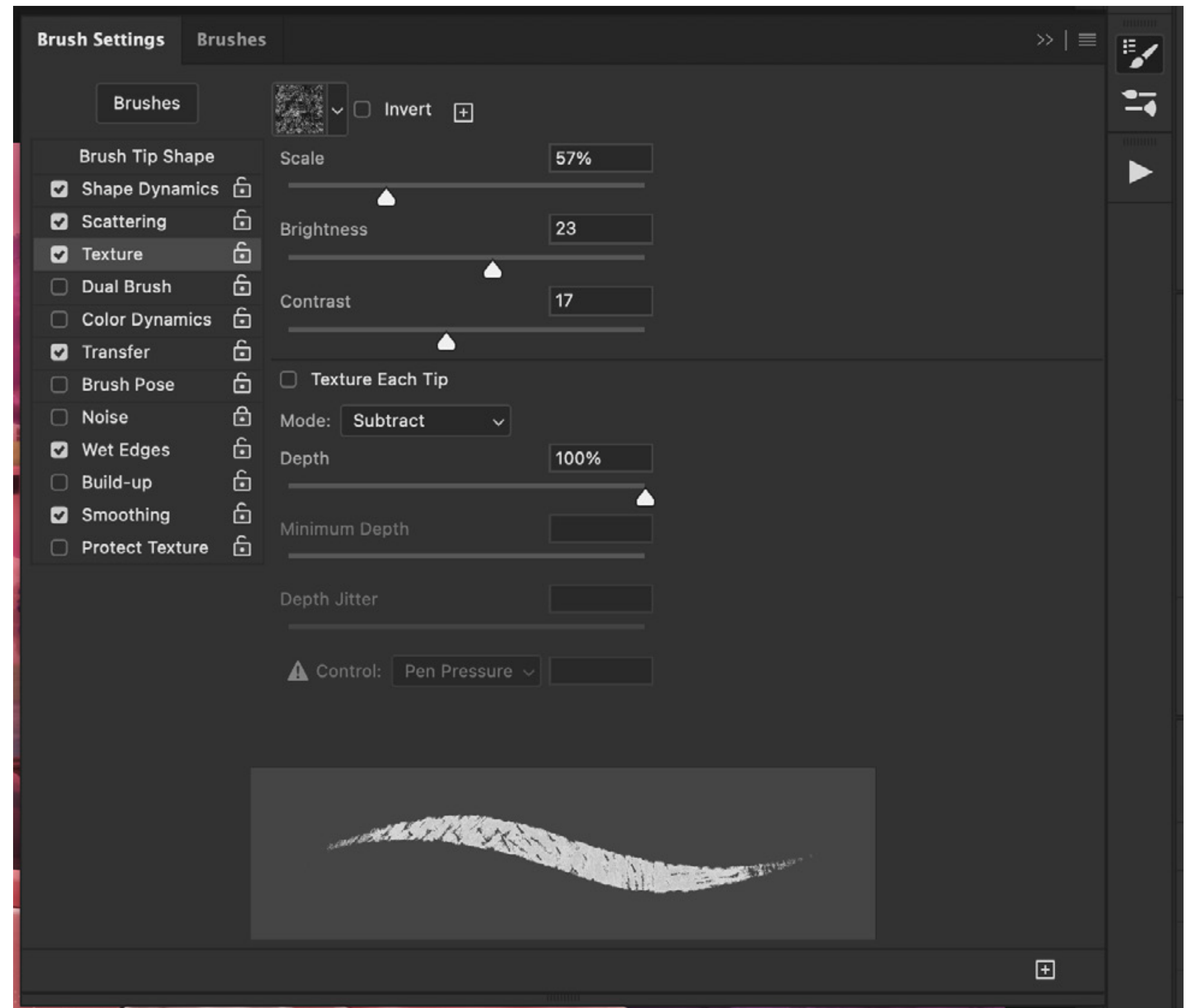
Minimum Depth is the lowest texture visibility your brush will achieve based on the Depth setting.

The Depth Jitter increases and decreases the depth of the texture for each stroke. For example, 0% for a more unified texture and 100% for more varying depths.

Use the **Invert** checkbox to invert the texture, making whites black and vice versa.

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!

After choosing your brush shape, head to the Dual Brush setting, and choose any brush there.

While in the Dual Brush setting, select different modes to see how they apply, I always prefer to start with multiply.

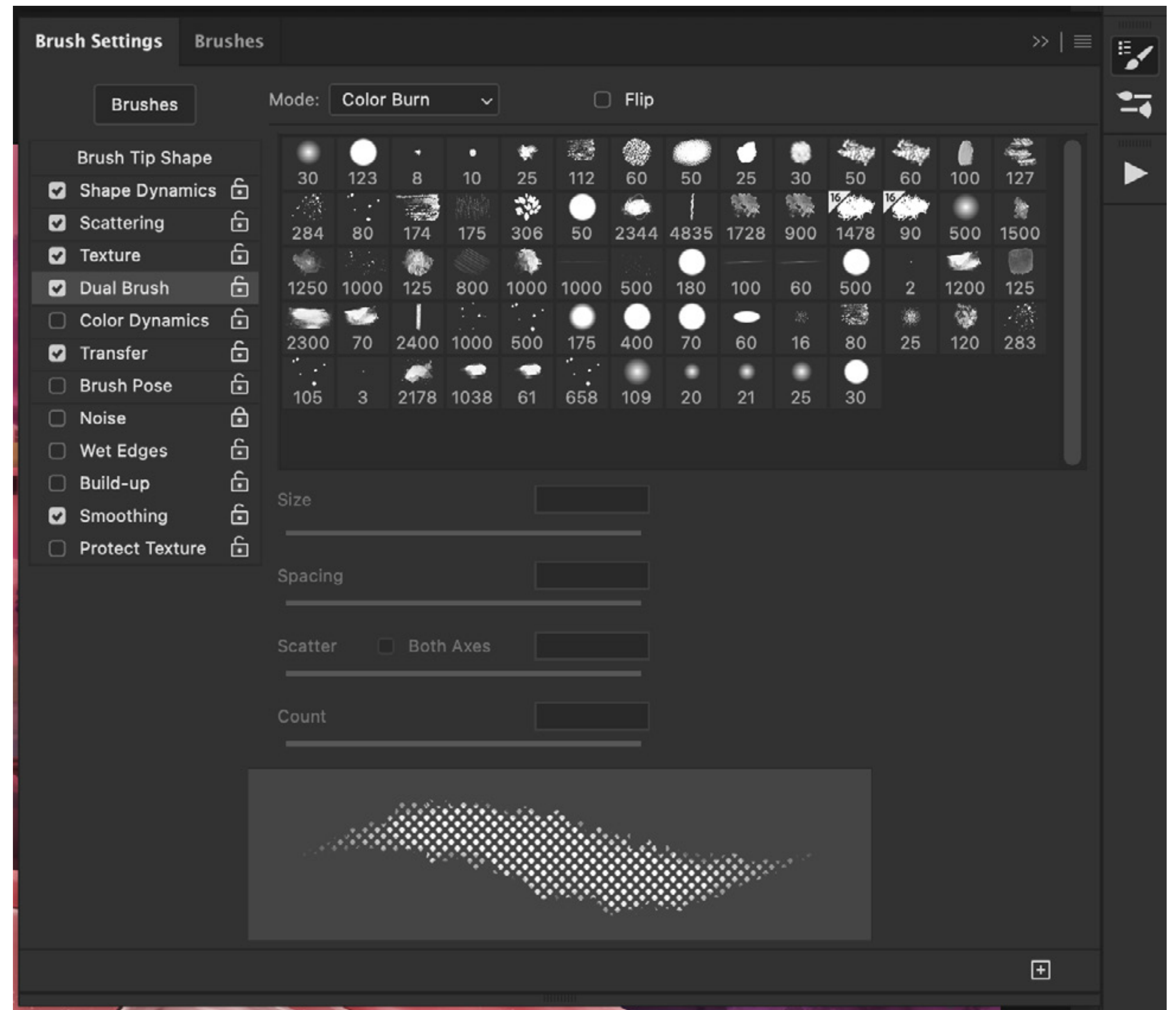
Check the Flip option to flip and rotate the brush on the X and Y axis randomly.

The Size slider will adjust the size of the selected dual brush.

The Spacing slider adjusts the spacing between the dual brush's texture.

And similar to the Scattering settings, you can adjust the sliders for the Scattering and Count to scatter the Dual Brush elements along with increasing or decreasing the amount for each stroke.

A trick I like is starting off with a hard round brush, small size, and testing with different stroke lengths to get a better idea of what's going on with the dual brush initially before applying the final brush shape.



color dynamics

Randomizes Hue, Saturation, Brightness, and Purity within brush strokes using percentages. Great for creating a more natural look.

The Foreground/Background Jitter allows you to paint with 2 colors at once. Adjust the slider to the amount you'll like to mix the colors.

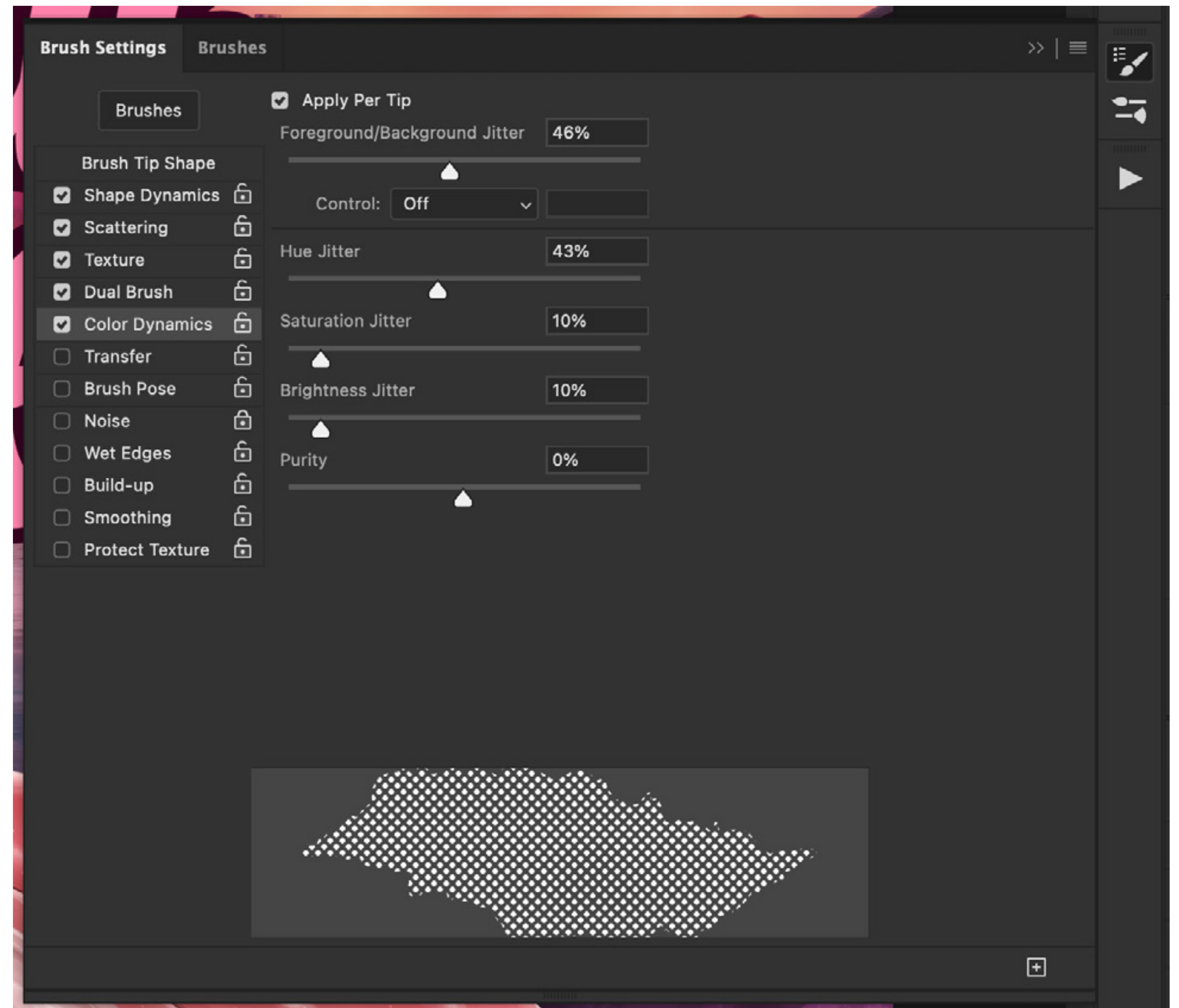
Use the Hue Jitter to randomize the color of each stroke, the smaller the percentage, the closer the stroke's hue will be to the selected color and the higher percentage, the more variation you'll receive.

The Saturation Jitter works similar and varies the saturation within each stroke.

The Brightness Jitter works the same giving each stroke a different brightness, lower percentages means less variation and closer to the original, and the higher the percentage, the more variation of brightness with brush strokes.

The Purity slider controls the overall saturation of the brush overriding the Saturation Jitter, for example 0% will give you a gray color no matter what color you select and 100%+ will give you full saturation.

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



transfer

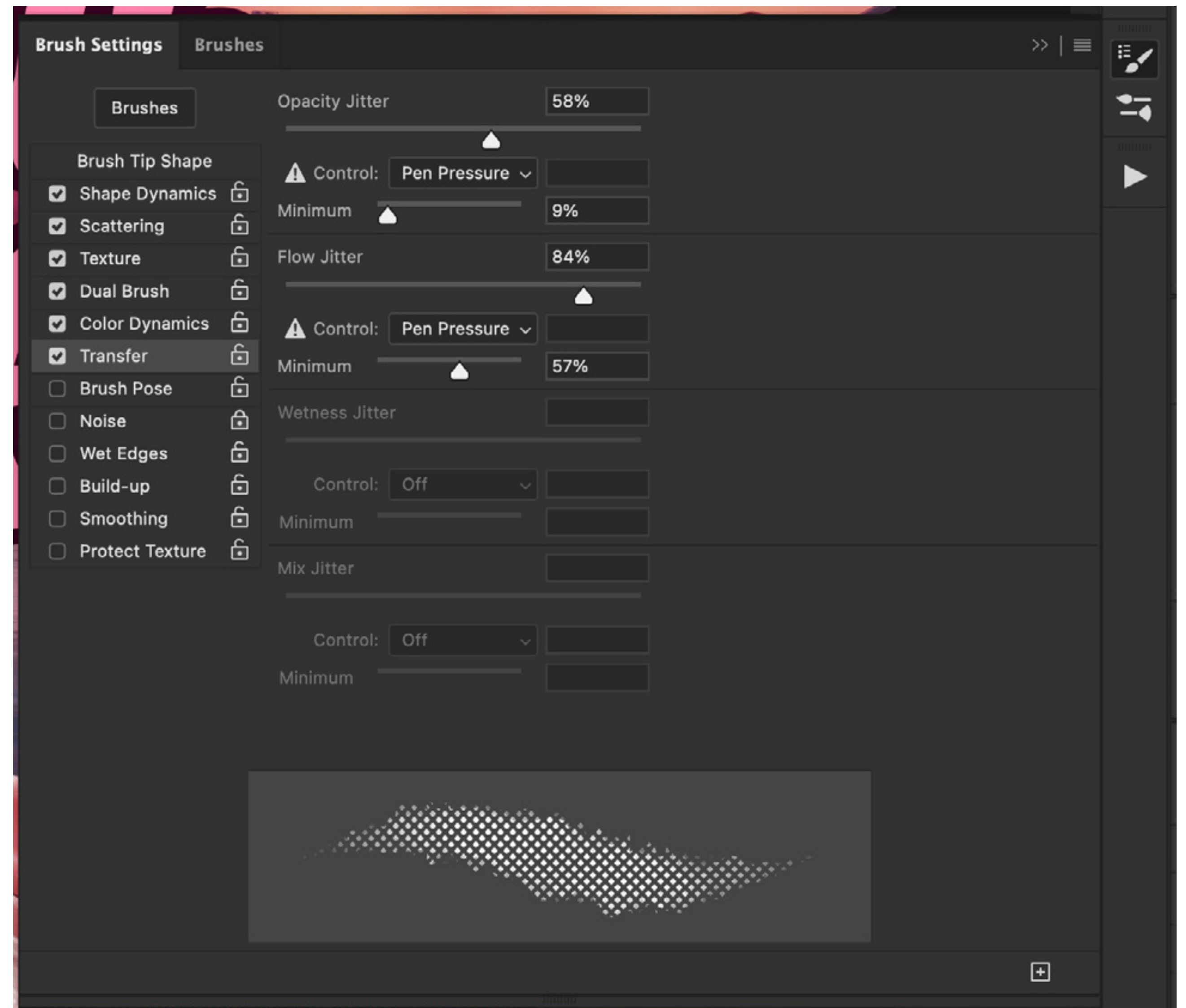
Controls dynamics of opacity and flow. Helpful for creating natural buildup of color and transparency.

Opacity Jitter - Adjust the slider to randomize the opacity during different areas of the stroke.

Flow Jitter - Randomizes the rate color being laid down, allowing build-up to full opacity within a single stroke without lifting the pen, perfect for rendering and shading.

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.

Remember, the higher the percentage for the sliders, the more variation in opacity.



brush pose

When you want to repeat a brush stroke at the same angle, rotation and pressure sensitivity.

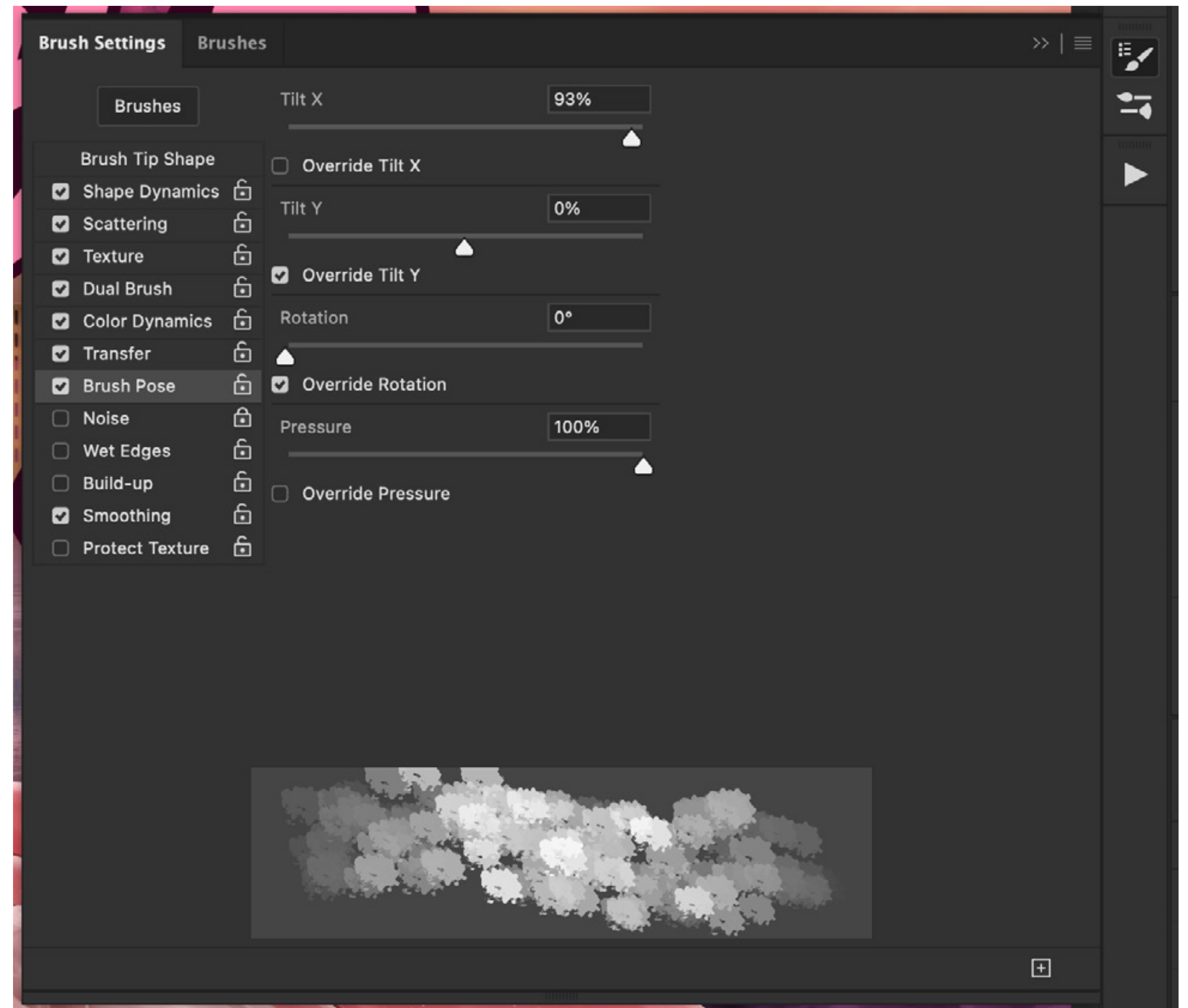
While in the Brush Pose settings, adjusting Tilt X and Tilt Y will change the brush's angle.

X changes the brush front and back while Y changes the brush left to right.

Rotation, limits the rotation of the brush.

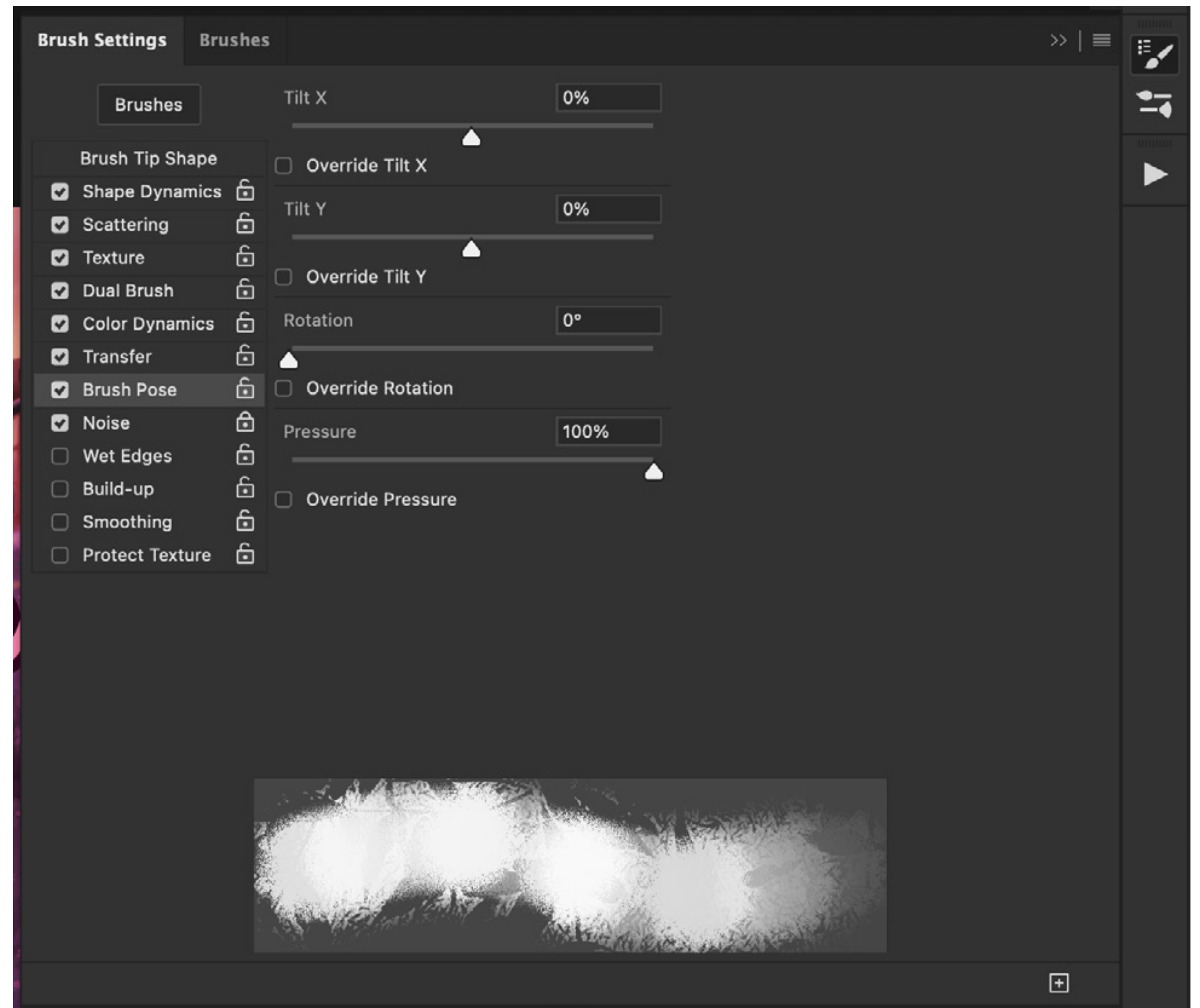
And pressure adjusts the pressure imitating pen pressure you get from a graphics tablet and pen.

The most important thing to keep in mind while in these settings is they are great when you do not have a graphics tablet but if you do, you can select override so your pen will behave like a mouse to keep the strokes uniformed and not change when you rotate or tilt your tablet pen.



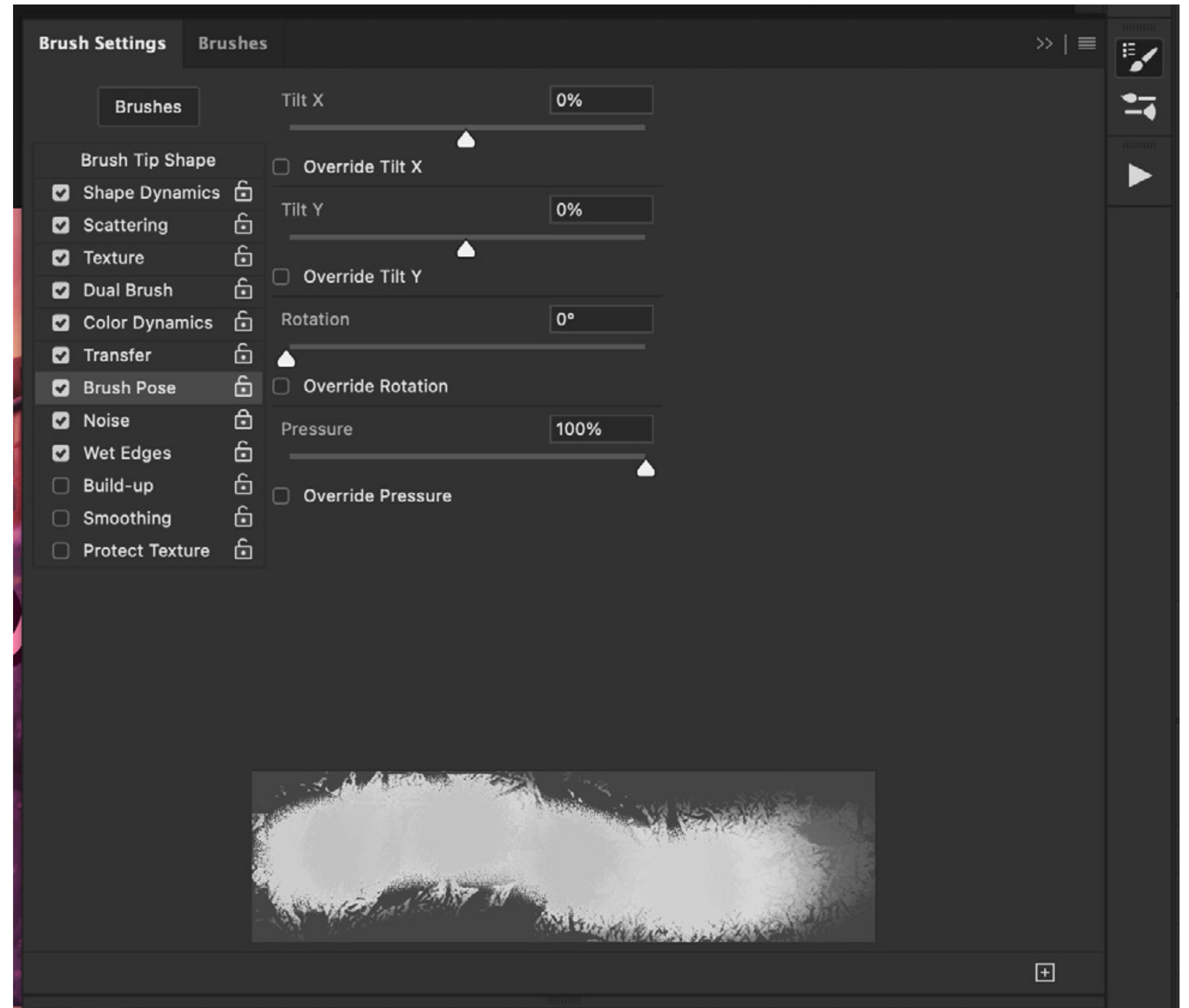
noise

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



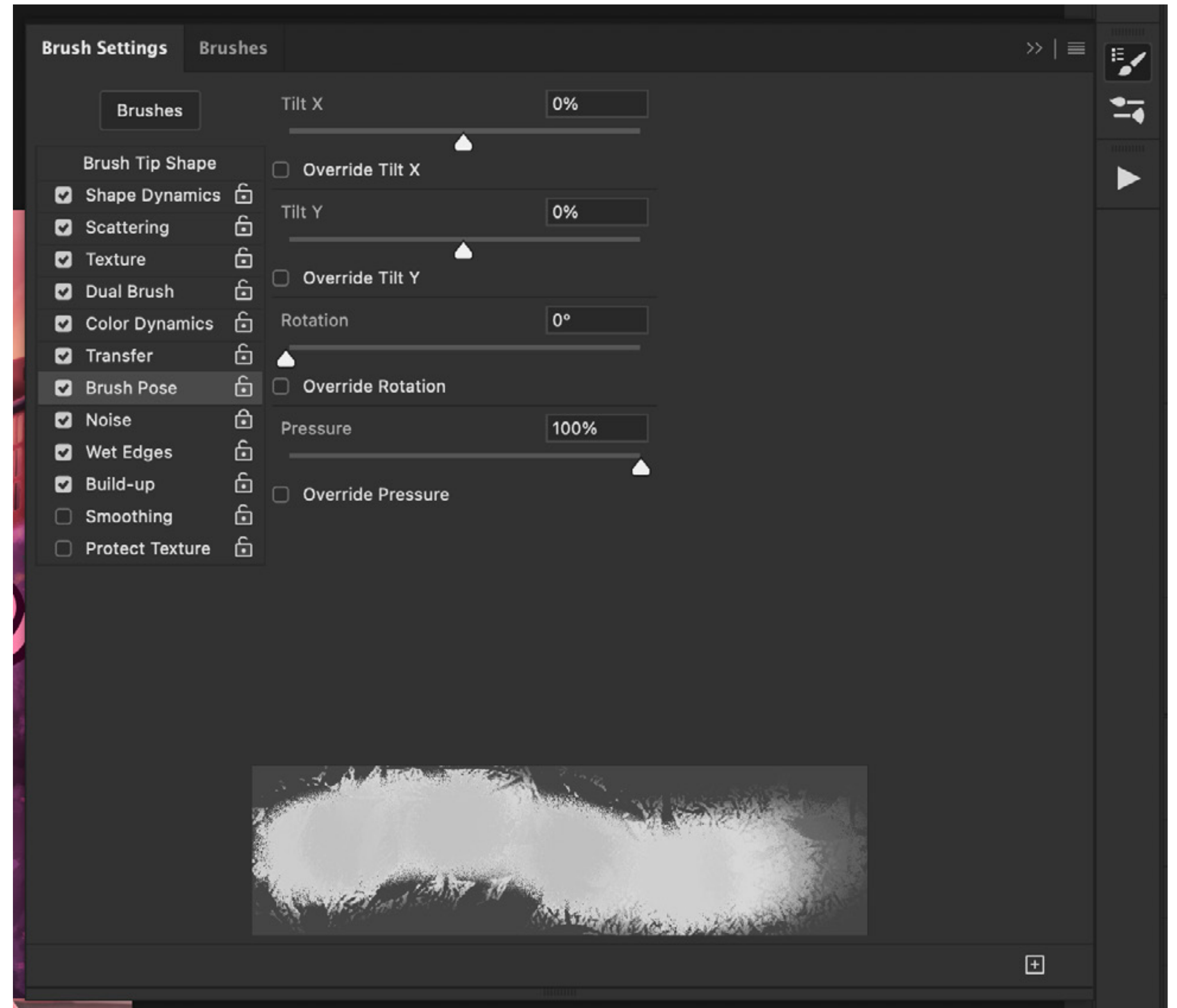
wet edges

Makes edges of brush opaque. Perfect for watercolor brushes.



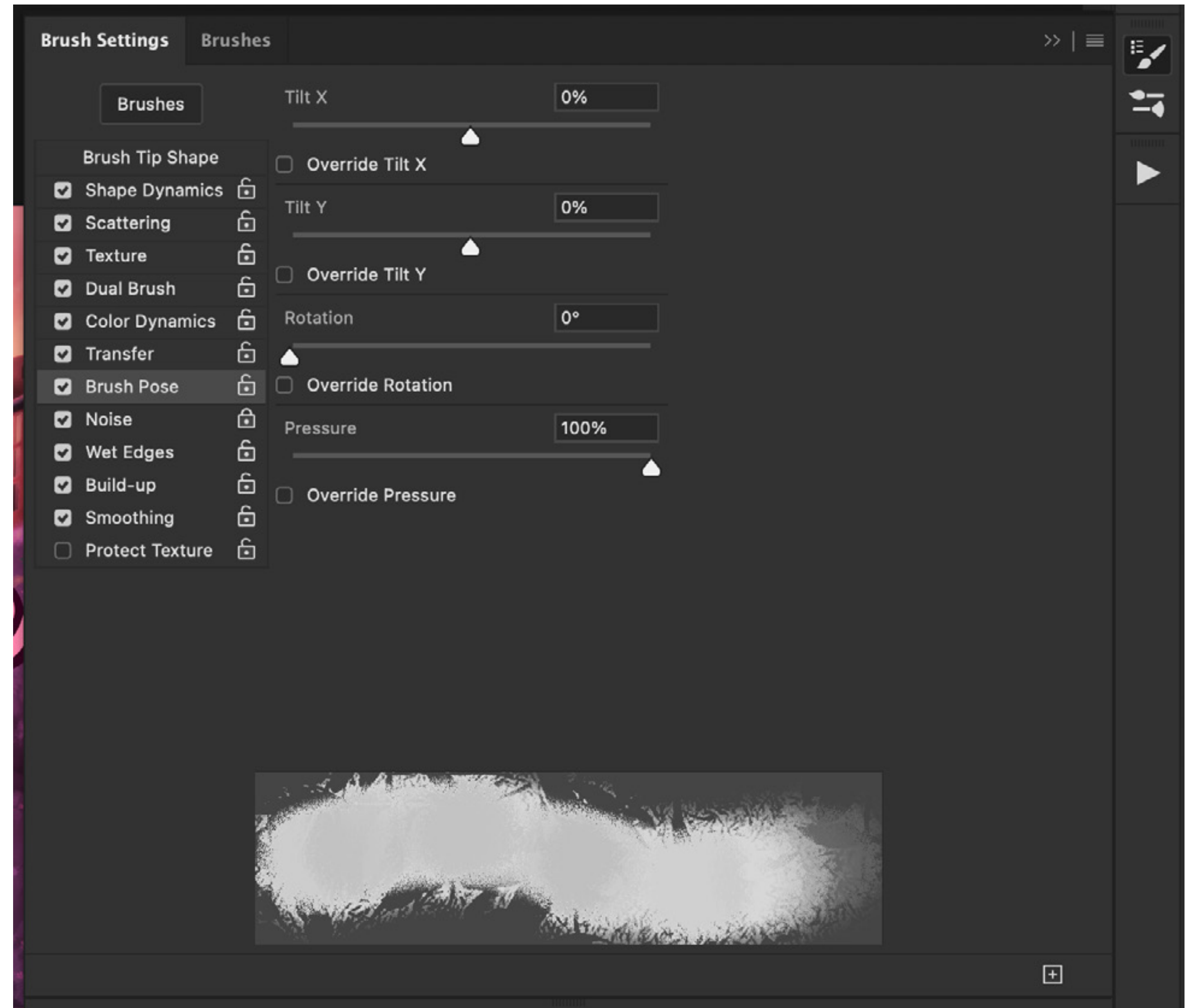
build-up

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



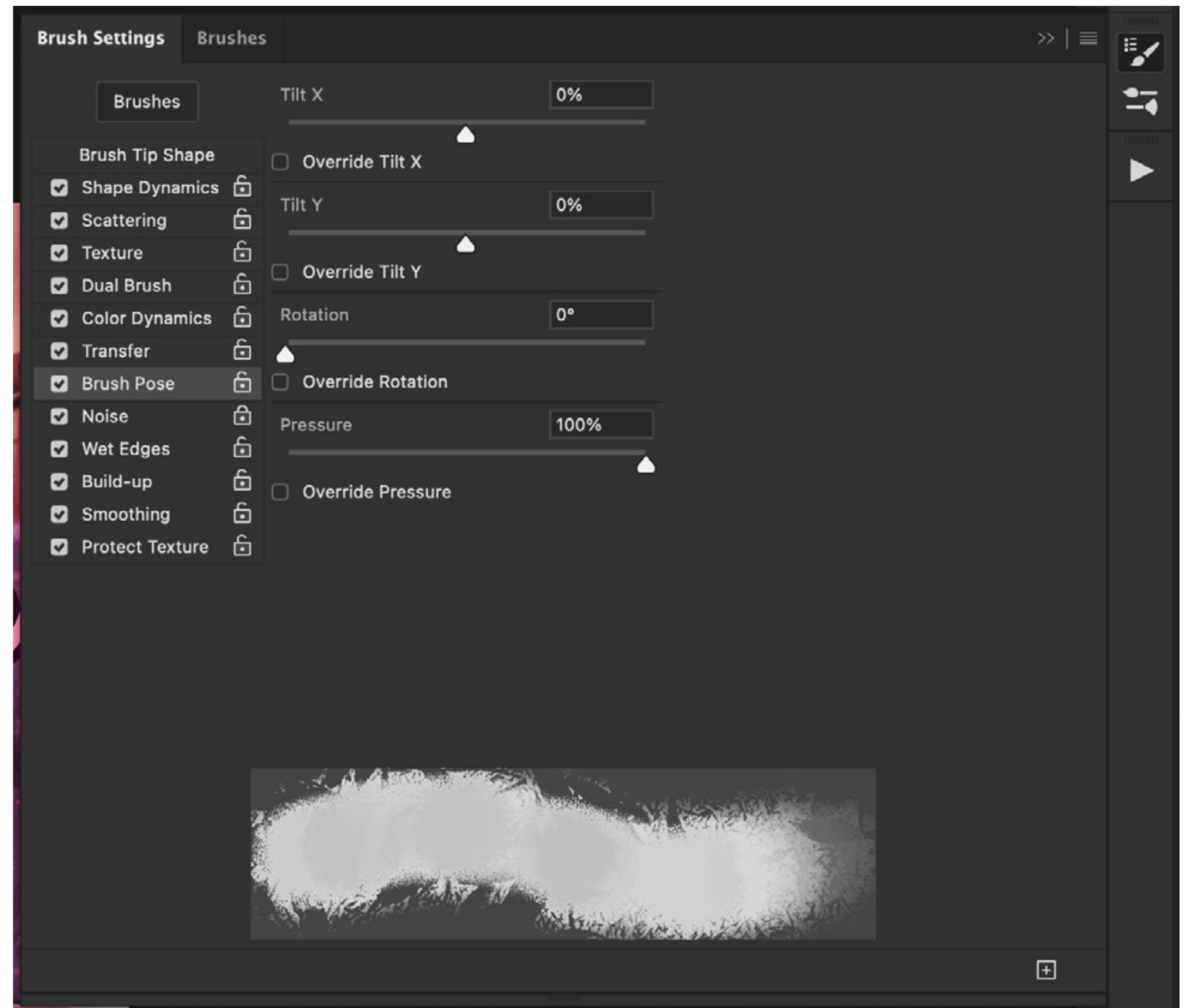
smoothing

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

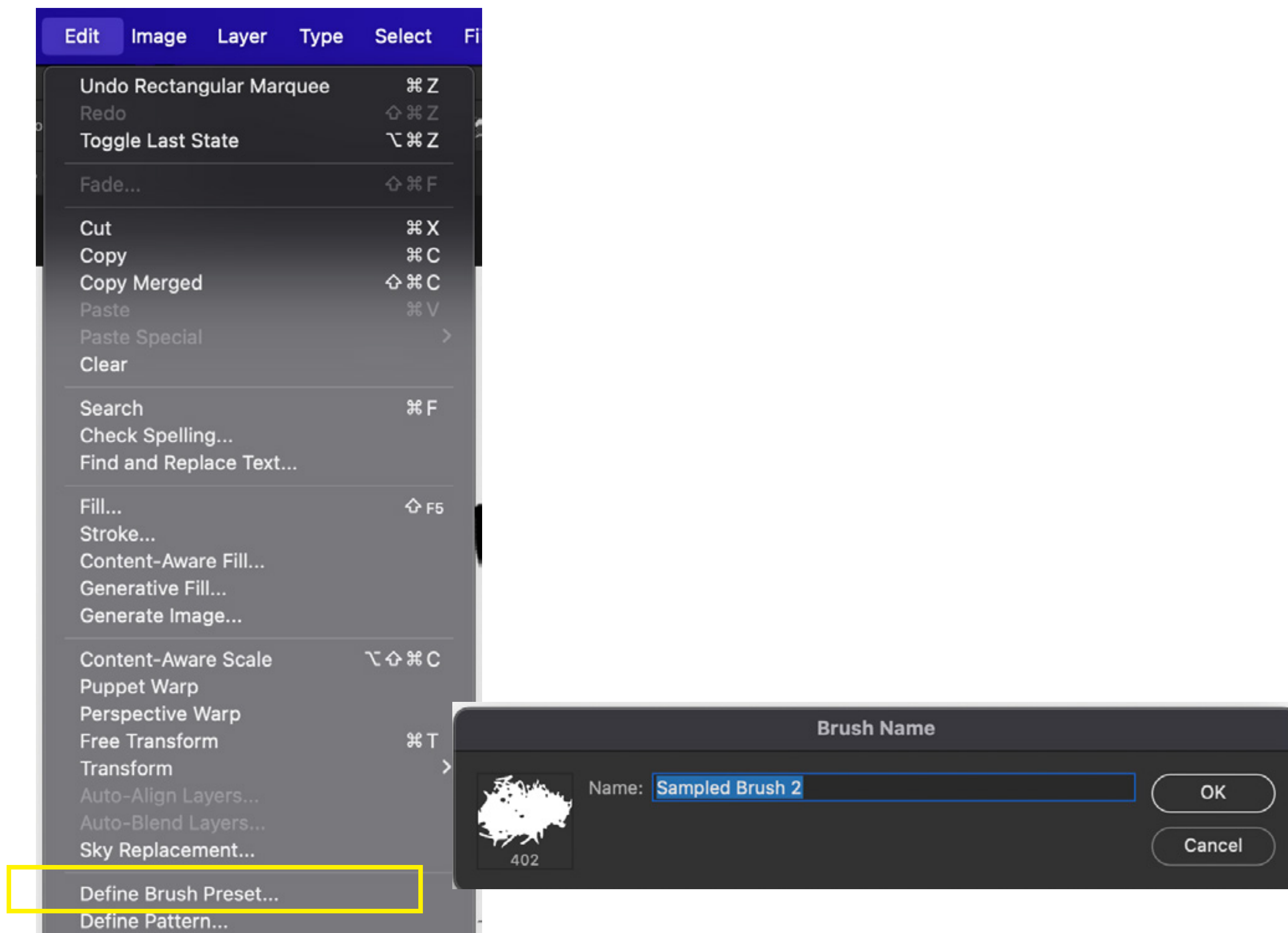
Start off in Adobe Photoshop or Illustrator to create the brush shape.

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 thumbnail in the layers panel or use the marquee tool around the area.



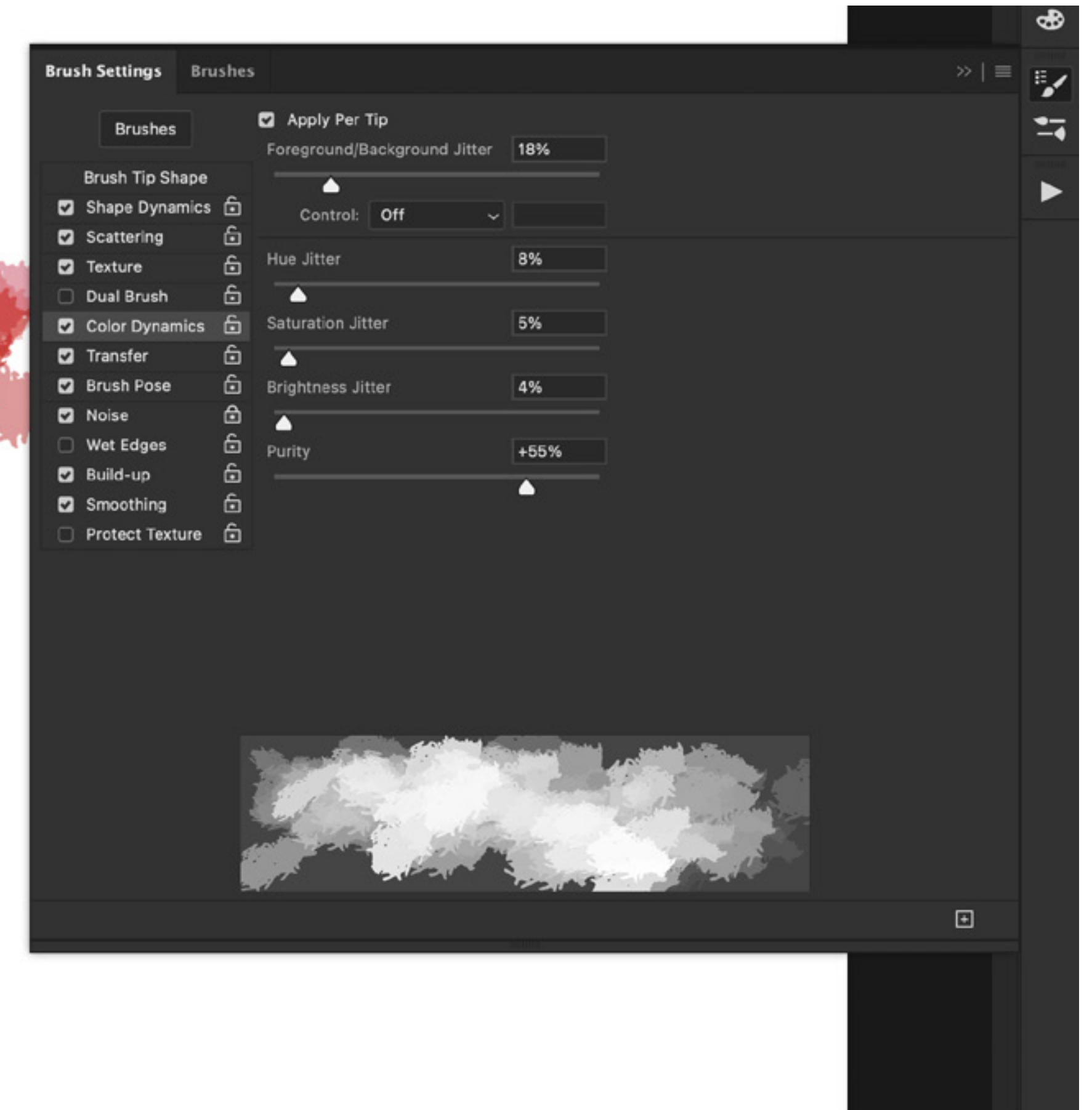
define brush

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



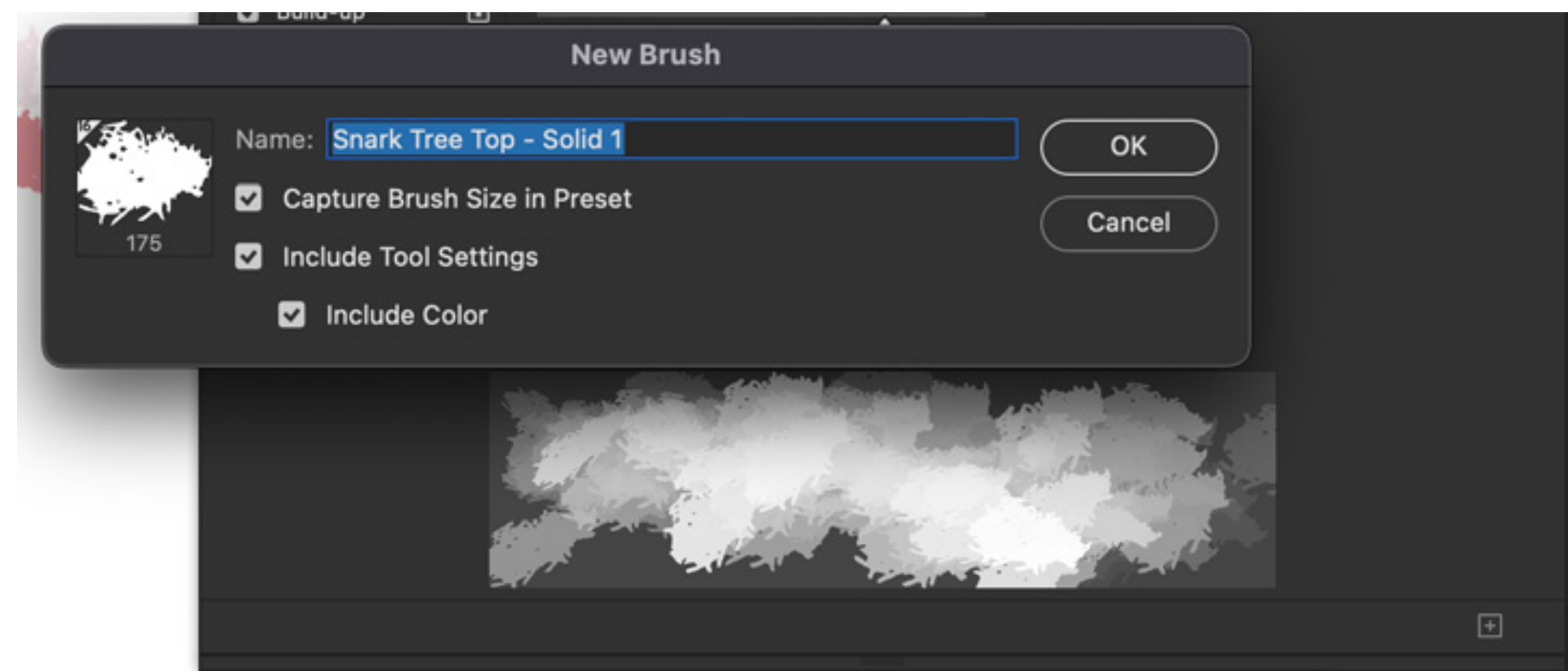
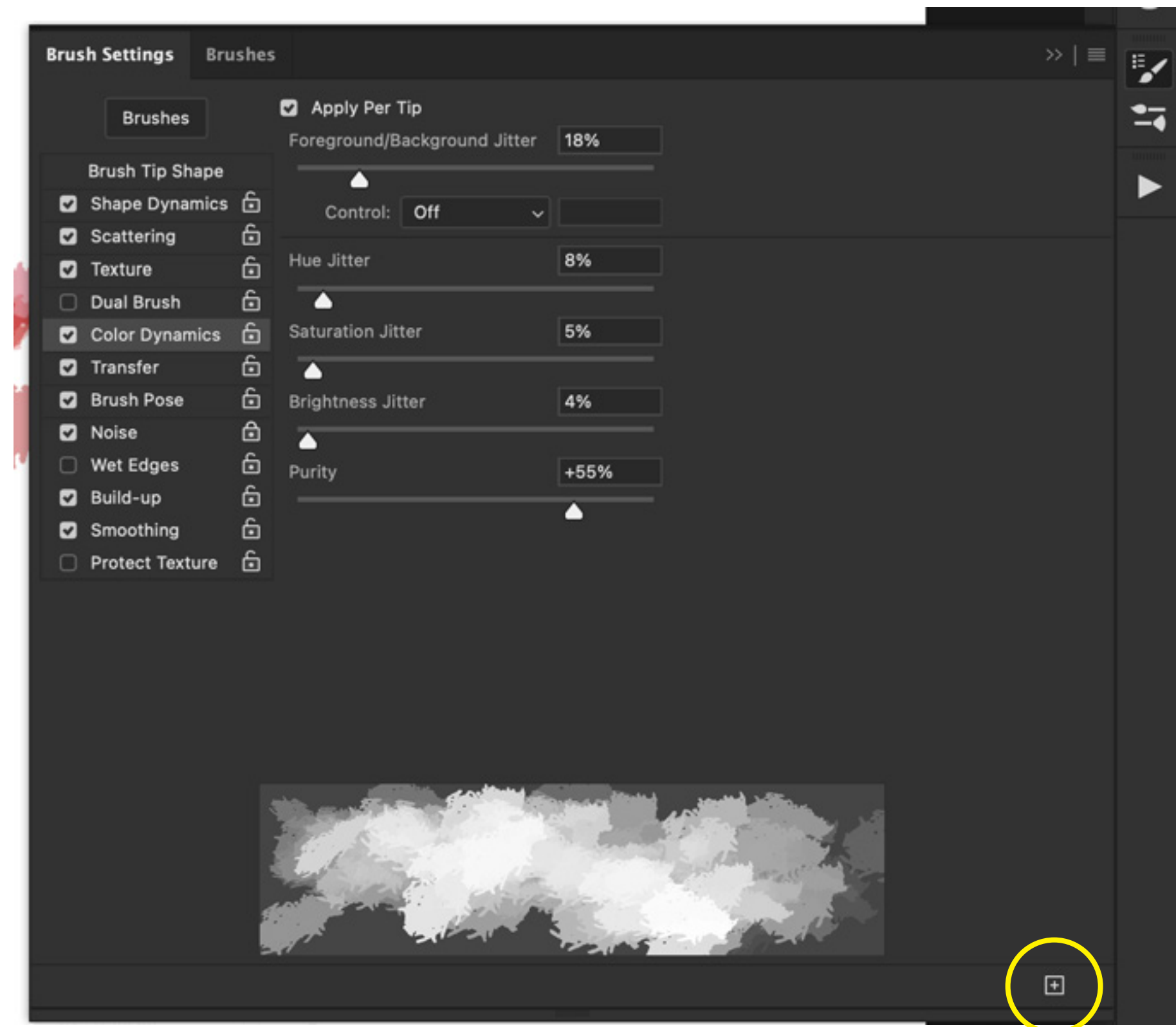
customize brush

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



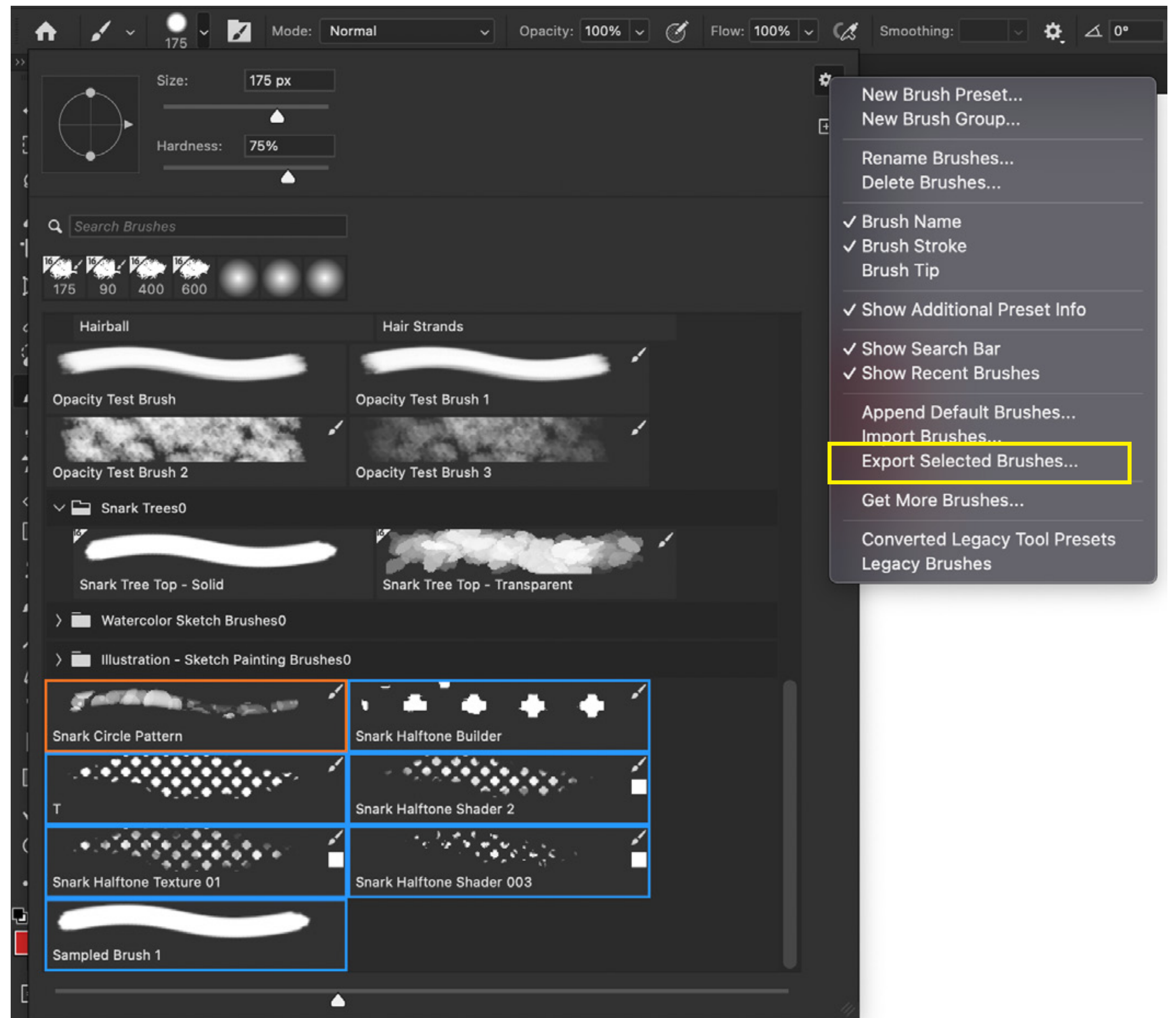
save brush

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](#))