

Forum:[Hack Forums](#)

Thread: [Quick Tutorial // Easy Metal Texture // Vector // Beginner](#)

?R??N? ?RTS - November 1, 2012, 8:02 am

Hello everyone! This is my first tutorial courtesy of Admiral Arts. We are a team of Graphic Designers, and you can check out our showcase over here:

<https://hackforums.net/showthread.php?tid=2986372>

Feel Free to Subscribe!

Moving onto the Tutorial. This is a very simple and basic way to make a nice clean brushed metal texture using photoshop's tools. It is a vector and it is the same thing i used to make this badge:

Spoiler ([Click to View](#))

It is very simple and there are 2 variations to it. You may have seen this before but it's still a very simple and fun way to acquire a very clean texture.

VARIATION 1 looks like this: Spoiler ([Click to View](#))

VARIATION 2 looks like this: Spoiler ([Click to View](#))

~Step 1: Stepping Stones~

Create a new canvas with whatever size you want (it's a vector so size doesn't matter). Then fill the background with whatever colour you wish (it will be the colour of the metal)

For the purposes of this tutorial, i went with black.

Spoiler ([Click to View](#))

~Step 2: Adding the Noise~

You can do that by going to Filter --> Noise --> Add Noise. Make sure you bump it up to 300% and check the box next to 'MonoChromatic' and Gaussian. Here's an image for reference:

Spoiler ([Click to View](#))

~Step 3: Blur it out~

The next step and the final step is to use either a motion blur with the settings below to achieve that nice brushed metal effect:

Spoiler ([Click to View](#))

The motion blur is found under Filter --> Blur --> Motion Blur

OR

You can use Radial blur with the settings below to create the round metal with the same clean but grainy texture:

Spoiler ([Click to View](#))

And the radial blur is found under Filter --> Blur --> Radial Blur

Alright! i hope you liked this, maybe even found it useful in your future projects! :)

Thank you for dropping by :Blackhat:

-AA

ExpoDesigns - November 1, 2012, 11:15 am

Great help Thanks:D Will be using this in Future Projects!

Goalvaro - November 1, 2012, 11:18 am

Great it helps me alot thankss :D i will use it :)

ZepaaArts - November 1, 2012, 11:22 am

Excellent thanks so much i will be using this in future work for sure :)

Orus - November 1, 2012, 11:23 am

Superb team, you're the future! Good work and good luck :D

?R??N? ?RTS - November 1, 2012, 11:25 am

Thank you very much for your kind replies :)

Glad i helped! ?

-AA

Text - November 2, 2012, 3:38 am

Great tutorial. Thanks for this! :)

Notn2ed- - November 2, 2012, 9:40 am

Great ! Is perfect for my snign ! Thank you :)

danykz - November 3, 2012, 5:39 am

Thanks for this tutorial bro :) , I really appreciated this!

?R??N? ?RTS - November 4, 2012, 7:58 am

To the people above thanks again for your kind replies :) I'm glad it has helped. It is certainly a very easy texture to achieve yet the steps to it are far beyond simple. ?

-AA

Yurt - November 4, 2012, 10:35 am

Great tutorial OP! Thanks for sharing! :)

rival - November 4, 2012, 12:07 pm

very nice tutorial bro :)) im starting Photoshops / desings :D

ryoh - November 4, 2012, 8:53 pm

Very High Quality tut, very helpful.

?R??N? ?RTS - November 5, 2012, 8:35 am

I really can not stop thanking you guys :) I'm so glad this is so helpful. :')

I actually made another piece with the texture

Spoiler ([Click to View](#))

Thanks for dropping by ?

-AA

ryoh - November 5, 2012, 5:19 pm

How are you so good at GFX? The badges are so sexy.

?R??N? ?RTS - November 6, 2012, 4:40 am

Almost 3 years of photoshop experience baby ;P trust me it doesn't come easy.

-AA

zetza - November 6, 2012, 4:46 am

Looks great, will make myself a new avater, when I get home :)
Thanks for sharing!!

?R??N? ?RTS - November 6, 2012, 11:07 am

(Nov 6, 2012 05:46 AM)zetza Wrote: [\[CITE\]](#) Looks great, will make myself a new avater, when I get home :)

Thanks for sharing!!Great! :D looking forward to seeing that :P
?

BTW for anyone who reads this comment, i have another tutorial coming up on how to effectively shade drawings and such and show you another use for the metal texture :)

Here's a link to a little something i made just to demonstrate the power of my shading method.

Spoiler [\(Click to View\)](#)

The beast is really my focal point and the thing which demonstrates shading the best. Hope you guys like it! :D

-AA

D3mon7 - November 6, 2012, 12:29 pm

very good tutorial mate , i love it ..thank you