

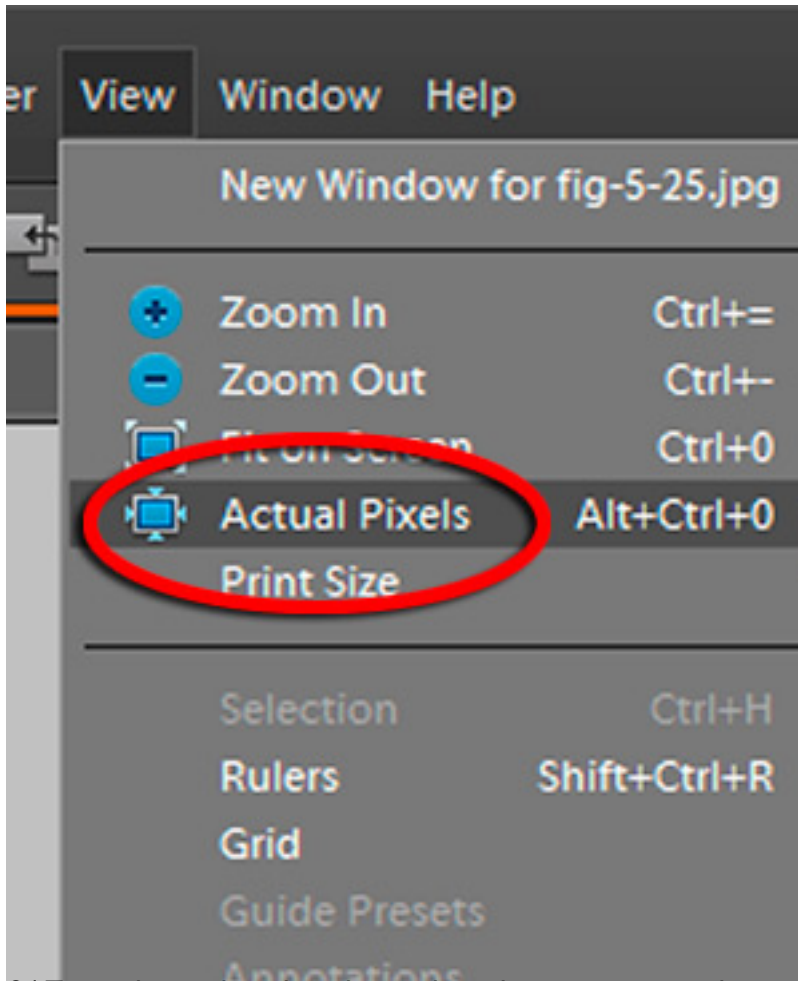
PSE.NET Technique Tutorial

The simplest method for adding texture to your picture is to use the Add Noise filter (Filter > Noise > Add Noise). The feature is provided with a preview dialog which allows you to alter the 'Amount' of noise that is added to the photograph, the style of noise – Gaussian or Uniform – and whether the noise is random colored pixels or just monochrome. As with most filters it is important to use this feature carefully as once the filter is applied and the file saved you will not be able to undo its effects. For this reason, it pays to make a duplicate file of your picture which you can texturize without risk of destroying the original image.

Pro's Tip: Be sure to preview the image at least 100% when adding noise to ensure that the effect is not too strong. If in doubt, make a test print of sections of the picture with different Add Noise settings to preview the hard copy results.

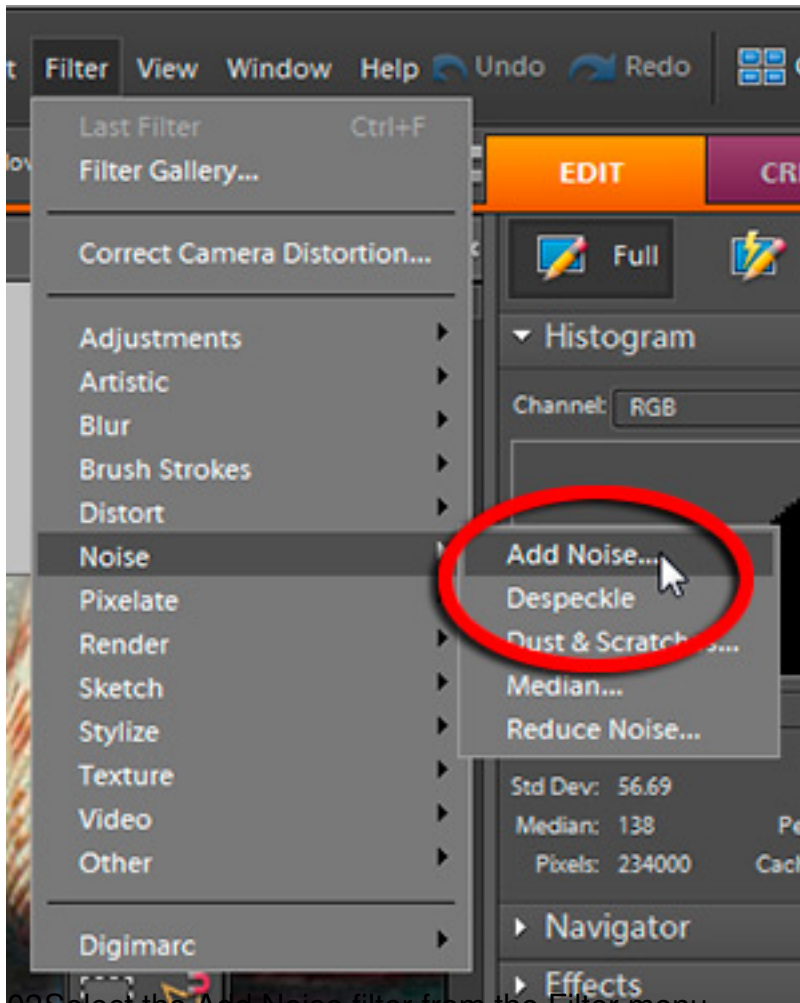
Step by Step:

Use these steps to add texture to your photos.

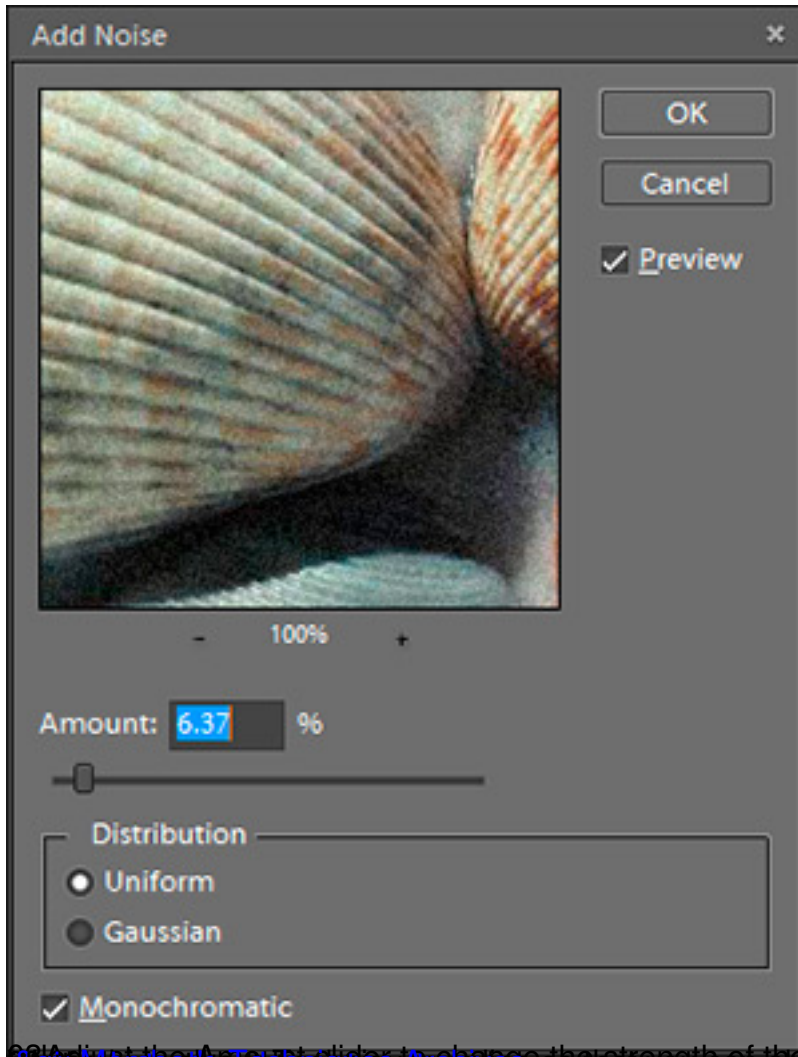


01 Zoom in so that the picture is at least at 100% view or the Actual Pixels entry.

Add noise filter



02 Select the Add Noise filter from the Filter menu.



6.37% indicates the amount of noise added to the image. You can click the slider to change the strength of the effect and pick the noise [Type](#) and [Distribution](#) from the [noise type and distribution](#) list. [Click here](#) so that you can always close them. Go to [Techniques](#)