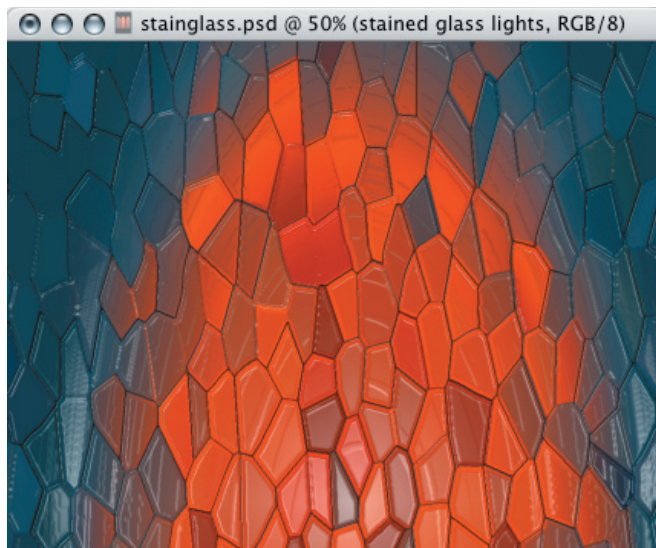


create realistic stained glass

Use Backdrop Designer with Photoshop tools
to create believable stained glass imagery.



a tutorial for : [backdrop designer](#)



[from Digital Anarchy]
f/x tools for revolutionaries.



create realistic stained glass backgrounds

Backdrop Designer does a great job of creating realistic cloth backgrounds for all of your photographic needs. This plugin can be also used in conjunction with some of the tools in Photoshop to create great looking, life-like effects such as stained glass.

NOTE: This tutorial assumes that you have basic Photoshop skills, such as using the Layers palette and the Magic Wand tool.

step 01

First, create a new Photoshop file. We made our file's size 4 x 5 inches and 200 ppi. Then choose Backdrop Designer from the Filter> Digital Anarchy menu.

step 02

To create a design with Backdrop Designer, you will often choose a Texture preset, then a Shadow preset, and then you add them together. Alternately, you can choose a Combination preset, which has already made that choice for us.

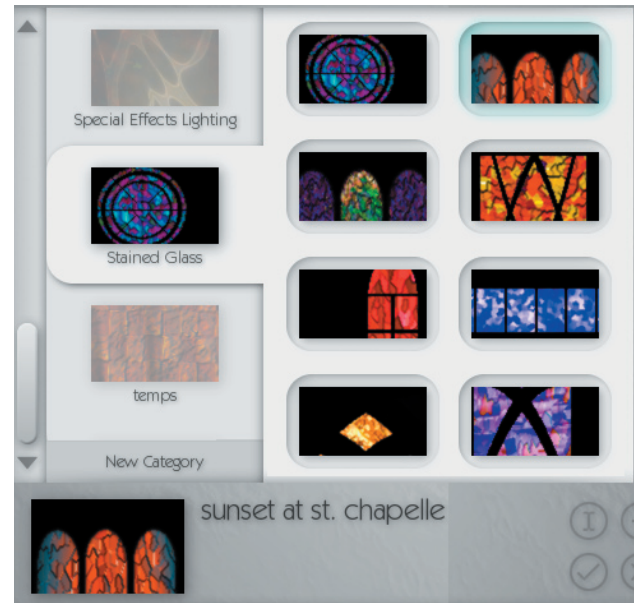
Let's choose an already defined stained glass texture inside the Backdrop Designer plugin. Do this by going to the Combination Preset Manager button at top right (it looks like a square in a circle).

For this tutorial, we chose the 'Sunrise at St. Chapele' preset in the 'Stained Glass' category. [figure 1]

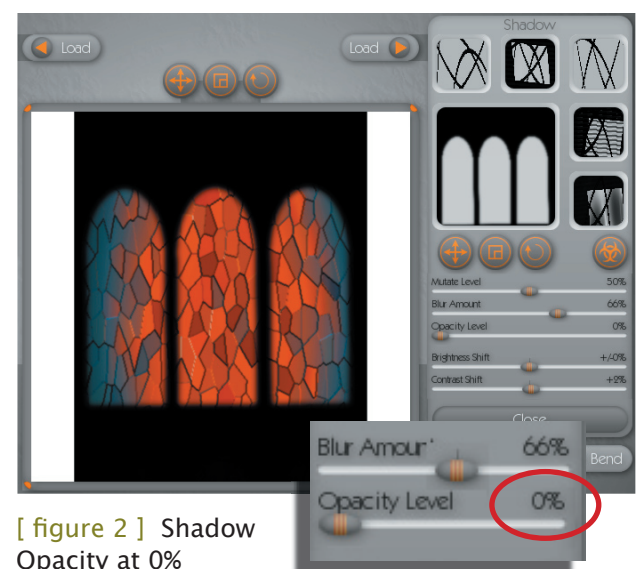
step 03

To make our stained glass believable, we will do a little more work beyond the preset that we've chosen.

First, we need to isolate the Texture from the Shadow. To do this, simply drag the Opacity Level slider in the Shadow Edit window to 0%. [figure 2]



[figure 1] Choose your stained glass preset.



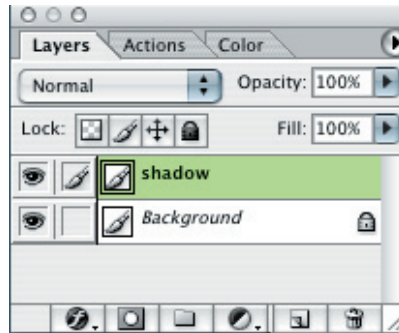
[figure 2] Shadow Opacity at 0%

Then click the 'Apply' checkmark at the top of the screen. Doing so will render this backdrop to your Photoshop file. [figure 3]

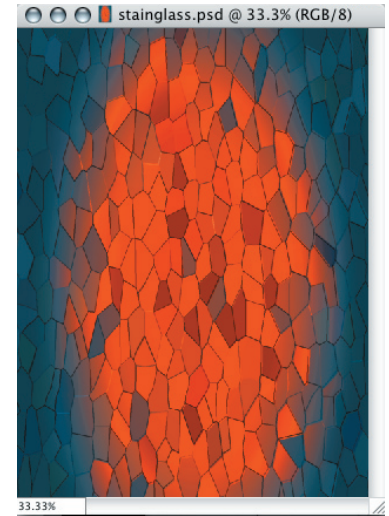
step 04

Now we want to add in the Shadow for our stained glass window. To do so, we need to first create a new layer in the Photoshop file using the Layers palette. Name this layer 'Shadow'. [figure 4]

Let's go back into Backdrop Designer by choosing the plugin from the Filters menu. The Combination preset that we previously used, 'Sunrise at St. Chapele', automatically loads in.



[figure 4] Add a second layer for the Shadow.

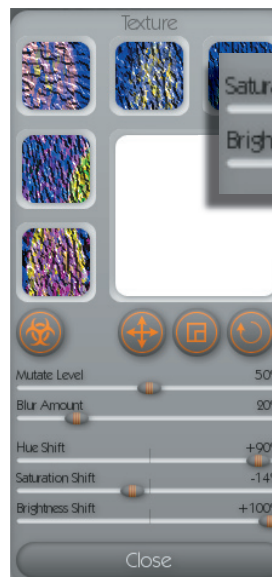


[figure 3] Your Photoshop file looks like this after Step 03.

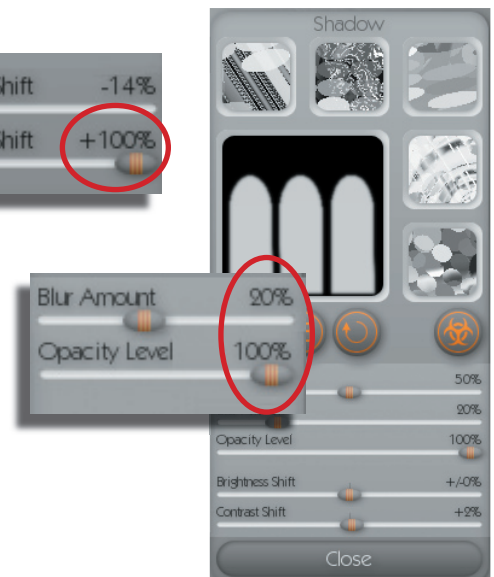
step 05

Now we will do the opposite of Step 03. In the Texture Edit window, let's move the Brightness slider to 100%. This will completely hide the texture. [figure 5]

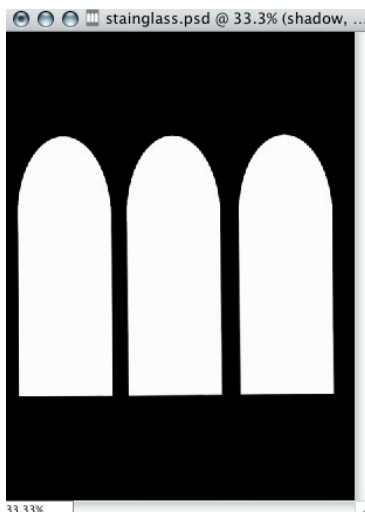
In the Shadow Edit window, move the Opacity slider back up to 100%. This will fully show the shadow. [figure 6] Click the 'Apply' checkbox to render our Shadow onto its own layer. [figure 7]



[figure 5] Texture Brightness at 100%.



[figure 6] Shadow Opacity at 100%. Make sure that Blur is set low, like 20%. Otherwise, the circular shapes of the Shadow will render out with soft fuzzy edges instead of hard edges.



[figure 7] Your Photoshop file looks like this after Step 05.



step 06

We're back in our Photoshop file again! You have the stained glass texture on a separate layer from your windows shapes.

This means you can manipulate the two images independently. If we had applied our Combination preset onto one layer, without doing Steps 03-05, then we would not have the flexibility to edit the glass image separate from the window image.

step 07

In fact, let's get rid of the white window shapes on the 'Shadow' layer, so we can see through the windows to the stained glass texture below.

Use the Magic Wand tool to select the white spaces in the windows. Hit the Delete key to clear the white. [figure 8]

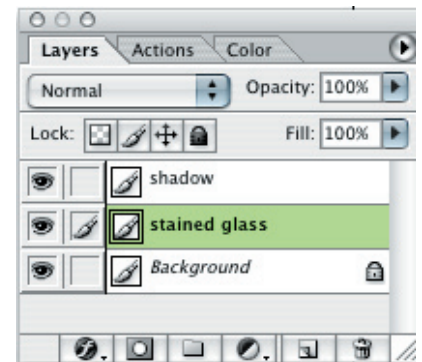


[figure 8] Your Photoshop file looks like this after Step 06.

step 08

Next we will give the stained glass a more interesting treatment. In the Layers palette, select the 'Background' layer which holds the stained glass texture.

Duplicate the 'Background' layer and name the new layer 'Stained Glass'. By working on a duplicate layer, you are leaving the original image intact. [figure 9]



[figure 9] Duplicate the stained glass layer for Plastic Wrap.

step 09

Then go to Filter > Artistic > Plastic Wrap. This will open up a Plastic Wrap special effects panel.

Adjust the Highlight Strength, Detail, and Smoothness sliders until you get a realistic effect. We put the settings at: Highlight Strength 12, Detail 12, Smoothness 3. [figure 10]

As with many graphics tasks, these settings are subjective. You may find that different levels work better for you. Hit the 'Ok' button to apply the filter.



[figure 10] Plastic Wrap filter settings.



step 10

In your Layers palette, turn your 'Shadow' layer back on (if you turned off its visibility earlier) and check out your window. Now we have a more realistic stained glass window. Nice job! [figure 11]

step 11

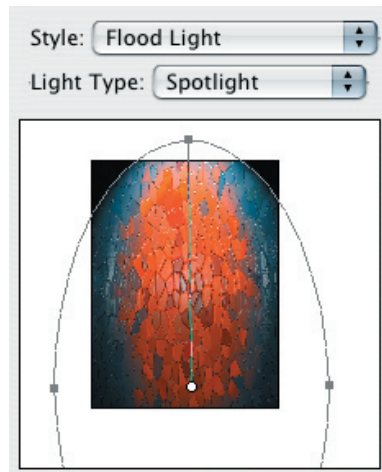
More advanced users of Photoshop may be interested in furthering the realism by adding in a Lighting Effect on your stained glass texture. Choose Filters> Render> Lighting Effects.

We used a Floodlight style with a Spotlight type. Once you have chosen your lighting options, click the 'Ok' button. [figure 12]

conclusion

You're back in your Photoshop file and finished creating a great stained glass window. [figure 13] Of course, you can always turn off the 'Shadow' layer and just use the 'Stained Glass' layer by itself.

Hope you had fun! You can download the finished Photoshop file from here: http://www.anarchyunderground.net/tutes/backdrop_stainglass.zip



[figure 12] Lighting Effects filter settings.



[figure 11] Your Photoshop file looks like this after Step 09.



[figure 13] Your Photoshop file looks like this after Step 11.