# Dahlia Mosaic a blended pattern from a digital photo by Gudny Campbell 



Mosaic Dahlia, $16^{\prime \prime} \times 16^{\prime \prime}$, by Gudny Campbell

Playing with Adobe ${ }^{\circledR}$ Photoshop ${ }^{\circledR}$ Elements software, discovering new tools, and combining them to make digital art are some of my favorite pastimes. When I realized geometric patterns could have transparent parts, I began creating stencil-like designs and tiling them. About the same time, I discovered the magic of blending. Friends admired my designs and wanted to learn how to create them, which led to my book Creating with Pixels. My Dahlia Mosaic quilt applies the techniques, which are explained in the book, of blending a stencil like pattern with one or more photos and/ or filtered texture. When printed on treated silk or cot-
ton, and then quilted, digital design is given a whole new dimension.

In Elements, you can create a pattern such as the half-square triangle, then use it tiled and resized as you like. Additionally, you can blend the pattern with photos to create many different designs.

Blending is the magic which transforms your design with some amazing results. Blending on a selected layer interacts with the layers below, changing the darkness, lightness, contrast, or brightness. Pixels on the blend layer combine with pixels on the base layer in different ways, depending on the blending mode se-
lected. The bottom layer, the base, is always the photo. You can stack multiple layers above the base layer with the same or different blending modes. Take five minutes to watch the Adobe TV blending modes video for a better understanding of blending modes: http:// tv.adobe.com/watch/learn-photoshop-elements-7/ blending-layers-together/.

This article explains how you can create a halfsquare triangle pattern, add it to the current Elements pattern library, and then adjust the pattern to create different sized triangles. It then describes how to blend the triangles with your digital photo and create a mosaic filtered version of your photo for the pixelated border.

While there are multiple ways for entering many Elements commands (from the top menu, by rightclicking, using keyboard shortcuts or in the Layers panel) the following instructions show one way to use the Elements tools for Versions 5 through 11. Version 11 has a different screen interface, but the menus and tools work the same way.

## Tools \& supplies

- Adobe ${ }^{\circledR}$ Photoshop ${ }^{\circledR}$ Elements software.

Editor's note: These instructions should work with Adobe ${ }^{\circledR}$ Photoshop ${ }^{\circledR}$ software as well.

- Digital photo 300 PPI or higher
- Inkjet printer
- Fabric sheets for inkjet printer
- Fabric for backing and binding

Now let's get started. Editor's note: For each section below the first paragraph describes what you will accomplish in the section. Detailed, numbered steps follow the introduction.

## Create the triangle pattern

Draw and save the half-square triangle pattern to layer over the photo. For both photo and pattern, I recommend 300 ppi so you can print on paper or fabric or, optionally, enlarge the design up to $16^{\prime \prime} \times 16^{\prime \prime}$ later.

1. Open the Adobe ${ }^{\circledR}$ Photoshop ${ }^{\circledR}$ Elements software Editor. In version 11 click on Expert. For other versions click on full or edit. From the top menu select File > New > Blank File, size 4" x 4", transparent background, color mode RGB, 300 ppi resolution. Click $\mathbf{O K}$.
2. Make the grid lines visible so it will be easier to line up your triangles later. From the top menu, select Edit $>$ on the PC or Photoshop Elements on the MAC, then >Preferences > Guides \& Grid. Set gridlines $\mathbf{5 0}$ and \% from the pull down menu, and set subdivisions to 2 . Click $\boldsymbol{O K}$. I changed the grid color to red to make it easier to see. From the top menu, select View $>$ Grid and View $>$ Snap to $>$ Grid.
3. Select the Custom Shape tool on the left side of your screen in the toolbox. In version 11, it is a star under the draw section. In previous versions, if the toolbox is not visible, select Window $>$ Tools on the top menu. If you do not see the Heart icon, right-click on one of the other icons shown, then click on the Heart icon.

On the options bar, set options to Fixed Size 8" height 4" width. Select Shape > Triangle, and set the color to black. Click and draw the triangle. It will not be in the right place, but you will fix it in the next step. On the options bar click on Simplify.
4. Click on the Move tool. Zoom way out, so there is a lot of room outside the image. Drag the triangle so it lines up on the top and bottom, and half of it is outside the image. Click on the green arrow or press Enter (fig. 1).


Fig. 1
5. To shade the triangle, set the foreground/ background colors to the default black/white. From the top menu select Filter $>$ Sketch $>\boldsymbol{B a s}$ Relief. Set detail to 15 , smoothness to 15 , and light to top left. Click $\boldsymbol{O K}$.
6. To create the pattern, from the top menu select Edit $>$ Define Pattern. Name it $1 / 2$ Square Triangle. I also add the size in inches and the resolution ( $1 / 2$ Square Triangle 4"x4" r300) so I can easily check sizing later when creating patterns. Note: This step adds the pattern to the bottom of the current Elements pattern library. To view and manage your pattern libraries, from the top menu select Edit > Preset Manager, then select patterns from the pull down menu.
7. Close the file without saving because the triangle is now an Elements pattern.

## Create the design

Select an interesting photo which has several colors and some contrast (fig. 2). Check your photo's resolution, tweak if needed, and crop to $8 " \times 8 "$.


Fig. 2

1. File $>$ Open your photo. File $>$ Save As your project.psd file.
2. If the image needs retouching, from the top menu select Enhance > Unsharp Mask and sharpen it, or click on Quick (located at the top of your screen) for other editing options.
3. Check the resolution to see how much you can
later enlarge the image. To do this, from the top menu select Image $>$ Resize $>$ Image Size. Make sure that Resample Image is off and Constrain Proportions is on. Change the resolution to 300 ppi. If the height or width is less than 8 ", your photo resolution is not high enough to later resize the project larger than $12^{\prime \prime} \times 12$ " because the photo will not be sharp, so take this into account when printing. If you want a larger quilt, click on Cancel and choose a different photo.
4. Click on the Crop tool. On the options bar set the height to 8 ", width to 8 " and resolution to 300 . Drag to fit and click on the green checkmark or press Enter.
5. From the top menu, select Enhance $>$ Adjust Lighting > Levels to tweak the photo contrast.
6. Double click on the layer, change the name to Photo, and then click OK.

## Create the triangles top

Create the two triangle pattern layers with blending modes set to Luminosity which will allow your photo's color to show through the triangles. Figure 3 shows several of the selections for this step.

1. Duplicate the Photo layer, and in the Layers panel, click on the eye icon to hide the bottom layer. In version 11, clicking on the layer eye icon puts a thin diagonal line through it to indicate the layer is invisible. In previous versions the eye disappears.
2. Click on the top Photo copy layer.
3. To add a pattern, from the top menu select Layer > New Fill Layer > Pattern and click OK, select the $1 / 2$ Square Triangle and scale to $50 \%$. Click OK, then Layer > Simplify Layer. Name the layer Triangle $50 \%$.
4. At the top of the Layers Panel, click on the Blending Mode pull down menu which says Normal and set the blending mode to Luminosity.
5. From the top menu select Image $>$ Rotate $>$ Flip Layer Vertical.


Fig. 3
6. Select Layer $>$ New Fill Layer $>$ Pattern and click $\boldsymbol{O K}$, select the $1 / 2$ Square Triangle again and scale to $100 \%$ this time. Click $\mathbf{O K}$, then Layer $>$ Simplify Layer. Name the layer Triangle $100 \%$.
7. Click on the Blending Mode pull down menu to set the blending mode to Luminosity on this layer.
8. At the top of the Layers Panel, click on the Opacity slider and reduce the Triangle $100 \%$ layer opacity to $80 \%$.
9. Nudge the triangle layers to line them up if needed.
10. Optional: If you want to play with the different blending modes, change the design, click on one of the Triangle layers and scroll through its blending modes, then scroll through the other Triangle layer blending modes. If you find a combination you like better, continue to step 11, otherwise set the blending modes back to Luminosity.

From the top menu, select Layer $>$ Merge Visible. In the Layers Panel, click on the eye icon to make the Triangle $100 \%$ layer invisible.
12. File $>$ Save.

## Create the Mosaic border

The border combines two layers of your photo at about $30 \%$ opacity with a mosaic filtered layer. Refer to figure 4 as you work.

1. Click on the bottom Photo layer and make it visible.
2. Drag the Photo layer to the Create a New Layer icon in the Layers Panel to duplicate the layer.
3. From the top menu select Filter $>$ Pixelate $>$ Mosaic. Set the cell size to 200. Click OK. Name it Border.
4. Click on the Photo layer. Move it above the Border layer. At the top of the layers panel, click on the Opacity slider and reduce the Photo layer opacity


Fig. 4
to around $30 \%$. You should see both the Photo and the Border layers.
5. Optional step: Play with the photo size. I dragged the photo outside the file boundaries to show more of the dahlia petals. Zoom out so there is space outside the file. Click on the Move tool and drag the photo outside the file boundaries. Click on the green arrow or press Enter. Drag the Crop tool around the image and click on the green arrow or press Enter.
6. From the top menu, select Layer $>$ Merge

## Down.

## Position the design

Increase the canvas to 12 " $x 12$ ", then enlarge the border and position the smaller triangle layer on top.

1. From the top menu select Image $>$ Resize $>$ Canvas Size. Change the height to 12 " and width to 12 ". This is the finished size with 2" borders. Make sure Relative is off. Click $\boldsymbol{O K}$.
2. With the Move tool, drag the Border layer corners to enlarge it so it covers the whole file. Click on the green arrow or press Enter.
3. Unhide the Triangle $100 \%$ layer.
4. File $>$ Save.

## Create the Inner Border

Add the inner border using the Rectangular Marquee tool (fig. 5).

1. With the Move tool, click on the top layer, and then click on the Create a New Layer icon in the Layers Panel.
2. To add the inner border, use the Rectangular Marquee tool to draw a selection around the triangles. From the top menu select Edit $>$ Stroke. Enter the width 30. Click on Location: Inside for square corners, Outside for slightly rounded corners. Optionally change the color. Click OK. Undo and repeat if you want a thinner or thicker inner border. Add patterns and/or layer styles like


Fig. 5
the project size to $16 " \times 16$ ", and then select the printer's tile or poster settings to print on 4 fabric sheets.

After printing, follow the manufacturer's instructions for any fabric treatment. Trim leaving a $1 / 4$ " seam allowance all around. Layer backing, batting and quilt top and quilt as desired. Add binding and a sleeve you would for any quilt.

## Ideas to spark your creativity

You can create different versions of the same image with different filters or photos and arrange them as blocks on a quilt. Try different photos and subject, audition different blending modes by scrolling through the selections, or apply another filter in place of Mosaic.

For the quilt in figure 6 I started with a close up photo of a tulip, then changed the Triangle $50 \%$ layer blending mode to Linear Light, and created a Filter $>$ Distort $>$ Wave Square filter for the border.

Using the same tulip photo, I scrolled through blending modes on the Triangles and set the Triangle 100\% layer to Linear Light and the Triangle 50\% layer to Hue (fig. 7). I converted the border Mosaic layer to black and white.


Fig. 6

Starting with an ocean photo (fig. 8), I changed the Triangle $100 \%$ blending mode to Soft Light. I skipped creating the Mosaic layer, using only the photo as the border so it looks like the triangles are floating in the ocean.


Fig. 7


Fig. 8

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