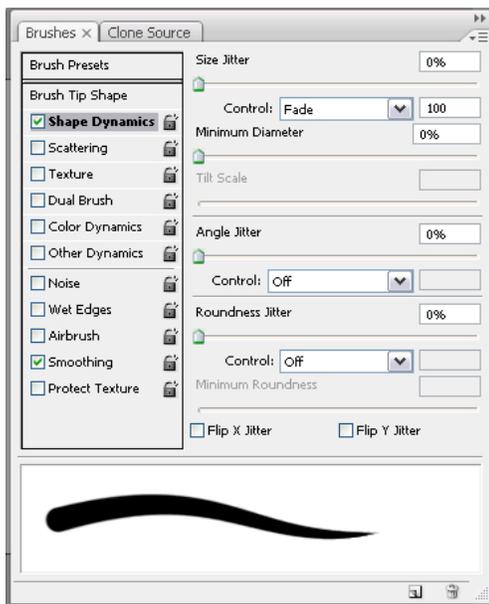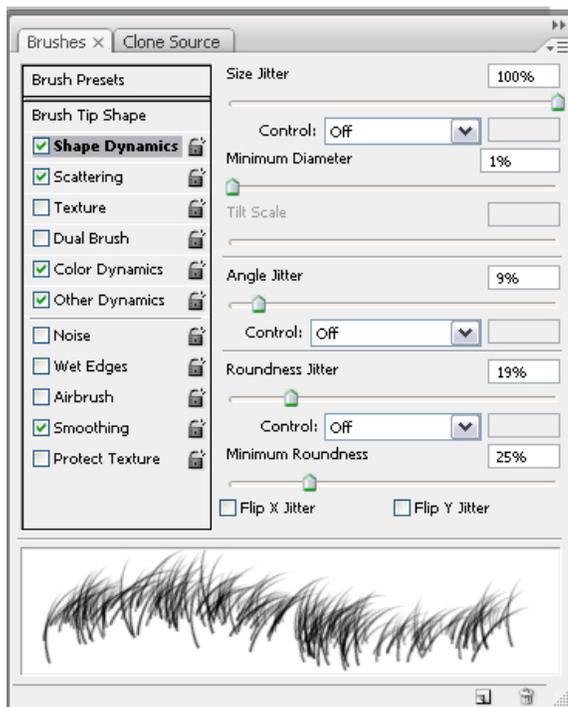# PHOTO-REALISTIC TUTORIALS

BY NANCE PATERNOSTER

How to Draw Grass in Photoshop

1. Create a new document that is 7" x 7" x 300DPI.
2. Start by using a regular round brush with 100% hardness to the brush.
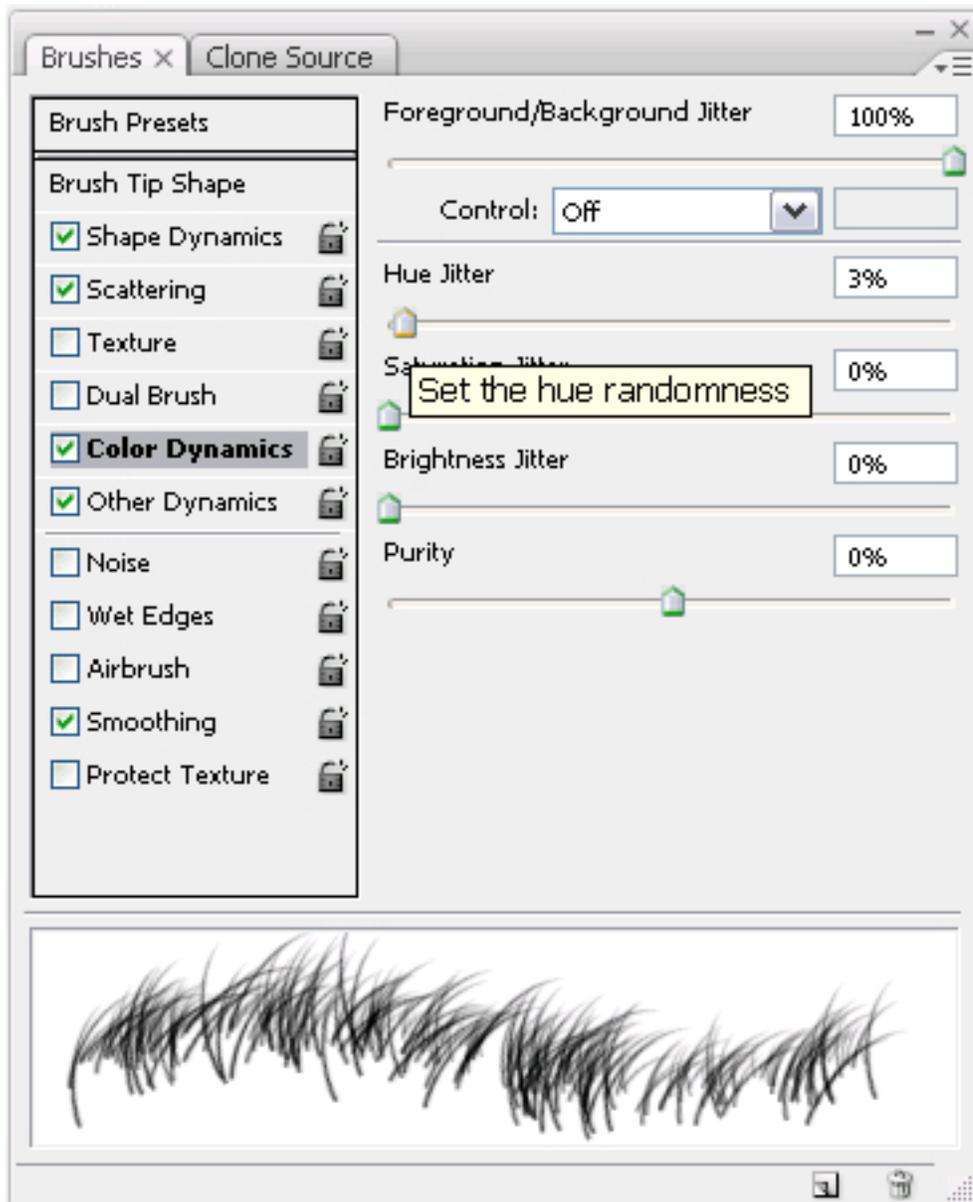3. Go into Shape Dynamics and set the size jitter control to FADE.

4. Type in 100 for the FADE of the tip of the brush (this will start with a fat tip and fade to a thin point).
5. Make sure you are using black as your paint color if you want an opaque brush later (drawing with Black = 100% Opaque, Drawing with White = 100% Transparent, Drawing with Grey = semi transparent).
6. Create a brush stroke from the bottom up (so that the blade of grass is fatter at the bottom).
7. Choose the rectangular marquee (make sure there is NO feather turned on or this won't work).

8. Surround the brush stroke you just made with the rectangular marquee tool.

9. Go under the edit menu and choose "Define Brush Preset".

10. Name your brush "Grass_Blade".

11. You have now saved a brush.

12. Also draw 3 brush strokes with the bottoms of their stokes crossing each other.

13. REPEAT STEPS 7-10 but name your brush "Grass_Clump"

14. You are now ready to paint with these newly made brushes.

15. Now you need to go back into "brush presets" to choose the brush and customize how it is set up.

16. Draw a stroke or a clump with either brush you just made.

17. Notice how it looks.

18. Adjust the settings of this new brush so that it's angle will vary when you place down strokes.

19. You want to be able to have a variation of greens in the blades of grass, not too much but some randonmess and variation.

20. You need to set up your foreground and background colors to be used by the brush palette (see below).

21. The way you set this up is with a Hue Variation (with makes the color of the brush float between the Foreground Color you have chosen and the Background color you have chosen on the Hue/Spectrum). I usually pick a mid-dark green (fg-color) and then another green a little darker than that (bg-color) & I made the Hue Jitter small (like 3%-this will allow the color to vary subtley).

Brushes ×	Clone Source		— ×
Brush Presets	Foreground/Background Jitter		100%
Brush Tip Shape			
✔ Shape Dynamics 🔒	Control: Off	✔	
✔ Scattering 🔒	Hue Jitter		3%
☐ Texture 🔒	Saturation Jitter [Set the hue randomness]		0%
☐ Dual Brush 🔒			
✔ **Color Dynamics** 🔒	Brightness Jitter		0%
✔ Other Dynamics 🔒			
☐ Noise 🔒	Purity		0%
☐ Wet Edges 🔒			
☐ Airbrush 🔒			
✔ Smoothing 🔒			
☐ Protect Texture 🔒			

22. Create a bottom layer in the layers palette that you can fill with the paint bucket the darker of the two greens (above). Do this now.

23. Turn on rulers and pull guides to determine where in the perpsective the grass should get bigger or smaller.
24. Create 4-5 empty layers.
25. Draw very small grass on the layer that is the closest in the layer stacking order to the bottom (all) green layer. Draw slowly with a very small brush and fill the top 6th of the screen (approximately) with strokes from the smaller brush.
26. Make the brush a little bigger and on the layer right on top of the grass layer you just drew fill in the next lowest portion of the screen horizontally. Fill in more vertical space than the previous layer since the brush is bigger, grass that size would take up more screen space.
27. Continue making the brush bigger and making separate layers at different grass sizes until the screen is full of grass.
28. Save this file as a layered .PSD and then duplicate it (under Edit Duplicate) – name the other file "Grass_Merged".
29. Go under the pulldown menu in the brush palette (make sure you have brush presets selected) and choose "save brushes". Name your brushes and put them in a place you will remember. You can use these same brushes later. PS saves these as .abr files. They can only be loaded up in the brush palette.
30. Shift select the grass layers (not the solid green layer) and go under the layer menu (or the pulldown in the layers palette) and choose "merged layers (this will merge all the layers you have selected).
31. Set up a big Airbrush that has low opacity (like between 13-28%) eyedropper a color from the green grass.
32. Click on the color swatch and go into the color picker and make the brightness of the color (V) a few shades darker (this will be used for making shadows).
33. Once you have set up your brush, paint some strokes over areas of the photos that you would like to have environment shadows on.
34. You will later go back and "model" the shading on the grass for areas that you want to look more clumpy.

35. Add a Mid-tone layer for the midtones in the grass by airbrushing with a midtone color.
36. Add a Hilight layer for the hilights in the grass by airbrushing with a Hilight color.
37. Create a few custom brushes of leaves, garbage, twigs etc. that may be lying around on the grass.
38. Create a new layer and stamp down some of these things (above- Note: spacing should be high on the brush for stamping).
39. Paint some shadows under the leaf and garbage layer and put that layer in multiply or luminance mode…lower the opacity of the layer to make it look natural.