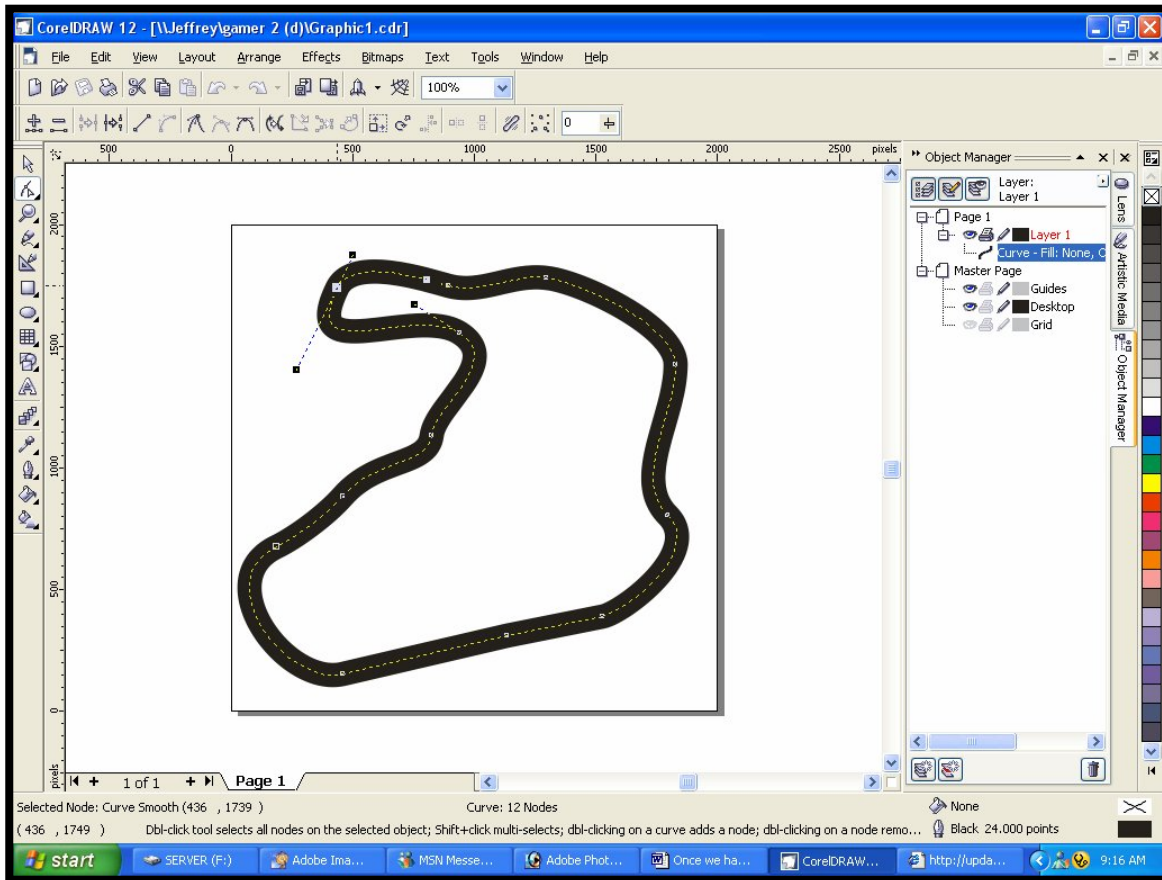


# TUTORIAL: HOW TO MAKE TRACKS IN PHOTO SHOP WITH ASPHALT (Tarmac) and CURBES.

*Translated from Spanish to English by Jeffrey*

## Step 1

First you have to design the track layout in Corel Draw. I found out that Corel Draw is the easiest program to do this, because it automatically adjusts the curves for you:

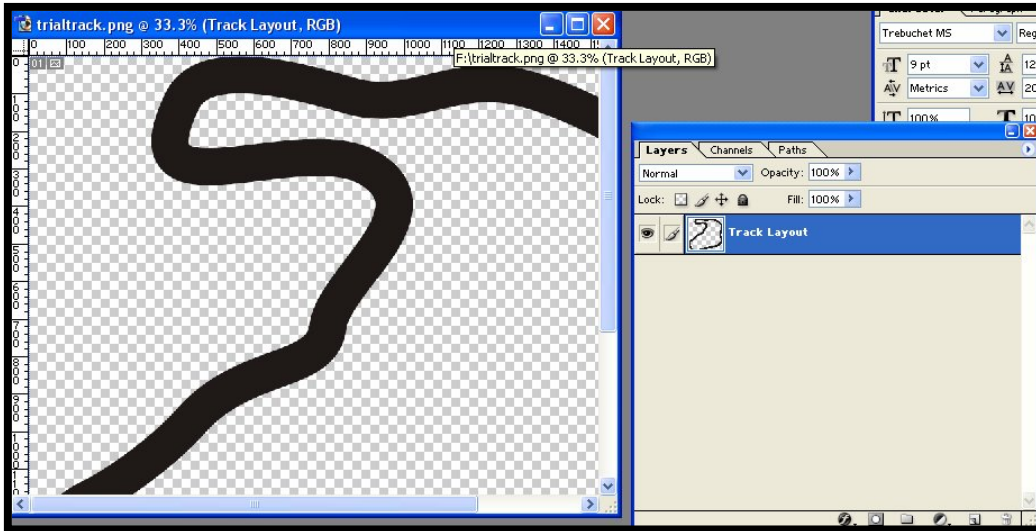


Export the track from Corel Draw using the option from File Menu – Export to Office. This will export the image in PNG format and with a transparent background.

## Step 2

Once we have totally defined the layout of our circuit, we are going to do it more real contributing to it asphalt and other elements, textures that simulate to the real thing. We are going to utilize the program Photoshop since contributes great power and facility in this type of tasks.

In the first place load in Photoshop the track layout, that has been created previously with Freehand or Corel Draw or any other program. We can see that we have a totally black layout and therefore little realistic. The track looks like this:



The following step is to select the layout with the tool - magic wand. If it is well selected the black layout of the circuit is surrounded by dotted lines.

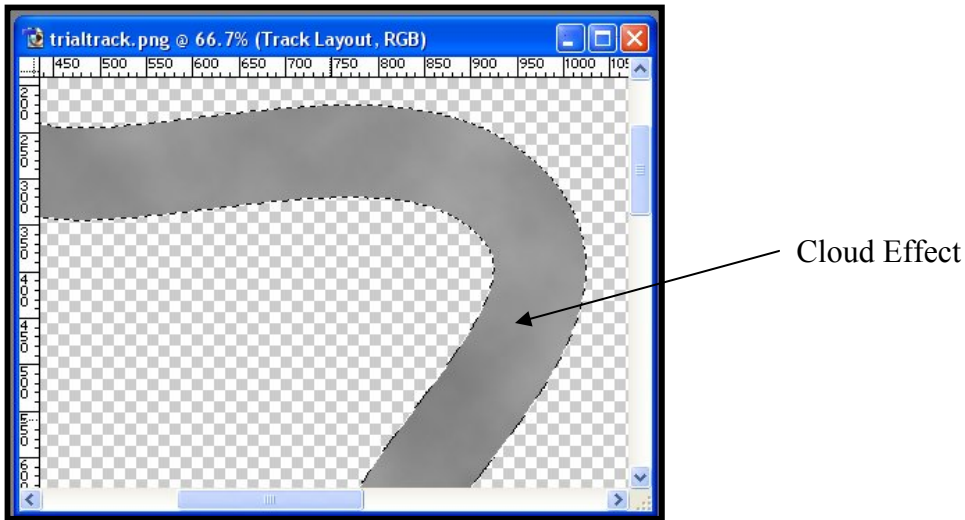
### Step 3



Now we are going to create the texture of the asphalt. For it we should define as frontal color a gray one at 70% (like the one that appears in the image on the left). As color of background should be defined a gray one a little clearer (they are defined by clicking on them in the bar and in the menu that appears choosing the color).

Now, we will simulate the different tone of the asphalt. First use the **magic wand** and click inside the track. Then press in menu filter and then select render and than click clouds.

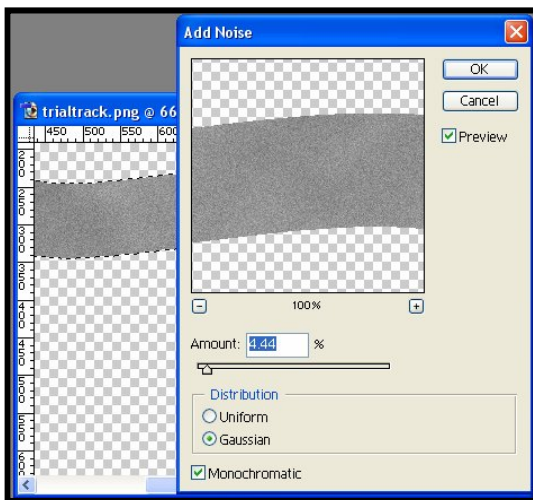
If it has been carried out well it has to appear in the following form:



#### **Step 4**

It still does not look like real asphalt, so we are going to add noise to simulate real tarmac.

So press the menu filter, select noise and click option add noise. This screen will appear:



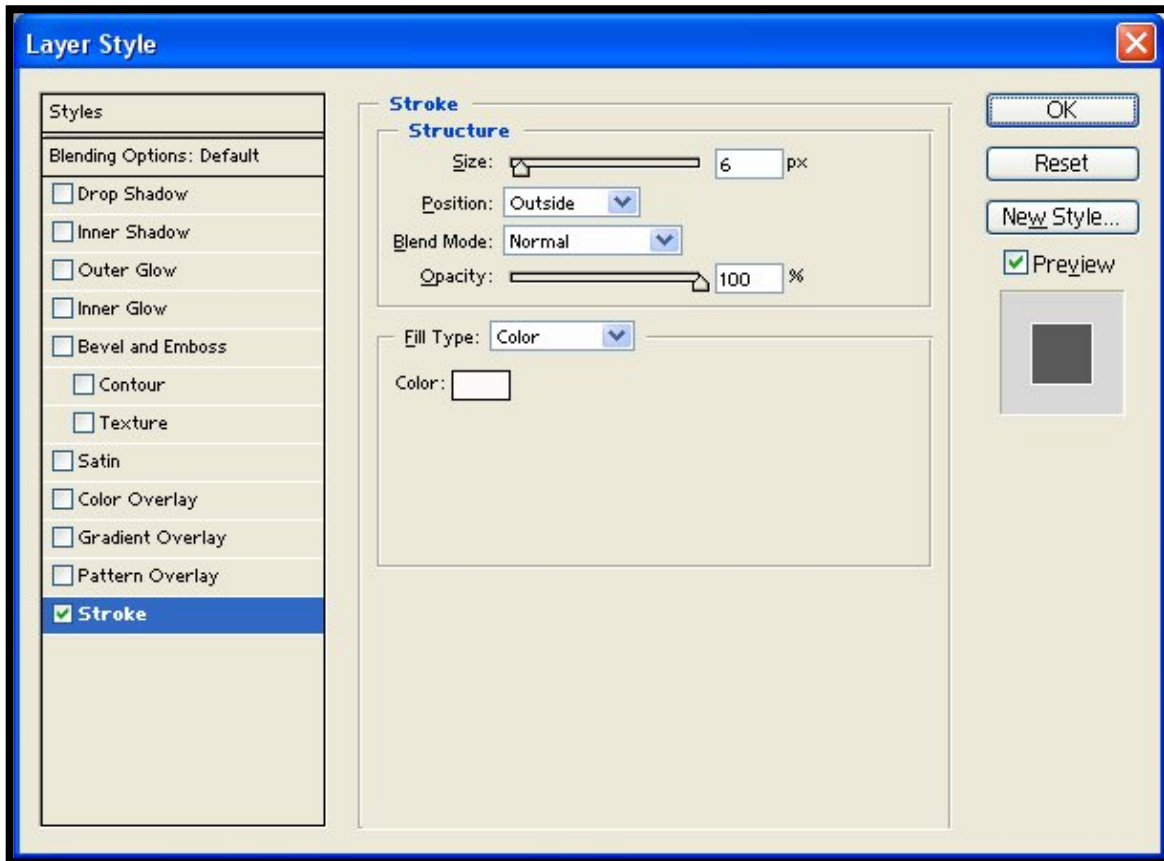
The quantity of noise should vary between the 3% and the 6% if Gaussian distribution is selected. If Uniform distribution is selected I suggest a greater figure.

Click Ok when ready.

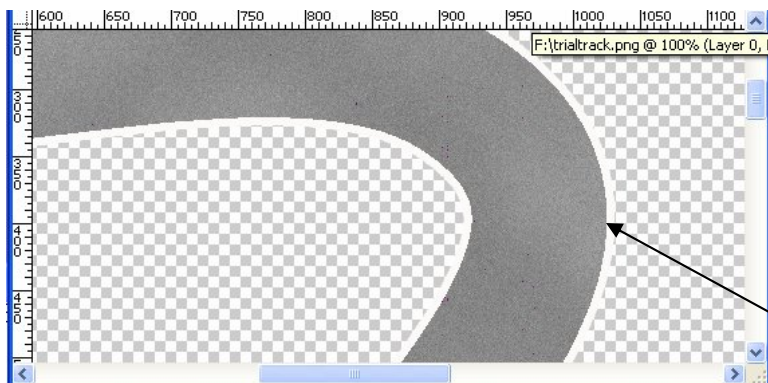
## Step 5

The next step is to create the white lines on both sides of the track.

Double click with the left button on the track layer in layers window which we just applied asphalt to it. The Styles window will appear immediately.



We select stroke the last option from the menu. I suggest the border color white and width of the border to 6px. But this depends what type of track you are doing and the size of the track. And now it must look like this:

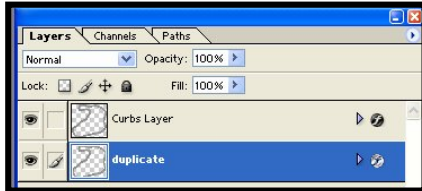


White Borders

## Step 6

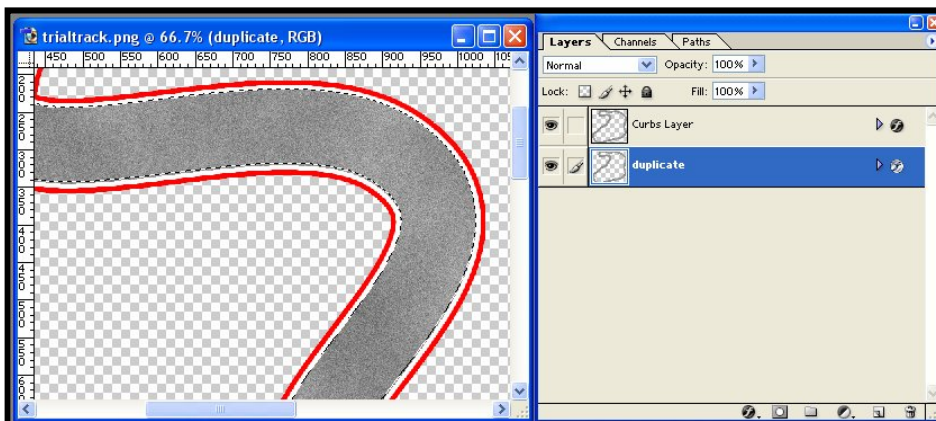
Now we are going to handle the curves to make the curbs.

First you have to duplicate the layer we were just working on. Just click Layer Menu and click on Duplicate Layer. Give it a different name. Now we have two layers that look the same.



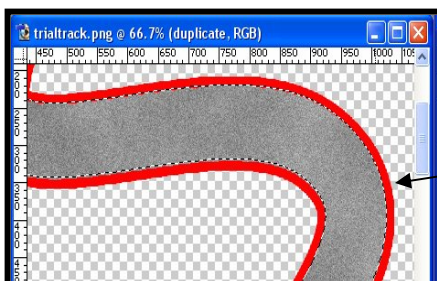
Click on the second layer (just created) to select it and double click on it in layers window to call the styles window again.

This time we are going to edit the settings and make a border color in red (or any color you wish for the curbs) and 13 pixel of size. (Size depends how you like the curbs to be fat or thin). It must look like this:



## Step 7

What we need to do is to bring the second layer (the duplicate for curbs) in front. Select the duplicate layer and click on layers menu and then click on arrange – bring to front.



The white border disappears.

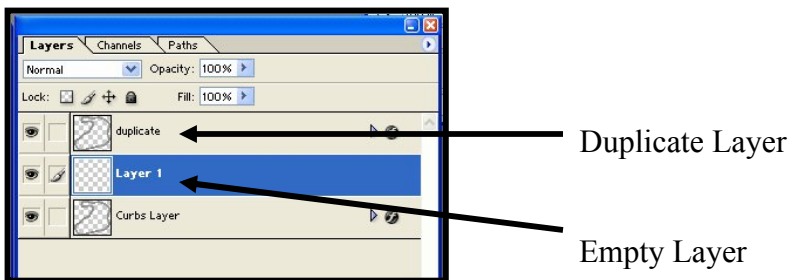
## Step 8

The next step is to rasterize the layer (the one for curbs – the duplicate).

Rasterize means making the effect we applied before as an image and no longer an effect. So we can edit it

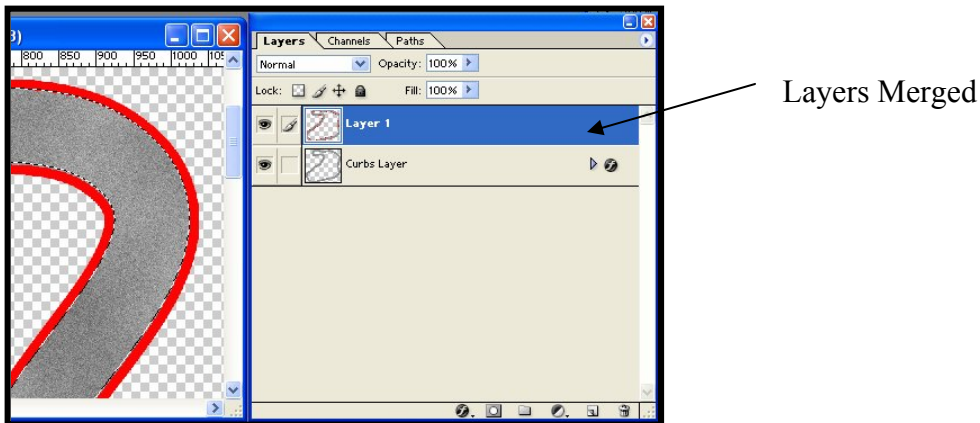
To do this a **new empty layer** must be created under it.

A new layer is created by clicking in the menu Layer and then click Layer - New Layer. When the new empty layer is created it must exactly under the duplicate layer. If its' not just drag it in the layers window to look like this:



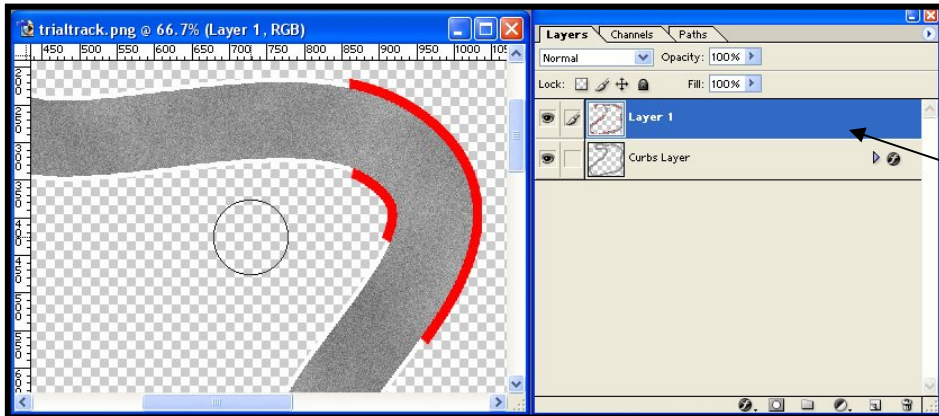
For rasterizing the two layers, we select the duplicate layer (curbs), and from menu layer click merge down. Now we can handle the line for curbs as a normal drawing and no longer just an effect.

And now we have this:

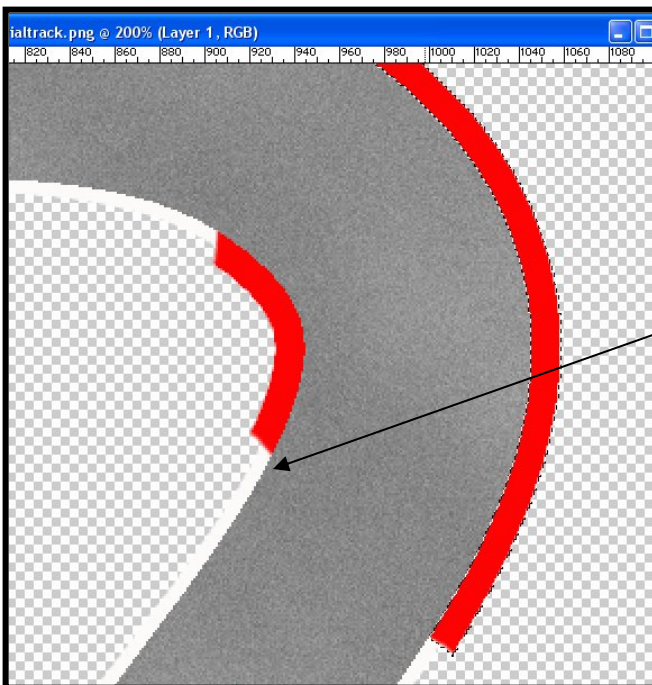


## Step 9

We can proceed to erase the zones of red line in which we do not desire curbs. Select the new layer (layer 1). For it we utilize the tool rubber. It should erase only in the layer of the curbs (having selected the right layer). The result should be the following one:



New Layer Selected

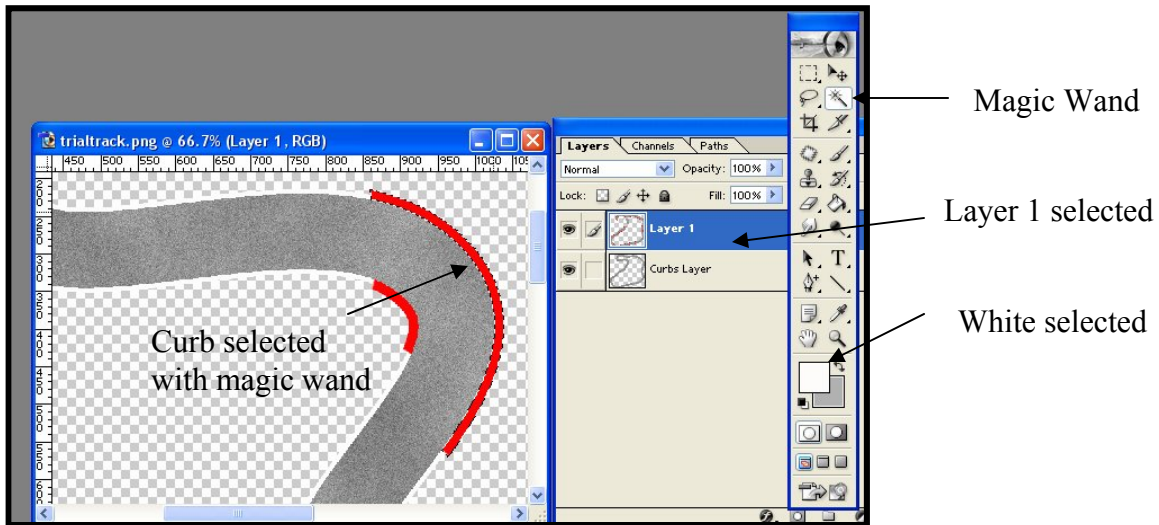


The white border appears again

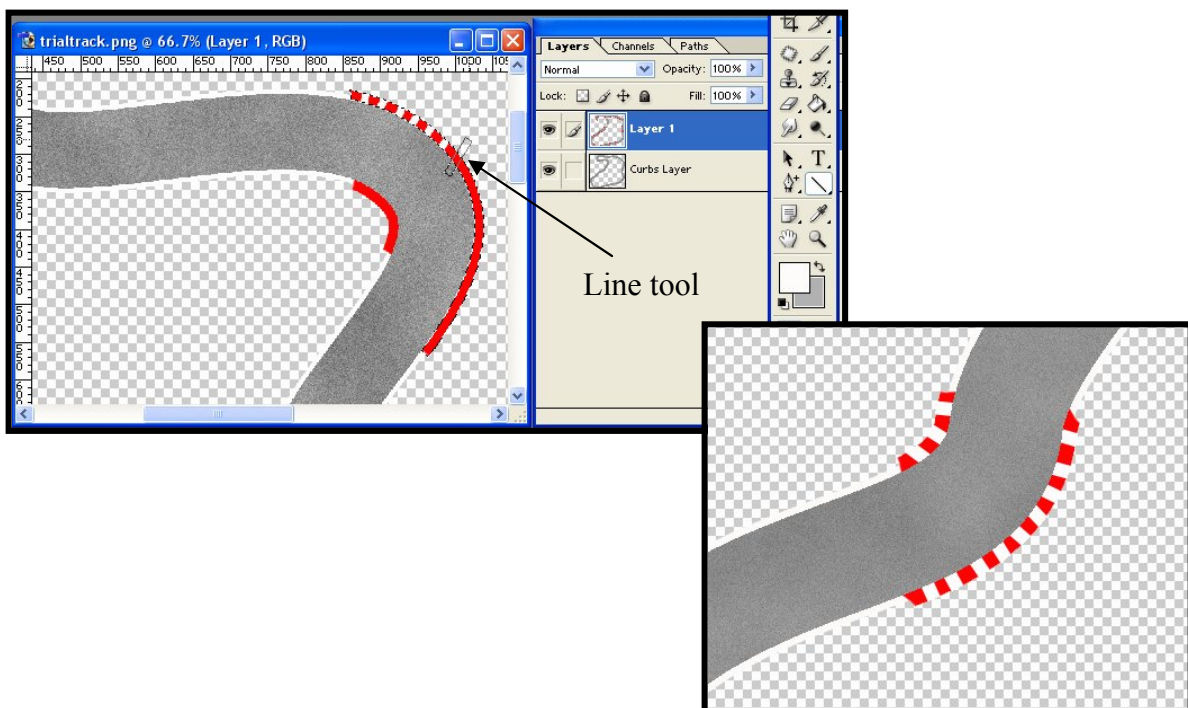
## Step 10 – Creating the Curb

We are going to apply the typical colors that have the curbs of the circuits. In this case will be a sequence of white and red.

So select the layer 1 (very imp). Select white color and pick the Magic Wand and click on the curb as shown below:



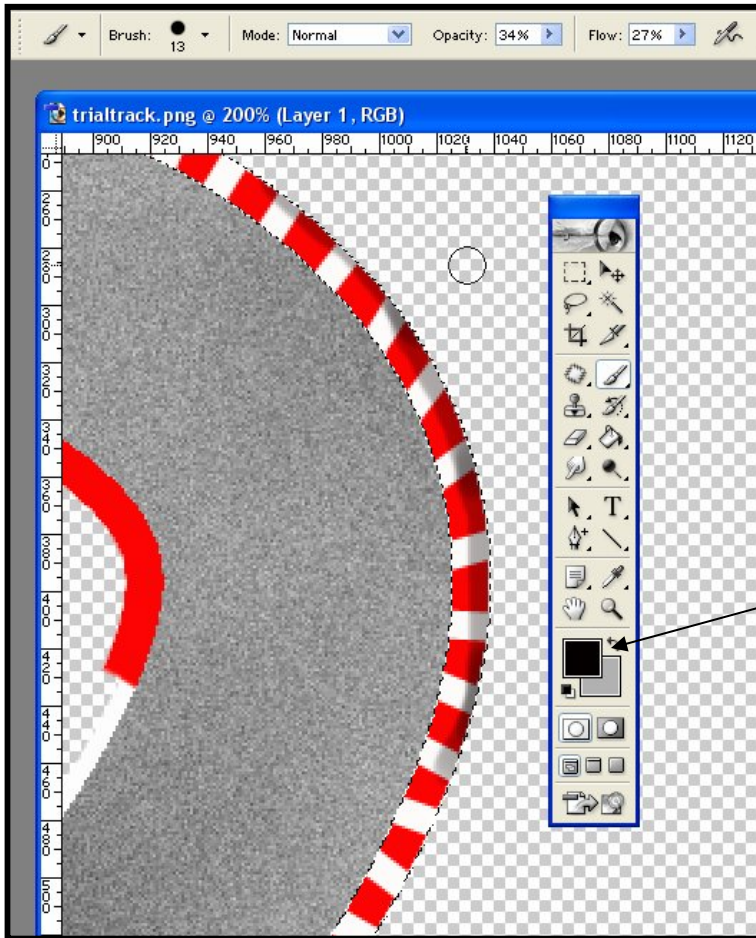
Now when curb is selected use the line tool (using white and adjust line width as required) to create the curb like this:



To finish you can give a little volume to the curb by using the brush with a black color but opacity 34% and flow 27%.

You should pass over the outside of the curb only as show below

**IMPORTANT: This must be done when the curb is still selected or otherwise it will be more difficult to do later.**



Black Selected

*Hope you like it!*

*Any queries email me on [jefcam@euroweb.net.mt](mailto:jefcam@euroweb.net.mt)*

*Jeffrey Camilleri*