

## Textures in 2D graphics

- Before use of textures became commonplace in the 3D graphics industry, designers and illustrators had been using textures to visually enhance 2D images.  
Below is an example of what can be done simply with two textures, a vector drawing program and Adobe® Photoshop®.



Raw Adobe Illustrator drawing



Texture 1 (helmet)



Texture 2 (background)

The images below are a result of layering the textures using Photoshop's transfer modes on top of the vector artwork. Commonly, a high contrast version of a texture is used as a layer mask, which creates little holes and cracks in the artwork. The second texture was color adjusted and used as the background.

By combining textures with vector artwork as well as photographs, many interesting effects can be created without spending a lot of time or effort.

