

Texture Layers - Easy Method

1. Open image in LightRoom and do all your adjusts for lens correction, calibration, basic panel for exposure, highlights, shadows, etc. Do tone curve, detail and effects panels as needed.
2. I go to File>Export and choose to export for either PS or Elements. Can also go to Photo>Edit In and choose your editing program.
3. I'm using Elements here. Spot clean and clone your image. Then pick the Quick Selection Tool and select the portion of the image you want to work with.
4. When done, go to Edit>Copy or use Ctrl/C to copy the selection to the clipboard.
5. Go to File>Open and the folder where you keep your texture background images and open that file. It will come in as a layer over the original image. Make sure the texture layer is the same size as the original image by using the Free Transform Tool to size it up or down.
6. Go to Edit>Paste or use Ctrl/V to paste the selection onto the texture layer. Use the Move Tool to place the selection on the layer exactly where you want it.
7. You can further enhance image using all the available tools on either the selection layer or the texture layer.
8. If you want to use the NIK software to further enhance the image, you will have to go to Layer>Flatten. Then go to filter and select the NIK feature you want to use.

Texture Layers - Layer Mask Method

1. Do the same 1 and 2 as in the easy method.
2. In either Photoshop or Elements, spot clean or clone to clean up the image. Don't worry about the elements you're not going to keep.
3. Go to File>Open and bring in the texture you want to use. Resize it so it is the same size as the other image. You can enhance the lighting on this layer to suit.
4. Select the Move Tool and with the left mouse button held down, move it on top of the original image and let go of the button. You'll see a blue border light up on the original image. Once the texture it's on top, you can delete the texture image you imported. Check with the free transform tool to ensure the texture layer is directly on top of the background image.
5. Click on the texture layer 1 and click on the Layer Mask icon. This will make a white mask appear next to the layer 1 texture in the layers panel.
6. Click on the layer mask and bring the opacity down so you can see the underlying image.
7. Use the Paint Brush Tool and make sure your foreground color is black. Paint over the area you want to show through the texture using the left/right bracket keys. As you get close to the border of what you want, reduce the brush size with the left bracket key to get a cleaner line. You can use the backspace key to show the areas you've painted in red.
8. Once you've got the image where you want it, you will have to flatten it as in the easy method if you use the NIK software to further process the image.

THIS METHOD IS TIME CONSUMING AND TEDIOUS, BUT IT OFFERS THE GREATEST CONTROL OVER YOUR IMAGE.