

1. Create a new document, **150 by 100 mm**, **white background**, **300 dpi**. Right-click (Mac-users Ctrl-click) on the **100% Black** color swatch on the **Color Palette** and select **Set Fill Color** from the drop-down.
2. Select **Rectangle** tool from the Toolbar and draw a rectangle approximately **110 mm** wide and **15 mm** high. Select **Picker** tool. Option-click on the rectangle object and drag it downwards, a hair's breadth below the first (thus a duplicate will be created on the fly). Repeat until there are four rectangles stacking above one another. Allow rectangles a slight random misalignment. In the **Object** docker, shift-click on all of them and select **Object>Combine>Combine Objects Together**. Name the new object "Panel".



3. Go to **Effects>3D Effects>Displace...** effect. In the dialog, click on **Load...** A dialog appears. Select **Sand** and click on Open. Back in the effect dialog, check **Tile** and set **Horizontal Scale** to **4** and **Vertical Scale** to **0**. Click OK.
4. Double-click on the **Fill** swatch in the **Info Line** (screen bottom). A dialog will appear. Click on **Bitmap Fill** and then on **Edit...** A new dialog appears. Click **Load...** and select **Wood 13** (...in a Mac. I guess the name in Windows is **Wood_13**), then click on Open. Check **Use original size** and set all the rest to **zero**. Click OK twice.

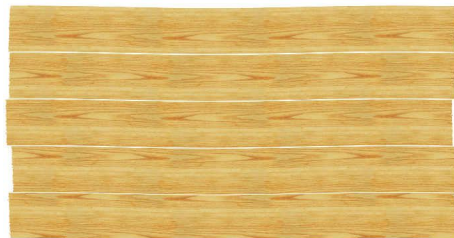
5. Click on “Panel” object to make it active. Check the **Lock Transparency** checkbox in the **Object** docker. Go to **Edit>Fill...** Click on the **Bitmap Fill** button. Click OK. Uncheck **Lock Transparency**.



6. Go to **Effects>2D Effects>Ripple...** A dialog appears. Toggle **Dual wave 2:1**. Set as follows:

Period: 75; Amplitude: 1; Direction Angle: 0; Distort ripple: unchecked.

Click OK. This will give the board a realistic bending.



7. Things are getting rough now. Duplicate “Panel” by selecting **Object>Duplicate**. Make the duplicate active by clicking on the icon on the **Object** docker. Go to **Effect>3D Effects>Emboss...** A dialog appears. Set as follows:

Depth: 2; Level: 300; Direction: 135; Emboss color: Gray.

8. In the **Object** docker, click on the **Merge** mode drop-down and select **Overlay**. Shift-click both “Panel” and duplicate and combine them (**Object>Combine>Combine Objects Together**).

By discoloring and increasing the contrast the wood will get a weather-worn look. Go to

Image>Adjust>Hue/Saturation/Lightness... A dialog appears. Set as follows:

Hue: -4; Saturation: -75; Lightness: 0; Channels: Master.

Click OK to apply the change.

9. Go to **Image>Adjust>Brightness-Contrast-Intensity...** Click **Reset** and set **Contrast equal to 30**. Click OK. See an enlarged

detail below.



10. Slip a finger on the screen. Pretty rough, eh?

11. Double-click on the **Paint Color** swatch (screen bottom). In the dialog, change settings as follows:

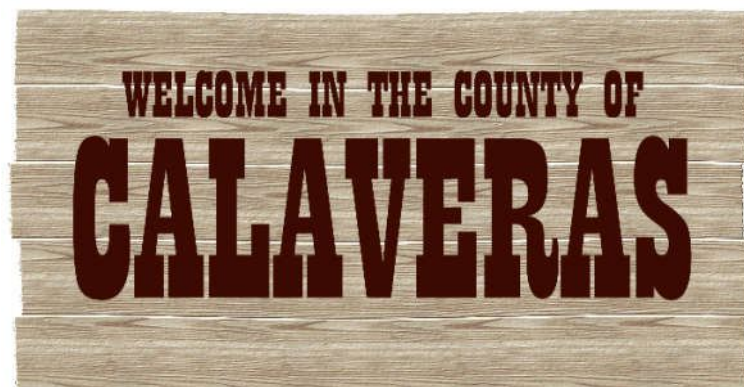
Red: 60; Green: 10; Blue: 0.

Click OK.

12. Select the **Text** tool and click anywhere around the center of the image. On the **Property** bar, set as follows:

Font name: Playbill; Size: 96 pt; Alignment: Center; Anti-aliasing: on.

13. Type in "CALAVERAS." Click on the **Pick** tool and stretch the text upwards, by dragging the upper center handle, about one tenth of its height. Select the **Text** tool again and write "WELCOME IN THE COUNTY OF" using the previous settings, but size **30 pt**. Arrange text and board as shown below.



14. Shift-click both writing objects and combine them together (**Object>Combine>Combine Objects Together**). The two writings are combined into one. Name it "Writing" if it helps you. With "Writing" still selected, go to **Effects>Noise>Median...** In the dialog, set **Radius** to **2 px**. Click OK. That'll just round out the corners. Select **Mask>Paint on Mask**. The screen goes clear for a while, but

no panic. Go to **Effects>Artistic>Canvas**. Click on **Load...** and pick **Bark3**, then click Open. Set as follows:

Transparency: 30%; Tile offset: Rows; Other settings: 0.

Click OK.

15. Go to **Image>Transform>Threshold...** Click **Reset**. Type in **150** in the **Threshold** field (or drag the second triangle below the histogram accordingly) and click OK. Go to **Image>Transform>Posterize...** and set **Level = 2**. Click OK.

16. Return from **Paint on Mask** mode by selecting **Mask>Paint on Mask** again. The screen turns into a mess of drunken marching ants. Select **Mask>Invert**. Pick any masking tool and hit **Delete** on the keyboard. Select **Mask>Remove**. This will cause the writing to look like worm-eaten. Go to **Effects>Noise>Median...** and set **Radius** equal to **3 px**. Click OK. The gnawing looks more realistic (below).



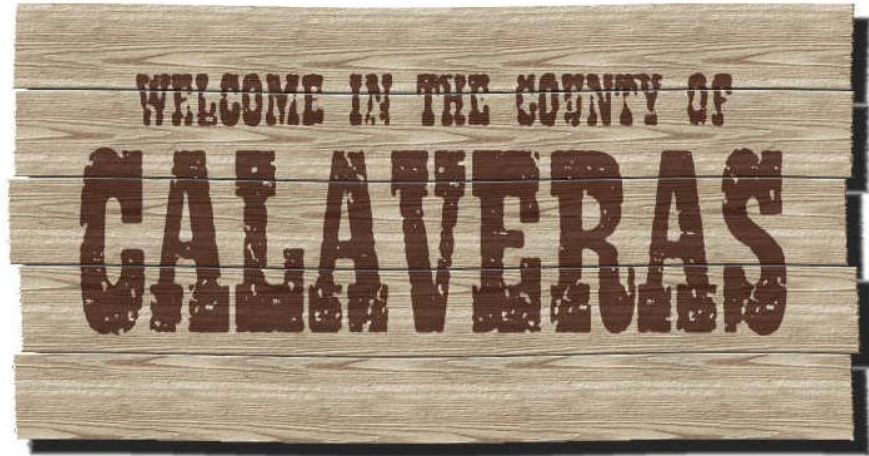
17. Make "Panel" the active object and check **Create Mask from Object(s)** in the **Object** docker Invert the mask (**Mask>Invert**). Now make "Writing" active and select any mask tool. Hit **Delete**. Select **Mask>Remove** to remove the mask. With the text object still selected, pick **Multiply** from the Merge drop-down list and drag the **Transparency** slider to **70%**.



18. A touch of shadow. Make "Panel" the active object and go to **Object>Drop Shadow...** Set as follows and click OK:

Type: Flat; Direction: 315 deg; Offset: 3 mm; Opacity 70%; Color:

Black; Feather Width: 12 px; Direction: Middle; Edges: Curved.



Will the Governor of California ever allow my work an acknowledgment?