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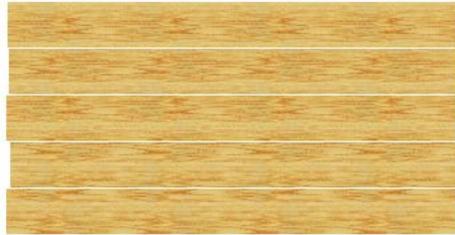
6. Go to Effects>2D Effects>Ripple… A dialog appears. Toggle Dual wave 2:1. Set as follows:

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; Ligtness: 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.
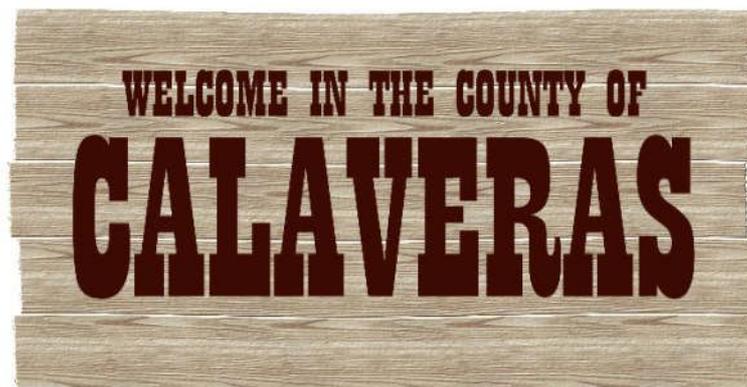
14. Shift-click both writing objects and combine them together (Object>Combine>Combine Objects Together). The two writings are combined into one. Name it "Writing" if it helps you. With "Writing" still selected, go to Effects>Noise>Median… In the dialog, set Radius to 2 px. Click OK. That'll just round 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 istogram accordingly) and clik 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:
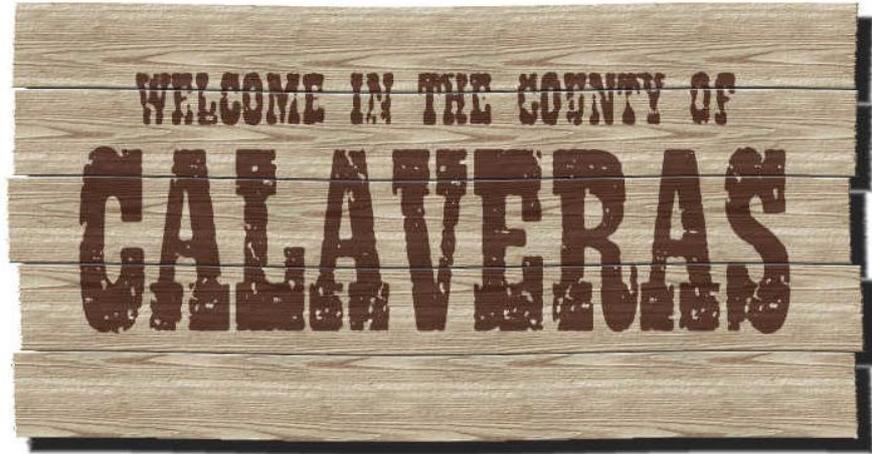
Will the Governor of California ever allow my work an acknowledgment?