


PHOTO: PAUL PETROFF

2 A wrinkled edge produced using the **Ripple** filter.

A few filter exercises

Apply the Ripple, Twirl, or Zigzag filter to a target layer with a white border to produce a warped paper texture.

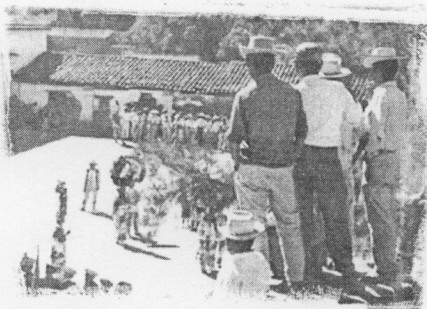
To create a wrinkled edge:

1. Choose white as the Background color.
2. Use Image menu > Canvas Size to add a border (use a one-layer image).
3. Choose the Rectangular Marquee tool (M or Shift-M).
4. Enter 8 in the Feather field on the Marquee Options palette.
5. Drag a selection marquee across about three quarters of the image (not the border).
6. Choose Select menu > Inverse (Ctrl-Shift-I / -Shift-I). The active selection will now include the added canvas area and part of the image 1.
7. Apply Filter menu > Distort > Ripple 2, Twirl, or ZigZag, or a combination thereof. Click the zoom out button (-) in the filter dialog box to preview the whole image.

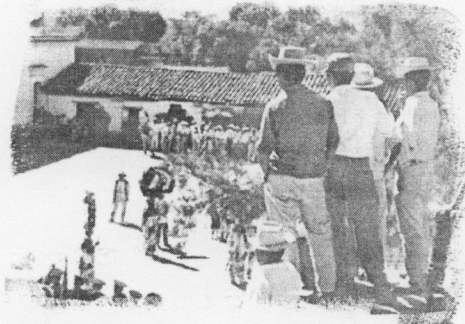
Take the easy way out:

Use one of the canned frame effects from Extensis' PhotoFrame 3-4, or combine a couple of their effects together. Auto F/X Corporation has a frame package, too.

Artistic Edges and Frames



3 A **Camera** edge from **Photoframe**.



4 A **Watercolor** edge from **Photoframe**.