Creating this textured image





This is the original image shot in late October - 2014, in Nova Scotia.

As is evident, it was a dull day.

Using Affinity Photo, I opened the original image (Background)

I Created a copy (cmd "J" on a Mac or ctrl "J" on Windows)) then added an HSL adjustment (Layers - New Adjustment Layer - HSL), I clicked on to the **Red channel** and boosted the saturation shift to 50% >



Next I added a White Balance adjustment (Layers - New Adjustment Layer - White Balance) and moved the slider to +15%, to add a small amount of warmth to the image.



Now I added an Unsharp Mask to increase the sharpness (Layer - New Live Filter Layer - Sharpen - Unsharp Mask) and set the Radius to 2 px and the Factor Slider to 2.

					Jigs
Adjusti	ment Layers Effects Styles Stock	=,		Live Unsharp Mask	
Opacity:	100 % 🔻 Normal	: 🌣 🔒		Merge	Delete Reset
Ø	(Curves Adjustment)		Radius		
	Texture (Pixel)		•		2 px
			Factor		
	Background Copy (Pixel)			•	2.001
	(HSL Shift Adjustment)		Threshold		
			•		0 %
	(White Balance Adjustment)				
	(Unsharp Mask)		Opacity: 100 %	Blend Mode:	Normal ‡
	Background (Pixel)		Street 199		
5 20 C 4 4			and the second second	Marine Marine	And a state of the

These adjustments result in this image.



Next I chose a texture. This one - "Old Testament" is one from this free texture site (http://www.flickriver.com/photos/skeletalmess/sets/ 72157611177099692/)

Go to - **File - Open** and select the image. Now, with this layer highlighted go to **Select - Select All - Copy, then Paste** onto Background Copy Layer. **Select Move tool (V)** and resize the pasted texture to cover the image.



I changed the blending mode to "Darken" and left the Opacity at 100%





This is the result of the "Darken" blend mode

Finally, I added a Curves Adjustment to brighten the image. (Layers - New Adjustment Layer - Curves) I dragged the top RH node roughly 25% toward the left as shown below.





I flattened the layers (Document - Flatten) and exported as a jpeg