

Creating this textured image

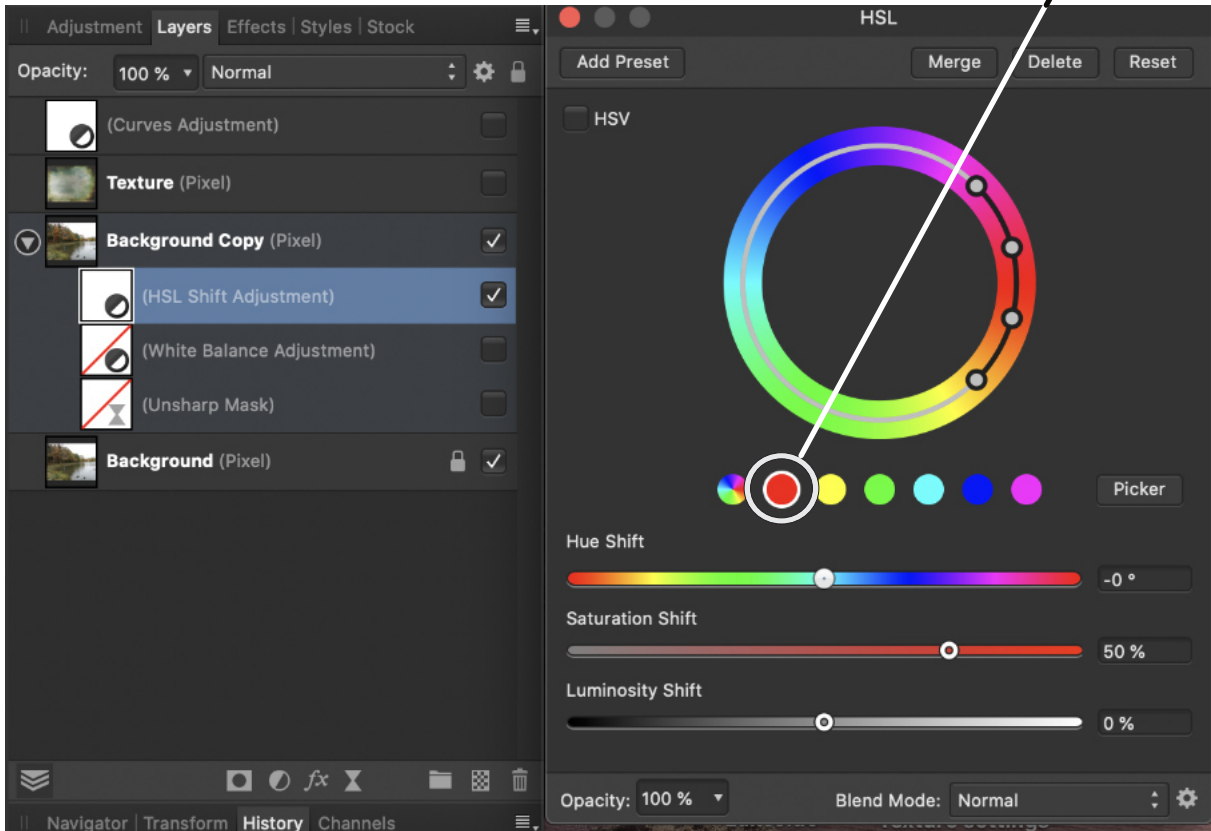


This is the original image shot in late October - 2014, in Nova Scotia.

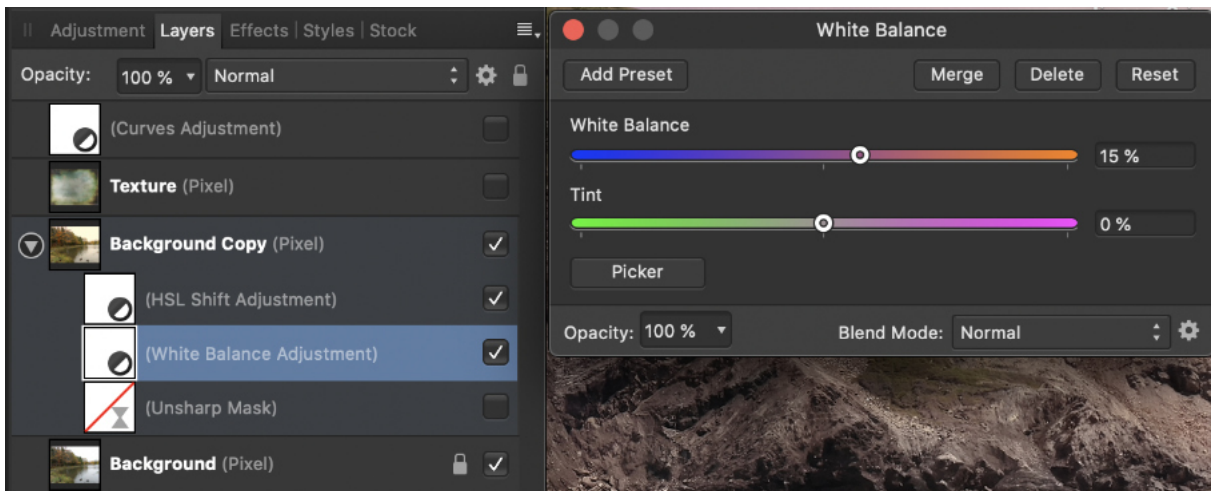
As is evident, it was a dull day.

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

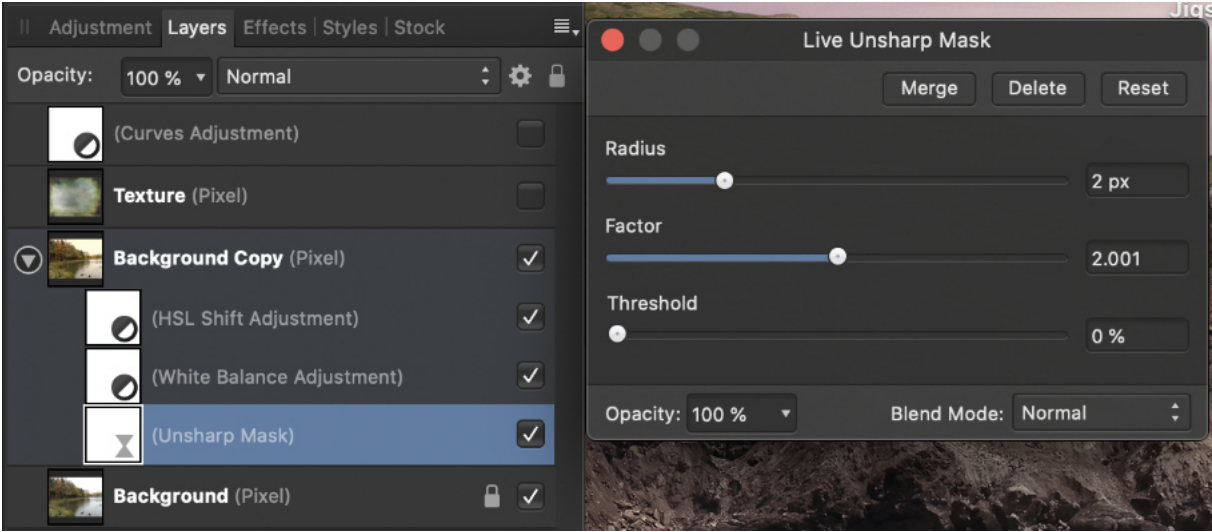
I Created a copy (cmd “J” on a Mac or ctrl “J” on Windows)) then added an HSL adjustment (**Layers - New Adjustment Layer - HSL**), I clicked on to the **Red channel** and boosted the saturation shift to 50%



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.



These adjustments result in this image.

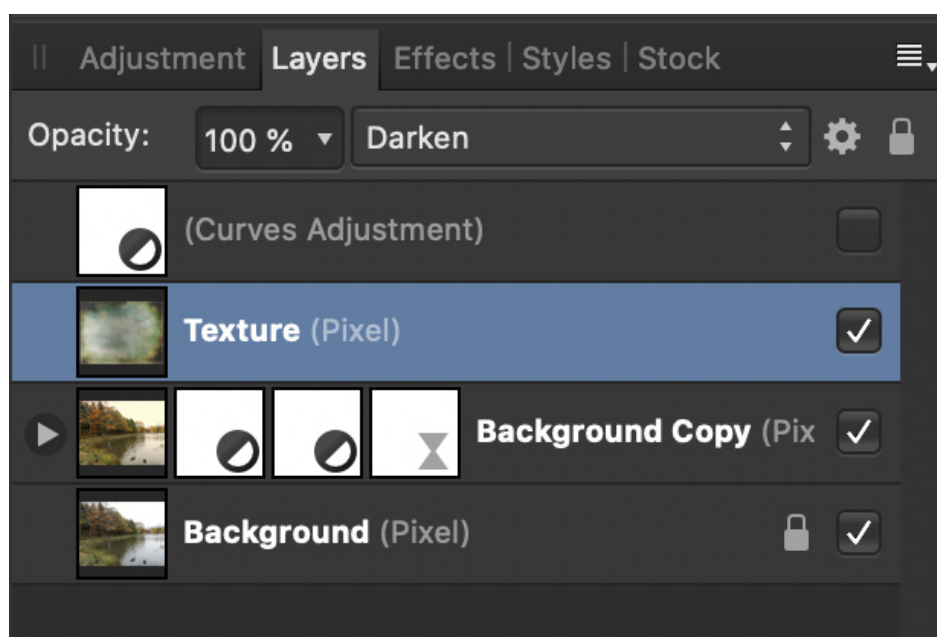


Next I chose a texture. This one - "Old Testament" is one from this free texture site (<http://www.flickrriver.com/photos/skeletalmess/sets/72157611177099692/>)

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.



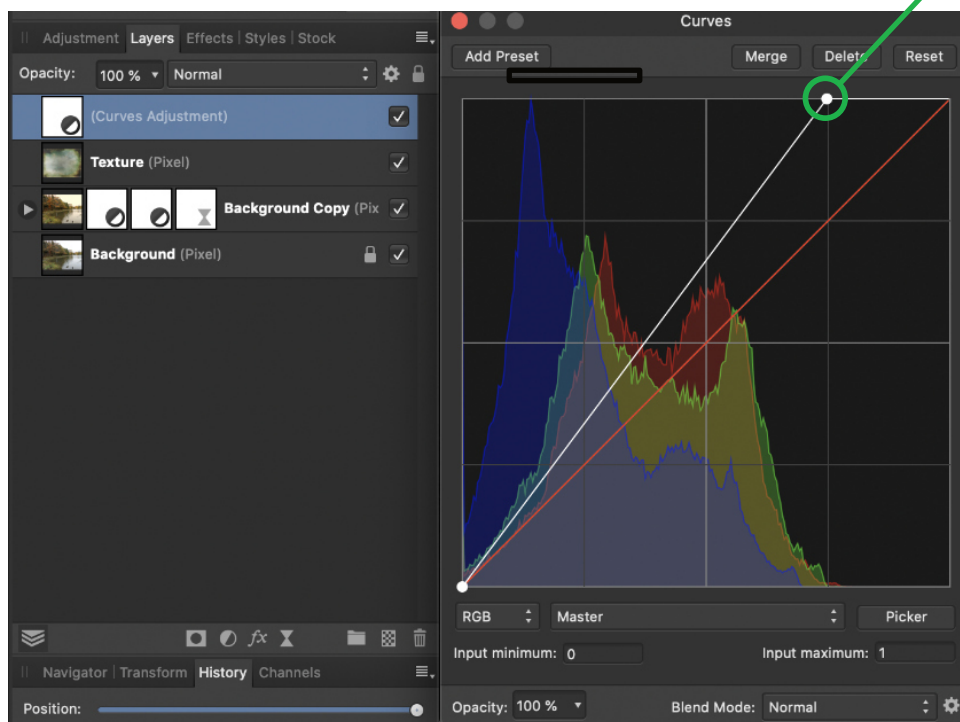
I changed the blending mode to "Darken" and left the Opacity at 100%



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