[MARKBERNDT]

ADDING VARIABLE GRAIN BY CREATING A GRAIN OVERLAY LAYER

1. **OPEN** AN IMAGE FILE to which you want to add grain to make it look like it was shot on film.
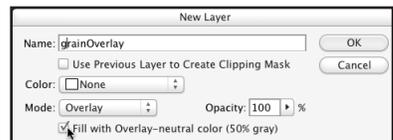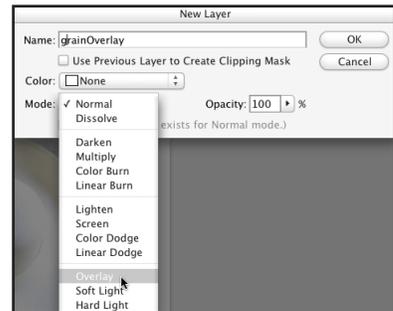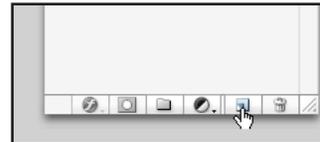
2. While **HOLDING DOWN THE OPTION KEY (ALT ON PC),** click the **NEW LAYER** icon at the bottom of the layers palette.

The New Layer Dialogue box will appear. Do the following:

        a. **NAME** Layer - "grainOverlay"

        b. **CHOOSE** Overlay from Layer Mode DropDown Menu

        c. **SELECT** "Fill with 50% Gray"

3. **ADD NOISE** to the "grainOverlay" layer by choosing FILTER>NOISE>ADD NOISE. Choose Gaussian and Monochromatic options. Experiment with the amount slider to find the effect you want. (For this technique, because we will modify this layer in a moment, add LESS noise than what you want to have when you're done.
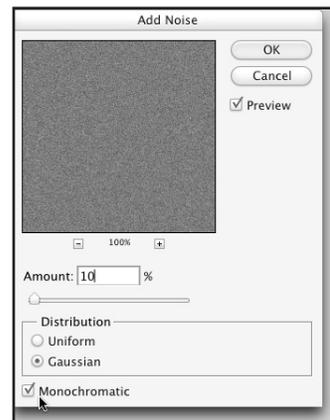
You now have digital "noise" in your image, for a grain effect. Your grain is on a separate layer which can be ON or OFF, to which you can apply different opacities to vary the amount of grain, and which can be modified like any other layer (Curves, Levels, Layer Modes etc). You could stop here.

To make the noise look more like film grain, add the following steps.

4. SELECT the GrainOverlay layer, and choose EDIT>FREE TRANSFORM.
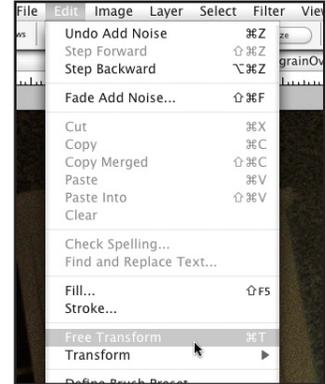
5. In the FREE TRANSFORM TOOL OPTION BAR, increase the size of the "grainOverlay" layer asymmetrically - 125% WIDTH, 175% HEIGHT. Make sure that the LINK ICON between the width and height boxes is NOT active. (NOTE: this is to make the linear and symmetrical digital noise take on a more organic shape - more like film).
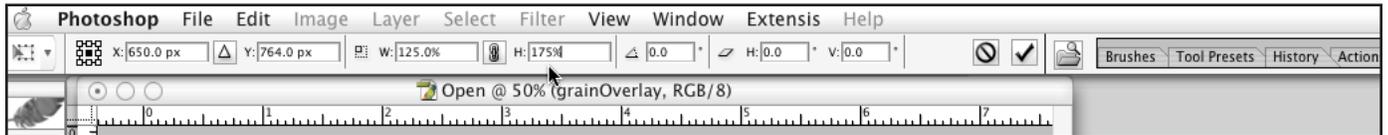
Click ENTER once to set the percentage values in the OPTIONS BAR, and again to begin the TRANSFORM.

6. As a final touch, we'll BLUR the grain layer slightly, again to achieve the organic look of film grain. Depending on the effect you are trying to create, you may not apply this step (it can be helpful when trying to match an area of actual film grain).

With the "grainOverlay" layer active, SELECT FILTER>BLUR>BLUR
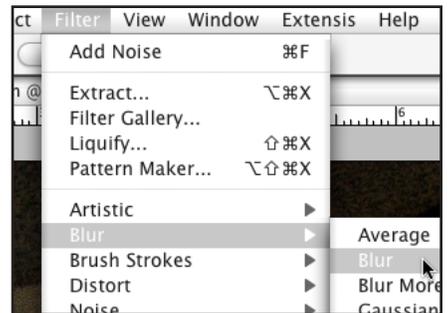
DIGITAL NOISE   AFTER TRANSFORM   BLUR ADDED

Your GRAIN is now an optional effect which can be reduced by changing opacity, increased by duplicating the layer, added selectively by layer masking, made more or less apparent by using levels to increase or decrease contrast, removed by turn the layer off. Keep it on top of all layers so apply grain to the entire image.