# HOW TO CREATE WORN OFF DO- NOT- CROSS LINES

For this tutorial you need to create a worn off metalic texture, or you can use mine, on which the tutorial is based.

This tutorial is written for beginners, but will actually teach you some semi-advanced techniques of Photoshop, meaning it won't just scratch the surface of the application, but go a little deeper.
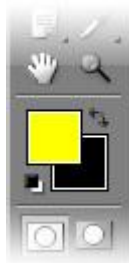
1. Open/Create your background texture.
Press X on your keyboard to switch colors.
Now select Yellow as your Foreground color.
RGB: 255,255,0

Now use your Rectangular Selection Tool

to make a selection similar to the image to the right.
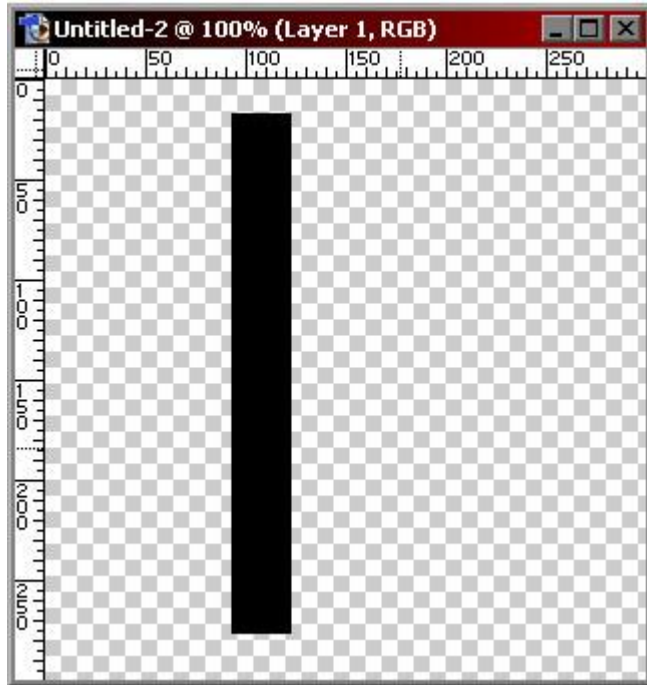Create a new Layer and name it "Yellow".
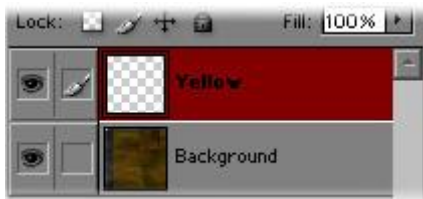
Now fill the selection by pressing Alt+Backspace.
Press Crtl+D to deselect.

2. Create a new document,
size:512x512
mode:RGB
contents:transparent

Make a rectangular selection similar to the image to the right and press Alt+Backspace to fill.



Keep the selection and move it with the cursor buttons to the right as shown in the image to the right.

Now hold Crtl+Shift and left click on the layer. Your result should be original selection, just twice as wide.
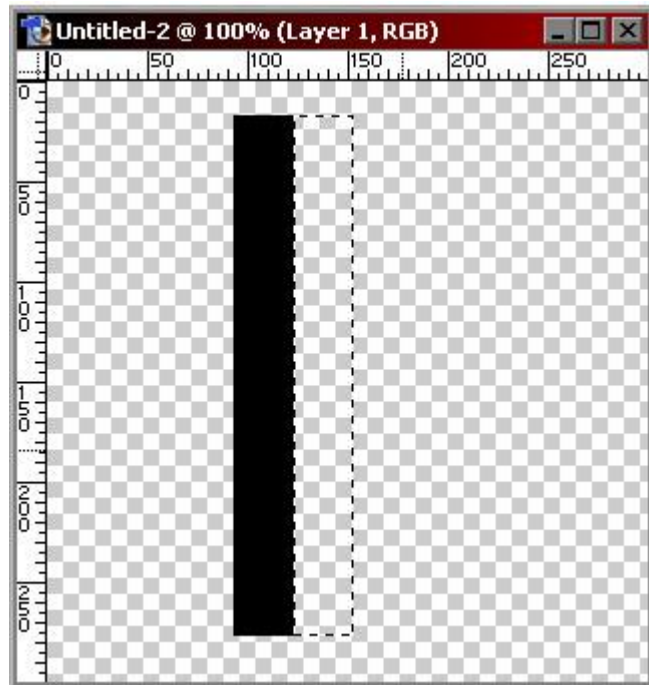


Now click Edit -> Define Pattern. Name it "Black" and press OK.

You can now close this document, but make sure to save it, so you can make adjustments on the pattern later on, if necesary.
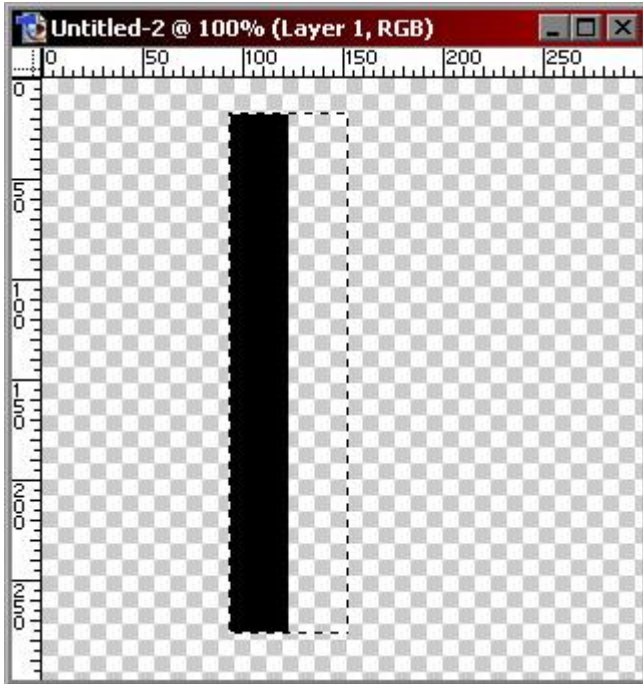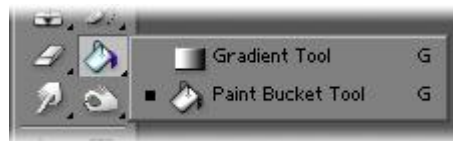
3. Go back to your texture and select layer
"Yellow" by holding Crtl and clicking it.

Now create a new layer  and name it "Black 1".

Select the paint bucket tool
Fill: Pattern
In the pattern roll-out select the Pattern "Black"
that you have just created. It should be the last
one in the list by default.

Now fill the selection with the pattern, which should give you a result as shown to the right.

4. It's time to skew the pattern, so click Crtl+T to get into Free Transform mode. Unfortunately I could not support this step with a screen, because no method succeded in getting a proper shot in transform mode.

Now pull the top middle square of your selection to the right to skew the lines. Your should have a result as shown in the image to the left. Now select any other tool and a window will pop up, where you have to give approval to apply the transformation.

Select the Move Tool and use your cursor buttons on your keyboard to move the black lines a bit to the left.

5. Now it's time to link the layers by clicking the little field next to the eye in the layers window.
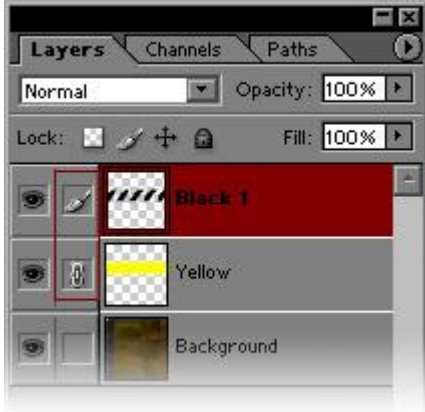
Press Crtl+T to get back into Free Transform mode. Right click the selection and select Rotate.

Hold Shift while you rotate, which will lock your rotation to 45° per step. Rotate the selected object 135° (3 steps). Select any tool to exit Transform mode and approve the rotation.

Now use the move tool  to position the object similar to the image to the right..

6. Duplicate layer Black 1, by pulling the layer onto  and name the layer "Black 2".

Now select layer "Yellow" and set the Blending Mode to "Overlay".

Now it should look about something like image to the bottom.

Duplicate layer "Yellow" by pulling the layer
onto ⬛.
The following result should look like the image to
the right.

7. Now we're getting to the black lines. It's a bit tricky to get the right blending effect, but bare with me, and you should get the right result.

This step shows how I solved this problem with my texture, so if you use a self-made one, please read this side note.

Set both layers "Black 1" and "Black 2" to Soft Light in the Blending Mode rollout. Your image should look once again like the one to the right.

Now this is not what we really want, because the effect looks only right on the desaturated part, but on the brownish part of the metal, the black lines dissolve to much. To get rid of that, we simply need to desaturate the part that affects the black lines.



Select layer "Yellow" by holding Crtl and clicking on the layer.
Now switch to the background layer and use the rectangular selection tool [icon] , press Alt and deselect the gray areas of the texture, which will then look like the image to the right.
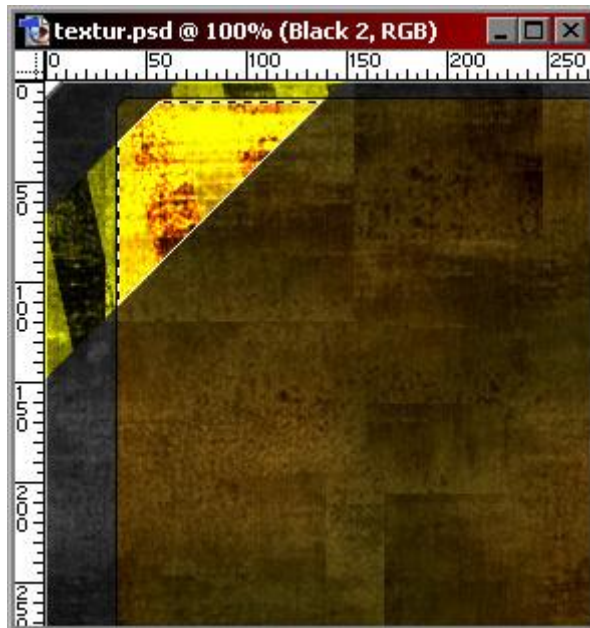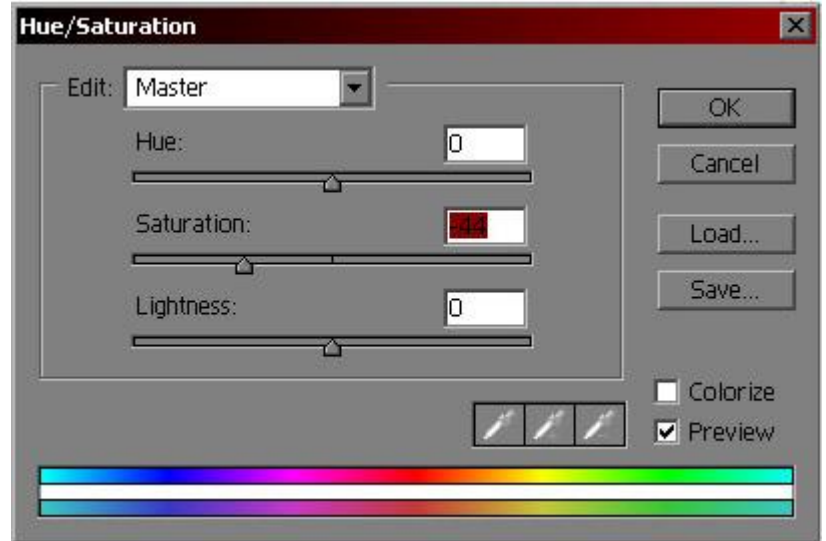
Image -> Adjustments -> Hue/Saturation
Saturation: -44


Play around with the Saturation bar a bit to get a similar result to the image below.



Press Crtl+D and your are done! You have just created a worn off, Do-Not-Cross line.

Useful Hints: if you want to create more than one DNC line, you will need to copy all four layers separately, get them into the correct order and link them together. Then you can move the complete line to a different position. You will also have to repeat the desaturating steps to get the right blending on different spots.
You might also want to mess around with the transparency settings on the yellow layers to get the right effect.

I hope you could clearly follow the instructions of this tutorial and get a satisfying result. I would greatly appreciate any feedback on this tutorial, since it's only my second one. So if you find any spelling errors, confusing spots, etc. just drop me a line