

The Sellable Sketch

Bitmapping Files

Follow these steps to bitmap your textures for use in Illustrator. This is a great technique to have under your design belt and can be used for prints and textures of all types!

1. Open up your texture file in Photoshop.
2. Open the Channels window. (Window > Channels)
3. Use your magic wand tool to select the background color.
 - *Make sure the tolerance is set to 1
 - *Make sure anti-alias, contiguous and sample layers are all un-checked
4. Go back to your Channels window and click on the options icon (the arrow pointing down with 4 lines next to it in the top right corner of the Channel window)
5. Select "New Channel"
6. Name your channel "Background" and click "OK"
7. In your Channel window, click to turn on the eyeball next to your new "Background" layer
8. Edit > Fill > Use: Foreground Color
 - *The selected area will fill with a pink color
9. Turn your "Background" eyeball off.
10. Click on RGB at the top of your Channel window.
11. Select the next color in the print using the magic wand tool and repeat steps 4-10. Do this for each color in the print, making sure to give each color its own name in step 6 (ex. darkest grey, medium grey, etc.)
 - *Different colors will turn different shades of pink during step 8, and that is fine!
12. After completing all of the steps for each color in the print, check that everything is channeled out by turning on the eyeballs for all of your labeled channels, and turning off the eyeballs for RGB, Red, Blue and Green.
 - *You should have a solid page of light pink (zoom in to check that it is solid pink--it may appear to have faint outlines while zoomed out--that's normal.)
13. Delete the RGB, Red, Blue and Green layers by dragging them down to the trashcan in the bottom right corner of the Channel window.
 - *If a window pops up that asks whether you want to flatten layers, click "yes"
14. Click on the options icon (the arrow pointing down with 4 lines) in the Channel window
15. Select "Split Channels"
16. Starting with the background file, go to Image > Mode > Bitmap, and click OK.
17. File > Save As
18. Create a new folder for your bitmaps then save the file in that folder.
19. Repeat steps 16 and 17 for each file and save them all in the same folder.
20. Once all of your files are saved, close Photoshop and open Illustrator.
21. In Illustrator, open a new document and go to File > Place
22. Find the background layer in your bitmaps folder and click "Place"
 - *It is important not to move the layer at this stage. Just leave it wherever Illustrator places it on the page. This way, Illustrator can place the other layers perfectly over the top of the 1st layer.

23. Repeat steps 21 and 22 for each file in the bitmaps folder.

*Once they are all placed, they should look like a solid black box.

24. Open the Links window. (Window > Links)

*If you want to continue working on and editing the print: you don't have to do anything, you can leave the files linked. This allows you to make edits to the original PSD file and will automatically make the same updates in Illustrator, saving you lots of time.

*When you are ready to send the print to a client: be sure to click the options icon in the Links window, and select "Embed Image" or else the client will not be able to see the image!

25. Your file is ready to be re-colored and manipulated in Illustrator!