TEEJAY'S SCROLL TUTORIAL
http://www.michelespaintshop.com/forum/viewtopic.php?f=17&t=3237&view=unread#unread

my canvas size is 900 x 600 pixels ...

You need to make yourself two oblongs ..one for the page itself and one for the top rolled up part..

i did this by rectangle shape and adding nodes to bend the edges ..but it doesnt matter how you do this part you can have preset shapes or paint them.....what is important is you have each shape on its own layer

the edges of the page: choose the eraser ....(i love this brush.. go to your brushes ..artistic/twirly star ..)

SIZE start at around 15 step 10.

now using this brush as your eraser ..have fun go wild mucking up the vertical edges of the page ..
dont forget you want tails, holes, jaggies. change the step of the brush and the size ..it really gives a rough edge effect..

the other tool i use in messing up is the warp brush/contract..size about 34 hardness 50's (half way) and strength about 50 too ..experiment.

i use this tool for all sorts but in this case i shrink the 'tails if they are looking too thick ...or for edges that dont look 'real' enough. here is a before and after of a tail...

muck up the edges of the rolled up bit and we will be onto the next bit ...

the coverings:

- duplicate both the page and the roll up
- hide both these layers and move them both out of the way at the bottom of your layers (this is my habit i do it in case of mistakes)
- activate your page layer and flood fill with an orange creamy gradient ... here is mine

- you need it set to the round setting sun burst i think it is...and the lighter color in the center
- floood fill your pageshape and also the roll up shape with the gradient..

texture:

- choose the magic wand
- copy and paste your texture as new layer.
- move the texture layer to the one above the 'page' layer if you have to

then click the outside of the page layer with the magic wand and then activate your texture layer and cut. select none (use multiply blend mode ...merge /merge down...yea)

do the same steps for the rolled up bit

(copy the texture ...paste as new layer.... activate the rolled up layer... select with wand the outside and then activate the texture....aaaaaaaaaaaaaand cut) select none use mutiply blend mode and merge down

now for more fun:
the burn and dodger...big dodger brush and messily lighten a few areas in the center of the page then the burn brush ..go around the outside a few times with the burn brush a few extra times in holes (very dark) and extra on straggly bits

if you see any groves or creases run the burn brush over them if you like ...just dont make everything too dark.. then

duplicate the roll up shape and null the top layer...working on the visible roll up shape this needs to be dark it is the under part of the roll. with the burn brush darked both ends .....

then place the under roll in position put a drop shadow on it here are my settings and what mine look like
as you can see i took a few extra chunks out of my page once i got going i got hungry....

duplicate top roll and null top layer... place the top roll (the visible one) over the under roll (lol)...and darken top bottom and sides of top roll. here you can see i have rotted away some of the edges of the top scroll with the eraser
and i used the pick tool to make the under roll about half as thin as it was ....

- merge merge visible the last bits. un null the remaining roll up layer and duplicate
- using the pick tool move this roll to the bottom edge and tilt (my angle ended at an angle of 10....)
- on the pick tool, tool bar ....choose the perspective ..pull the top left corner up and the top right corner down to get the shape

use the burn and dodge brushes just like you did on the top roll and chew into the ends with the eraser

- place a drop shadow ...then duplicate this bottom roll
- set the pick tool back to scale and thin the roll down and angle it a few more degrees place it under the bigger roll use the burn to show a shadow of the bit that goes under the top roll..

then duplicate this roll slip it below the last layer and darken it ..you can see this last roll peeping far right ...merge merge visible

now the color ...i always try this on most things i do and on this it works wonders

go to adjust /brightness and contrast/levels..this isnt hard ..its a great and easy tool

three diamonds .. place the black left diamond where the rise of the mound above it sort of starts and place the right white one where the mound on that one starts ..then move the grey diamond to left or right to get a decent color
this is what mine looks like ..

and that is it...you can use any ar more than one texture any color. you can play about in the levels ..they are really good at turning something manky into something special..