



Introduction

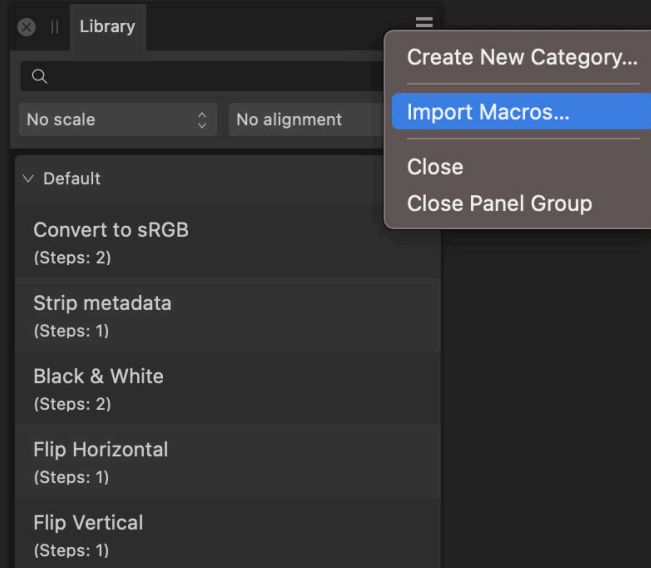
This macro pack allows you to apply artistic filter effects *completely non-destructively* to your documents. It is primarily intended for architecture workflows but will produce good results with any image editing scenario.

As the macros are non-destructive, it prevents the need to continually merge layers—this is especially useful for complex documents as it maintains smaller file sizes and allows for changes to be made quickly to underlying layers.

There are two distinct macro categories for RGB and CMYK colour spaces. The CMYK variants have been adapted to render similarly to the RGB implementations. *Please make sure you use the correct set of macros* depending on the colour space of your document, otherwise results may not look as intended.

The .afmacros files included in this pack are larger in file size because several of the macros include high quality patterns for paper texture.

Workflow tip: if you change the effect parameters, you can simply **copy-paste the layer group over to other documents** to quickly recreate the effect with your custom settings. You can do this because there is no layer merging/flattening that takes place.



Installation

1. Extract the .afmacros file to a directory of your choice.
2. In Affinity Photo, you will need to expose the **Library** panel. Go to **Window>Library**.
3. Click the small icon at the top right of the **Library** panel and choose **Import Macros**.
4. Navigate to the directory containing the .afmacros file and select it, then click **Open** (or double click the file).
5. The **Library** panel will then be populated with the macros from that category. If you are installing any other macro packs, repeat the process for those categories.

Tip: you can also drag-drop the .afmacros file onto a blank area of the app and it will immediately import and be shown on the Library panel. You can bulk import multiple .afmacros files this way.



Watercolour Rendering 02

Macro

Procedural Paper (Blend)
Procedural Paper

Functionality

Renders a non-destructive paper texture that tiles infinitely across your document.

The (Blend) variant is blended so that darker detail from layers beneath shows through. This gives the impression of brighter tones being the 'paper'.

Expand the *Procedural Paper* group to configure the effect:

- Click the *Paper Texture* thumbnail to change parameters such as scale, distress, sharpness, width/height scale and relief. Whilst the dialog is open, you can also click-drag on the document view to move the texture around.
- Use the *Tone* adjustment to control brightness and contrast.
- With the Blend variant, enable *Recover Saturation* to bring back colour intensity if you find the effect removes too much colour from your layer work underneath.

Watercolour Rendering 01
Watercolour Rendering 02
Watercolour Rendering 03

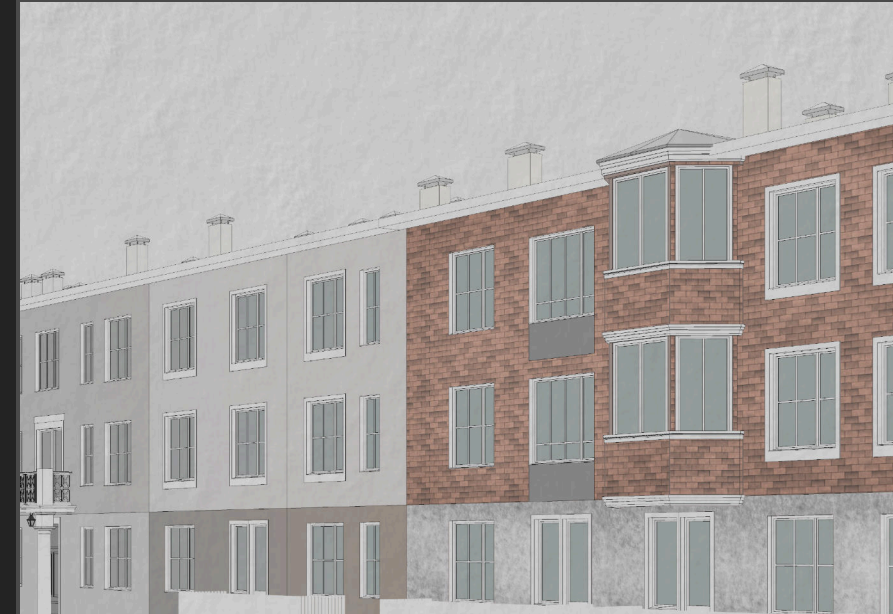
Creates a non-destructive watercolour rendering effect. The three variants provide different paper textures and overall tones—do experiment, as they may suit different designs/diagrams.

Each variant will have a slightly different layer structure, but in general you can expand the *Watercolour Rendering* group to access various tone and detail options.

If you expand the sub-group *Watercolour Paper Texture*, you will find a pattern layer called *Watercolour Pattern*. With the Move Tool (V) selected, you can transform this layer (position, scale, rotate) if you wish.

If you expand the sub-group *Watercolour Effect*, this will give you access to the effects that form the main watercolour look:

- Click the *Median Filtering* thumbnail and increase the *Radius* slider to flatten out the random brush stroke effect.
- Click the *Diffuse Noise* thumbnail and increase the *Intensity* slider to create more random spattering.
- Expanding *Diffuse Noise*, hide the *Preserve Edges* layer if you don't want to render distinct edge detail.



Procedural Paper (Blend)

Rough Charcoal Effect

Renders a stylised charcoal medium effect with rough diagonal sketch lines.

Expanding the *Rough Charcoal Effect* group gives you access to several options:

- Click the *Levels* thumbnail to change the Black Level, allowing you to enhance contrast further.
- Click the *Tone* thumbnail to change brightness and contrast of the effect.
- Hide the *Sharpening* layer to remove the fine detail highlight 'sheen' effect.

Smooth Charcoal Effect

Creates a stylised charcoal medium effect with a smooth, rubbed surface approach.

Expanding the *Smooth Charcoal Effect* group gives you access to several options:

- Click the *Levels* thumbnail to change the Black Level, allowing you to enhance contrast further.
- Expand the *Texture* group and click the *Noise Direction* thumbnail to change the strength and direction of the blur effect.

If you expand the sub-group *Paper Texture*, you will find a pattern layer called *Paper Pattern 03*. With the Move Tool (V) selected, you can transform this layer (position, scale, rotate) to customise its look.

Pencil Sketch Rendering

Creates a non-destructive black and white pencil sketch effect. Expand the *Pencil Sketch Rendering* group for various options:

- Show/enable *Paper Colour* to tint the paper white (click the layer thumbnail to configure temperature and tint).
- Show/enable *Line Colour* to colourise the line detail (click the layer thumbnail to change hue, saturation and lightness).
- Show/enable *Smooth Result* to remove erroneous noise from flat tonal areas if it is too distracting.



1-bit Scanned Drawing

Creates a 'decimated' 1-bit effect, similar to a scanned drawing (just pure black and white pixels, no grey/intermediate pixels).

Click the *1-bit Scanned Drawing* layer thumbnail to adjust the **Black Threshold** and determine how many pixels become black.

Hatching

Renders a procedural hatching effect over the document. If you have an active selection, the hatching will be masked to it (useful for selectively adding hatching to specific areas of diagrams).

Expand the *Hatching* group and click the *Hatching* layer thumbnail to access two parameters:

- **Hatching Size** lets you control the size of each hatch line.
- **Angle** lets you alter the direction of the hatching: you can go from 45 degrees to the right and 45 degrees to the left (the middle slider position is vertically straight).

Textured Hatching

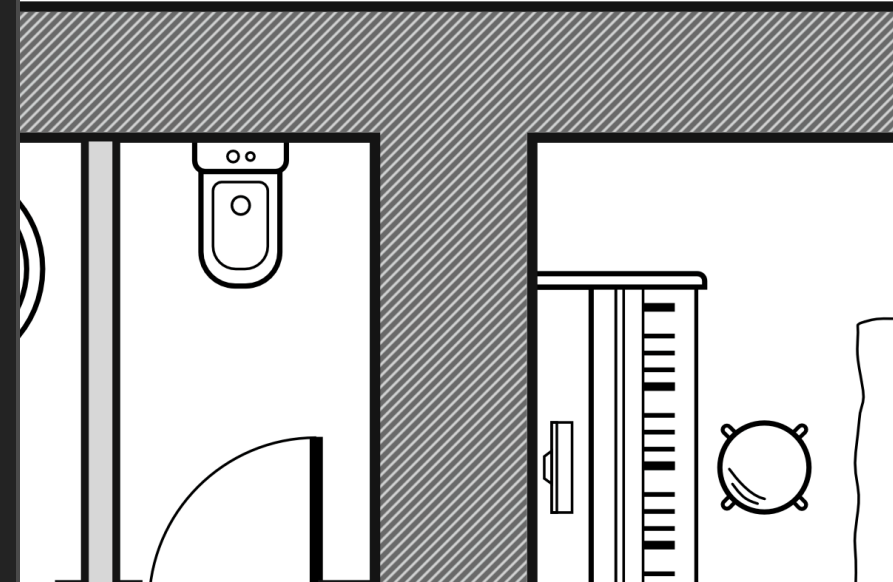
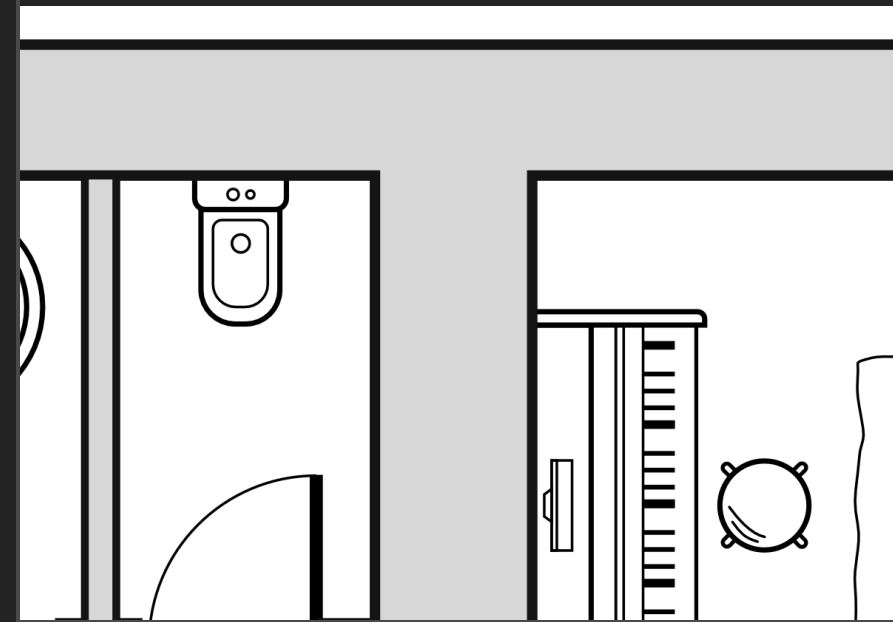
Applies hatching masked to a procedural noise mask, creating an artistic 'rough' or 'worn' look.

To control the mask, expand the *Textured Hatching* group and click the *Procedural Textured Mask* thumbnail.

You can experiment with the sliders to control the look of the mask:

- **Detail** controls the sharpness and coverage of the mask (higher values will provide more coverage).
- **Relative Scale** is a quick way of controlling the mask scale (lower values will increase the scale).
- **Pattern** lets you mix between two different noise patterns for variation.
- **Black Point** and **White Point** will let you clip the tones of the mask: e.g. keep **Black Point** to the left, then bring **White Point** to the left for harder edges.
- **Main Scale** lets you adjust the scale of the noise mask numerically. It defaults to 8000, but you may want to lower or raise this value depending on the resolution of your document.

Additionally, you can enable the *Hatching Colour* layer to colourise the edges of the hatch detail (and click the thumbnail to change the hue and saturation values).



Hatching (masked to selection)

Lines

Renders a procedural set of repeating lines over the document. If you have an active selection, the lines will be masked to it (useful for selectively adding the effect to specific areas of diagrams).

Expand the *Lines* group and click the *Lines* layer thumbnail to access two parameters:

- **Angle** lets you change the angle/rotation of the lines.
- **Size and Spacing** controls the size and distribution of the lines.

Within the main Lines group, you also have two options:

- Show/enable *Line Colour* to colourise the line detail. Click the layer thumbnail to change the hue, saturation and lightness settings.
- Click the *Line Fade* thumbnail and change **Output Black Level** to modify the contrast of the line detail. Note that reducing this will make the *Line Colour* effect less visible (if this happens, you can alter the **Lightness** setting within the *Line Colour* adjustment to bring the colour back).

Square Grid Black Square Grid White

Renders a procedural series of square grids over the document. If you have an active selection, the squares will be masked to it (useful for selectively adding the effect to specific areas of diagrams).

You can apply black and white variants: please be careful to choose the correct RGB or CMYK category depending on your document colour space, as the rendering requirements differ between the two.

Expand the *Square Grid* group and click the *Square Grid* layer thumbnail to access two parameters:

- **Grid Scale Factor** lets you enter a value to control the number and size of square grids (larger values equal larger and fewer grids).
- **Fineness** controls the size and crispness of the grid lines. Reduce the slider for thicker lines.



Lines (rotated)

Textured Sketch

Renders a stylised sketch effect with a paper texture and hand-drawn line detail.

Expand the *Textured Sketch* layer for various options:

- Click the *Paper White Balance* thumbnail and use the **White Balance** slider to control the 'temperature' of the paper overlay (you can make it cooler or warmer).
- Click the *Tone Control* thumbnail to alter brightness and contrast.

Expand the *Distressed Paper Texture* sub-group for more options:

- Click the *Procedural Textured Mask* layer thumbnail to control the random texture effect being displayed. You can click-drag on the document view with the options dialog open to move the texture around and use the sliders to control detail and scale.
- Click the *Texture Strength* layer thumbnail and alter the **Black Level** slider to alter how prominent the texture detail is.
- Select the *JR Distressed Pattern 03* layer, then with the Move Tool (V) selected, you can transform this layer (position, scale, rotate) to customise its look.

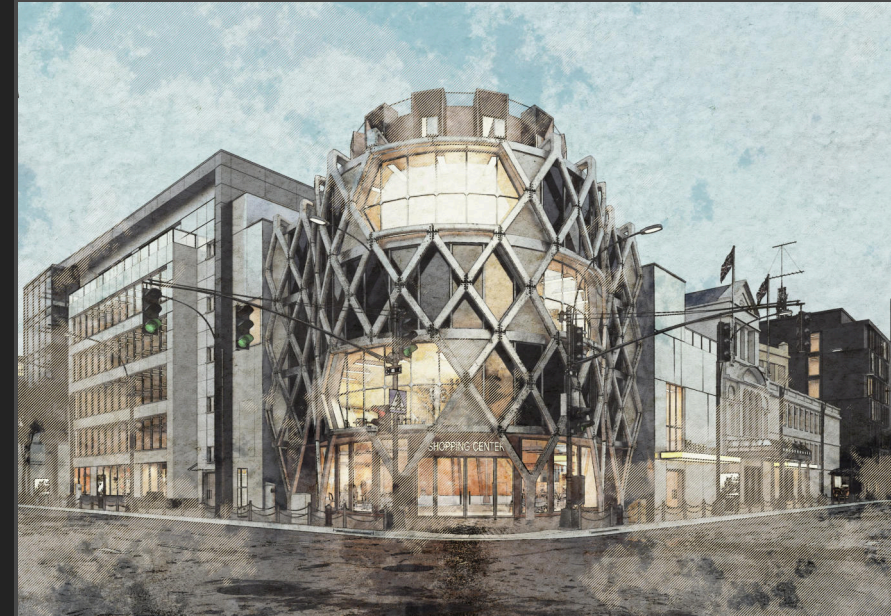
Textured Sketch & Hatching

As above, but with additional textured hatching for a stylised 'rougher' look.

Expand the *Textured Sketch & Hatching* group and you will find an additional *Textured Hatching* sub-group.

The controls here are the same as for the *Textured Hatching* macro above:

- Click the *Procedural Textured Mask* layer thumbnail to control the mask (click-drag on the document view to move its position, alter scale and detail).
- Click the *Hatching* layer thumbnail to control the size and angle of the hatching detail.
- Click the *Hatching Colour* layer thumbnail to alter hue and saturation of the hatching edges—or hide/disable the layer to remove any colouration.



Textured Sketch & Hatching

Textured Grunge Sketch

Produces an artistic grungy and worn look. Expand the *Textured Grunge Sketch* group for more options:

- Click the *Tone* layer thumbnail to alter brightness and contrast.
- Click the *Paper White Balance* thumbnail and use the **White Balance** slider to control the 'temperature' of the paper overlay (you can make it cooler or warmer).

Expand the *Distressed Grunge Texture* sub-group for more options:

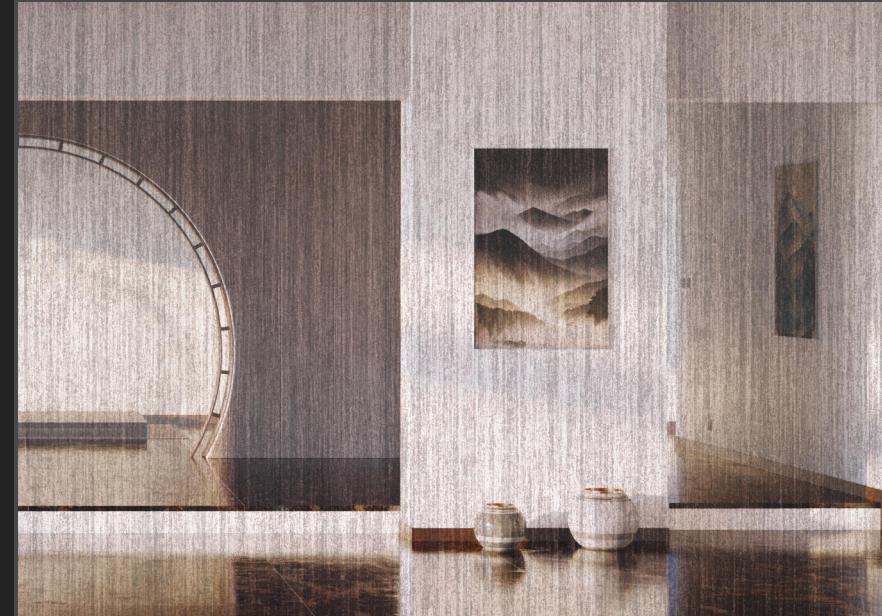
- Click the *Procedural Textured Mask* layer thumbnail to control the random texture effect being displayed. You can click-drag on the document view with the options dialog open to move the texture around and use the sliders to control detail and scale.
- Click the *Texture Strength* layer thumbnail and alter the **Black Level** slider to alter how prominent the texture detail is.
- Select the *JR Grunge Pattern 03* layer, then with the Move Tool (V) selected, you can transform this layer (position, scale, rotate) to customise its look.



Wood Grain Texture

Creates a rough wood-grain texture effect. Expand the *Wood Grain Texture* group for various options:

- Click the *Wood Grain Texture* layer thumbnail to alter the texture settings, including X/Y scale, detail and brightness. Whilst the dialog is open, click-drag on the document view to move the texture around.
- Click the *Levels* layer thumbnail and adjust **Output Black Level/Output White Level** to control the contrast and detail of the wood texture.
- Click the *Procedural Textured Mask* layer thumbnail to access mask settings such as detail, scale and pattern. This mask adds some subtle variation to the wood grain texture: it defaults to an opacity of 30%, but you can increase this to gradually reveal more 'break up' in the texture.



Wood Grain Texture