

Version 1.0



JR Watercolour Textures

# Introduction

This asset pack, compatible with all Affinity apps, contains a set of watercolour splash, drip and paper textures.

These assets can easily be dragged onto a document to add some artistic style to plan diagrams, elevation renderings and more.

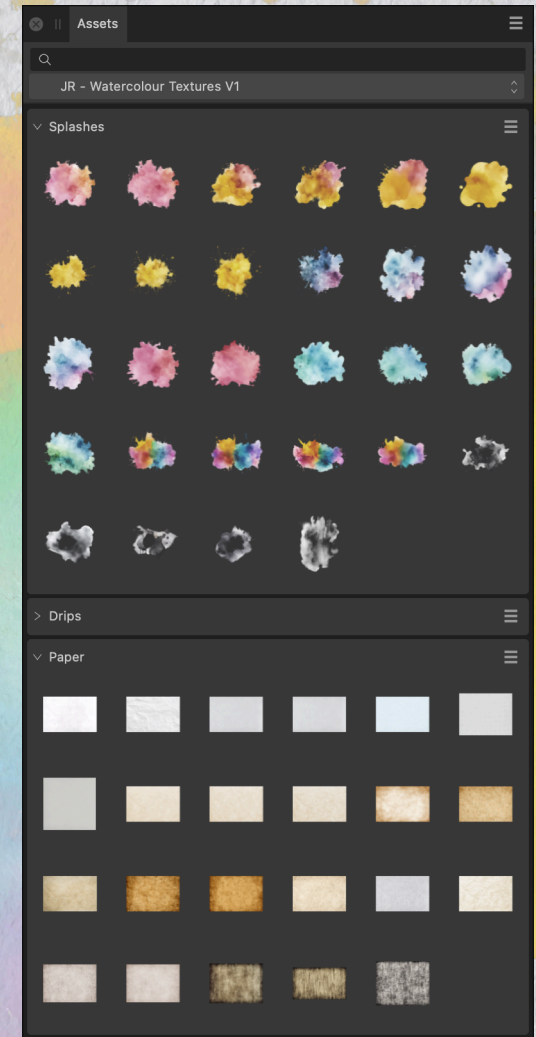
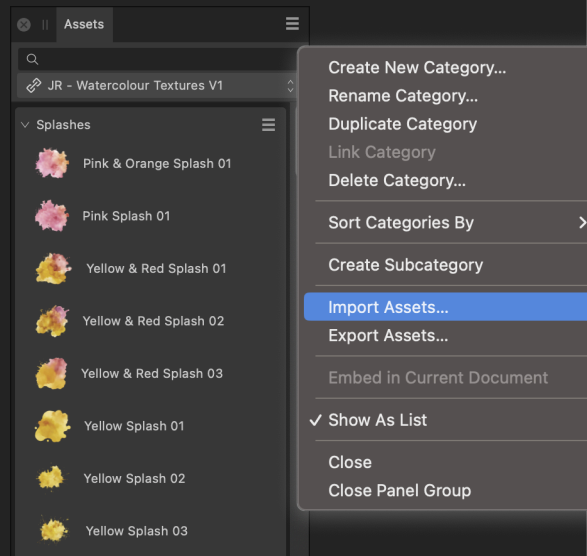
Each asset comes with at least one nested layer to quickly control the blending; this will typically be a *Tone* or *Hue & Saturation* layer, where you can quickly change brightness, contrast and colour of the texture.

# Installation

1. Extract the *JR - Watercolour Textures V1.afassets* file to a directory of your choice.
2. In your Affinity app, open the **Assets** panel—if it is not already available, go to **Window>Assets** to enable it.
3. Click the options menu at the top right of the panel and choose **Import Assets...**
4. From the file dialog, choose the *JR Watercolour Textures V1.afassets* file and click **Open**.
5. The assets will now be imported.

Tip: you can also import .afassets files by click-dragging them from your file browser (Finder on macOS, Explorer on Windows) onto the user interface of the open Affinity app. Once you release the mouse button, the assets will be imported and the **Assets** panel will immediately be shown if it is not already active.

This is my preferred approach to installing Affinity resources as it is a quicker procedure!



# Usage

Using the textures provided in the asset pack is just a straightforward case of dragging them onto your document.

## Splashes & Drips

These textures are designed to be placed above your main layer work and also above any paper overlays you may have added (e.g. from the Paper category).

With the **Move Tool (V)** selected, you can freely position, scale, rotate and shear these textures. Don't worry about scaling them down and losing quality: all layer transformations are non-destructive in the Affinity apps.

Expanding the textures, you will find a **Hue & Saturation** layer. Click on its thumbnail to change Hue, Saturation and Luminosity if you wish.

## Paper

The paper textures are designed to be placed above your main layer work and already have blending applied so they work well with most plan/diagram imagery.

You can of course change the blending if you prefer, either by altering the blend mode or by clicking the cog icon to the right of the blend mode dropdown to access **Blend Options**. On the **Underlying Composition Ranges** graph, you will see a diagonal graph line. Experiment with this to change how the paper texture blends with the layers beneath it.



# Credits

All pattern images created and edited by James Ritson.

