



# *ADOBE PHOTOSHOP*



# Welcome to In2-Training

## *Delegate Information*

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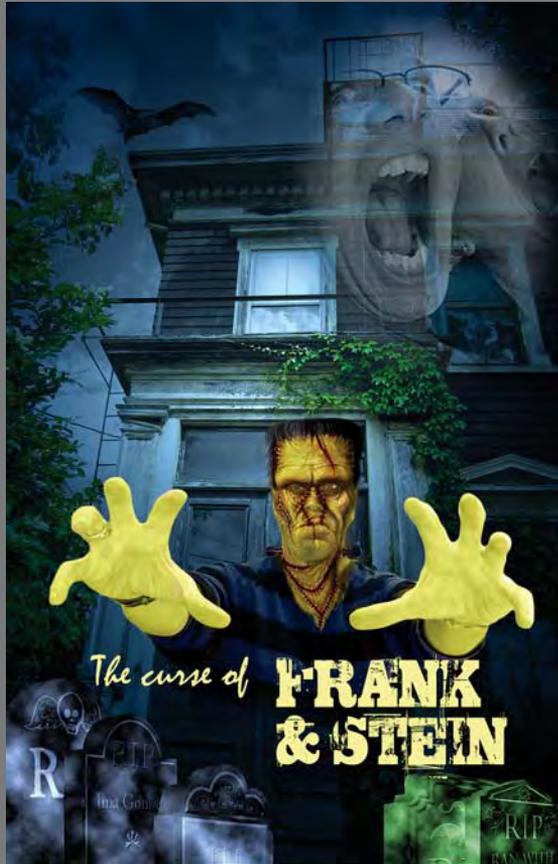
We hope you find the friendly, informal atmosphere helps you to relax and enjoy your training session. If you have any questions during the day, please do not hesitate to ask. We want you to gain the maximum benefit from your investment.

## *About this Manual*

This course manual is for you to keep and is intended as a reference so that it can be referred to during your daily work. Each section covers a different topic with easy to follow step-by-step instructions.

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Monster makeup imagery courtesy of Russell Brown, with illustration by John Connell

PROJECT: MONSTER MOVIE POSTER DESIGN

Filters can transform ordinary images into extraordinary digital artwork. Smart Filters let you edit those transformations. Photoshop includes many features to help you vary the look of your artwork. With actions, you can perform repetitive tasks quickly so you can spend more time working creatively.

## Getting started

In this lesson, you'll create publicity materials for a monster movie. You'll assemble a montage of images for a poster, and then stitch together a panorama to create a web banner. First, look at the final projects to see what you'll be creating.

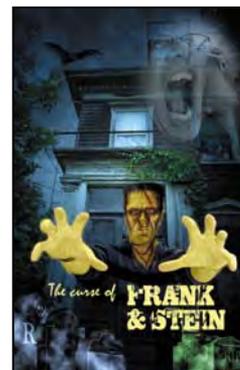
- 1 Start Photoshop, and then immediately hold down Ctrl+Alt+Shift (Windows) or Command+Option+Shift (Mac OS) to restore the default preferences. (See "Restoring default preferences" on page 4.)
- 2 When prompted, click Yes to delete the Adobe Photoshop Settings file.
- 3 Choose File > Browse In Bridge.
- 4 In Bridge, choose Favorites from the menu on the left, and then double-click the Lessons folder. Double-click the Lesson09 folder.
- 5 View the 09A\_End.psd thumbnail. Move the slider on the bottom of the Bridge window if you need to zoom in to see the thumbnail more clearly.

● **Note:** If Bridge isn't installed, you'll be prompted to install it when you choose Browse In Bridge. For more information, see page 3.

This file is a movie poster that comprises a background, a monster image, and several smaller images. Each image has had one or more filters or effects applied to it.

The monster is composed of an image of a perfectly normal (though slightly threatening) guy with several ghoulish images applied. These monstrous additions are courtesy of Russell Brown, with illustration by John Connell.

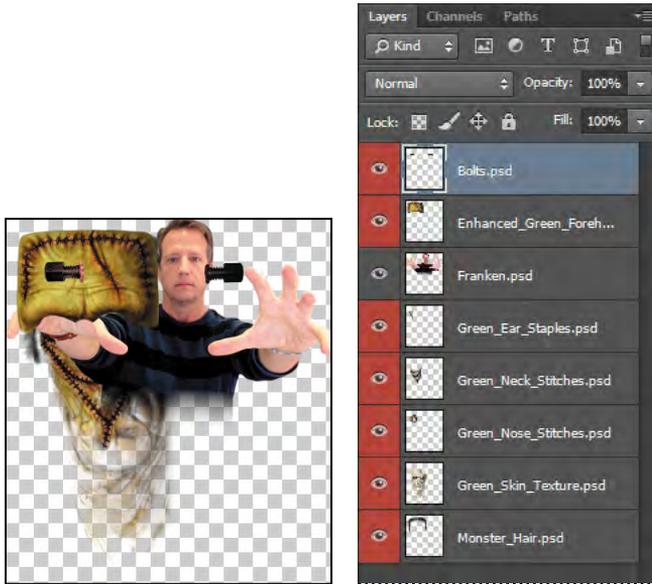
- 6 Now view the 09B\_End.jpeg thumbnail.



This file is a web banner with a panoramic image and text. You'll create the poster with multiple images first. You'll start by combining several layers in Photoshop to assemble the monster.

- 7 In Bridge, navigate to the Lesson09/Monster-Makeup folder, and open it.
- 8 Shift-click to select all the files in the Monster-Makeup folder, and then choose Tools > Photoshop > Load Files Into Photoshop Layers.

Photoshop imports all the selected files as individual layers in a new Photoshop file. The visibility icon is labeled red in the layers that create the monster's look.



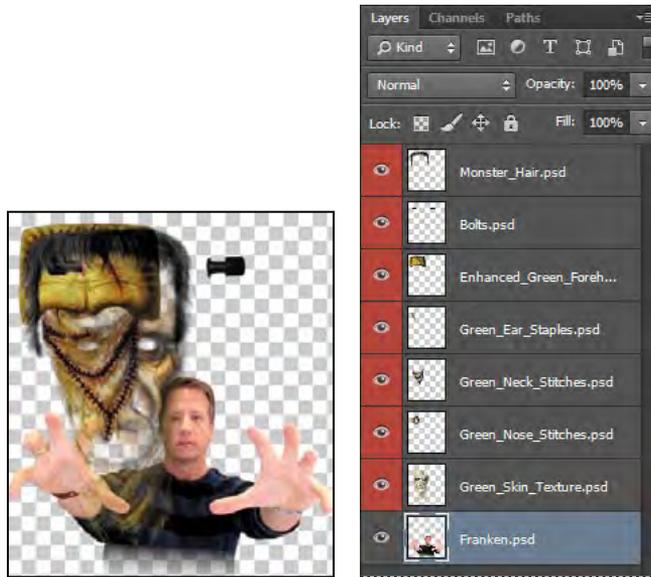
- 9 In Photoshop, choose File > Save As. Choose Photoshop for the Format, and name the new file **09Working.psd**. Save it in the Lesson09 folder. Click OK in the Photoshop Format Options dialog box.

## Arranging layers

Your image file contains eight layers, imported in alphabetical order. In their current positions, they don't make a very convincing monster. You'll rearrange the layer order and resize their contents as you start to build your monster.

- 1 Zoom out or scroll so that you can see all the layers on the artboard.
- 2 In the Layers panel, drag the Monster\_Hair layer to the top of the layer stack.

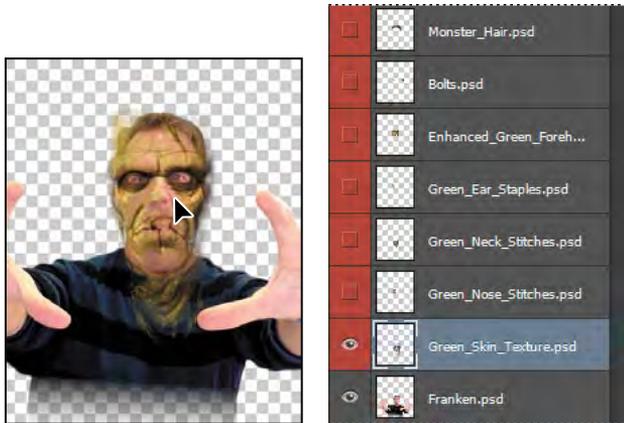
- 3 Drag the Franken layer to the bottom of the layer stack.
- 4 Select the Move tool, and then move the Franken layer (the image of the person) to the bottom of the page.



- 5 In the Layers panel, Shift-select every layer except the Franken layer, and choose Edit > Free Transform.
- 6 Press the Shift key as you drag down from a corner of the selection to resize all the selected layers to about 50% of their original size. (Watch the width and height percentages in the options bar.)
- 7 With the resized layers still selected, move them over the head of the Franken layer. Then press Enter or Return to commit the transformation.



- 8 Zoom in to see the head area clearly.
- 9 Hide all layers except the Green\_Skin\_Texture and Franken layers.
- 10 Select only the Green\_Skin\_Texture layer, and use the Move tool to center it over the face.



- 11 Choose Edit > Free Transform again to adjust the fit of the texture to the face. Use the side handles to adjust the width, the bottom and top handles to adjust the height, and arrow keys to nudge the entire layer into position. Use the eyes and mouth as a guide. When you've positioned the skin texture, press Enter or Return to commit the transformation.



- 12 Save your file.

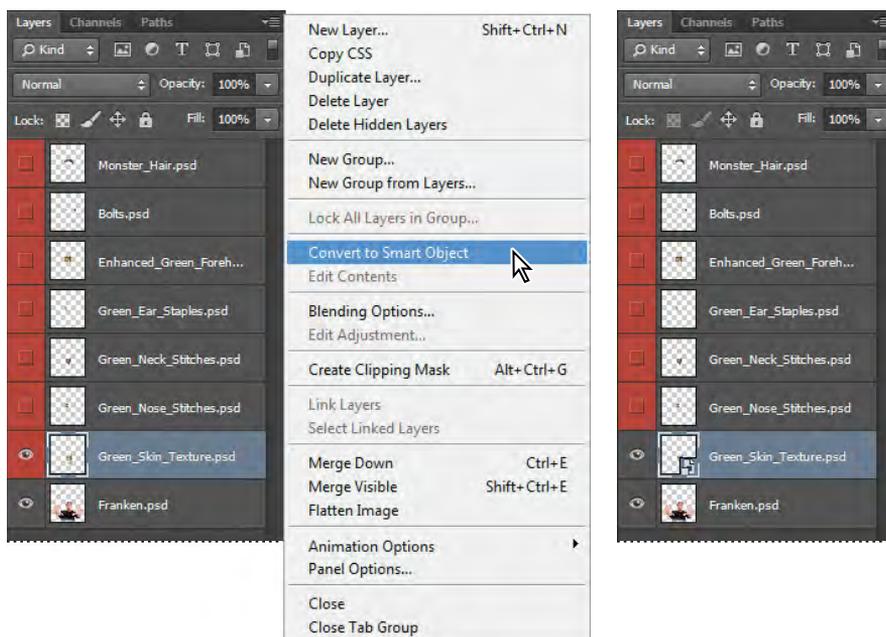
# Using Smart Filters

Unlike regular filters, which permanently change an image, Smart Filters are nondestructive: They can be adjusted, turned off and on, and deleted. However, you can apply Smart Filters only to a Smart Object.

## Applying the Liquify filter

You'll use the Liquify filter to tighten the eye openings and change the shape of the monster's face. Because you want to be able to adjust the filter settings later, you'll use the Liquify filter as a Smart Filter. So you'll first need to convert the Green\_Skin\_Texture layer to a Smart Object.

- 1 Make sure the Green\_Skin\_Texture layer is selected in the Layers panel, and then choose Convert To Smart Object from the Layers panel menu.



- 2 Choose Filter > Liquify.

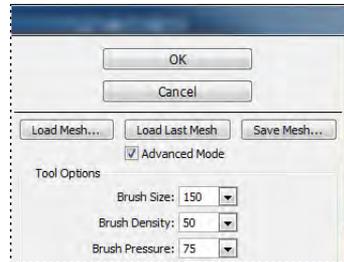
Photoshop displays the layer in the Liquify dialog box.

- 3 In the Liquify dialog box, select Advanced Mode to see additional options.
- 4 Select Show Backdrop, and then choose Behind from the Mode menu. Set the Opacity to 75.
- 5 Select the Zoom tool (Q) from the Tools panel on the left side of the dialog box, and zoom in to the eye area.

- 6 Select the Forward Warp tool () (the first tool).

The Forward Warp tool pushes pixels forward as you drag.

- 7 In the Tool Options area, set the Brush Size to **150** and Brush Pressure to **75**.
- 8 With the Forward Warp tool, pull the right eyebrow down to close the eye opening. Then pull up from under the eye.
- 9 Repeat step 8 on the left eyebrow and under-eye area.



- 10 When you've closed the gap around the eyes, click OK.

Because you've applied the Liquify filter as a Smart Filter, you can return later to make additional changes to the face.

## Positioning other layers

Now that you've got the skin texture in place, you'll move the other layers into position, working up from the lowest layers in the Layers panel.

- 1 Make the Green\_Nose\_Stitches layer visible, and select it in the Layers panel.

