

Instructions for creating in Photoshop with layers

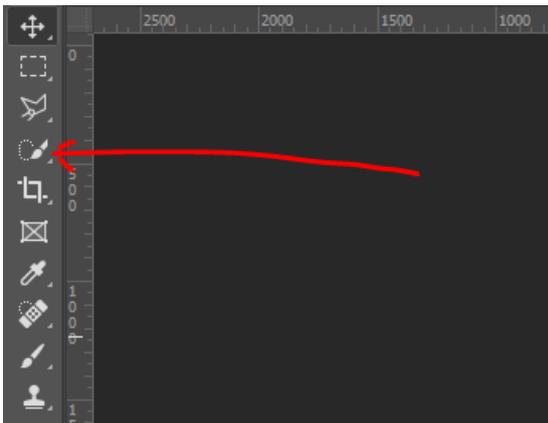
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Select starting image and open in Photoshop. Press [Ctrl] +J to copy



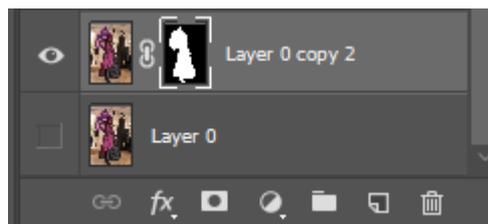
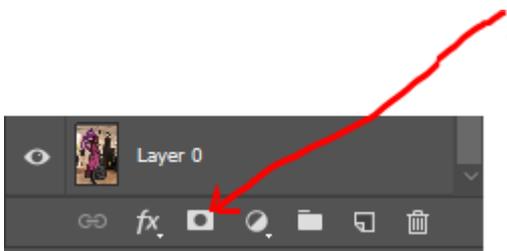
Cutting out

Choose quick selection tool from tool bar.



Then choose [Select subject] at the top of screen and let Photoshop do the work. Once it has chosen the subject, you may have to help the selection by adding to it or subtracting from the selection. To subtract press the [Alt] key.

Masking



Adding Textures

Open up a folder with textures, choose the texture you want. (You may have to try a few different ones before you are happy with your choice). Then drag that file down to the Photoshop icon, on the taskbar, at the bottom of the screen. Don't let go until it opens up Photoshop and then you can drag your texture into Photoshop. This will open up as a new layer which you will need to resize

until it is the full size of the image. If the texture has no tabs on the side and corners press [Ctrl] T together and then resize by dragging the tabs.

This texture needs to be underneath the layer with the person/subject mask. To do this click on the texture layer in the layers list and drag that layer under the layer with the mask.

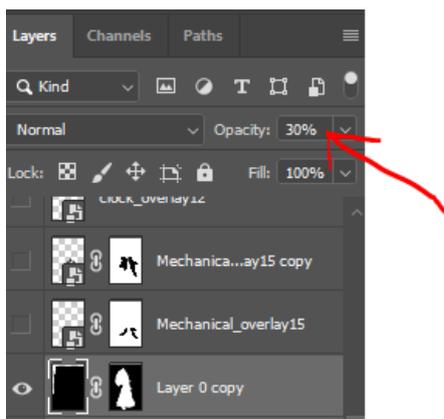
To make it more realistic, add a shadow

[Ctrl] J to duplicate the layer with the person/subject mask.

From the Edit menu choose Fill, then choose black.

Filter, Blur, Gaussian blur (on this occasion I choose the Radius at 20% but it is by choice and differs each time)

The shadow will be too black so change the opacity to 30% or until it looks more realistic.



Add other elements such as a clock or cogs etc.

Similar to adding textures (as above), choose from your files other elements that will add to your image. I added a clock and cogs. You may need to hide parts of the elements by adding a layer mask.

