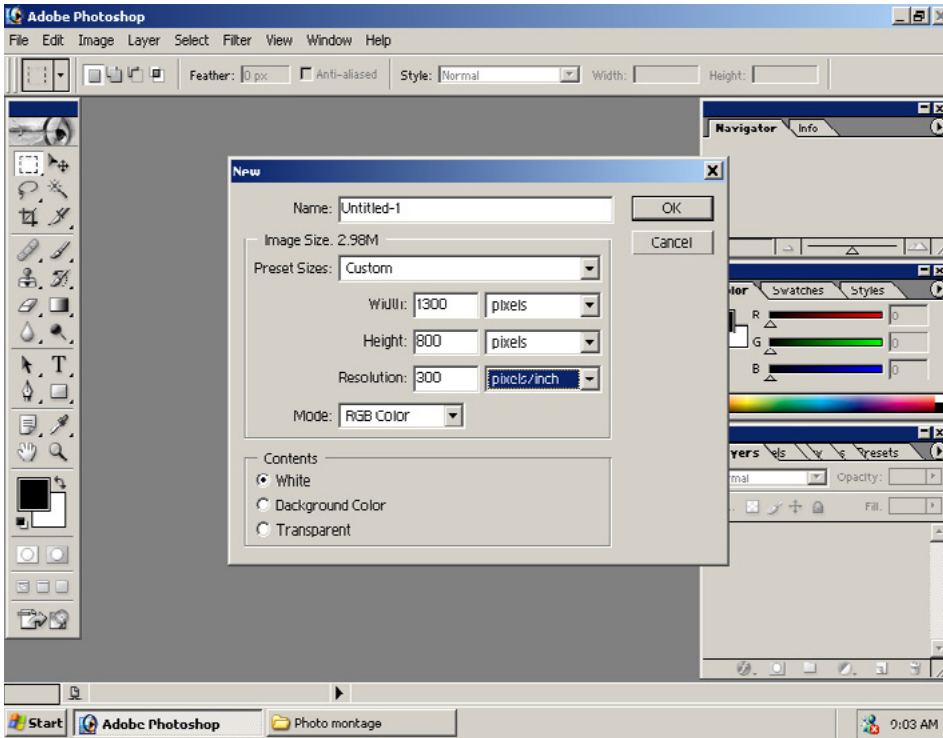


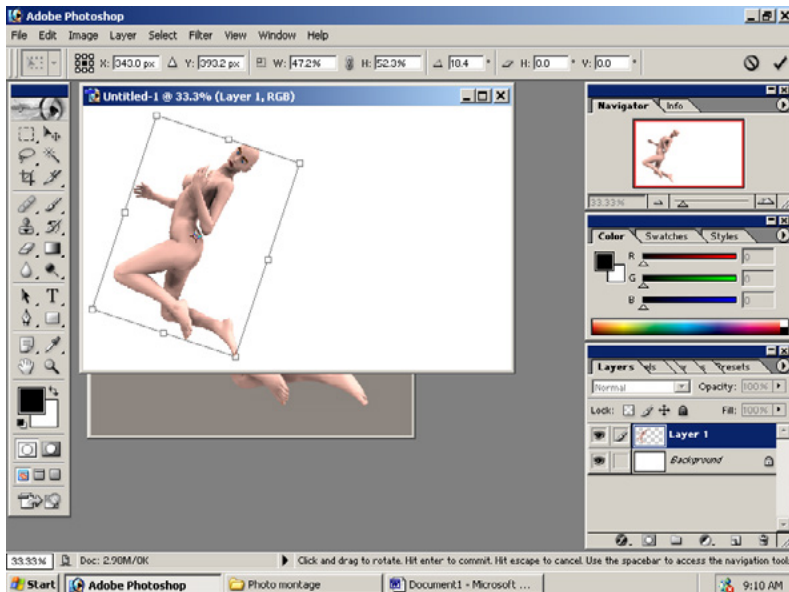
# PHOTOMONTAGE

Open Photoshop: Go > File > New.

In the new file dialog set the height to 1300 pixels, the width to 800 pixels, the resolution to 300 pixels/inches. Set colour mode to RGB and the background contents to white. Click OK



1. Open "poser\_Fig\_ren.tif" file.
2. Go Select > Load Selection. Click OK.
3. Go Edit > Copy.
4. Click on your working file and go Edit > Paste.
5. Name this layer "Figure 1"
6. Go Edit > Free Transform. Shrink the figure in size and rotate it slightly (see Screen capture below).
7. Double click or tap the 'enter' key to apply transformation.



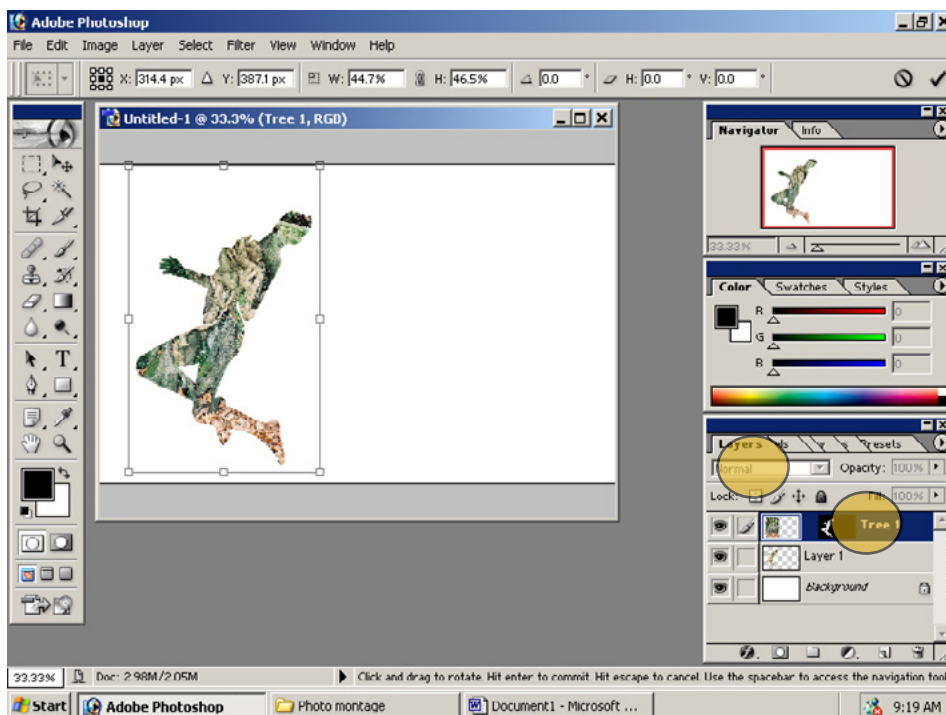
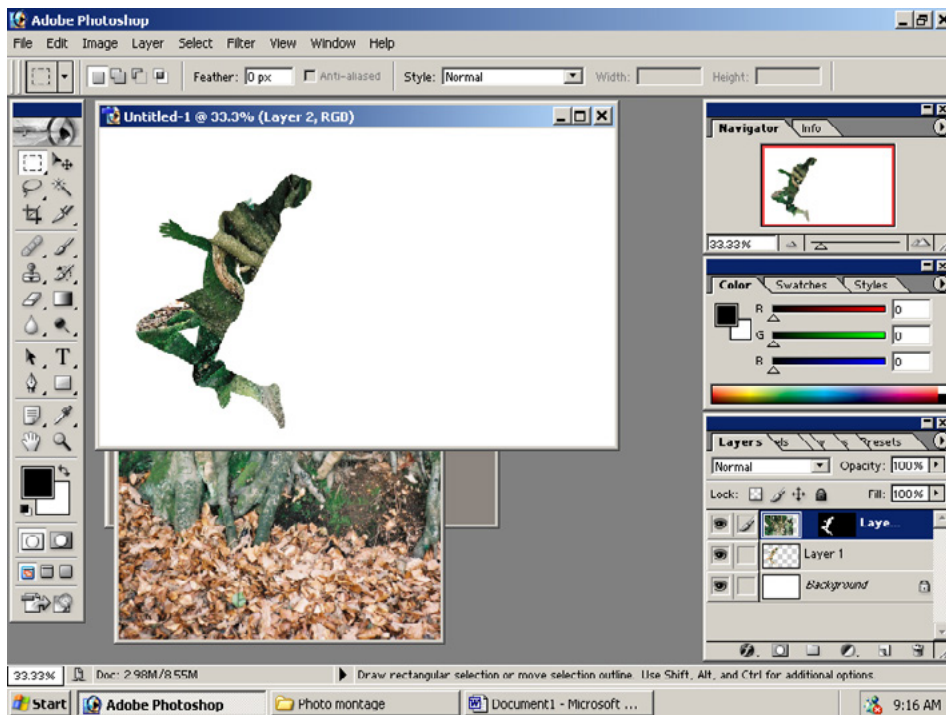
Go Image > Adjustments > Colour Balance. Set the levels to -34, +43, -8. Click OK.  
Go Image > Adjustments > Levels. Set to 0, 0.75, 255. Click OK.

Photoshop Preliminaries

Open “Tree1.jpeg” file.

Go Select > Select All. Edit > Copy.

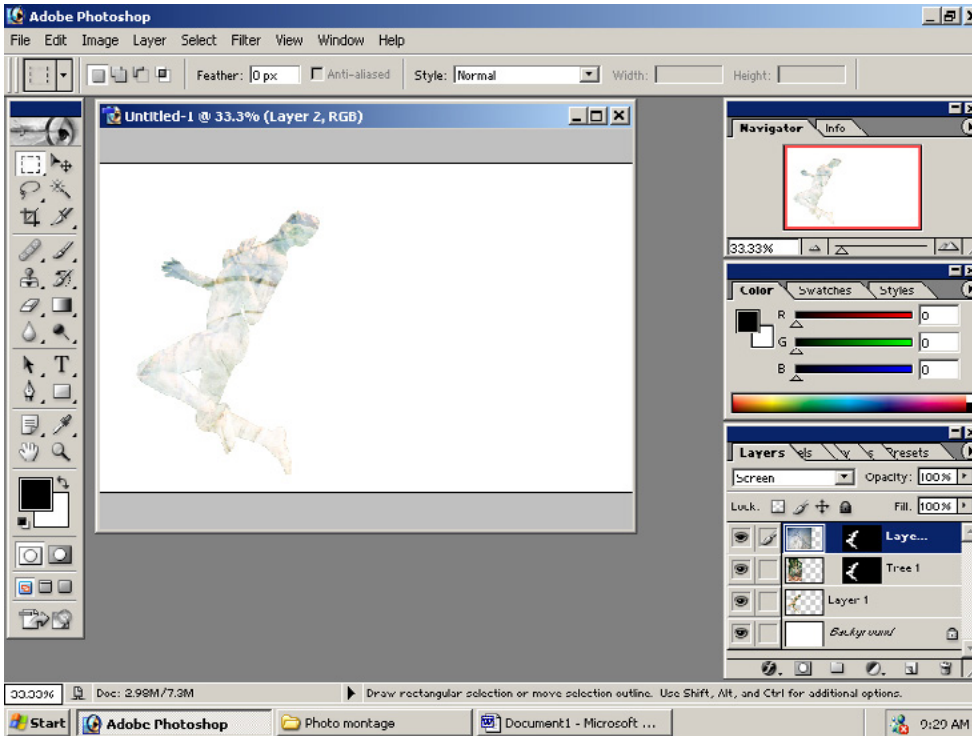
Holding the Ctrl down on the keyboard, click on the Figure 1 layer (a selection should now appear around the figure). Go Edit > Paste Into.



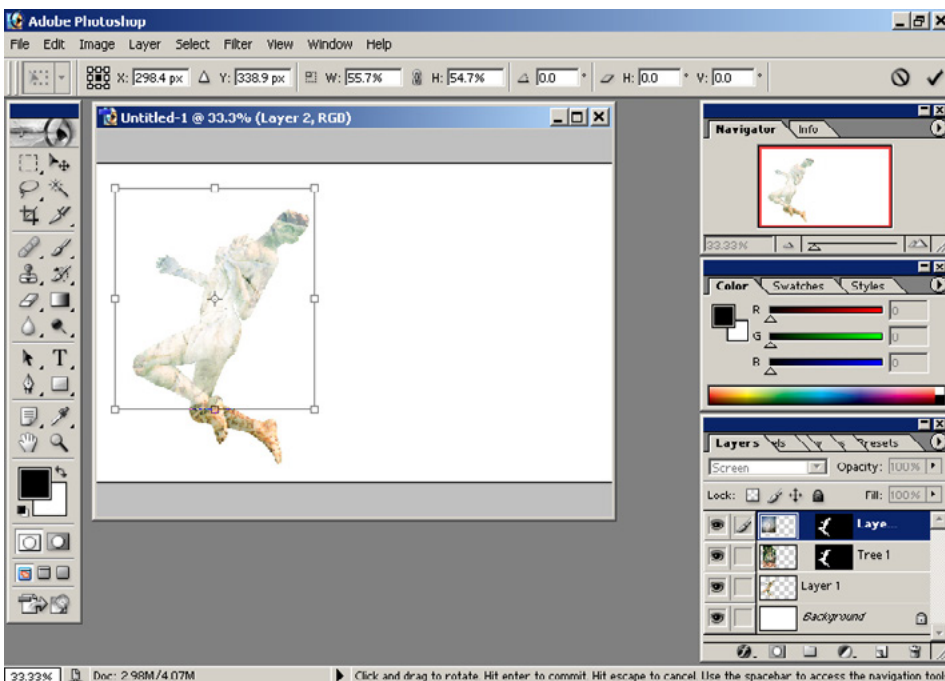
Name this new layer “Tree 1”. Using the Free Transform tool (Edit > Free Transform or Ctrl-t) position the tree layer so it resembles the screen capture to the left. Try to have some leaves at the bottom of the figure’s legs.

Set the Blending Mode to Hard Light and the opacity to 51%. Go Image > Adjustments > Levels. Set to 0, 0.75, 231. Click OK.

1. Open the "Blanket.jpeg" file.
2. Go Select > Select All, Edit > Copy.
3. Click on the working file. Ctrl-click on the "Figure 1" layer to make the selection appear around the figure again.
4. Go Edit > Paste Into.
5. Rename this layer as "Blanket".

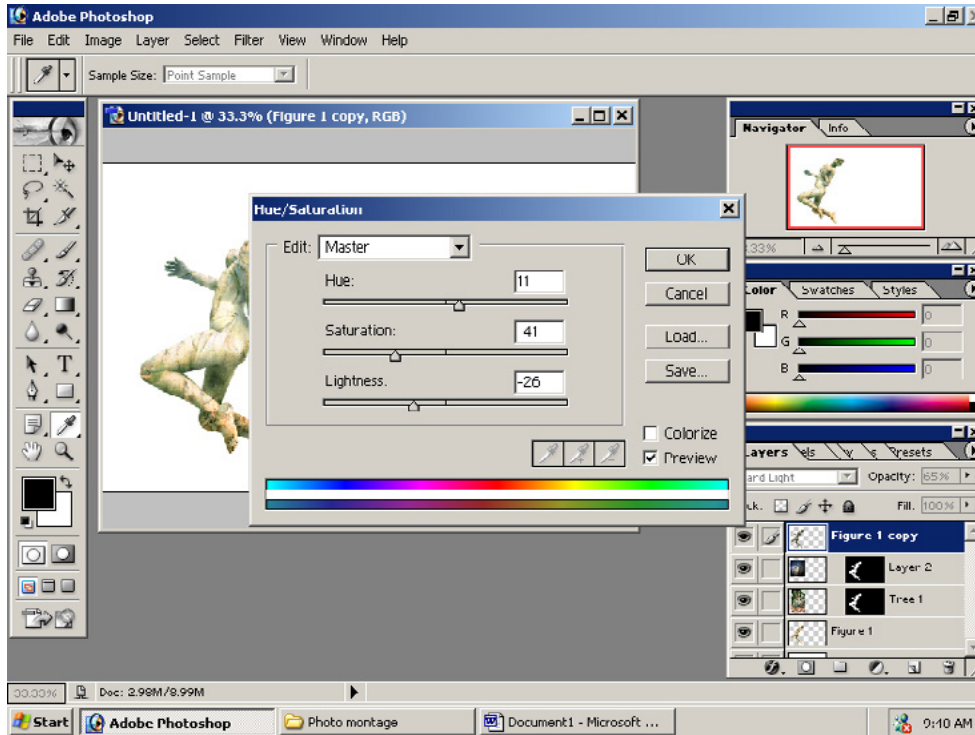


Scale down the layer so it is just around the figure's knees, shins, thighs and bottom.  
(See screen capture below).



Go Image > Adjustments > Levels. Set to 0, 0.31, 248. Click OK.

1. Drag the "Figure 1" layer to the New Layers Icon to copy it.
2. Move the "Figure 1 Copy" layer to the top in the Layers Palette.
3. Set the Blending Mode to Hard Light and the opacity to 65%.
4. Go Image > Adjustments > Hue/Saturation.
5. Set the Hue to +11, the Saturation to -41 and the Lightness to -26.
6. Click OK.



## Blending Modes

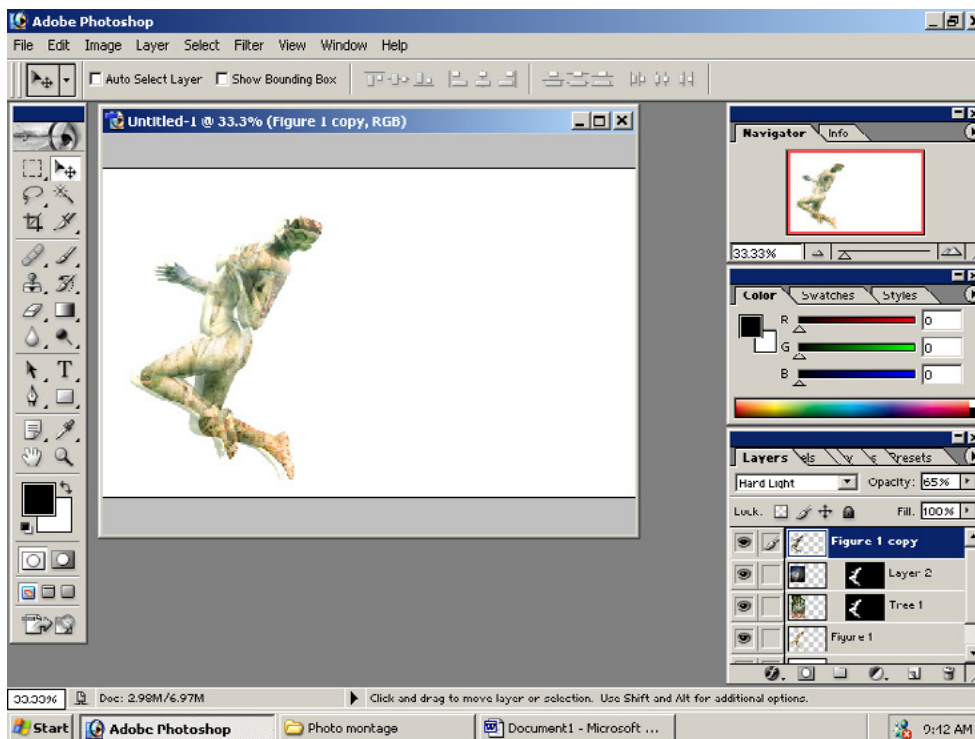
The blending mode specified in the options bar controls how pixels in the image are affected by a painting or editing tool. It's helpful to think in terms of the following colors when visualizing a blending mode's effect:

The base color is the original color in the image.

The blend color is the color being applied with the painting or editing tool.

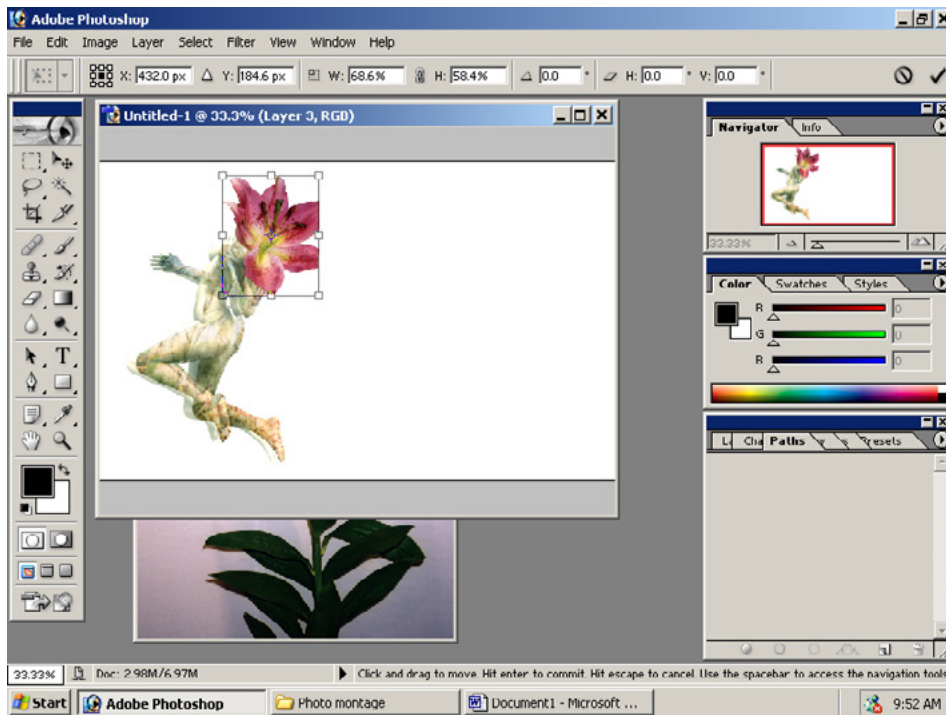
The result color is the color resulting from the blend.

Using the Move tool, move the figure slightly to the left. (see below)

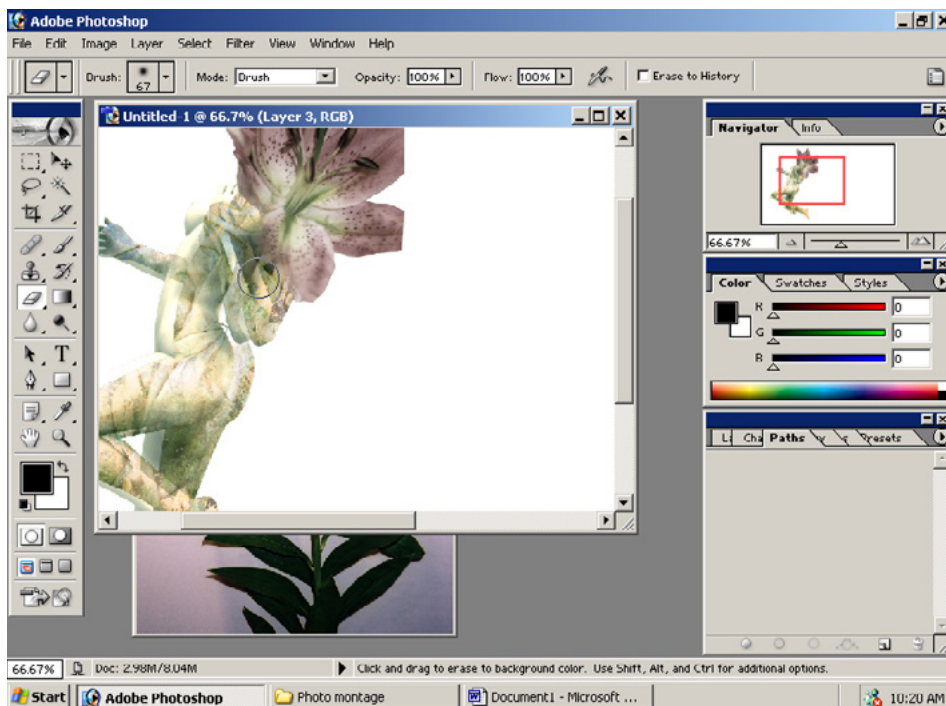




1. Open the "Flower1.psd" file.
2. Open the Paths Palette, Ctrl-click the "Flower 2" layer. Go Edit > Copy.
3. Click on the working file, go Edit > Paste.
4. Using the Free Transform tool, resize and position the flower like the screen capture below.



1. Go Image > Adjustments > Hue/Saturation.
2. Set the Hue to +18, and the Saturation to -69.
3. Click OK. Rename this layer "Flower 2".
4. Using the Eraser tool, with a soft-edged brush, slightly delete the bottom of the flower so that it looks like it's blending into the figure.
5. Go Image > Adjustments > Levels, and press Auto.
6. Click OK



## Normal

Edits or paints each pixel to make it the result color. This is the default mode. (Normal mode is called Threshold when you're working with a bitmapped or indexed-color image.)

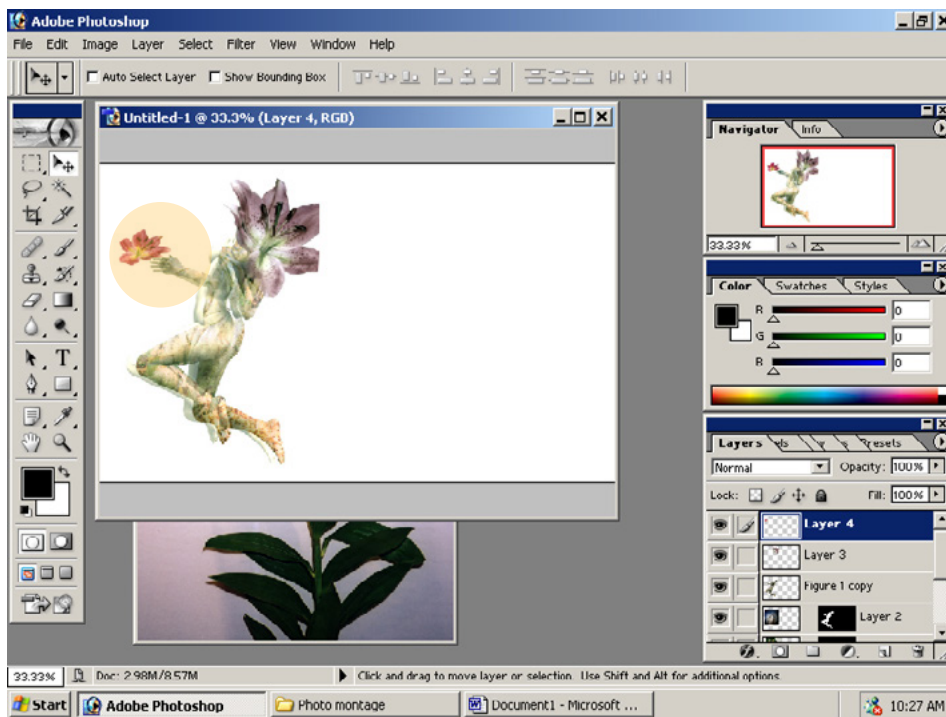
## Dissolve

Edits or paints each pixel to make it the result color. However, the result color is a random replacement of the pixels with the base color or the blend color, depending on the opacity at any pixel location.

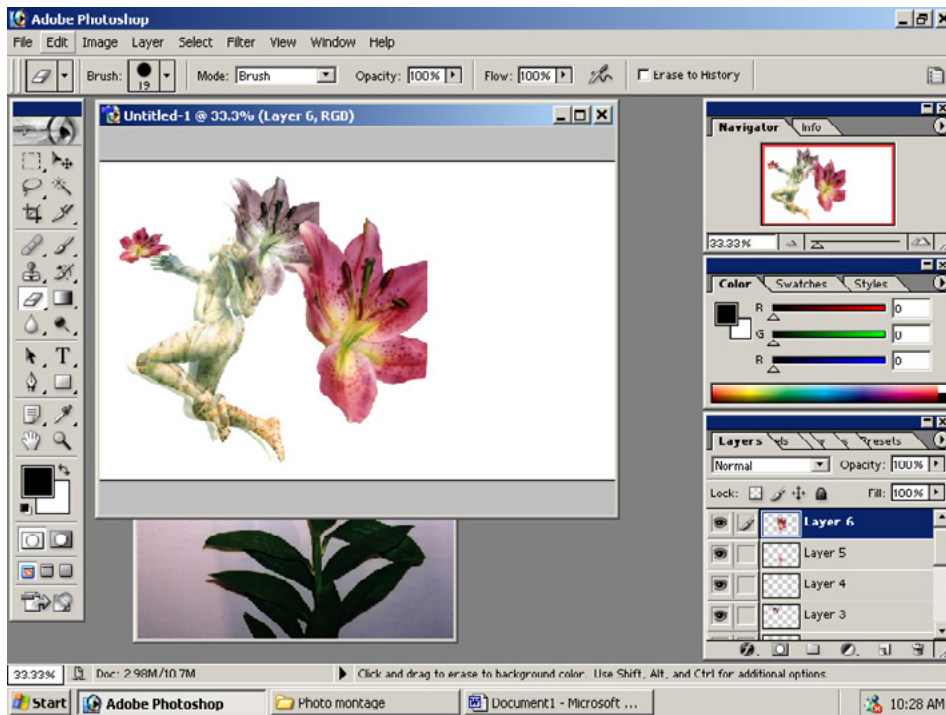
## Behind

Edits or paints only on the transparent part of a layer. This mode works only in layers with Lock Transparency deselected and is analogous to painting on the back of transparent areas on a sheet of acetate.

1. Click on the Flower file again. Go Edit > Copy.
2. Then Edit > Paste into the working file.
3. Go Edit > Free Transform. Shrink the size of the flower and position it just above the models outstretched hand. (See Screen capture below).



Go Edit > Paste – another flower image into the file.



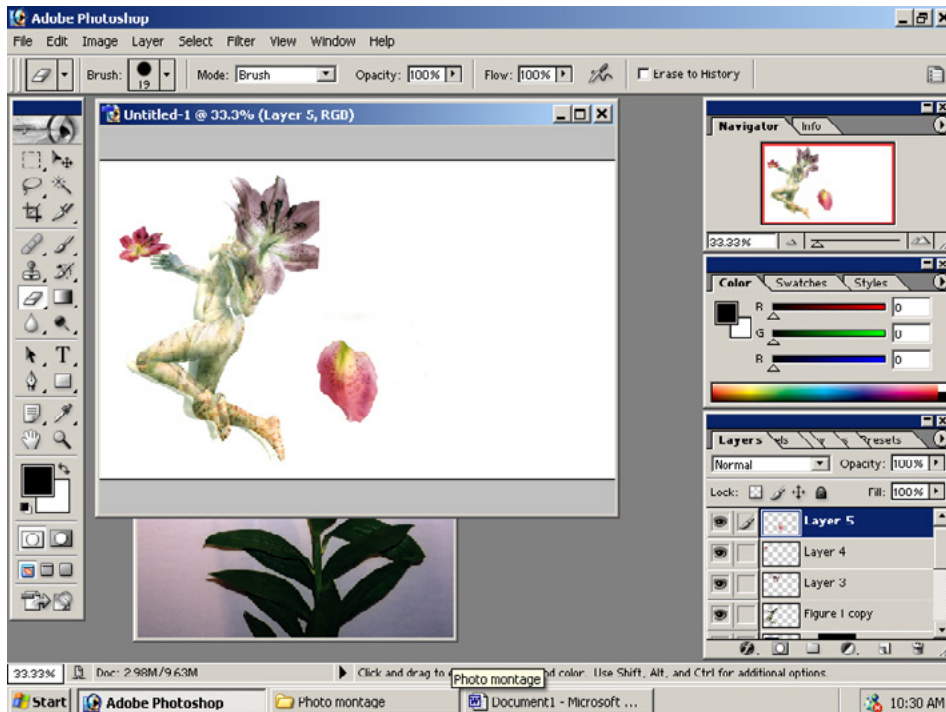
## Clear

Edits or paints each pixel and makes it transparent. This mode is available for the Shape tools (when fill region is selected), Paint Bucket tool, Brush tool, Pencil tool, Fill command, and Stroke command. You must be in a layer with Lock Transparency deselected to use this mode.

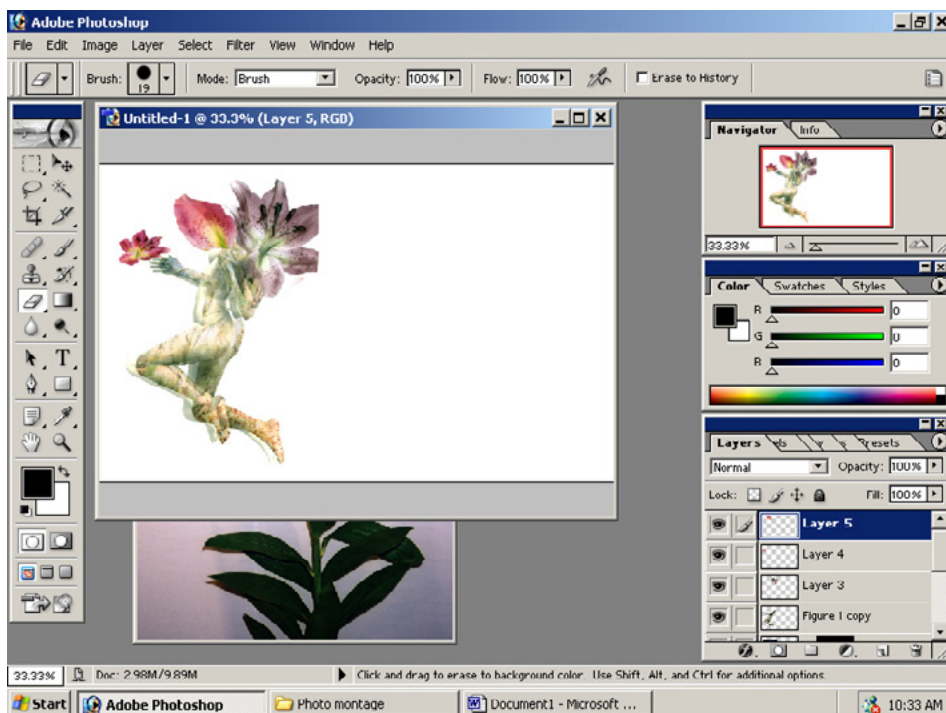
## Darken

Looks at the color information in each channel and selects the base or blend color—which-ever is darker—as the result color. Pixels lighter than the blend color are replaced, and pixels darker than the blend color do not change.

Select the Eraser Tool with a hard-edged brush, rub out all of the flower leaving one petal (use the bottom petal – see the screen capture)



Go Edit > Free Transform and position the petal according to the screen capture



## Multiply

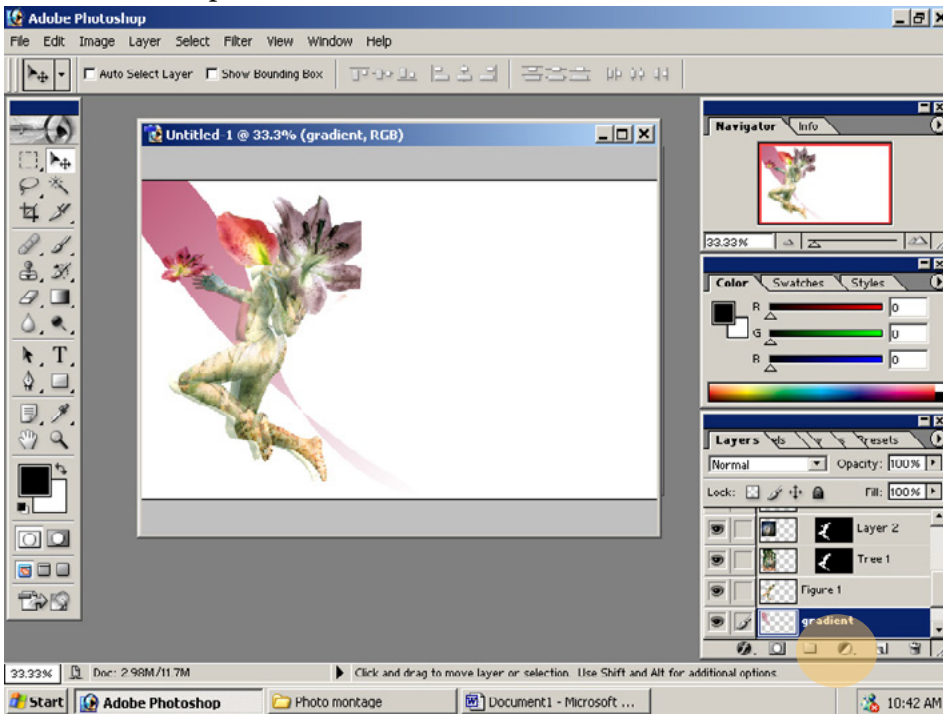
Looks at the color information in each channel and multiplies the base color by the blend color. The result color is always a darker color. Multiplying any color with black produces black. Multiplying any color with white leaves the color unchanged. When you're painting with a color other than black or white, successive strokes with a painting tool produce progressively darker colors. The effect is similar to drawing on the image with multiple marking pens.

## Color Burn

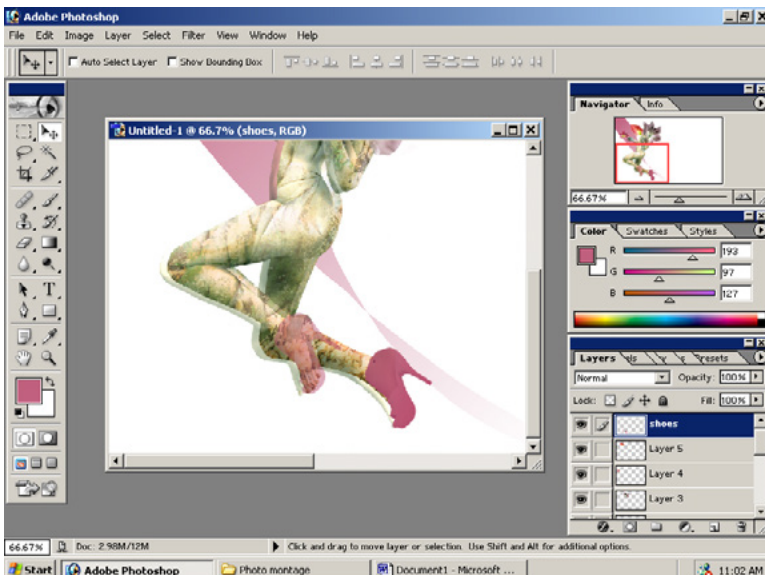
Looks at the color information in each channel and darkens the base color to reflect the blend color by increasing the contrast between the two. Blending with white produces no change.



1. Go Image > Adjustments > Hue/Saturation.
2. Set the Hue to +10 and the Saturation to +21.
3. Create a new Layer called "Gradient" above the Background Layer.
4. Using the Lasso Tool, create a random shape similar to the one below on the screen capture



1. Select the Gradient Tool, using a pink colour for the foreground (Double click on the colour picker) and white for the background.
2. Draw a gradient in the selection. (Like above).
3. Create a New Layer at the top of the Layers Palette. Label it Shoes.
4. Create a New Layer in the Paths palette called Shoes.
5. Using the Pen tool, draw two shoes on the figure – (holding down Ctrl, will allow you to add the second shoe in the same path).
6. Ctrl-click to activate the path.
7. Fill the shoes with a gradient of pink. (See screen capture below).



## Linear Burn

Looks at the color information in each channel and darkens the base color to reflect the blend color by decreasing the brightness. Blending with white produces no change.

## Lighten

Looks at the color information in each channel and selects the base or blend color—whichever is lighter—as the result color. Pixels darker than the blend color are replaced, and pixels lighter than the blend color do not change.

## Screen

Looks at each channel's color information and multiplies the inverse of the blend and base colors. The result color is always a lighter color. Screening with black leaves the color unchanged. Screening with white produces white. The effect is similar to projecting multiple photographic slides on top of each other.



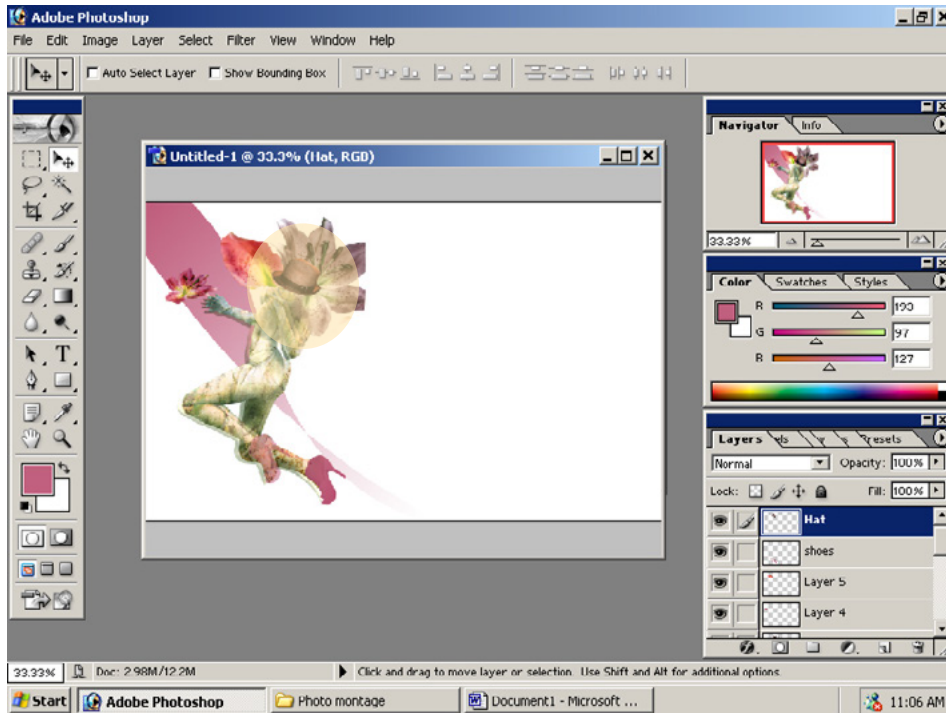
Open the “Hatjpege” file.

Open the Paths Palette, Ctrl-click the path layer.

Go Edit > Copy, Edit > Paste into the working file.

Rename this layer “Hat”.

Using the Free Transform tool (Edit > Free Transform), resize and position as below.



## Color Dodge

Looks at the color information in each channel and brightens the base color to reflect the blend color by decreasing contrast between the two. Blending with black produces no change.

## Linear Dodge (Add)

Looks at the color information in each channel and brightens the base color to reflect the blend color or by increasing the brightness. Blending with black produces no change.

## Overlay

Multiplies or screens the colors, depending on the base color. Patterns or colors overlay the existing pixels while preserving the highlights and shadows of the base color. The base color is not replaced, but mixed with the blend color to reflect the lightness or darkness of the original color.

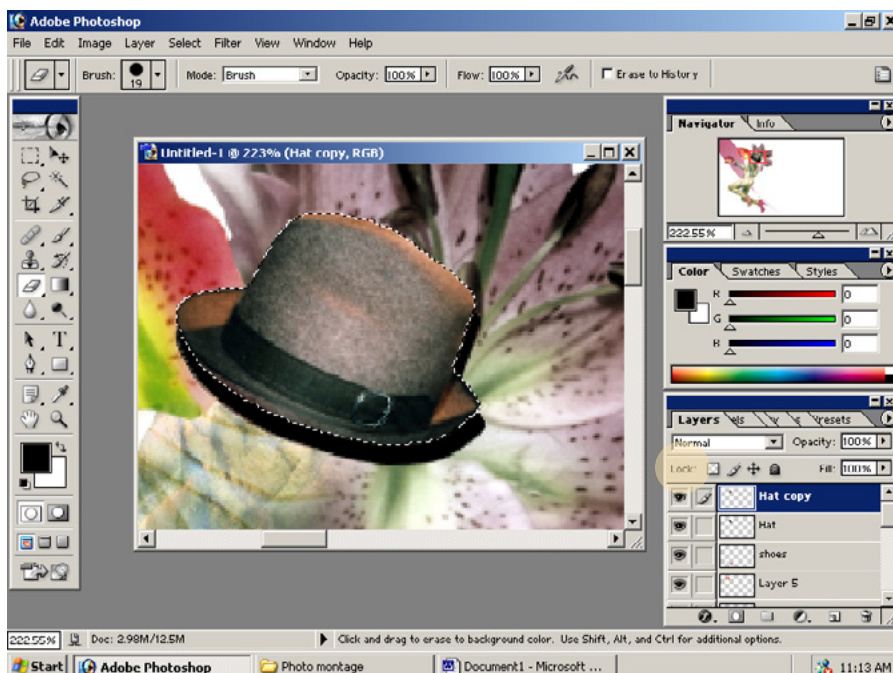
Go Image > Adjustments > Colour Balance. Set to -18, +30, +20.

Click OK.

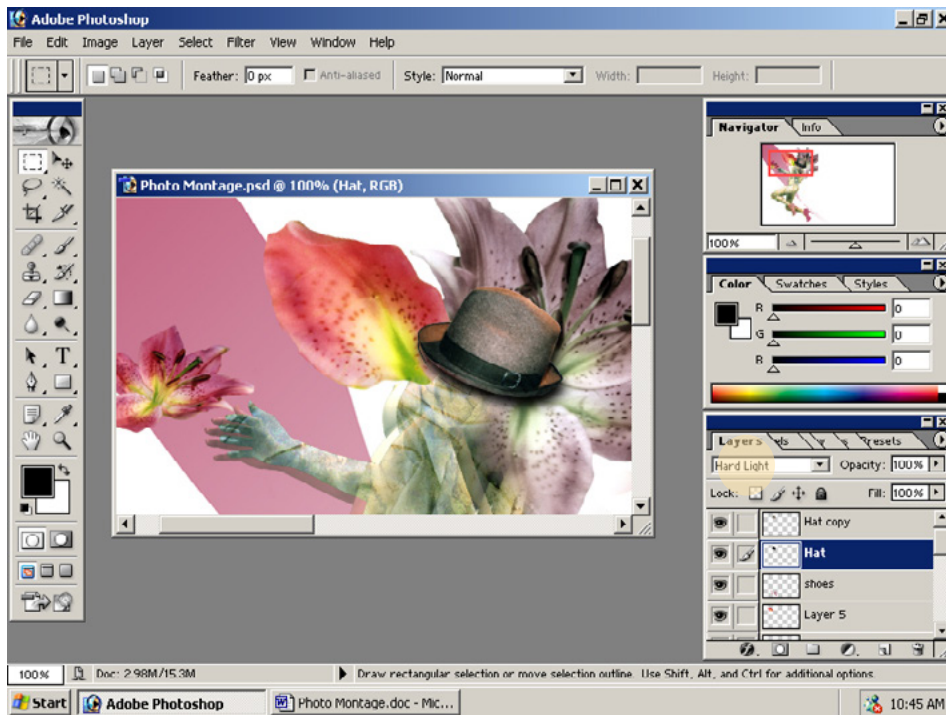
Drag the ‘Hat layer’ to the New Layers Icon to copy it.

Ctrl-click the Hat 1 layer.

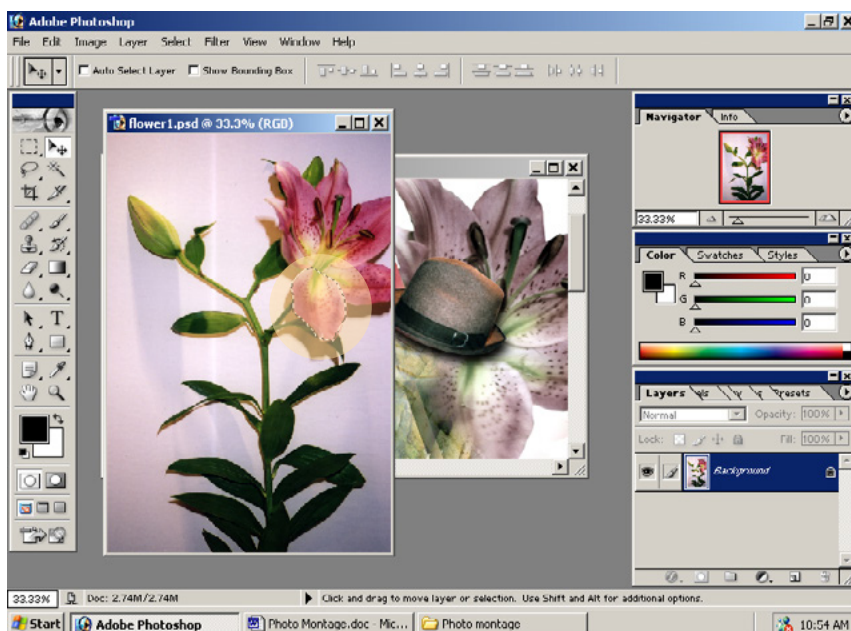
Select the original Hat layer and switch on the Lock Transparency button.



1. Go Edit > Fill with black as the fill colour.
2. Using the move tool, offset the hat as above.
3. Click on the Lock Transparency icon to turn off the lock.
4. Click on the Hat Layer (NOT the hat copy layer). Go Filter > Blur > Gaussian Blur.
5. Set the pixel radius to 4.5.
6. Click OK.
7. Set the Blending Mode to Hard Light.



1. Open "Flower 1" file.
2. Create a new path in the Paths Palette called "Petal".
3. Use the pen tool and trace around a petal (see the screen capture below to copy the easiest petal).
4. Ctrl-click the layer in the Paths Palette to active it.



## Soft Light

Darkens or lightens the colors, depending on the blend color. The effect is similar to shining a diffused spotlight on the image. If the blend color (light source) is lighter than 50% gray, the image is lightened as if it were dodged. If the blend color is darker than 50% gray, the image is darkened as if it were burned in. Painting with pure black or white produces a distinctly darker or lighter area, but does not result in pure black or white.

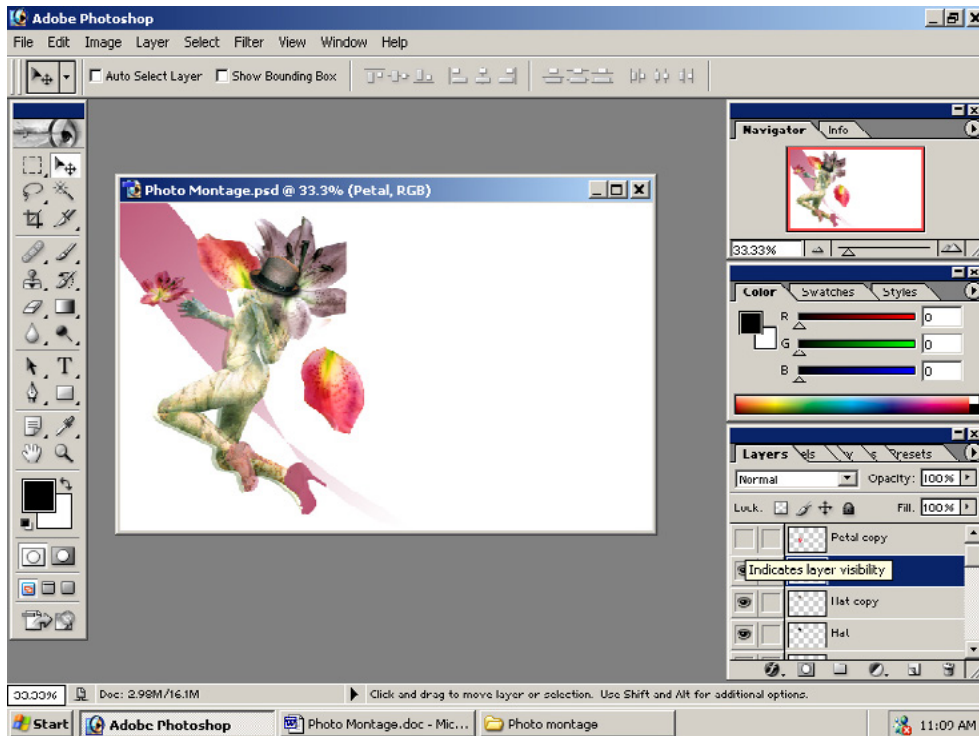
## Hard Light

Multiplies or screens the colors, depending on the blend color. The effect is similar to shining a harsh spotlight on the image. If the blend color (light source) is lighter than 50% gray, the image is lightened, as if it were screened. This is useful for adding highlights to an image. If the blend color is darker than 50% gray, the image is darkened, as if it were multiplied. This is useful for adding shadows to an image. Painting with pure black or white results in pure black or white.

Using the Move Tool, drag the petal into the working file. (A pair of scissors will appear when you place the Move tool over the selected petal.).

Name this layer "Petal" and move it to the top in the layers palette (if it isn't already there).

Move the Petal to about the same position as on the below screen capture



## Linear Light

Burns or dodges the colors by decreasing or increasing the brightness, depending on the blend color. If the blend color (light source) is lighter than 50% gray, the image is lightened by increasing the brightness. If the blend color is darker than 50% gray, the image is darkened by decreasing the brightness.

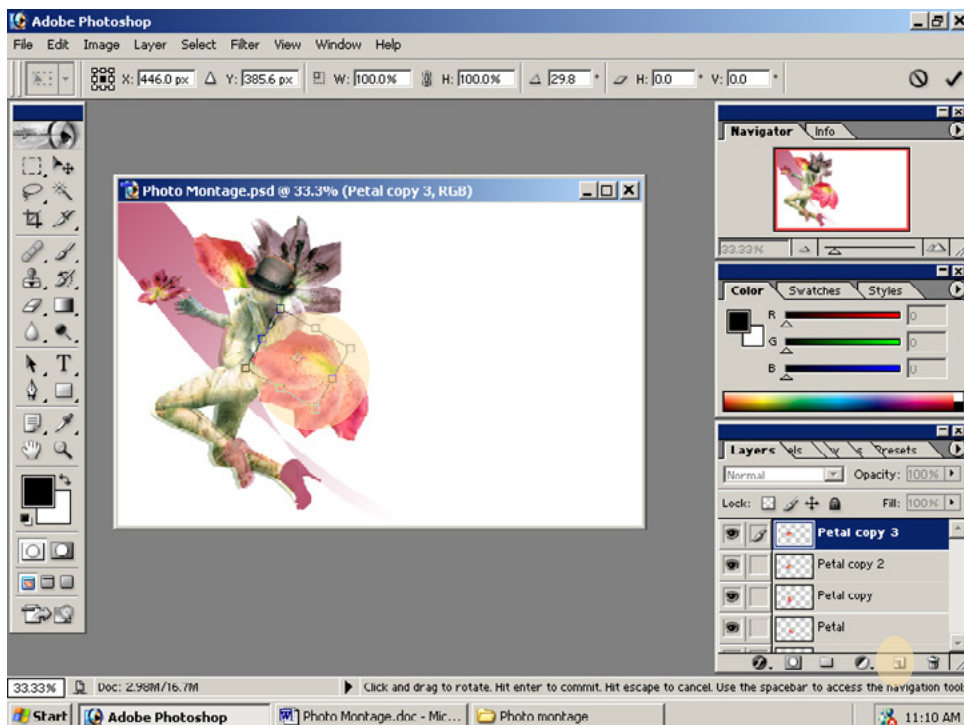
## Pin Light

Replaces the colors, depending on the blend color. If the blend color (light source) is lighter than 50% gray, pixels darker than the blend color are replaced, and pixels lighter than the blend color do not change. If the blend color is darker than 50% gray, pixels lighter than the blend color are replaced, and pixels darker than the blend color do not change. This is useful for adding special effects to an image.

Go Image > Adjustments > Hue/Saturation. Set the Saturation to +33. Click OK.

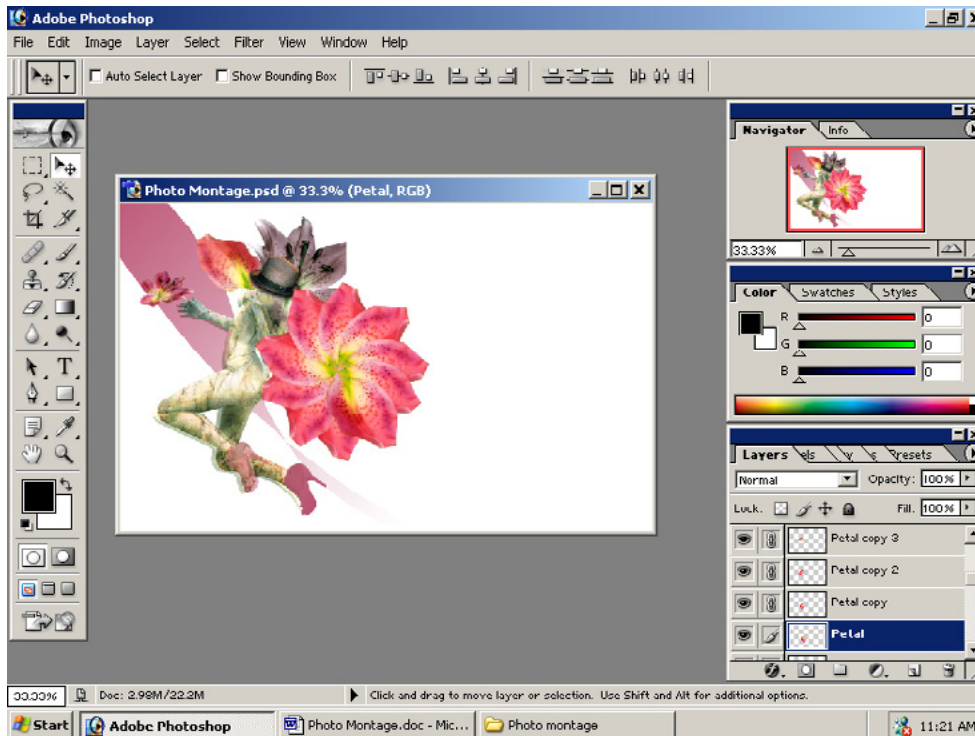
Drag your Petal Layer to the New Layers Icon to copy it.

Using the Free Transform Tool (Edit > Free Transform or Ctrl-t), rotate your petal. See below.





Repeat this process of copying the layer and rotating the petal until it looks like the screen capture below. It should take about 11 petal layers to create this shape.



## Hard Mix

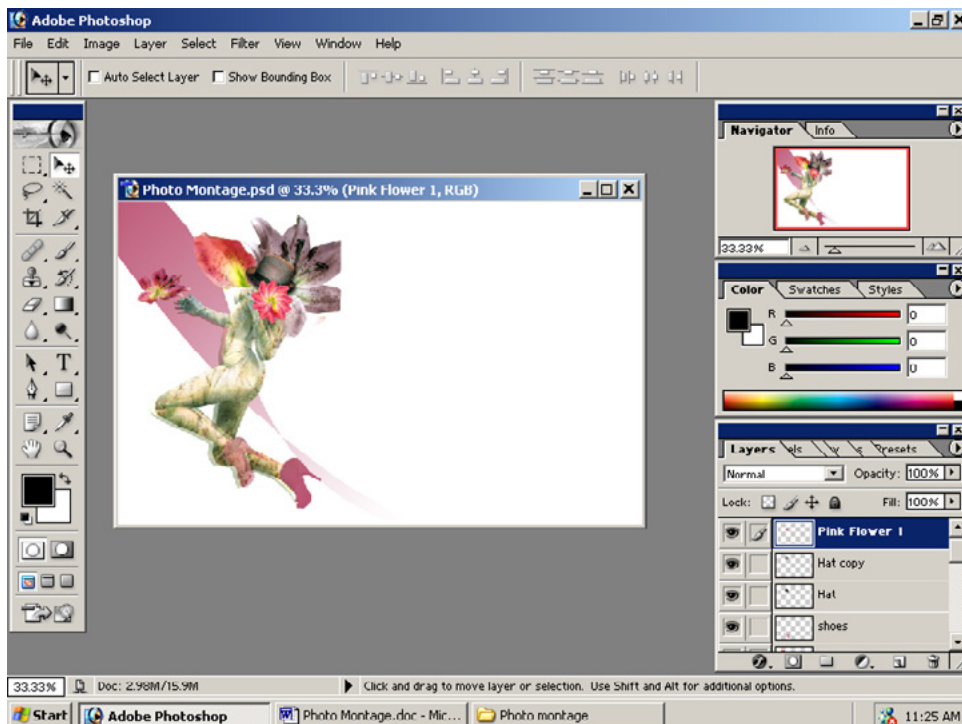
Adds the red, green and blue channel values of the blend color to the RGB values of the base color. If the resulting sum for a channel is 255 or greater, it receives a value of 255; if less than 255, a value of 0. Therefore, all blended pixels have red, green, and blue channel values of either 0 or 255. This changes all pixels to primary additive colors (red, green, or blue), white, or black.

Note: For CMYK images, Hard Mix changes all pixels to the primary subtractive colors (cyan, yellow, or magenta), white, or black. The maximum color value is 100.

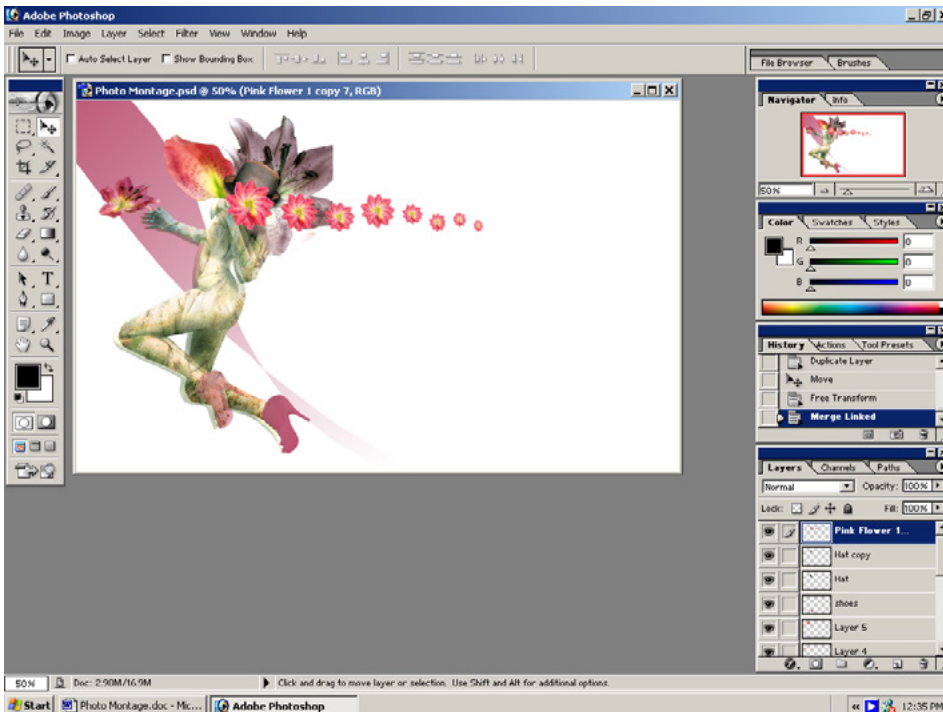
## Difference

Looks at the color information in each channel and subtracts either the blend color from the base color or the base color from the blend color, depending on which has the greater brightness value. Blending with white inverts the base color values; blending with black produces no change.

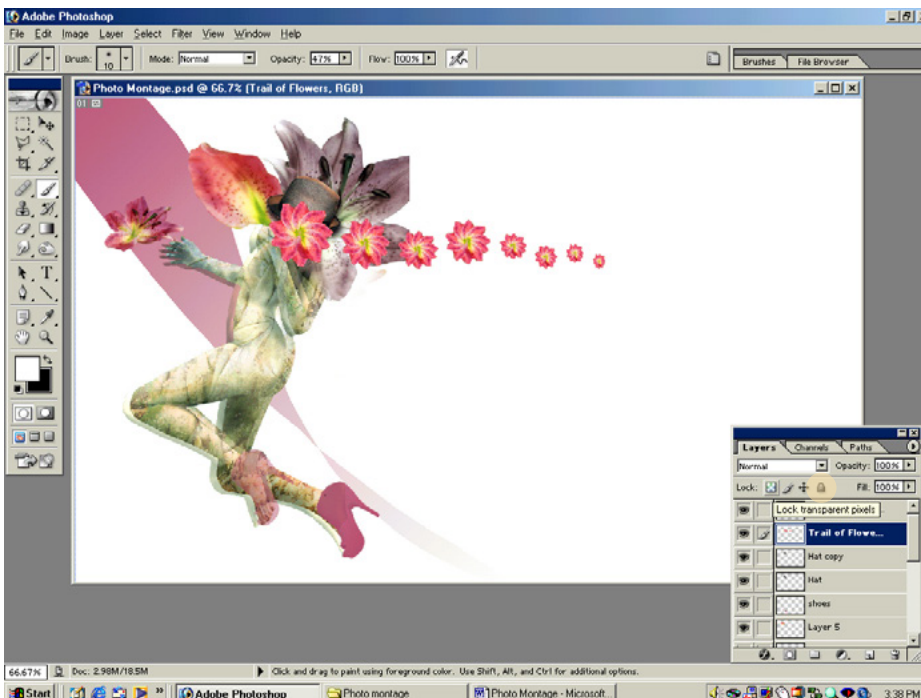
Link all of the Petal layers together by clicking in the square next to the eye. A chain will appear in the square. Go Layer > Merge Linked. (All of the Petal layers will become one layer).  
Go Edit > Free Transform.  
Reduce the size and scale of the flower.  
Scale and position it according to the screen capture below.  
Call this layer "Pink Flower 1"



Copy the 'Pink Flower 1' layer by dragging to onto the New Layers Icon. Repeat the process of copying the "Pink Flower" Layers and move to create a trail of about 8 or so flowers. Change the size of the flowers to make them more interesting. See the screen capture below.



Link all of the flowers together in the Layers Palette (chain will appear). Go Layer > Merge Linked (to create one flower layer). Call this layer "Trail of Flowers". Copy the "Trail of Flowers" layer by dragging it onto the New Layers Icon at the bottom of the layers palette. Click on the original "Trail of Flowers" layer then click the Lock Layer Icon.



## Exclusion

Creates an effect similar to but lower in contrast than the Difference mode. Blending with white inverts the base color values. Blending with black produces no change.

## Subtract

Looks at the color information in each channel and subtracts the blend color from the base color. In 8- and 16-bit images, any resulting negative values are clipped to zero.

## Divide

Looks at the color information in each channel and divides the blend color from the base color.

## Hue

Creates a result color with the luminance and saturation of the base color and the hue of the blend color.

Photoshop Preliminaries

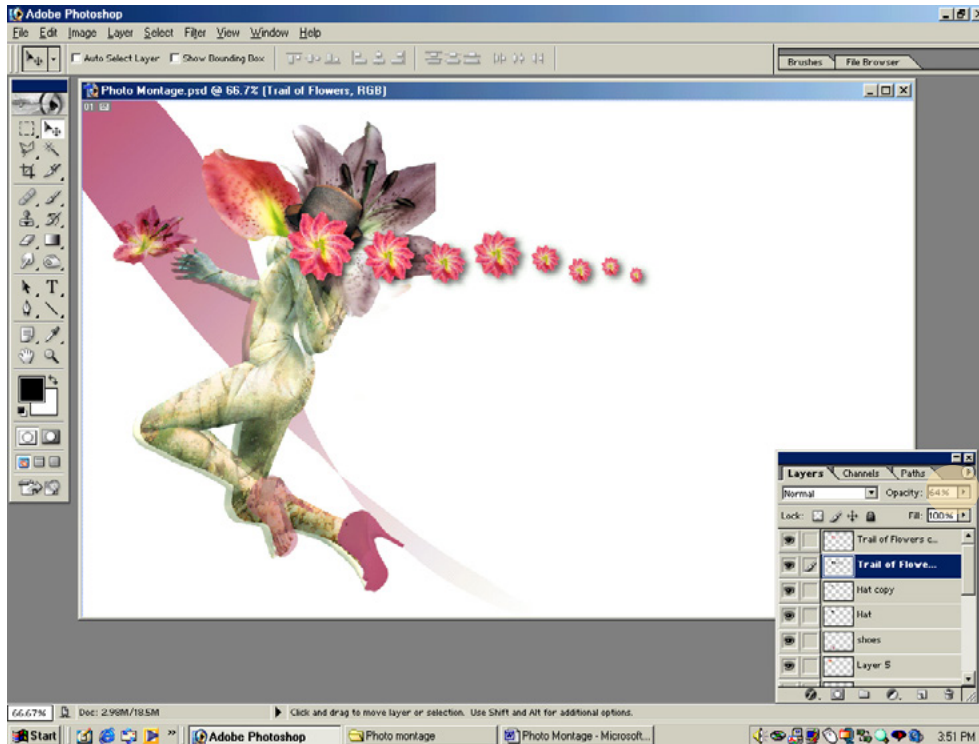
Using the Magic Wand Tool, click on the image (A selection will be made on the edge).

Go Select > Inverse (the selection will be around the flowers only).

Go Edit > Fill –with black.

Go Filter > Blur > Gaussian Blur with a radius of 4.5 pixels. Click Ok.

Reduce the layer opacity to 63%



## Saturation

Creates a result color with the luminance and hue of the base color and the saturation of the blend color. Painting with this mode in an area with no (0) saturation (gray) causes no change.

## Color

Creates a result color with the luminance of the base color and the hue and saturation of the blend color. This preserves the gray levels in the image and is useful for coloring monochrome images and for tinting color images.

Open the “Flower 1” file and select another petal (a different shade to the one before).

Create a new path in the Paths Palette called “Extra Flowers” use the pen tool and trace around a petal.

Ctrl-click the layer in the Paths Palette to activate it.

Using the Move Tool, drag the petal into the working file. (A pair of scissors will appear when you place the Move tool over the selected petal.).

Name this layer “Extra Flowers” and move it to the top in the layers palette.

Drag your Petal Layer to the New Layers Icon to copy it.

Using the Free Transform Tool (Edit > Free Transform or Ctrl-t), rotate your petal.

Repeat this process of copying the layer and rotating the petal until you create another flower (like before).

Experiment with the number of petals used to make this one different from the other pink flowers.

Link all of the Petal layers together by clicking in the square next to the eye. (A chain will appear in the square). Go Layer > Merge Linked. (All of the Petal layers will become one layer).

Go Edit > Free Transform.

Change the size and scale of the flower to it is small.

Copy the ‘Extra Flowers’ layer by dragging to onto the New Layers Icon.

Repeat the process of copying until you have created a desired amount of extra flowers (be creative!)

Change the size of the flowers to make them more interesting.

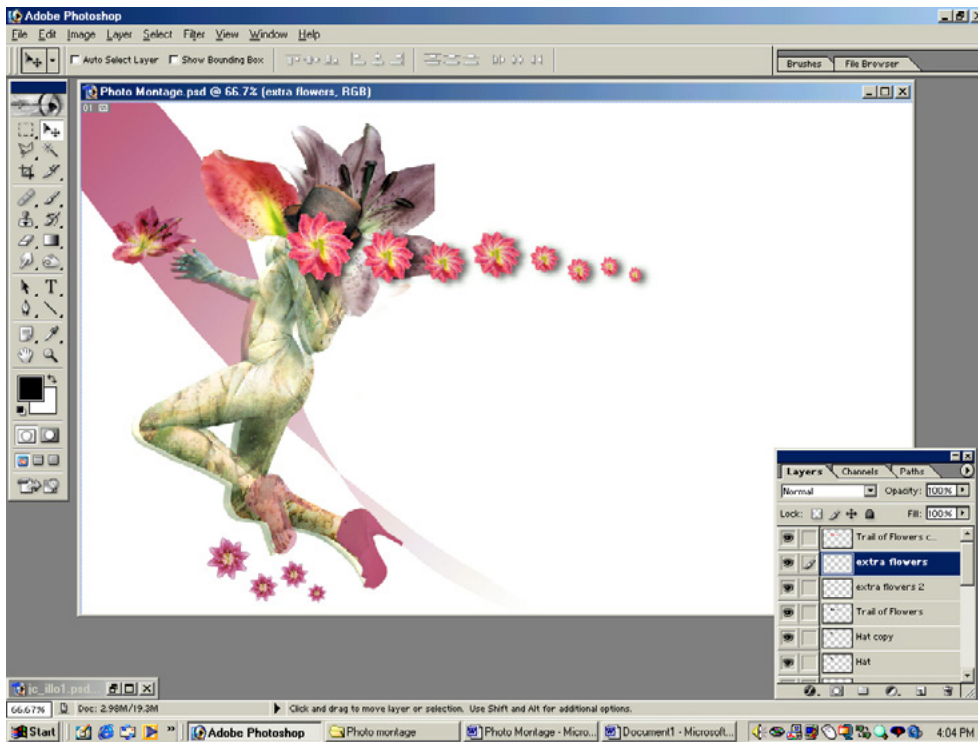
See the screen capture below.

Link all of the flowers together in the Layers Palette (chain will appear).

Go Layer > Merge Linked (to create one flower layer).

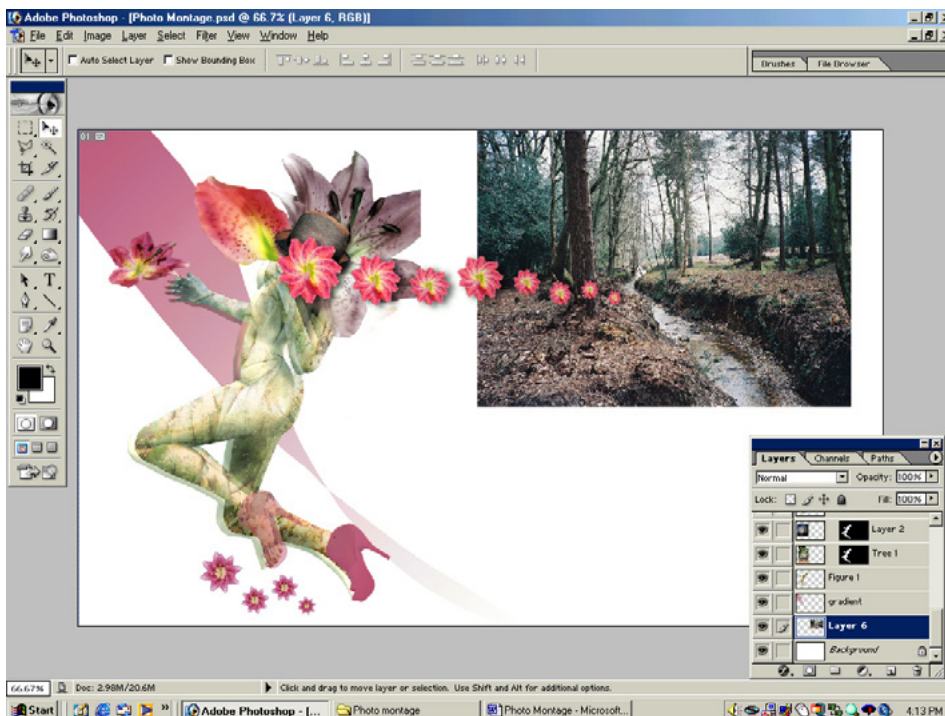
Call this layer “Extra Flowers”





Open "Trees 2.jpeg".

Go Select > Select All, Edit > Copy, click on the working file, Edit > Paste.  
Move this layer so it sits above the background layer. (See screen capture)  
Go Edit > Transform, select scale, and reduce the size of the image.



## Luminosity

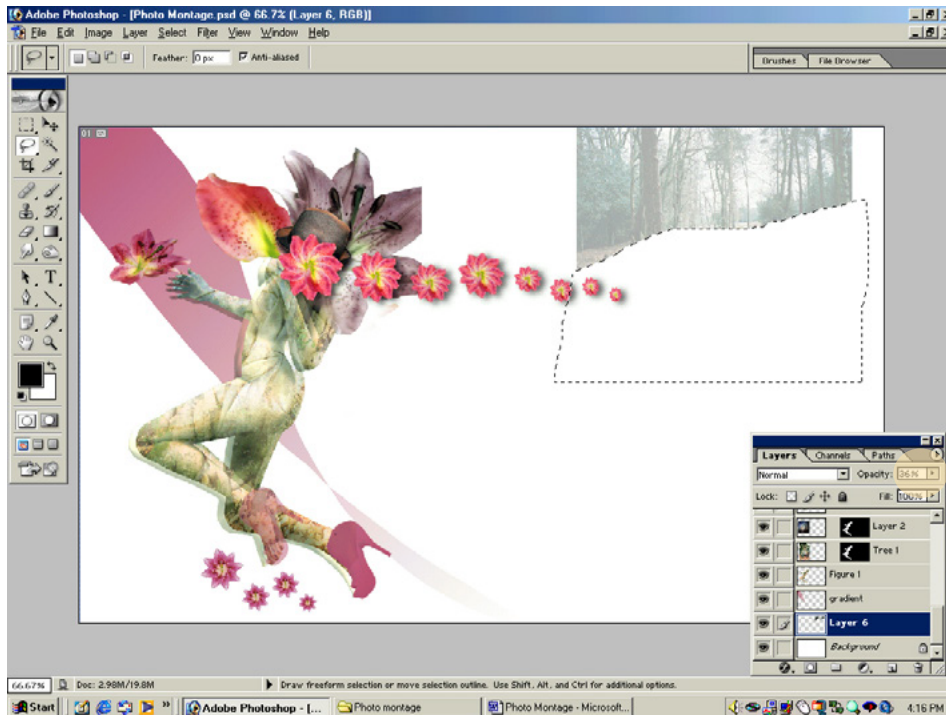
Creates a result color with the hue and saturation of the base color and the luminance of the blend color. This mode creates the inverse effect of Color mode.

## Lighter Color

Compares the total of all channel values for the blend and base color and displays the higher value color. Lighter Color does not produce a third color, which can result from the Lighten blend, because it chooses the highest channel values from both the base and blend color to create the result color.

Photoshop Preliminaries

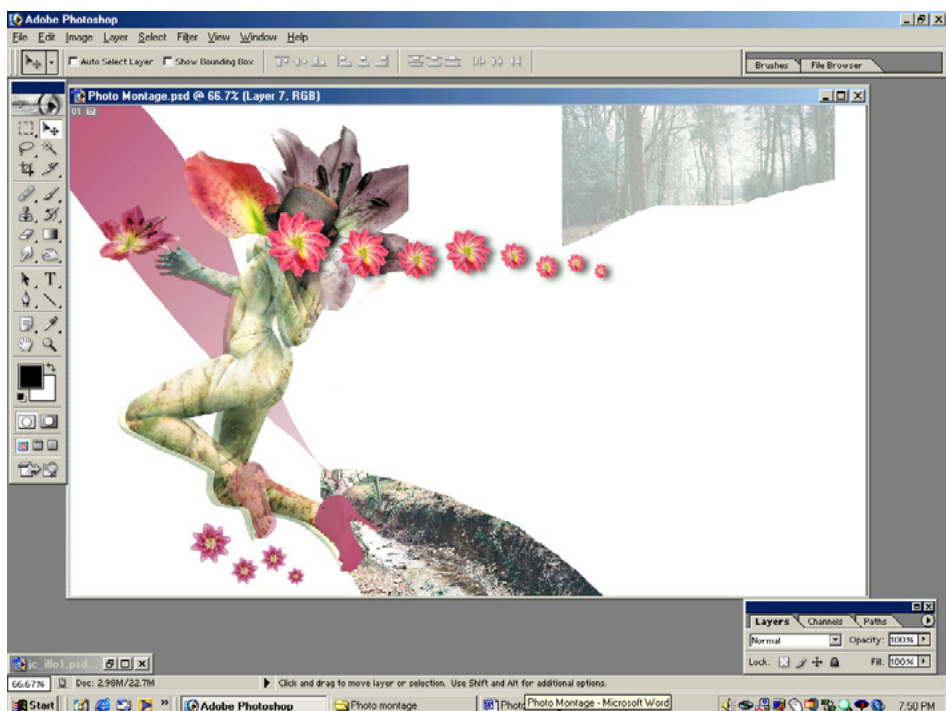
Using the Lasso Tool, make a rough selection on the bottom of this image. Press delete to remove this area. Set the opacity to 36%.



## Darker Color

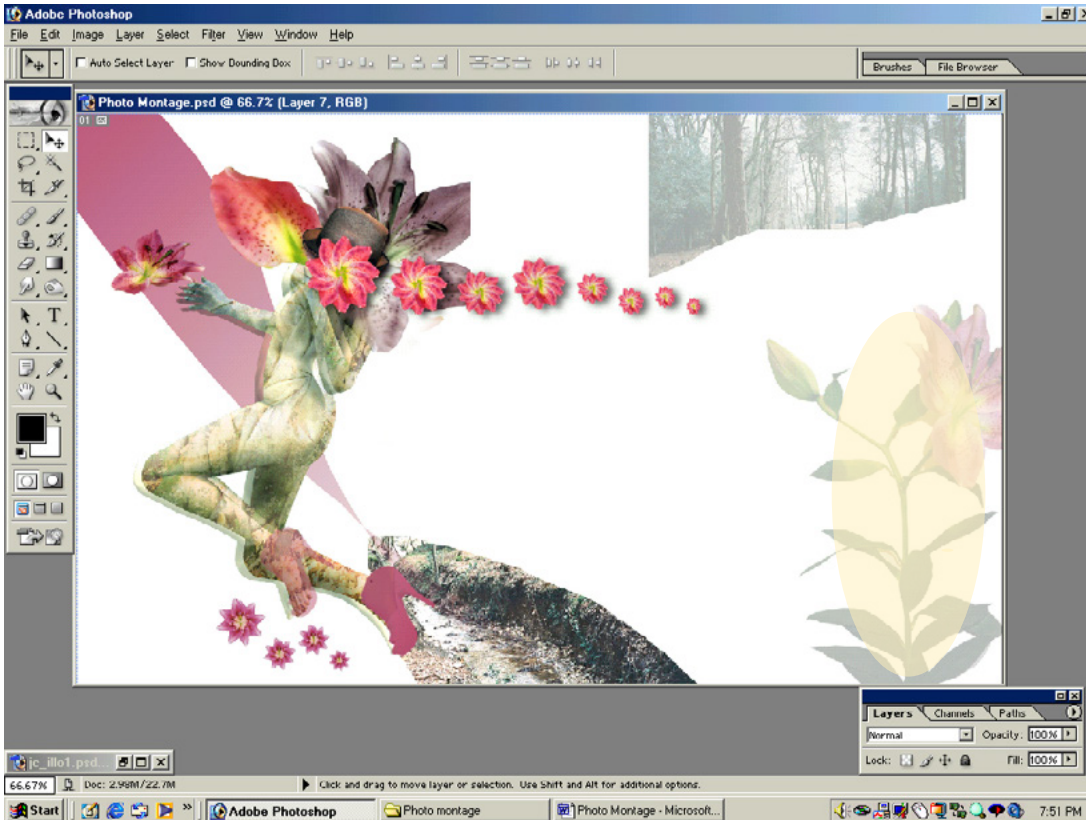
Compares the total of all channel values for the blend and base color and displays the lower value color. Darker Color does not produce a third color, which can result from the Darken blend, because it chooses the lowest channel values from both the base and the blend color to create the result color.

Open the “Tree 2” file and paste into the working file again. Using the Free Transform Tool, reduce the size of the image. Use the Lasso Tool and make a selection around the river area in the image. Go Select > Inverse (This will create a selection around the area you WANT to keep). Press Delete. Go Image > Adjustments > Levels. Set to 0, 1.49, 198. This will brighten up the image. Click OK. Position this image around her foot. (See screen capture)

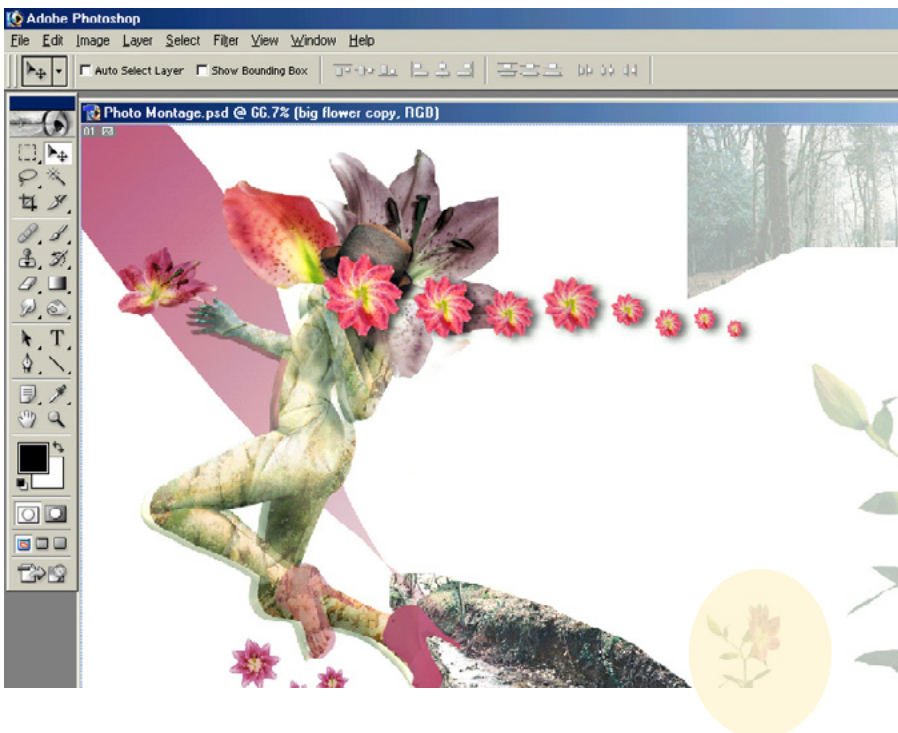


Open the “Flower 1” file. Create a new Path in the Paths Palette called “Big Flower”. Use the Pen Tool and trace around the entire flower, make sure you trace around the inside and outside edges neatly as you do not want any background. Ctrl-click to activate the path.

Go Edit > Copy and Edit > Paste into the working file (or use the move tool and drag into the working file). Reduce the layer opacity to 28%. Move the flower into a similar position as the screen capture below

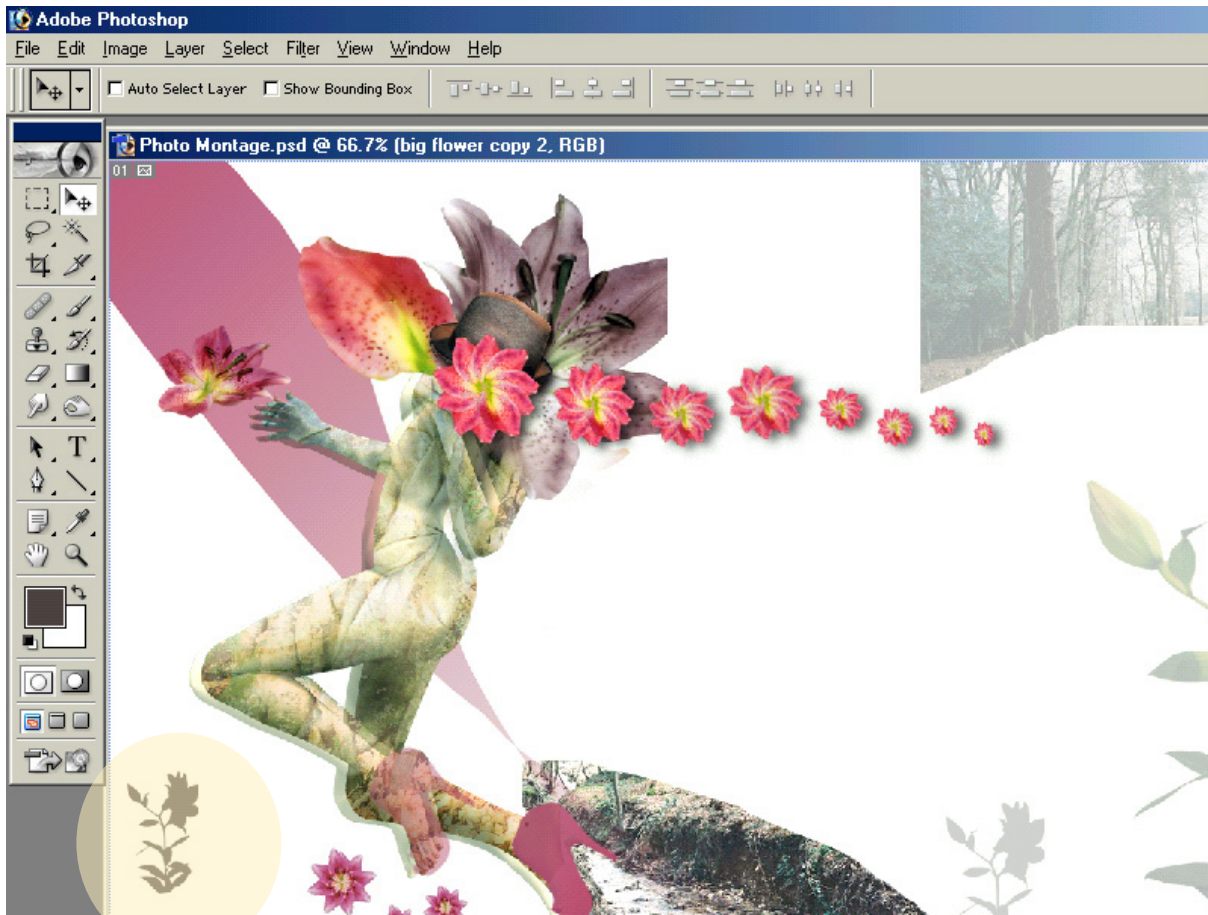


Copy this flower by dragging it onto the New Layers Icon. Using the Free Transform tool, resize it and position it near the edge of the water image. Click the layer lock to lock this layer

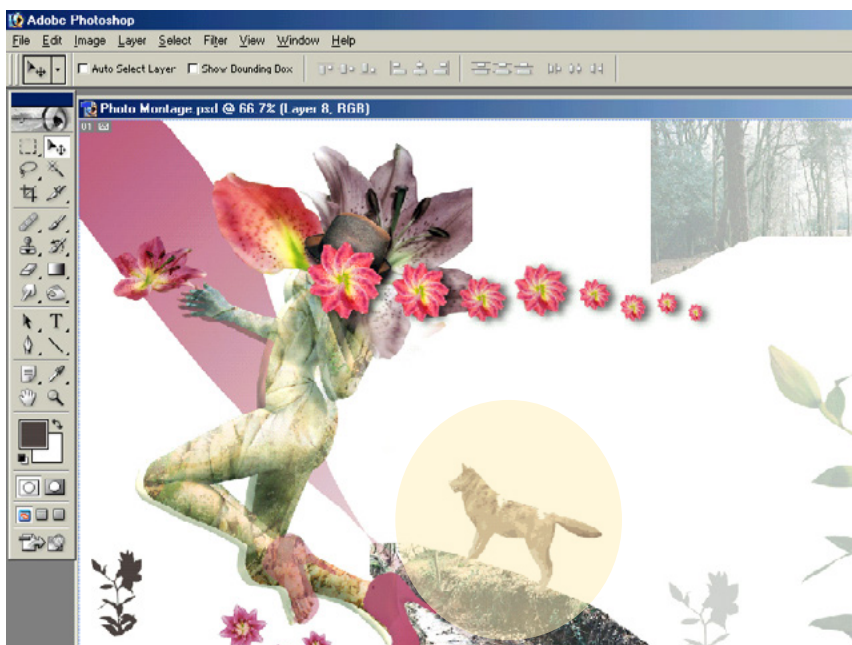




Select a dark brown colour from the colour picker. Go Edit > Fill.  
Copy this layer by dragging it onto the New Layers Icon.  
Use the move tool and place it over to the far left. Set the opacity to 100%.



Open the "Wolf.tif" file. Use the Magic Wand to make a selection, then go Select > Inverse (to change the selection around the image). Go Edit > Copy, Edit > Paste into the working file. Use the Transform tool and scale and rotate to that the wolf is at an angle above the stream and is pointing to the figure.



Photoshop Preliminaries

Open the “Man.tif”. Open the Paths Palette and create a new layer called “Man”.

Use the pen tool and draw a path around the figure.

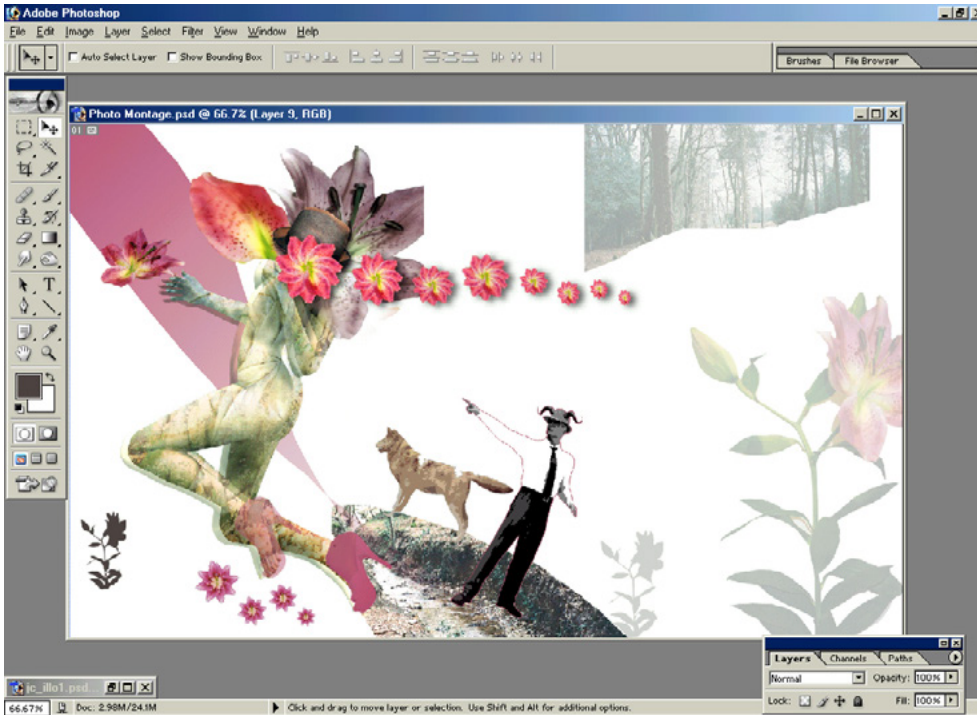
Ctrl-click to activate the Path.Go Edit > Copy, Edit > Paste into the working file.

Use the Transform tool and scale and rotate so it resembles the screen capture below.

Go Image > Adjustments > Posterize with the levels set to 4.

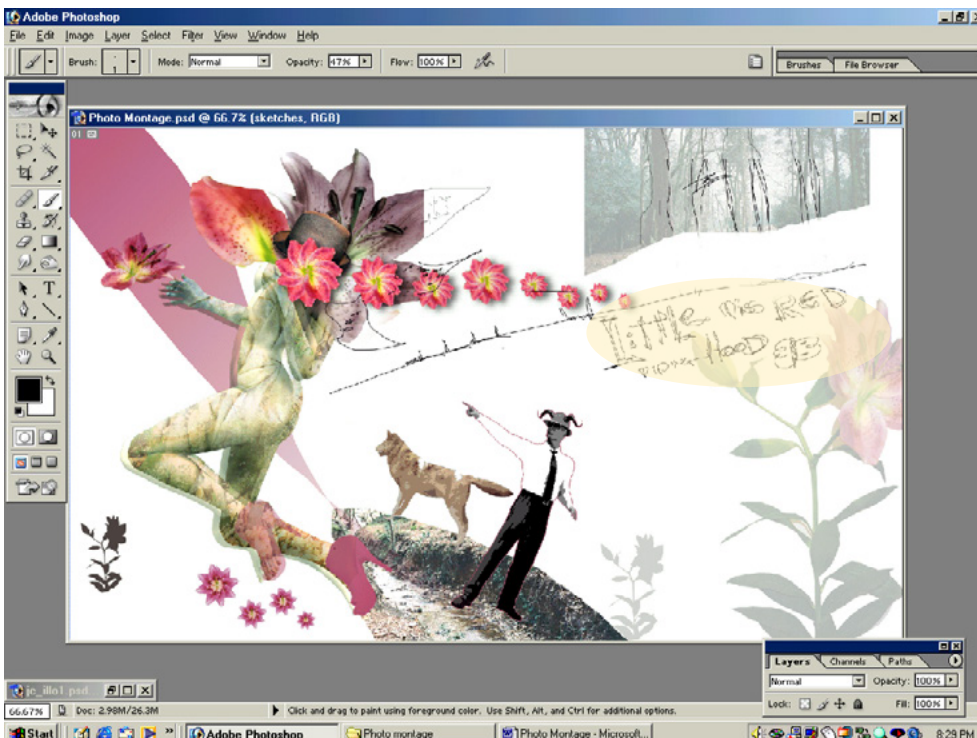
Go Image > Adjustments > Hue/Saturation.

Move the Hue and Saturation slides to the far right so all of the colour is removed from the figure. Go Edit > Stroke to 2 pixels, using red or black.



Create a new layer called “Sketches”. Move this layer to the top of the layers palette.

Using a small brush – 1 or 2 pixels- set to a dark brown colour, sketch around some features of the image and add the words “Little Red Riding Hood”



Create a new layer called "Cloak".

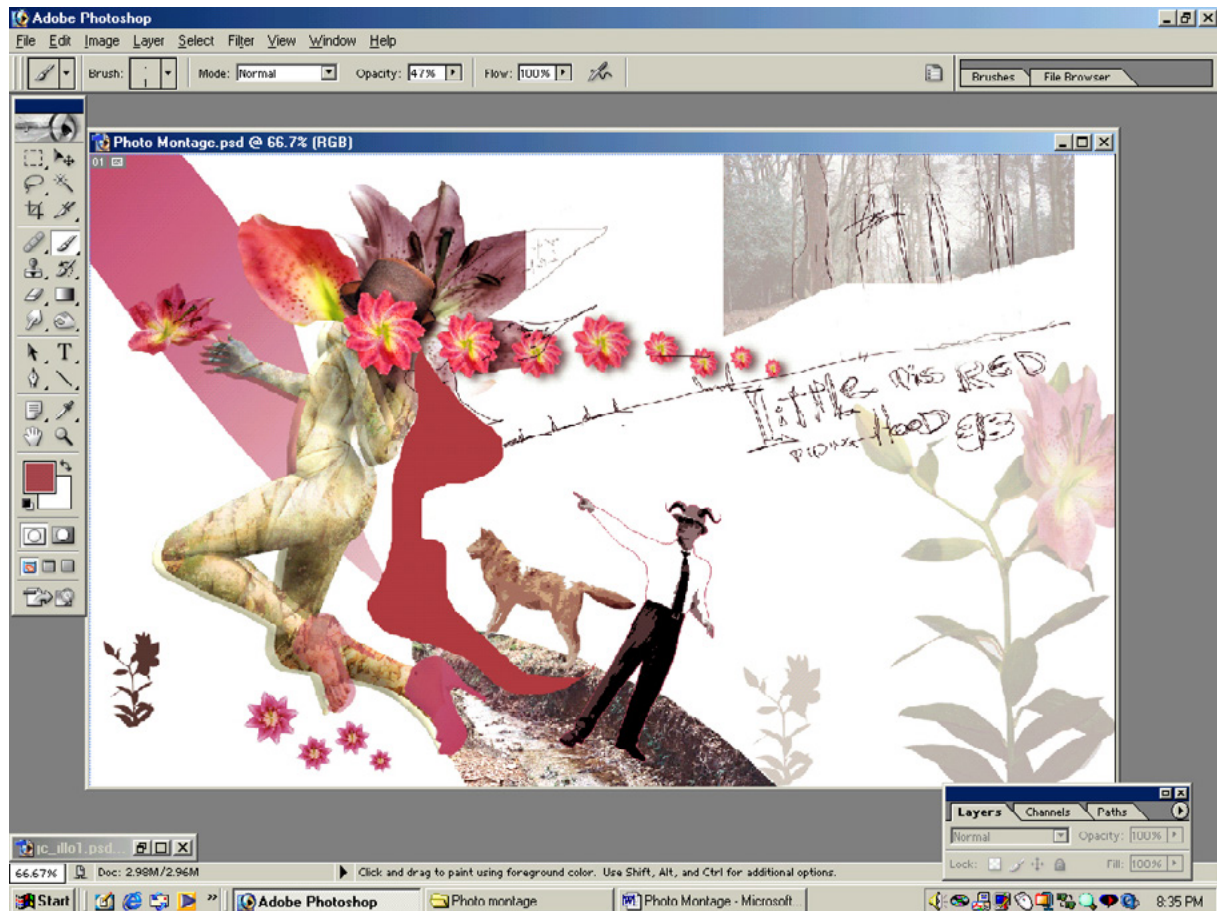
Use the Lasso Tool and draw a shape to become a flowing red cloak coming off the back of the female figure.

Select a deep red colour from the colour picker and go Edit > Fill.

Go Layer > Flatten Image. Go Image > Adjustments > Colour Balance.

Move the slider towards the red end, about +48.

Save your image to your Visual Arts folder in your home drive.



Photoshop Preliminaries