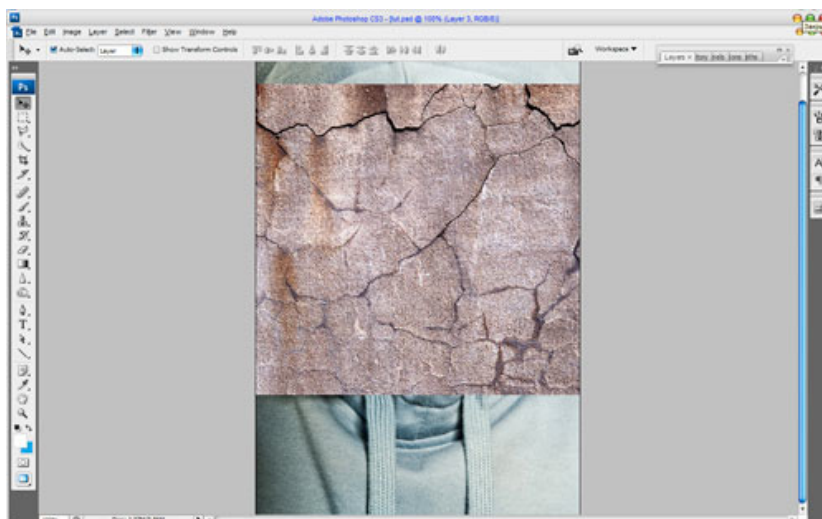


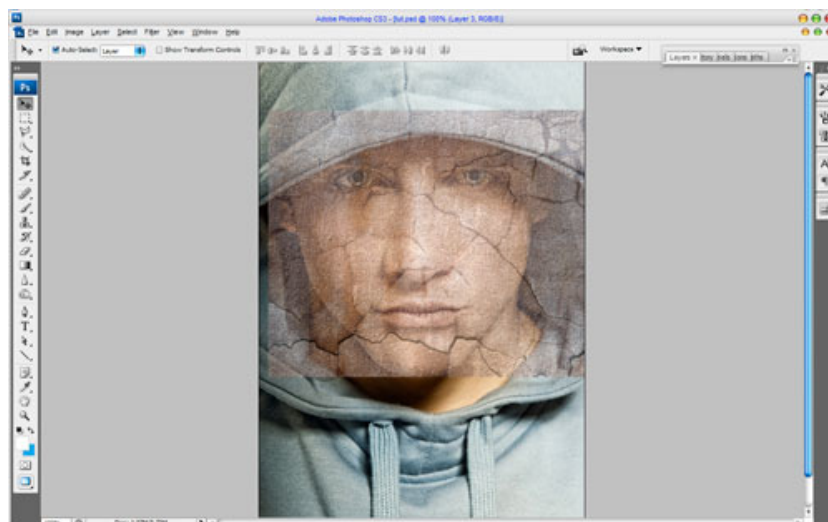
ADDING TEXTURE TO THE SKIN

PHOTOSHOP XỬ LÝ ẢNH CHƯƠNG 2: FIL- TER VÀ ỨNG DỤNG TRONG BACK- GROUND

phần 5: FILTER
LAYER STYLE
BACKGROUND.



Flip this texture vertical with Edit > Transform > Flip Vertical and set opacity up to 50% for this layer



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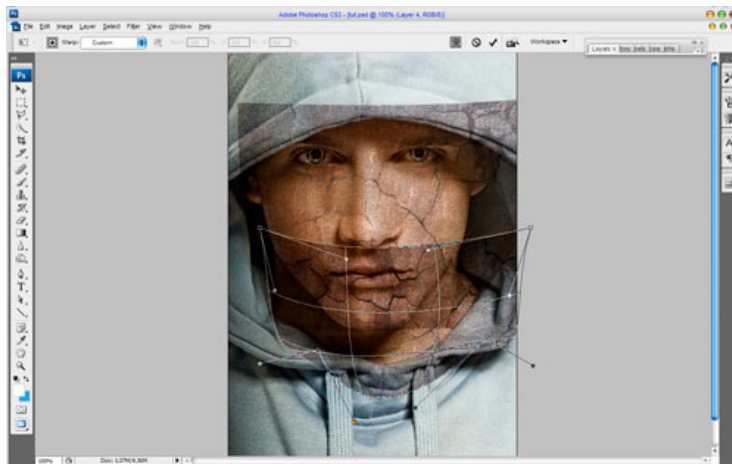
PHOTOSHOP XỬ LÝ ẢNH CHƯƠNG 2: FIL- TER VÀ ỨNG DỤNG TRONG BACK- GROUND

phần 5: FILTER
LAYER STYLE
BACKGROUND.

Ok, then mess with the layer mode & opacity/fill. I tried Multiply with opacity of 80%. After that apply Edit > Transform > Warp to transform the texture as on picture below



This texture will cover the face and we need one more for the neck covering. Copy the stone texture one more time to our canvas and then change layer mode to the Multiply for the new layer, also set opacity to 80% up. After that resize it a little bit and transform is as below using Edit > Transform > Warp like on picture below:



Now it's time to compose two different texture layers in one and cut away the textures out the skin area. Hide the upper layer (click on the eye, which indicates layer visibility) and go to lower layer with the texture. Select the Eraser Tool and a soft round brush about 20 px and process the edges to get the picture like mine:



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PHOTOSHOP XỬ LÝ ẢNH CHƯƠNG 2: FIL- TER VÀ ỨNG DỤNG TRONG BACK- GROUND

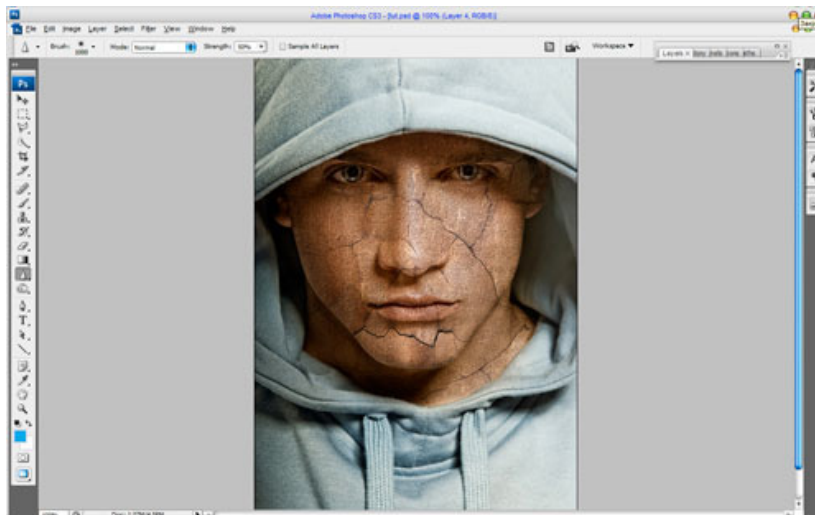
phần 5: FILTER
LAYER STYLE
BACKGROUND.

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Lê Hữu Nghi

Go back to the hidden layer and make it visible again. Now process its edges in the same way



Merge two of these layers and change layer mode to Multiply again. Then you might want to make more sharpen this layer. Get out the Sharpen Tool and a soft round brush about 400 px and make a little sharpen work:



Now I would like to clear eyes area from the texture. To do this use the Eraser Tool and a soft round brush about 10 px:



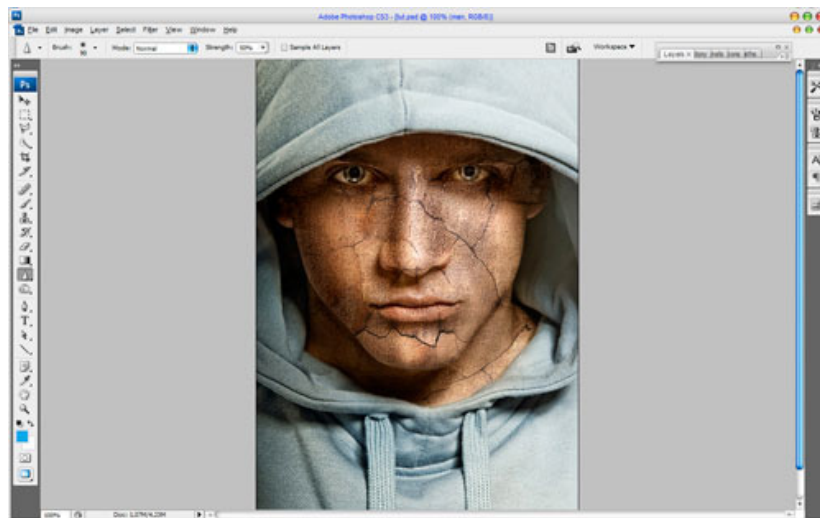
PHOTOSHOP XỬ LÝ ẢNH CHƯƠNG 2: FIL- TER VÀ ỨNG DỤNG TRONG BACK- GROUND

phần 5: FILTER LAYER STYLE BACKGROUND.

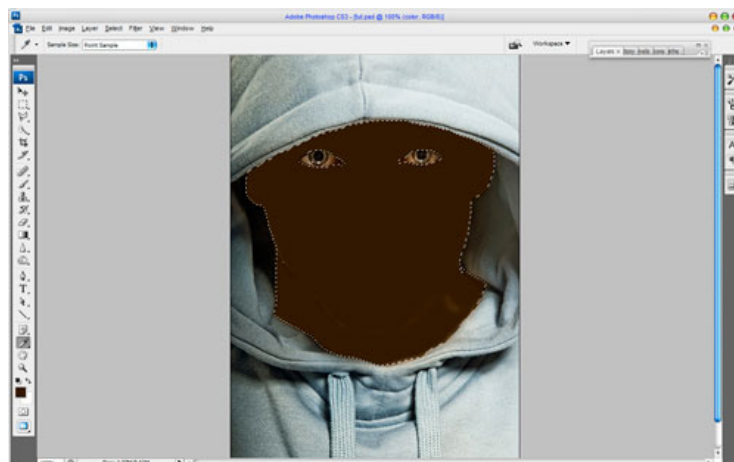
Time to make the texture three-dimensional. For this effect use Dodge Tool (Range: Highlights, Exposure: 35%) and Burn Tool (Range: Shadows, Exposure: 40%) to make some parts of the face more brightness and bring some shadows to the dark parts. Try to do it more realistic.



Now I would like to bring man's clothes some sharpness. Use the Sharpen Tool (Size: 90px, Mode: Normal, Strength: 50%) to get the picture similar to this:



Looks good! Isn't it? But we are not finished yet! Now time to add some color to the skin. Use Select > Load Selection to create selection as on picture below, after that create a new layer and fill the selected area with color of #331e01:



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PHOTOSHOP XỬ LÝ ẢNH CHƯƠNG 2: FIL- TER VÀ ỨNG DỤNG TRONG BACK- GROUND

phần 5: FILTER LAYER STYLE BACKGROUND.

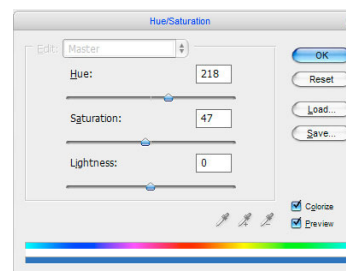
Remove the selection with Ctrl+D and change the layer mode for this layer to Color:



After creating a new color for the man's skin I think we should add some cold hue to his face. For this effect select the Rectangular Marquee Tool (Feather: 100 px) and make selection as on picture below:



Then use Image > Adjustments > Hue/Saturation with similar settings to these:



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PHOTOSHOP XỬ LÝ ẢNH CHƯƠNG 2: FIL- TER VÀ ỨNG DỤNG TRONG BACK- GROUND

phần 5: FILTER
LAYER STYLE
BACKGROUND.

ooks great! To finish off the tutorial select the Eraser Tool and a soft round brush with size of 100 px and make clear the lower part of the face and neck, but a little bit!



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Lê Hữu Nghi

PHOTOSHOP XỬ LÝ ẢNH

CHƯƠNG 3: PHƯƠNG PHÁP THỂ HIỆN Ý TƯỞNG HÌNH ẢNH BẰNG PHOTO- SHOP.

ENHANCE YOUR AD DESIGNS WITH 3D SPLASHES

In this tutorial, I'll show you a creative process that gets you using your crazy brain. The workflow for creating the splashes involves taking photographs of thrown paint. Through photography you can capture amazing 3D images without the need for 3D software. Learn to make a splash in your next design.

In the beginning you should find appropriate picture to work with. I used this one picture of newspaper. Feel free to use it also if you want. Ok, after finding right picture we can start our tutorial. Create new document about 500×500 pixels and copy our picture to this document.



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Lê Hữu Nghi

We need three boat photos taken from a high view. For this tutorial, you can substitute boats with cars, shoes, or anything else.

PHOTOSHOP XỬ LÝ ẢNH

CHƯƠNG 3: PHƯƠNG PHÁP THỂ HIỆN Ý TƯỞNG HÌNH ẢNH BẰNG PHOTO- SHOP.

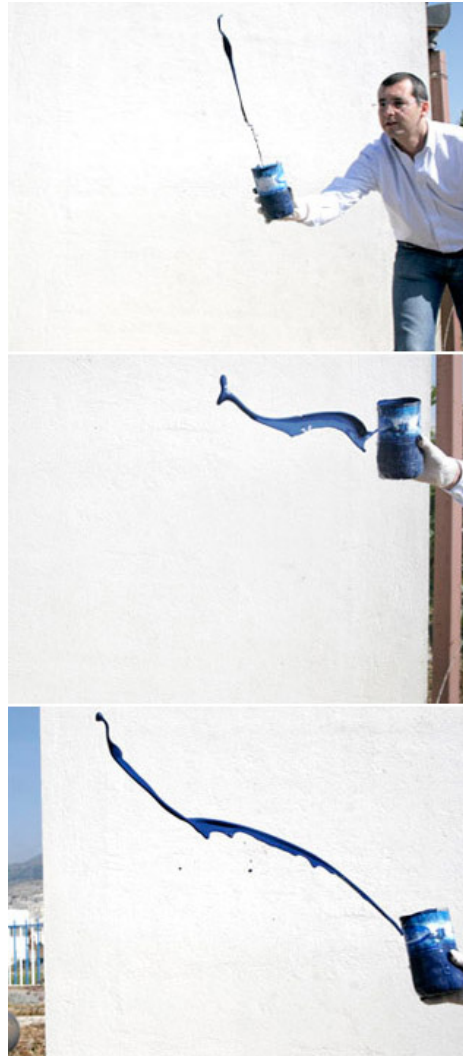


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Lê Hữu Nghi*

Start to throw the paint from a cut plastic bottle. You can do it in front of a white wall or a green screen (if you have it) to obtain a good contrast on the edges of the splashes. The results will show better if you mix water and paint together. Be forewarned, stay away from the paint. In this attempt, we lost a cashmere pull-over and a watch—irremediably stained.

PHOTOSHOP XỬ LÝ ẢNH

CHƯƠNG 3: PHƯƠNG PHÁP THỂ HIỆN Ý TƯỞNG HÌNH ẢNH BẰNG PHOTO- SHOP.



Select the best splashes you photographed. If some parts of the paint are out of focus, don't worry. It's a fine effect and it will contribute to a sense of depth in the final result.



Use the Rapid Selection Tool or Magic Wand Tool to select the white background around the splashes. After you complete the selection process, go to Select>Refine>Edge and make some adjustments. Add Feather, Radius, and Expand or Reduce the selection until you find a nice result. Use a black background to remove excess white pixels on the edges. After that, go to Layer>Layer Mask>Reveal Selection to hide the white background.

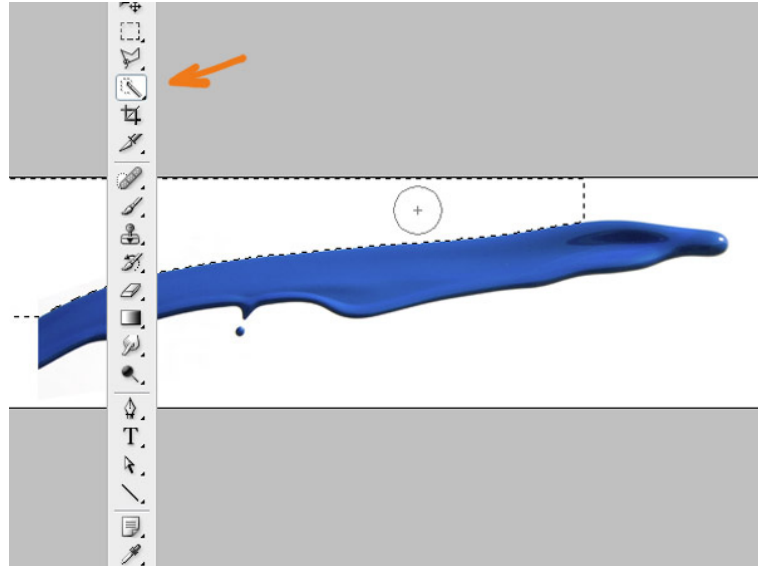
GVHD:

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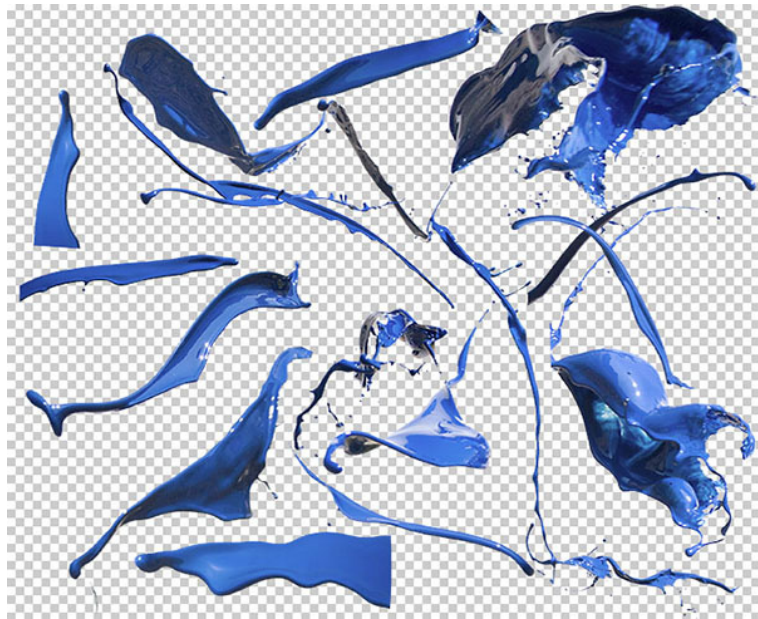
Lê Hữu Nghi

PHOTOSHOP XỬ LÝ ẢNH

CHƯƠNG 3: PHƯƠNG PHÁP THỂ HIỆN Ý TƯỢNG HÌNH ẢNH BẰNG PHOTO- SHOP.



For each splash you need to repeat Step 5 and duplicate the layer every time. At the end, you may have a multilayer file like the image below.



Now switch off every Paint layer so we can concentrate our attention on the boats. Select the Pen Tool (P) and start creating a path in the shape of the first yacht. This is the only way to make it. Without a suitable green screen the edge becomes too complicated so you can't use any Photoshop tools to speed up this step.

After you create the path, click on the dotted circle icon at the bottom of the path box to create a selection. Select > Inverse and Delete the background (or create a mask to hide it). If your object is complicated, then your paths may take some time to create. Repeat this step with all the boat images (cars, shoes, or any images you've chosen).

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PHOTOSHOP XỬ LÝ ẢNH

CHƯƠNG 3: PHƯƠNG PHÁP THỂ HIỆN Ý TƯỞNG HÌNH ẢNH BẰNG PHOTO- SHOP.



Use three different layers to work on the boats. At the end, you should have a good composition like this.



Now the boats need some improvements. Start with the opaque glass. Select the Pen Tool (P) and create a path around the shape of the glass.



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PHOTOSHOP XỬ LÝ ẢNH

CHƯƠNG 3: PHƯƠNG PHÁP THỂ HIỆN Ý TƯỞNG HÌNH ẢNH BẰNG PHOTO- SHOP.

Go to the Path Palette. Click on the dotted circle icon at the bottom of the box to create a selection from the path.



Add a new layer called “glasses” over the boat layer and fill it with a gradient using white to black for the colors following the direction of the arrow shown below.



For the Blend Mode use Color Dodge. Also, set the Fill Opacity to 60%.



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PHOTOSHOP XỬ LÝ ẢNH

CHƯƠNG 3: PHƯƠNG PHÁP THỂ HIỆN Ý TƯỞNG HÌNH ẢNH BẰNG PHOTO- SHOP.

Repeat this step for all the boats. Now we must improve the color of the boats. Start with Select > Color range. Then pick a white point on the foredeck of one boat with the Eyedropper and set the Fuzziness to 123.



With this new active selection, copy the white color from the boat layer and paste it into a new layer called lights over the boat layer. For the Blend Mode use Soft Light and set the Fill Opacity to 100%. Repeat this on the other boats. Now the foredeck appears brighter.



Start revealing every single splash layer and move them below the boat layers. Keep in mind, you can put some layers of paint below one boat layer, while being above another boat layer. Mix and match until you have a nice composition, like the second image below.



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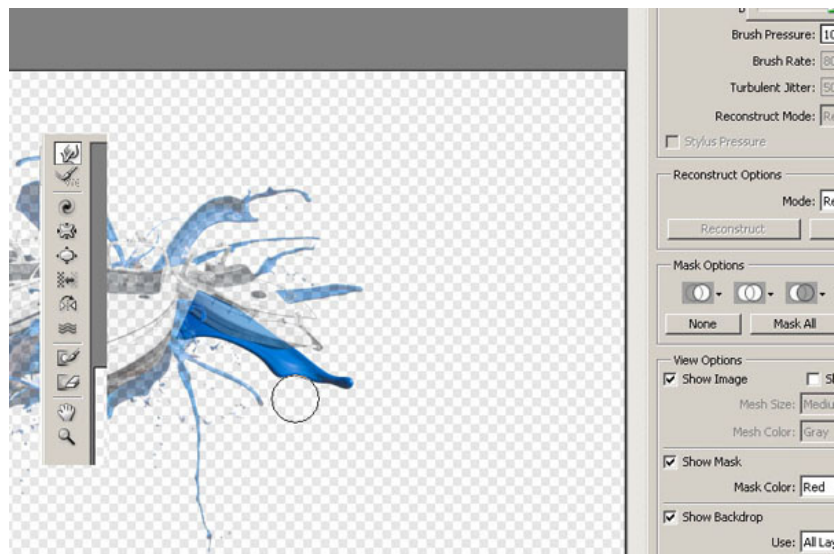
PHOTOSHOP XỬ LÝ ẢNH

CHƯƠNG 3: PHƯƠNG PHÁP THỂ HIỆN Ý TƯỢNG HÌNH ẢNH BẰNG PHOTO- SHOP.

The Warp Tool is the magician of this tutorial. From the Top Menu go to Edit > Transform > Warp. Move the anchor points creating the spray from the paint waves, bringing the splashes near the hull.



You can also create new splashes from your images by changing their shape with the Liquefy Filter. Go to Filter > Liquefy. Use a medium brush to change the shape of the blue splashes.



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PHOTOSHOP XỬ LÝ ẢNH

CHƯƠNG 3: PHƯƠNG PHÁP THỂ HIỆN Ý TƯỞNG HÌNH ẢNH BẰNG PHOTO- SHOP.

Your design so far should look like the image below.



Create a new layer over the splashes. Select a brush similar to the one used in the image below. Set the Hardness to 0%. Then, with a dark blue color selected, draw shadows below the boats.



For each boat, duplicate a splash layer near the hull. Move this new layer over the boat. Call it “reflections.” For the Blend Mode use Overlay. Then set the Fill Opacity at about 60%.



Select the Pen Tool (P) and create a path along the lower side of the yachts. Create a selection from the path. Then create a new layer above the boat layer. Fill the selection with a blue color picked from the blue waves. Call this new blue layer “Halo.”

Deselect (Command/ctrl+D) and from the Top Menu choose Filter > Blur > Gaussian Blur. Apply a Radius similar to the settings below. For the Blend Mode use Multiply. Then set the Fill Opacity to about 75%. Now you have a blue reflection on your hull. Repeat this process for every hull (which includes this step and the previous step).

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PHOTOSHOP XỬ LÝ ẢNH

CHƯƠNG 3: PHƯƠNG PHÁP THỂ HIỆN Ý TƯỞNG HÌNH ẢNH BẰNG PHOTO- SHOP.

Ok, now we are almost done with holder, deselect chosen area with Select > Deselect, then use Edit > Free Transform to rotate and move or holder to the same position as you can see on the picture below.



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PHOTOSHOP XỬ LÝ ẢNH

CHƯƠNG 3: PHƯƠNG PHÁP THỂ HIỆN Ý TƯỞNG HÌNH ẢNH BẰNG PHOTO- SHOP.

After having completed the shadow and reflection, now we'll create a light background. Create a New Layer (Shift+Ctrl+N). Call it background. Put this layer below the others. Use the Elliptical Marquee Tool to draw an Ellipse. Then Select > Modify > Feather and set the Radius to about 40px. From the Menu go to Filter > Render > Clouds. Use white for the foreground and a light blue for the background. Set the Opacity to 70%.



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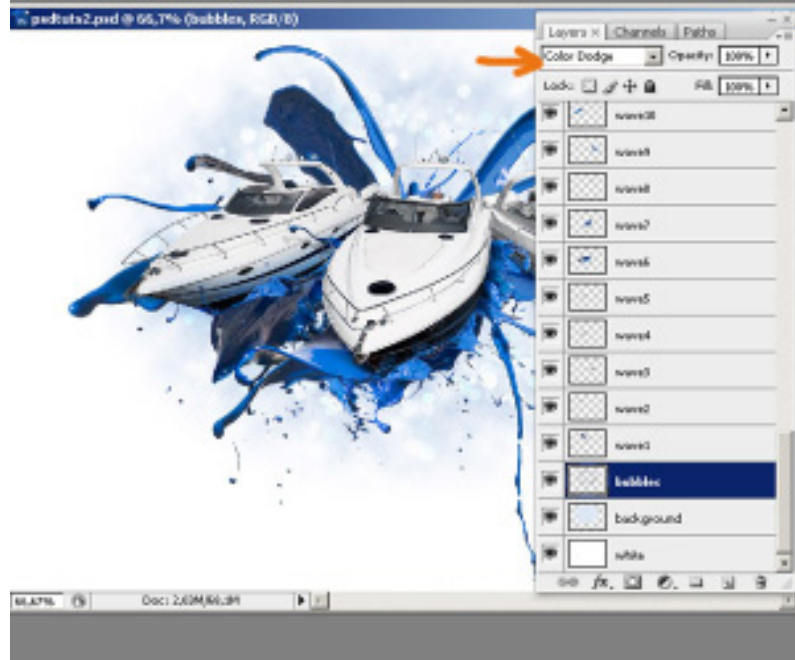
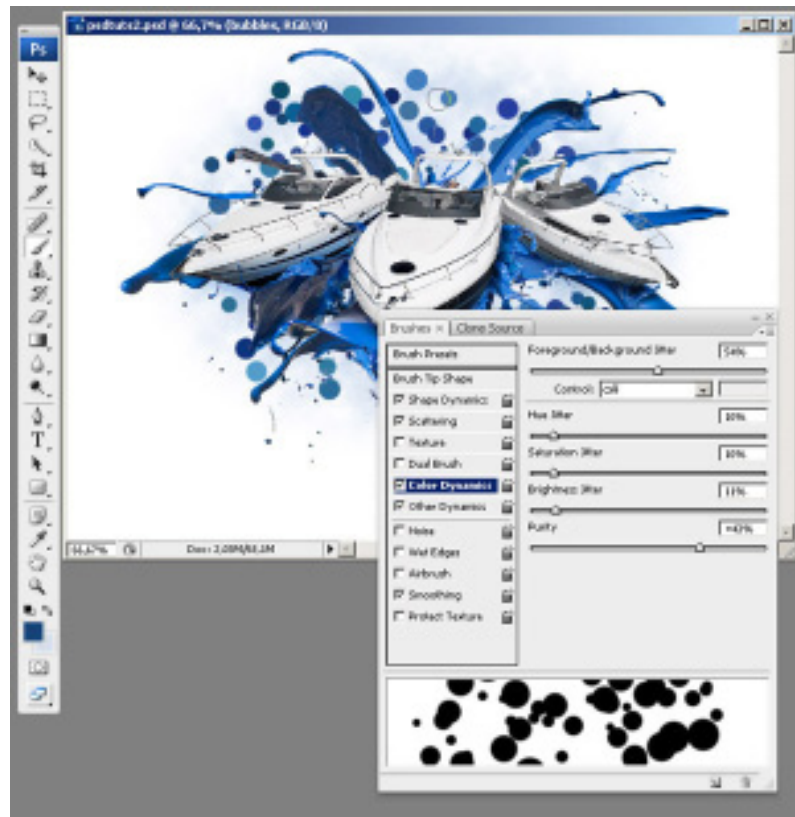
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Now we'll add a background using Photoshop Brushes. Select a Rounded Brush and play with options like Shape Dynamics, Color Dynamics, and Scattering to create a good distribution of random bubble patterns. On a new layer, called bubbles, draw a texture with a light blue foreground and a dark background. After this, select Color Dodge for the bubbles layer in the Layer Palette.

Now we'll add a background using Photoshop Brushes. Select a Rounded Brush and play with options like Shape Dynamics, Color Dynamics, and Scattering to create a good distribution of random bubble patterns. On a new layer, called bubbles, draw a texture with a light blue foreground and a dark background. After this, select Color Dodge for the bubbles layer in the Layer Palette.

PHOTOSHOP XỬ LÝ ẢNH

CHƯƠNG 3: PHƯƠNG PHÁP THỂ HIỆN Ý TƯỞNG HÌNH ẢNH BẰNG PHOTO- SHOP.



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Now you can add anything you want to your advertisement design. I placed a logo and some text in the image below. Good job, your work is finished! Remember to use your software well, but also use your crazy brain. See you at the next tutorial.

PHOTOSHOP XỬ LÝ ẢNH

CHƯƠNG 3: PHƯƠNG PHÁP THỂ HIỆN Ý TƯỞNG HÌNH ẢNH BẰNG PHOTO- SHOP.



GVHD:

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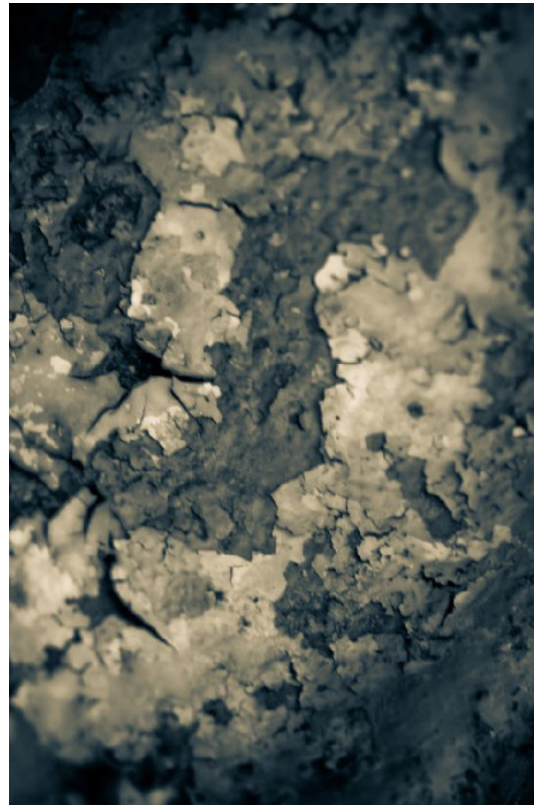
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PHOTOSHOP
XỬ LÝ ẢNH
CHƯƠNG 2: FIL-
TER VÀ ỨNG DỤNG
TRONG BACK-
GROUND

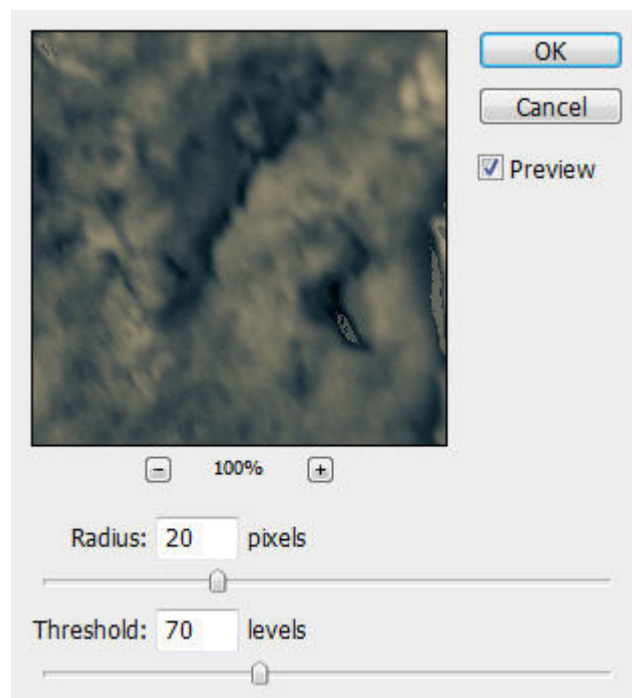
phần 5: FILTER
LAYER STYLE
BACKGROUND.

Download a copy of this grungy image from stockvault.net and load it into Photoshop. We will use it as the background of this poster.

Rotate the canvas by 90 degree CW by going into Image > Rotate Canvas > 90 degree CW:



We can add a bit of noise on the background image and make it look more grungy. To do this, duplicate the background layer and go to Filter > Noise > Dust & Scratches and apply the following settings:



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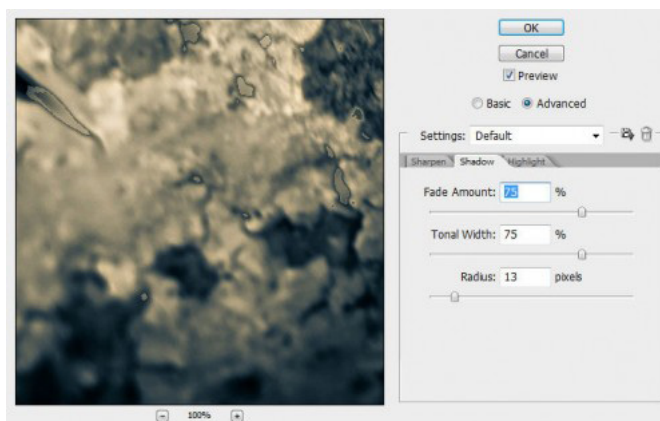
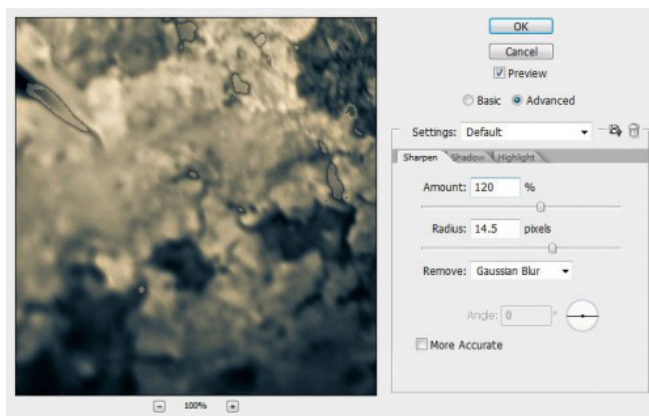
Change the layer blending option to “Overlay” and you will have the following effect:

PHOTOSHOP XỬ LÝ ẢNH CHƯƠNG 2: FIL- TER VÀ ỨNG DỤNG TRONG BACK- GROUND

phần 5: FILTER
LAYER STYLE
BACKGROUND.



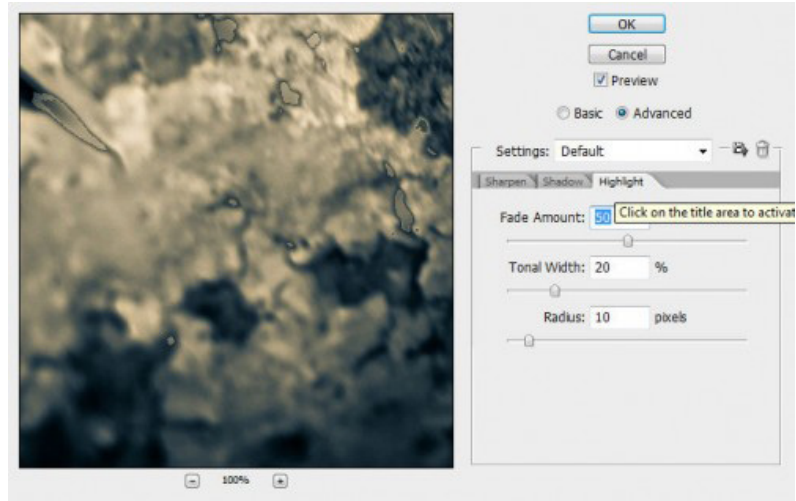
Duplicate the “Background copy” layer once, go to Filter > Sharpen > Smart Sharpen and apply the following settings:



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PHOTOSHOP XỬ LÝ ẢNH CHƯƠNG 2: FIL- TER VÀ ỨNG DỤNG TRONG BACK- GROUND

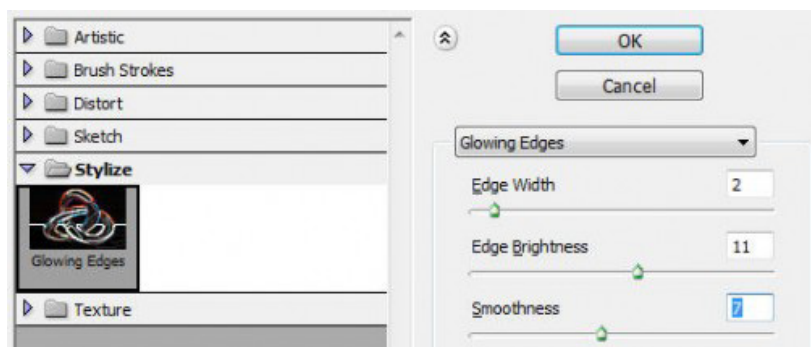
phần 5: FILTER
LAYER STYLE
BACKGROUND.



Keep the layer blending mode as “overlay” and you will have the following effect:



Duplicate the “Background copy 2” layer once and go to Filter > Stylize > Glowing edge and apply the following settings:

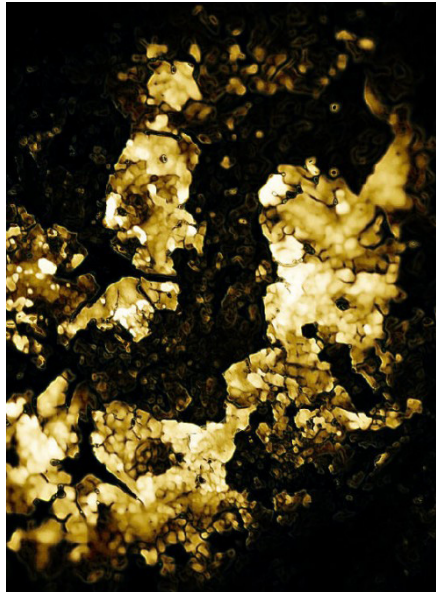


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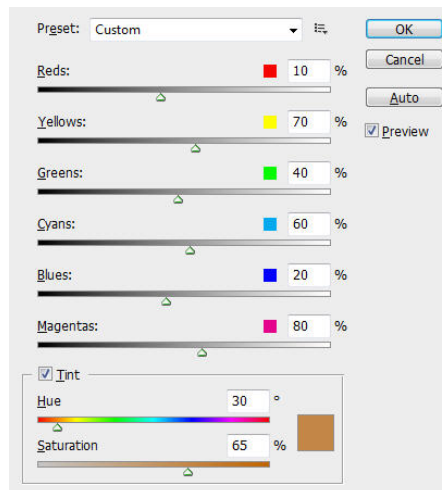
**PHOTOSHOP
XỬ LÝ ẢNH
CHƯƠNG 2: FIL-
TER VÀ ỨNG DỤNG
TRONG BACK-
GROUND**

phần 5: FILTER
LAYER STYLE
BACKGROUND.

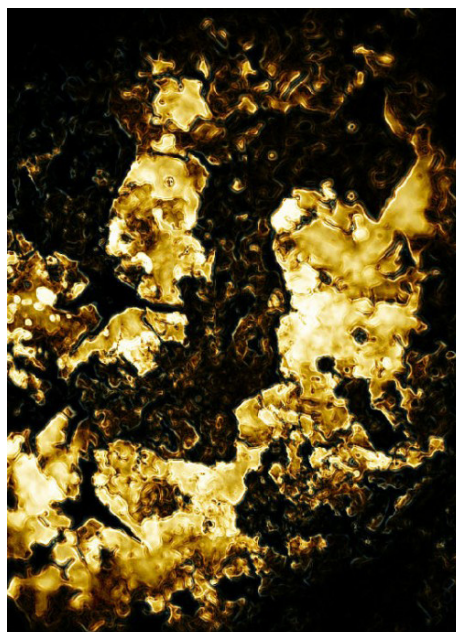
Keep the layer blending option as “overlay” and you will see the following effect:



Then hit Ctrl + Shift + Alt + B and bring up the Black and White adjustment Tool, apply the following settings:



And you will have the following effect:

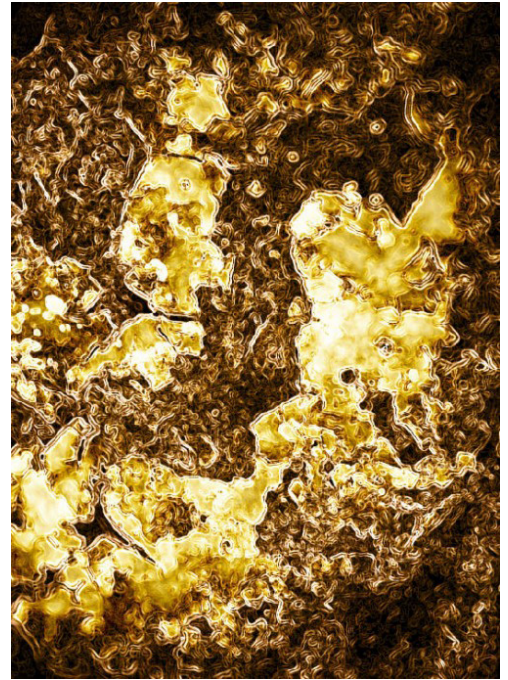


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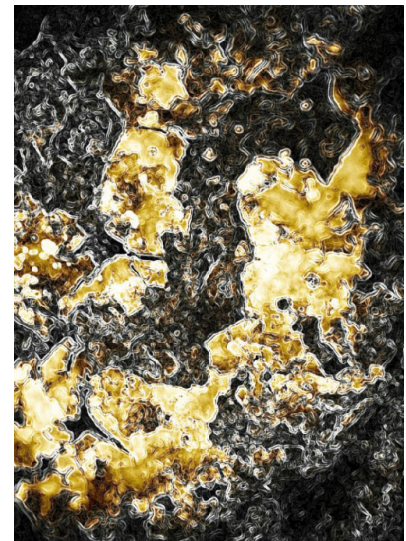
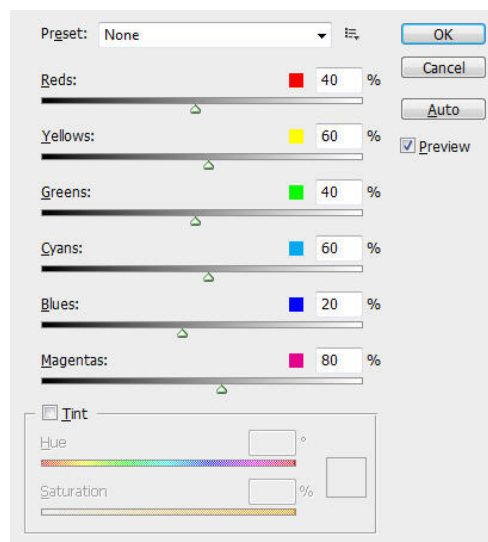
PHOTOSHOP XỬ LÝ ẢNH CHƯƠNG 2: FIL- TER VÀ ỨNG DỤNG TRONG BACK- GROUND

phần 5: FILTER LAYER STYLE BACKGROUND.

Duplicate the “Background Copy 3” layer once, change the blending option of the duplicated layer to “Screen” and you have the following effect:



To create a bit of colour depth, we apply the Black and White adjustments to this layer (Ctrl + Alt + Shift + B) with the following settings:



Still on the previous layer, grab the Eraser Tool with a big soft round brush, erase the area where covering the yellow/golden part:



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PHOTOSHOP
XỬ LÝ ẢNH
CHƯƠNG 2: FIL-
TER VÀ ỨNG DỤNG
TRONG BACK-
GROUND

phần 5: FILTER
LAYER STYLE
BACKGROUND.

Change the layer blending option to “Color” and you will have the following effect:



Go back to the “Background copy 3” layer, again use the Eraser Tool with a big soft brush to erase the centre portion of the image:



Now let’s add some text onto the background texture. Download a copy of this font and type some text onto the canvas:



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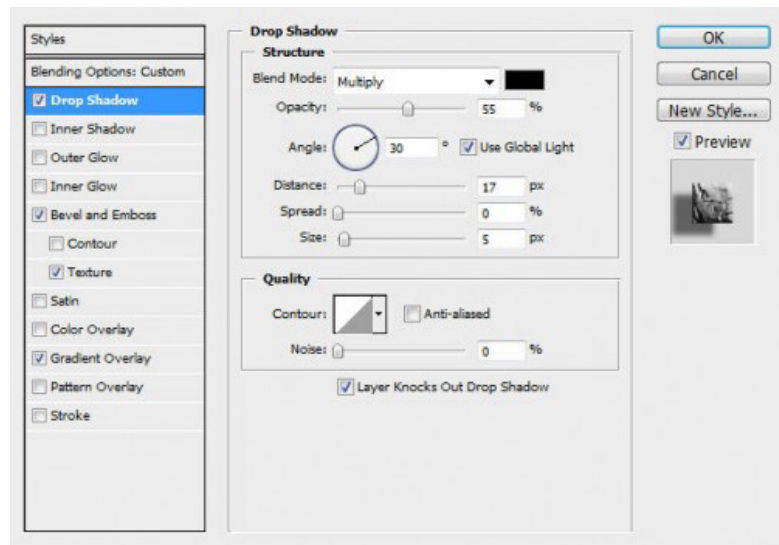
Lê Hữu Nghi

PHOTOSHOP XỬ LÝ ẢNH CHƯƠNG 2: FIL- TER VÀ ỨNG DỤNG TRONG BACK- GROUND

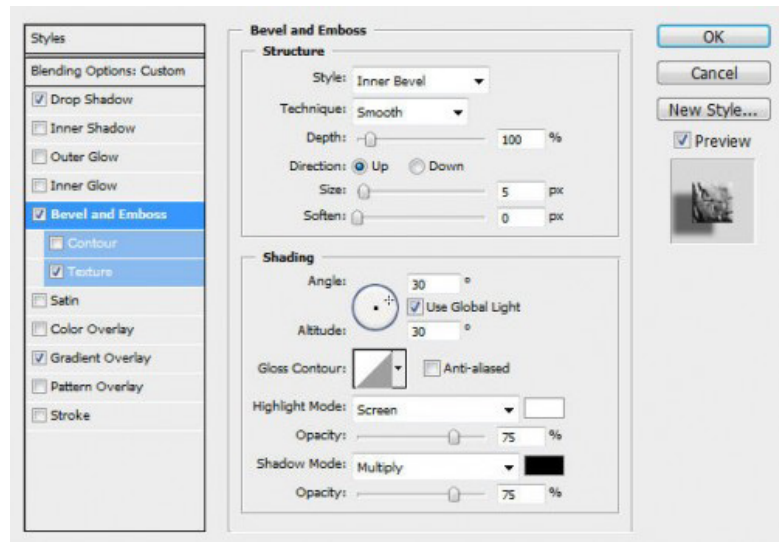
phần 5: FILTER LAYER STYLE BACKGROUND.

When you're happy with the text, rasterize it and change its layer blending mode to "Hard Light". Apply the following layer blending options:

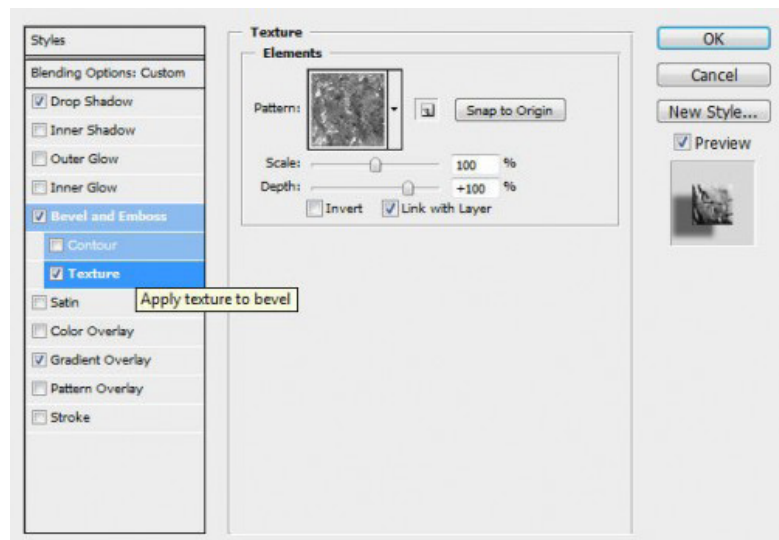
Drop Shadow:



Bevel and Emboss:



Texture



GVHD:

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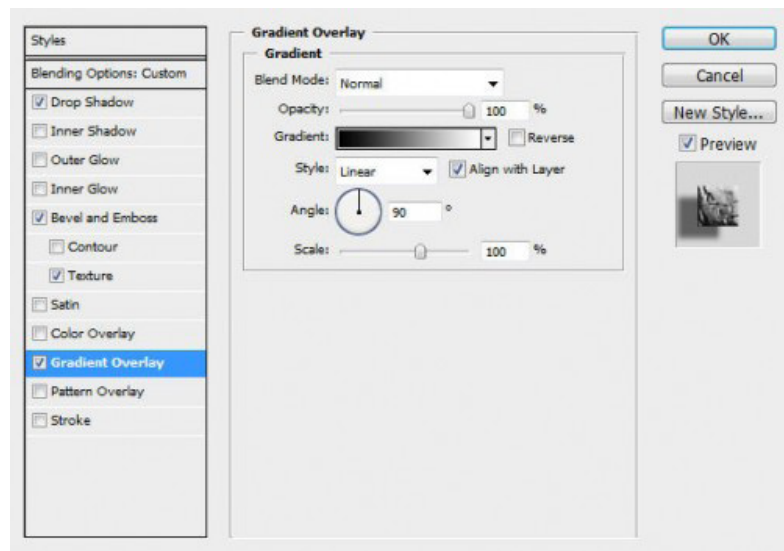
Lê Hữu Nghi

PHOTOSHOP XỬ LÝ ẢNH CHƯƠNG 2: FIL- TER VÀ ỨNG DỤNG TRONG BACK- GROUND

phần 5: FILTER
LAYER STYLE
BACKGROUND.

GVHD:
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Lê Hữu Nghi

Gradient Overlay:



And you will have the following effect



Duplicate the text layer 7-8 times, keep the blending mode of each layer as “hard light”, and you will have a deeper text effect as a result:

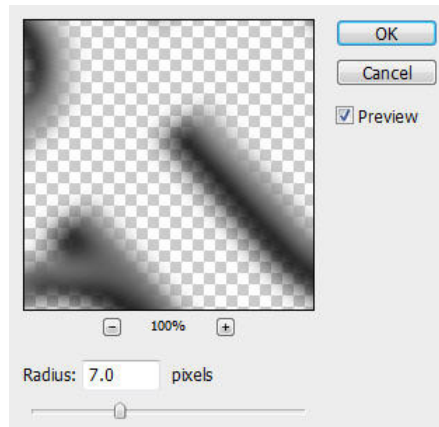


PHOTOSHOP XỬ LÝ ẢNH CHƯƠNG 2: FIL- TER VÀ ỨNG DỤNG TRONG BACK- GROUND

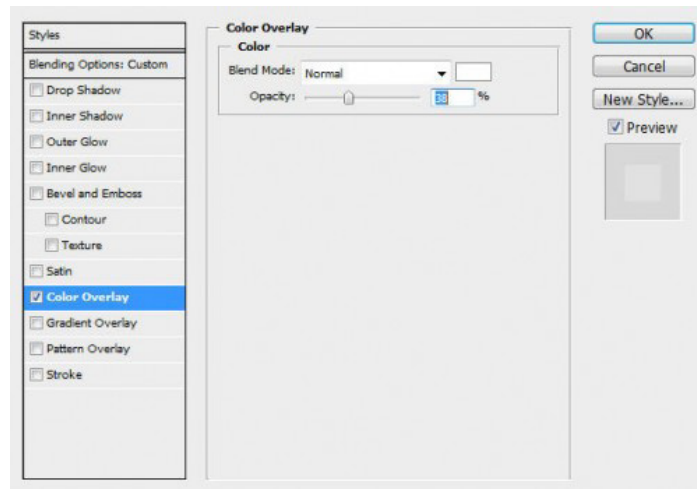
phần 5: FILTER LAYER STYLE BACKGROUND.

Merge those duplicated layers together and name the merge layer as “Text”.

Change the blend mode of the text layer to “Hard light”, duplicate it once again and apply the following Gaussian Blur filter on the duplicated layer:



After applying the Blur filter, duplicate this layer once more. On the duplicated layer, add a White colour overlay blending option as shown below:



Then on this layer, use the Eraser Tool to gently eraser some part of the text, by doing so you can create a uneven lighting effect and make the text look 3D:



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PHOTOSHOP
XỬ LÝ ẢNH
CHƯƠNG 2: FIL-
TER VÀ ỨNG DỤNG
TRONG BACK-
GROUND

phần 5: FILTER
LAYER STYLE
BACKGROUND.

To a bit of extra flavor to the image, we can add a new layer called “cloud” in between the text and the background texture layer, use the Lasso Tool with 40px feather to make a selection around the text and render some cloud inside:



To make the cloud look a bit uneven, we can simply duplicate the existing cloud layer once and set the blending mode of the duplicated layer to “hard light”. Here is the effect so far:



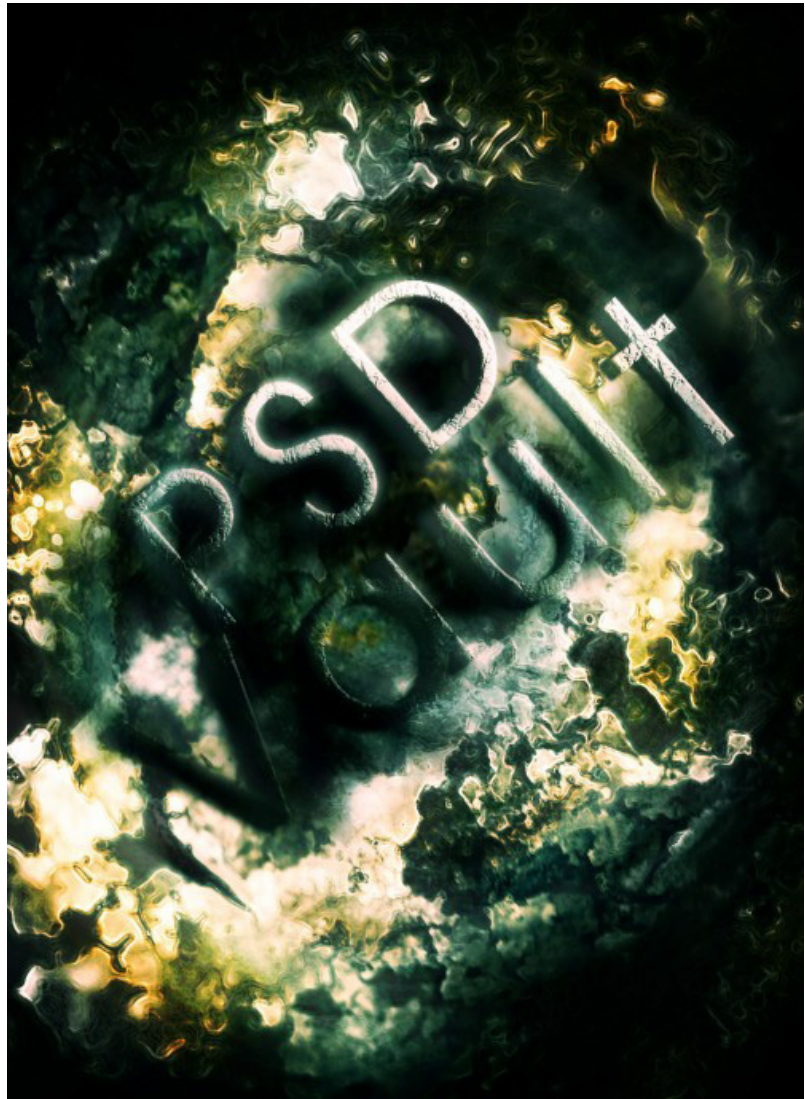
GVHD:
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Lê Hữu Nghi

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Ok that's it for this tutorial! You can of course add some of your own texture or filter effect and see what the end results are!

Here is my final result for this tutorial: (I add a bit of radial blur, and adjusted the colour balance a bit)



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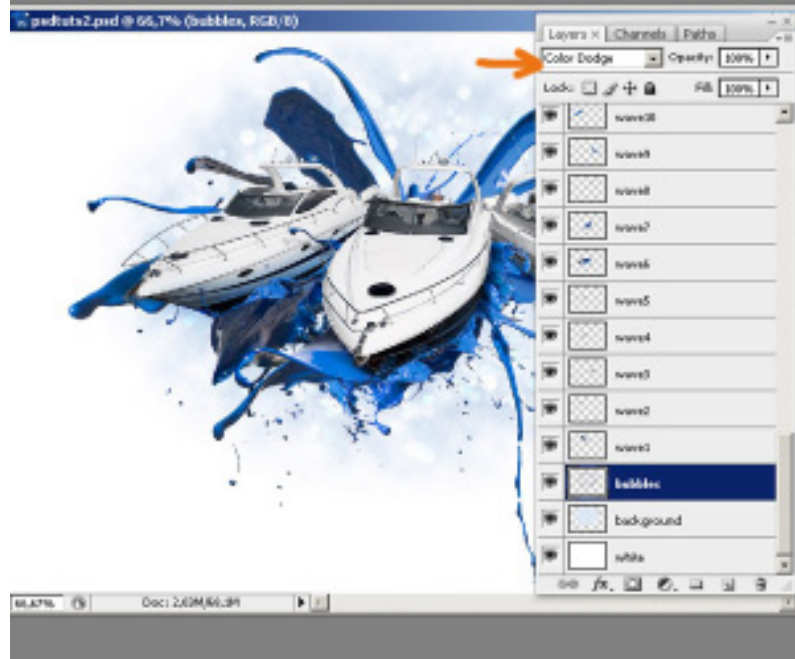
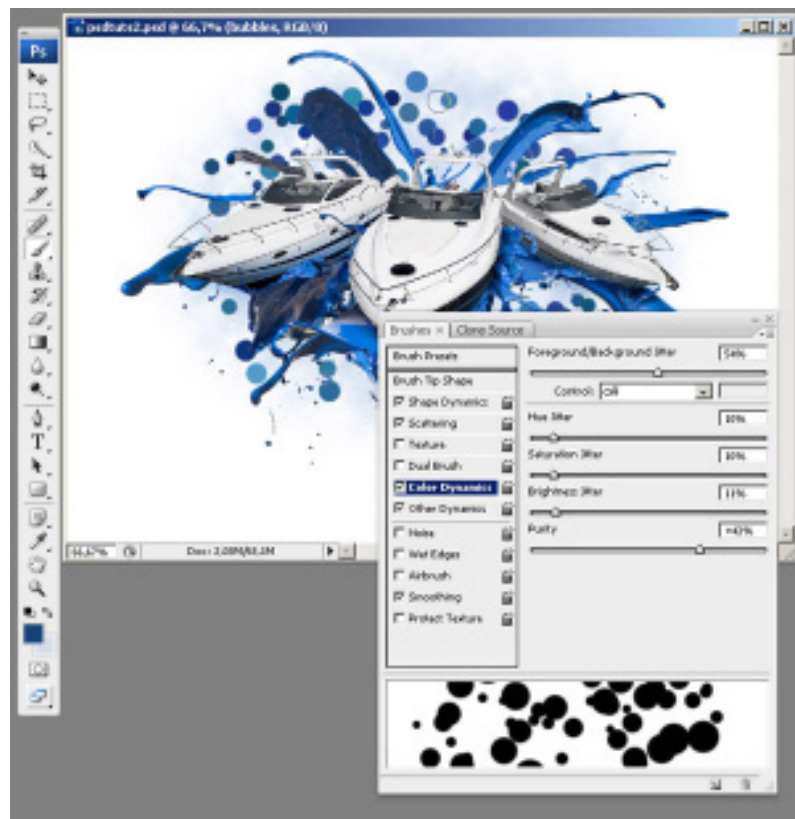
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Now we'll add a background using Photoshop Brushes. Select a Rounded Brush and play with options like Shape Dynamics, Color Dynamics, and Scattering to create a good distribution of random bubble patterns. On a new layer, called bubbles, draw a texture with a light blue foreground and a dark background. After this, select Color Dodge for the bubbles layer in the Layer Palette.



Now you can add anything you want to your advertisement design. I placed a logo and some text in the image below. Good job, your work is finished! Remember to use your software well, but also use your crazy brain. See you at the next tutorial.

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