

FILTERS

1. Open file Prat6_1.jpg.
Select bottom of a car. Use **LASSO** tool. Choose **FILTER-BLUR-MOTION BLUR**, set: **ANGLE** – 36, **DISTANCE** – 8.



Prat6_1.jpg



Rez6_1a.jpg



Rez6_1b.jpg

You will create the effect of a fast-moving machine by selecting an effect **FILTER-STYLIZE-WIND**.
Set parameter **METHOD-WIND**.

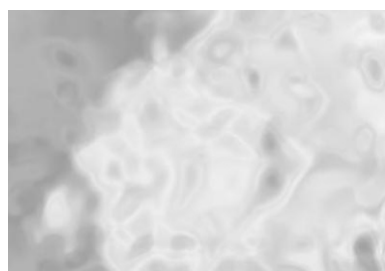
2. Open file Prat6_1.jpg.
Relief effect you can create with **FILTER-STYLIZE-EMBOSS**.
Set: **AMOUNT** – 116, **ANGLE** – 144, **HEIGHT** – 3.

Rez6_2.jpg



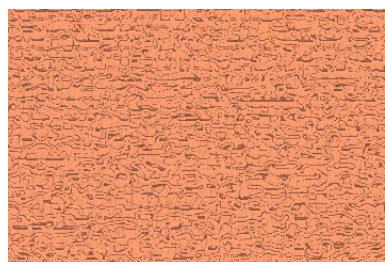
3. Open NEW DOCUMENT.
Create the texture. Choose for **FOREGROUND** - white, for **BACKGROUND** - blue color.
Choose **FILTER-RENDER-CLOUDS**.
Duplicate **BACKGROUND** Layer. For a new Layer choose filter: **FILTER-FILTER GALLERY-SKETCH-CHROME**.

Rez6_3.jpg



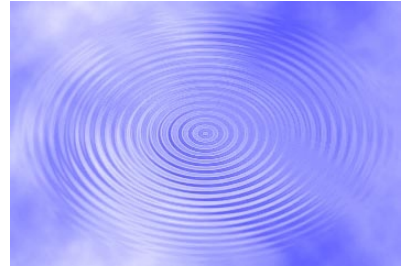
4. Open NEW DOCUMENT.
Create new texture. Color a document in Orange color.
Choose **FILTER-TEXTURE-PATCHWORK**, and then: **FILTER-FILTER GALLERY-DISTORT-OCEAN RIPPLE**.

Rez6_4.jpg



5. Open NEW DOCUMENT.
Create new texture.
Choose for **FOREGROUND** - blue, for **BACKGROUND** - white color.
Use **FILTER-RENDER-CLOUDS**.
Then choose effect **DISTORT-ZIGZAG**
(**AMOUNT – 91, RIDGES – 19, STYLE – POND RIPPLES**).

Rez6_5.jpg



6. Open file Prat6_2.psd.
Choose effect **FILTER-FILTER GALLERY-ARTISTIC-WATERCOLOR**.

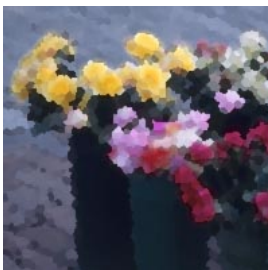


Prat6_2.psd



Rez6_6.jpg

7. Open file Prat6_2.psd.
Use effect **FILTER-FILTER GALLERY-ARTISTIC-PALLETE KNIFE**. Choose as low as possible parameters **STROKE SIZE, STROKE DETAIL, SOFTNESS** (for example **STROKE SIZE-5, STROKE DETAIL-1, SOFTNESS-1**).
8. Open file Prat6_2.psd.
Apply a pastel filter **FILTER-ARTISTIC-ROUGH PASTELS**. Set parameters: **STROKE LENGTH – 0, STROKE DETAIL – 2, TEXTURE – SANDSTONE, LIGHT RIGHT, SCALING – 75**.
9. Open file Prat6_2.psd.
Create a pointillism effect: **FILTER-PIXELATE-POINTILLIZE**. Set parameter **CELL SIZE – 5**.



Rez6_7.jpg

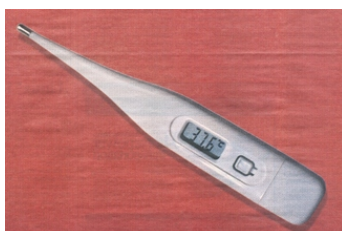


Rez6_8.jpg



Rez6_9.jpg

10. Open file Prat6_3.psd.
With effect **FILTER-FILTER GALLERY-DISTORT-DIFFUSE GLOW**, you can create a diffused light halo around the thermometer Set parameters: **GRAININESS – 6, GLOW AMOUNT – 10, CLEAR AMOUNT – 20**.



Prat6_3.psd

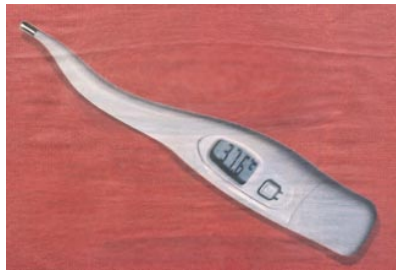


Rez6_10.jpg

11. Open file Prat6_3.psd.
Apply **FILTER-FILTER GALLERY-DISTORT-GLASS**, you will get the effect of an iced thing.
Set parameters: **DISTORTION – 5, SMOOTHNESS – 1, TEXTURE – FROSTED, SCALING – 100.**
12. Open file Prat6_3.psd.
Apply **FILTER-DISTORT-PINCH**, the thermometer will be convex in the upper part and compressed in the lower part. Select the top part with **RECTANGULAR MARQUEE** tool, adjust the curvature effect.
13. Open file Prat6_3.psd.
Try to twist the thermometer, apply **FILTER-DISTORT-TWIRL**, **ANGLE 83°.**



Rez6_11.jpg



Rez6_12.jpg



Rez6_13.jpg

14. Open file Prat6_4.psd.
Exclude the contours of the duck, apply **FILTER-STYLIZE-TRACE CONTOUR**, set parameters:
LEVEL – 63, EDGE – UPPER.



Prat6_4.psd



Rez6_14.jpg

15. Open file Prat6_5.jpg.
Create a winter effect. Select the windows. Invert Selection. Apply a filter to window frames:
FILTER-FILTER GALLERY-BRUSH STROKES-SPRAYED STROKES. Set parameters:
STROKE LENGTH – 17, SPRAY RADIUS – 5, STROKE DIRECTION – RIGHT DIAGONAL.



Prat6_5.psd



Rez6_15.jpg

16. Open file Prat6_6.jpg.

Apply grainy effect to image: **FILTER-NOISE-ADD NOISE** and se parameters:
AMOUNT – 20, UNIFORM, MONOCHROMATIC.



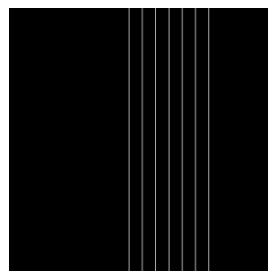
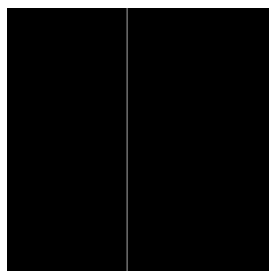
Prat6_6.jpg



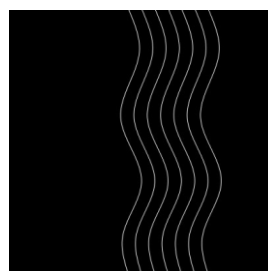
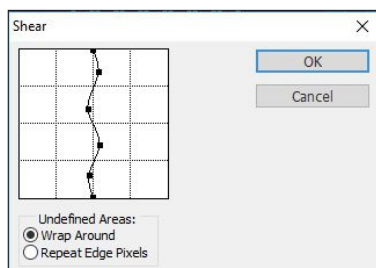
Rez6_16.jpg

17. Create a grid imitation:

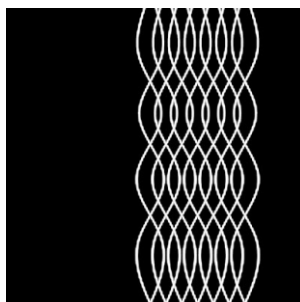
Open NEW DOCUMENT: 400 x 400 **PIXELS**, Background – Black, **RESOLUTION – 72**.
 Choose **SINGLE COLUMN MARQUEE TOOL**. In tool **OPTION** bar set **FEATHER – 0**.
 Highlight one vertical line in the drawing. Color the line in White (**EDIT-FILL**).



Hold down the **SHIFT** key and double-click the arrow key to the right. Scroll through the bar with 20 points.
 Fill the bar in white. Repeat steps to create more bands. Once you've created the bands, Deselect them.
 Select **FILTER-DISTORT-SHEAR** to rotate the bars. Deform the line as shown in the picture.



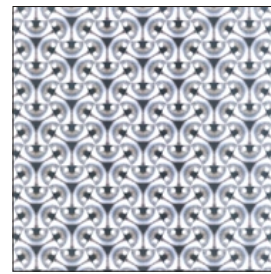
Multiply the layers and select the command **EDIT-TRANSFORM-FLIP HORIZONTAL**.



Rez6_17.jpg

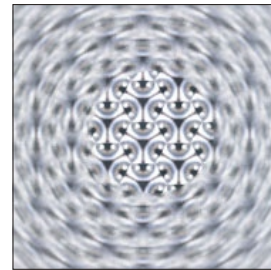
18. Open file Prat6_7.psd.
Try out various transformations of this ornament.

Prat6_7.jpg



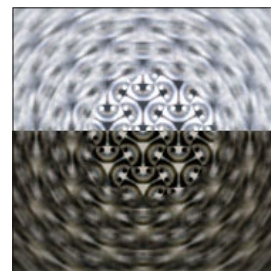
ACCENT OF CENTER

1. Choose **ELLIPTICAL MARQUEE**. Mark the circle in the center of the drawing.
2. **SELECT-INVERSE** the Selection.
3. Apply **FILTER-BLUR-RADIAL BLUR**.
Choose **BLUR METHOD – SPIN, QUALITY – BEST, AMOUNT – 7**.



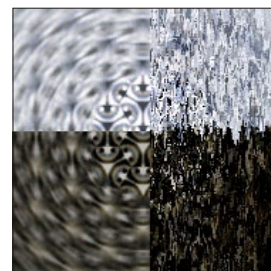
THE OPPOSITE

1. Select the bottom part of the picture (**RECTANGULAR MARQUEE**).
2. Apply for selected area: **IMAGE-ADJUSTMENT-INVERT**.



ACCENT ON THE EDGE

1. Select right part of the picture (**RECTANGULAR MARQUEE**).
2. Apply **FILTER-FILTER GALLERY-BRUCH STROKES-SPRAYED STROKES**. Set **STROKE LENGTH – 19, SPRAY RADIUS – 19, STROKE DIRECTION – VERTICAL**.
3. Choose command: **IMAGE-ADJUSTMENTS-RIGHTNESS/CONTRAST**.
Reduce the contrast of the selected part.
Set **CONTRAST (-24)** or **BRIGHTNESS (+30)**.



MOVEMENT EFFECT

1. Apply **FILTER-DISTORT-TWIRL**. Set **ANGLE 138°**.



6 THEMA. APPLICATION OF SPECIAL EFFECTS

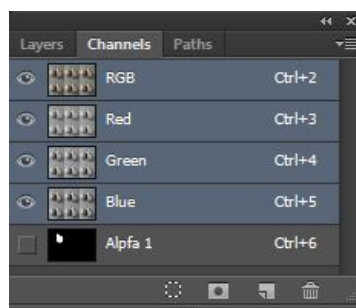
1. Open Sdarb6.psd.



THE SELECTED AREAS IN CHANNELS. STORAGE



2. Choose tool **MAGNETIC LASSO**. In the first group of pears (left-top) mark out the Pear in right side.
3. Then choose **SELECT- SAVE SELECTION** to save the selected area in **NEW** channel.
In palette **CHANNELS** will appear new **ALPHA1** channel.



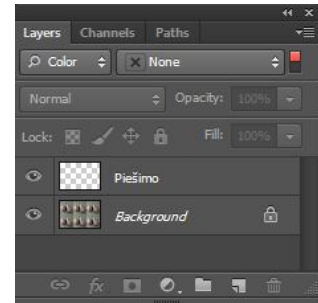
4. Deselect selected area **CTRL/D**.
5. And select the other pear (left) - use tool **MAGNETIC LASSO**.
Then save the new selection and in palette **CHANNELS** will appear new **ALPHA2** channel.



6. Deselect selected area **CTRL/D**.

HOW TO USE THE SAVED MARKING

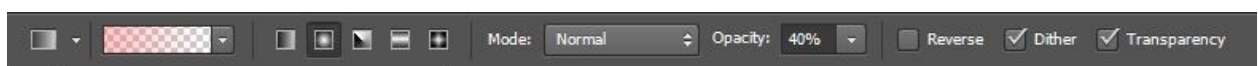
7. Choose **SELECT-LOAD SELECTION**. Specify the channel **ALPHA1**. That will mark the first Pear.
9. Remove the color of the Pear **IMAGE-ADJUSTMENT-DESATURATE**.
10. **SELECT-DESELECT (Ctrl D)**.
11. Create a new layer.
12. In a Layers Palette choose the color mixing mode - **COLOR**.
This mode allows you to change the color of marked area and the same time having no influence on the shadows and bright tones.
13. Choose **SELECT-LOAD SELECTION**.
Specify the channel **ALPHA2**. That will mark the second Pear.
14. This Pear you will paint. Choose big soft Brush.
In Brush **OPTION** bar change **OPACITY** to **50%**.



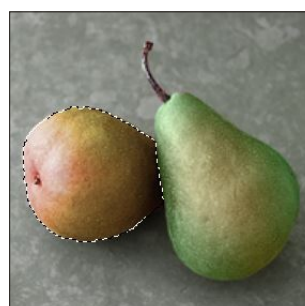
15. Choose yellow-green color (in a **SWACHES** bar) and paint the selected Pear.
16. Then choose dark-green color. Change **OPACITY** to **30%** and color the Pears edges.
17. Then choose red or pink color, change the **OPACITY** to **20%** and paint Pears brightest parts.
18. **DESELECT (Ctrl D)**.



19. Now paint the left Pear by using **GRADIENT** tool. **SELECT-LOAD SELECTION**, choose Channel **ALPHA2**.
20. Foreground color make red, Background color - yellow.
21. Choose **RADIAL GRADIENT**. Change **OPACITY** to **40%** and type of Gradient **FOREGROUND TO BACKGROUND**.
Create the Gradient.

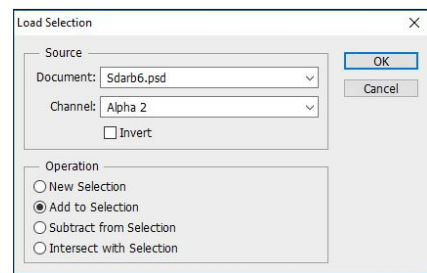


22. Deselect (**Ctrl D**).
23. Merge visible layers **LAYER-MERGE VISIBLE**.



HOW TO USE PROTECTED AREAS

24. Now we will use both protected selections.
SELECT-LOAD SELECTIO-ALPHA1,
 then repeat and load **ALPHA2** - choose parameter
OPERATION-ADD TO SELECTION.



25. Move the selection on the middle-top Pears. For that use any selection tool.

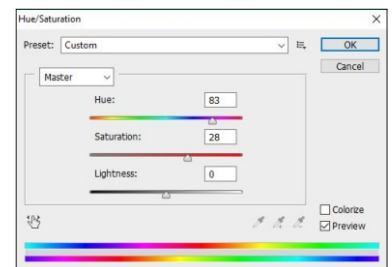


26. Go to **IMAGE-ADJUSTMENTS-HUE/SATURATION**.

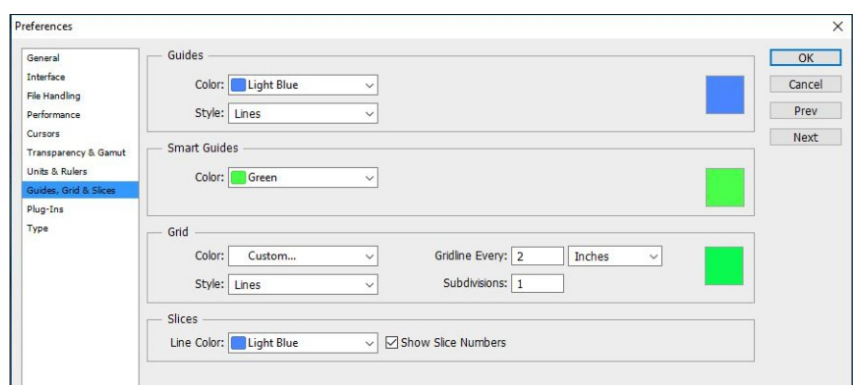
Try to change color tone. **HUE** slider changes the color. **SATURATION** slider changes the saturation and **LIGHTNESS** slider changes intensity of color.

Switch on **PREVIEW** and **COLORIZE**.

27. **DESELECT (Ctrl D)**.



USING THE GRID

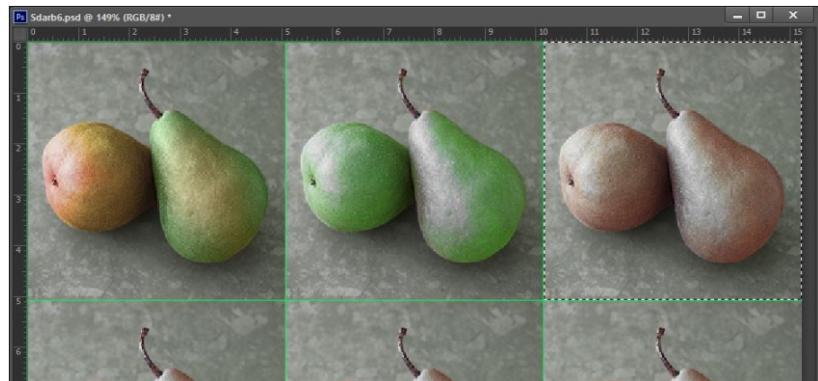


28. Open **GRID / VIEW-SHOW-GRID**.

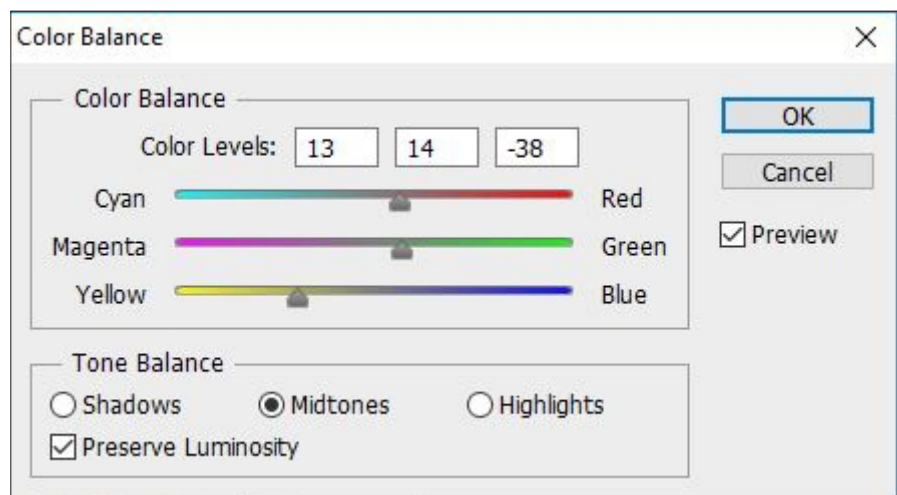
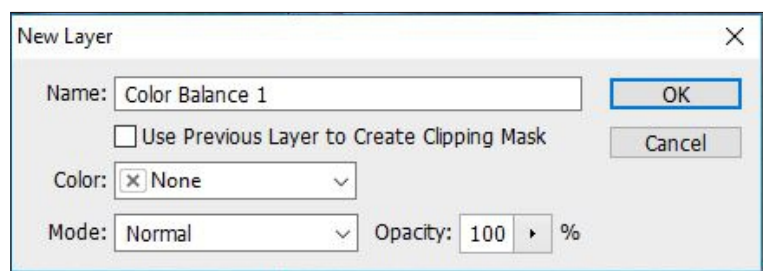
Choose **EDIT - PREFERENCES - GUIDES, GRID & SLISES**.

Choose the parameters: **GRIDLINE EVERY - 2, SUBDIVISIONS - 1, UNITS - inches, COLOR - green color**.

29. Use command: **VIEW - SNAP TO - GRID**. Use **RECTANGULAR MARQUEE** and mark out the group of pears (top-right). The selecting area will be attracted to the grid.



30. Now you can change the color balance in selected area.
Go to **LAYER - NEW ADJUSTMENT LAYER**. Choose **COLOR BALANCE**.
Set parameter **MIDTONES** and in **COLOR LEVELS** enter the sizes: **+13, -14, -38**.



FILTERS

31. Select bottom-left pear by using **RECTANGULAR MARQUEE**.
32. Use filter: **FILTER BRUSH STROKES - CROSSHATCH**. Set Stroke length - 6, Sharpness - 6, Strength - 1.
33. Now select middle-bottom pears. Use **FILTER - DISTORT - ZIGZAG**.
Set: **Amount - 4, Ridges - 9, Style - Pond Ripples**. There will be created waves.

34. Again select bottom-right pears.
Choose white color for Background.
Use **FILTER - DISTORT - DIFFUSE GLOW**. Set: Graininess 6, Glow amount 6, Clear amount 15.
There will appear the interferences..

35. Thank you.

The drawing should look like this:

