

Photoshop Skillshare

Raymond Lam
ART210
Prof. Hobbs

Photoshop

Generally used for...

Photo editing

Photo manipulation

Illustration

Combination of all above or “photobashing”



EVA x Patlabor Process .gif
Johnson Ting (Photoshop, 2017)

You will follow my instructions

I have kept this course as simple as possible. My objective is less you follow my instructions word for word but to learn processes for your own future work. This exercise is meant to inspire you and show you how to implement different content into Photoshop.

NOTE

My personal opinion is for personal/private use, co-opting other artists works is fine if you credit properly. but PLEASE support your fellow artists by respecting their stated licenses if you plan on sharing work as your own.

In this presentation I've endeavored to find all Royalty Free or CC assets.

Objective: Create a cinematic still in Photoshop

You will be using the following provided material

- 2D images
- 3D models
- Downloaded brush packs
- Minimal Illustration (if you have a drawing tablet you can do more)

Recreate something similar to this



AKIRA - Katsuhiro Otomo (Film, 1988)

NOTE

There are many different tools and processes to achieve the same or similar results. The following is my own way but not the ONLY way. If anyone has their way they think is better please feel free to chime in.

We will be using following CC Attribution assets



Modern Buildings (Toronto Canada) - Scott Webb (Photograph, 2019)
<https://www.pexels.com/photo/modern-buildings-3052683/>



Office Building 2 - Nikitos & 3130 (3D Model, 2020)
<https://sketchfab.com/3d-models/office-building-2-1bed6986113d4a2f86d9ded3a61c78e7>

Brush pack to help you get started with effects



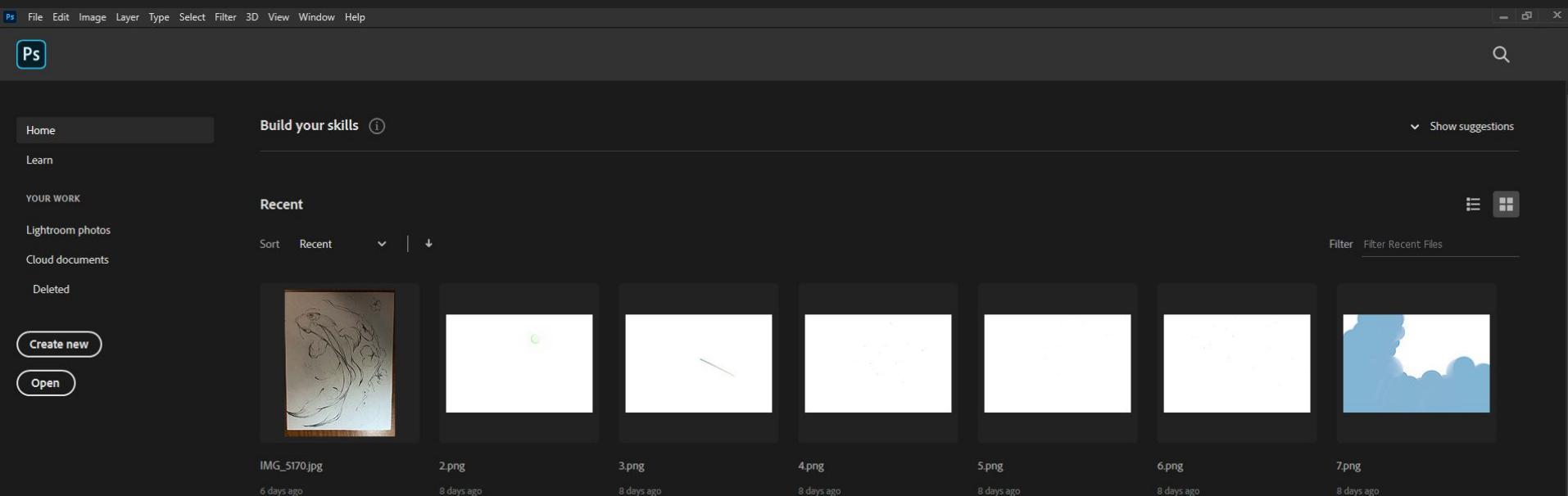
<https://www.deviantart.com/jonasdero/art/FREE-PHOTOSHOP-GIMP-BRUSHES-Explanation-348274576>

General User Interface Overview

Assuming minimal experience with Photoshop

The crash course will teach you the bare minimum to begin this workshop.

Open Photoshop



Click Create new

File Edit Image Layer Type Select Filter 3D View Window Help

Ps

Home Build your skills ⓘ Show suggestions

Learn

YOUR WORK

Lightroom photos

Cloud documents

Deleted

Create new

Open

Recent

Sort Recent

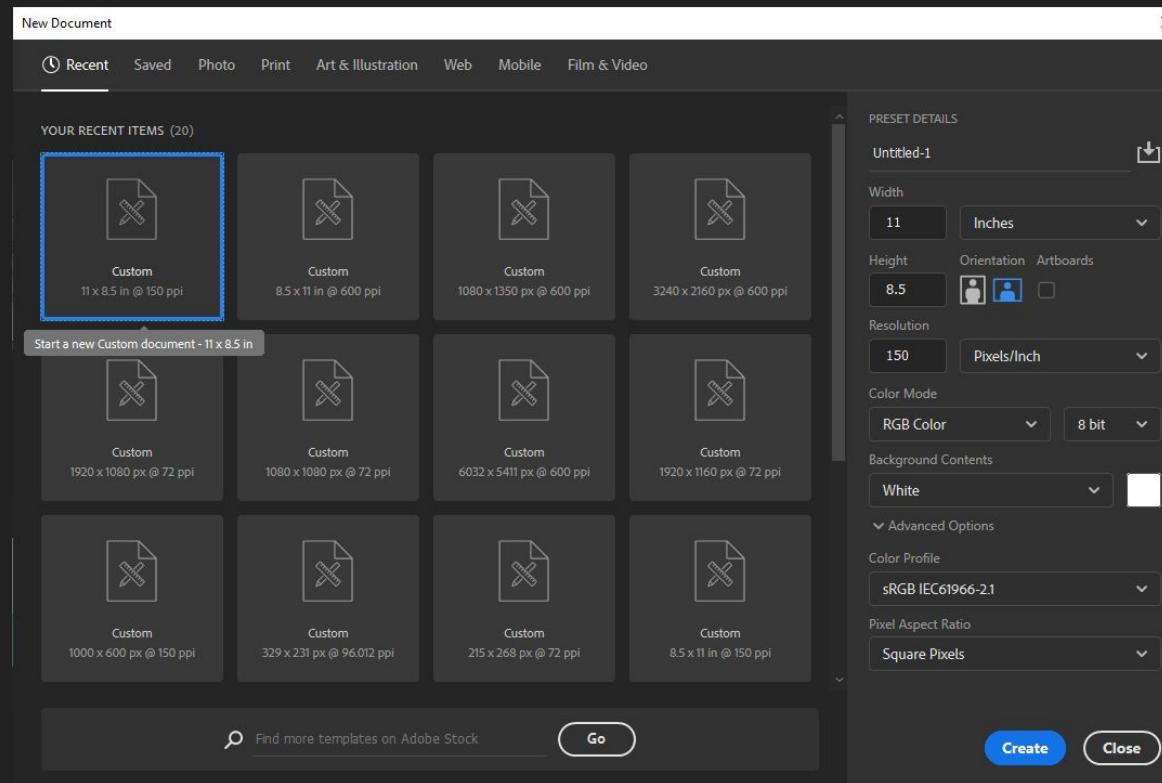
Filter Filter Recent Files

IMG_5170.jpg 2.png 3.png 4.png 5.png 6.png 7.png

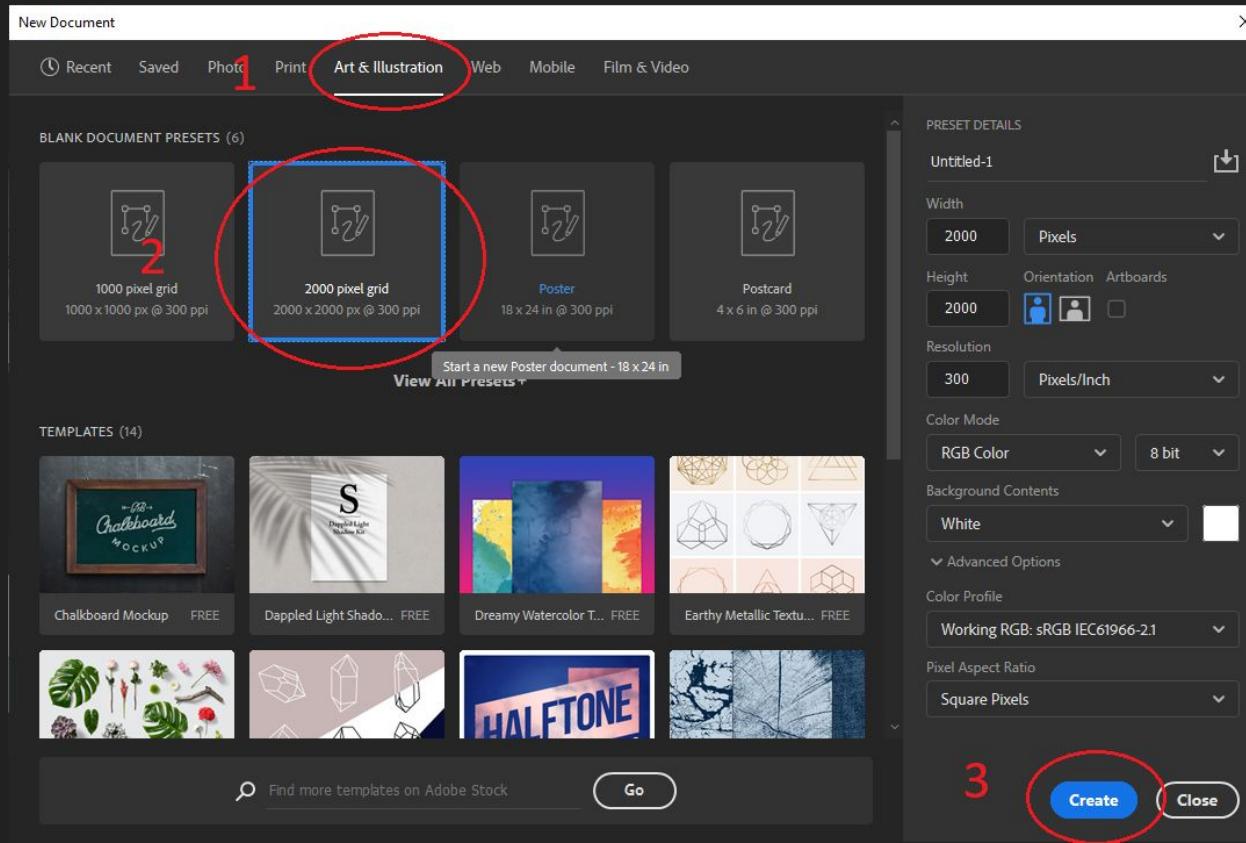
6 days ago 8 days ago

The screenshot shows the Adobe Photoshop interface on a dark theme. On the left, there's a sidebar with 'YOUR WORK' sections for Lightroom photos, Cloud documents, and Deleted files. At the bottom of this sidebar, two buttons are circled in red: 'Create new' and 'Open'. The main area displays a grid of recent files. The first file, 'IMG_5170.jpg', is a sketch of a face and is circled in red. Below each thumbnail, the file name and a timestamp are listed. The top right of the screen has a search bar and a 'Show suggestions' dropdown.

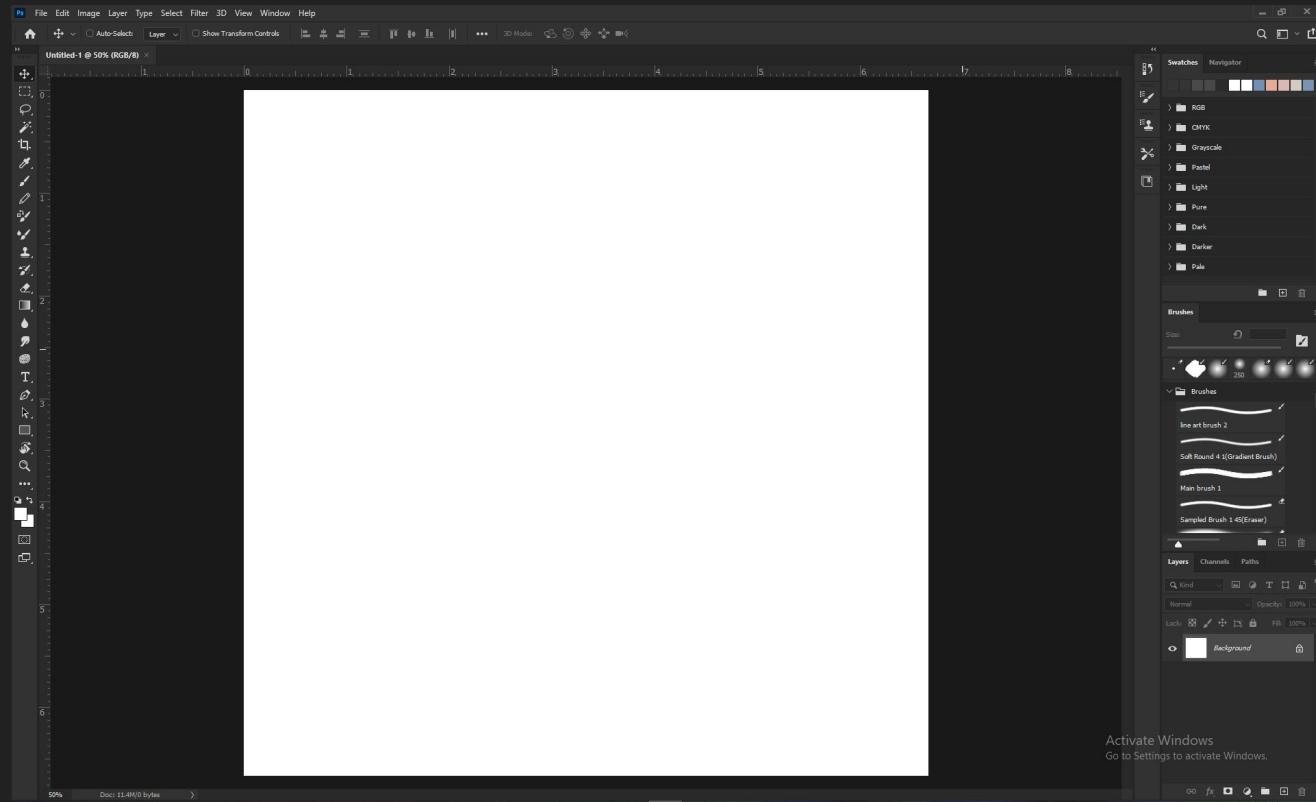
New Document Window



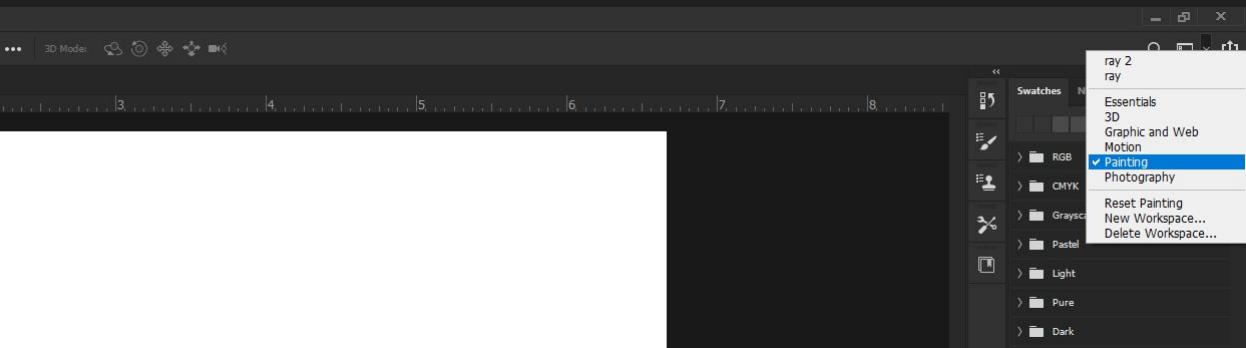
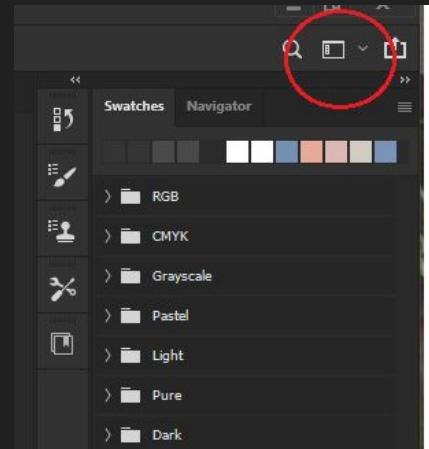
Make new document



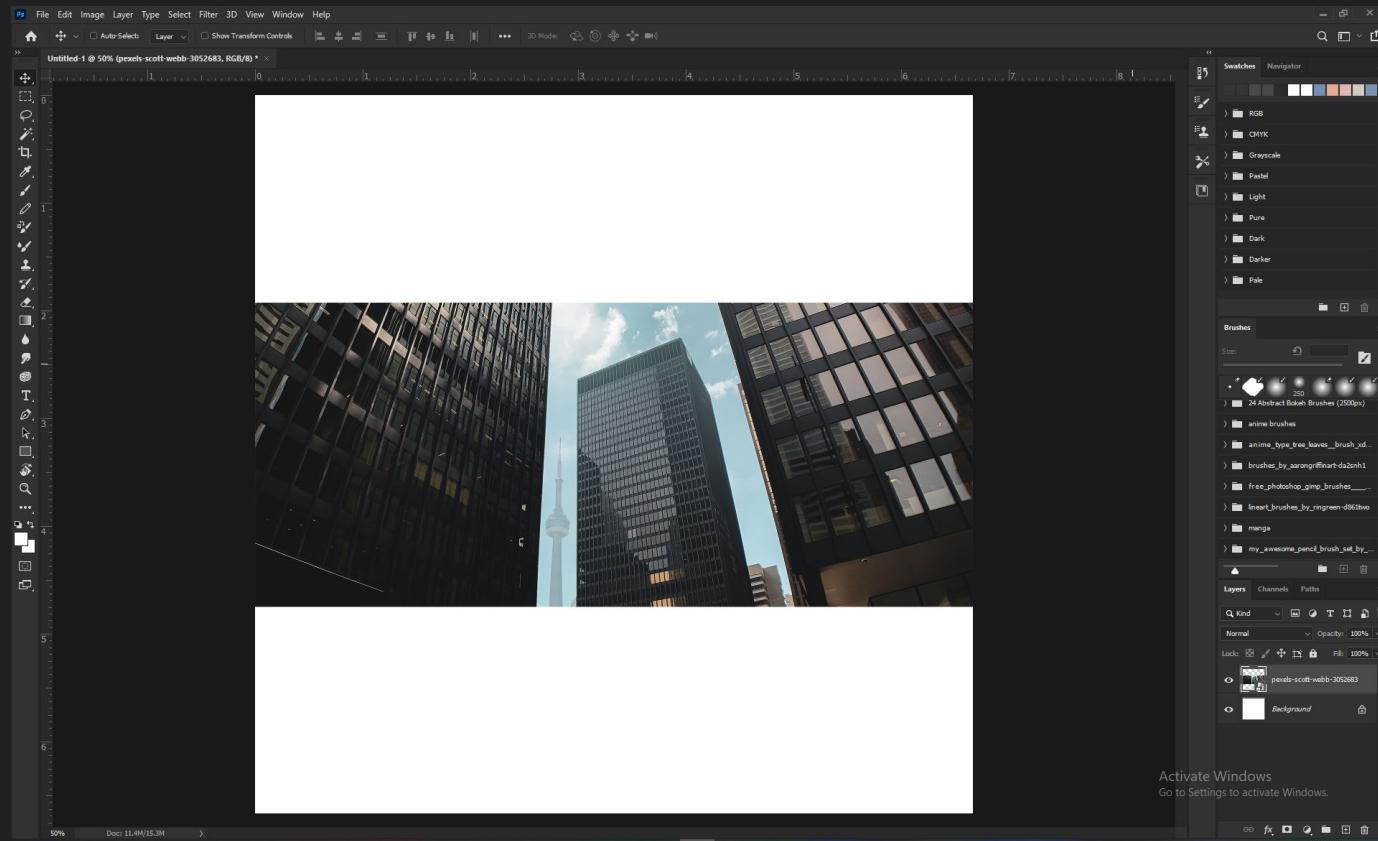
New canvas



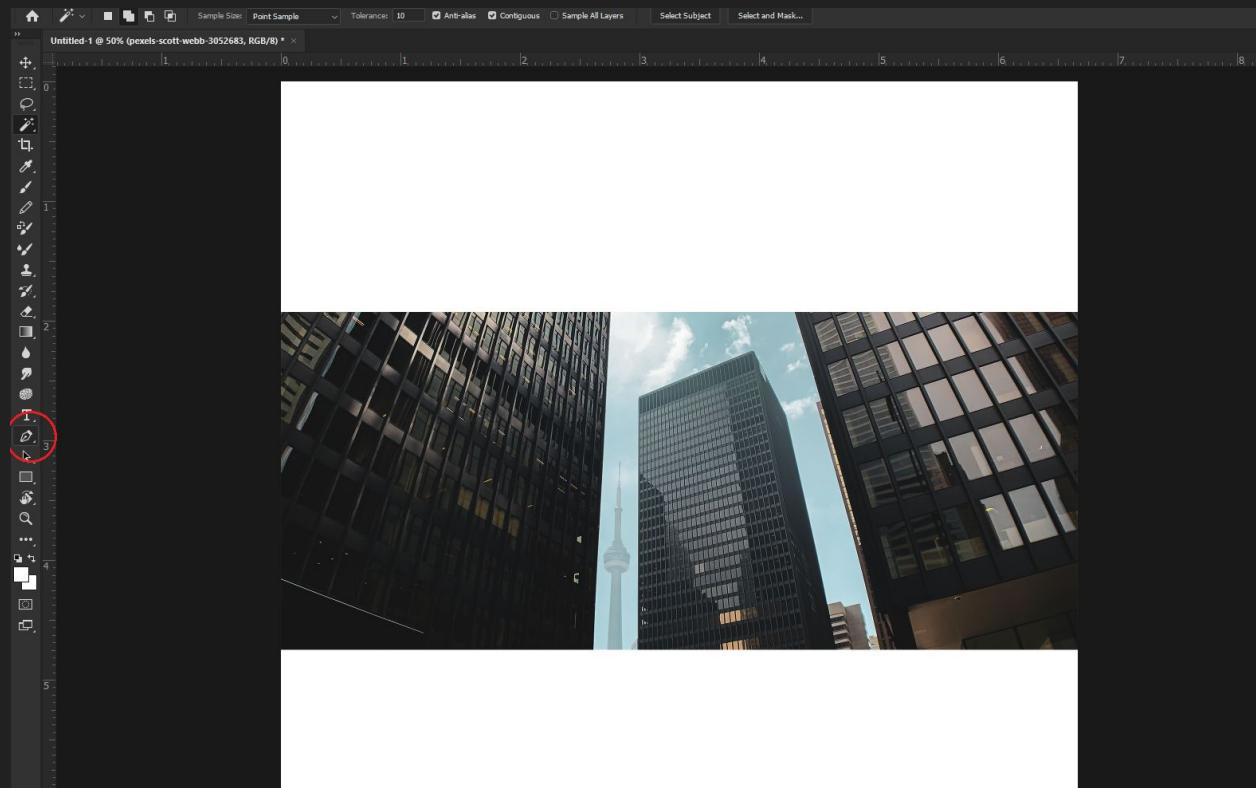
Choose your workspace



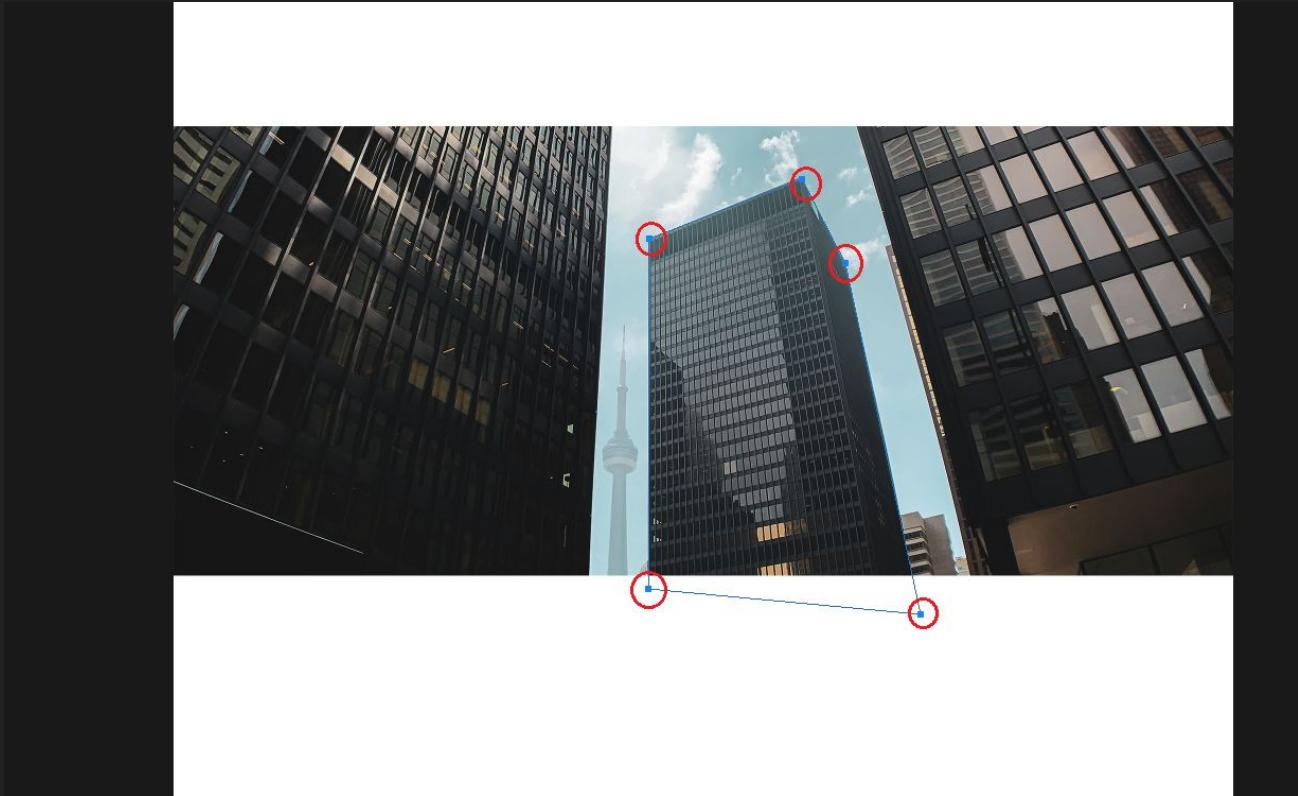
Drag and drop modern building image to canvas



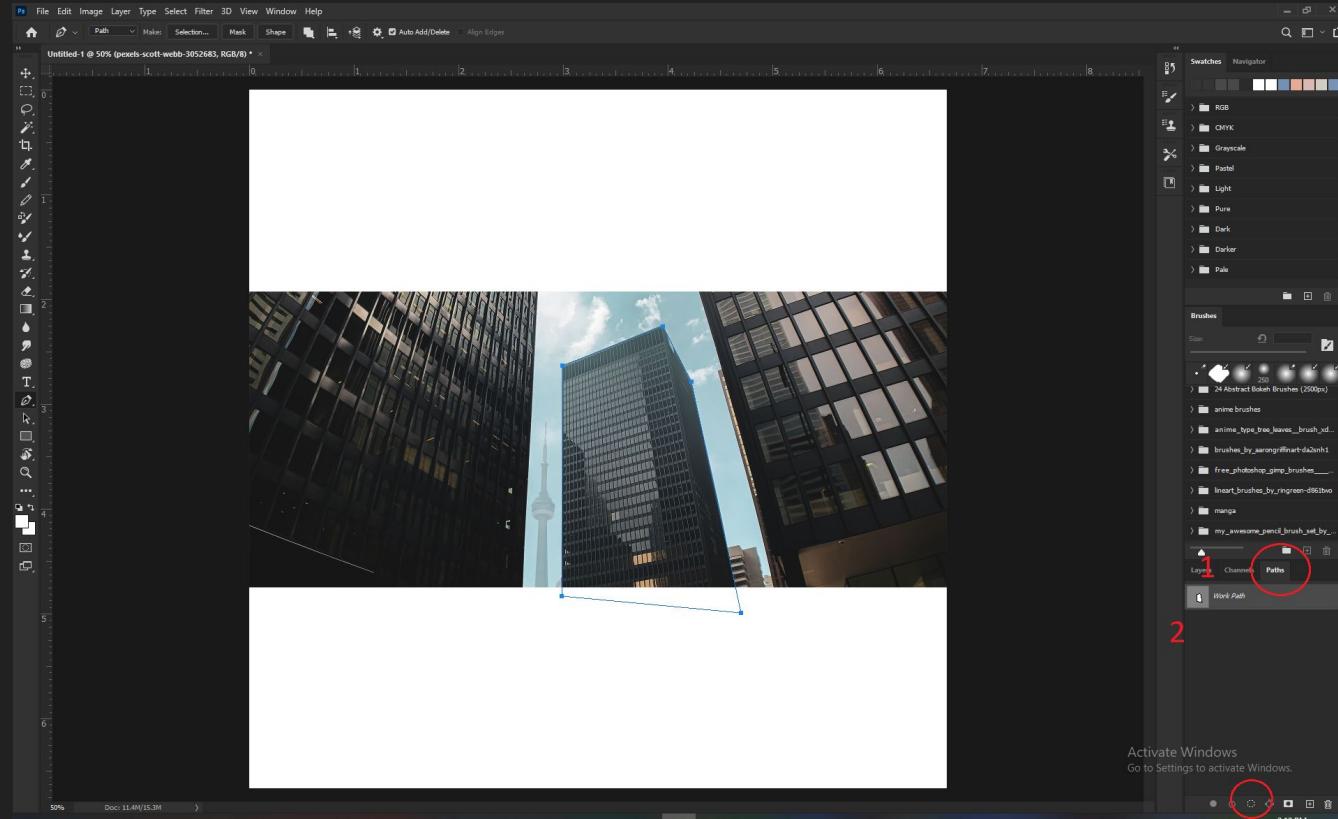
Use Pen tool to create a selection around center building



Connect points to create a shape



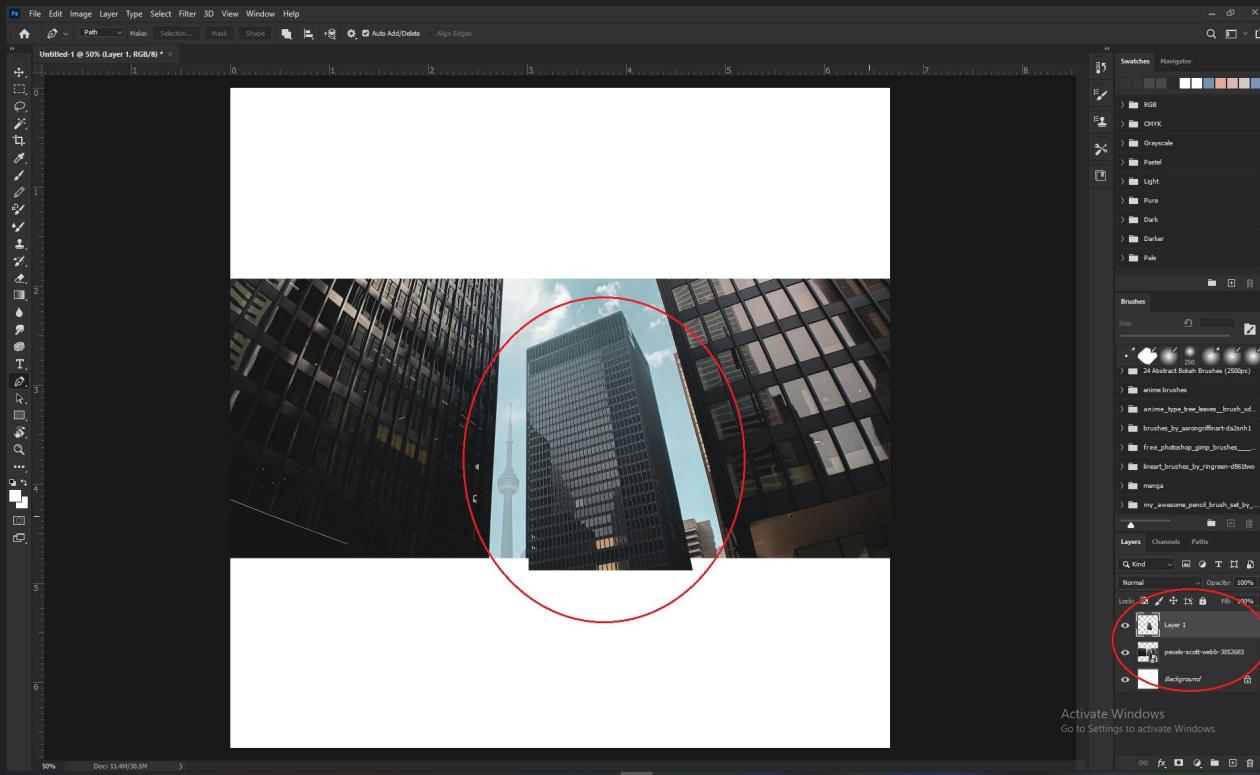
Open Paths tab to create selection from path



Dotted line means outline created



Ctrl / Cmd Copy and Ctrl / Cmd Paste to duplicate selection



First intro into layers

Pixels first in hierarchy will be displayed on TOP

For instance Layer 1 is visible above pexels-scott... etc

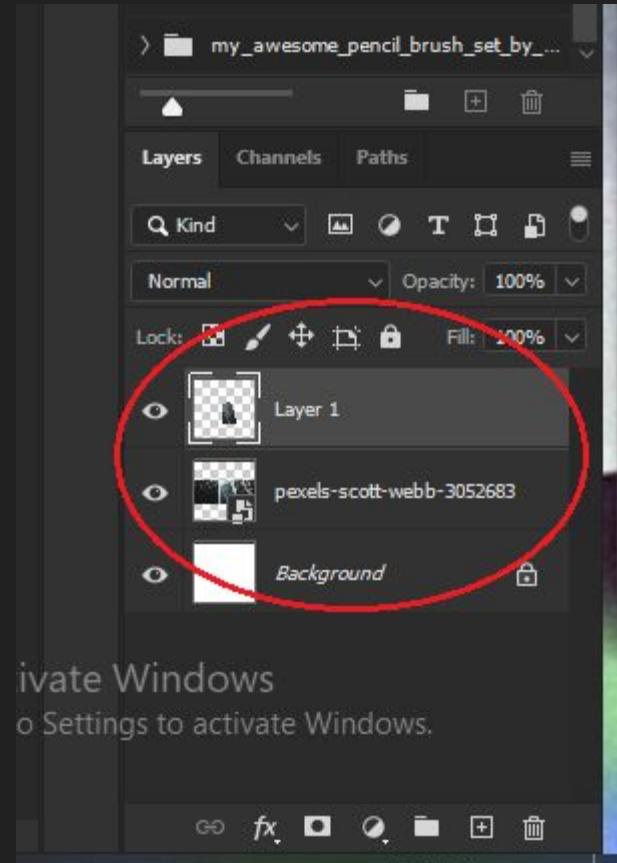
You can change order of layers to change information

On your canvas.

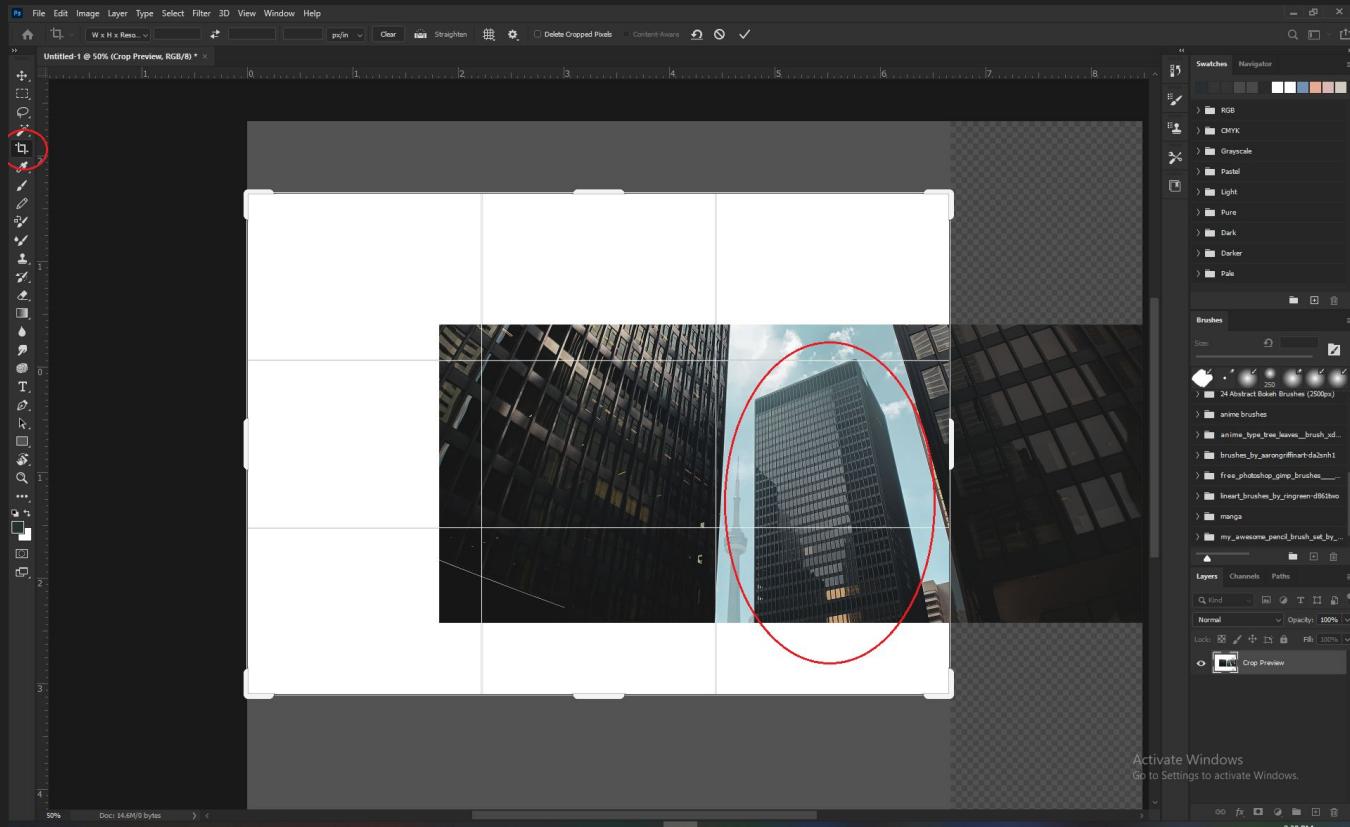
Keep in mind transparent pixels will always stay so

Moving background to first layer will make ur canvas

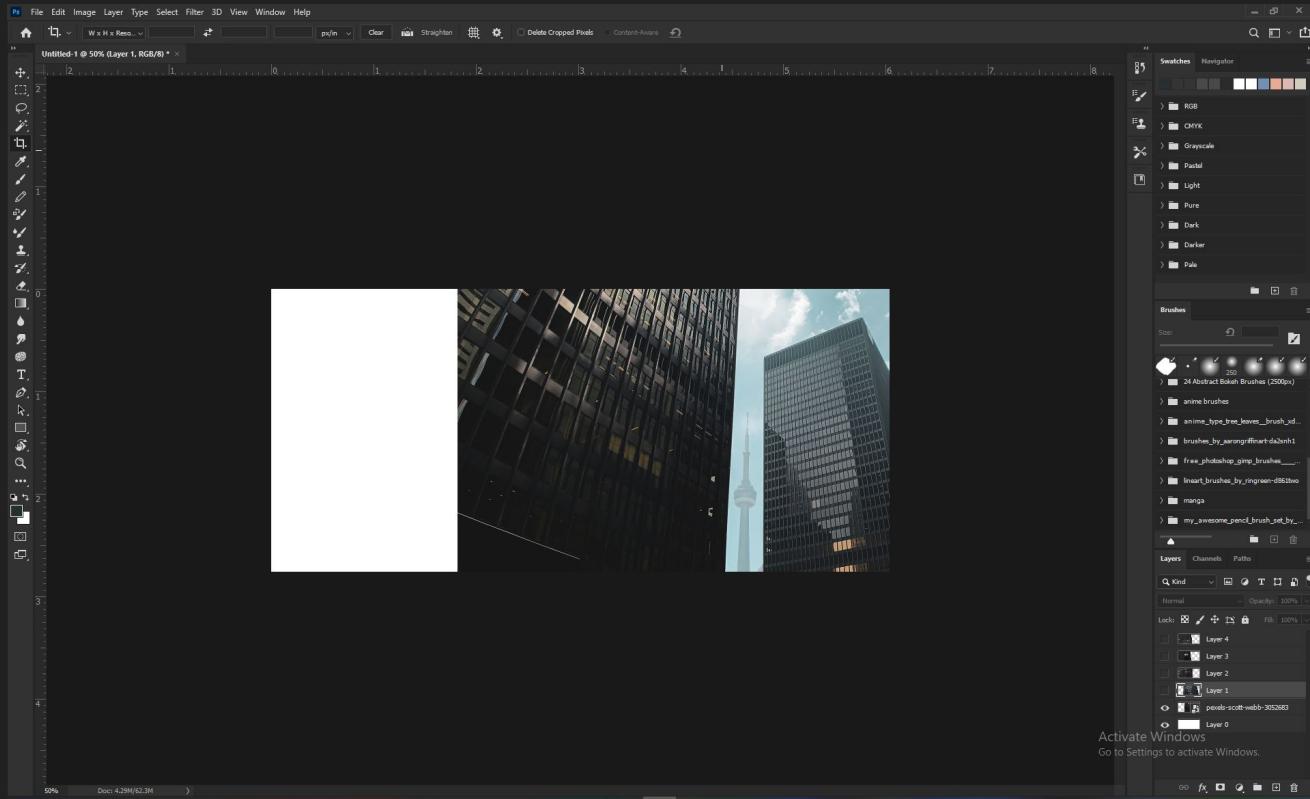
Blank white



Crop image by using handles to distant building



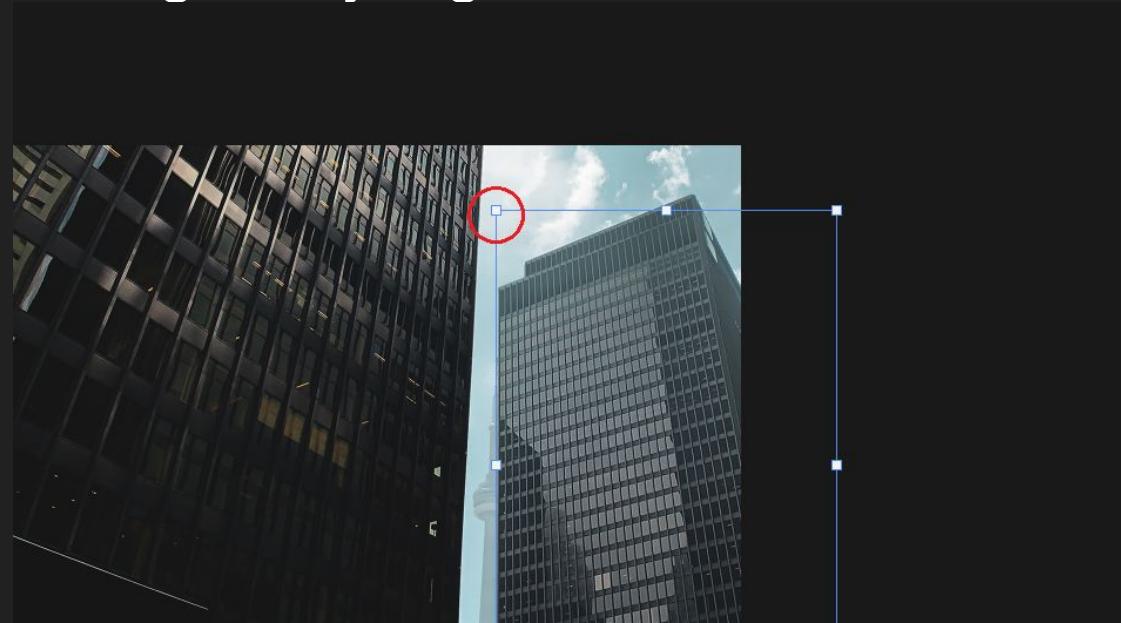
Cropped cinematic aspect ratio



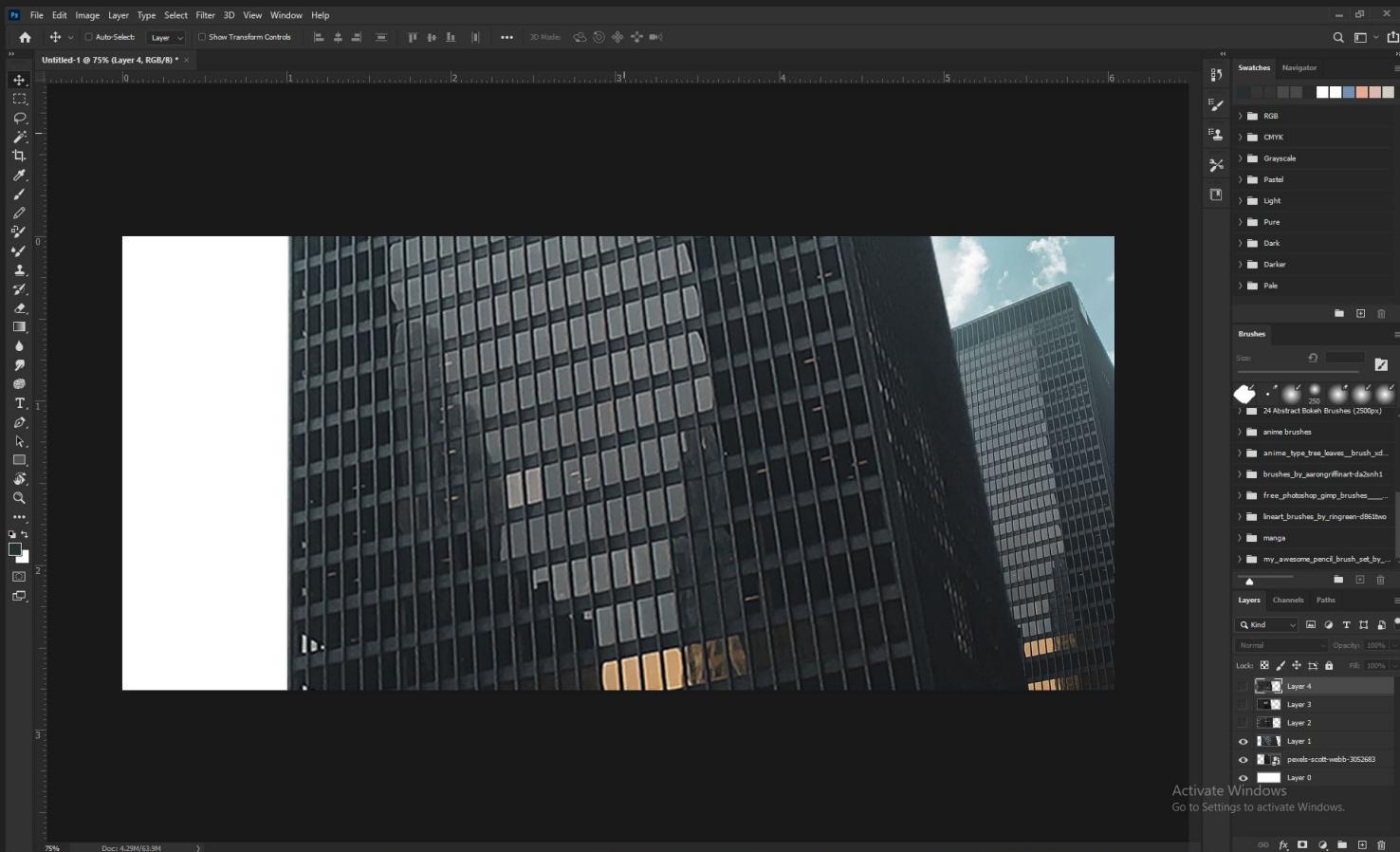
Ctrl/Cmd T to scale building really big

Drag blue handles

SHIFT+ drag to keep aspect
ratio



Result



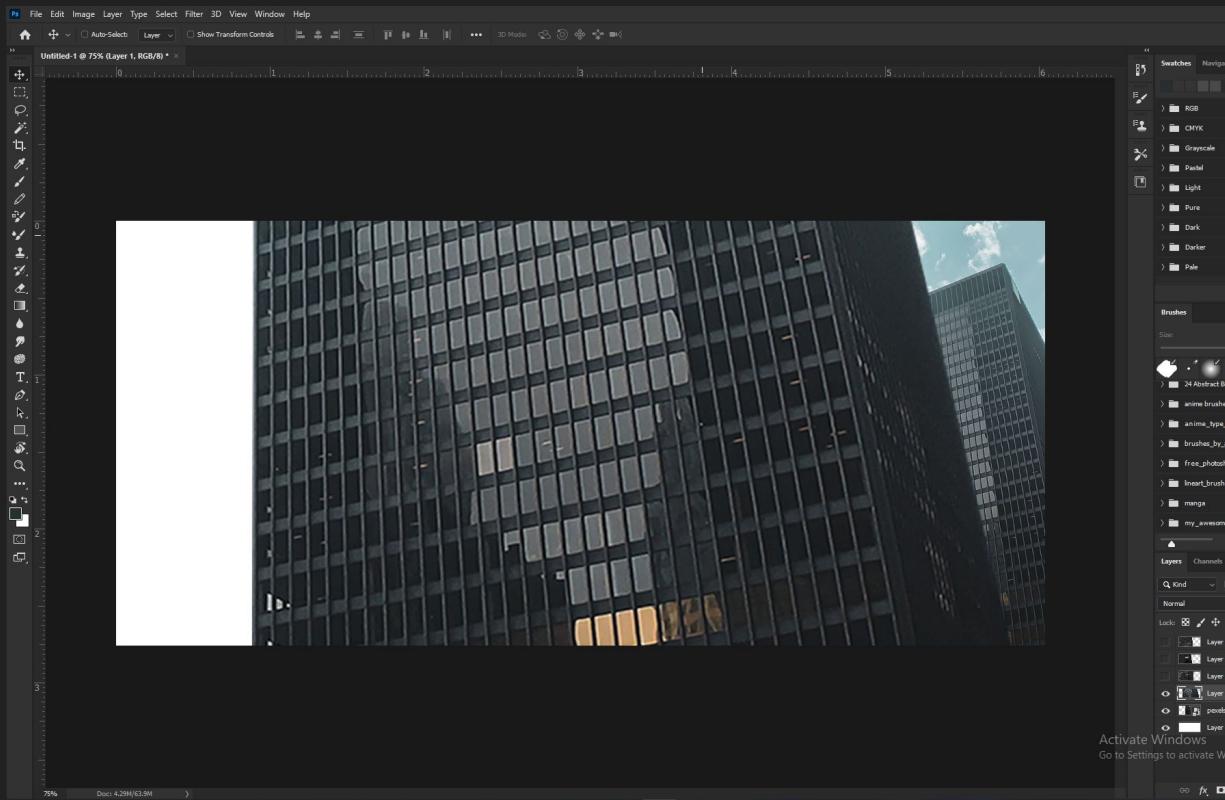
Activate Windows
Go to Settings to activate Windows.

Fix perspective a bit by Ctrl/Cmd T

Make the building wider

Its closer to us so we should

See more of its side profile



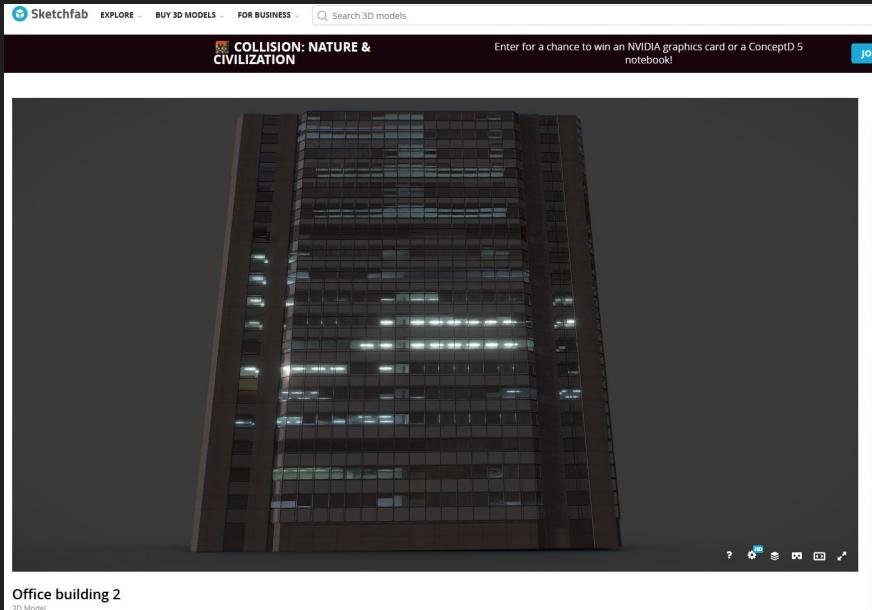
Time to add 3D model

3D models are powerful because you are not limited to pre photographed images to use as reference.

You can choose pose perspective and scale.

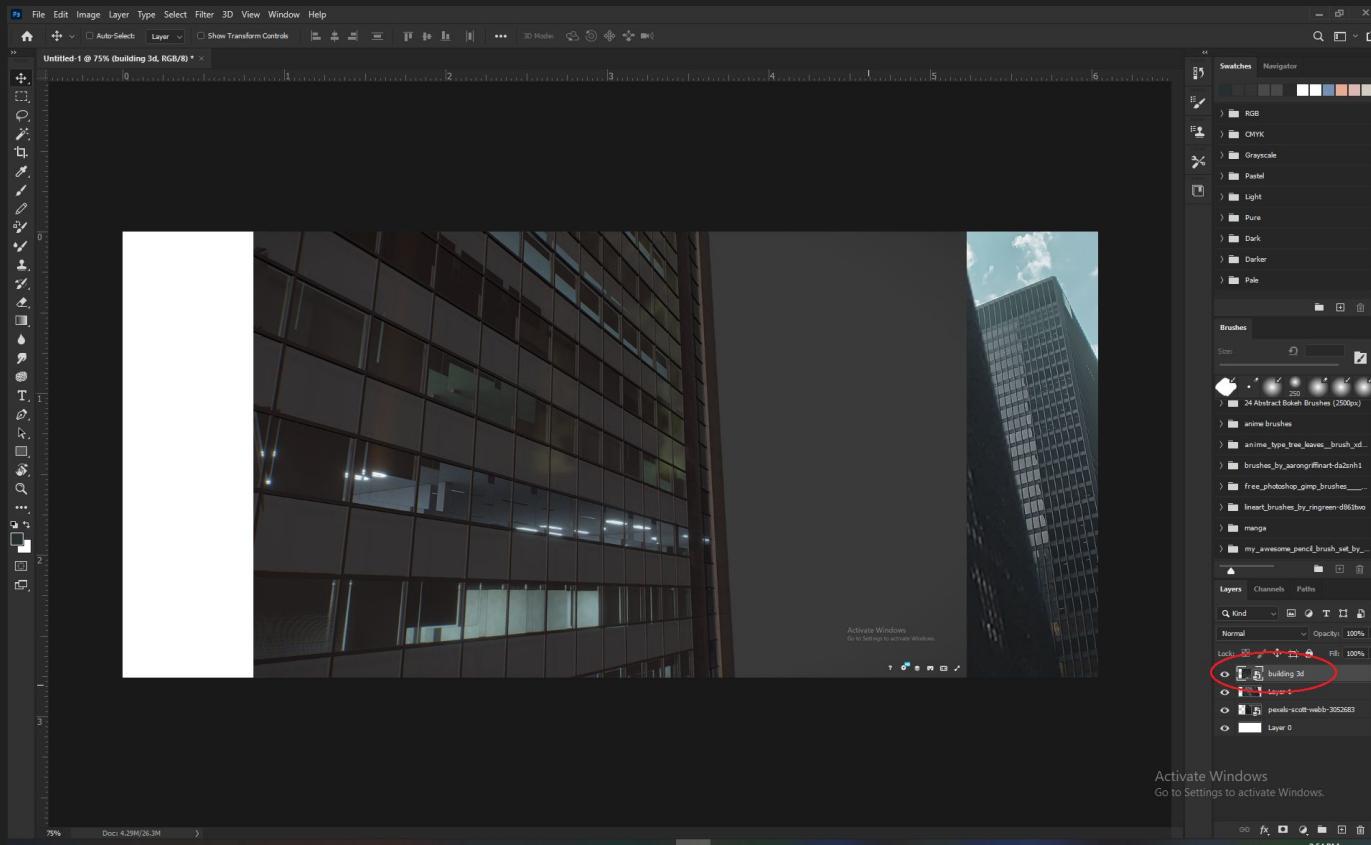
You can screen capture the composition you want and import that image into photoshop

Go to sketchfab link to play around or just use prepared image

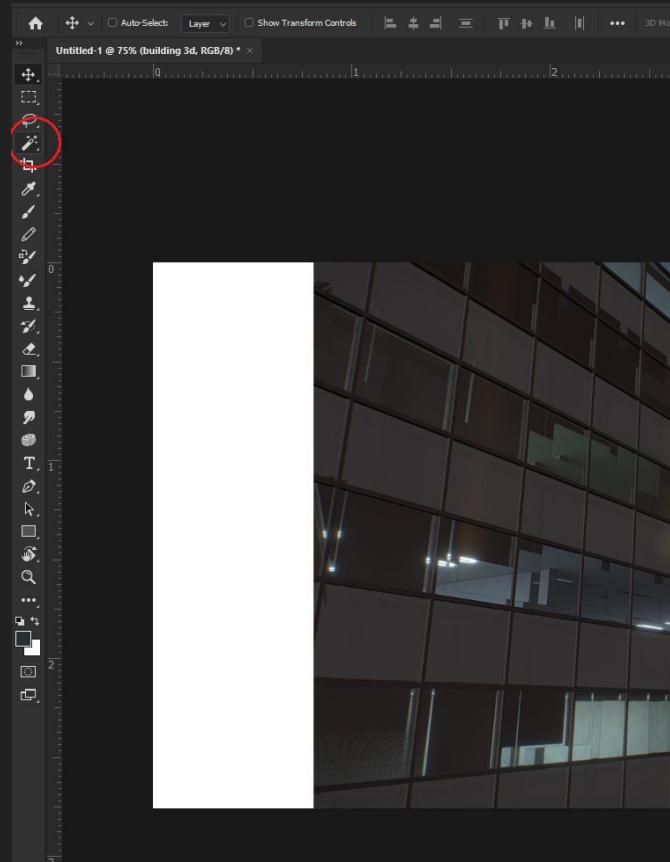


Activate Windows
Go to Settings to activate Windows.

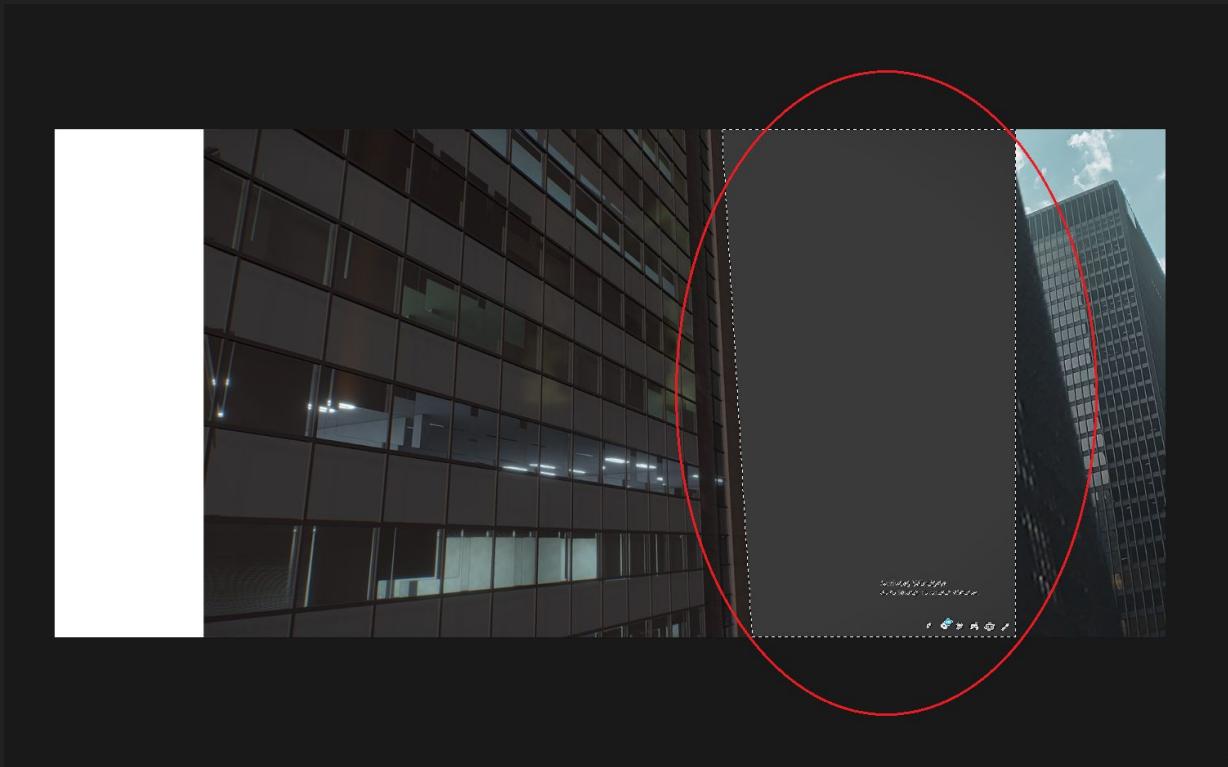
Import image of 3D model into photoshop



Use magic wand tool to select all the grey background



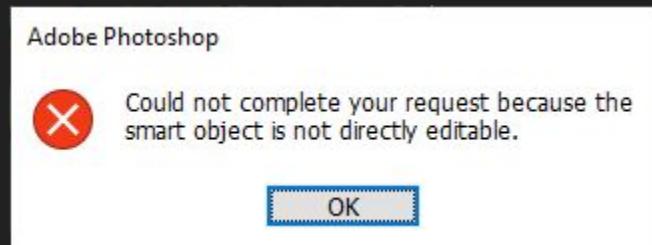
Click on grey background to select



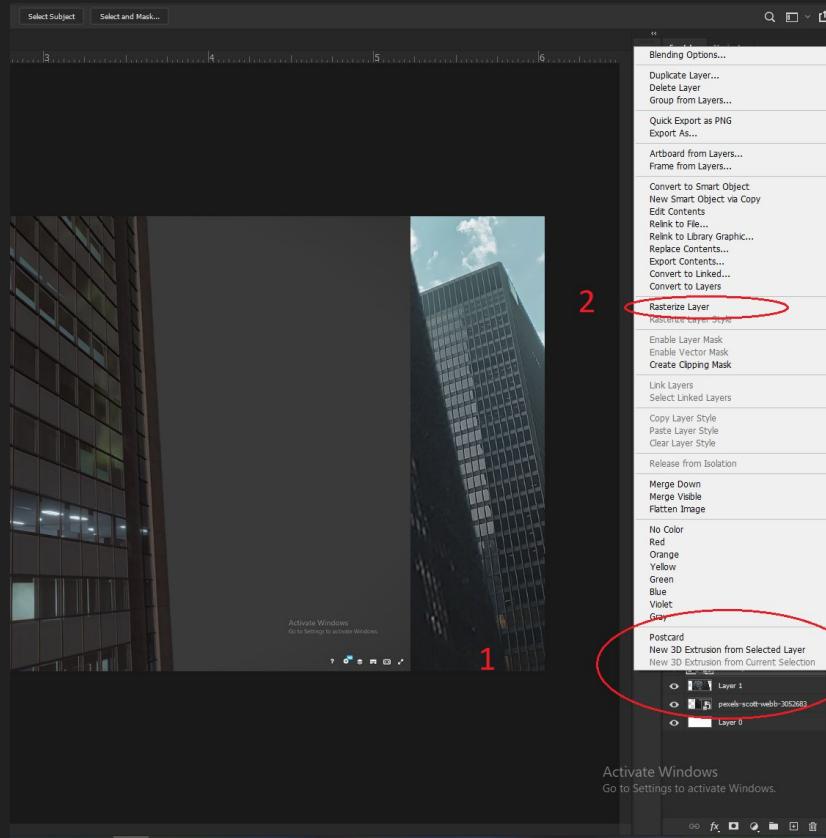
Press delete to remove background

Smart objects is content that Photoshop “snapshots” It allows you to make edits to scale/ hue etc... without permanent change to the content. This is done via math / equations

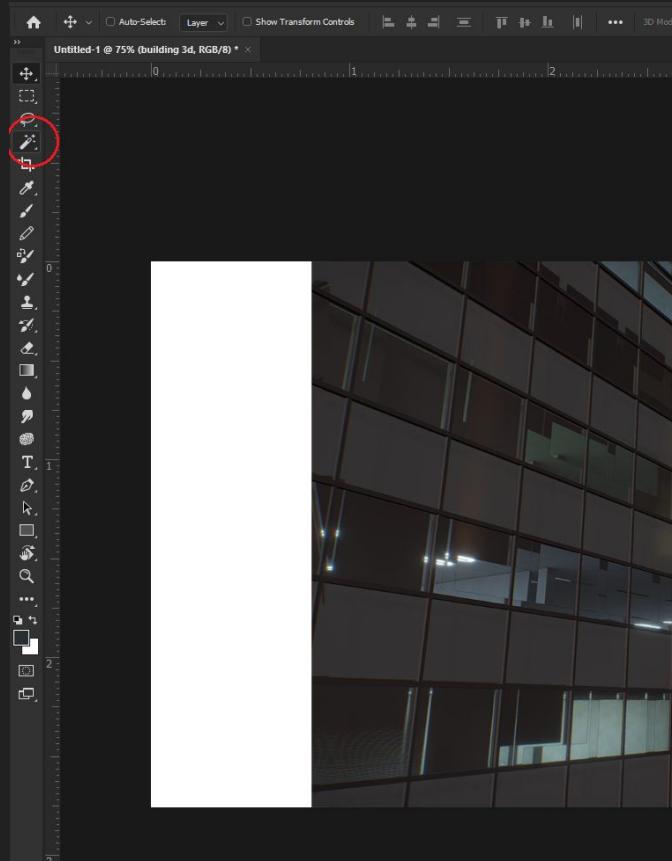
We are going to remove pixels which is considered raster changes so we need to rasterize image.



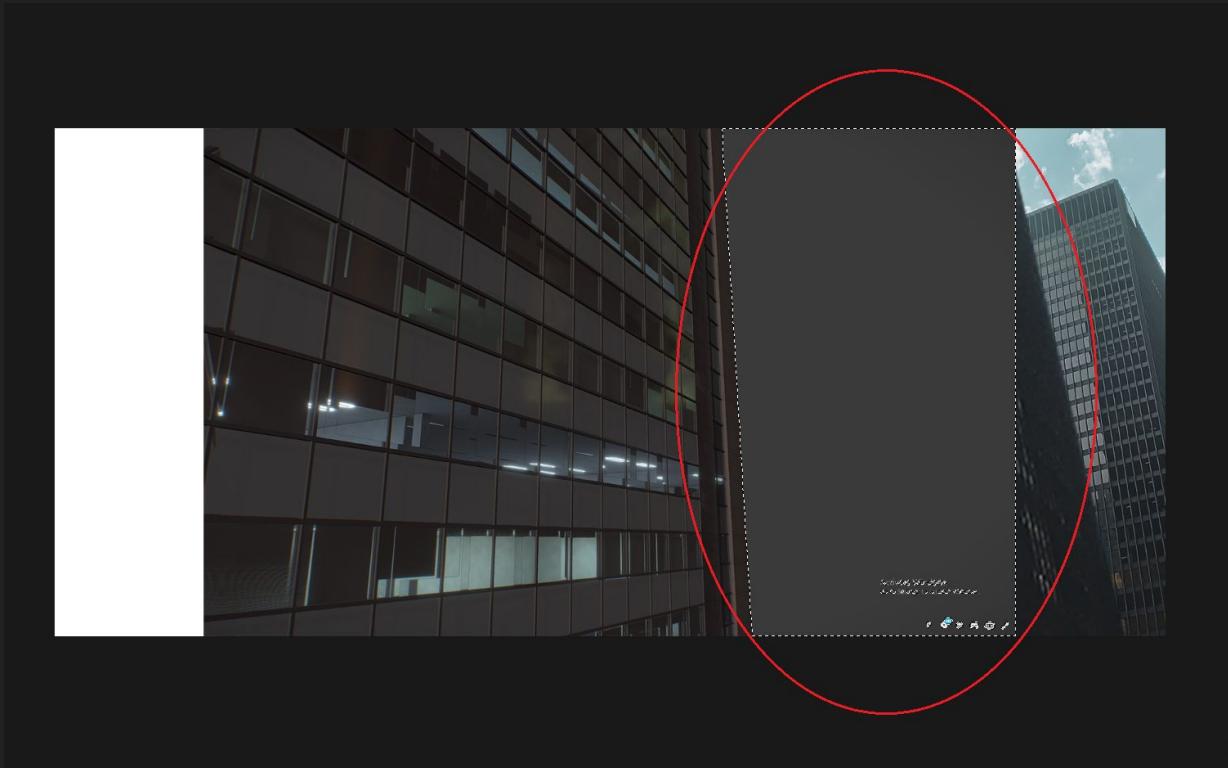
Right click 3d building layer and click rasterize layer



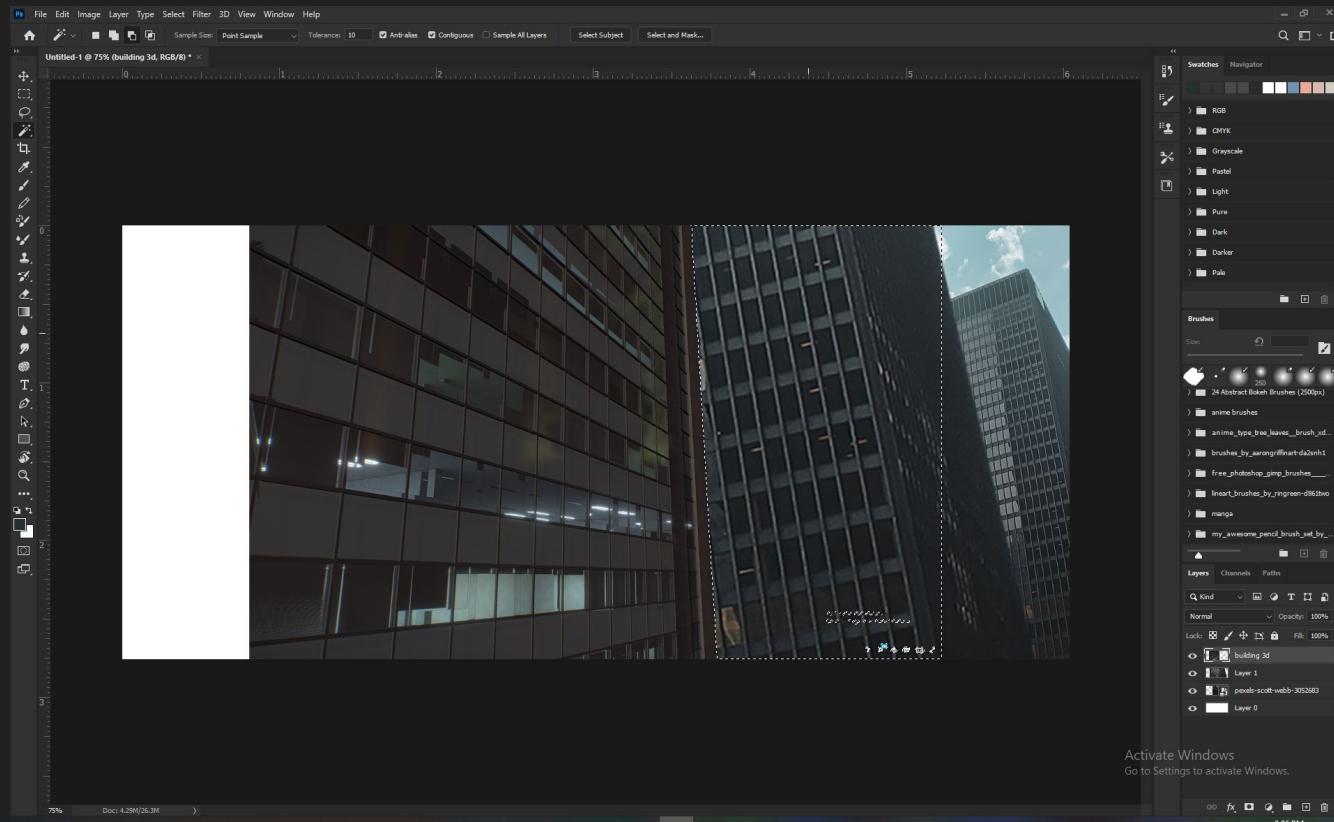
Repeat magic wand tool to select all the grey background



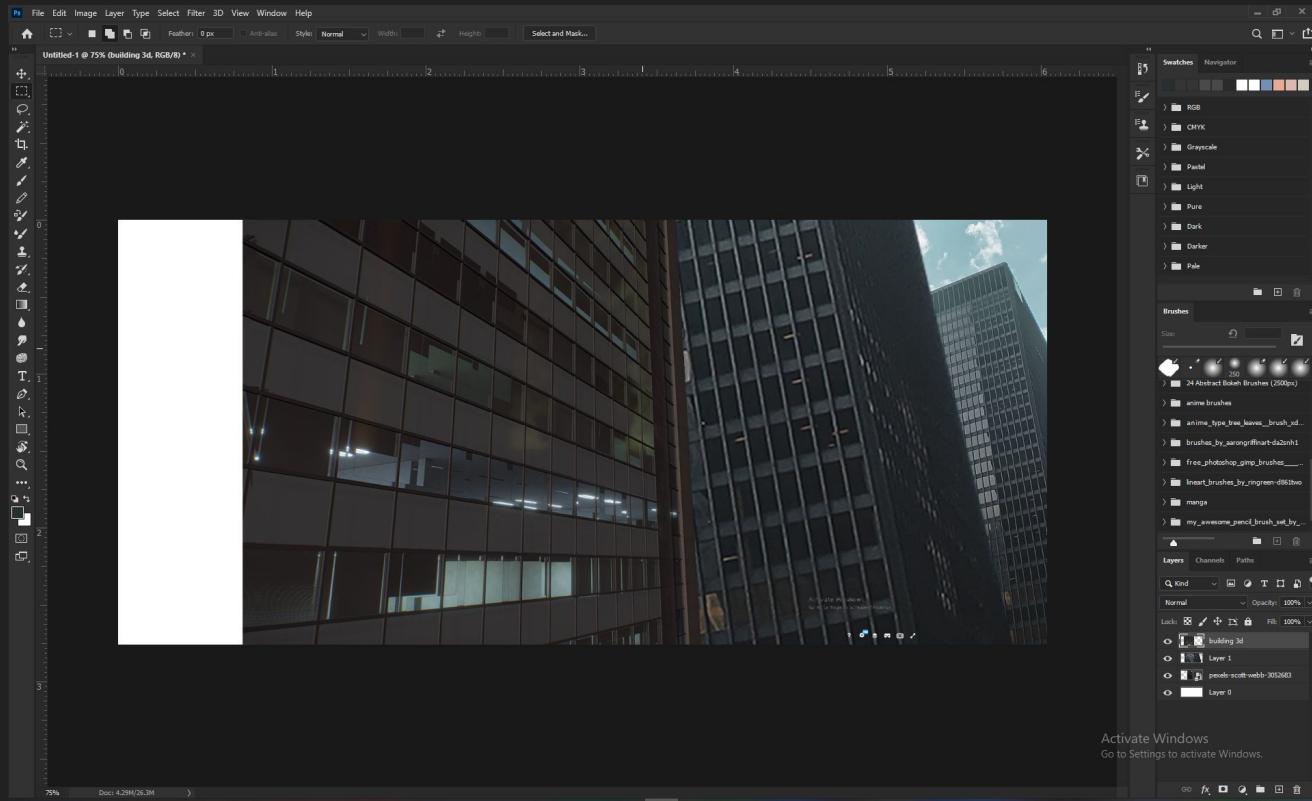
Click on grey background to select



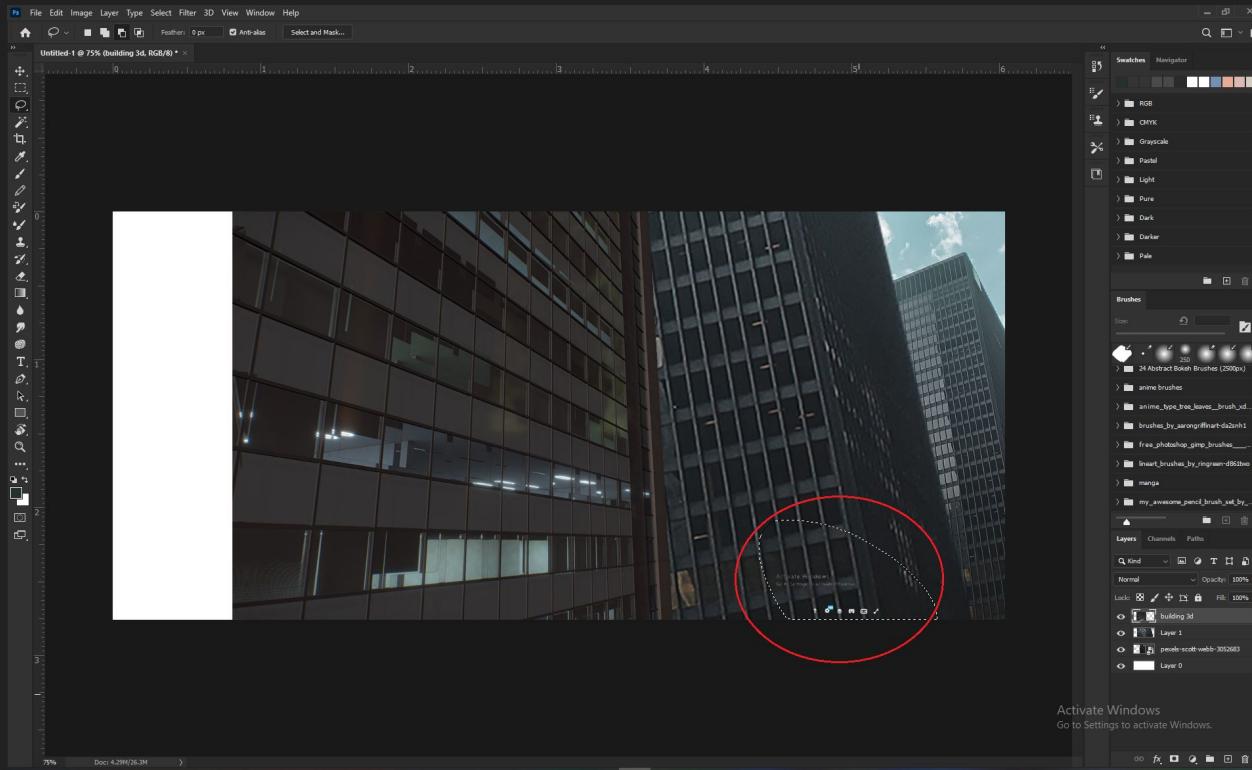
Delete grey background



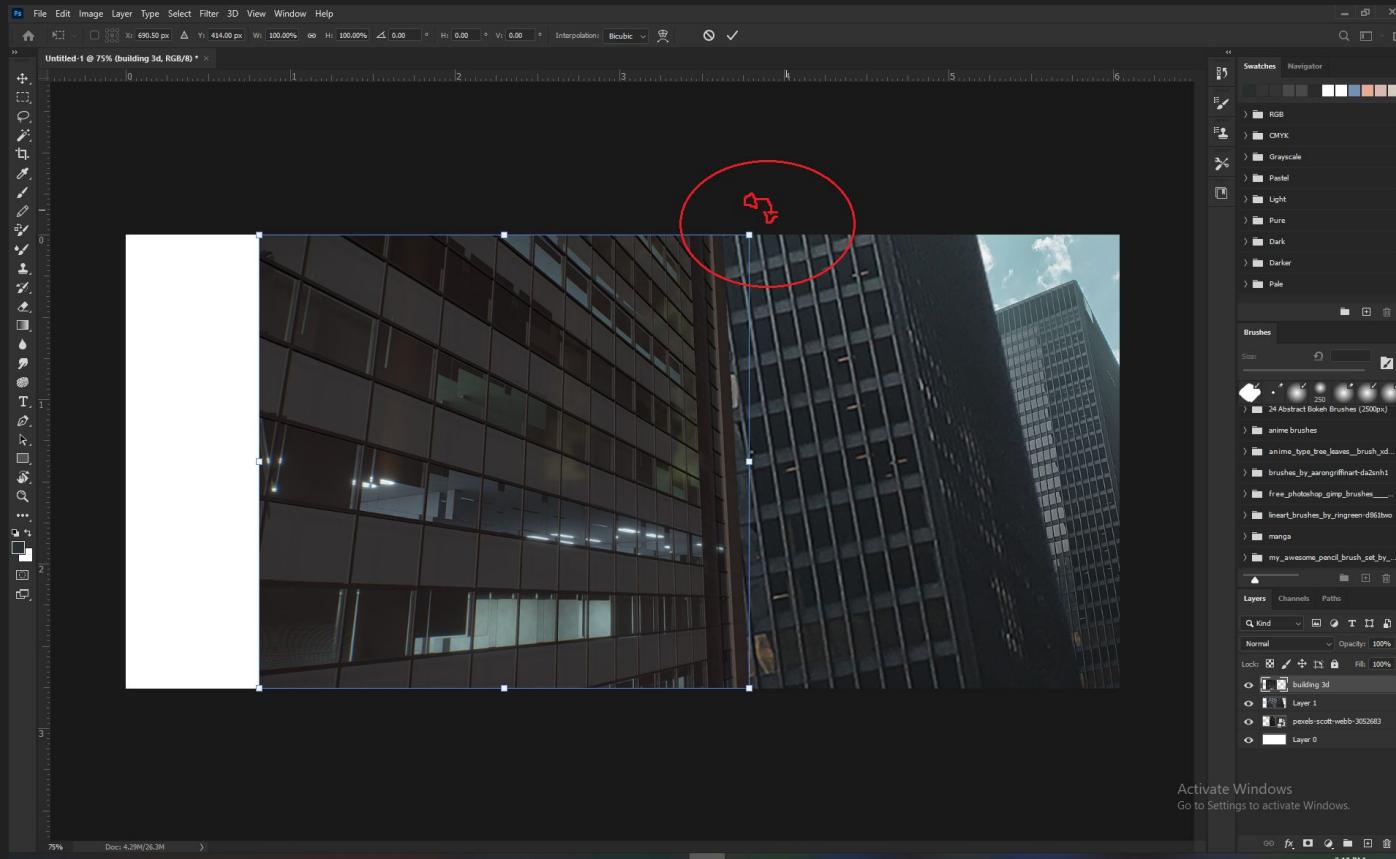
Cntrl/Cmd D to deselect



Use lasso tool to select remaining pixels and delete

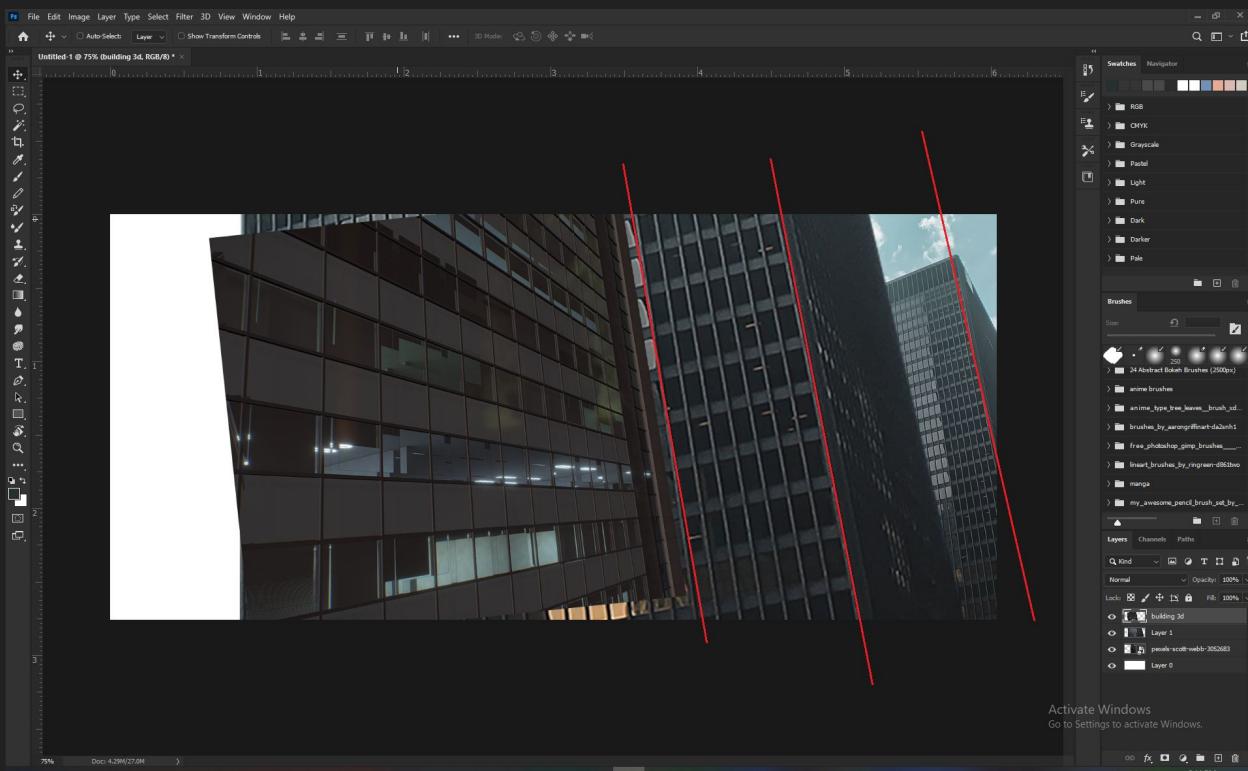


Cntrl/Cmd T to Rotate new 3D building

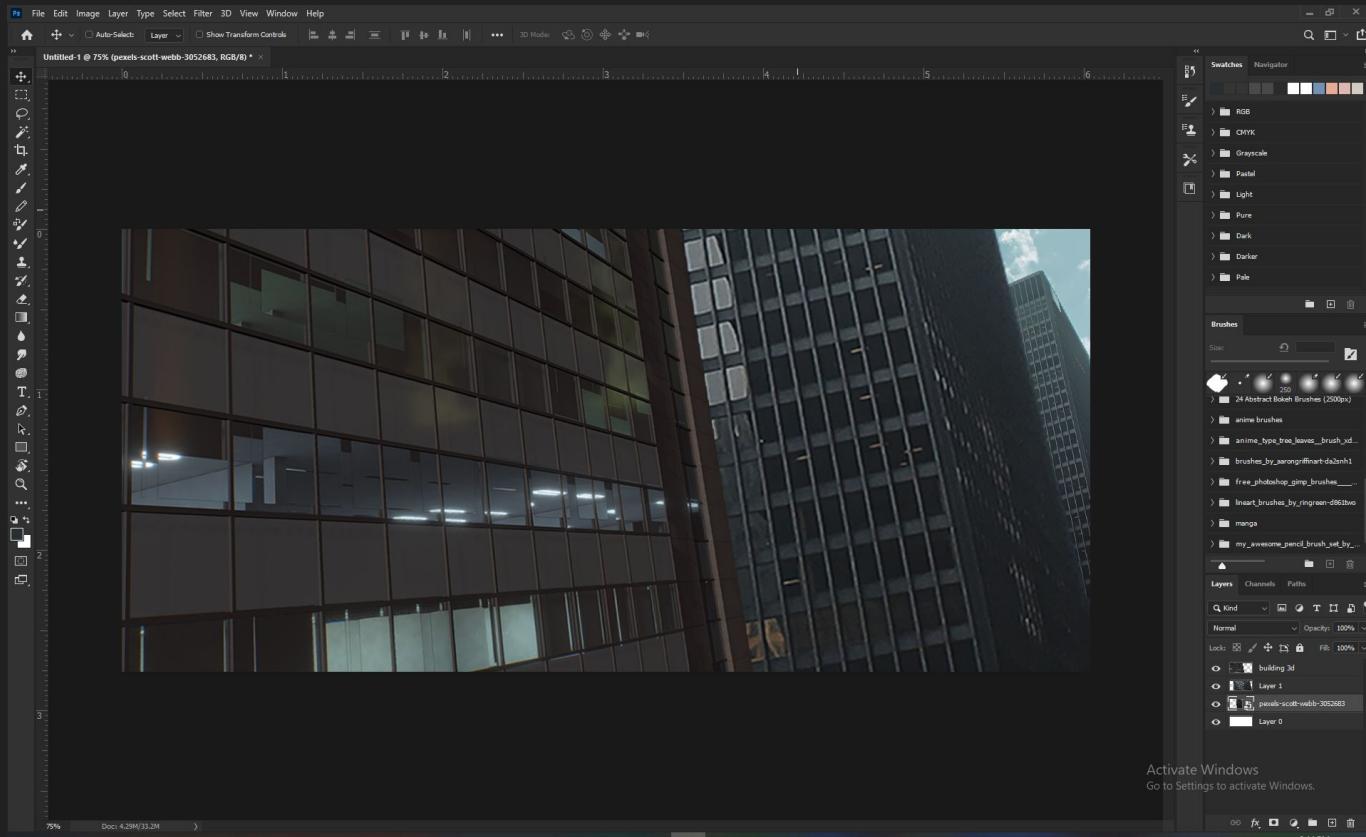


Activate Windows
Go to Settings to activate Windows.

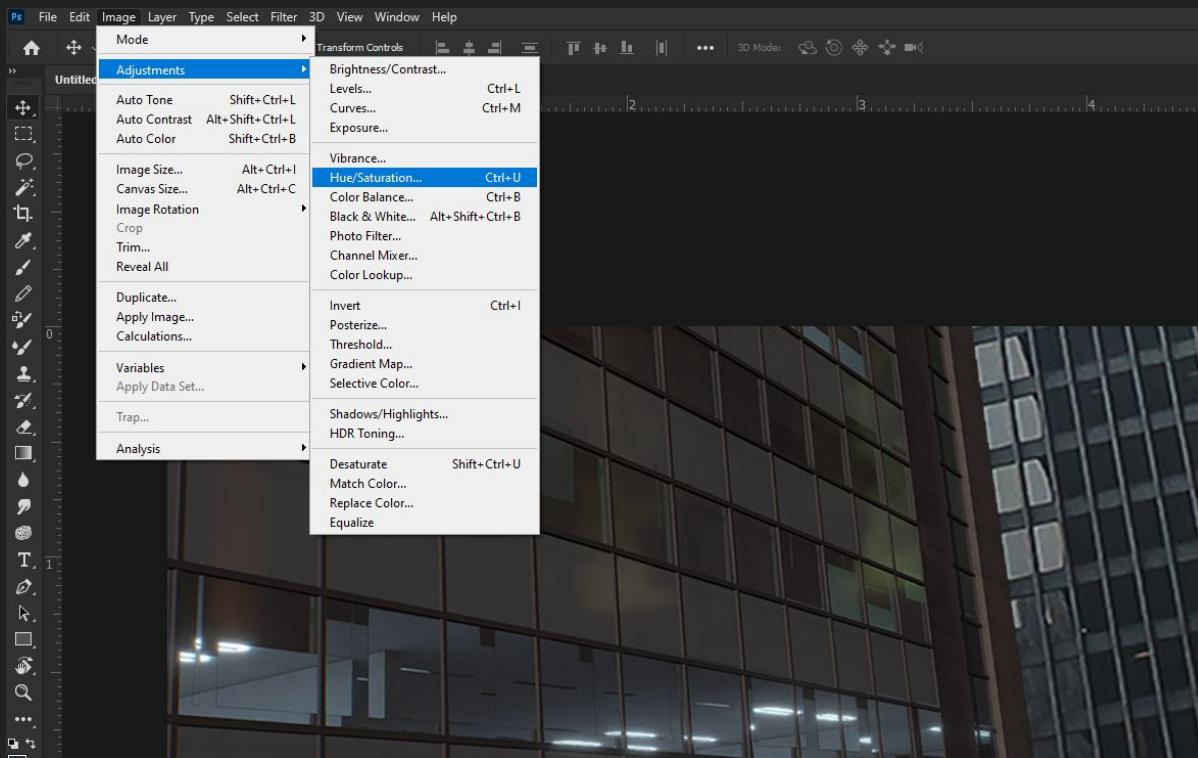
Rotate so they line up



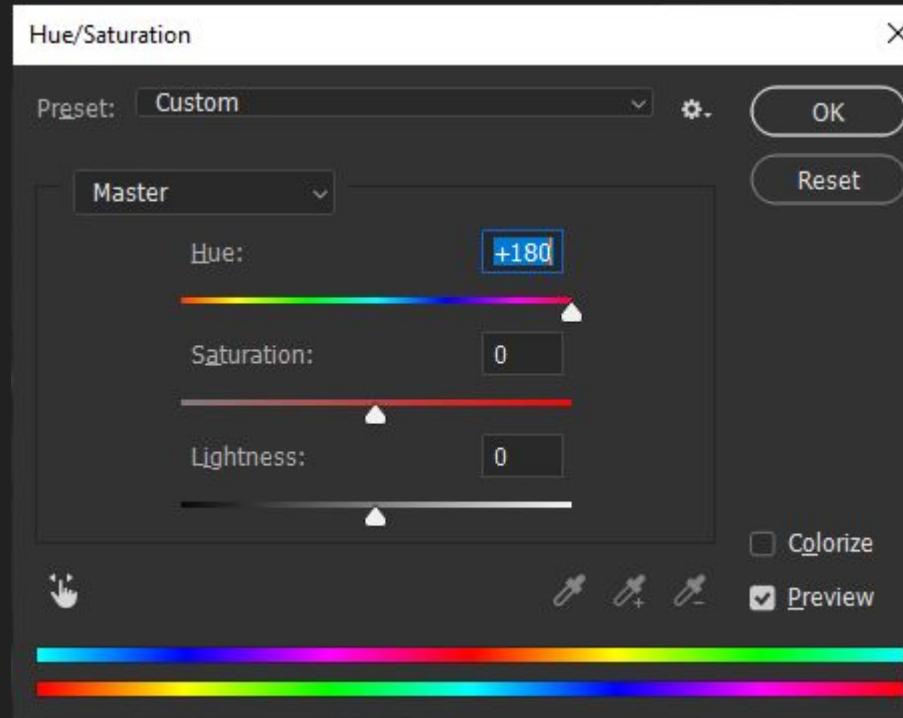
Scale 3d building really really really big



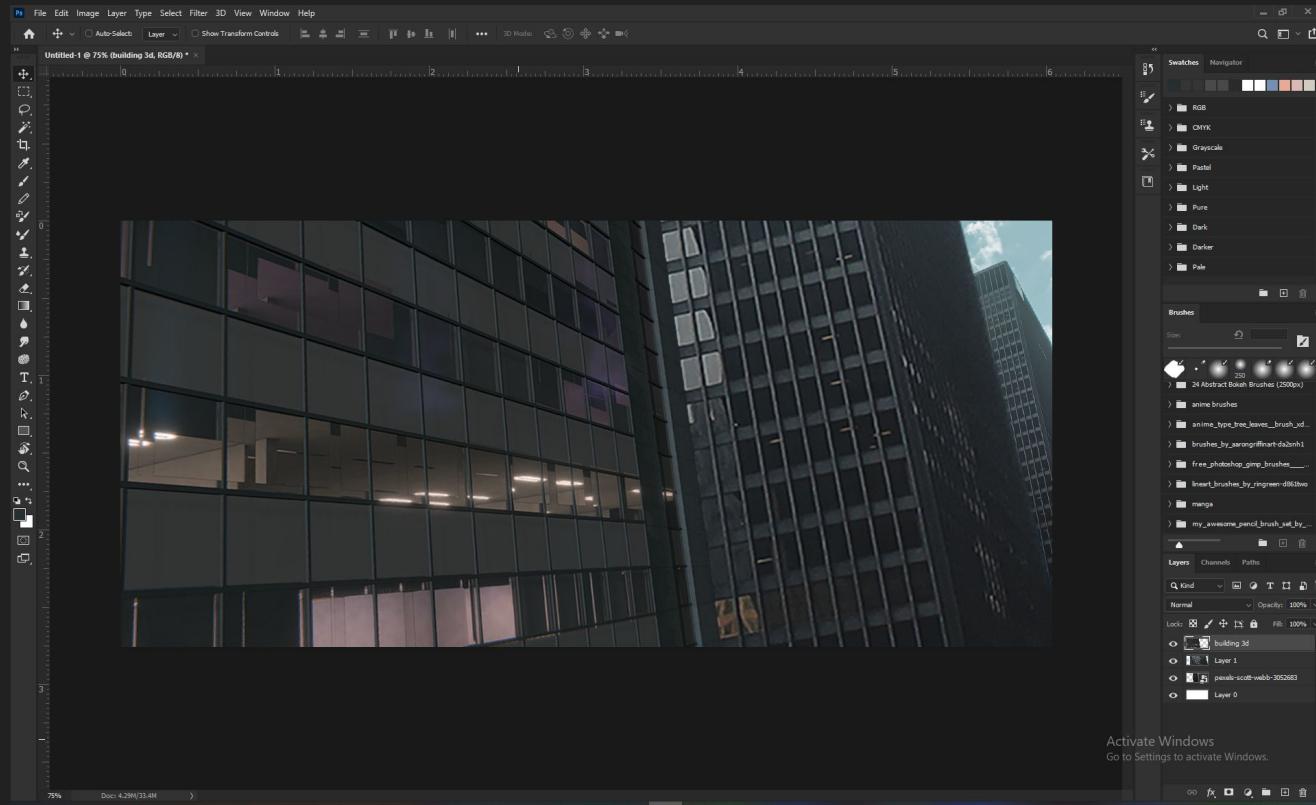
Color correct 3D model building to match others



Hue Saturation to give image more blue hue than red

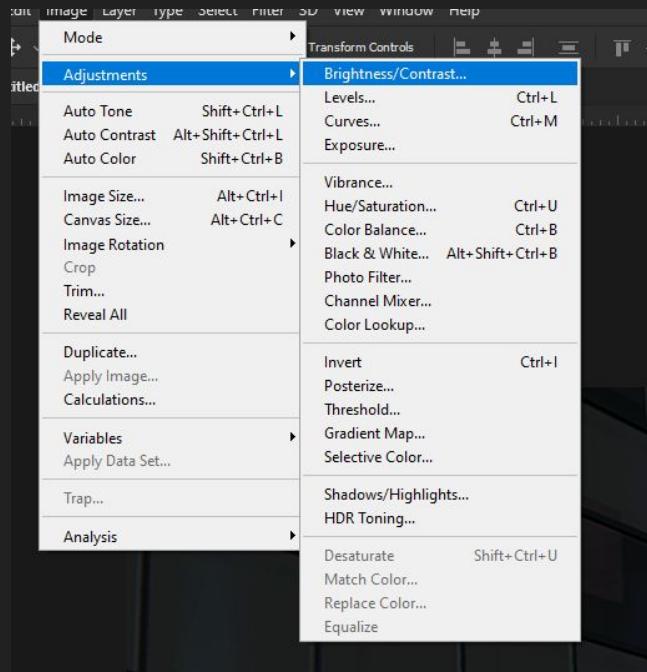


Result

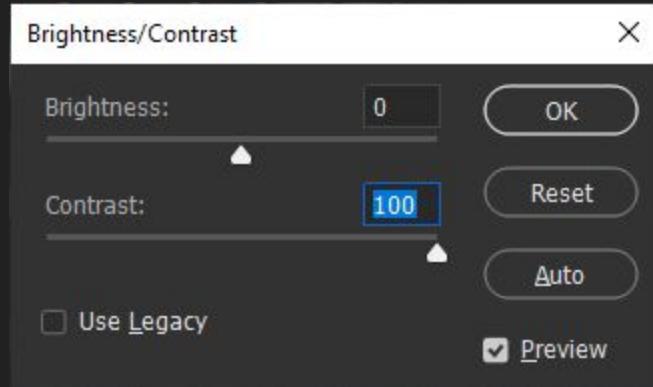


Atmospheric depth to separate

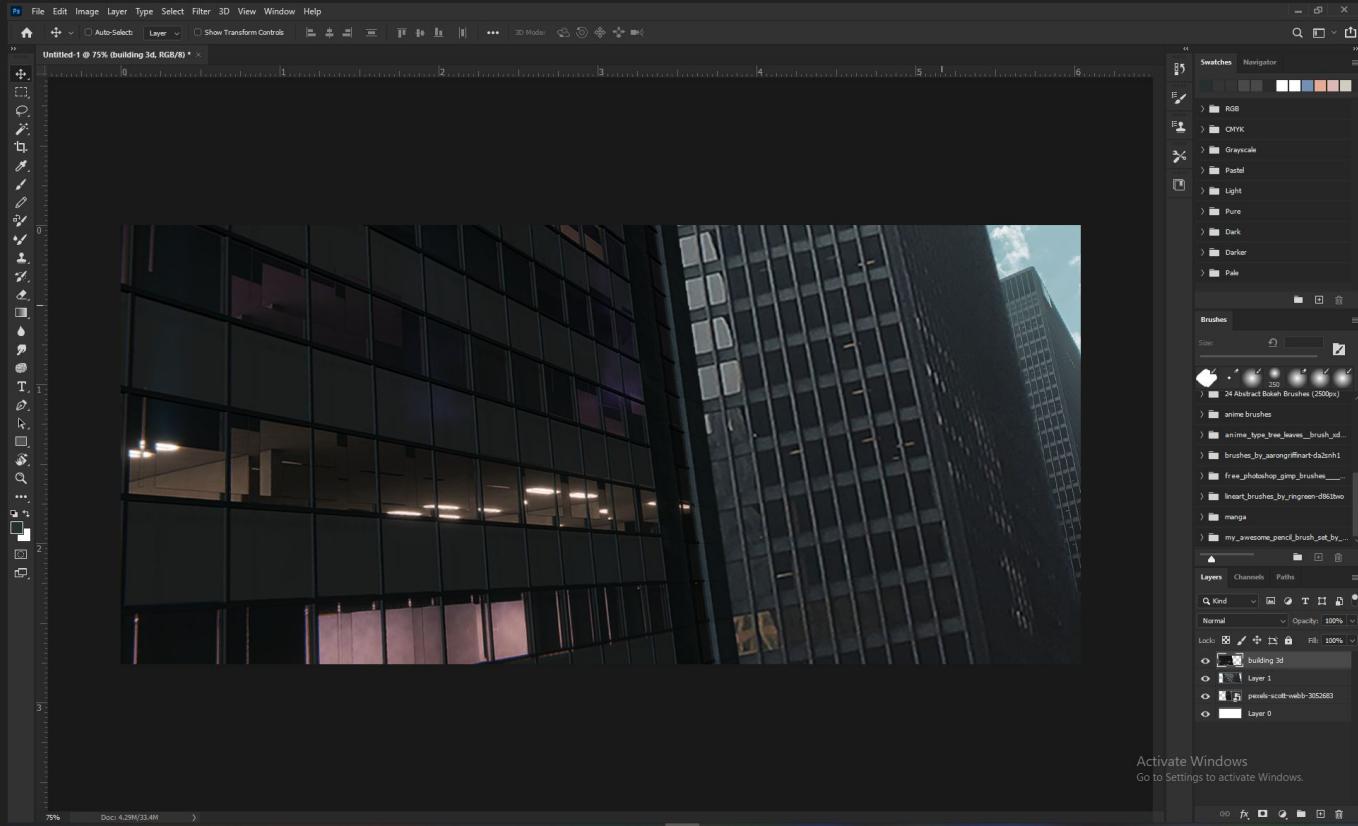
Make the contrast on 3D building really high



Contrast



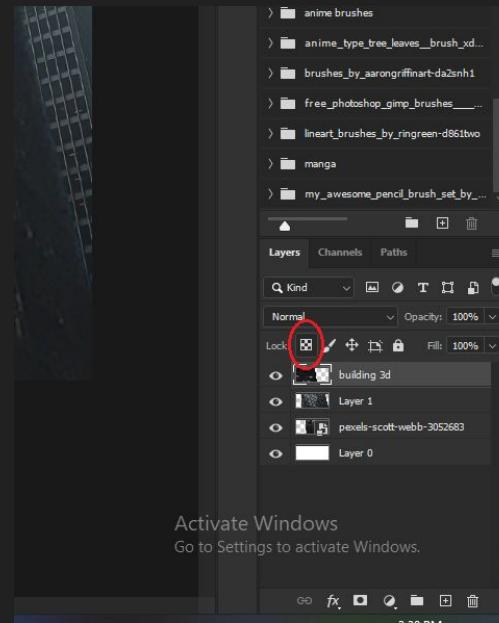
Result



Add some shading to buildings to blend in

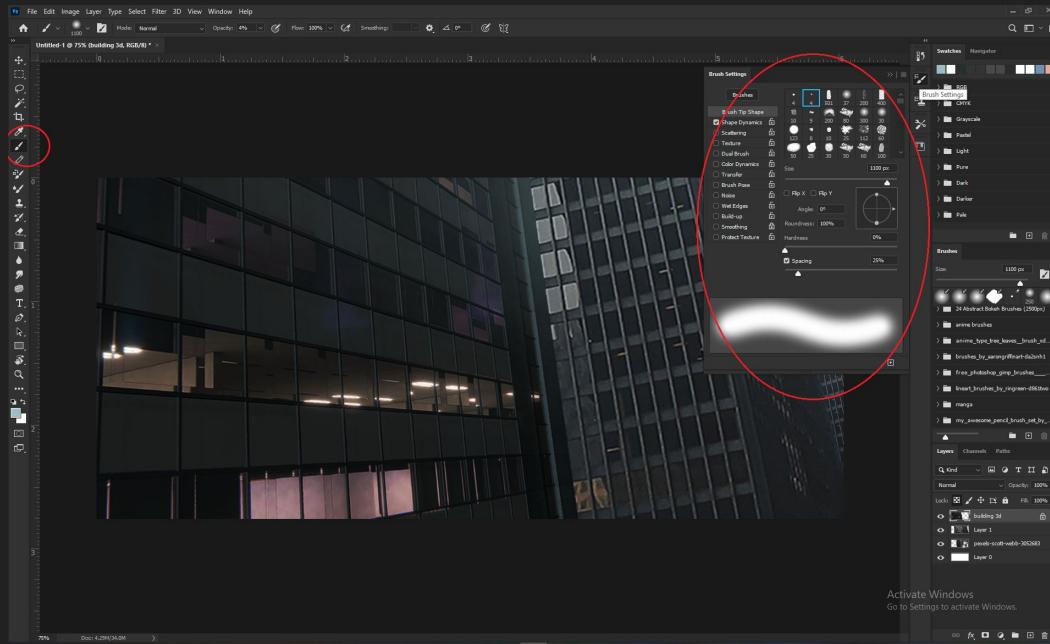
Lock current pixels only

You will only apply changes ON TOP of current
pixels

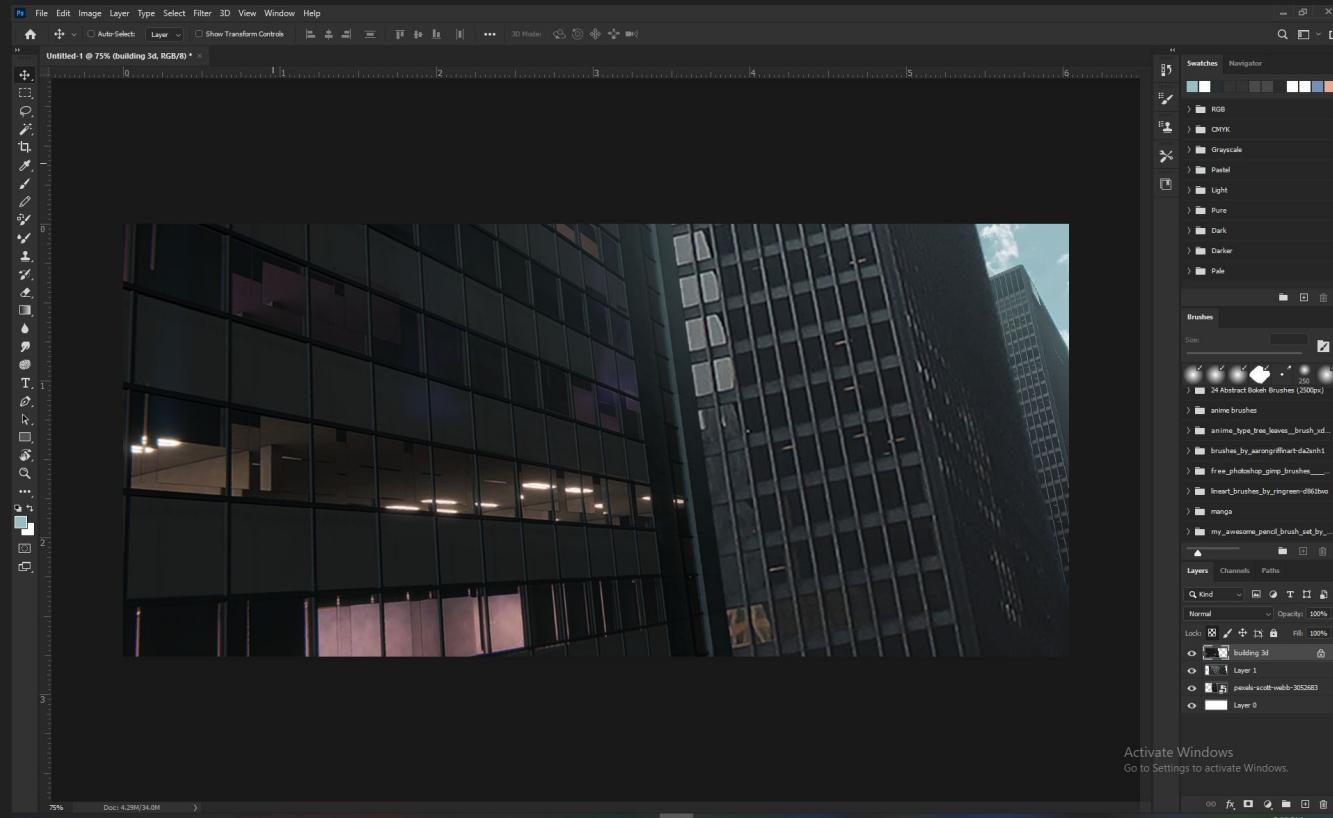


Lock 3D model and add some lighting in top left corner

Use light blue to match sky and big soft gradient circle brush



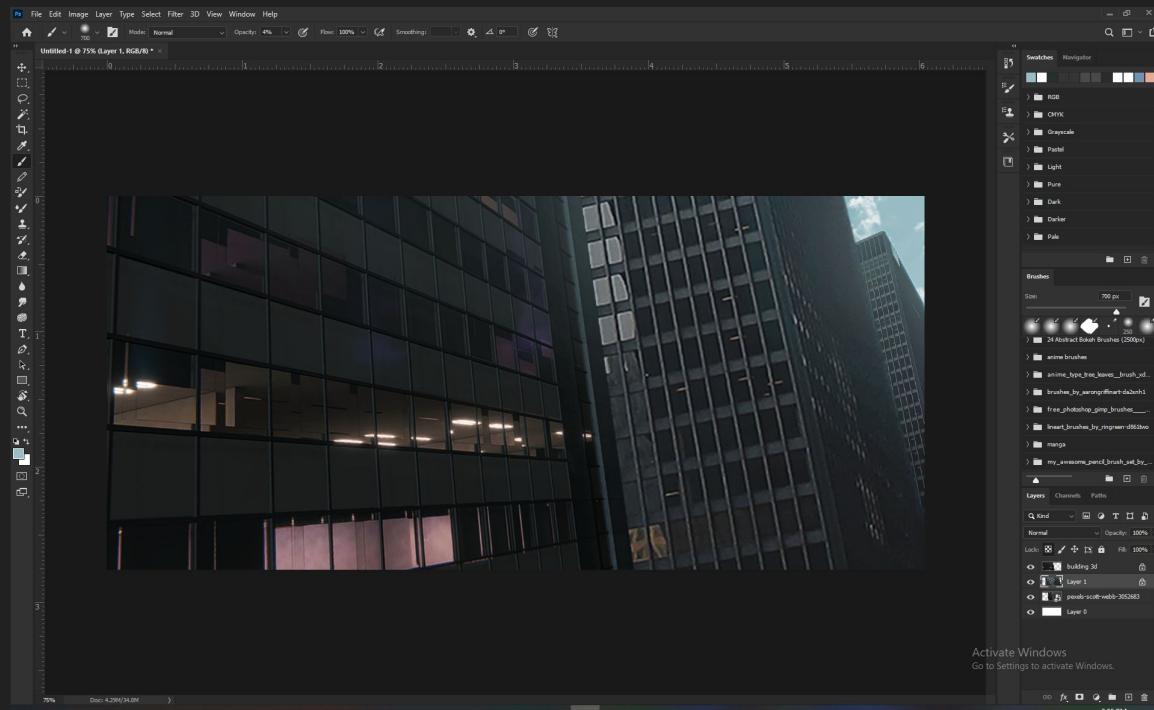
Result



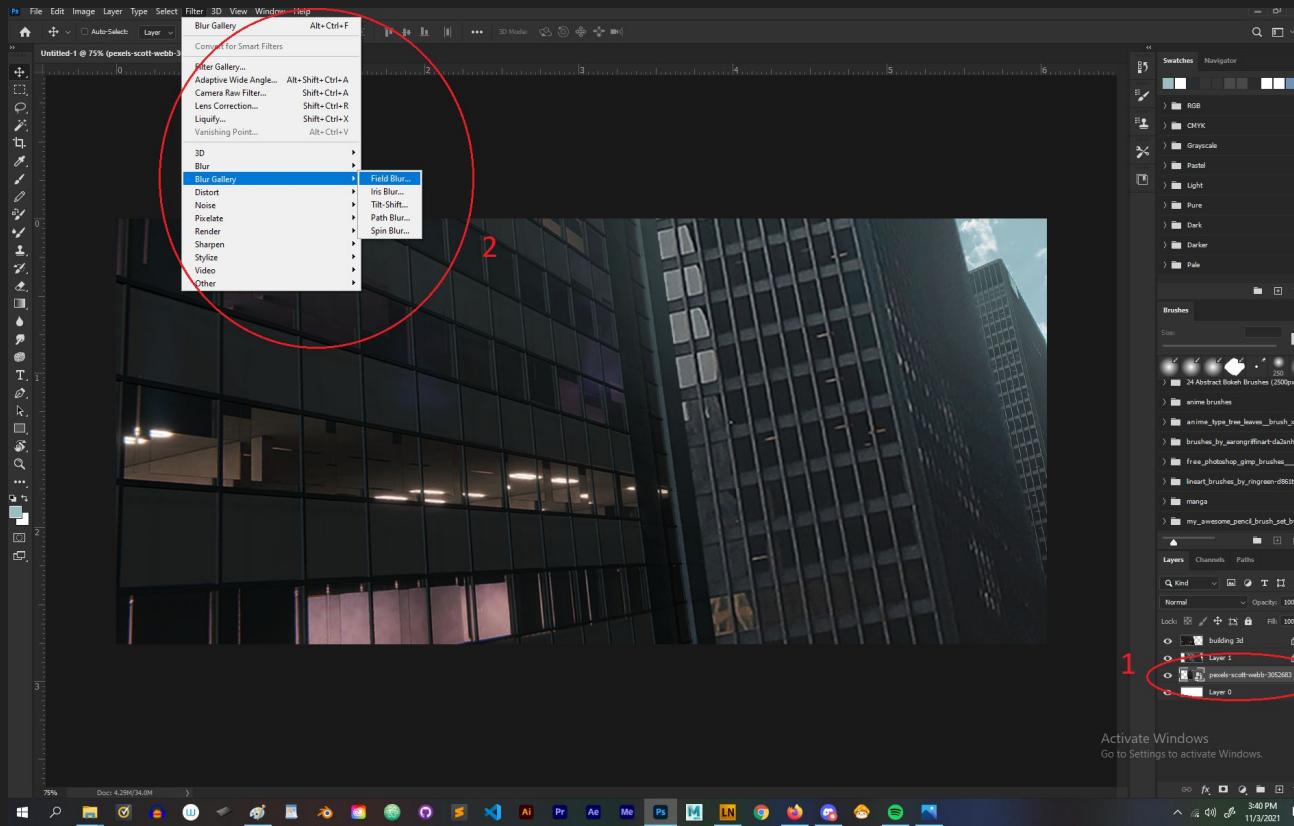
Activate Windows
Go to Settings to activate Windows.

Repeat lock layer for duplicated building

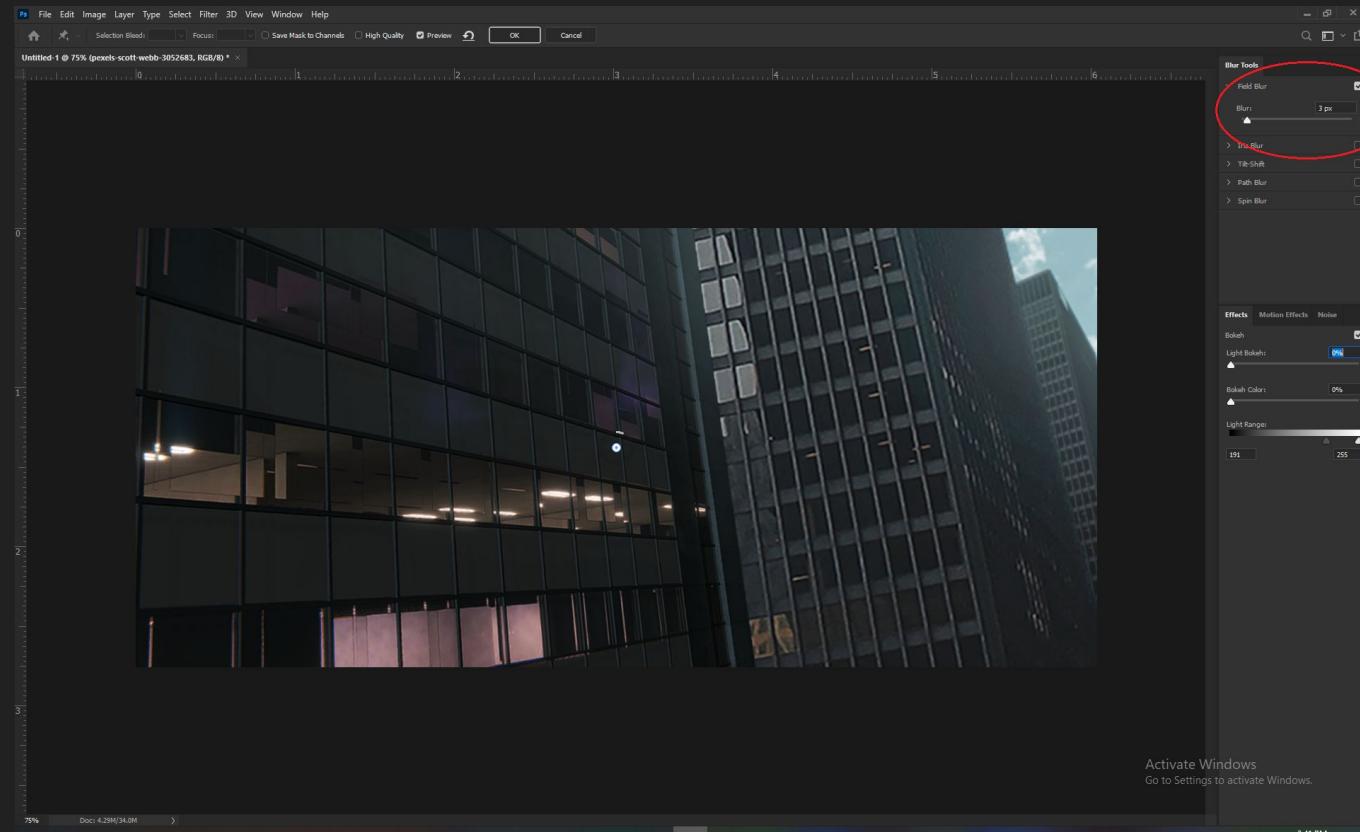
And add some lighting up top



Blur the bottom original layer to add some dept

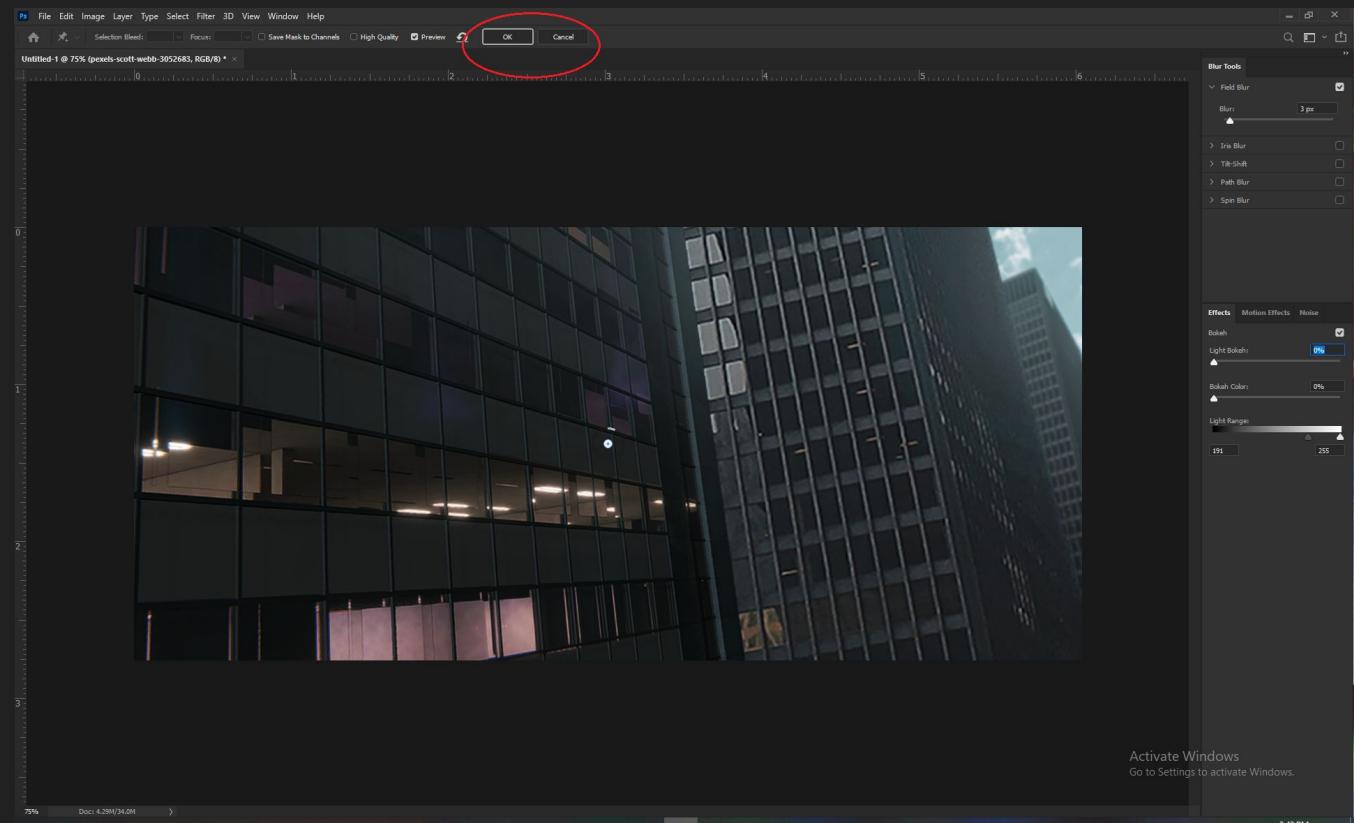


Add 3px blur



Activate Windows
Go to Settings to activate Windows.

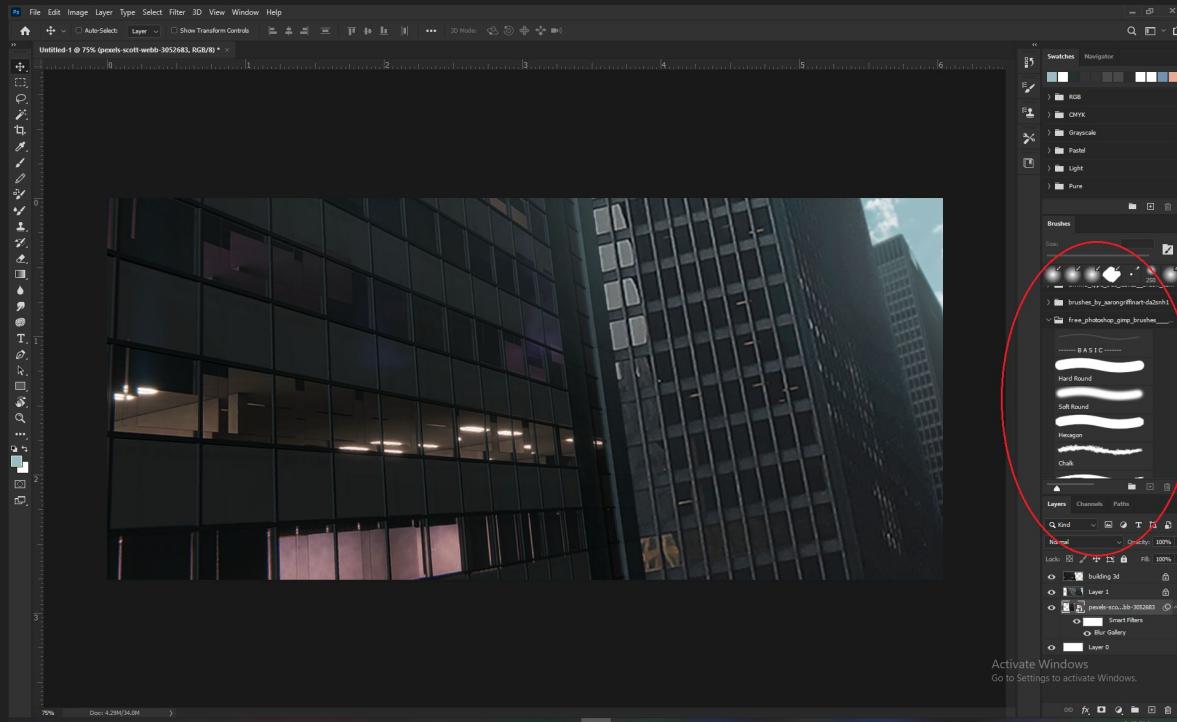
Press OK



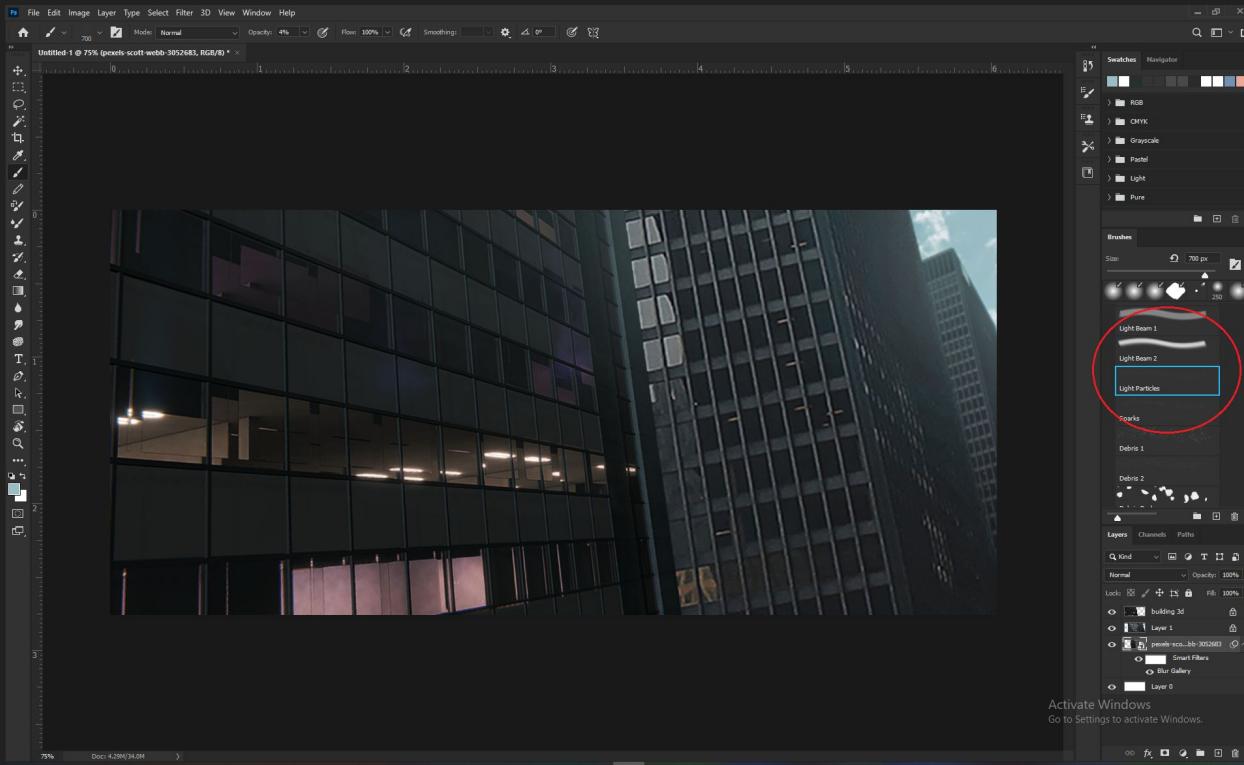
Activate Windows
Go to Settings to activate Windows.

Time to add some rain

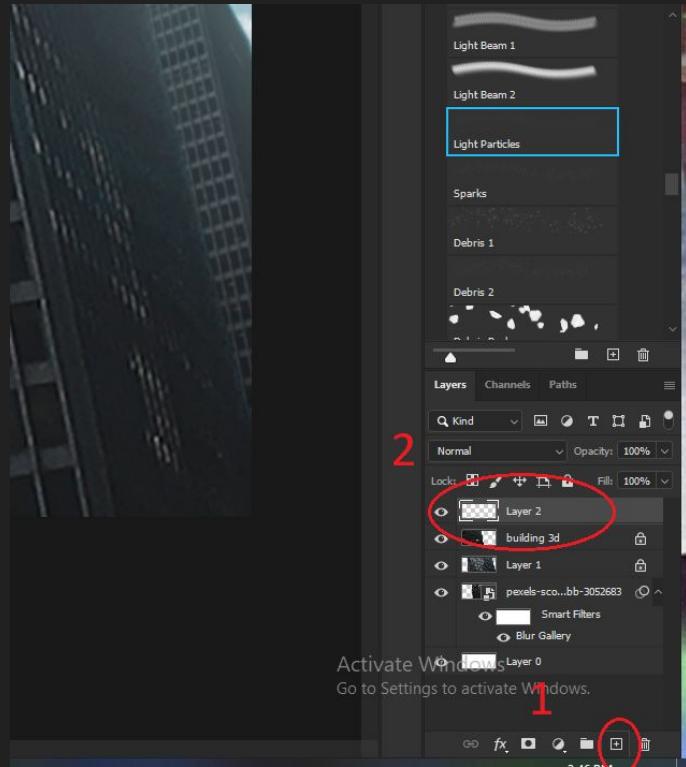
Open your brush pack



Scroll to “light particles”

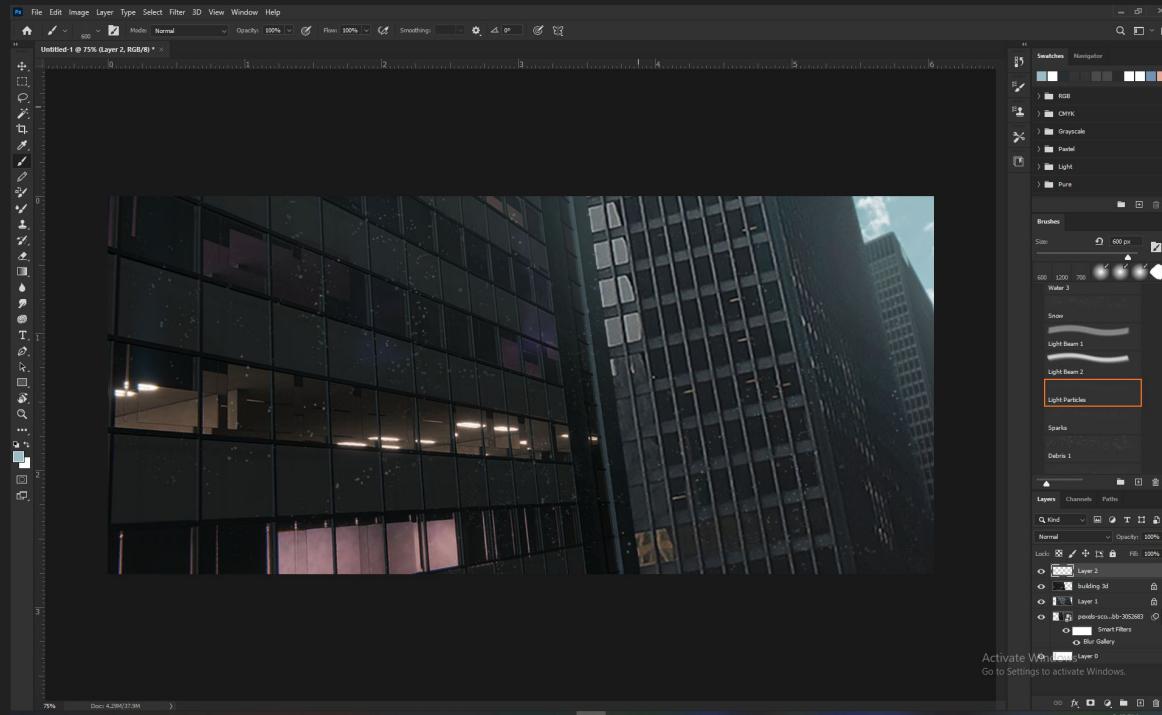


Create blank new layer on top of all previous layers

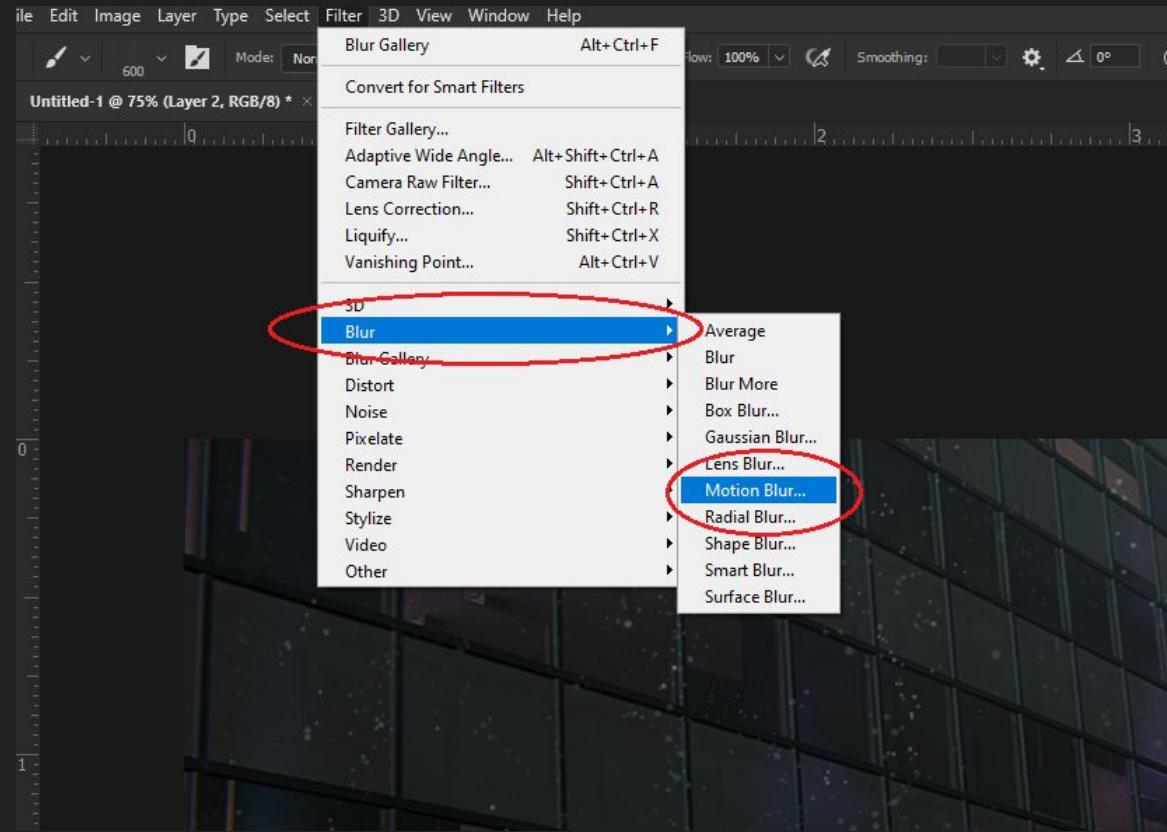


Add some light particles

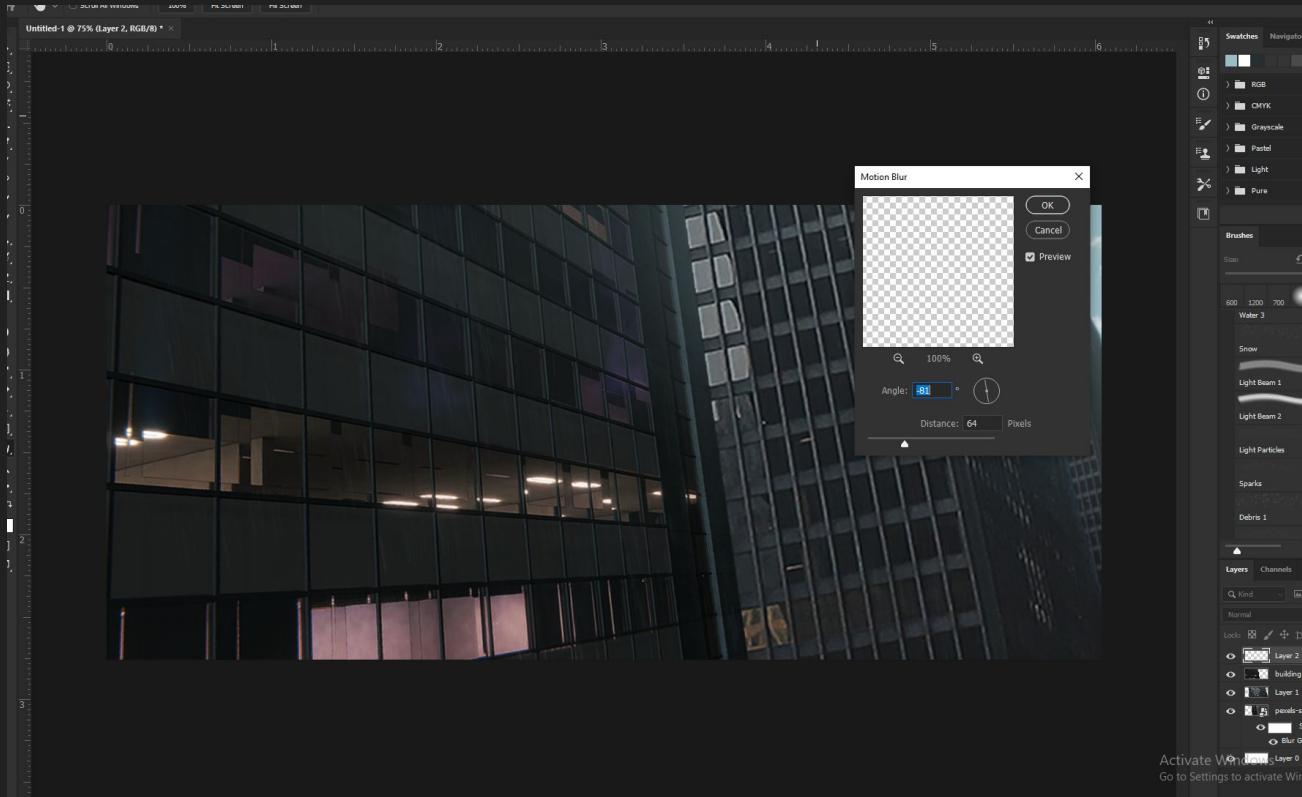
Make sure the brush size is BIG



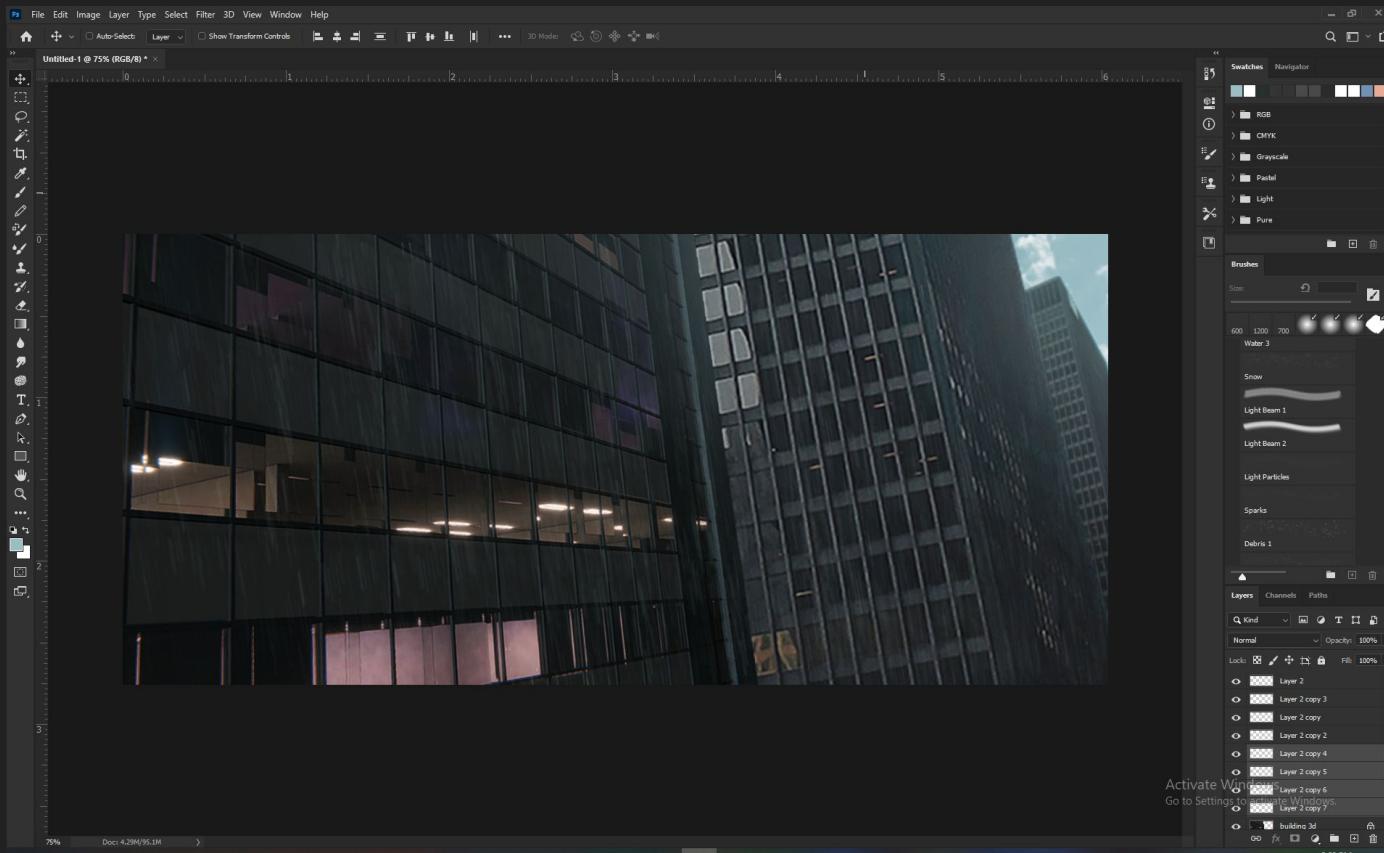
Motion Blur



Play around with settings



Add lots of rain



File Save as Jpeg

