Photoshop CS5

Web Design (COMP 20030)

Photo Manipulation with Photoshop CS5

Photoshop is a powerful tool for editing and manupulating photos. There are lots of tutorials on the web describing its capabilities.

Exercise 1

Create the following image:

We are going to create the above image through photo manipulation techniques.

Step 1

Create a new image in photoshop 1000 pixels wide and 700 pixels in height. In order for the flames to stand out later on, we need a dark background on our image. Colour the background to a dark grey colour (**#606060**) using the paint bucket tool.

Step 2

Create a new layer and name it **Playing_Card**. We are going to create the playing card base by using the **Rounded Rectangle Tool (U)**. We need a **Shape Layer** as it needs to be fully editable when we are going to edit the card shape itself. Set the **Radius**, located at the top menu, at **40px** and drag the regular card shape.
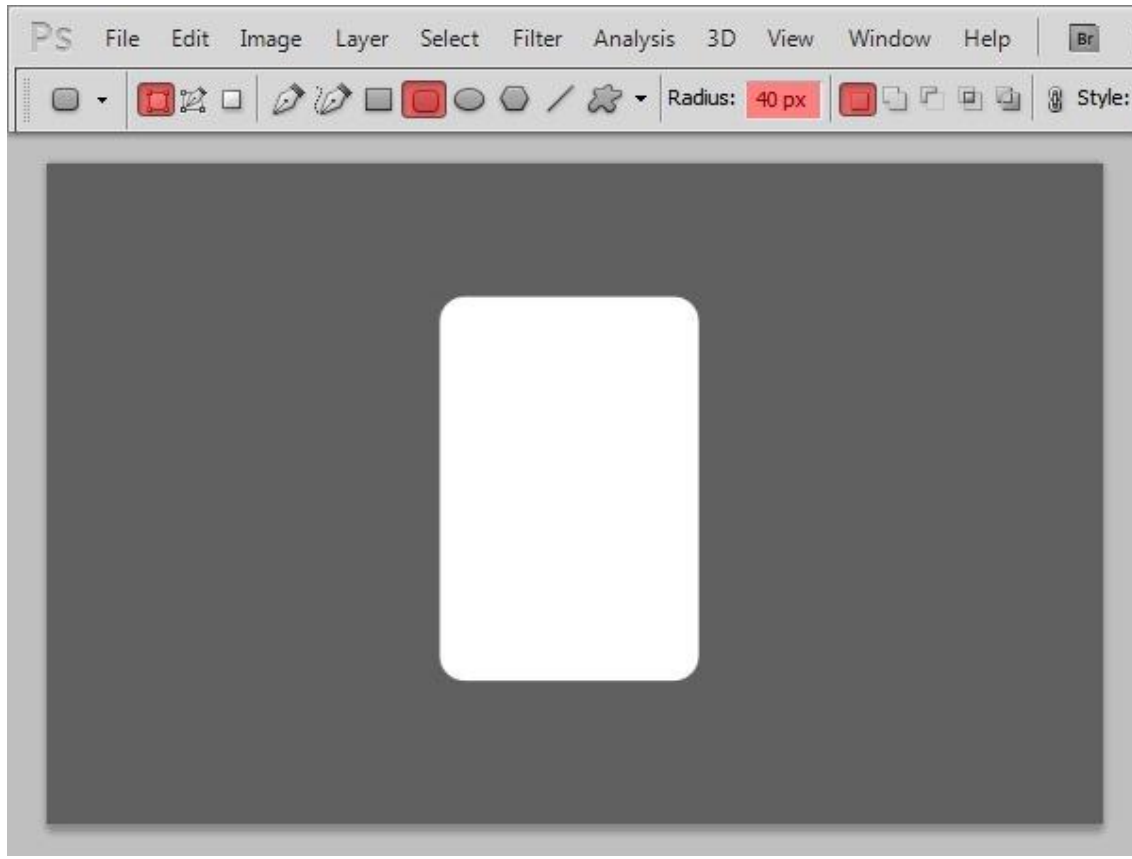
Step 3

Time for some creative freedom! You are going to create your own playing card with custom Shapes. With the **Custom Shape Tool (U)** selected, you will notice that there is a small arrow located to the right of the default Shape. Click on that and it will open the **Custom Shapes Picker** menu, try to find a playing card suit shape (i.e. hearts, clubs, spades or diamonds).
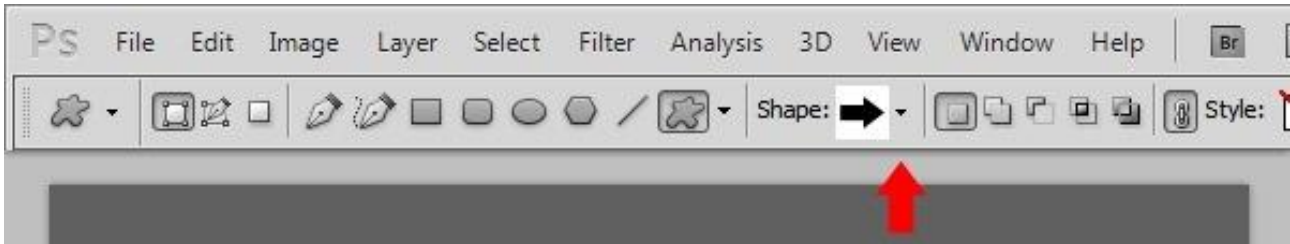

You will automatically create a new Shape Layer when you drag the tool from the upper left corner. Make the spades symbol as large as you want but use a dark grey colour (#3b3b3b) for black suits and a dark red colour for red suits (#cc0000).

We want the symbol to show on each corner so we will need to duplicate this Shape by selecting it with the Path Selection tool (A) and press Ctrl+C and Ctrl+V and drag it to the right corner. Select and copy the two spade shapes again en drag them towards the bottom of the card and flip them by pressing Ctrl+T and rotate these layers 180 degrees. You should have something similar to this result at this point of the practical:
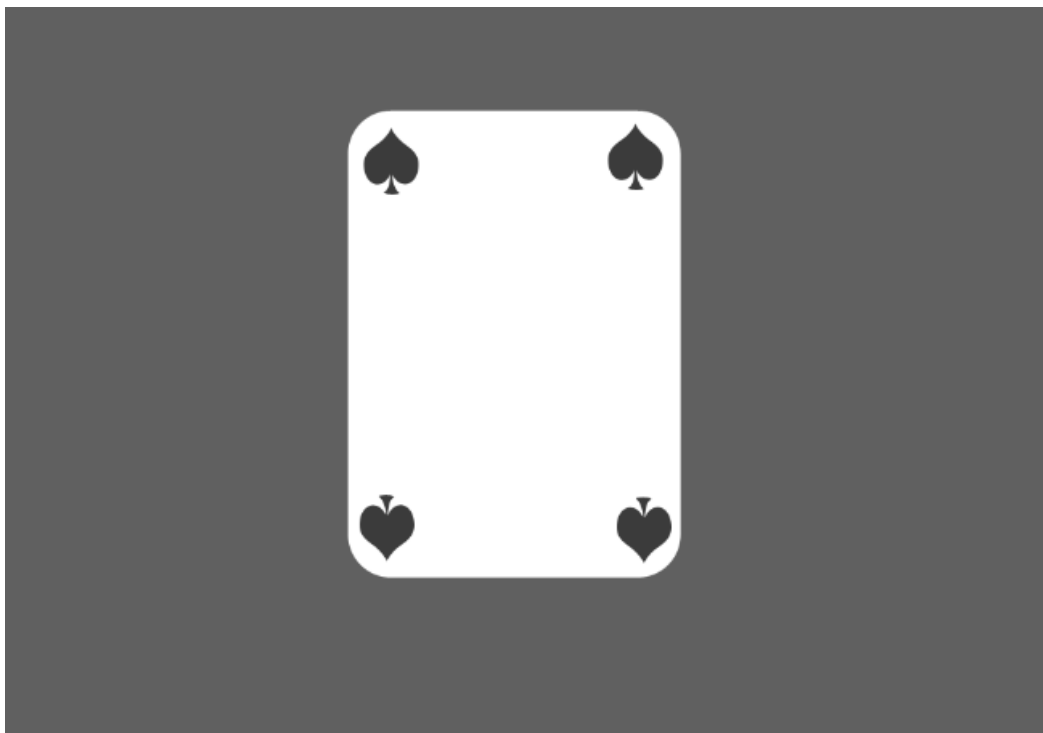
Step 4

Download the supplied paper texture and open it up in Photoshop and drag it into our working canvas. Place the texture below the Spades_symbols layer. Press Ctrl+T and make the texture smaller so that it fits the card, make sure you overlap the texture on your card by a few pixels. In the Layer Menu, right-click on the texture layer and select Create Clipping Mask.
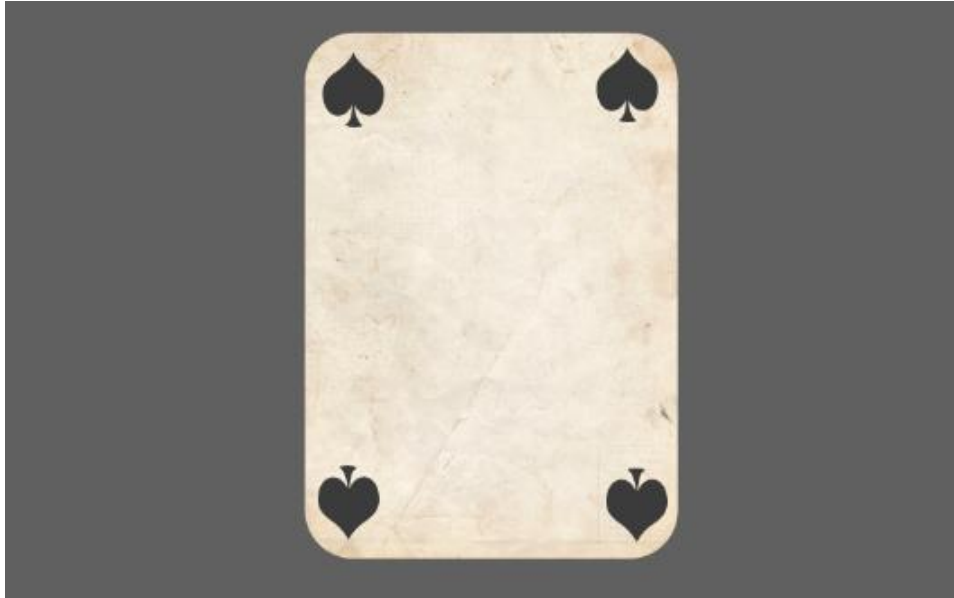
As you can see above the texture will be wrapped around the playing card base. The texture has a soft yellow tone which we want to get rid of by using a **Hue/Saturation Adjustment Layer** which you can create by clicking on the **Create New Fill/Adjustments Layer** icon located on the bottom of the Layer Menu. Set the **Saturation to -35** to de-saturate the color a little bit.
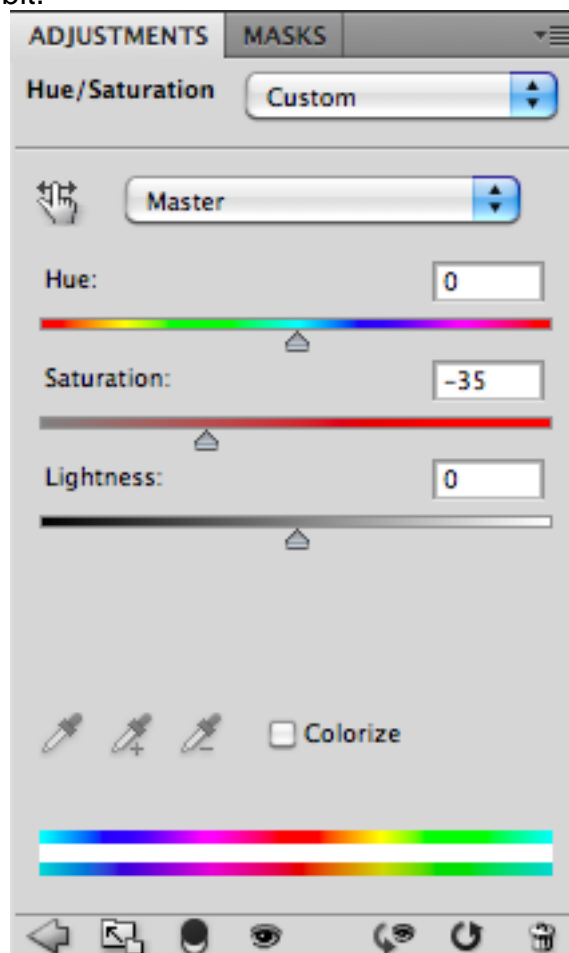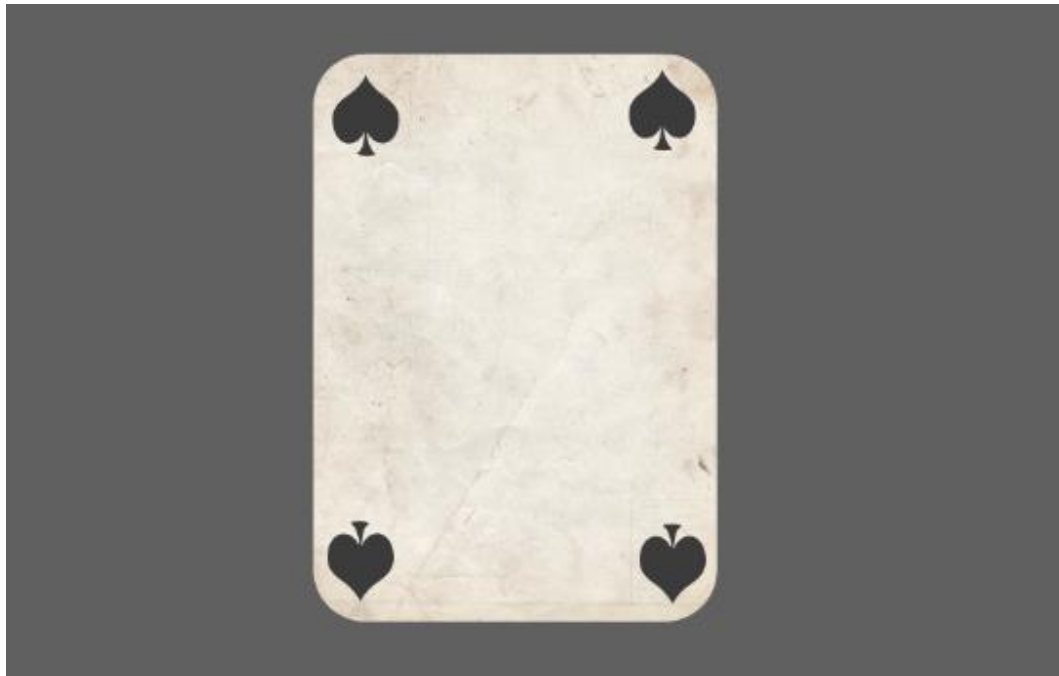
The card looks better but could still use some improvements. With the paper texture layer selected, go to **Filter>Lens Correction** or press **Shift+Ctrl+R** to create some vignetting. Click on the **Custom tab** on located at the top right and go to the **Vignette** section and set the **Amount to -70** and the **Midpoint to 0**.

Step 5

Photoshop comes with a set of custom shapes we can use for this tutorial. Find the "Fleur-de-Lis" Shape (shown below – or choose any other shape), create a new **Shape Layer** and with the dark grey colour **#3b3b3b**

Step 6

You can go as crazy as you want with your own custom playing card with the wide variety of shapes and options. At this point of the tutorial I have added a few ornaments to break away from the generic playing card image but still keep it simple.

Make sure to include your name on the playing card as shown below:

Step 7

There are a huge collection of free floral patterns on the web – one of which we are going to use for the background. Download the supplied Floral Pattern and open the Photoshop file. Remove the Layout folder created by the author and rasterize the Smart layer so that it is easier to edit.

Select the pattern layer and drag it into our poker card composition beneath the poker card layers. We have to create several duplicate layers so that the entire background is filled with the pattern. Merge all the copied pattern layers.

Rotate the pattern layer about **20-30 degrees** in any way you would like and lower the **Opacity to 20%**. The image should now look similar to:

Step 8

Fill the grey background with a darker grey (**#454545**) and apply the vignetting trick again by going to **Filter>Lens Correction** or**Shift+Ctrl+R** but only this time, set the **Amount to -100** and the **Midpoint to 0**. This will darken the the edges but gives a nice spotlight for our card.

Step 9

We are going to change the perspective of the card so that it will give the impression that the card is 3D. Select all of the layers that are connected to the card such as the shapes and texture. Press **Ctrl+T** and right-click on the selection, this will open up a small menu with various options, choose Perspective.

Drag the lower right **Anchor Point** towards the bottom to change the perspective into something more 3D and something visually exciting. Just try to keep it realistic.

Once you are done finding a perspective you like, hit **Enter**. Please note that I also rotated the card and reduced the size just a little bit:

Step 10

Download and open the supplied Fire image in Photoshop but don't drag it into our composition just yet. In the photograph there are three seperate flames which we will need to cut out so that they all have their own layer. Simply use the **Polygonal Lasso tool (L)**, create a selection around a flame and you can cut the flame through Layer via Cut. Do this with all three flames.

Step 11

Drag the middle flame into our composition and drag it on top of all the layers. Set the **Layer Mode to Screen** so that the black background will dissappear, this is a nice trick as you can do this with most natural elements (fire, water, earth). As you can see, the fire image layer is too big for the playing card so simply resize it by pressing **Ctrl+T**, the image will be selected and ready for resizing. Drag one of the **Anchor Points** to do so. Notice how every flame has a curve section that goes into an almost straight line, this is perfect because we are going to align it with the sharp edges of the playing card.

Press **Ctrl+T** to rotate each flame and align the straight edge with the playing card.

Repeat this step with the three flames until you have something resembling:

Once you are done, create a new group and drag all the flame layers in there. To intensify the opacity of the flames, simply copy and paste the group over itself. To make the colour of the flames more intense, add another saturation/hue layer for the flames, adjusting the hue to approx. **-10.**

Your finshed image should now look like:

Step 12

Save a copy of your image as a JPG file with the maximum quality settings.