

## LAB-GRAFIS PHOTOSHOP

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# CREATE LOGO MAC COLOR

## *Final Image Preview*

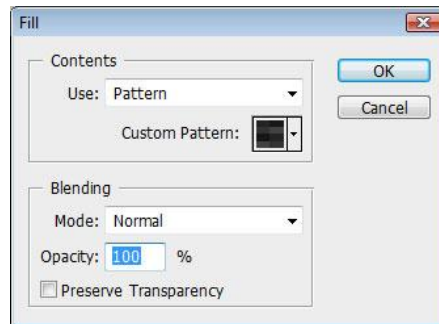


1. For the beginning we need to create a new file of **1600×1200 px** and **72 dpi**. After that create another file of **4×4 px** and **72 dpi** too. Using the **Pencil Tool (B)**, let's represent a kind of block, like the next one. The color's codes for the new elements are shown below.

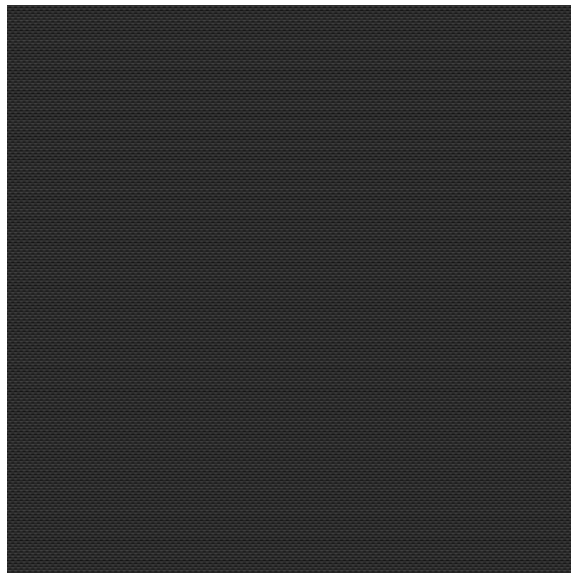


2. Select the next option in the main menu – **Edit>Define Pattern...** Our pattern this way is saved.

Pass then on the first file and select **Edit>Fill**. Find the pattern in the **Custom Pattern** selection and press there **OK**.



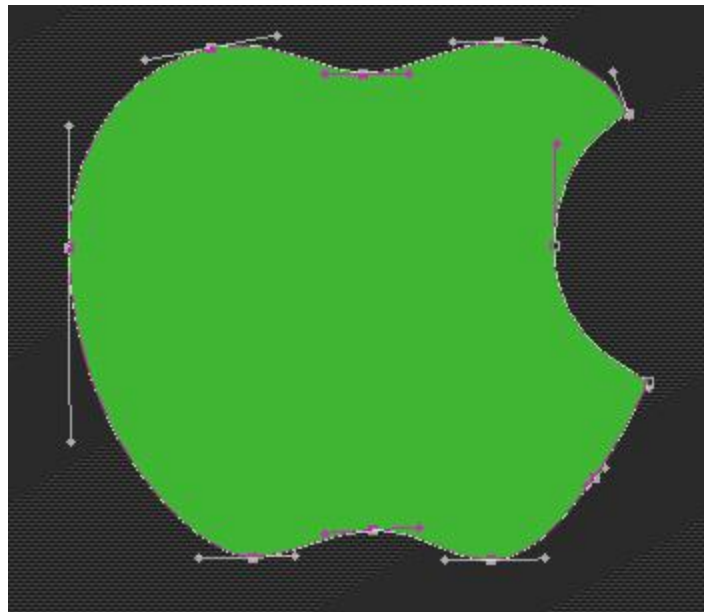
3. Now we have a texture on the entire canvas.



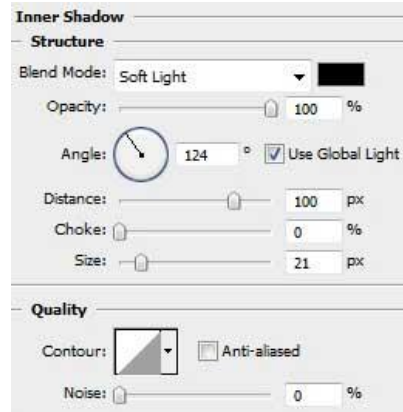
4. Choose now the **Rectangle Tool (U)** and represent several lines, turning them over with the **Free Transform** option (**Ctrl+T**). The color's code is **#2A2A2A**



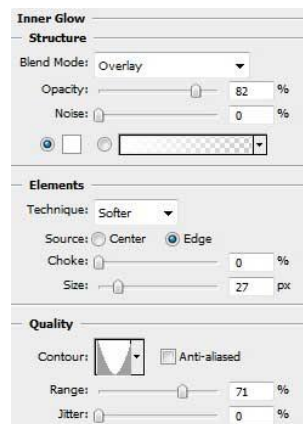
5. Take then the **Pen Tool (P)** and make an apple's contour, the same way you may see below. The color's code is **#40b534**



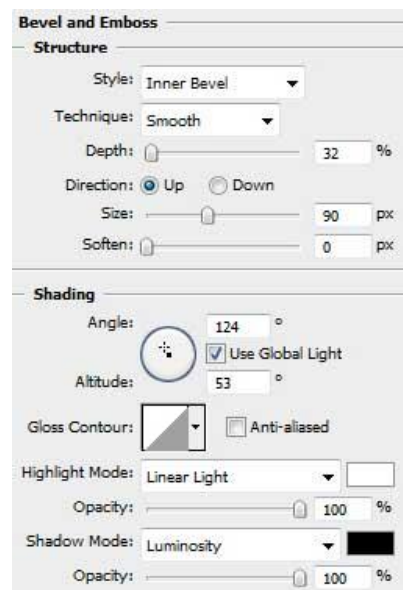
6. Select for this layer **Blending Options>Inner Shadow** and follow the next parameters.



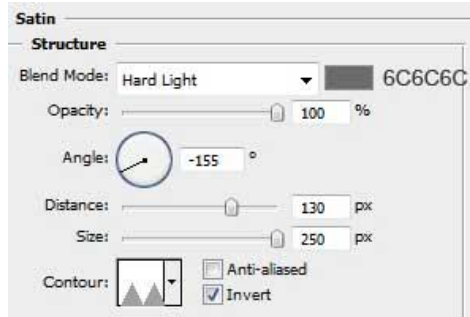
## 7. Blending Options>Inner Glow



## 8. Blending Options>Bevel and Emboss



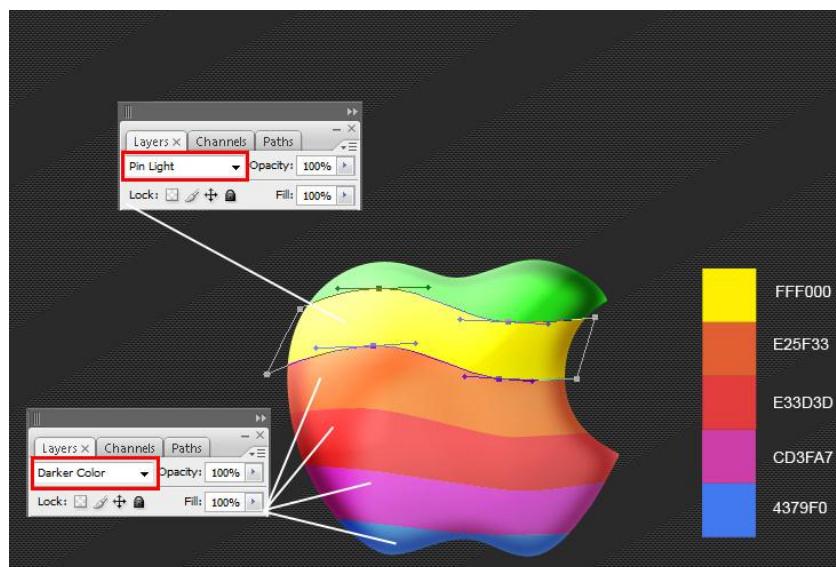
## 9. Blending Options>Satin



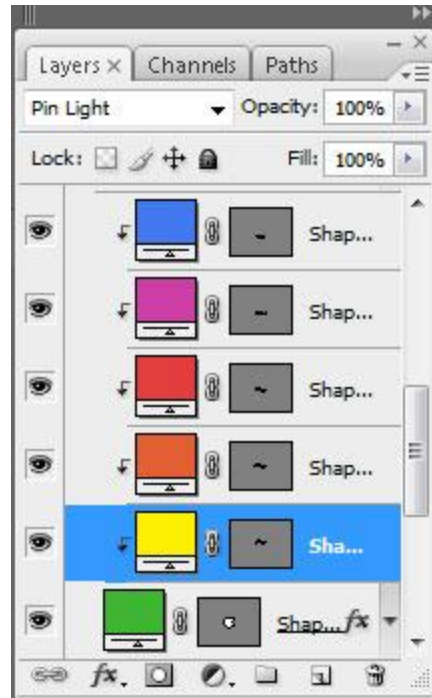
10. It must be the same result you may see below:



11. Now we'll select the **Pen Tool (P)** to draw several waves of different colors. You may see below all the colors' codes for the new elements. You may insert also the **Blending mode**.



12. Press **Alt** button and make a mouse click between the layers (on the layers' palette). This operation must be done with all the layers containing the waves.



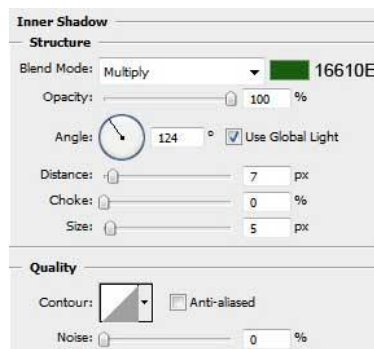
13. We should get the next picture on this stage:



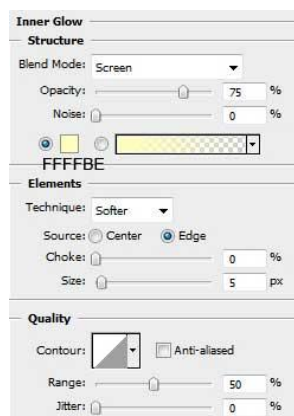
14. Now we must draw an apple's leaf, having the same color the apple has.



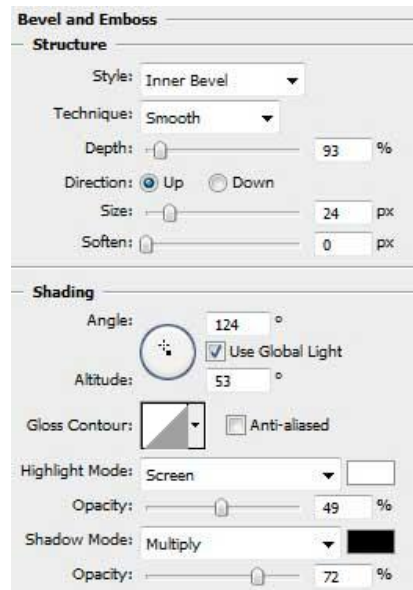
15. Set the next parameters for the **Blending Options>Inner Shadow**



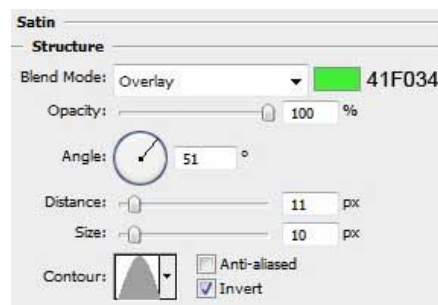
16. Blending Options>Inner Glow



17. Blending Options>Bevel and Emboss



18. Blending Options>Satin



19. This is the image we must get:

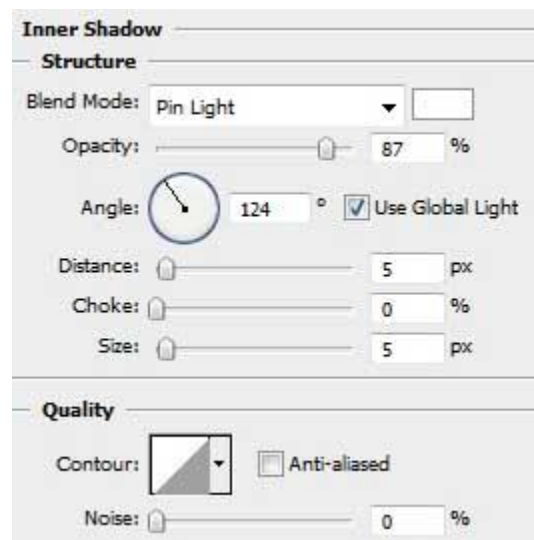




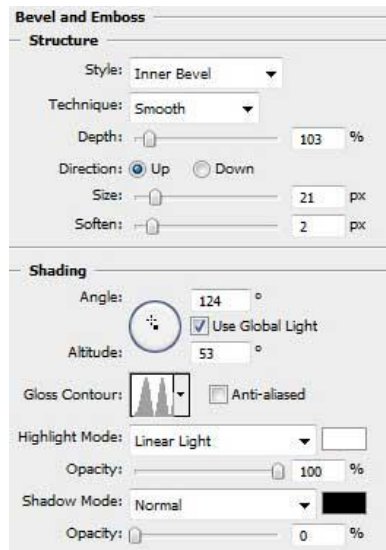
20. Now we have to represent the apple's highlight, applying the **Pen Tool (P)** and representing the same figure from below:



21. Blending Options>Inner Shadow



22. Blending Options>Bevel and Emboss



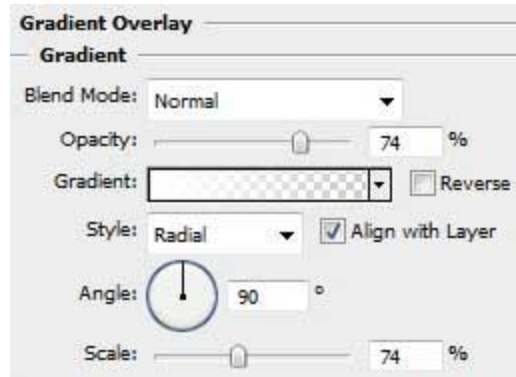
23. **Fill 0%** on the layers' palette, getting the same picture from below:



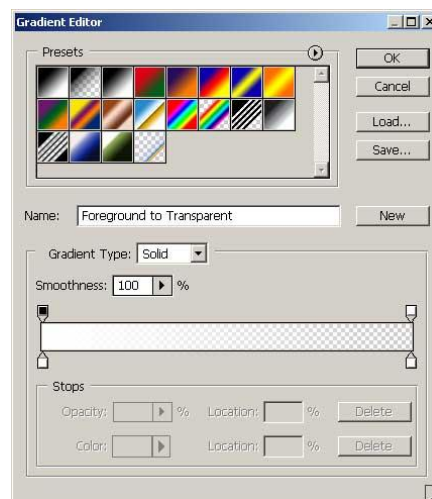
24. Now it's time to represent a circle, having the **Ellipse Tool (U)**.



25. Here are demonstrated the parameters for the **Blending Options>Gradient Overlay**:



26. Gradient Editor:



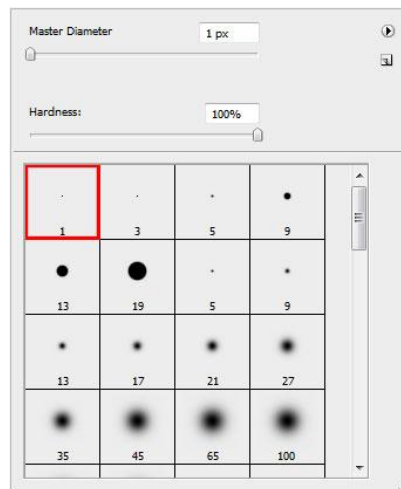
27. **Fill 0%** on the layers' palette for the last made layer to get the same result from below:



28. Make a copy of the last layer (**Ctrl+J**), placing it a little lower as the next model indicates it.



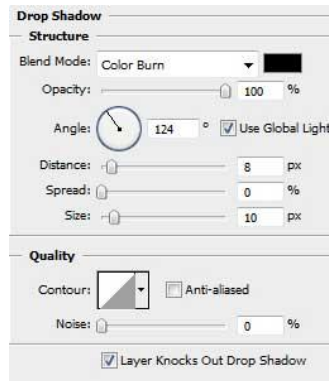
29. Choose on this stage the **Brush Tool (B)** and then select the same brush out of the table we have below:



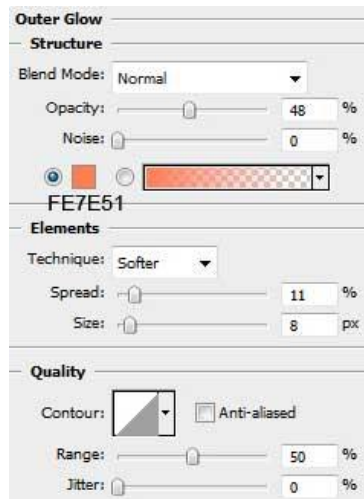
30. Represent a line on a new layer the same way it is shown below:



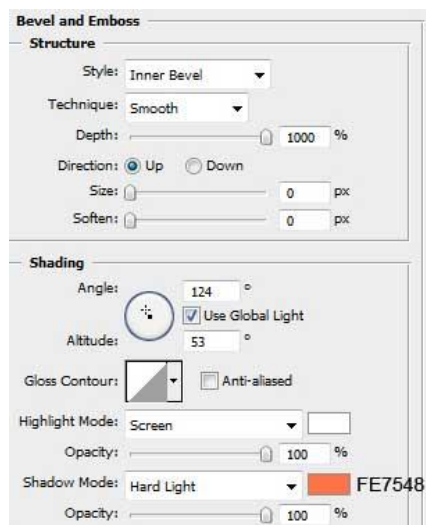
31. Select the next shown parameters for **Blending Options – Drop Shadow**.



32. Blending Options – Outer Glow



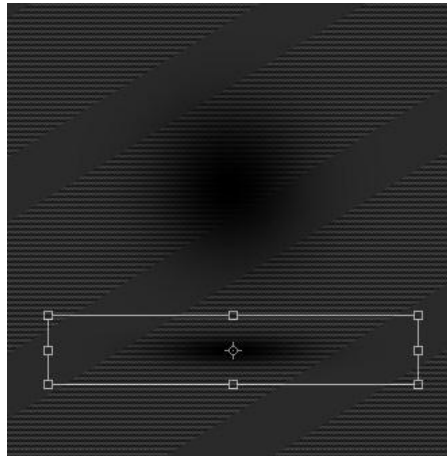
33. Blending Options – Bevel and Emboss



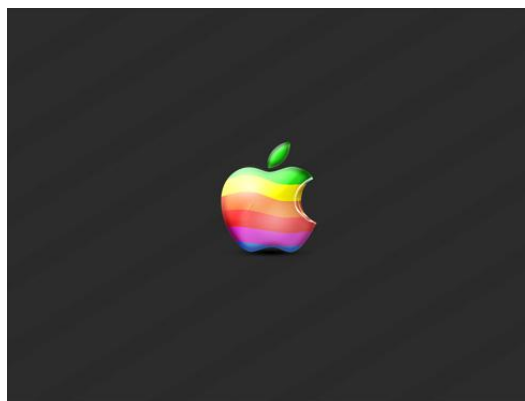
34. Now we'll represent the shadow for the apple, but for this operation we'll apply the brush on a new layer.



35. Insert a kind of spot, transforming it after that with **Free Transform** option (**Ctrl+T**) into a flat shadow.



36. Place the layer containing the shadow under the apple's one.



37. Finished!