

7 Bear in mind that painting doesn't have to be restricted to flat surfaces. As you can see here, the masks were painted so that they'll blend into the composition better. Once the paint dried, the lower mask was photographed on a white background and the other mask was photographed on a black background.



Photography preparation

Combining things in the tactile realm can add a unique look as well as improve efficiency.



1 Here, a face photo was printed out twice, the first printout had holes poked in the eyes and was torn, revealing another printout below. Both the printouts were slightly crumpled to emphasize the tactile feel.

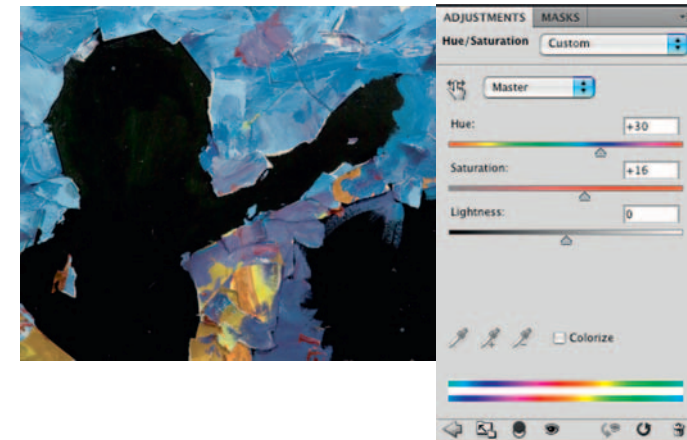


2 Here, an empty frame was placed on a printout, then a torn printout was added on top of the frame, and finally the composition was photographed as is, shadows and all. Combining items before you enter Photoshop provides a natural feel.

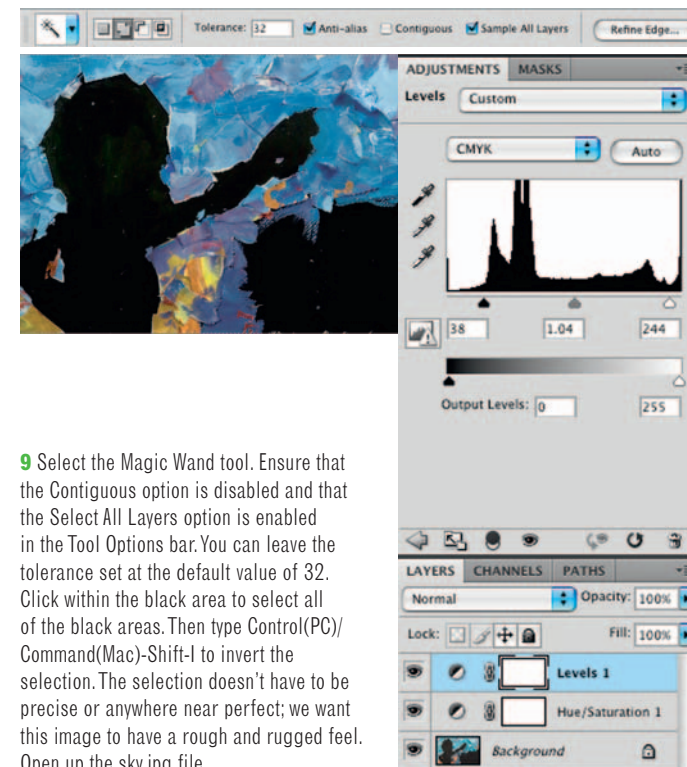


3 Combining items can also save you time. Since both of these elements were to be photographed against black, there was no reason why they couldn't be ganged up in the same shot, then quickly isolated later.

PART THREE: Building the background



8 Start by opening up the background.jpg file. In the adjustments panel, click on the Hue/Saturation button to create a new hue/saturation adjustment layer. Adjust the hue to 130 and then increase the saturation by 16. When you're finished, click on the Return to Adjustment List arrow in the bottom left corner of the adjustments panel. When the adjustment list reappears, create a new levels adjustment layer by clicking on the Levels button in the adjustments panel. Drag the left and right input levels sliders toward the center of the histogram to increase the contrast.



9 Select the Magic Wand tool. Ensure that the Contiguous option is disabled and that the Select All Layers option is enabled in the Tool Options bar. You can leave the tolerance set at the default value of 32. Click within the black area to select all of the black areas. Then type Control(PC)/Command(Mac)-Shift-I to invert the selection. The selection doesn't have to be precise or anywhere near perfect; we want this image to have a rough and rugged feel. Open up the sky.jpg file.

CS4 Adjustment layers in CS3

The adjustments panel is new to CS4. Those of you who are still using CS3 will notice its absence very quickly when you begin to work through the steps on this page. So, if you are still using CS3, you'll need to create your adjustments layers via the Layer menu or the pop-up menu at the bottom of the Layers palette. You'll need to edit your adjustments in the pop-up dialog boxes that appear, and you'll need to press OK to apply your edits. To perform further edits to your adjustment layers after the fact, you'll need to double-click their thumbnails in the Layers palette.