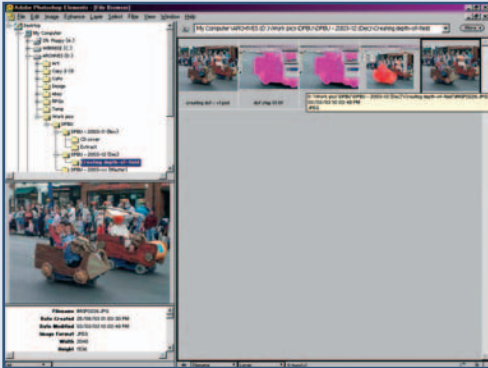


## TUTORIAL INFO

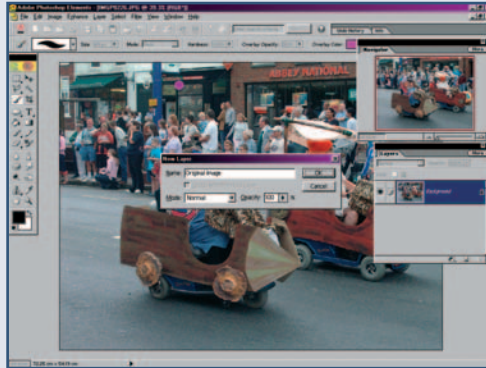
WRITER	SOFTWARE	ALTERNATIVES	TIME REQUIRED	DIFFICULTY
Richard Cosgrove	Adobe Photoshop Elements 2	Jasc Paint Shop Pro 8	1 hour	Intermediate



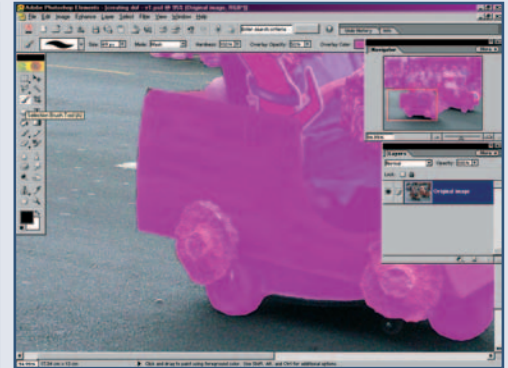
# Creating depth of field



**1** Digital cameras have notoriously deep depth of fields, leading to images that are sharp from front to back. However, the softening of a shallow depth of field can be recreated using basic image editing. To start activate Elements 2's File Browser (File... Browse or Shift-Ctrl-O). Locate the folder containing the image in the top left window. Thumbnails of images in the folder will be displayed in the main window. Clicking on one will result in a larger preview being displayed in the middle-left pane. Double-click on the image to be corrected.



**2** To maximise the image's space on the screen, double-click on the image window's title bar and then press Ctrl-o, so the image expands to fit the workspace. Now, open the Layers palette and double-click on the Background Layer (select OK from the dialogue box) to convert it into an editable layer.



**3** To recreate a gradual depth of field in Elements 2 requires each part of the photo to be selected and then duplicated. Start with the road. Use the Magic Wand (W) to select the tarmac area (shift-click to select areas that are missed first time round). Now press A to activate the Selection Brush. Click on the brush drop-down menu in the Options Bar, select a hard brush and use the slider on the Options Bar to increase its size to 50 pixels. Make sure Mask is selected from the Mode drop-down menu. Now tidy up the selection by painting over areas that should not be included (these will be coloured with the overlay colour) and painting with the Alt key depressed to add to the selection. Use the Navigator palette to move around the image.



**4** Once the road is selected click on Select... Save Selection to store that marquee. Now right-click on the Original Image layer in the Layers palette and select Layer via Copy, then right-click and select Duplicate Layer. The selection will vanish. Name these layers Road 1 and Road 2. Click on the Original Image layer and go to Select... Load Selection. Check the Invert option in the dialogue box and press OK. Now use the Selection Brush to make sure everything except the two buggies are selected. Save this selection as Crowd and move its entry to the bottom of the Layers stack.



## FINAL IMAGE

Now Shift-Alt-Click in the Crowd and Road 1 entries in the Layers palette. These areas will be selected and made into one selection. Use the Selection Brush to isolate the rear buggy, press Ctrl-Shift-I to invert the selection, then duplicate this area with Layer via Copy. Name the layer Rear Buggy and move it inbetween Road 1 and Road 2. Now Shift-Ctrl-Click on each of the layers in the

Layers palette so the front buggy is selected and copy this layer. Move it to the top of the Layer palettes stack. Use the Gaussian Blur (Filter... Blur... Gaussian Blur) to blur each of the layers to simulate a depth of field. To create a gradual softening in the road, use a large, soft Eraser brush to remove the upper part of Road 2. Do not blur the Buggy Front layer, as this will be subject of the photo. When done, flatten the image and save it.