

DARKROOM : IMAGE CREATION

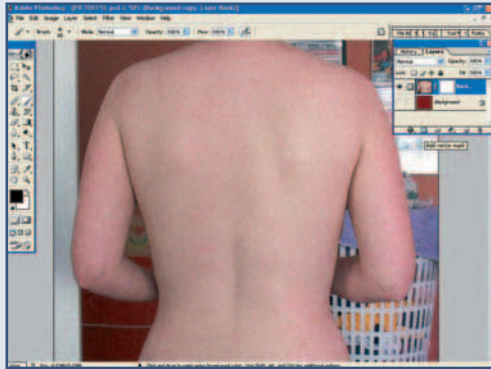
TUTORIAL INFO

WRITER	SOFTWARE	ALTERNATIVES	TIME REQUIRED	DIFFICULTY
Shantel Palmer	Adobe Photoshop 7	Adobe Photoshop Elements 2, or JASC Paint Shop Pro 8	2-3 hours	Advanced

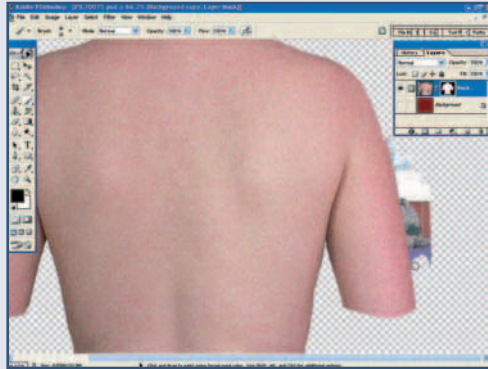


The Photographer's New Clothes

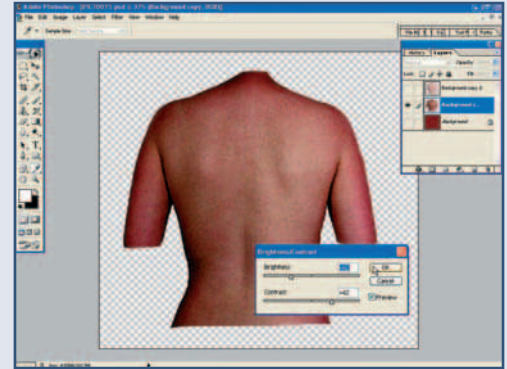
Make an unusual and gruesome addition to your wardrobe, without the inconvenience of gore and the police



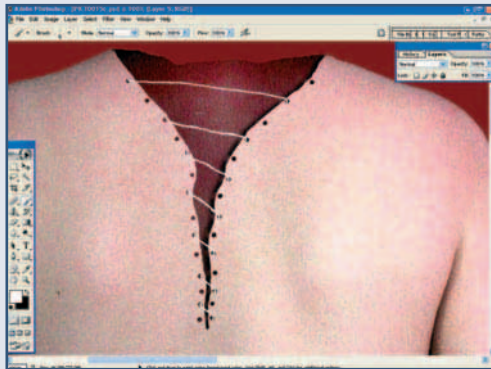
1 First of all the body will need to be roughly cut out of the photograph. In the Layers palette, duplicate the layer by right-clicking on it and selecting Duplicate Layer from the pop-up menu. Turn off the visibility of the background – the lowest layer, and then add a Layer Mask to the top layer by clicking on the Add Vector Mask button bottom-left of the palette (which looks like a circle within a square).



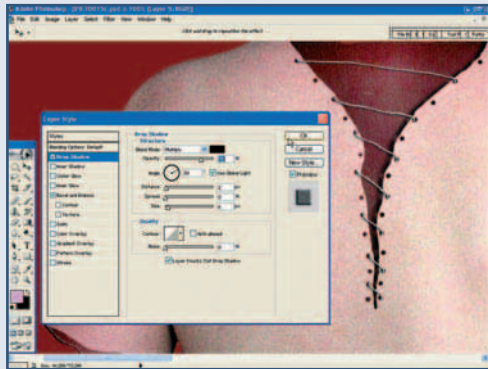
2 Now a mask has been added, the Foreground and Background colours in the Tools palette will have switched to black and white. Zoom in a little and click on the Brush tool in the Tools palette. In the Options Bar choose a fairly small, soft-edged brush and using the black paint carefully erase the areas around the photograph of the body. Correct any mistakes by painting white over the areas that are accidentally hidden. Switch the foreground colour to white from black by clicking on the double-ended arrow next to the colour swatches, or pressing X.



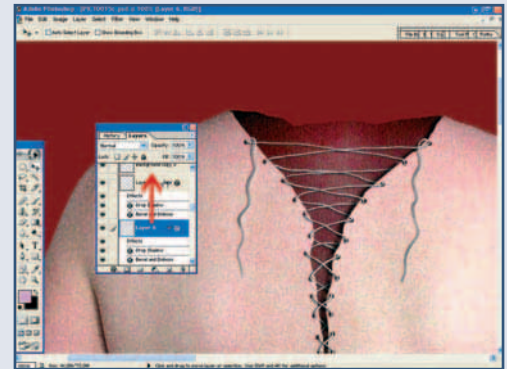
3 Right-click on the Layer Mask thumbnail and select Apply Layer Mask from the pop-up menu. The selection doesn't have to be perfect at this stage, as cutting out the correct shape will continue later on. Right-click on the layer, and duplicate again (Ctrl-D to deselect and then Ctrl-J to copy). Turn off the visibility of the top layer by clicking on the Eye icon and activate the middle layer by clicking on the Layer thumbnail. This will form the inside and back of the shirt. Darken this layer by using the Brightness and Contrast command, pushing the brightness slider to the left and the Contrast slider to the right.



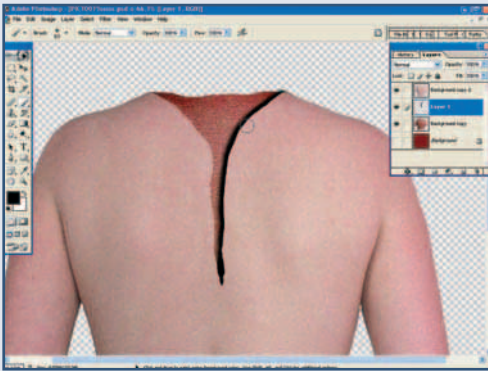
5 To add a drawstring to the top, click on the upper skin layer, select the Eraser tool from the Tools palette and a hard edged, small brush from the Options Bar. Now punch holes around the neck line – make sure the holes are roughly in line on both the left and right sides. For the string, create a new layer above the skin layer, change the foreground colour to white and carefully draw a line from the top hole on the left side, to the next hole down on the right side in a diagonal fashion. Continue drawing lines from left to right to the bottom.



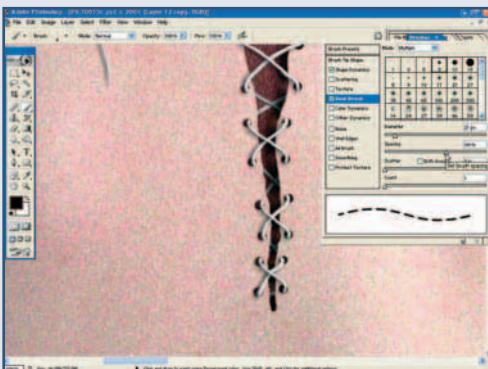
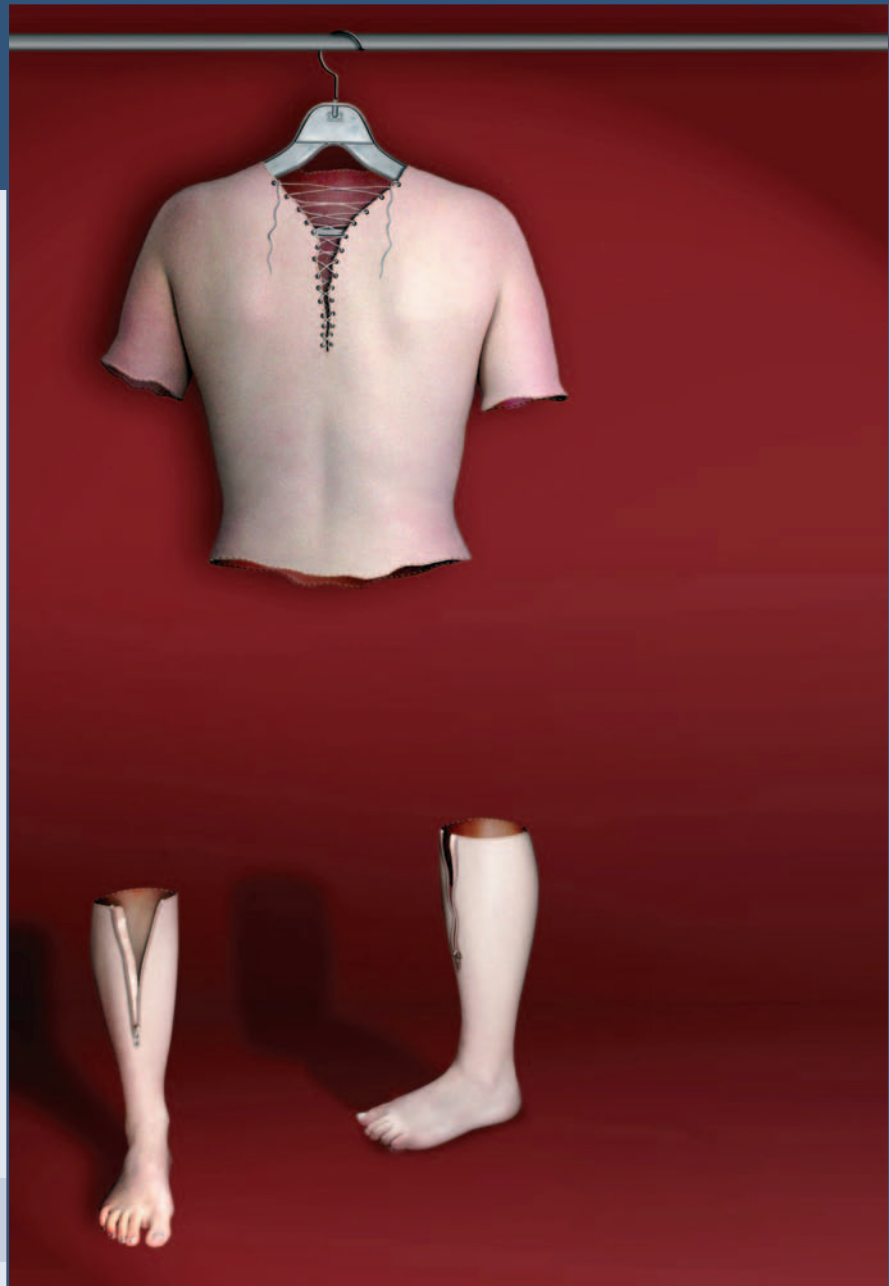
6 Double-click on the layer thumbnail in the Layers palette, which will open up Layer Style box. Tick Bevel and Emboss on the left, and on the right, make sure Inner Bevel is selected in the Bevel Style box, adjust the depth to around 190 per cent, size to around three pixels, so the string looks more 3D. Alter the angle of the bevel in the shading box. Now click on the drop shadow blending style above and make sure the box is ticked. Adjust the distance, spread and size sliders as needed and then click OK.



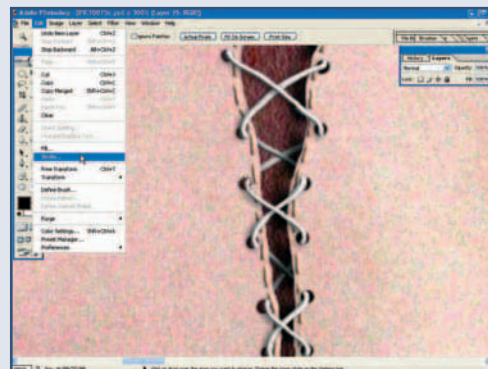
7 Repeat the same steps on a new layer for the other side. To save setting up the layer style again, simply right-click on the layer thumbnail of the previous layer and select Copy Layer Style and then right-click on the new layer and select Paste Layer Style. This will copy the same effect, using the same settings to this layer. Create two more layers (in between the two layers of clothing) for the drawstring that weaves behind the top layer of the shirt. If any layer needs to be moved into its correct position, just drag them into the correct stacking order in the Layers palette.



4 Erase the neck area of this layer using the Eraser tool and a hard edged brush. Add a texture to prevent it from looking too smooth by going up to Filter... Texture... Texturizer. Use the Sandstone, and slightly increase the Relief and Scaling before clicking OK. To create a shadow underneath the top skin, turn on the visibility of the top layer, create a new layer (Ctrl-Shift-N) and then using a black soft-edged brush, paint in a shadow. Shape the sleeves, and the bottom of the shirt, using the Eraser tool on each layer accordingly. Add more shadow if necessary by adding to the existing shadow layer.



8 To create the stitching around the neck line, and also around the bottom of the shirt and sleeves, create a new layer, select the Brush tool from the Tools palette and in the Options Bar, choose a small hard-edged brush. To save painting in each individual stitch, click on the Brush Presets button far right of the Options Bar. Click on Shape Dynamics on the left and make sure the minimum diameter is set to its maximum amount by pushing the slider to the right. Also click on Dual Brush, change the Diameter to around 21 pixels and spacing to around 140 pixels.



9 Paint in the stitching around the neckline, sleeves and bottom of the shirt. A new layer may be needed for the back of the shirt. Again, add a Bevel and Emboss effect so it looks more 3D in shape. To make the rivets around the holes in the neckline, create a new layer and make sure it's in the correct stacking order in the Layers palette. Using the Elliptical Marquee tool, make a circular selection around one of the holes (press the Shift key to keep the selection as a circle) and then go to Edit... Stroke.

10 FINAL IMAGE

Choose a three to four pixel width, and make sure the stroke colour is black. Continue adding the rivets to each of the holes and then to make the rivets look more 3D, you will need to add a Bevel and Emboss effect in the Layer Style box. It is wise to merge all the rivets first to save time. Click on the top rivet in the Layer palette and then add a link to the rest next to the layer thumbnail. To merge them together go to Layer... Merge Linked. To finish off, try adding a coat hanger to the garment and also a pole to hang it off. In this image, a pair of human boots was also made up using the actual zip area from a real pair of boots, and the colour changed to match the skin tones.