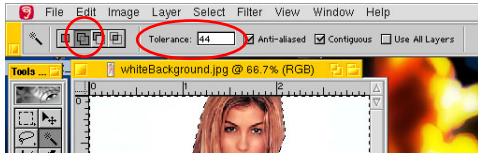


Open the file *whiteBackground.jpg* and select the *magic wand* tool. Set the tolerance to 44. You have two choices for adding to the selection. Either hold the “*shift*” key down after the first selection, or click the double squares in the option pallet (*below*).



Click the wand in the white area to the left and right of the model as well as between her arms and legs. You will notice that the wand has a small + sign next to it meaning that you are adding to the selection. Once you have everything selected, choose *inverse* in the *select* pull down menu, this will leave the model only selected (*screen 1*). Now copy the image (*screen 2*).

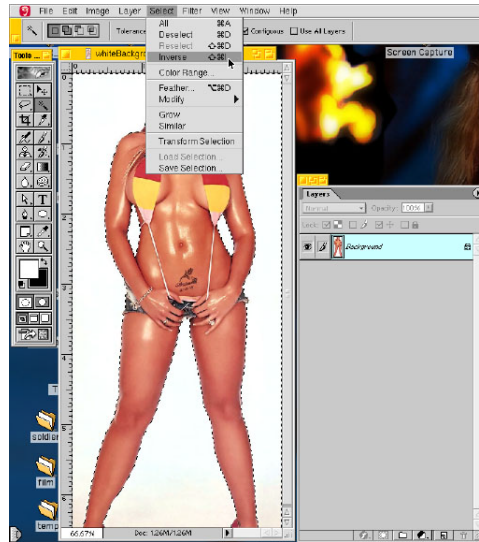
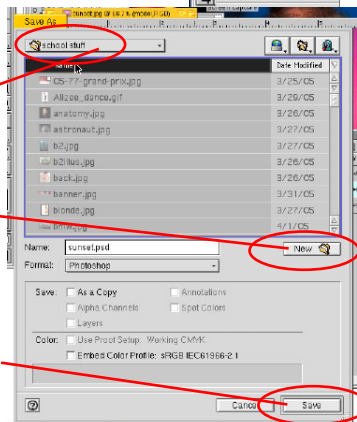
Open file *sunset.jpg* and paste the model image (*screen 3*). Notice that it puts the image on it's own layer and centers it perfectly.

You should be in the habit of naming your layers, once you do more complicated images you could have many layers and it gets difficult to remember what is on each one. So, to change the name of a layer, simply select that layer and *double click* on it with the *alt/option key* held down. You will get a new screen for the name, type in what you want to call it and click OK (*screen 4*). You can also choose a color for that layer to have. I don't use this feature but it is there if you choose to color identify different layers. There!!! You have just compiled a layered image. Good job, now you want to save your work. Do a *Save As...* and the screen will default to a .psd file which will keep the layers.

Select the folder that you want to store the file in.

You may create a new folder if you wish

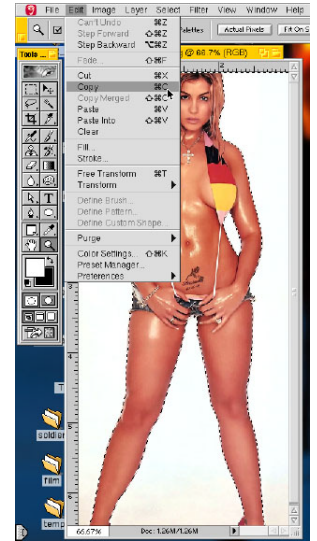
Press Save and now the layered file is saved where you put it.



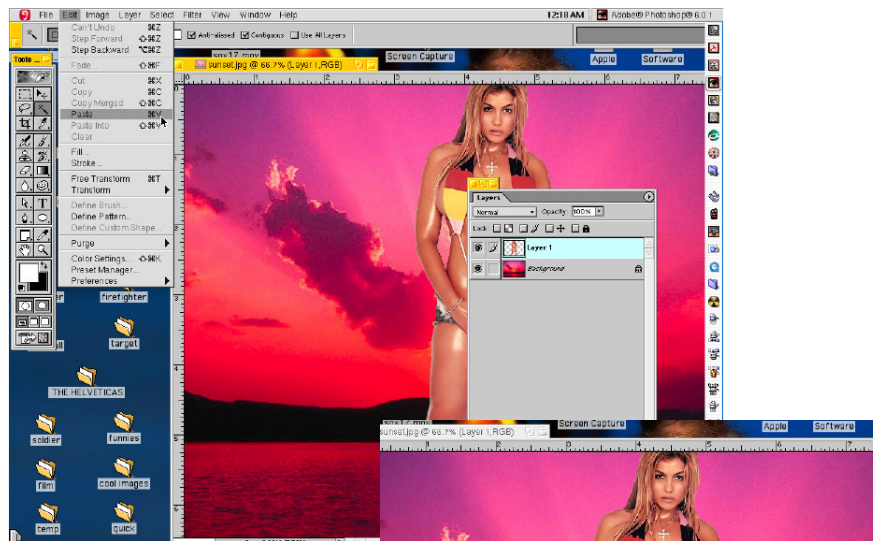
**HINT:** Remember that the selected area is highlighted with a moving dashed line. This makes it obvious what is selected, however, it is very distracting when you are working on small details. For that reason there is a built-in toggle that turns it on and off, like a switch. Press the apple key and “h” at the same time and the lines disappear, even though the area is still selected. Press the “apple” key and “h” again and the lines reappear. You will use this command all the time.

◀ Screen 1

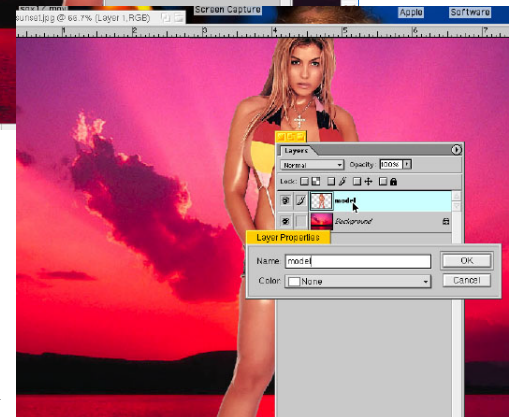
▼ Screen 2



▼ Screen 3



Screen 4 ▶



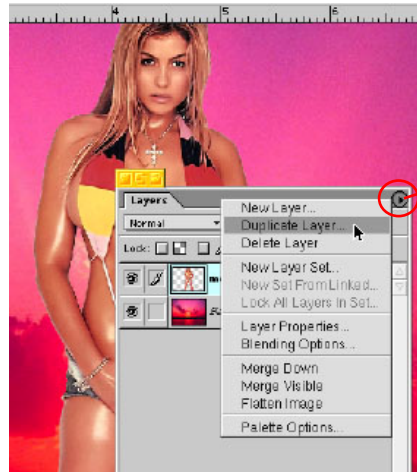
If you are continuing from Lesson: 1A then your file is already open. If you are starting new, then open file *sunset.psd* this is the one with the layers. If you zoom in on the edge of the model you will notice that the edge is very sharp. Too crisp for the photo, it appears to be cut out. Also, because the model was shot on a white background, the edges of her have a white cast to them. We will need to fix both of these problems for the picture to have more realism. Luckily, there is a very simple process that will solve both issues at the same time.

First, we will want to select the *model* layer and click the small arrowhead on the top right of the layer pallet (*screen 5*) and select Duplicate Layer. The program wants to name the new layer *model copy*. This is fine, so click OK. Now, the only reason for this layer is in case our efforts on the *model* layer don't work out as planned we have an original version of the layer to start fresh with. *HINT:* You should be in the habit of doing this every time you are altering a layer. A lot of the more complicated work is trial and error and it rarely comes out perfect the first time.

So, now that we have duplicated the layer, we are going to shut it off. Remember, it is only there as a safety, eventually we will throw it away. To shut the layer off, simply click on the “eye” to the left of the *model copy* layer.

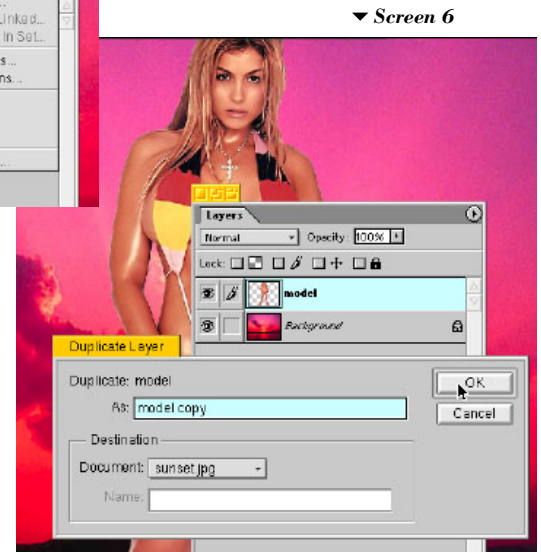
Okay, now select the *model* layer, it will be highlighted in blue (*screen 7*). We want to select all, so press the “apple” key and “a” at the same time, the highlighted area is now the entire screen. With the *magic wand* selected in the toolbox place it over the model (notice it is a funny white cursor, this is correct), hold down the “apple” key and “shift” key and click and drag the mouse all at the same time. Slide the model to where you like her, it doesn't have to be where I put it.

You are probably beginning to notice that there are *many* multiple short cut keys. It is important to learn them. Compare them to chords on a piano or guitar, you will repeat and use them in different combinations often. The important keys to know are the “shift”, “control”, “alt/option” and “apple” keys. In the future we will refer to the apple key as the *command* key, that is what it is more commonly known as.



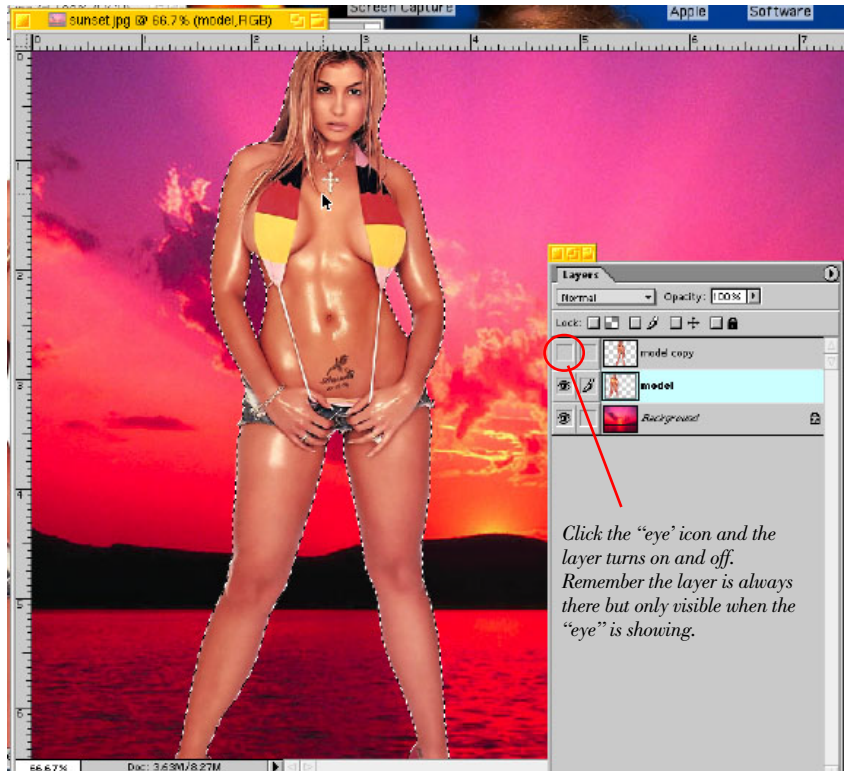
◀ Screen 5

Click the small arrowhead to reveal additional actions for the Layers Pallet.



▼ Screen 6

▼ Screen 7



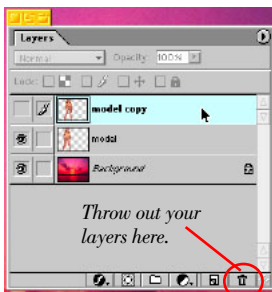
Click the “eye” icon and the layer turns on and off. Remember the layer is always there but only visible when the “eye” is showing.

Okay, back to our selected model (screen 7), she should have the highlighted lines around her. If she does not, just select all again by using the “command” and “a” keys and then the “command” and “shift” keys while you click and drag the mouse. What we need to do is soften the edge of the model and by doing this we will also be eliminating some of the bright white edge.

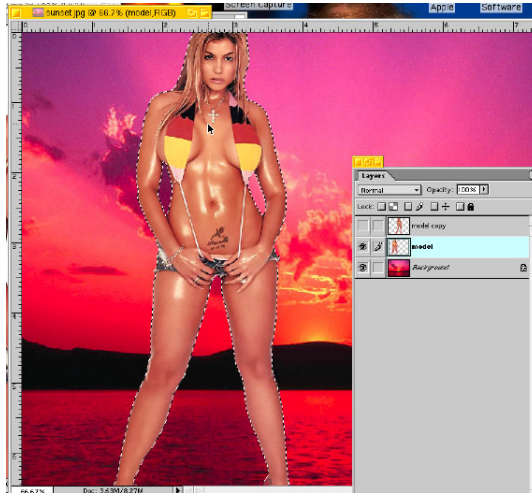
So we need to *contract* the edge. This is in the Modify section of the Select pull down menu (screen 8). You will get a new window, type in 1 and click OK (screen 9). This shrinks the selection by one pixel. Now what we need to do is soften the edge, this done by feathering. Choose Feather from the Select pull down menu (screen 10). In the new window type in 1 and click OK (screen 11). This feathers the selection by one pixel. Now we need to select the opposite, so choose inverse in the Select pull down menu (screen 12). Press the “delete” key and the edge gets softened. It will be difficult to see the effect with the highlighted line showing, so use your toggle switch to shut the lines off. “command” and “h” is the toggle for hiding the lines. See the very nice edge that the model has. Press “command” and “z” to see before and press them again to see after. This a step you will do all the time to check your work. And as you can see the very subtle amount of softening was perfect.

This *exact* process you will do every time you drop an image onto another. Very few designers do this step so your work will immediately have a better quality than most because of your attention to detail. Seeing how our efforts worked, we can now get rid of the *model copy* layer.

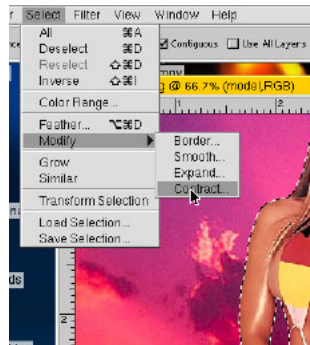
Click and drag the layer into the small trash can in the layers pallet. Now you want to save your work. Press “command” and “s” or choose Save from the File pull down menu.



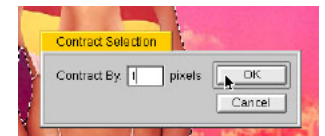
In Lesson: 1C we will adjust the colors to make them more uniform. If you wish to do that now keep your file open, otherwise, you can close it and come back to it another time.



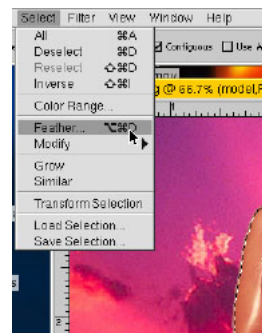
◀ Screen 7



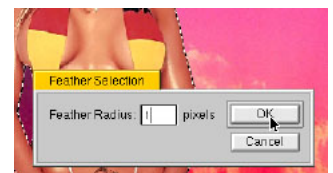
◀ Screen 8



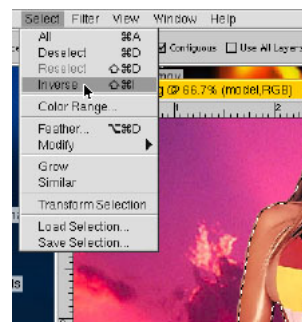
▼ Screen 9



◀ Screen 10



▼ Screen 11



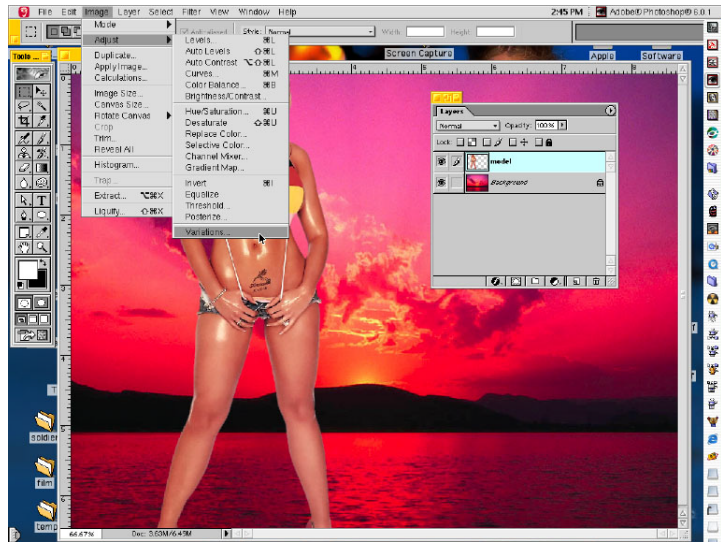
◀ Screen 12

Open the file *sunset.psd* if it isn't already open. If you look carefully at the image I think you will notice that the two layers clash a bit. The *background* is strong in magenta (pink) and the *model* has a lot of yellow. You may not notice it much, but over time your eye will be trained to notice the subtlest tones in color. So, to make these two layers work best together they need to compromise. The *background* needs some yellow added to it and the *model* needs some magenta. Do you agree? You know you don't have to. This is a portion of the lesson that is very subjective and unique to the artist creating it. There is no right or wrong way to do this it is completely left to your liking. So with that in mind, I will be explaining the process and adjusting the colors to my liking. You in turn, will use the same process but you may use the colors and shades differently. I actually would encourage that, this is a great section for experimentation.

Okay, click the model layer, so that it is highlighted in blue. Choose *Variations* from the *Adjust* section of the *Image* pull down menu (screen 13). On the new screen click the "original" image in the top portion (screen 14), this resets all the colors. The computer always remembers the last variation you did and starts there, so you will want to clear that out.

With this new screen you will notice there are multiple images of the model shown in different shades, just what we wanted. Click once on the "more magenta" image and you will notice the "current pick" image has more magenta... perfect. Click OK, and it will apply the effect to the layer. Like it? No, then press "command" and "z", which is the undo toggle, and try it again. Repeat the process until you get her where you like it. Remember though, we still need to adjust the *background* some.

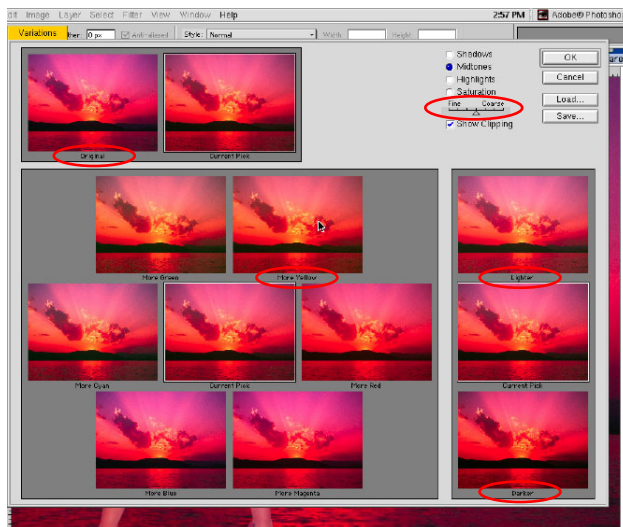
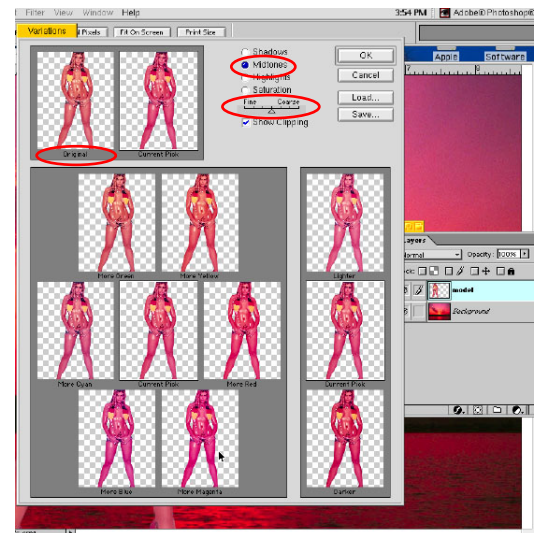
Select the *background* layer, so that it is highlighted in blue. Again, choose *Variations* from the *Adjust* section of the *Image* pull down menu. You will get a new screen (screen 15). Click on "original" image in the upper portion to reset the colors. Now click "more yellow" and then OK. Again here, it is up to you to make the image the way you want. I am just showing you the process.



◀ Screen 13

▶ Screen 14

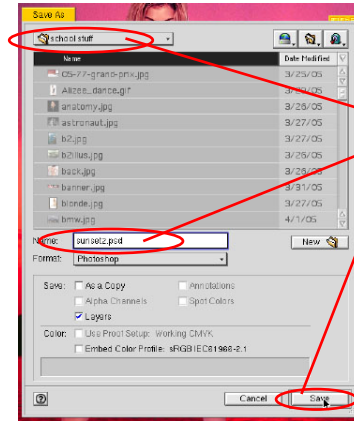
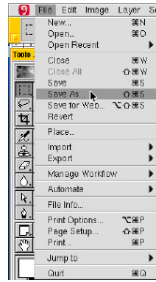
**HINT:** This feature allows you tons of flexibility. Keep it on "mid tones" for now. But you can adjust the "fine and course" slider, and click on different colors to see what that does. Just click on "original" to start fresh again



◀ Screen 15

**HINT:** Try adjusting the "lighter" and "darker" functions as well as the "fine" and "course" slider. Tons of things to try here, why do you think they called variations anyway? Have fun with it.

Well now, how did your's come out? I am pretty happy with mine. Some real minor tweaks we will address later, all and all a good job. Do a Save As... and we will give it a new name so that we always have the "original" to go back to. So, name it *sunset2.psd* and click Save (screen 16). If you want to do a few different versions, just go back to your original *sunset.psd* file. Do your variations and save it to another version and so on. Make as many different ones as you wish. Maybe even duplicate the model layer several times and have several models of different shades and colors.



◀ Screen 16

change the file name and put it in the proper folder and press Save.

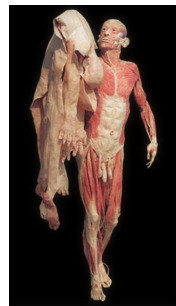
The possibilities are truly endless and easy to apply, so train your thoughts to focus sharply on an object and truly picture it in your mind. Once you are capable of doing that you will be able to redesign it in your mind instantly, and it will look exactly as what you will create on the computer. That is by far the fastest way to design. It really works!! Everybody has the ability to do this, it just has to be learned. It is the same process that puts an image in your mind that you can't forget, usually something bad. Maybe a car accident for example. Your mind takes vivid snapshots of the incident and they are crystal clear to every detail and you never forget them. That proves that your mind is capable of a photographic memory, you just need to learn how to access it when you want it. I believe that you will be able to do that easily, if in fact you don't already do it and may not even realize it.

Remember one time, along time ago, we were sitting with Gene at Reardon's. There was a lull in the conversation and then you said, "Hey, do you ever picture people as cartoon characters?" my reply was "Yes." (clever, huh....jeeesh). But in my head I was thinking, "OMG, I thought I invented that!!" You pointed to a guy across the way and said how about him. He looked just like the guy on those magic face games with the magnet and the metal shavings, right? I knew then you had an incredible imagination, so just keep focusing on your art. You do beautiful work!!!

*This is how mine came out. I will send you my .psd file so you can view it real size. Compare your edge to mine, also if you wish to send me your's I would love to see it.*



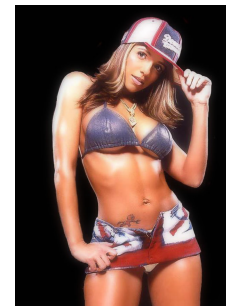
I am attaching some extra files for you to experiment with if you want. ▼



imge1.jpg



imge2.jpg



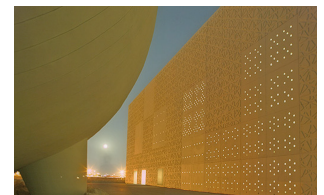
imge3.jpg



bckgrnd1.jpg



bckgrnd2.jpg



bckgrnd3.jpg