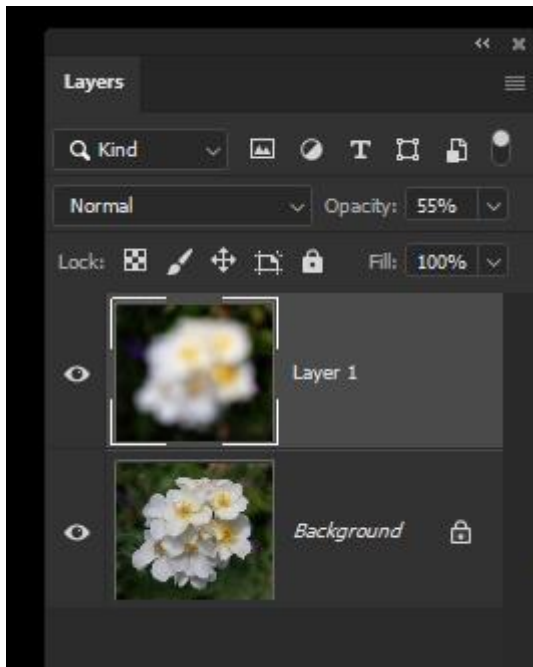


Notes on Creative Ideas for you to try.

1. (a) Using two layers to create a double exposure or soft focus effect. First you have to create two images one of which is sharp and one which is blurred (could be deliberately out of focus or using movement to create the blur).
(b) Open the blurred image and use this as the background then copy and paste the sharp image so that it is on top as a new layer.

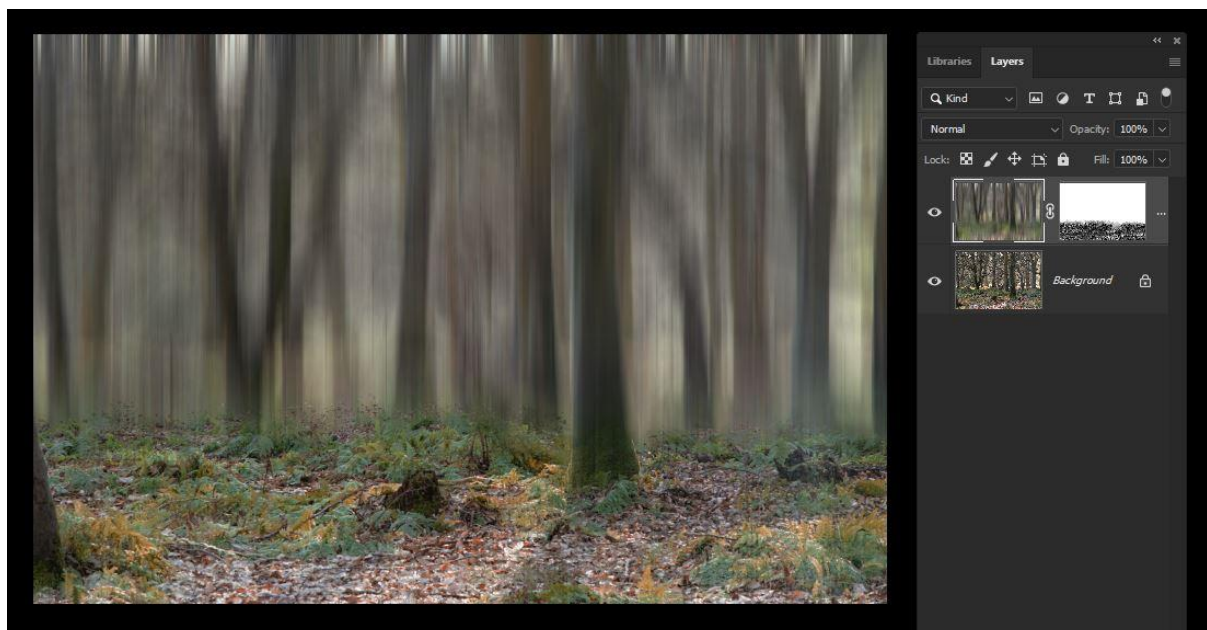


(c) change the blending mode of the top layer from normal to either overlay or soft light or leave as normal but reduce the opacity until you get the amount of diffusion you like.

In this case the layers palette to the left shows the blurred layer on top with the opacity reduced to 55% but the blend mode is still normal.

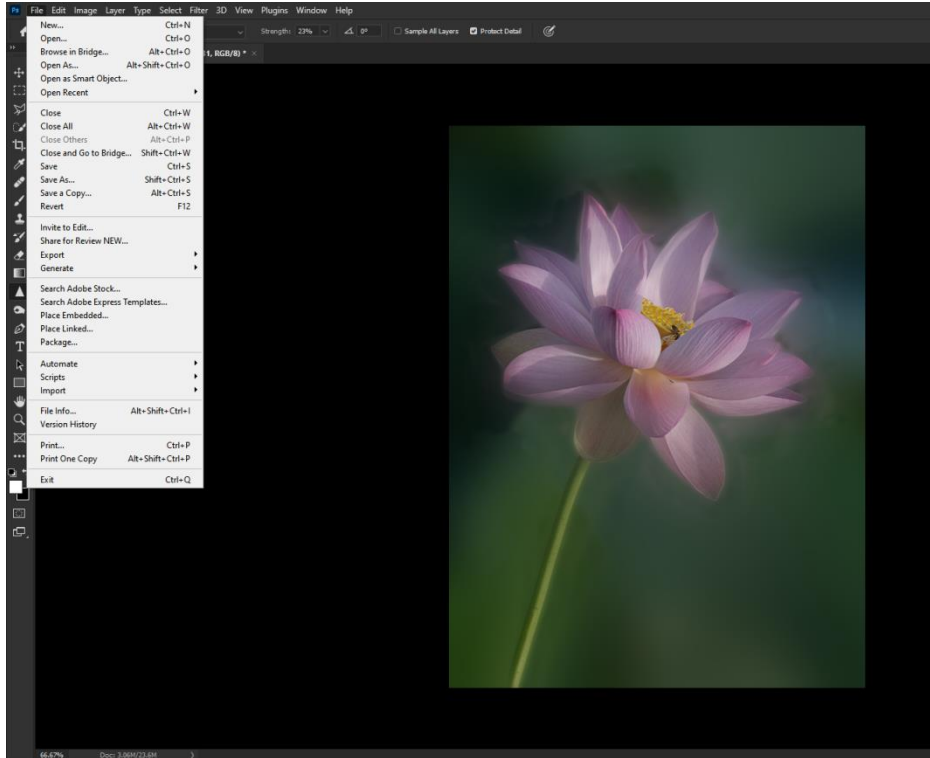
Try experimenting with different blend modes to see what happens.

Masking off an area to create a blurred background and sharp foreground. As above you need two layers one sharp and one blurred. Assuming the top layer is the blurred one you can either erase some of the top layer to expose the sharp area beneath or use a layer mask. With the top layer selected use layer/mask/reveal all. Then paint on the layer mask with black to reveal the sharp foreground on the layer below. If you expose too much switch the colour to white and on the mask paint back in any areas you want to cover up again. Flatten the image when you have finished.



2. Using textures as embedded files.

Sometimes you want to overlay a texture on an image but the texture file is not big enough. If you merely stretch it, the file will be degraded and the detail will be lost. In this case instead of copying and pasting the texture you use File/ Place embedded. This is in the fourth group down on the file menu (just above place linked)



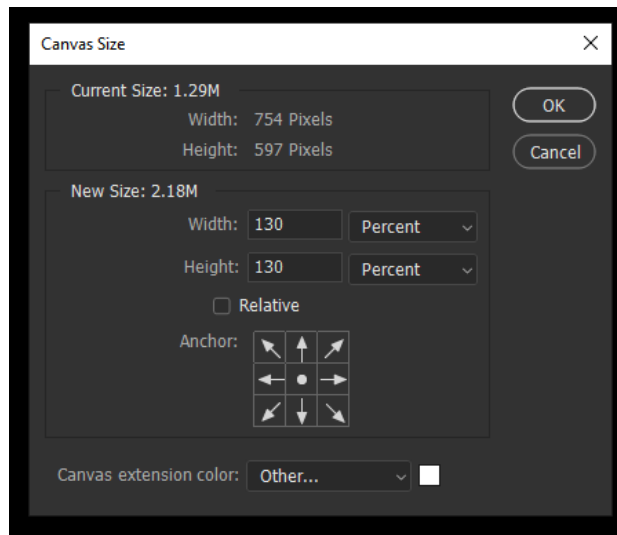
When you have chosen your texture file it will appear with a cross in the middle and handles at each side and corner. Drag the corners out until the texture fits over the whole of your image. The texture is not degraded. Change the blending mode to soft light so that the original background shows through. As with example 1, try different blending modes to see what changes.

3. Changing colours of one object in an image.

This requires you to select the area you want to change, usually by means of the lasso tool or using select object. Copy the selection to a new layer either using control C. then control V or control J. Make sure the copied selection is active and use image/adjust/hue and saturation. If you are changing red to blue for example use the drop down menu to select reds so that only that colour is affected. Then move the hue and saturation sliders until you get the colour you want. If the selection has included some areas you do not want to change then just erase the area with the eraser tool on the coloured layer only. Flatten when you have finished.

4. Creating a mount and frame for a picture

a) if you would like to create a mock up of a mounted picture to see if it would look good framed, the first step is to add more canvas to the original image. Use image /adjust /canvas size. I find the easiest way is to add a percentage to each side unless you specifically know how many inches or centimetres you wish to add. Try adding 30% to the width and height. Leave the extension colour as white unless you want to choose a specific colour for the mount. Leave the dot in the middle of the square so equal amounts are added to each side. The click on OK.



b) When you have the canvas added, you can leave it plain or make it textured by adding a texture using the edit/fill/pattern method. There are several subtle patterns you can use for the fill. I chose a cross weave pattern but you could use a filter or one of your own textures.

c) The final step is to create the frame. Using the marquee tool select the area inside the frame and then invert it. (see screenshot on the next page) This should show the marching ants around the area you want to make the frame size. Then use edit/ fill to fill that area with black or whatever colour you want the frame to be. Try selecting a colour from the image and using that to see how it would look. When finished it is a good idea to save your file with the layers so you can change the image and still keep all the framing!

