MONTAGES

Here is Gavin Hoey's introduction to Montages from the 2014 Digital Photo Magazine

"*Placing a set of related photos together into a new image is an absorbing project.*

To tackle it, you need several shots that can be spliced together to tell the story of a particular place or event. The best montage pictures combine a general view of the subject, detail shots and a human connection in the form of a portrait, so look out for opportunities that cover these areas when you are out taking pictures.

With a good selection of shots, the art of montage-making is in how you position them in the frame and blend them together. In some ways it's like making a jigsaw puzzle without knowing what the final picture should be! You have all the pieces but it's up to you to choose where they go.

Using layers, masks and blend modes is the key to montage creation"

Machinery Montage

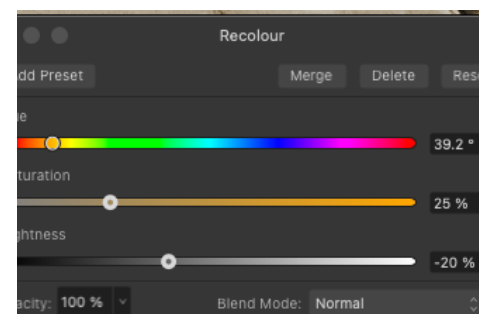These are the images used for the Machinery montage
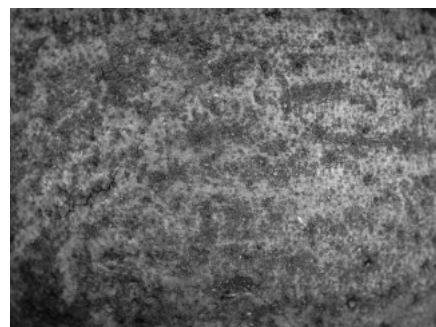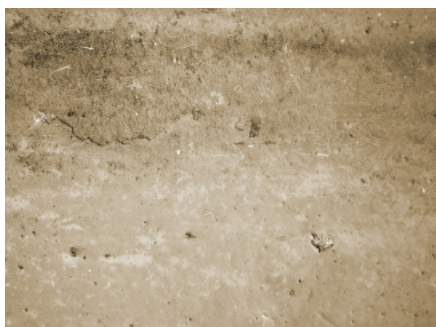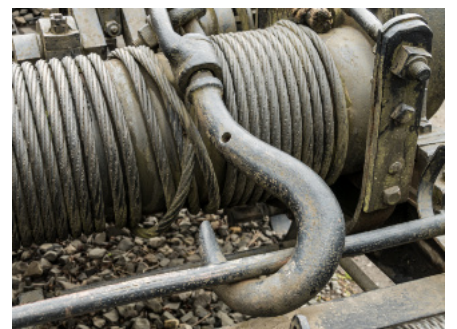
This is the final image

First step was to open the selected texture file.

A sepia recolour adjustment (Adjustments > Recolour) was added with the following values: Hue at 40, Saturation at 25%, lightness at -20%

The large cog image was opened, copied (control C on windows, Command C on a mac), closed (Command W) and pasted (Command V) onto the texture layer. The blend mode to changed to Hard Light and positioned it to suit.

Next a Mask Layer was added and with a soft brush painting in black, the unwanted areas were painted away, revealing the texture below.

A useful hint here is that if the shift key is depressed when painting, a straight line will be produced between each successive left click of the mouse.
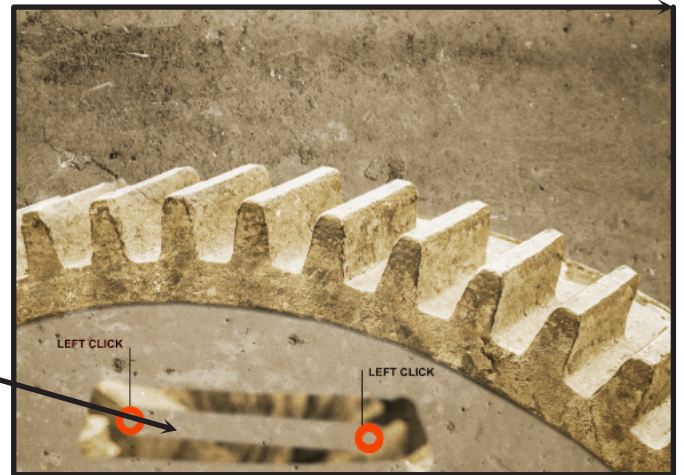
Next "Wheels 1" file was opened, copied, closed and pasted onto the texture layer, The Blend mode was changed to Hard Light.

The image was resized (using the corner handles) and using the move Tool (V) positioned it in the lower section.

A mask was added. Making sure the mask layer was selected, a soft brush was used with opacity & flow at 100%, and with the colour black, the outer edges were painted away. The opacity & flow of the brush was lowered to 50% to soften the edges.

Width: 307.1 px   Opacity: 52 %   Flow: 51 %   Hardness: 50 %

As previously, a mask was added and using a soft brush - opacity & flow 100%, and with colour black, painted away the outer edges . The opacity & flow of the brush were lowered to 50% to soften the edges.

Finally, a Levels Adjustment was added at the top of the stack (affecting all layers), increasing the black level by 10%

Each image was then highlighted in turn, and the opacity adjusted to suit.

 "Wheels 2" was loaded and the same procedure followed. Copied, Closed and Pasted onto the Texture Layer. The appropriate Blending Mode (Hard Light) was selected and then the image resized and positioned.

The same approach was adopted for the remaining three images.

4