



20

SPECIAL EFFECTS

PHOTOSHOP FORMULAS

Ps

KELVIN PIMONT

20 PHOTOSHOP FORMULAS

Welcome!



Kelvin Pimont
(Kelvin Designs)

Is an award-winning Creative Director and industry-leading educator. Kelvin has taught hundreds of thousands of Photoshop users how to break free from the confusing technical jargon, helping them create better art in less time.

**I've written
these formulas
for everyone!**

There is so much you can do in Photoshop to edit and enhance your photos.

This 3rd volume covers “go to tricks” for creating amazing special effects FAST. Do visit my earlier volumes for my more basic formulas.

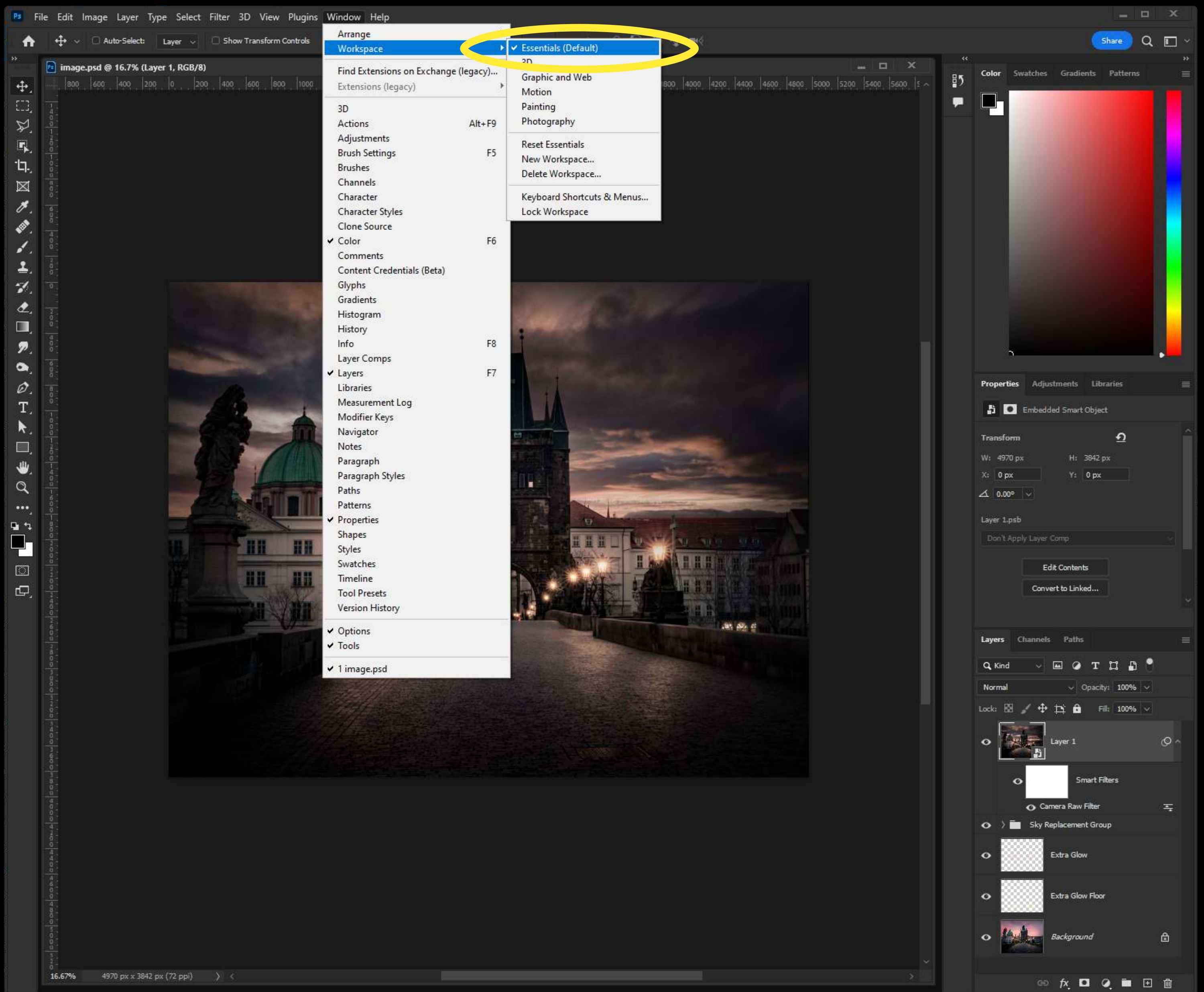
I hope you find this useful and as always feel free to let me know what you think!



feedback@kelvindesigns.com

20 PHOTOSHOP FORMULAS

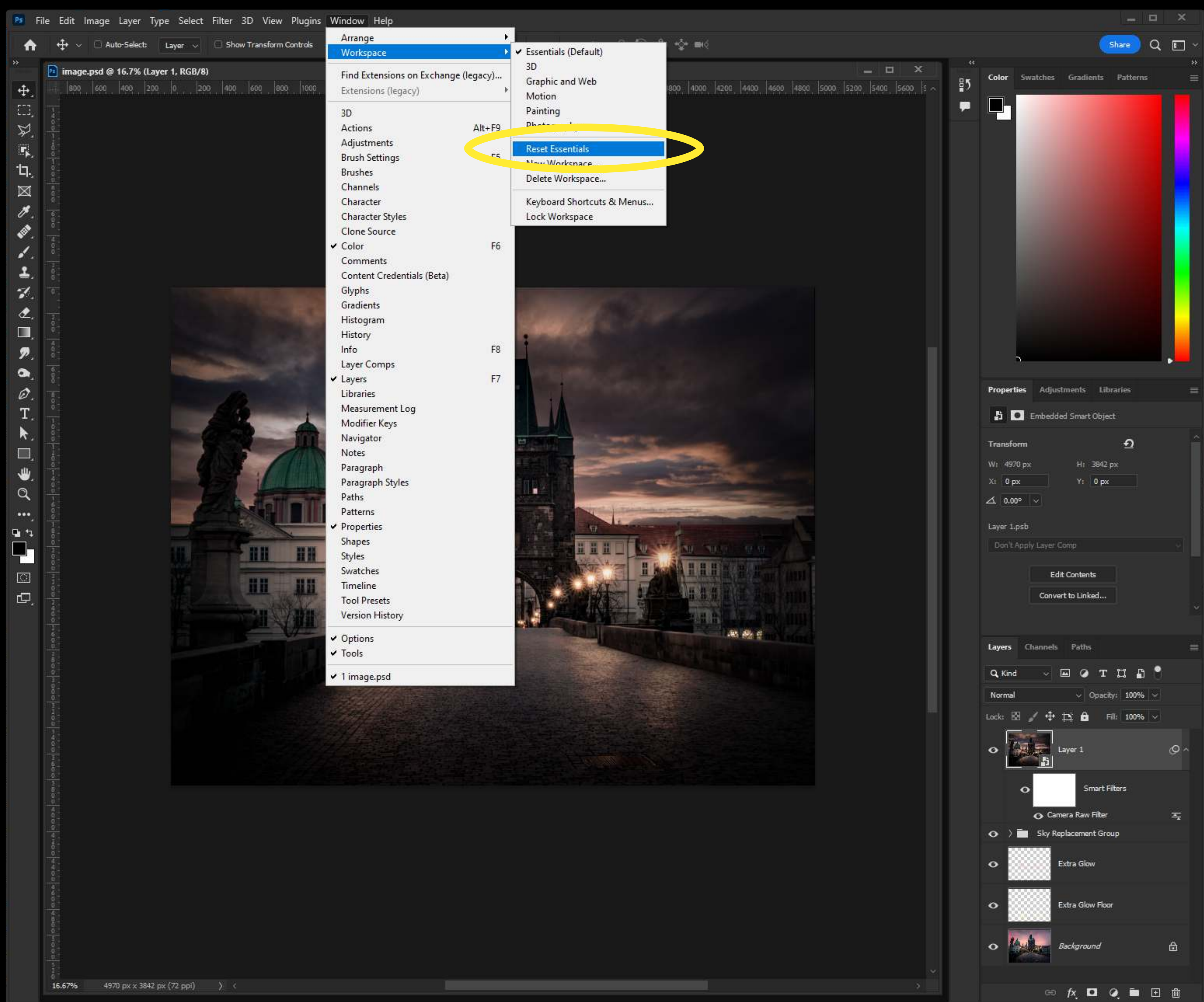
Workspace



20 PHOTOSHOP FORMULAS

Workspace

If your Photoshop does not look like this, or you moved something around, you can always “reset” the workspace to the way it was when you first started Photoshop.



To reset your Photoshop Workspace “Essentials”

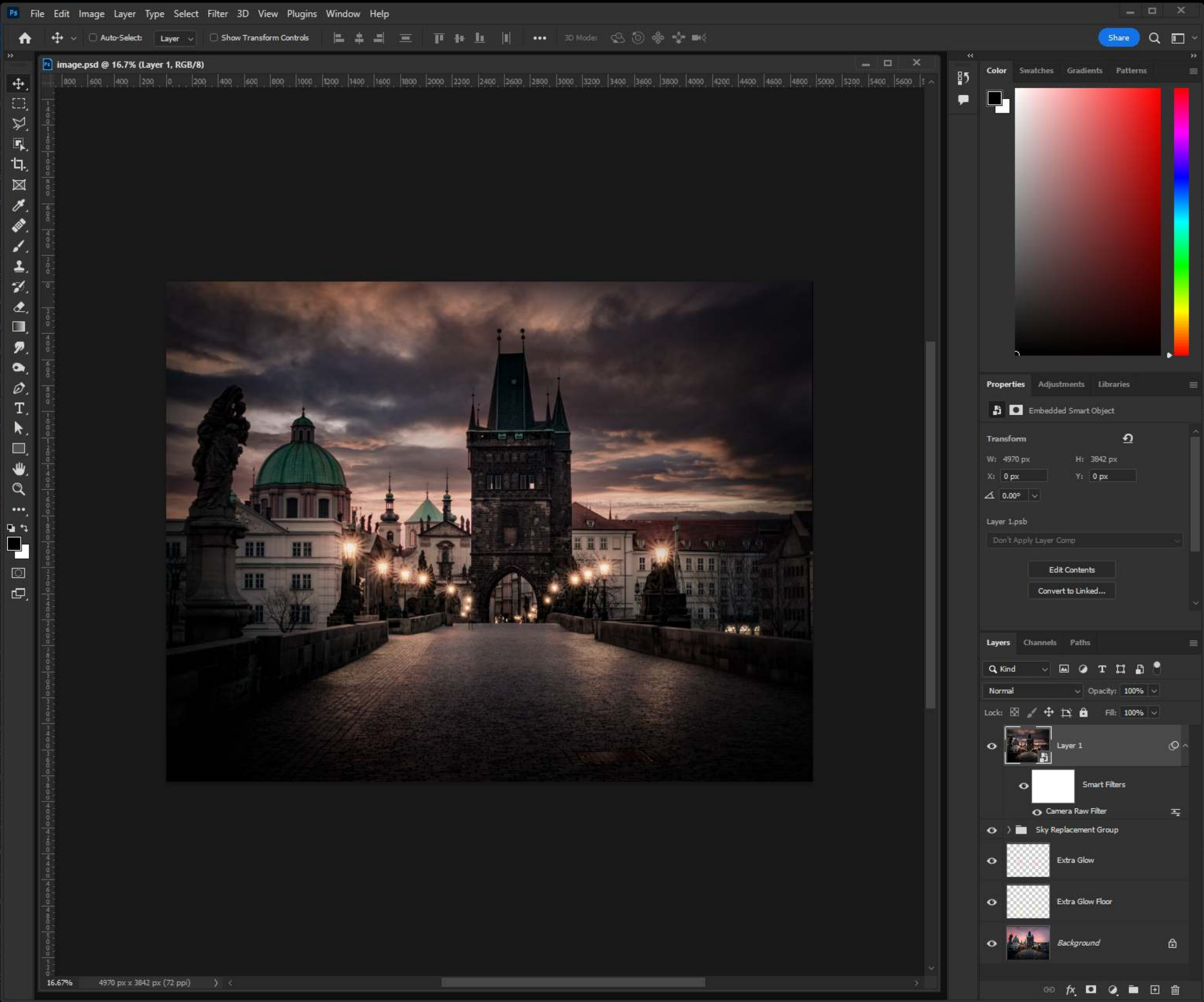
First make sure the Essentials Workplace is activated.
If it has a check mark next to it that means it's activated.

In the menu bar click on Window > Workspace > Reset Essentials.

20 PHOTOSHOP FORMULAS

Workspace

Your photoshop should now look like this when you have a photograph or document open!



20 PHOTOSHOP FORMULAS

INDEX



Lens Flare



Metal Texture



Glow Text Animation



Color Grading



Vanishing Point Tool



Create a Brush



Patch Tool



Double Exposure



Glow Effect



Neon Light Effect



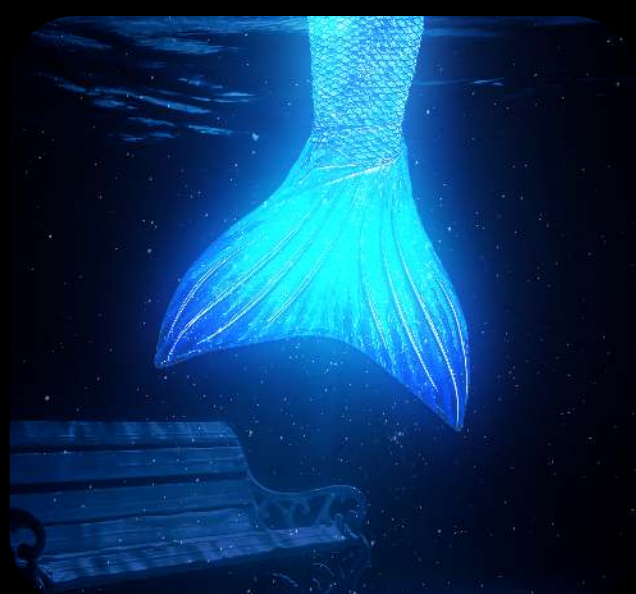
Turning on Lights



Blend If



Textured Background



Light Overlay



Unsharp Mask



Seamless Pattern



Stretch Backgrounds



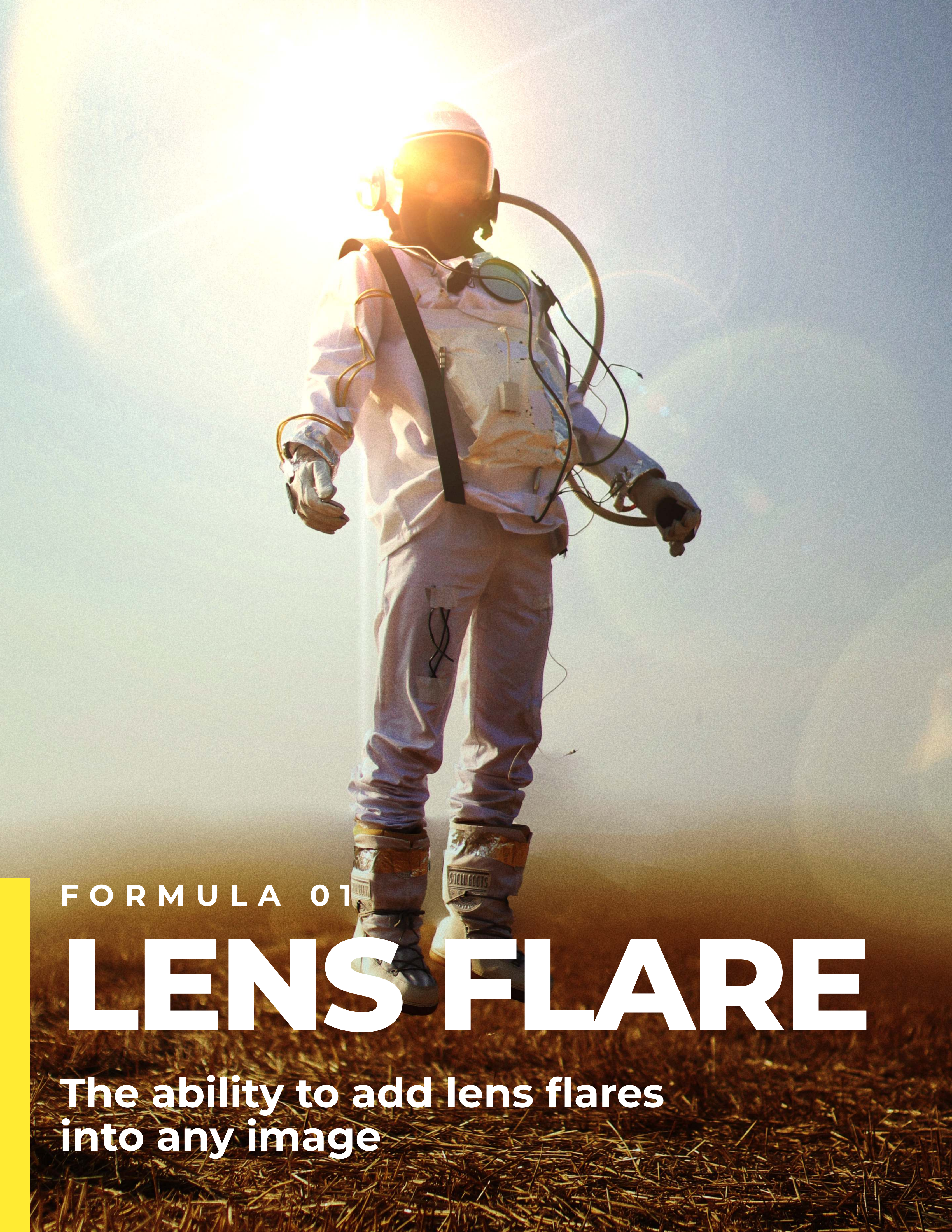
Creating Reflections



Text Behind an Object



Perspective Shadows



FORMULA 01

LENS FLARE

The ability to add lens flares
into any image

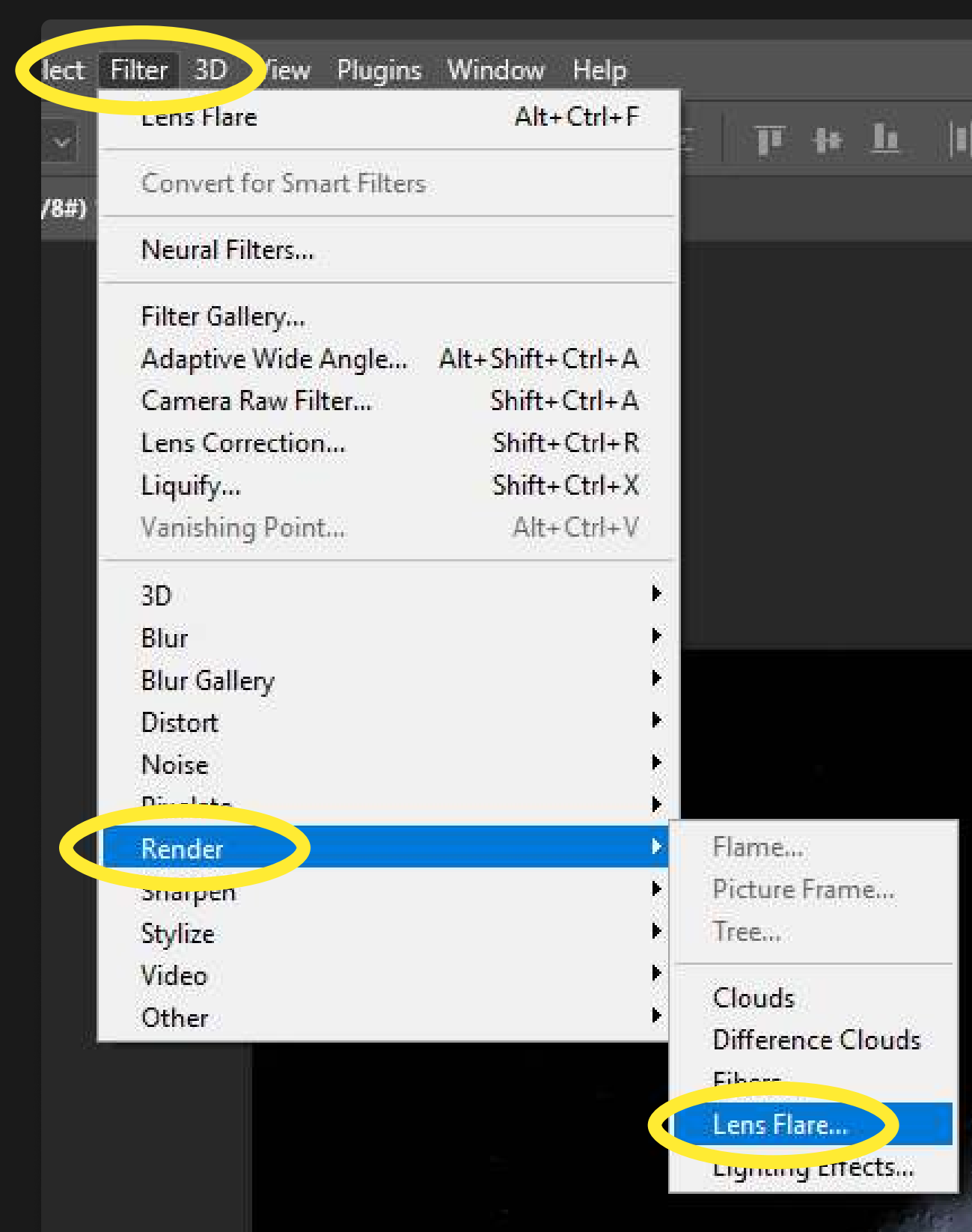
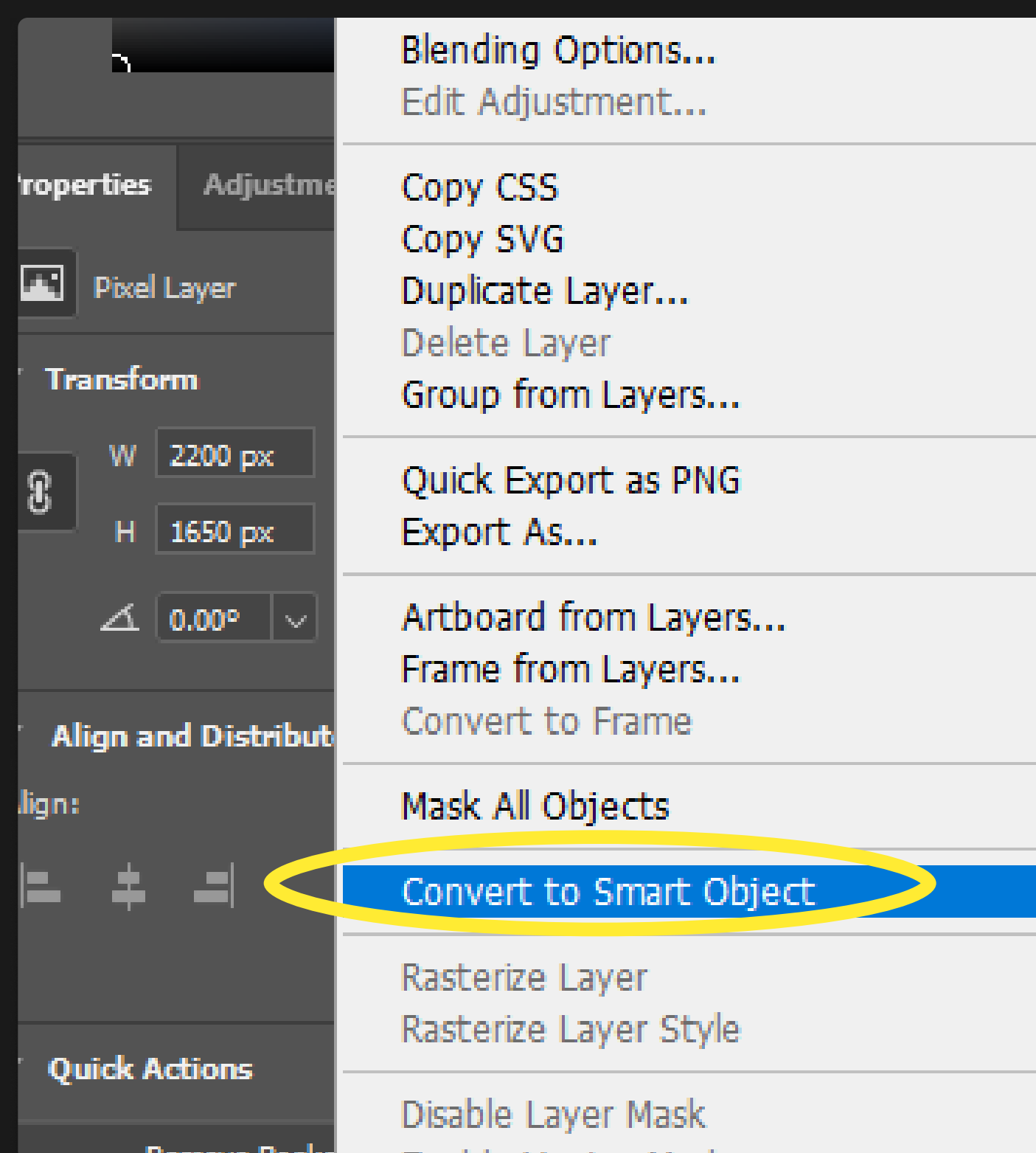
LENS FLARE

A fast and simple formula to add different styles of lens flares with just one filter

1. Convert Layer to Smart Object

Right click on your layer and select “Convert to Smart Object”.

Turning your layer into a Smart Object allows you to edit your lens flare later on if you like.



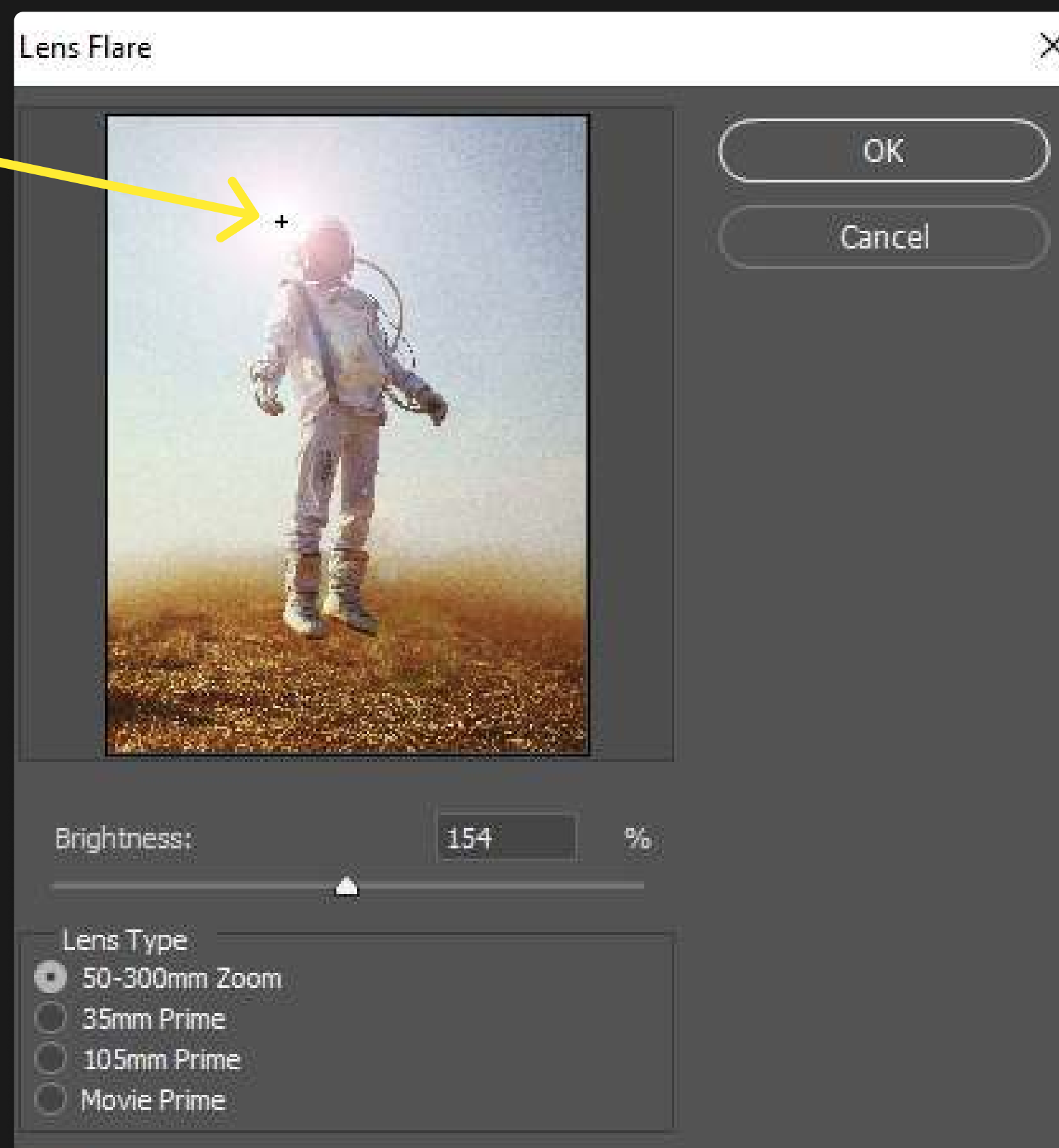
2. Select the Lens Flare Filter

In the menu bar across the top of the screen select “Filter”, then select “Render” then select “Lens Flare”.

3. Lens Flare Settings

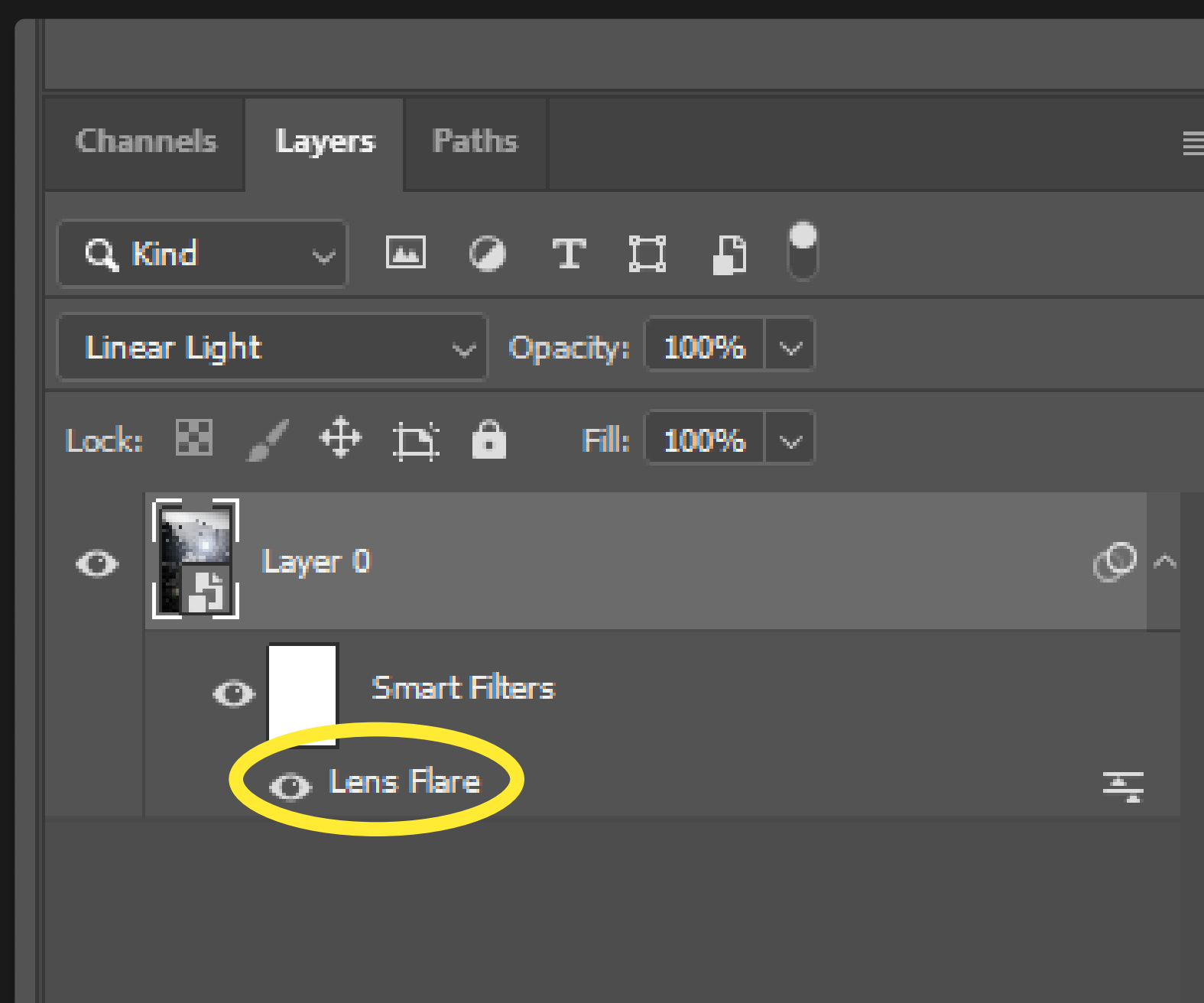
You can now choose a lens type and change the brightness of your flare.

Using the plus icon (+) in the Lens Flare window you can click and drag your lens flare around the image to a suitable position.



4. Further Changes

If you need to go back and make more adjustments to your Lens Flare settings just double-click on the words "Lens Flare" under your layer and the settings panel will come back up.





FORMULA 02

METAL TEXTURE

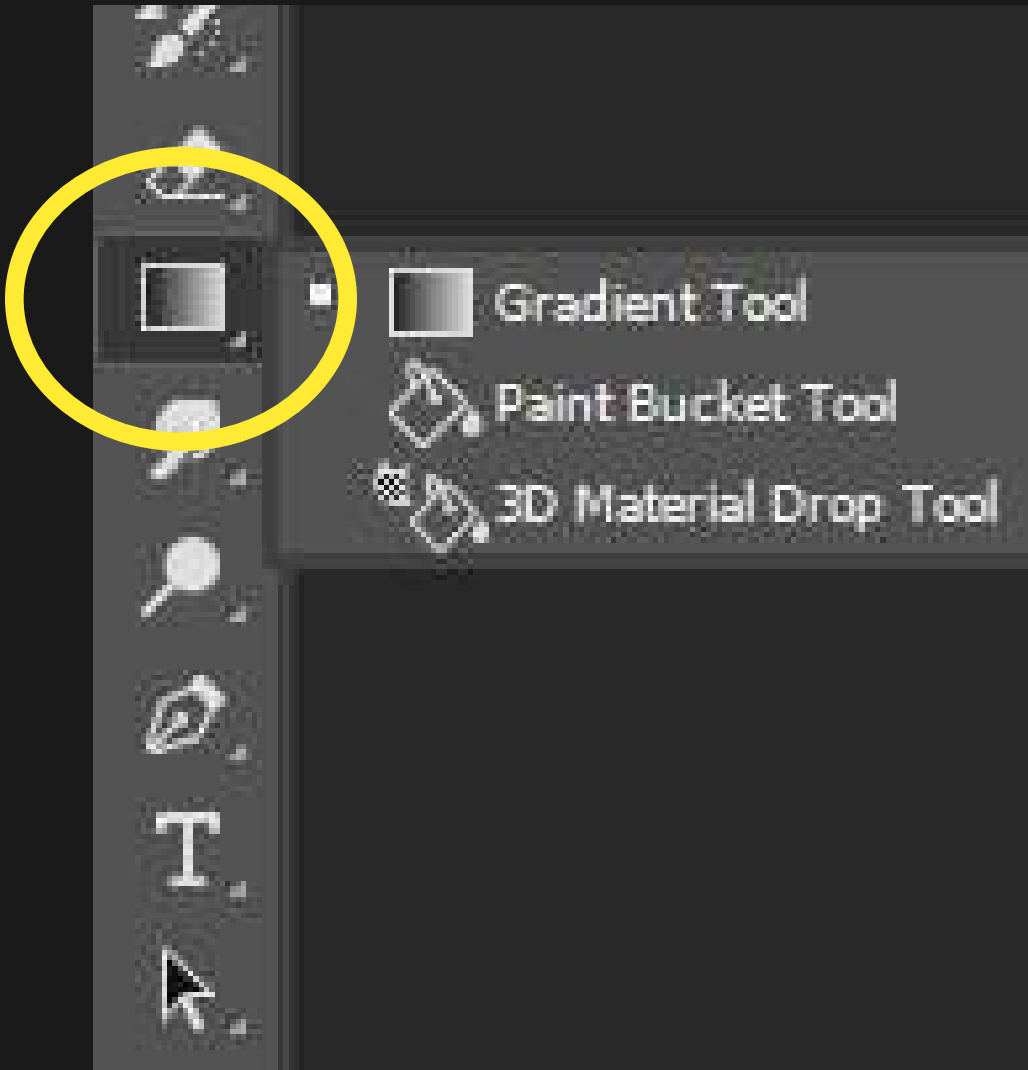
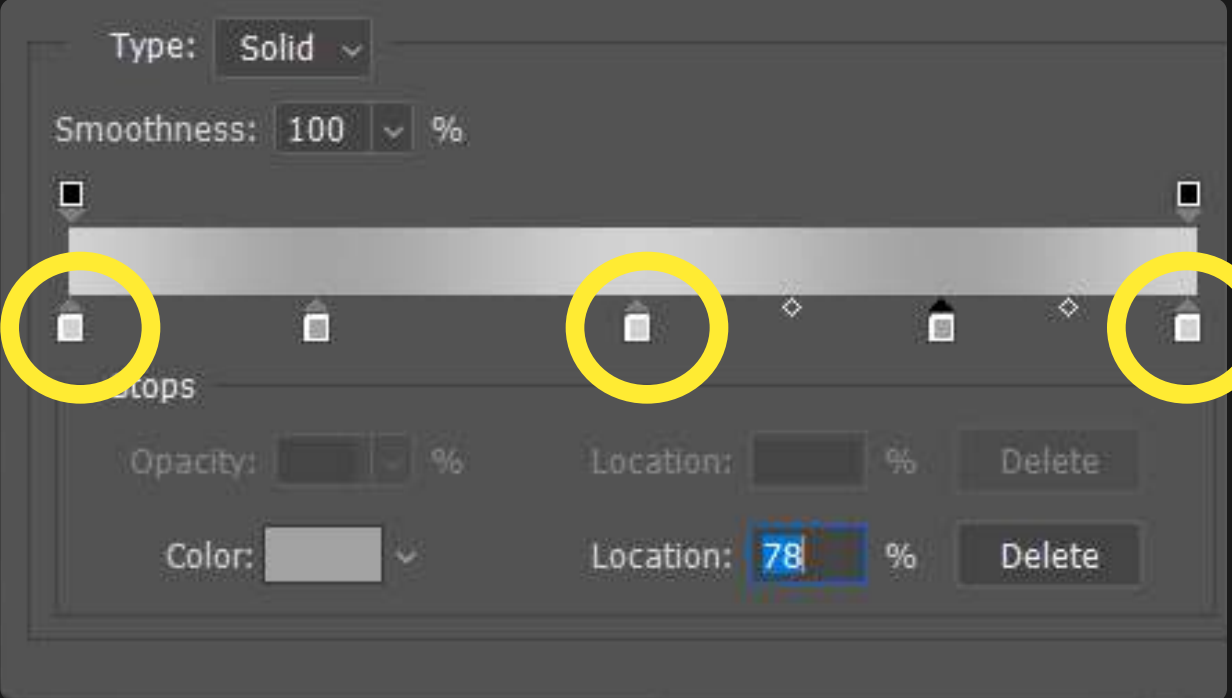
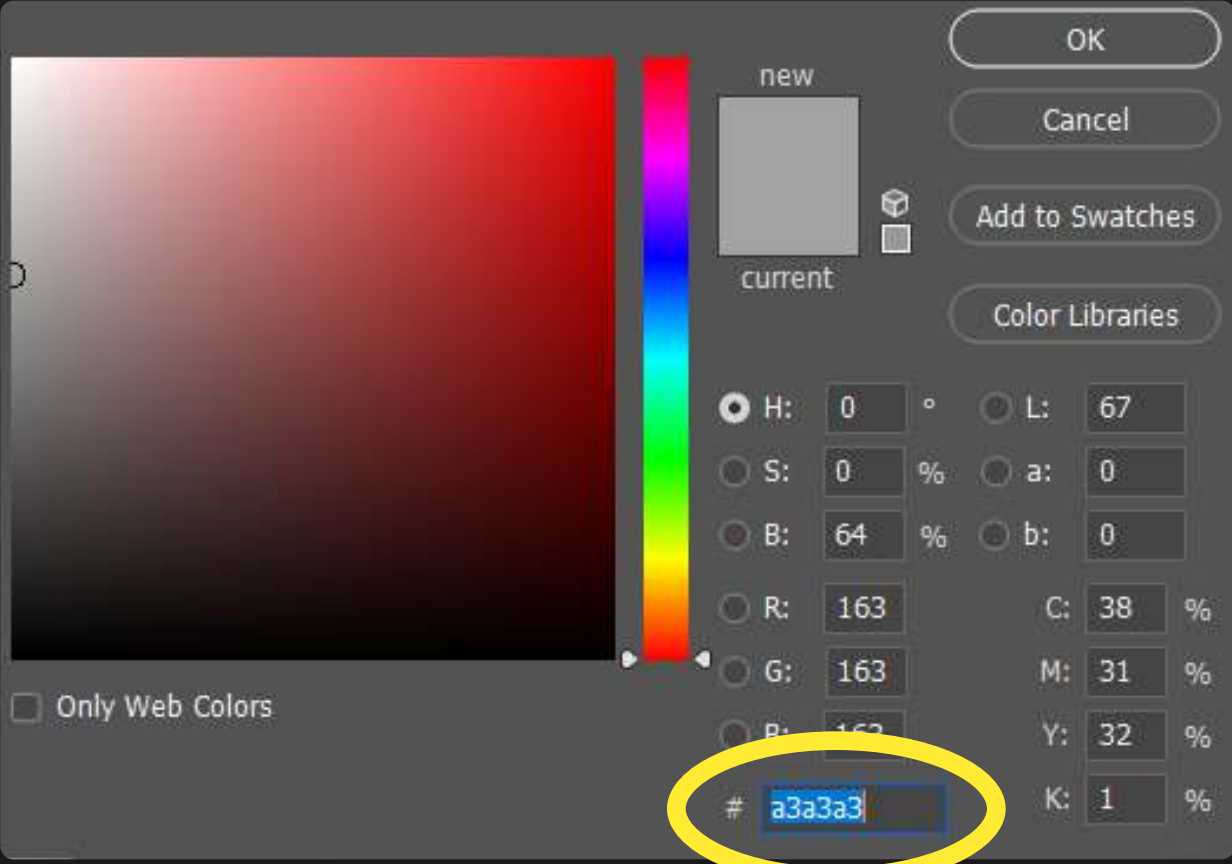
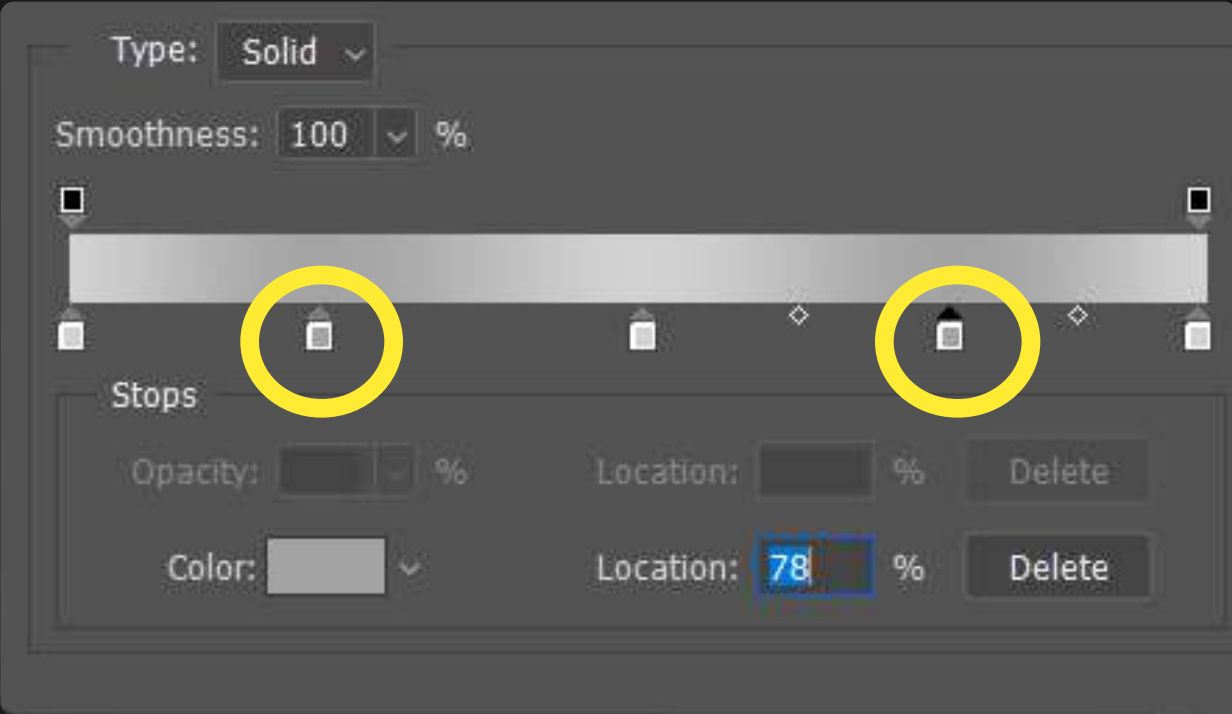
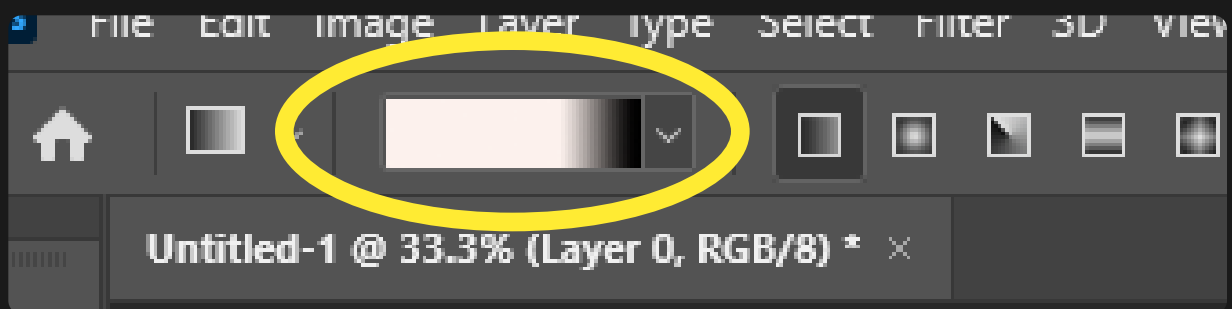
The ability to make a metal
texture from scratch

METAL TEXTURE

A basic formula to create a brushed metal texture from scratch

1. Make a Gradient

Select the Gradient Tool from your tool bar on the left.



2. Gradient Settings

To change your gradient settings simply click on the gradient editing box to enter the Gradient Editor window.

Click on the bottom edge of the color slider to add color points to it.

(You should have at least 5 different points underneath your color slider for your metal texture to look good)

Click on one of the little squares on the color slider to enter its settings.

To give your metal texture nice shadows you need to set every other square to a shade of gray.

To give your metal texture nice highlights you need to set the rest of the squares to a lighter shade of gray.

METAL TEXTURE

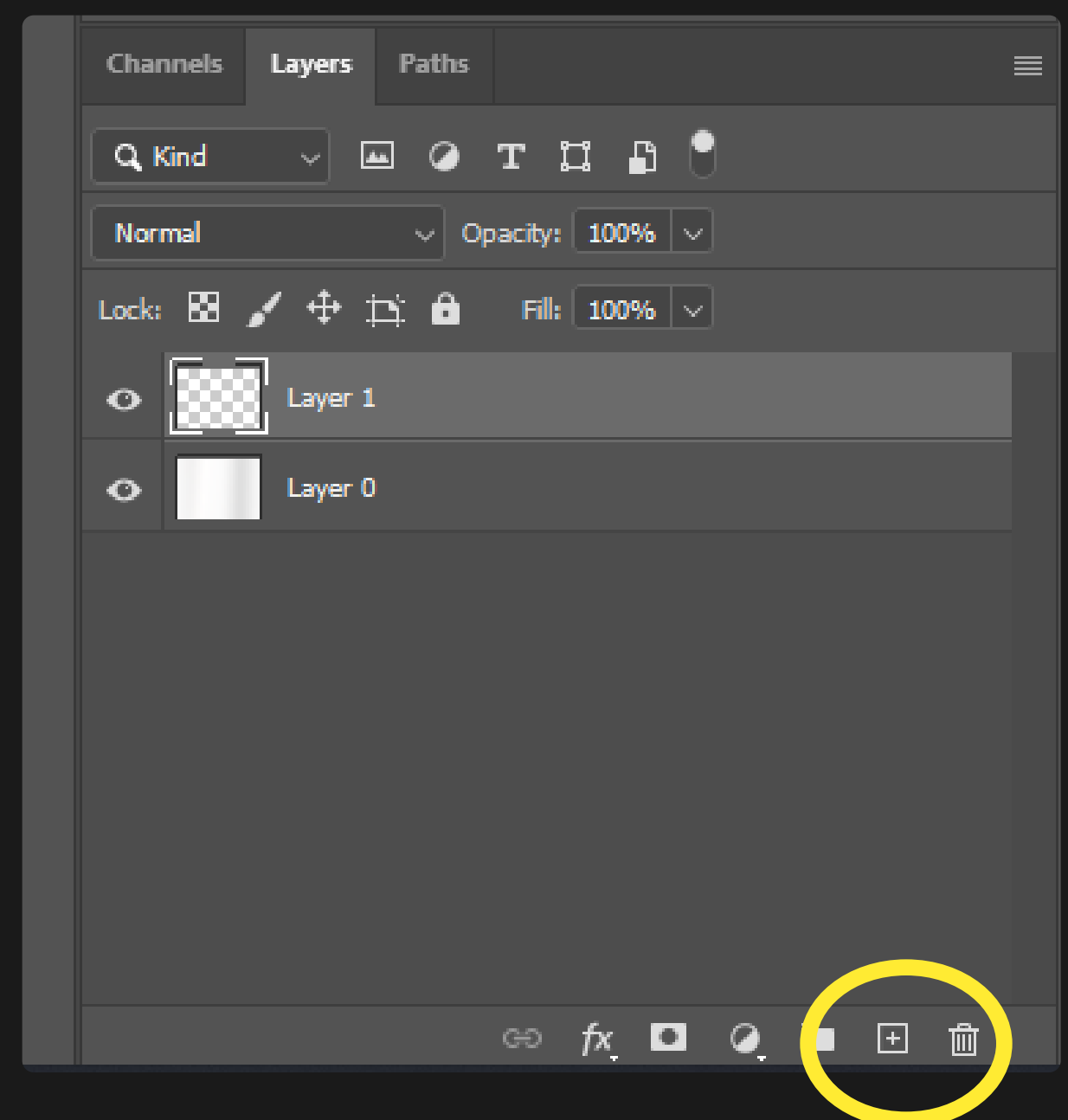
3. Apply a 5-Point Gradient

Click and drag across your canvas to turn your background into a gradient pattern.



4. Create a New Layer

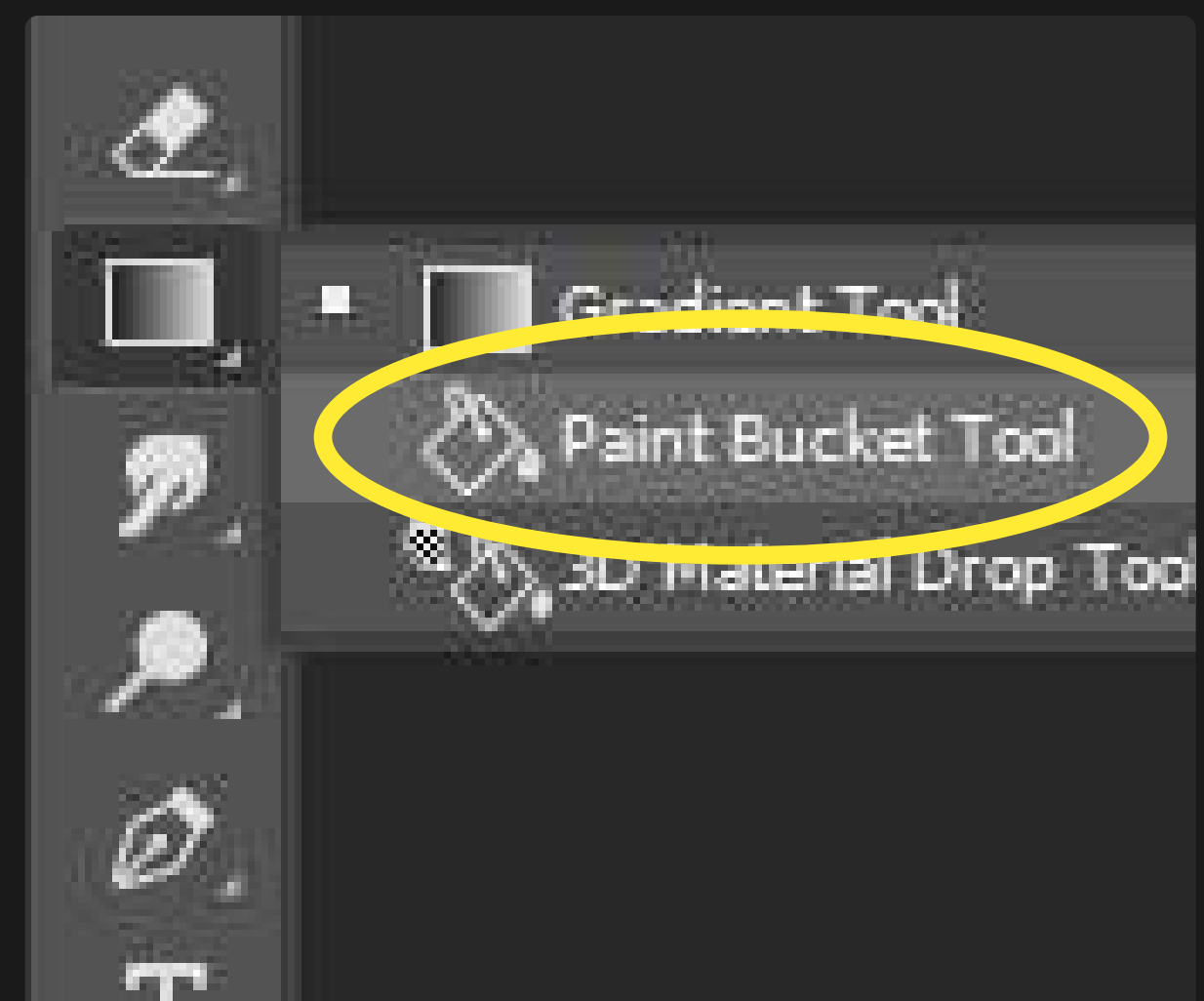
Create a new layer by clicking the New Layer icon at the bottom of the Layers Palette.



5. Fill the New Layer

Select the Paint Bucket Tool from your tool bar on the left.

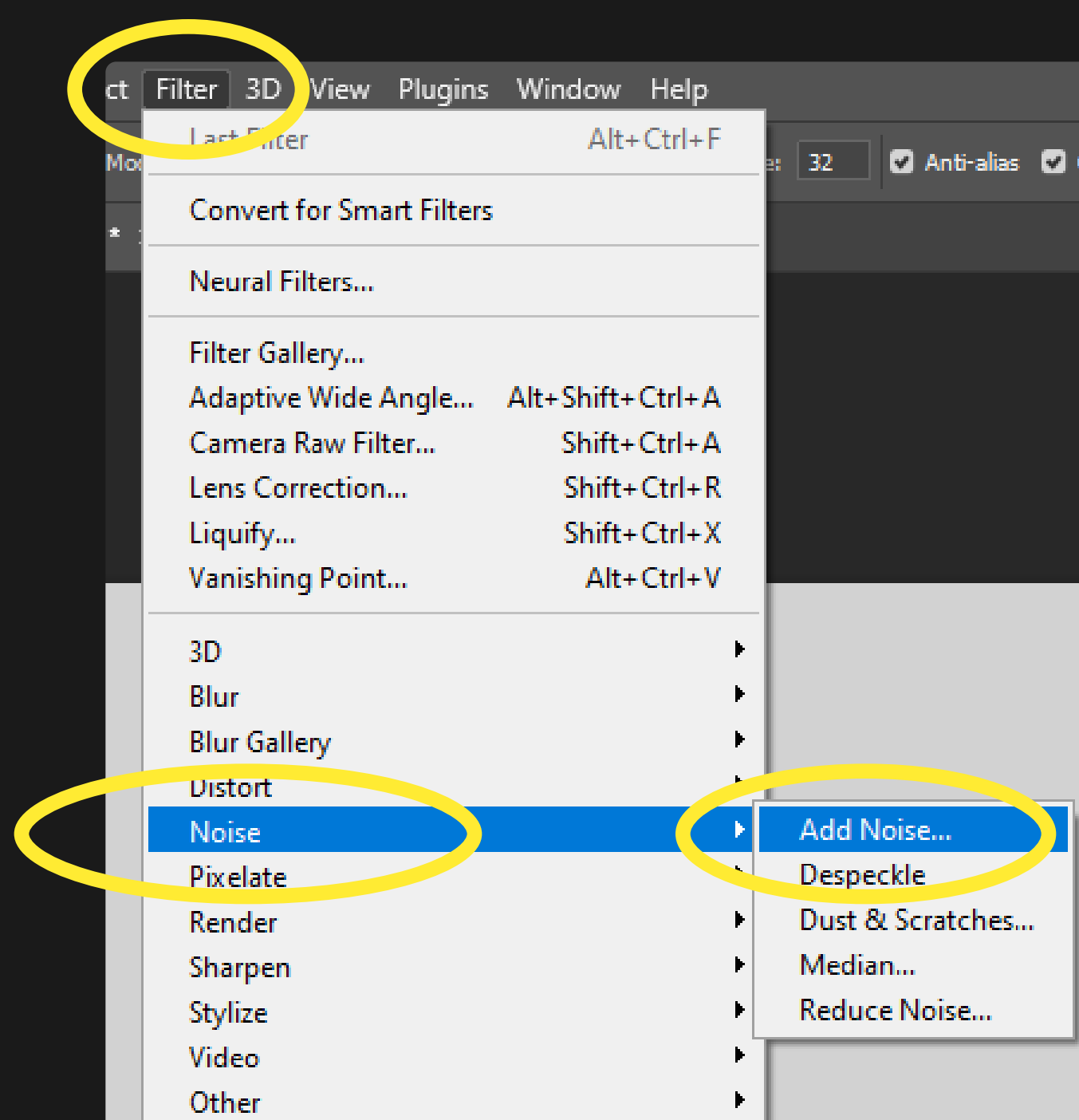
Fill your new layer with the lighter shade of gray you used in your gradient.



METAL TEXTURE

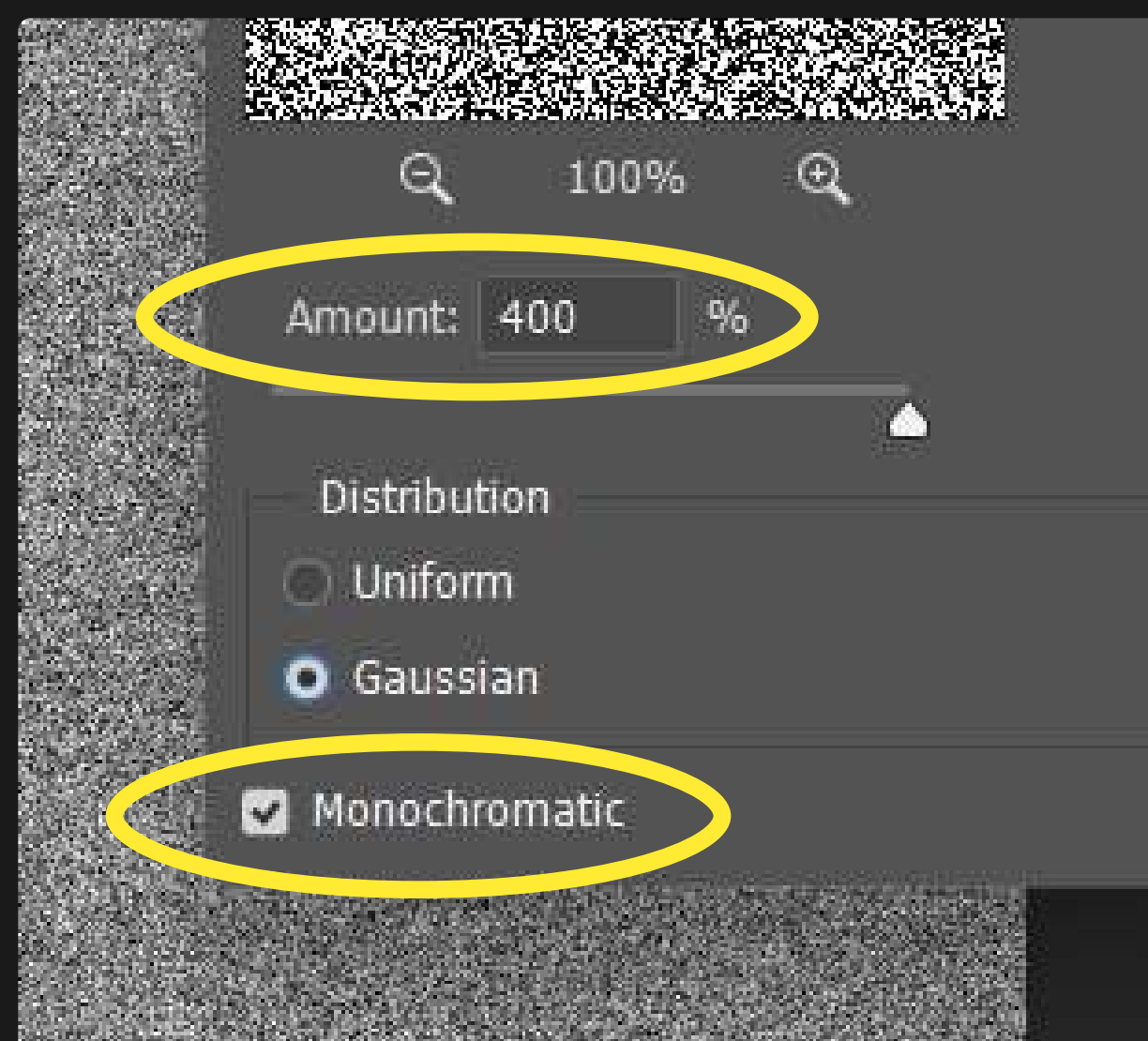
6. Add a Noise Filter

In the menu bar across the top of the screen select “Filter”, then “Noise”, then “Add Noise”.



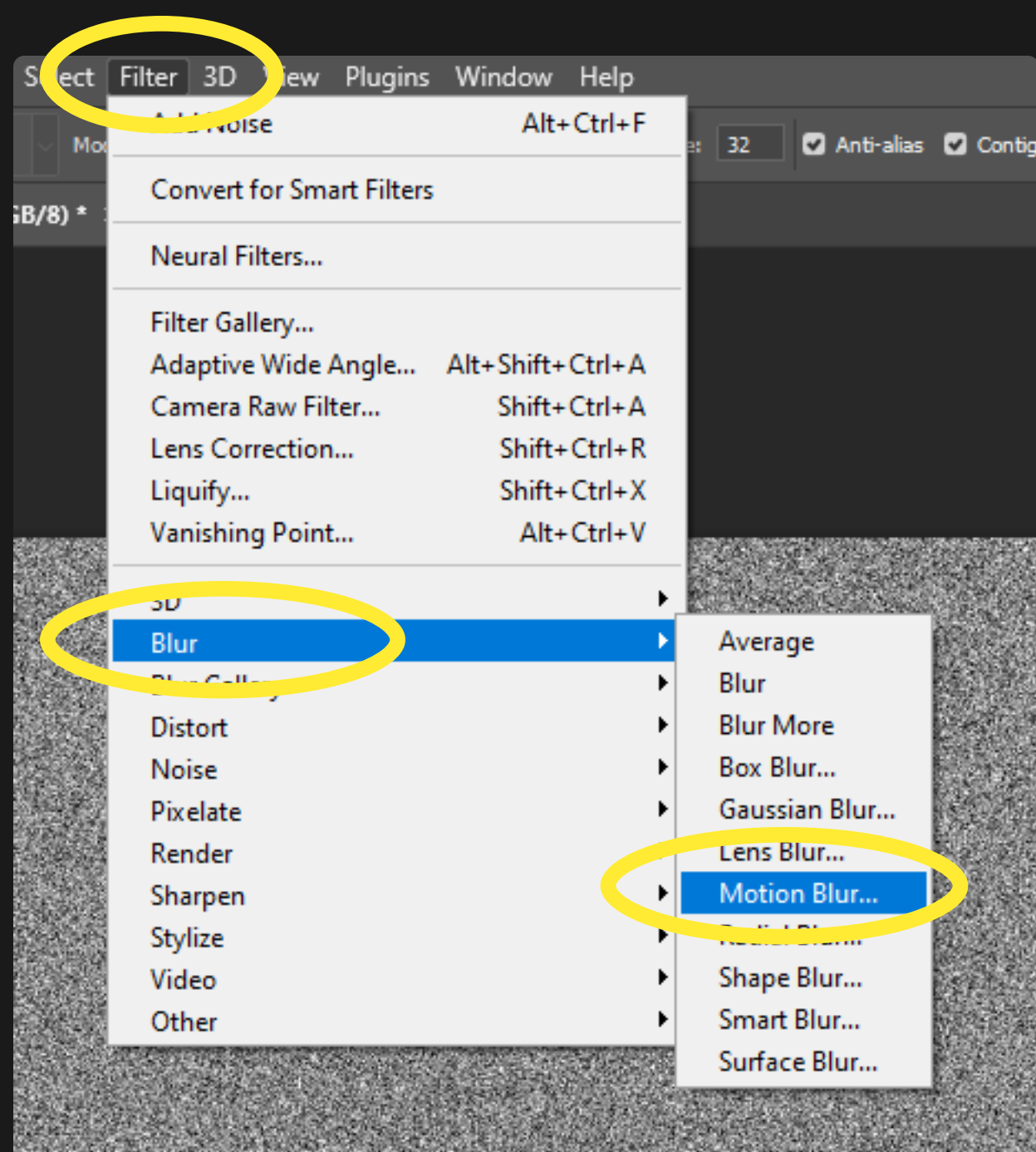
7. Noise Filter Settings

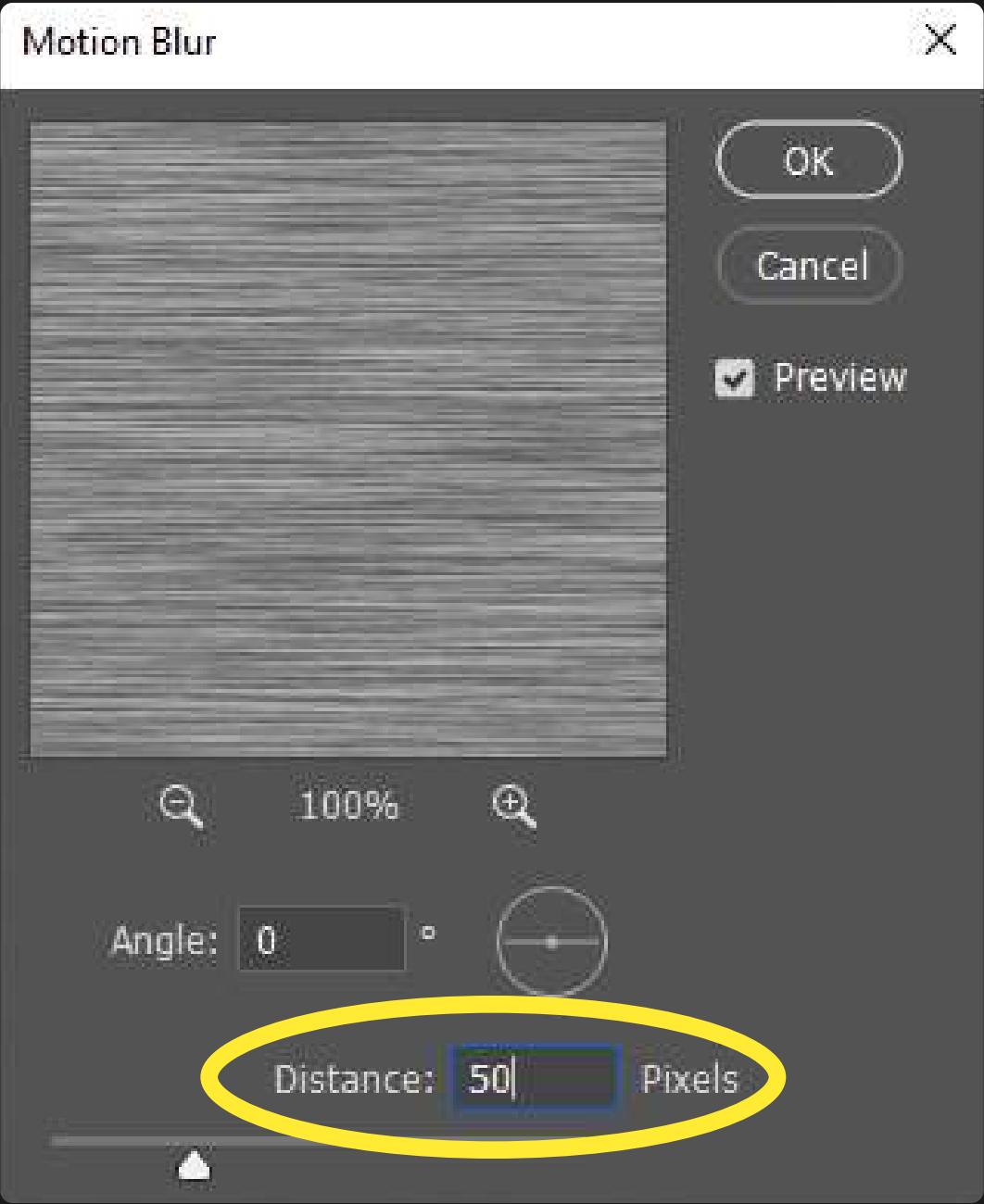
Make sure the “Monochromatic” box is checked (*this keeps your noise black & white*) and set the amount to around 400%.



8. Add a Motion Blur Filter

In the menu bar across the top of the screen select “Filter”, then select “Blur”, then select “Motion Blur”.

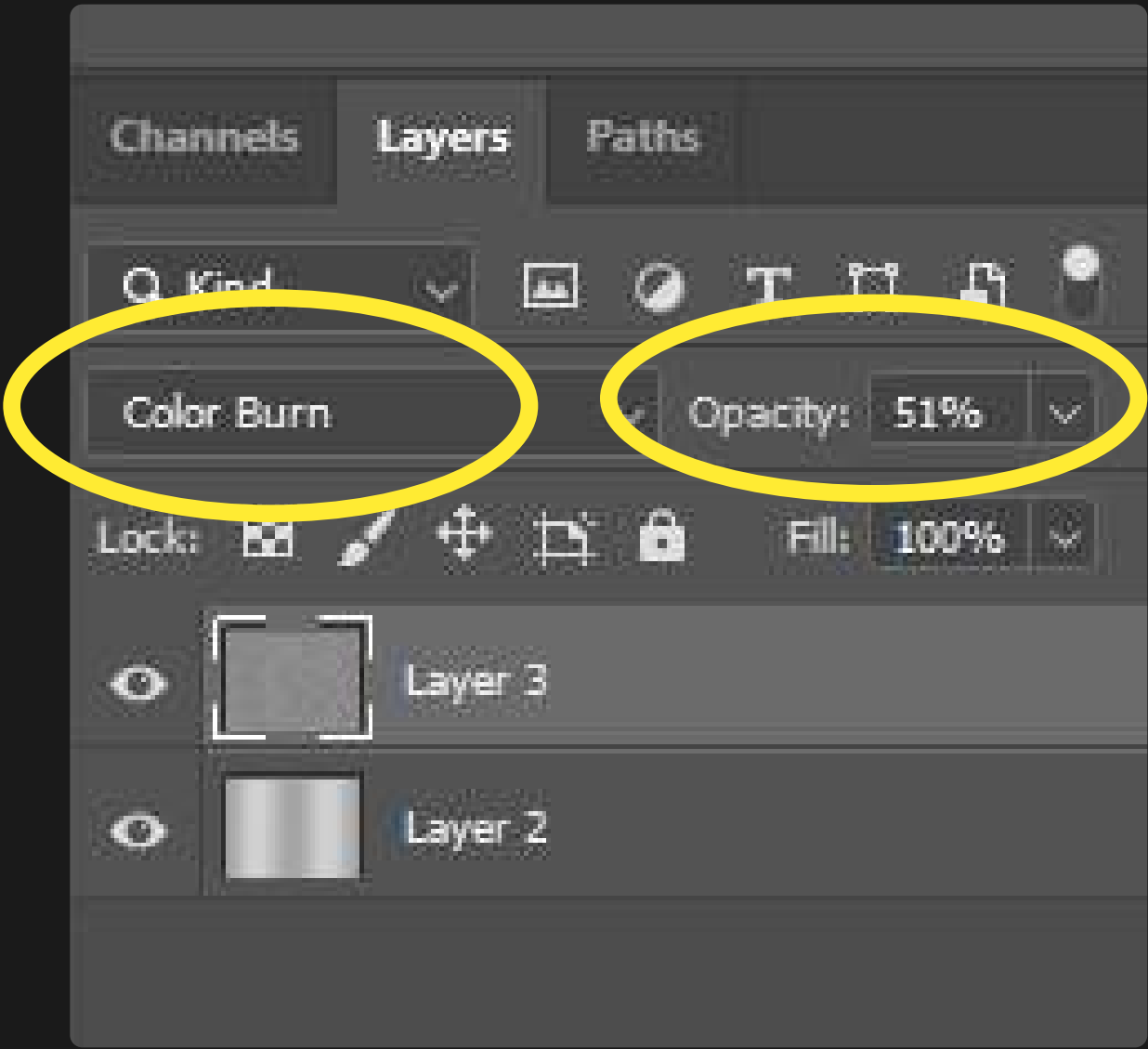




9. Motion Blur Settings

Set your Distance to around 50 Pixels.

You can vary this depending on your canvas size.



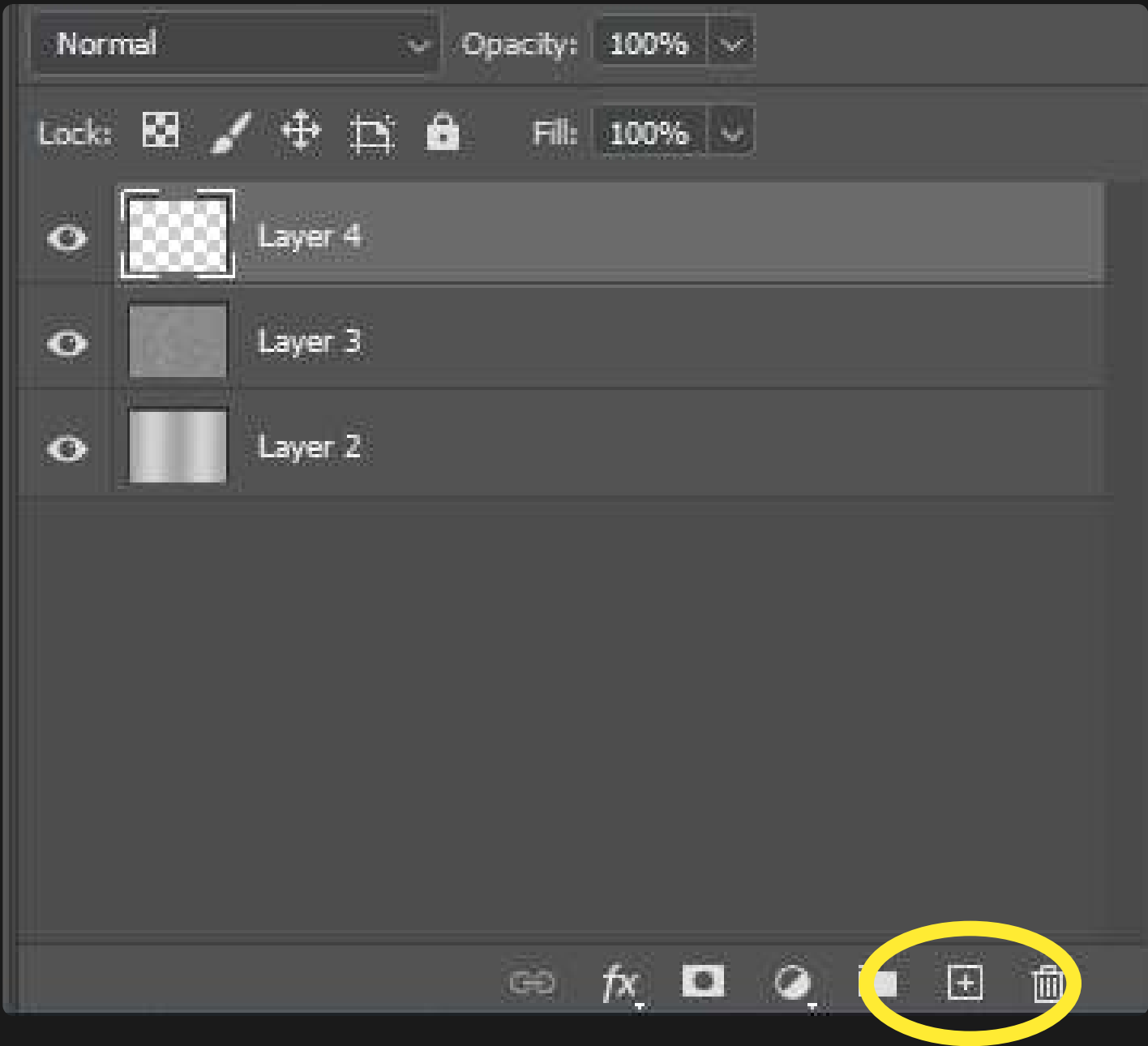
10. Set Your Blending Mode and Opacity

Set your Blending Mode to “Color Burn” and lower the opacity to around 50%.

11. Add a New Light Gray Layer

Add a new layer by clicking the New Layer icon at the bottom of the Layers Palette.

Fill this new layer with a light gray.



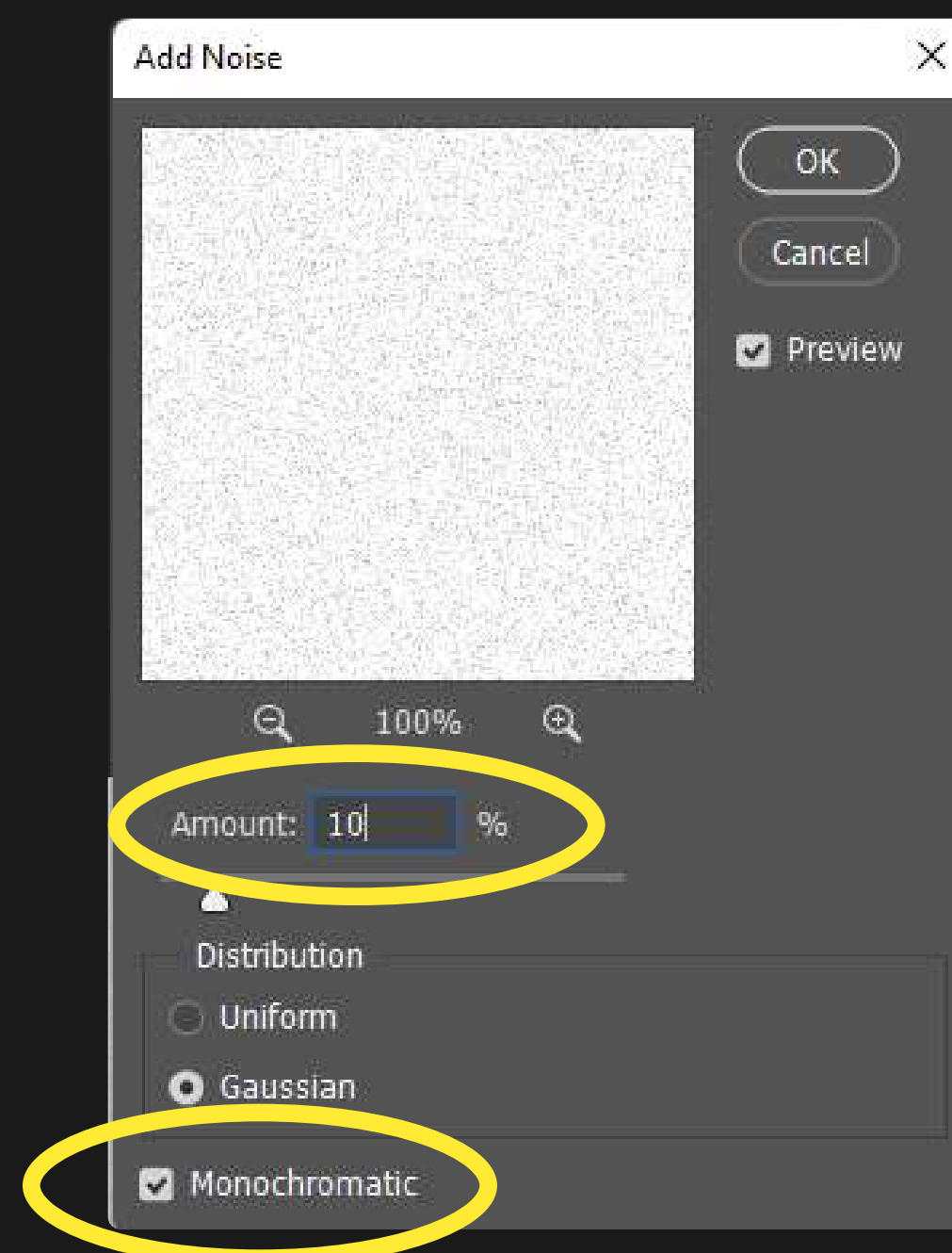
METAL TEXTURE

12. Add another Noise Filter

Now add another noise filter, just like you did in Step 5, but this one will be a finer noise.

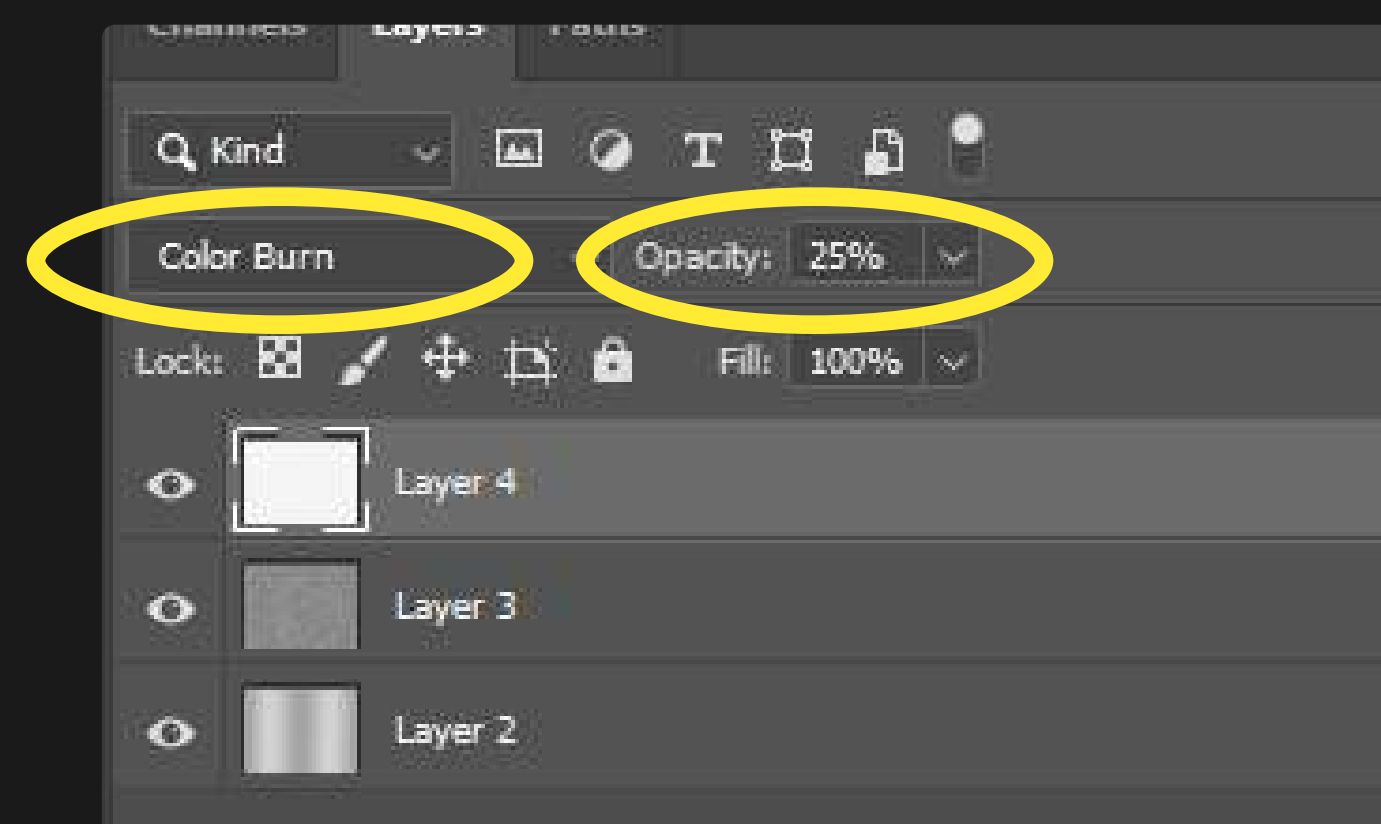
This time set the noise amount to about 10%.

Make sure “Monochromatic” is selected.



13. Set your Blending Mode and Opacity

Set your Blending Mode to “Color Burn” and lower the opacity to around 25%.



14. Adding Additional Textures

If you want to make your metal texture look even cooler you can add another texture image on top of it.

Set the Blending Mode to “Overlay” and change the opacity as needed.





FORMULA 03

GLOW TEXT ANIMATION

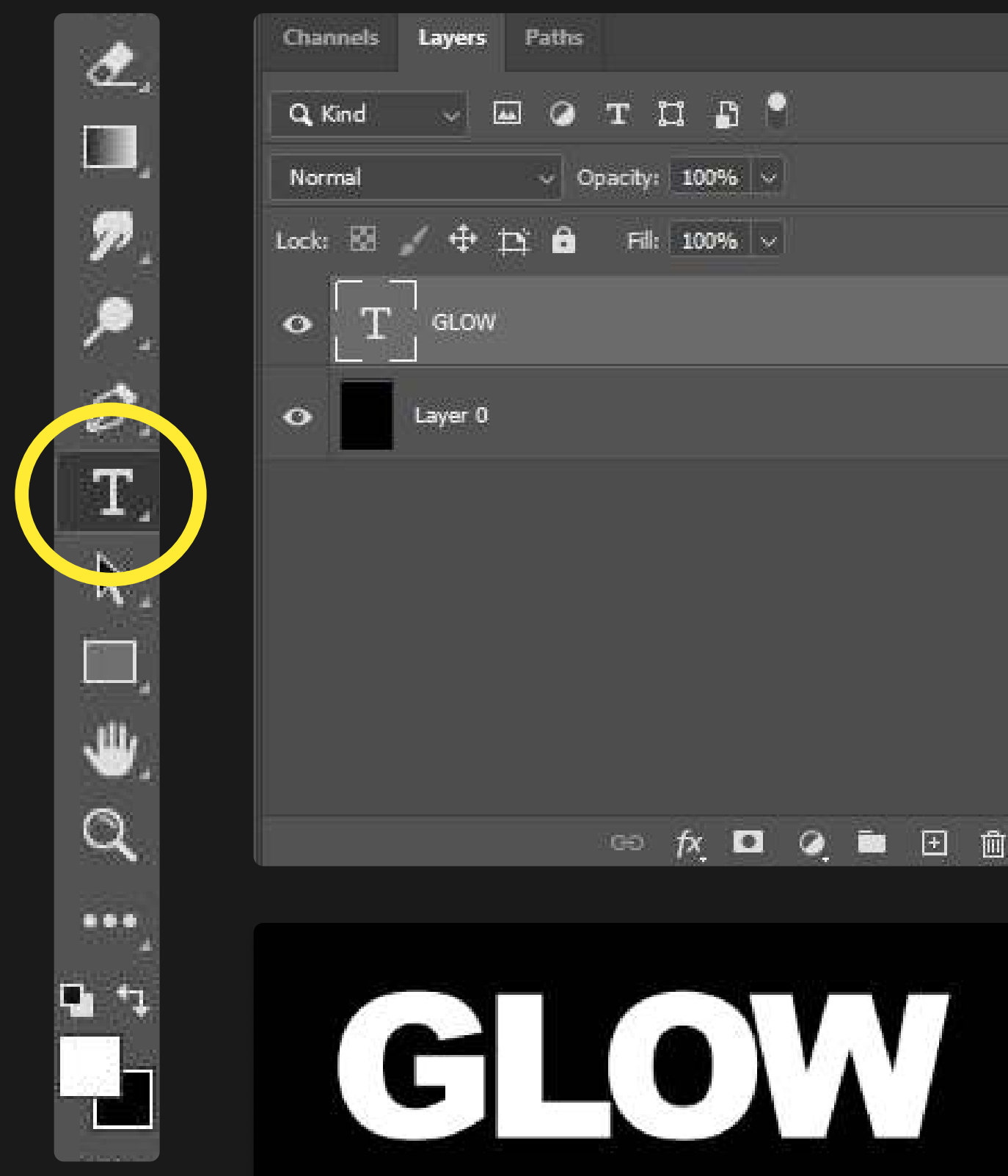
The ability to make an animated
glow on text right in Photoshop

GLOW TEXT ANIMATION

A basic formula using Photoshop's animation workspace to animate text

1. Type Out Your Text

Select the Type Tool from your tool bar on the left side of the screen, then type out your text.

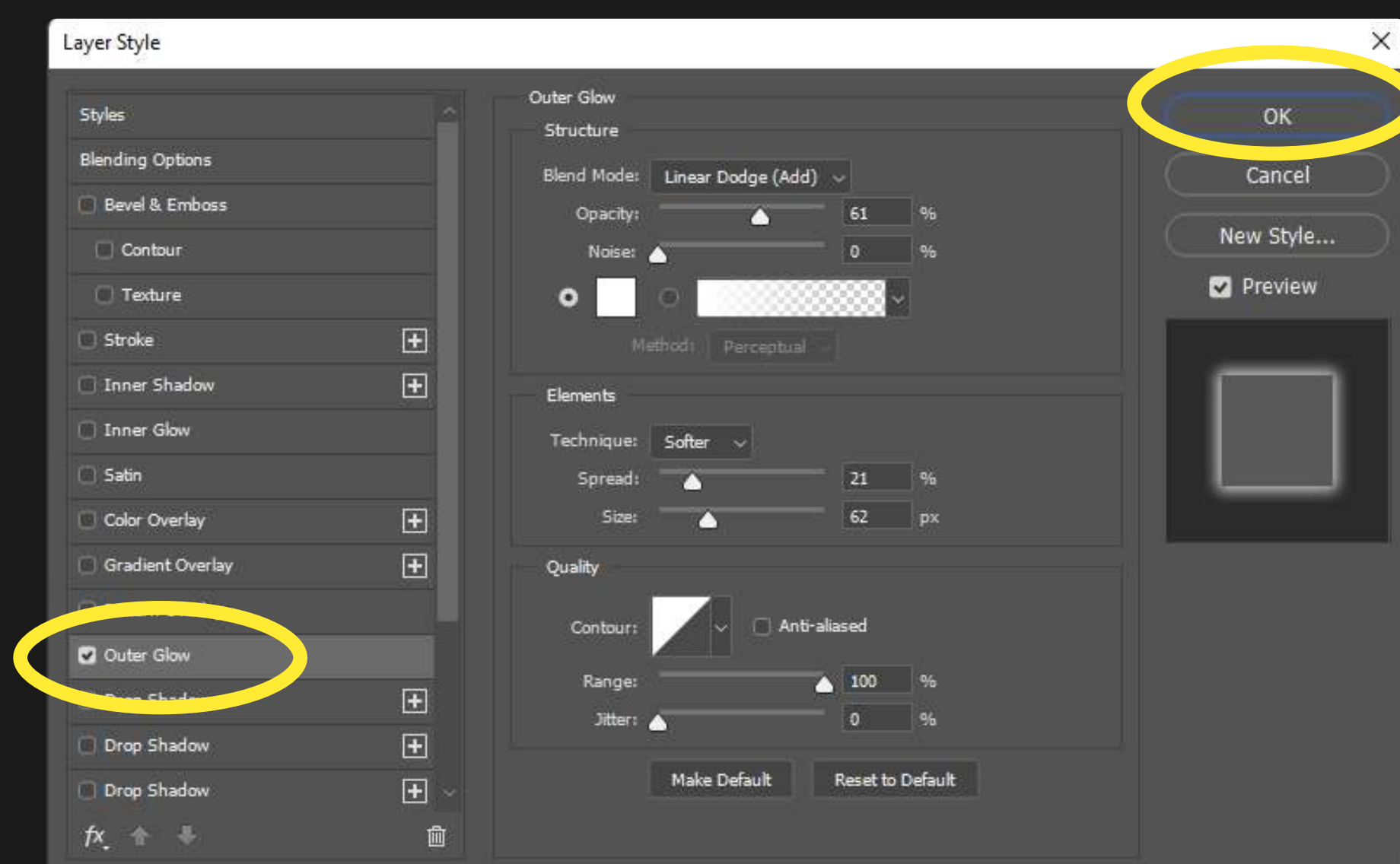


2. Add an Outer Glow

Double-click on your text layer to bring up the Layer Style window.

Select "Outer Glow", then set it to your ideal size and color.

You can also add "Inner Glow", "Drop Shadow" etc. until you have the look you want for your text.

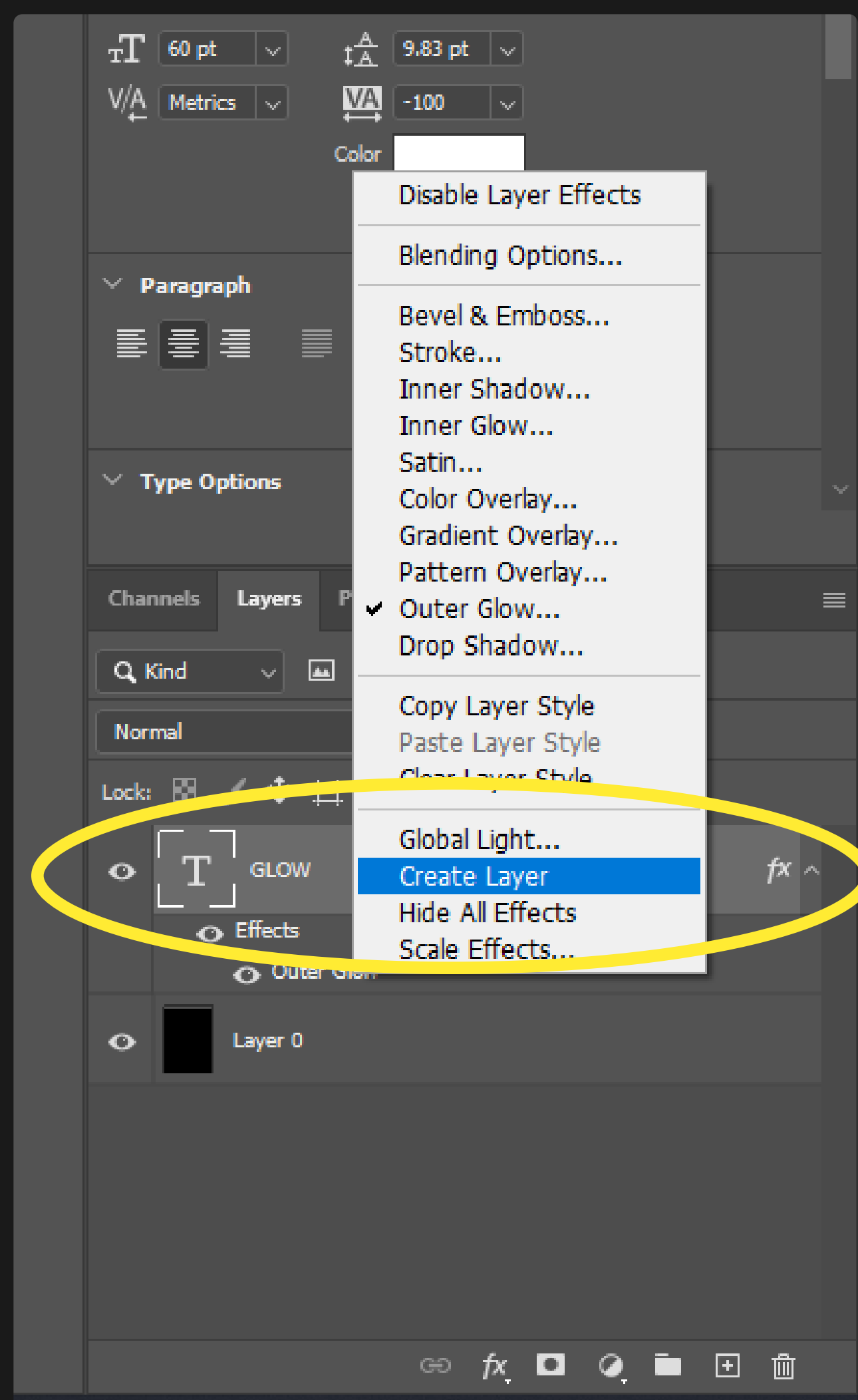
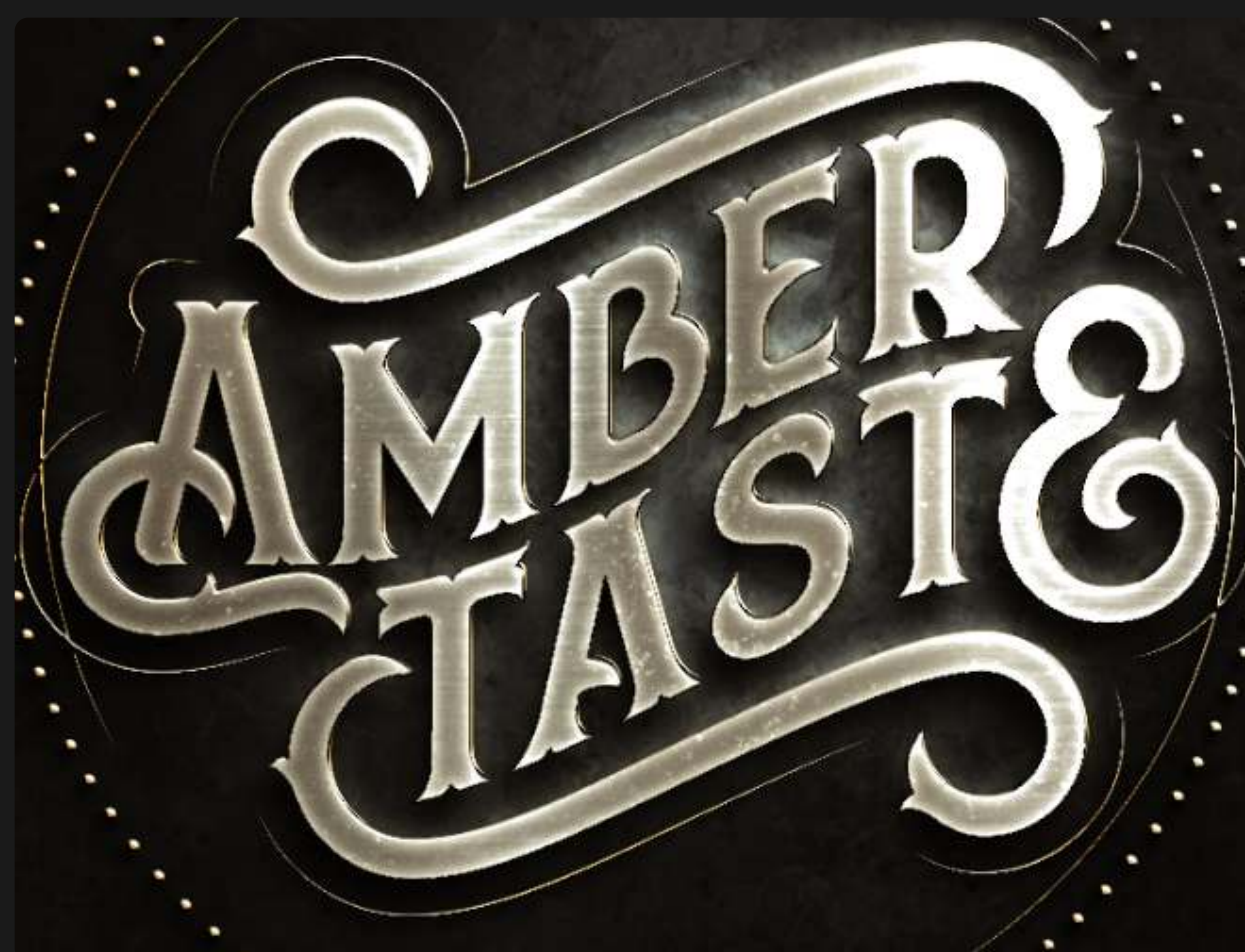


Click OK.

GLOW TEXT ANIMATION

3. Separate Your Effects Layer

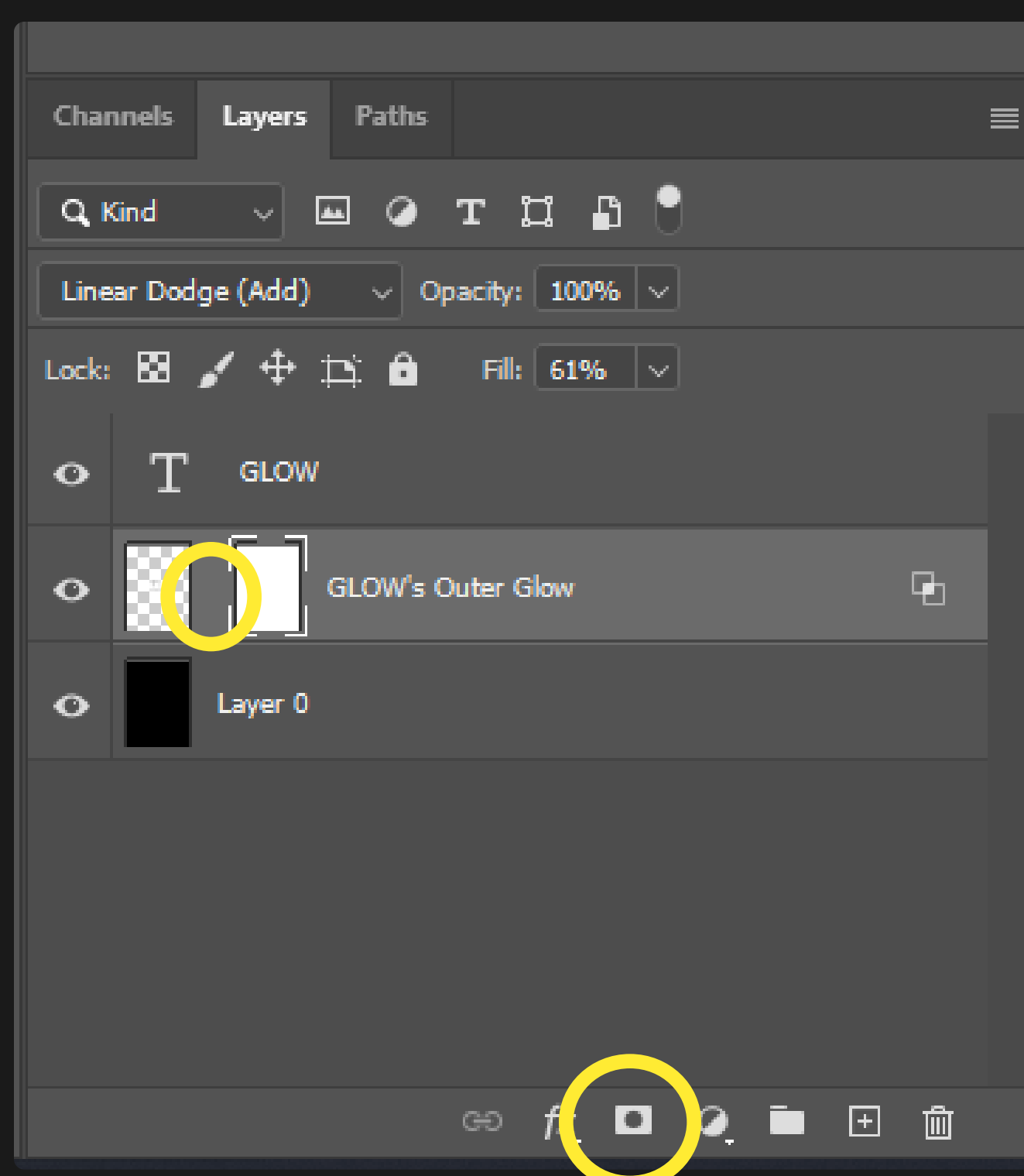
Right click on the “fx” icon on the right side of your text layer and select “Create Layer”. This will create a separate layer with your effects in it.



4. Add a Layer Mask

Add a layer mask to your new effects layer by clicking on the Layer Mask icon at the bottom of your Layers Palette.

Now unlink your layer mask by clicking on the small chainlink icon between the thumbnail of your image and the thumbnail of your layer mask.



GLOW TEXT ANIMATION

5. Select the Gradient Tool

Select the Gradient Tool from your tool bar on the left.

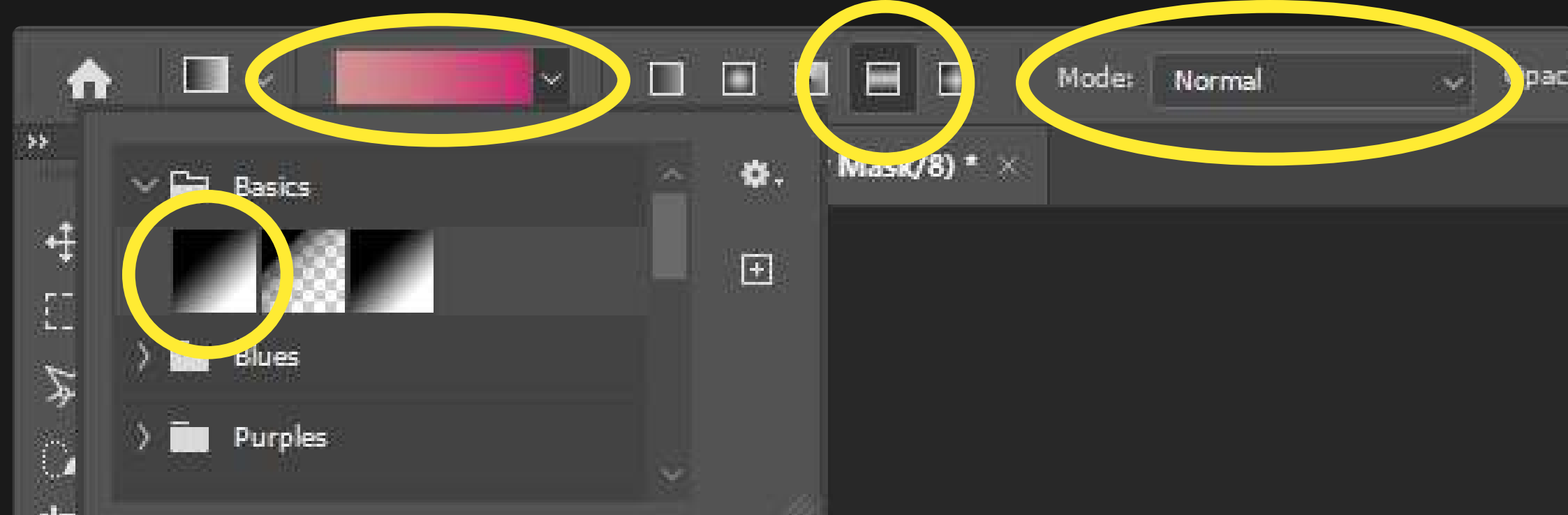
6. Gradient Tool Settings

Click the drop-down arrow next to the long gradient box in your bar at the top-left of your screen.

Now open the “Basics” folder and select the black to white gradient.

Now close the drop-down menu and select the “Reflected Gradient” to the right by clicking on the small square icon with the vertical gradient in it.

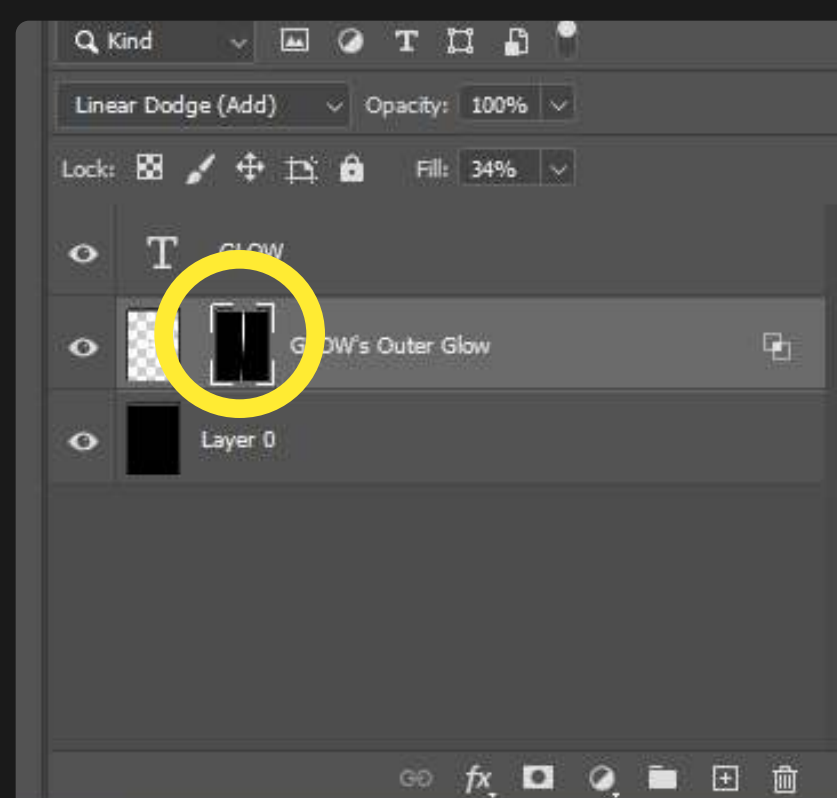
Set the Mode to “Normal”. The Mode box is on the bar to the right.



7. Add a Gradient

With your layer mask selected click and drag over your image, then release. This will create a gradient on your layer mask.

Now invert your layer mask by pressing CMD/CTRL and the “I” key



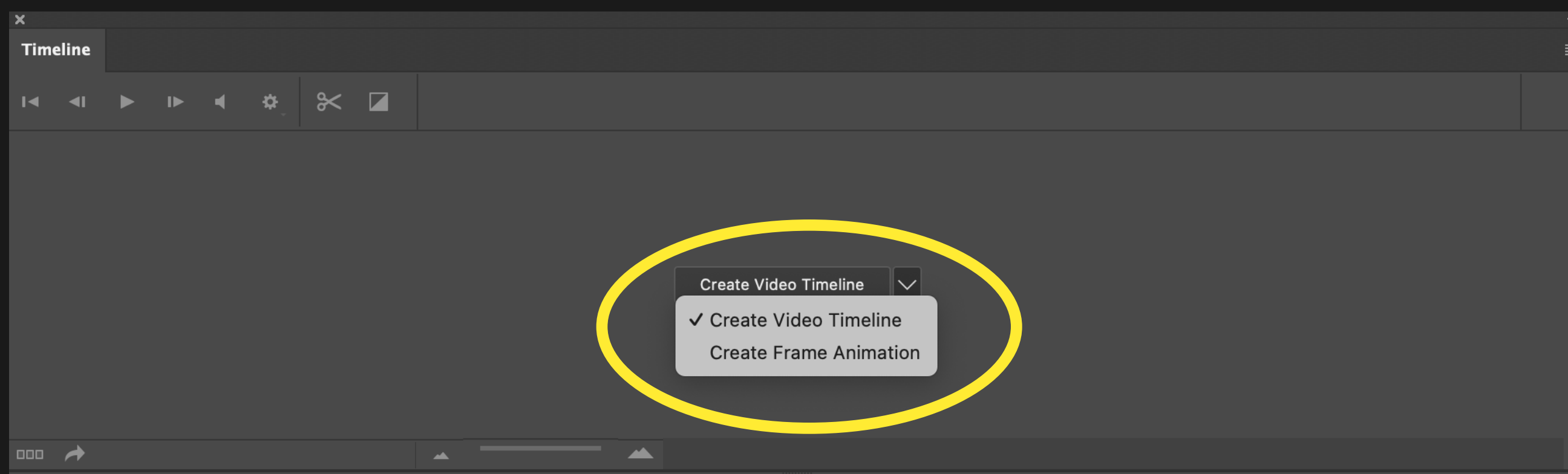
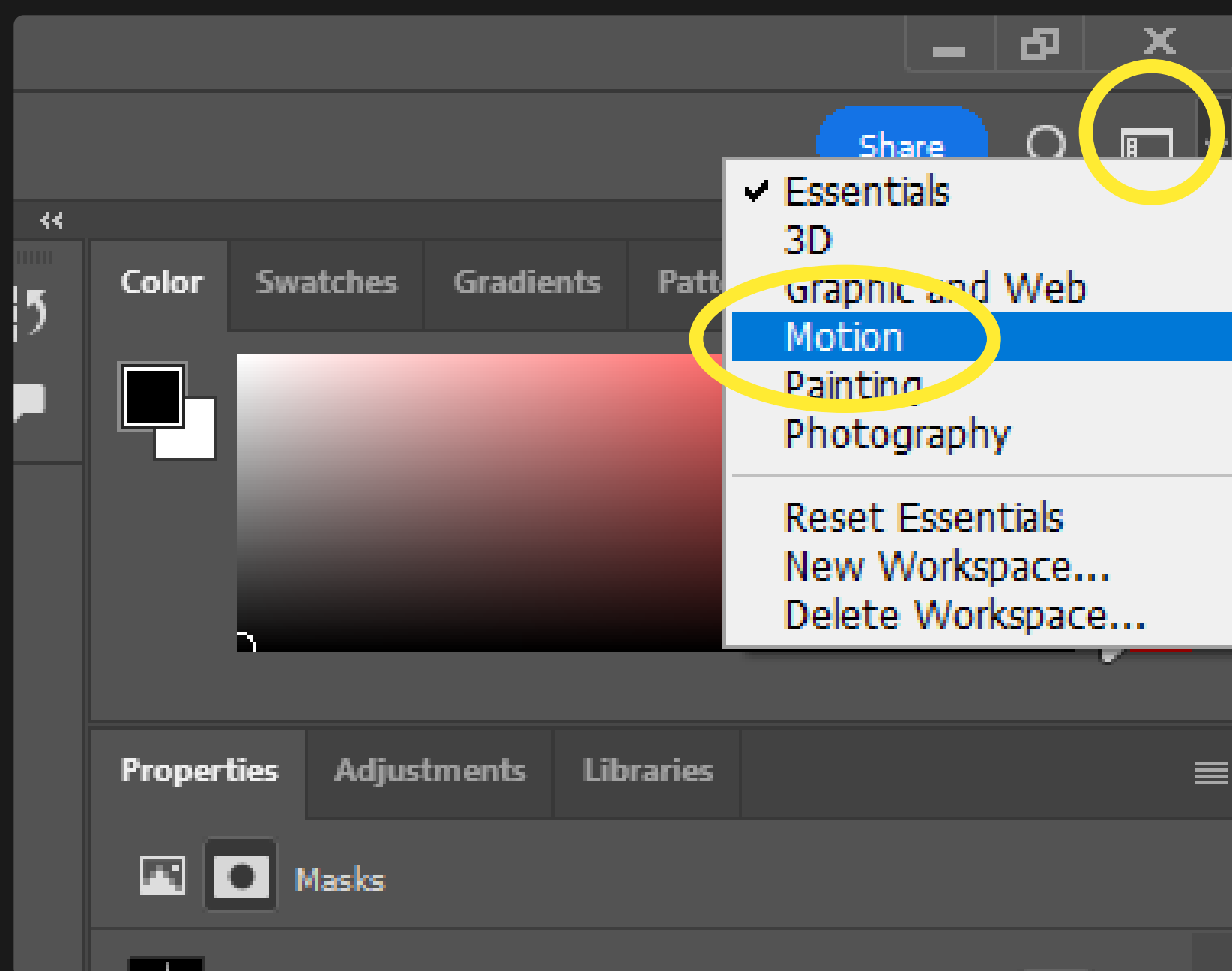
GLOW TEXT ANIMATION

8. Change Workspace

Click on the Workspace icon in the top right corner of the screen, then select “Motion”

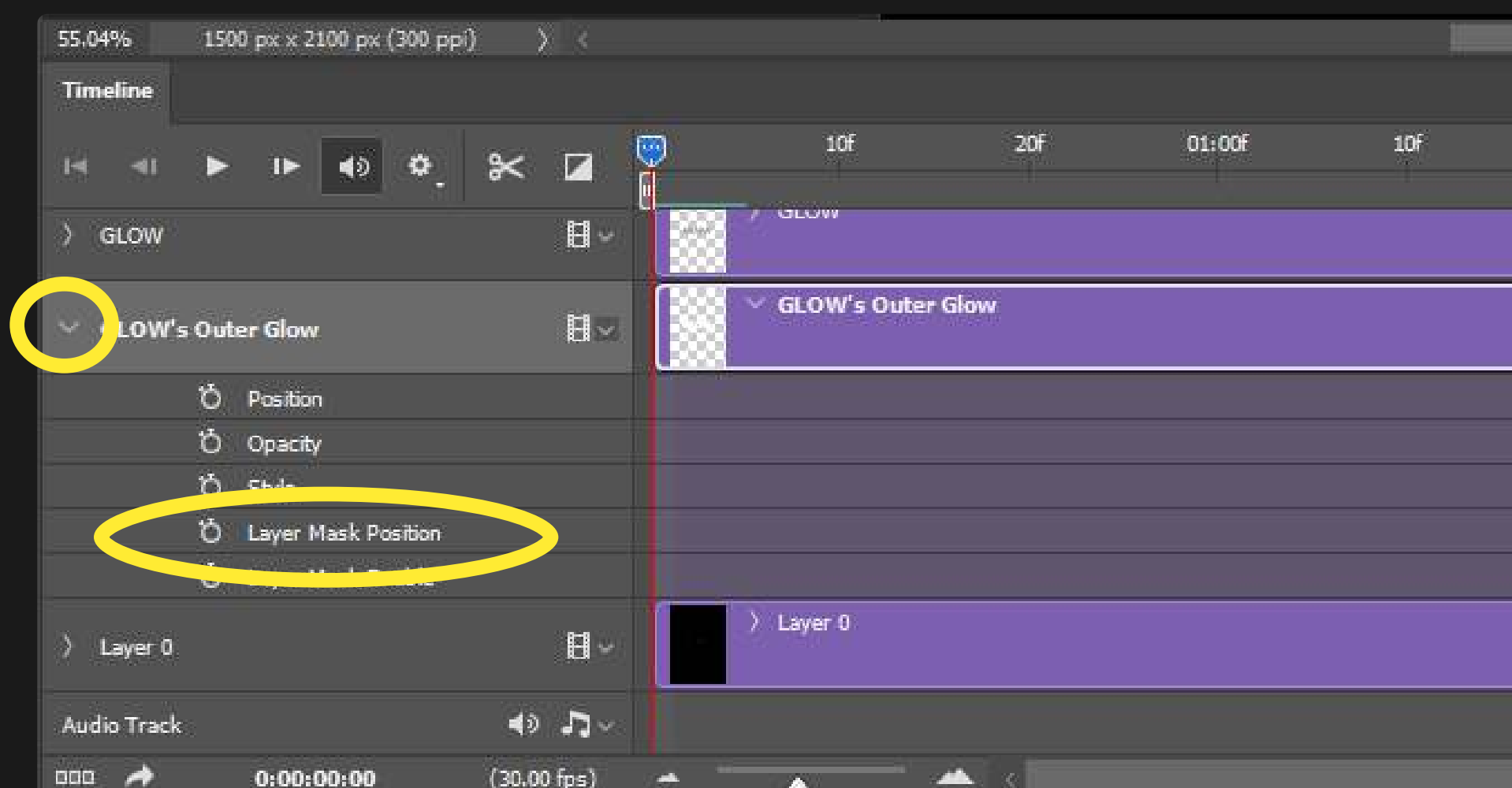
This will change your workspace to an animation workspace.

Now click the drop-down arrow in the center of your Timeline palette and select “Create Video Timeline”, then click on the words “Create Video Timeline” in the center of the box. This will open all of your text layers inside of your Timeline.



9. Locate Your Layer Mask

In your Timeline palette locate the layer that has your layer mask on it, then click the little drop-down arrow next to it on the left side, then go down to “Layer Mask Position”.

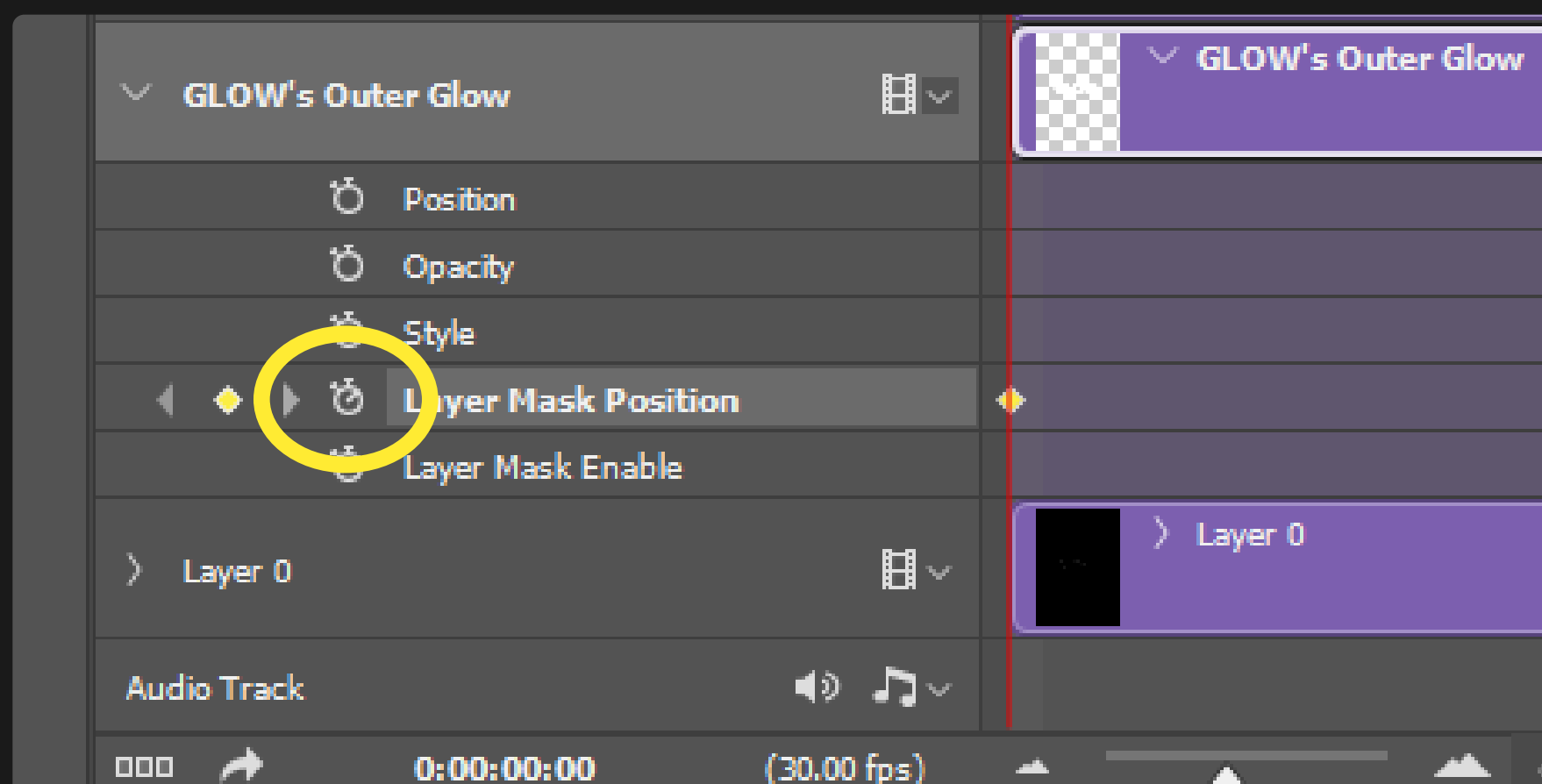


GLOW TEXT ANIMATION

10. Set Your First Keyframe

Click on the little stopwatch icon to enable animation on that layer.

This will also set a keyframe at that point.



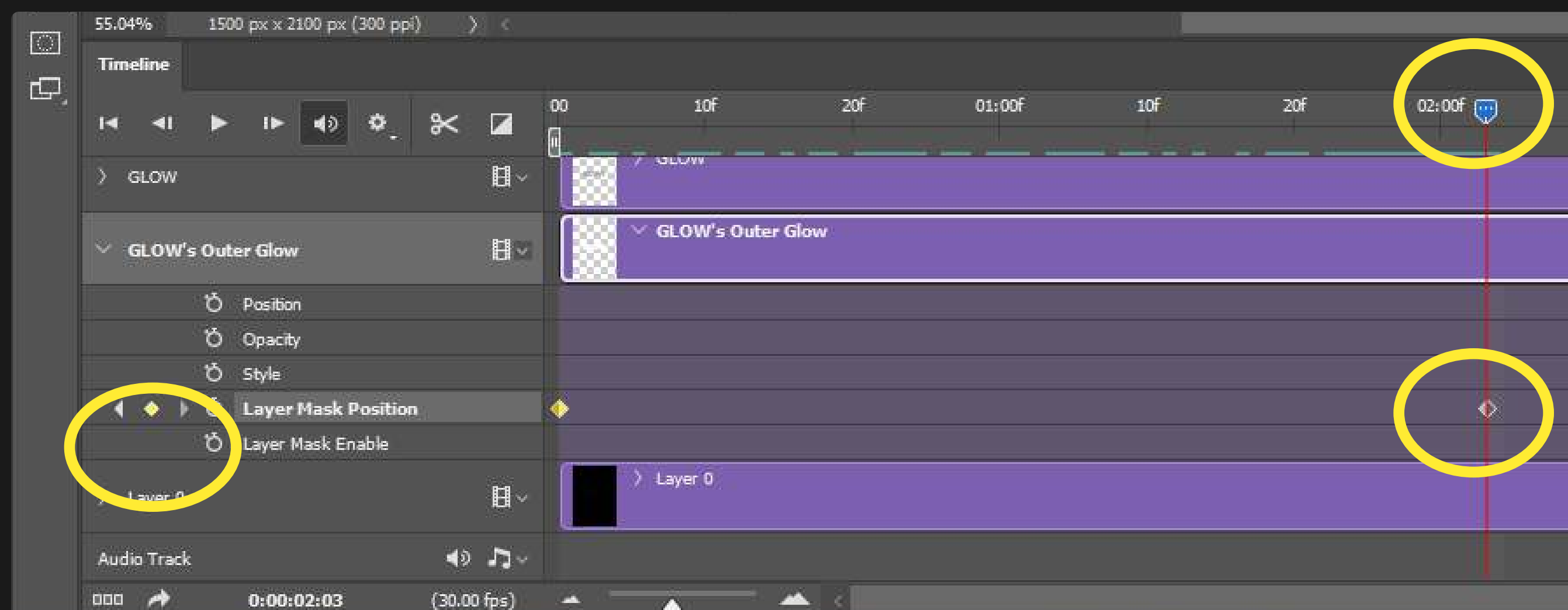
11. Set Your Last Keyframe

Your timeline cursor is a red line with a blue handle on top of it. Grab the blue handle and drag it to the next point where you'd like to add a keyframe.

Now go back over to your image. Click and drag your layer mask across your image to the point where you'd like your animation to end. This will create another keyframe and set your animation to end at this point.

Press the play button to see your animation.

You can drag the keyframes to different positions on your timeline to change the speed of your animation. You can add as many keyframes to your timeline as you'd like.





FORMULA 04

COLOR GRADING

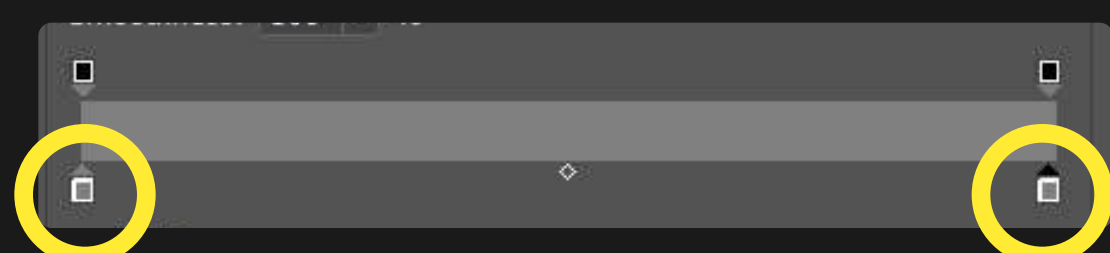
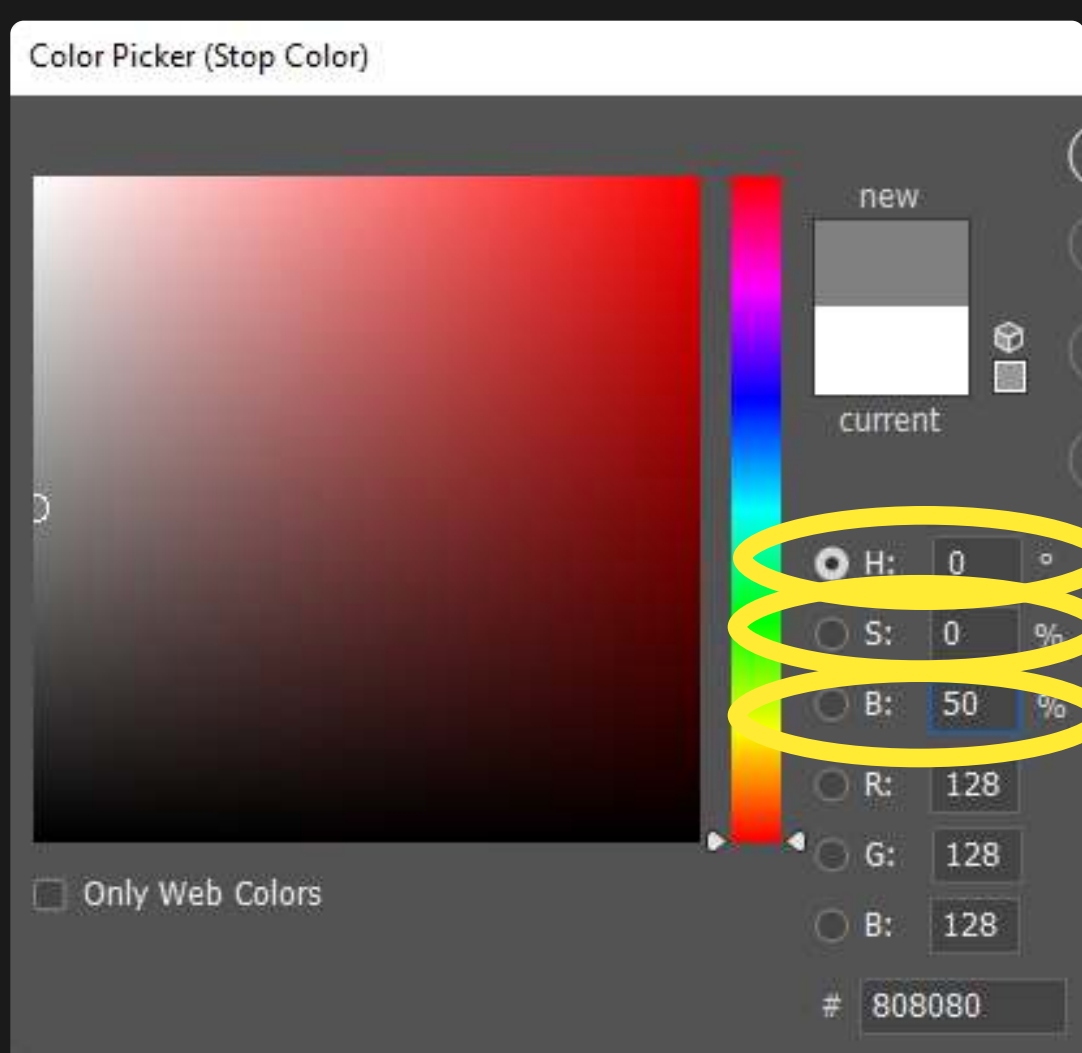
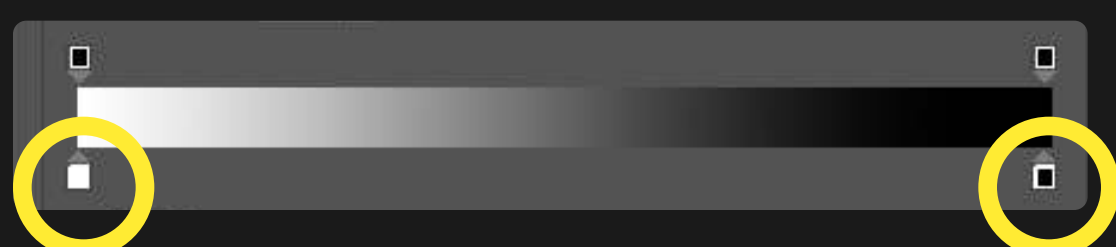
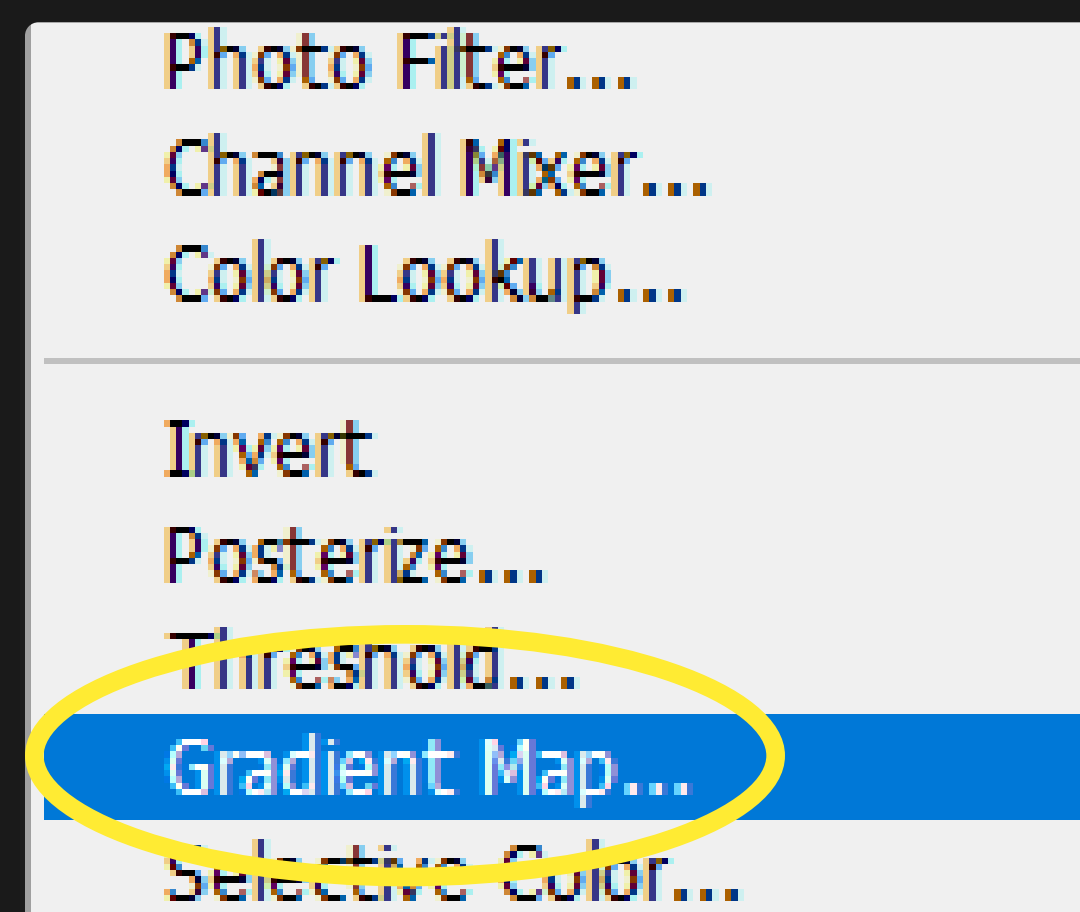
The ability to change the look
and color of your image

COLOR GRADING

A very useful tool for changing the look of your image with only one adjustment layer

1. Add a Gradient Map

Click the adjustment layer icon at the bottom of your Layers Palette and select "Gradient Map".



2. Set the Gradient Map to Neutral Gray

Neutral gray is a good starting point for the gradient map as this will not effect your current image.

Go to your Properties window, then click on the gradient box to pull up your Gradient Editor window.

Click on one of the little slider handles to select the color you'll be changing, then open the Color Picker window by clicking on the rectangle next to the word "Color". Now adjust your settings to the following numbers:

- H (Hue) to 0
- S (Saturation) to 0
- B (Brightness) to 50

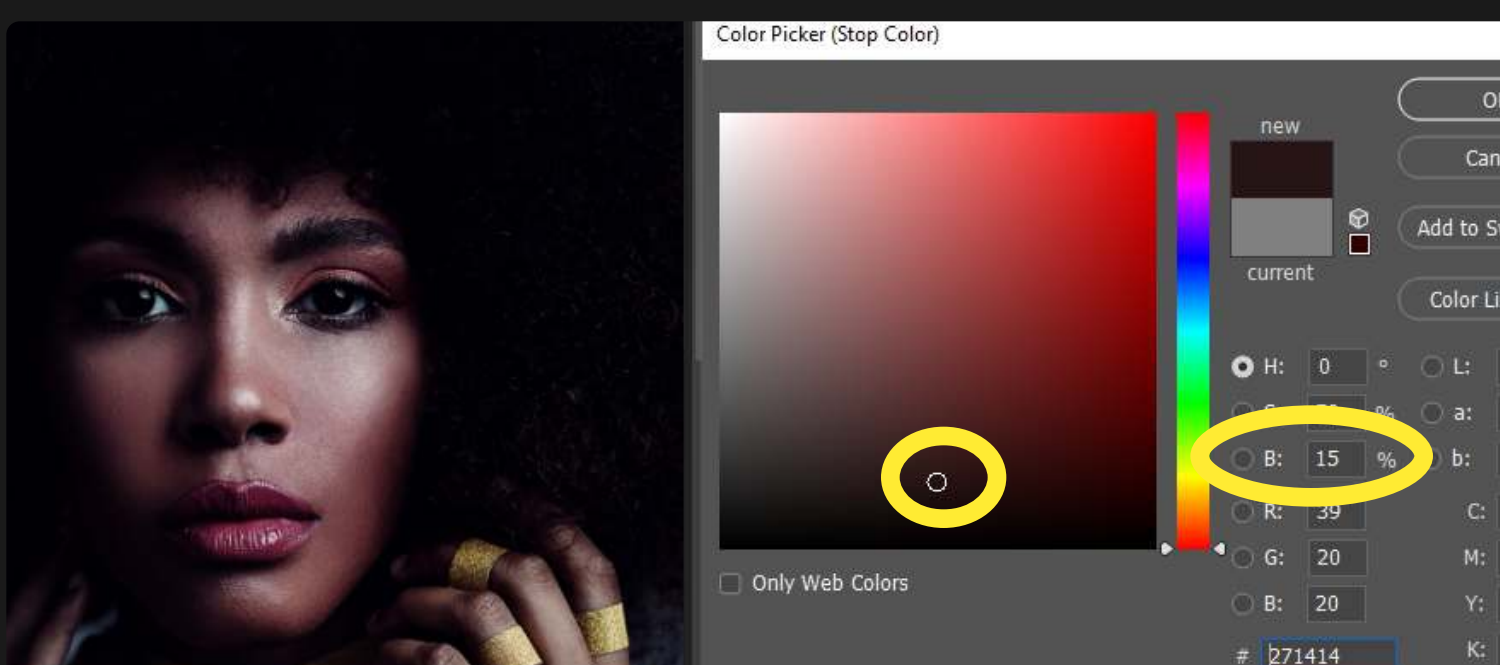
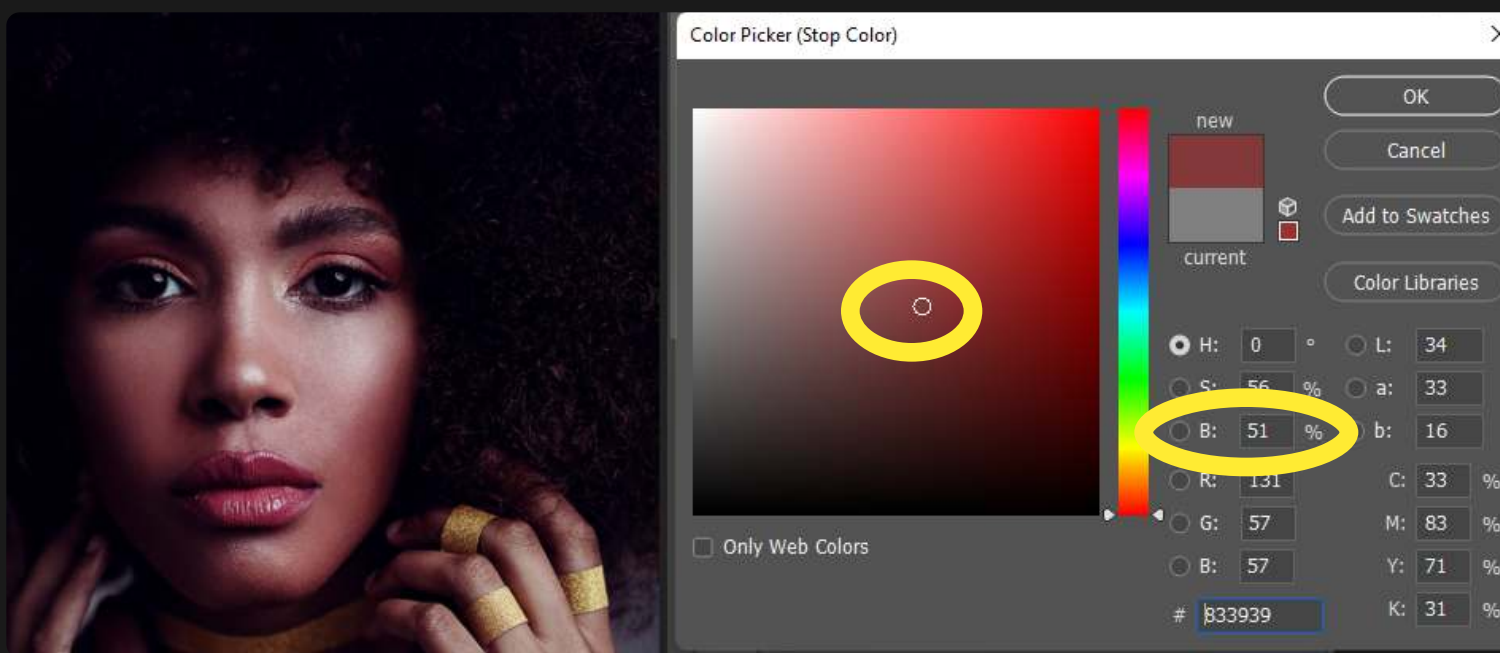
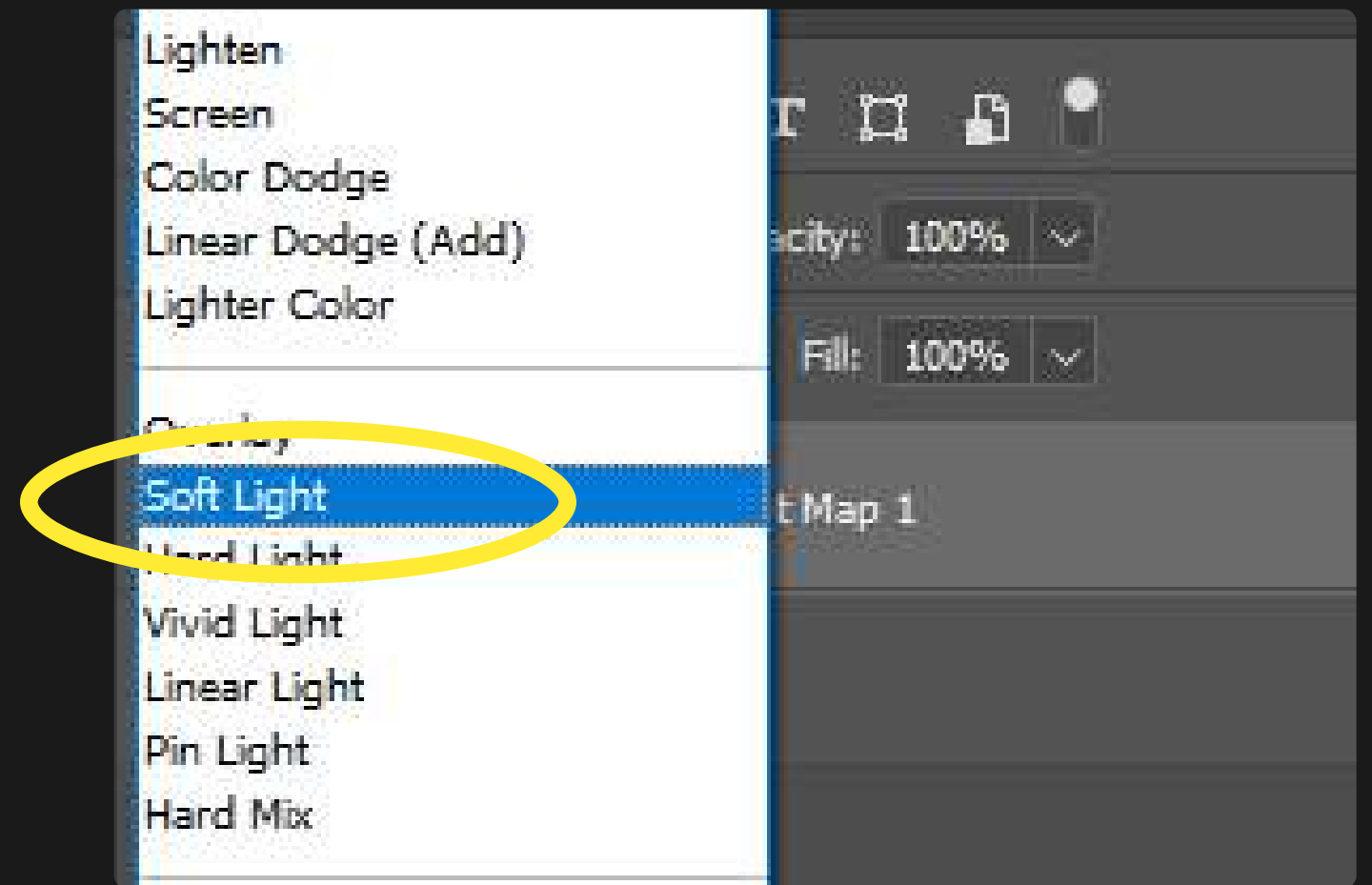
Now you have neutral gray.

Repeat for both sliders.

3. Change your Blending Mode

Now change your Blending Mode to “Soft Light”.

You will see that your image is no longer affected by the gradient map now that it's neutral gray.



4. Pick your Colors

Now go back into your Gradient Editor window and click on one of the slider handles to select a color to replace your neutral gray. Once again click on the rectangle next to the word “Color”, this will bring up your Color Picker window.

Colors picked in the middle will only affect the color, not the brightness.

Colors picked at the top of the gradient will make the areas lighter as well as change the color.

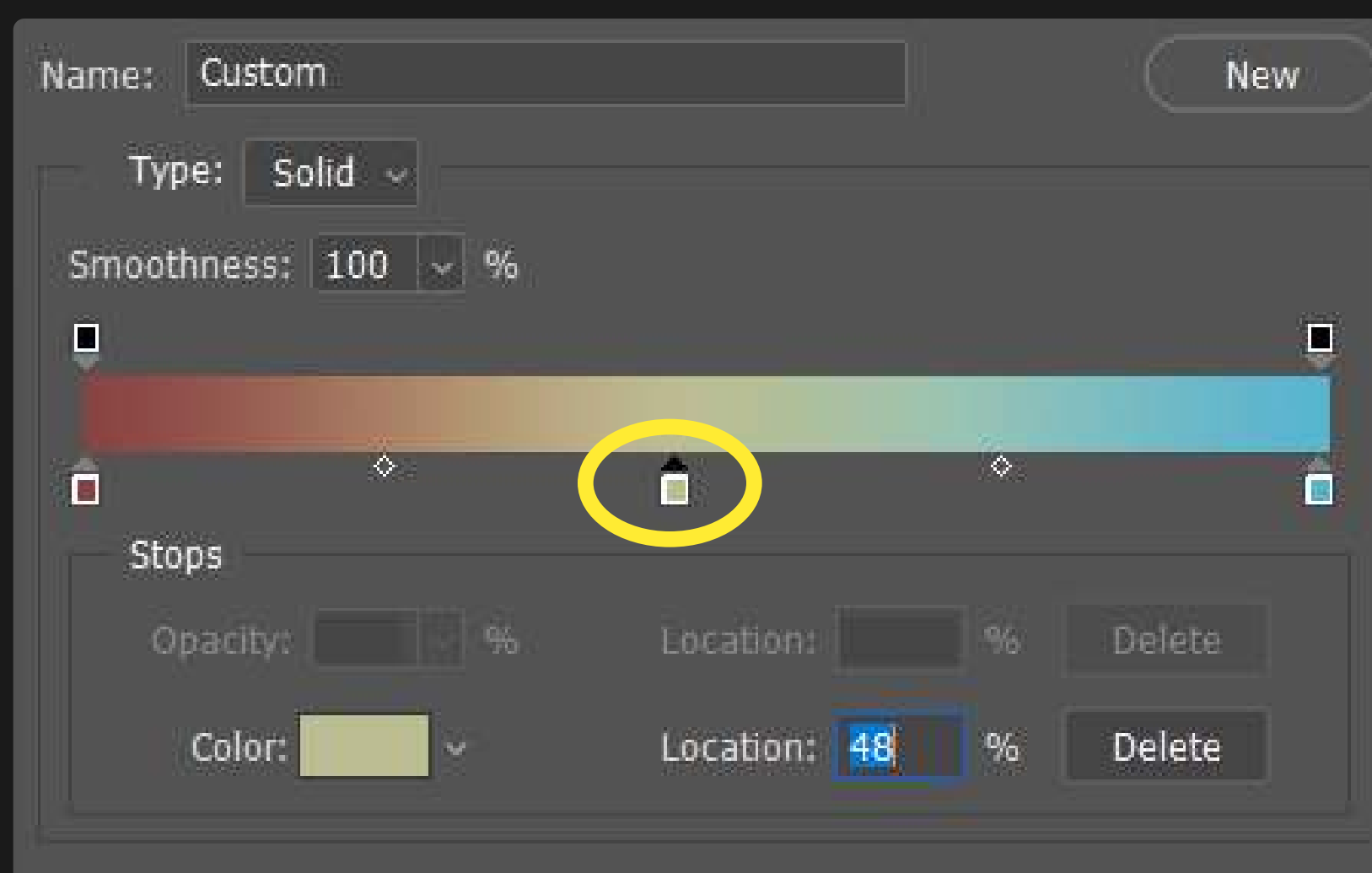
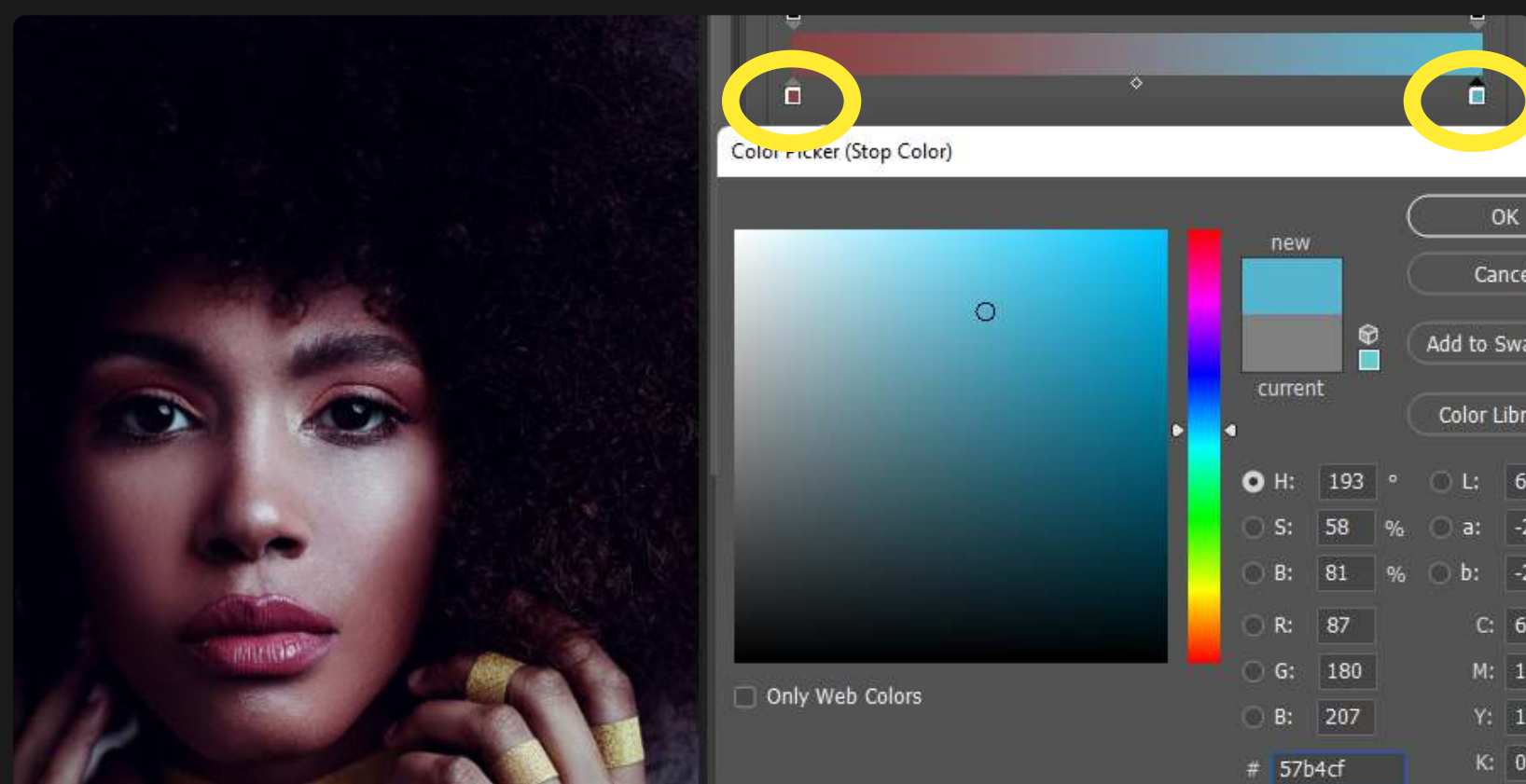
Colors picked toward the bottom will darken as well as change the color.

COLOR GRADING

5. Finalize your Colors

Do the same thing for the other slider until you're happy with your image.

If you want to adjust the color of your mid tones you can click on the bottom edge of the gradient box in your Gradient Editor window. This will add another slider handle for adjusting the mid tones.





FORMULA 05

VANISHING POINT TOOL

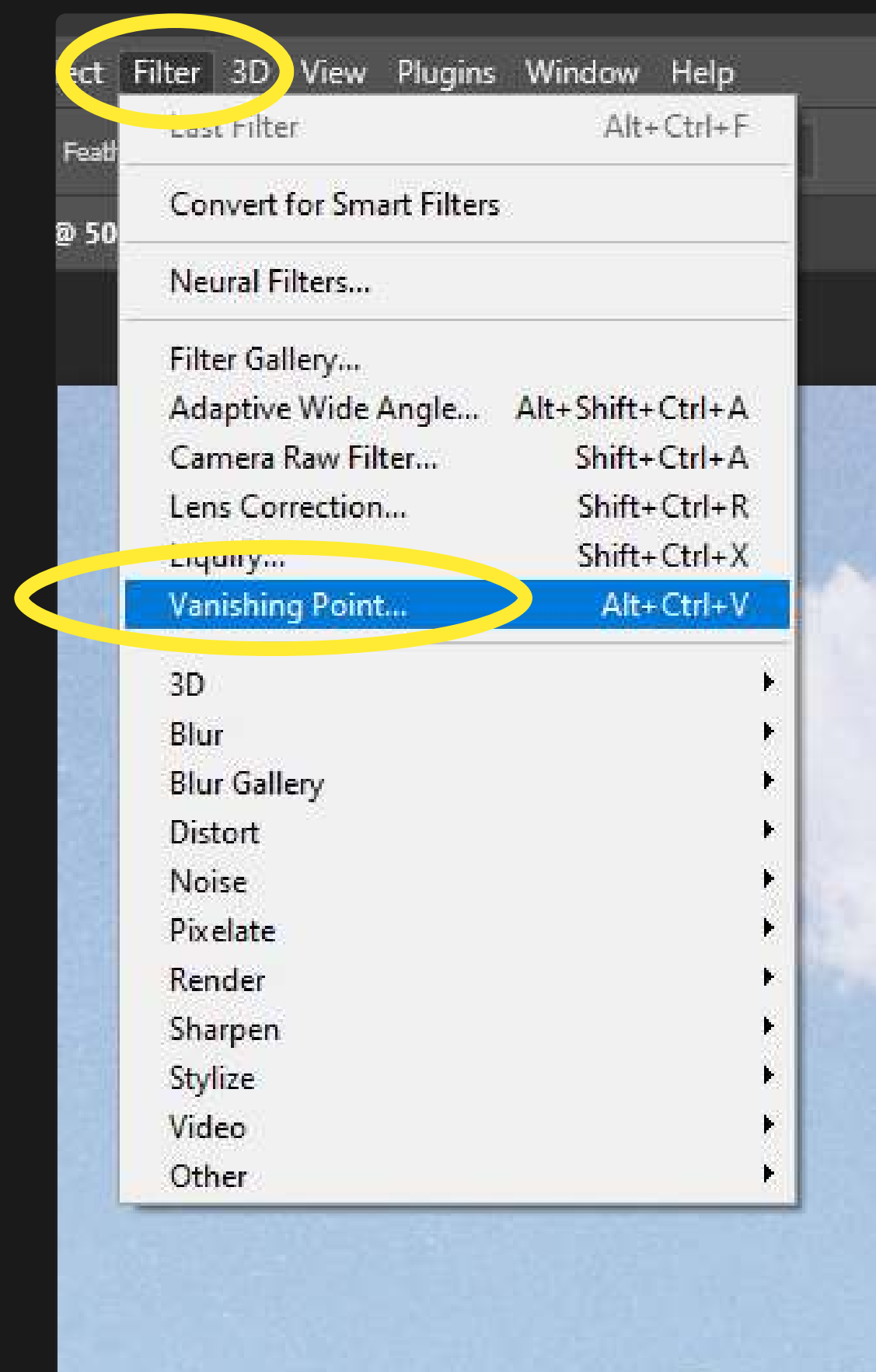
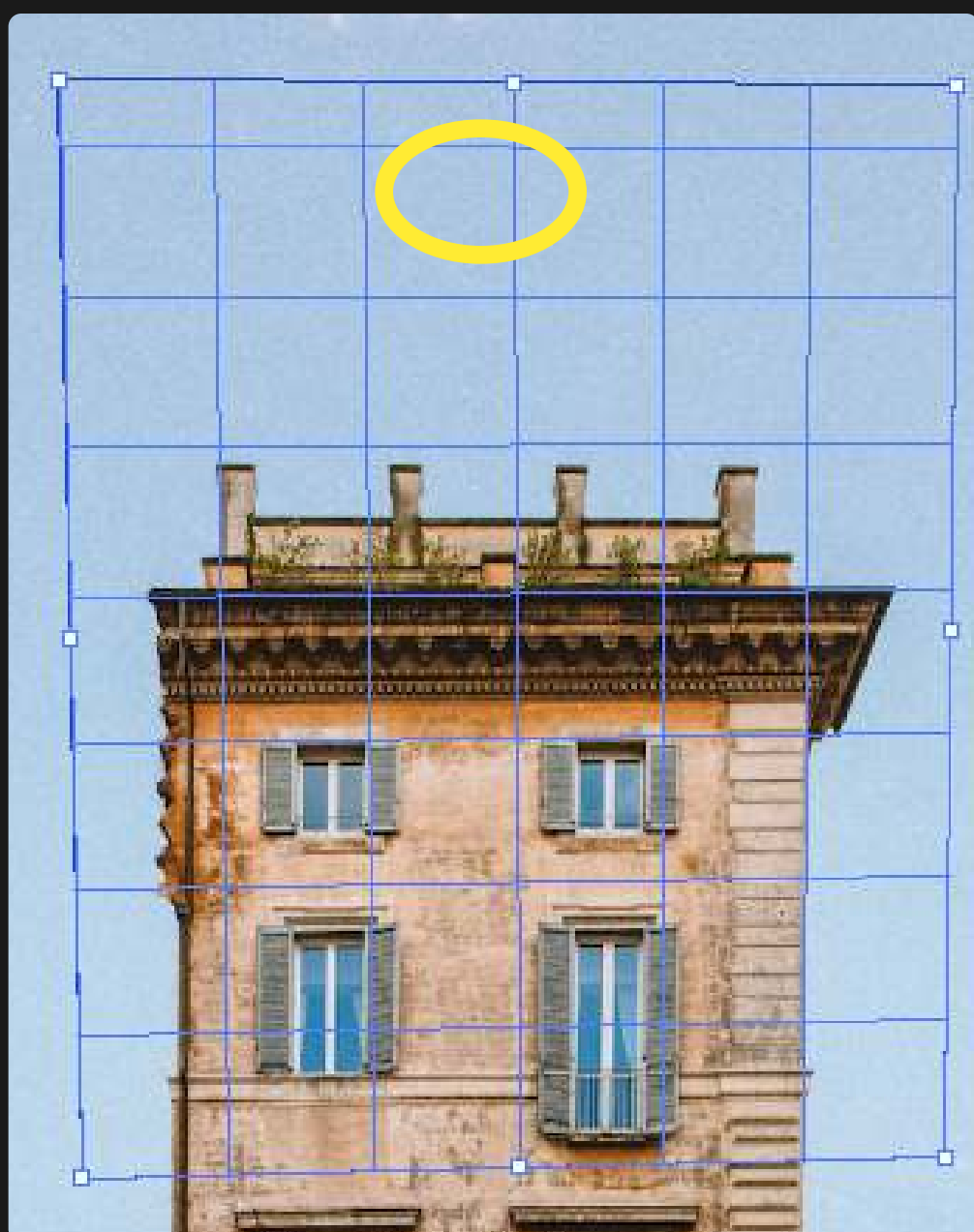
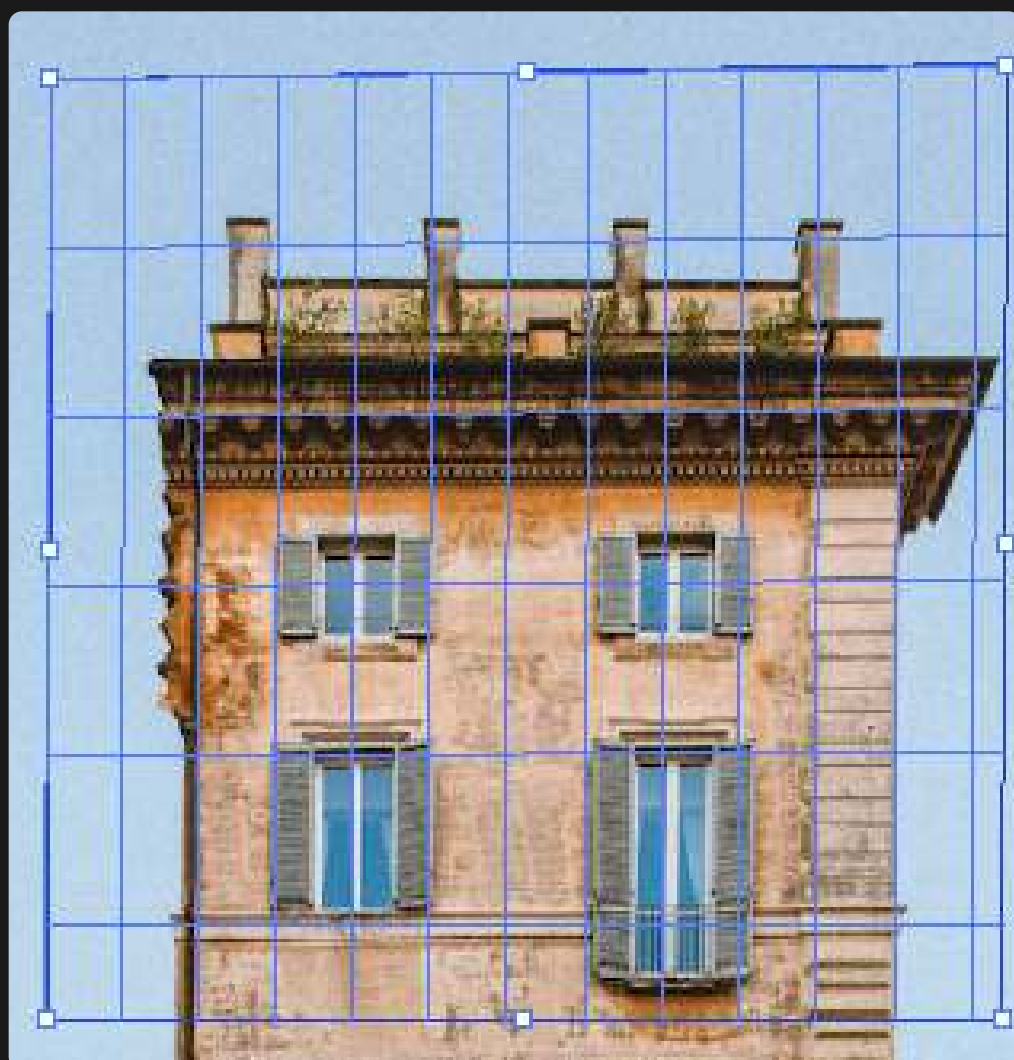
The ability to duplicate and stretch parts of your image

VANISHING POINT TOOL

With this simple formula you'll be able to scale and enlarge 2D and 3D objects

1. Select the Filter

Select "Filter" across the menu bar at the top of the screen, then select "Vanishing Point".



2. Draw a Box

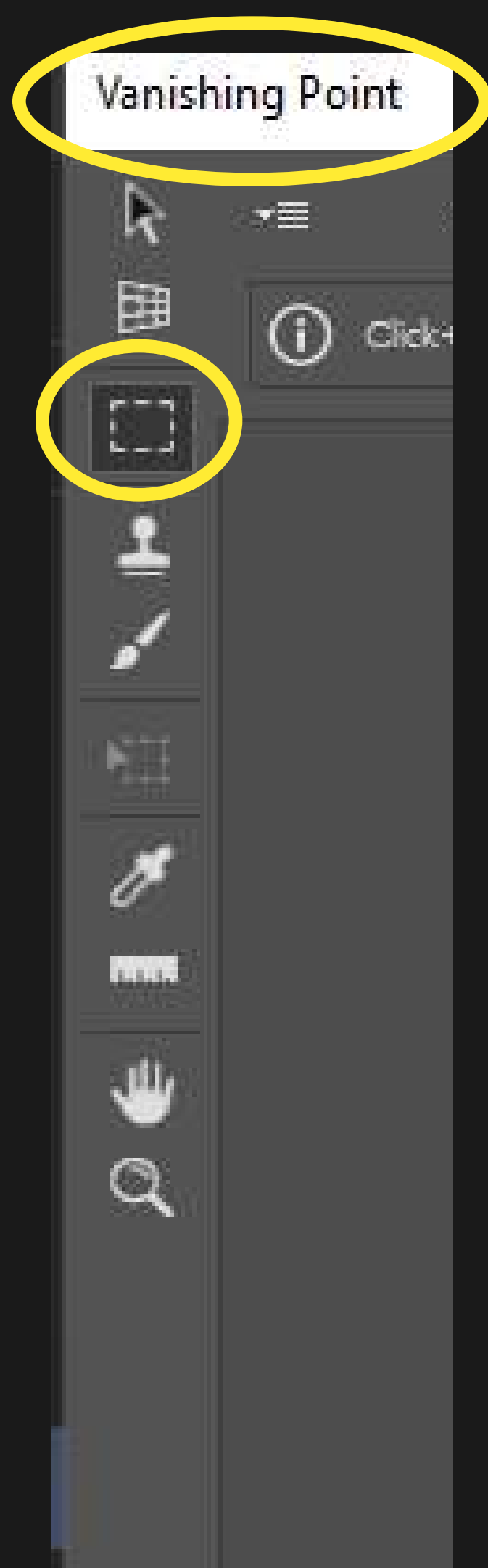
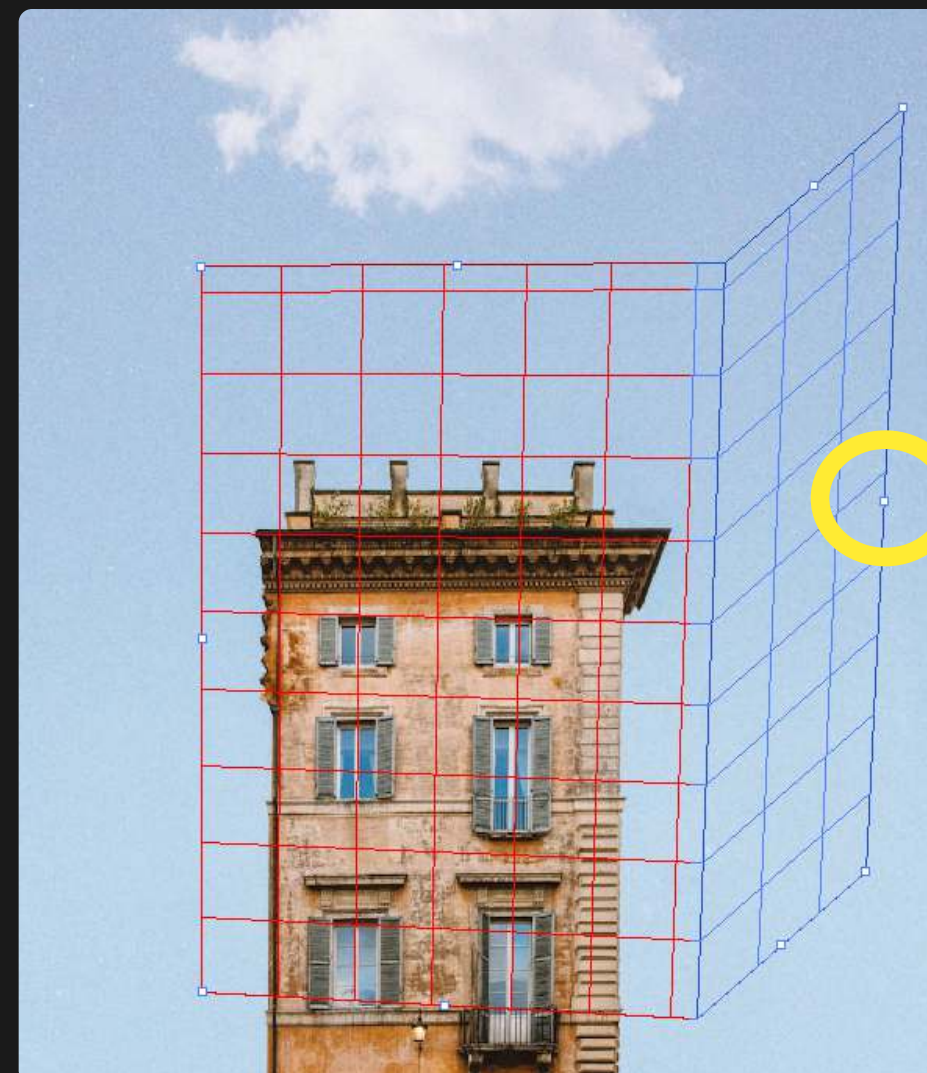
Now draw a box around the object that you're going to scale up in size.

Drag the small white points along the edges of your grid to increase the size of it. Make your grid large enough that your new object will fit inside of it.

VANISHING POINT TOOL

3. For 3D Objects

Hold the CTRL/CMD key and drag the box to fill the other visible sides if there are any.



4. Make the Selection.

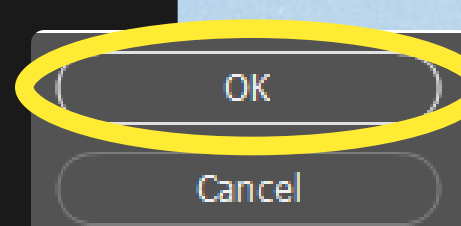
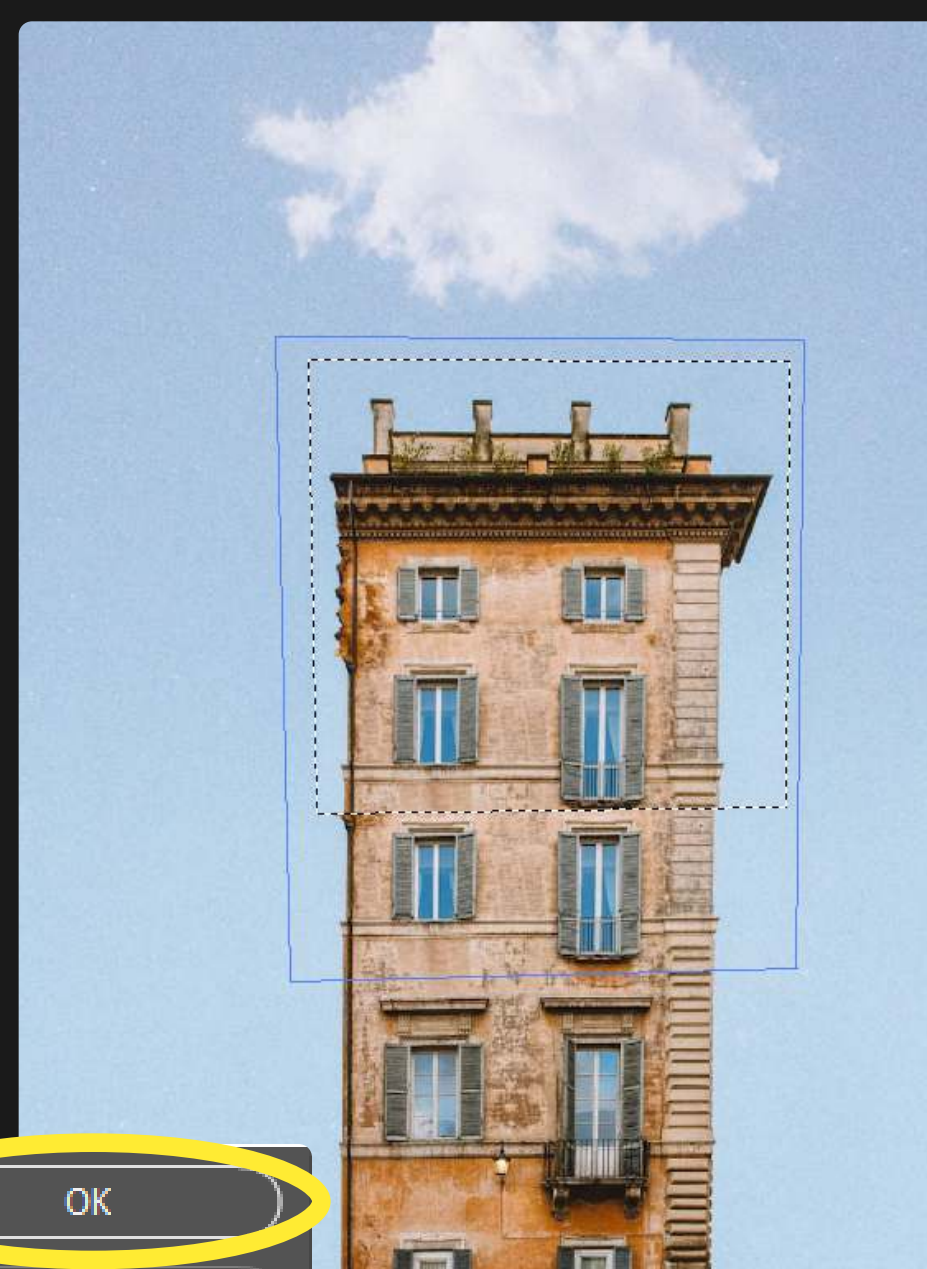
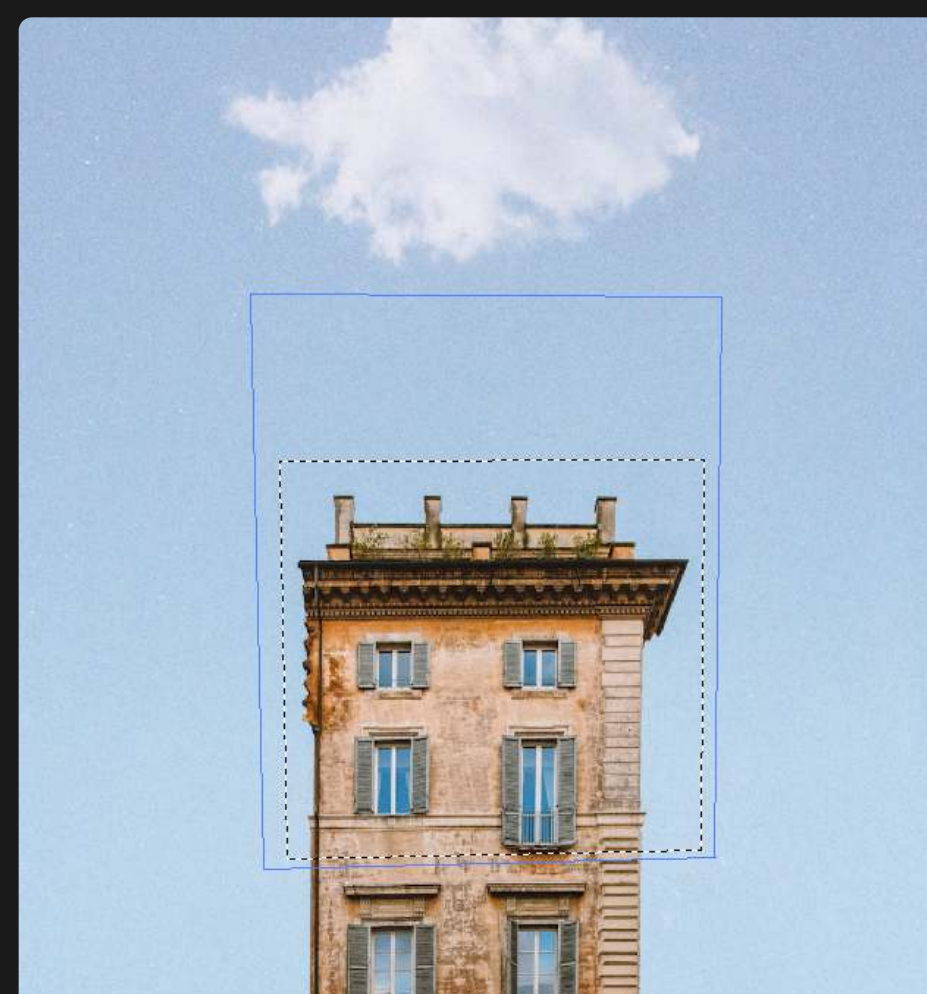
Select the Marquee Tool from the left side of the Vanishing Point tool window.

Now draw across the area that you want to move.

Hold down the ALT key then move your selection.

It will move within the bounds of your original selection.

Press OK when you're happy with the look.





FORMULA 06

CREATE A BRUSH

The ability to create new and
unique brushes

CREATE A BRUSH

With this simple formula you can turn any image into a new brush right inside of Photoshop



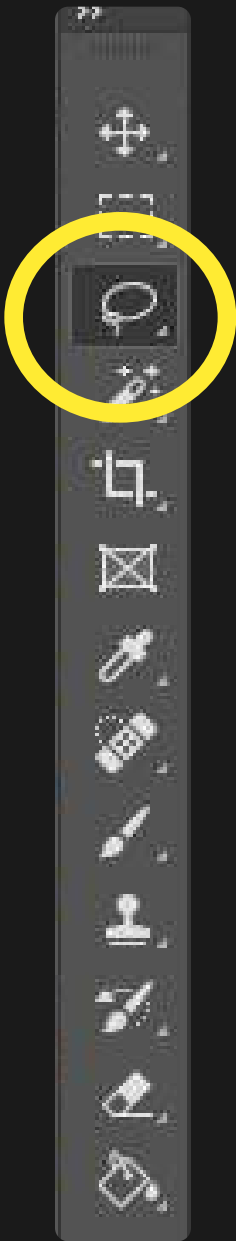
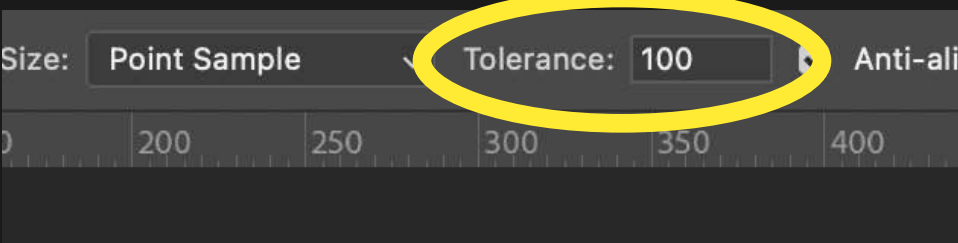
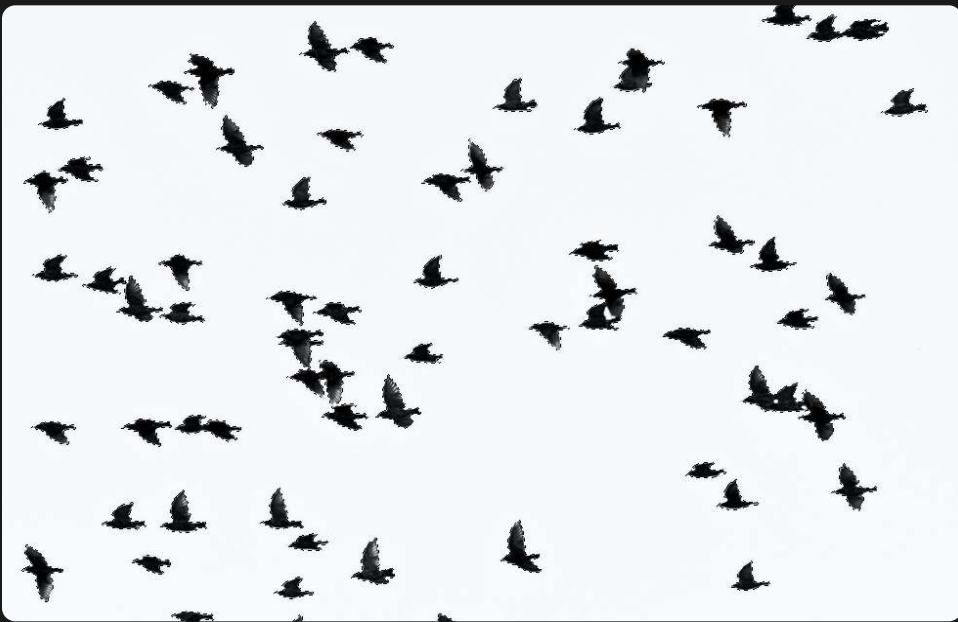
1. Delete the background

Select the Magic Wand Tool from the tool bar on the left.

Use the Magic Wand Tool to select the background of your image.

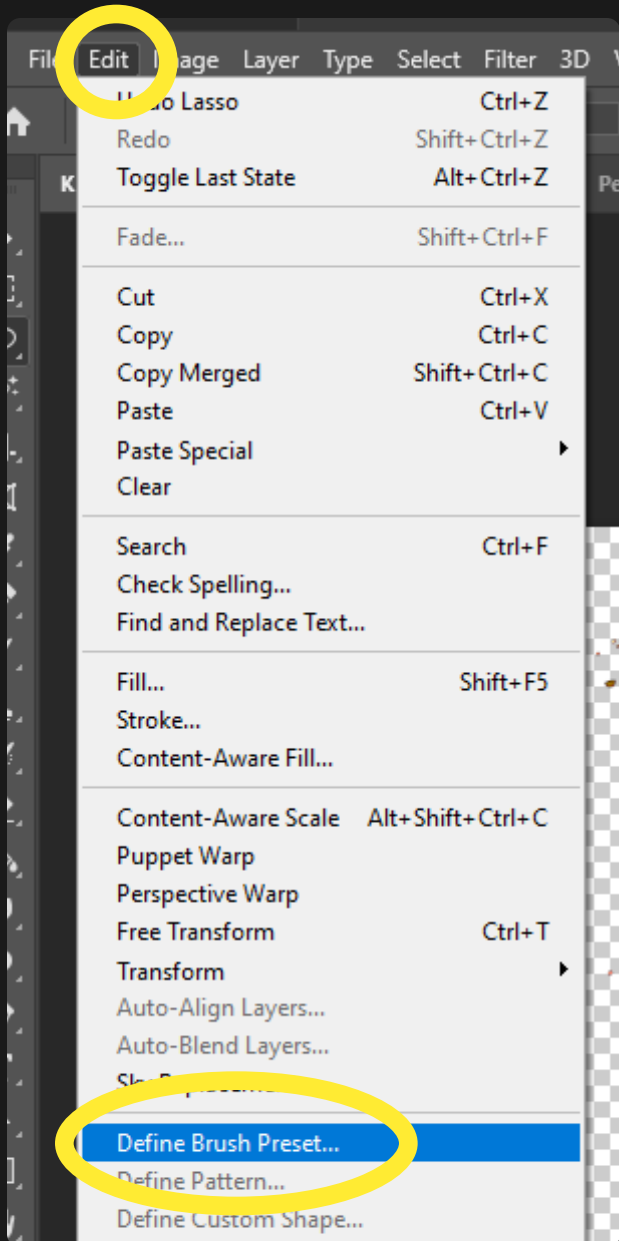
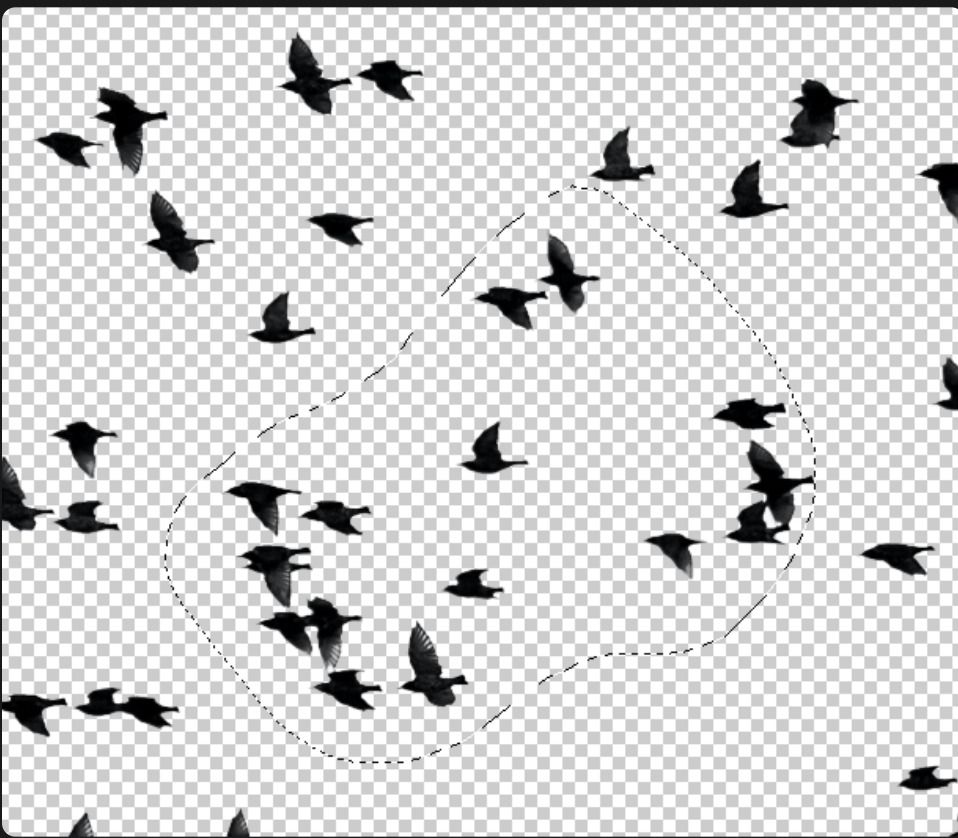
Now delete it.

Make sure the Tolerance is set high.



2. Select the Objects for your Brush

Using the Lasso Tool from the tool bar on the left draw around the objects or area you want to use for your brush.



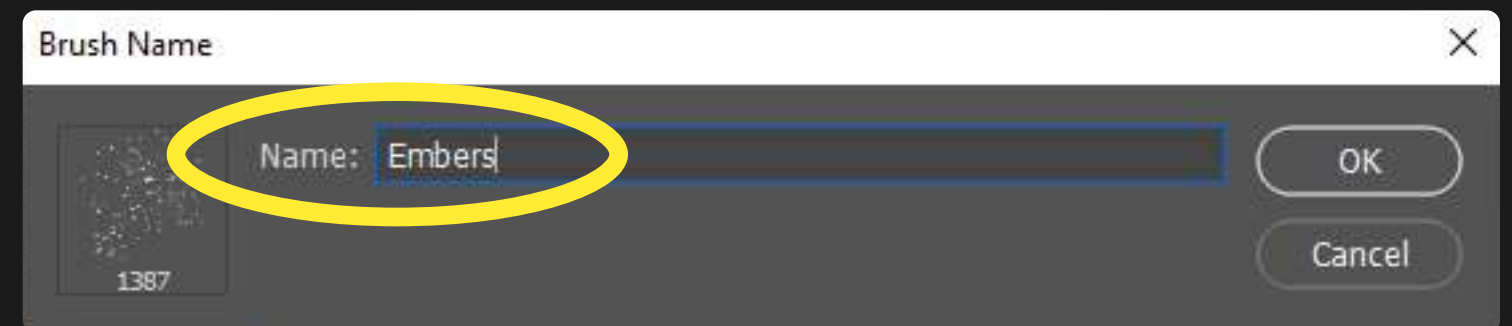
3. Define Brush Preset

In the menu bar across the top of the screen select “Edit”, then select “Define Brush Preset”.

CREATE A BRUSH

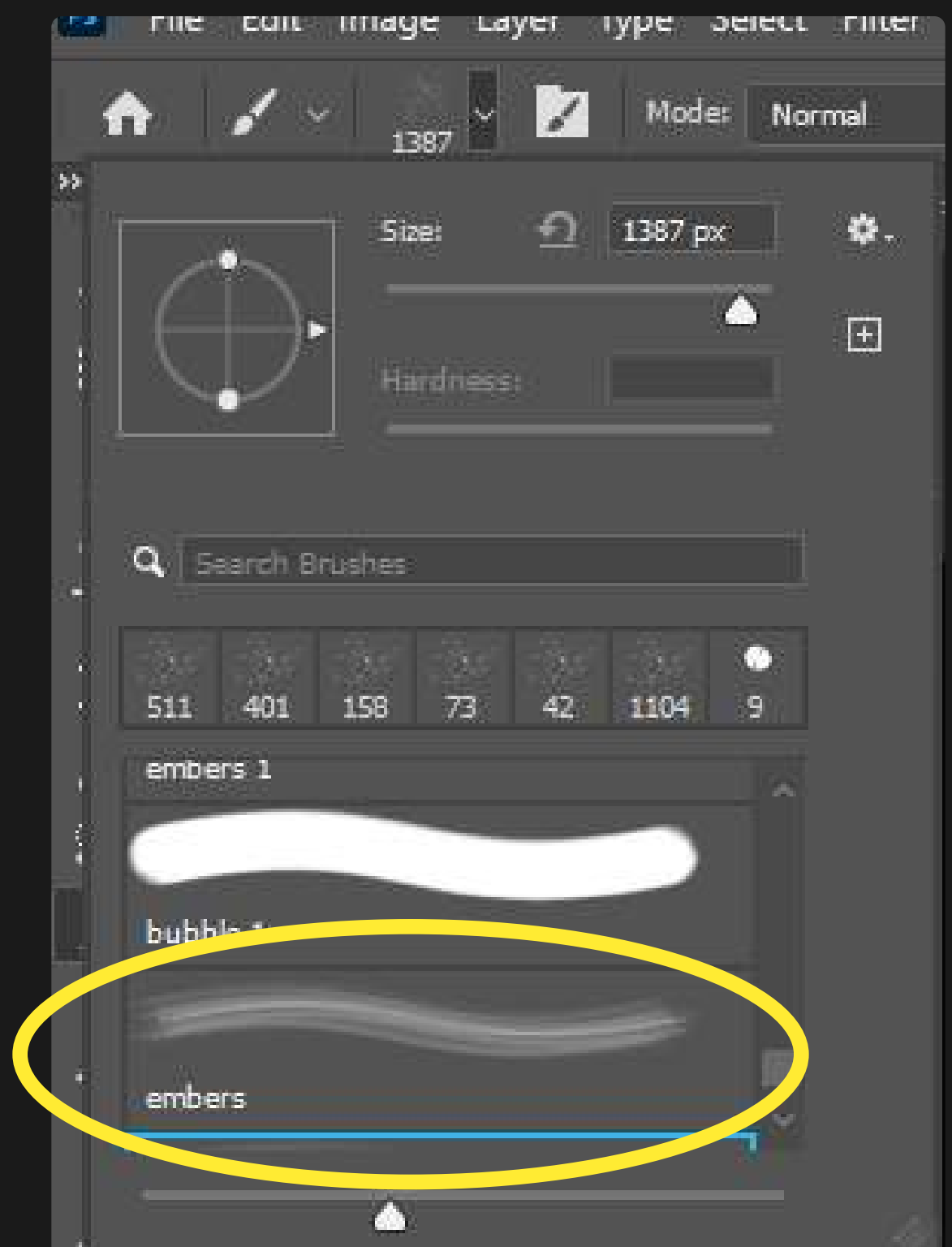
4. Name the Brush

A “Brush Name” window will appear. Name your new brush whatever you like.



5. Select the Brush

Select the Brush Tool from the tool bar on the left. Now change your brush settings as usual and you'll see that your new brush has been added to your library.



6. Select the Size and Color

Select the size and color of your brush.

Click and drag over your image to paint with your new brush.

You can also use it as a stamp, like I did with the flock of birds in my example here.



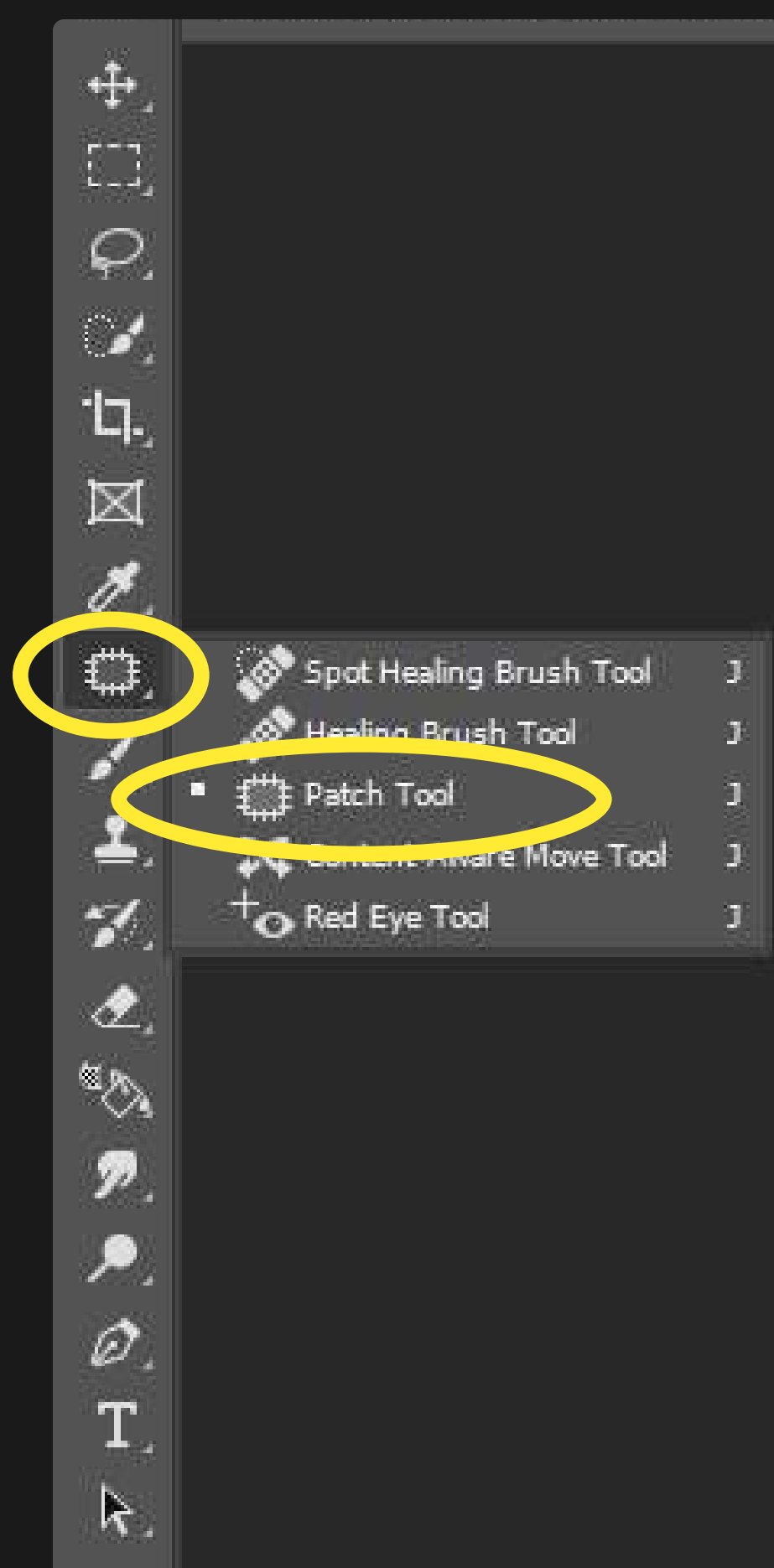
FORMULA 07

PATCH TOOL

The ability to cover up or remove
anything from any part of your image

PATCH TOOL

A simple formula you can use to remove objects from your image



1. Select the Patch Tool

Duplicate your background layer by clicking on it, then pressing the CMD/CTRL and J key.

Select the Patch Tool from the tool bar on the left.

2. Make the Selection

Roughly draw around the area that you want to patch or remove from your image.

This can also be used to duplicate an area.



FORMULA 07

PATCH TOOL

2 of 2

3. Pick an Area

Now click on your selection and drag it to any part of the image that you'd like to cover up.

You'll see that part of your image is now patched with your selection.

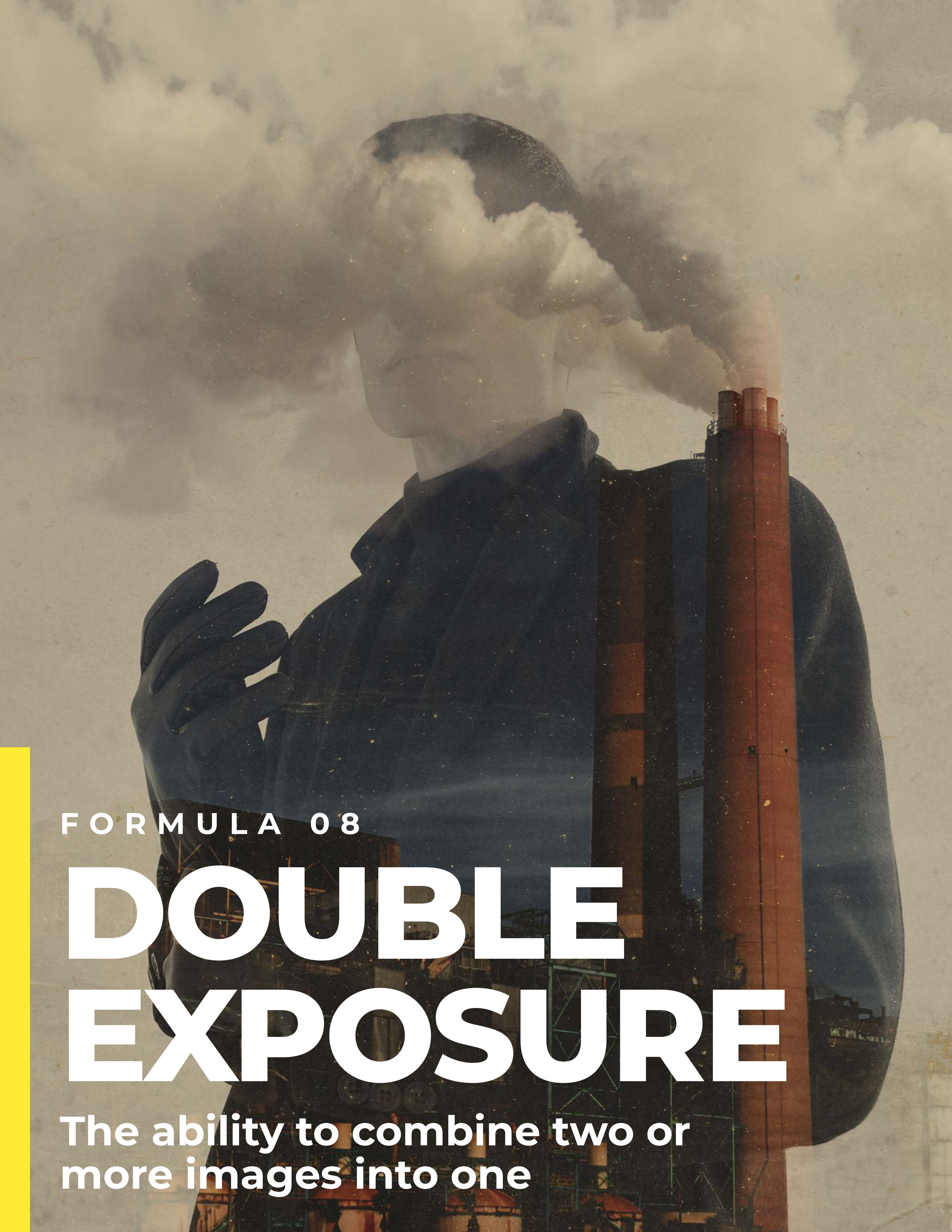
The Patch Tool uses some version of the content-aware tool, so your new section should match up pretty well with the rest of your image.



4. Clean Up

To do further cleanup on your image you can continue using the patch tool, making smaller selections on the areas that need more patching and using the tool as I covered in the previous steps of this formula.





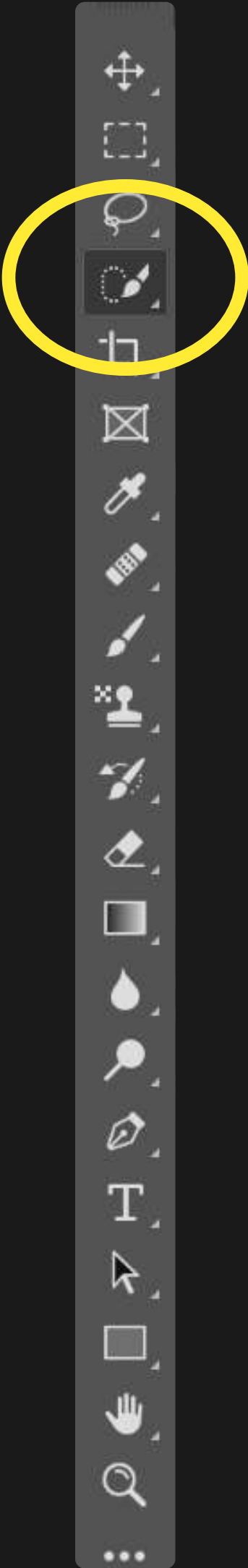
FORMULA 08

DOUBLE EXPOSURE

The ability to combine two or
more images into one

DOUBLE EXPOSURE

A simple formula which allows you to combine two images together to create a double exposure effect

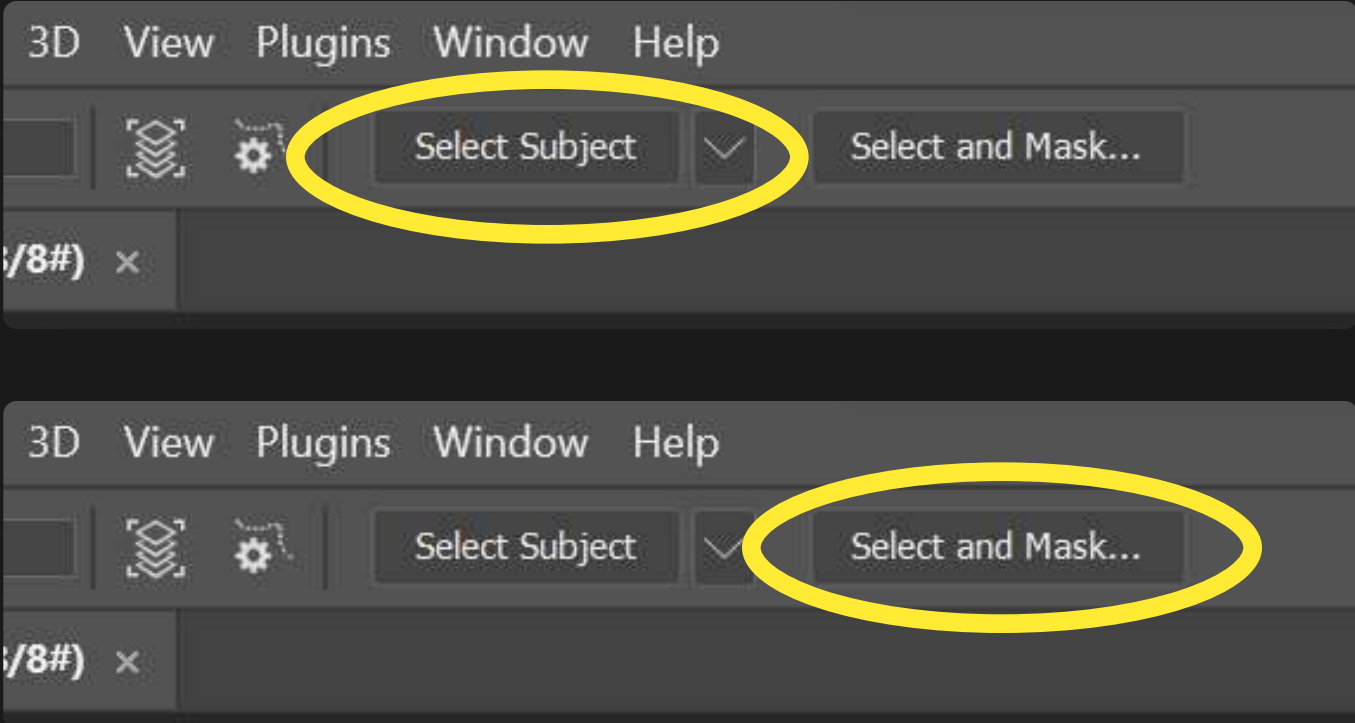


1. Select Subject

Select the Quick Selection tool from your tool bar to the left side of the screen.

Select your image.

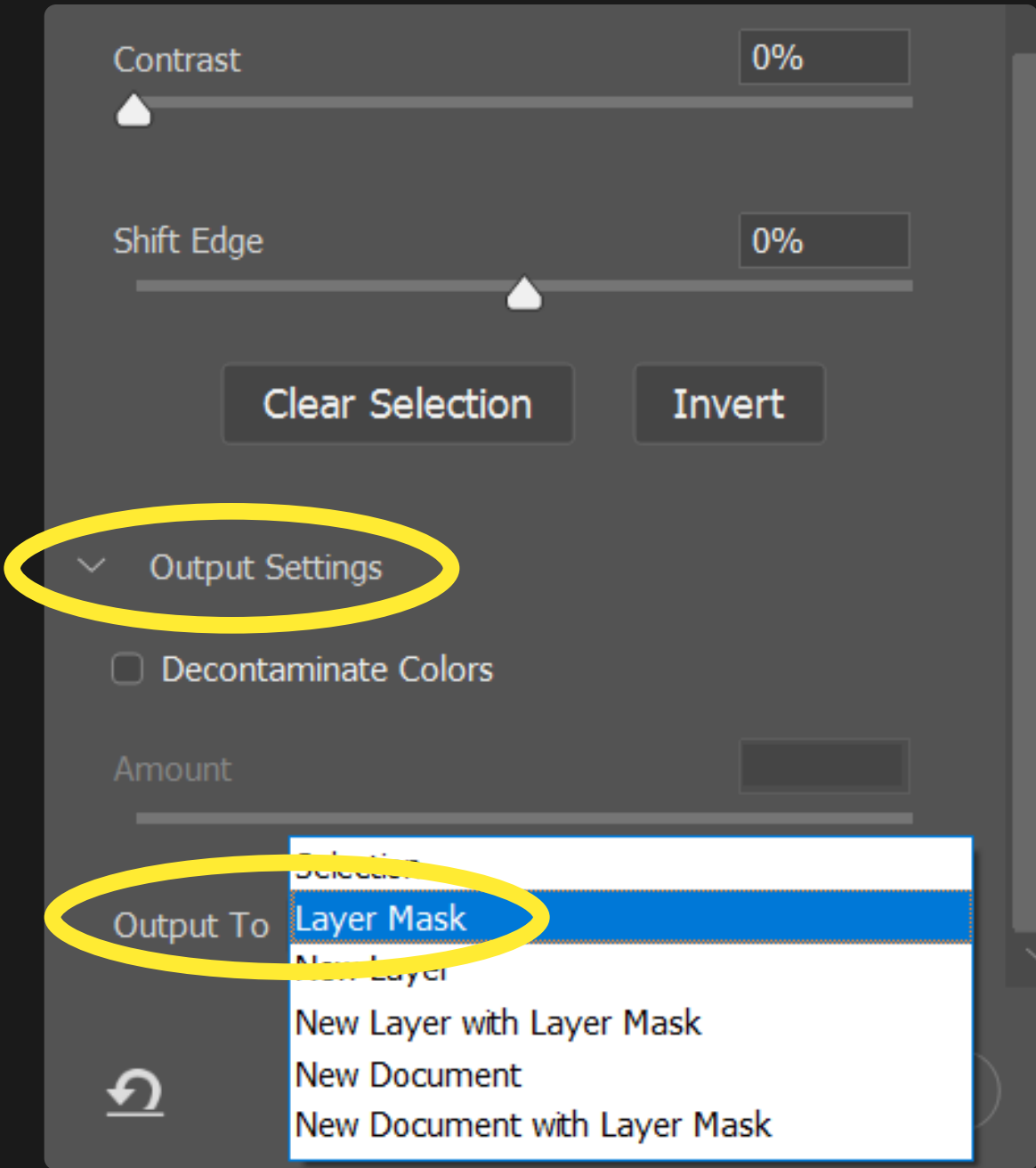
At the top of the screen click “Select Subject”, then click “Select and Mask”.



2. Select and Mask settings

In the window that has appeared on the screen go down to the Output Settings area, then click the drop-down menu next to the words “Output To”. Now select “Layer Mask” from the dropdown list.

Click OK.



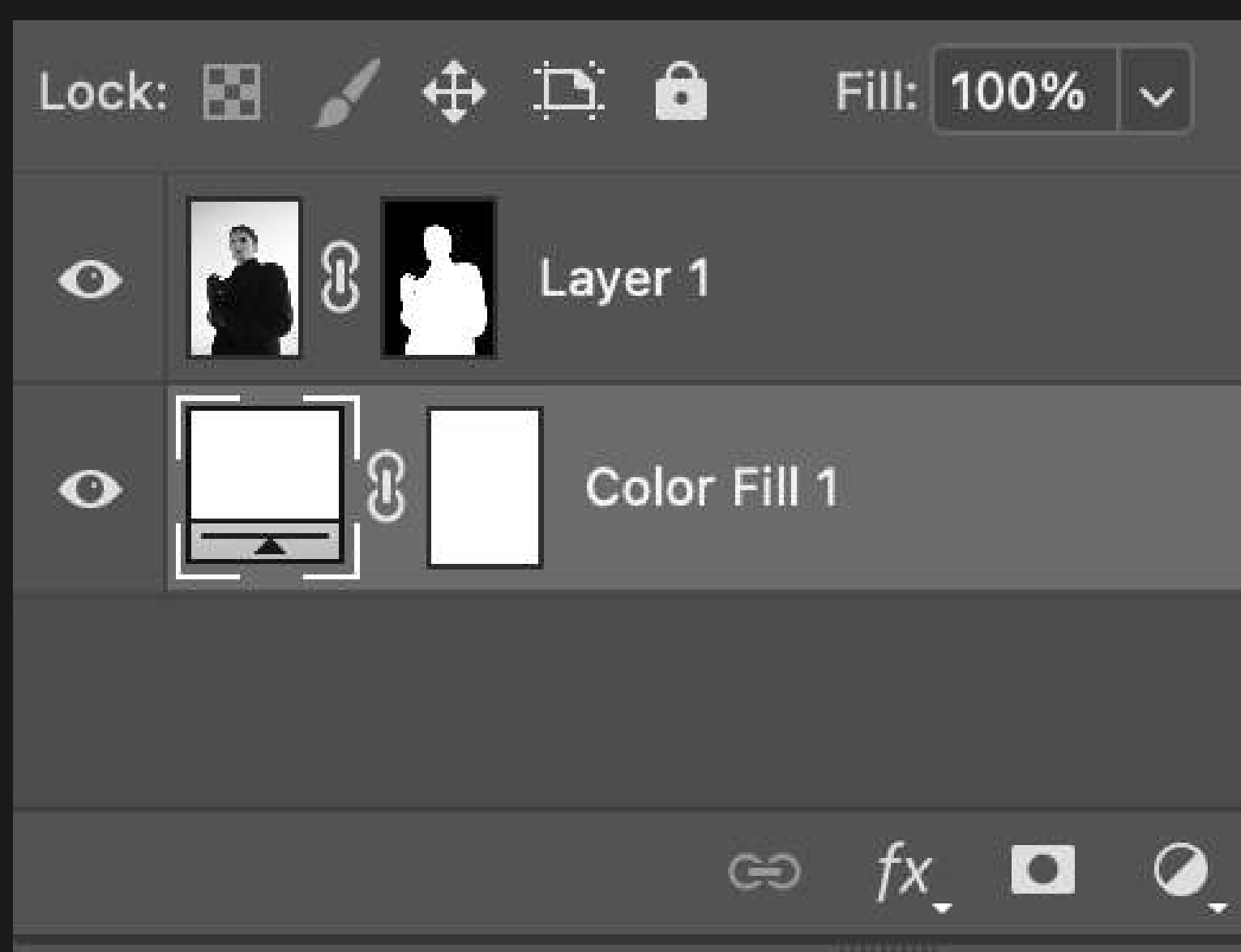
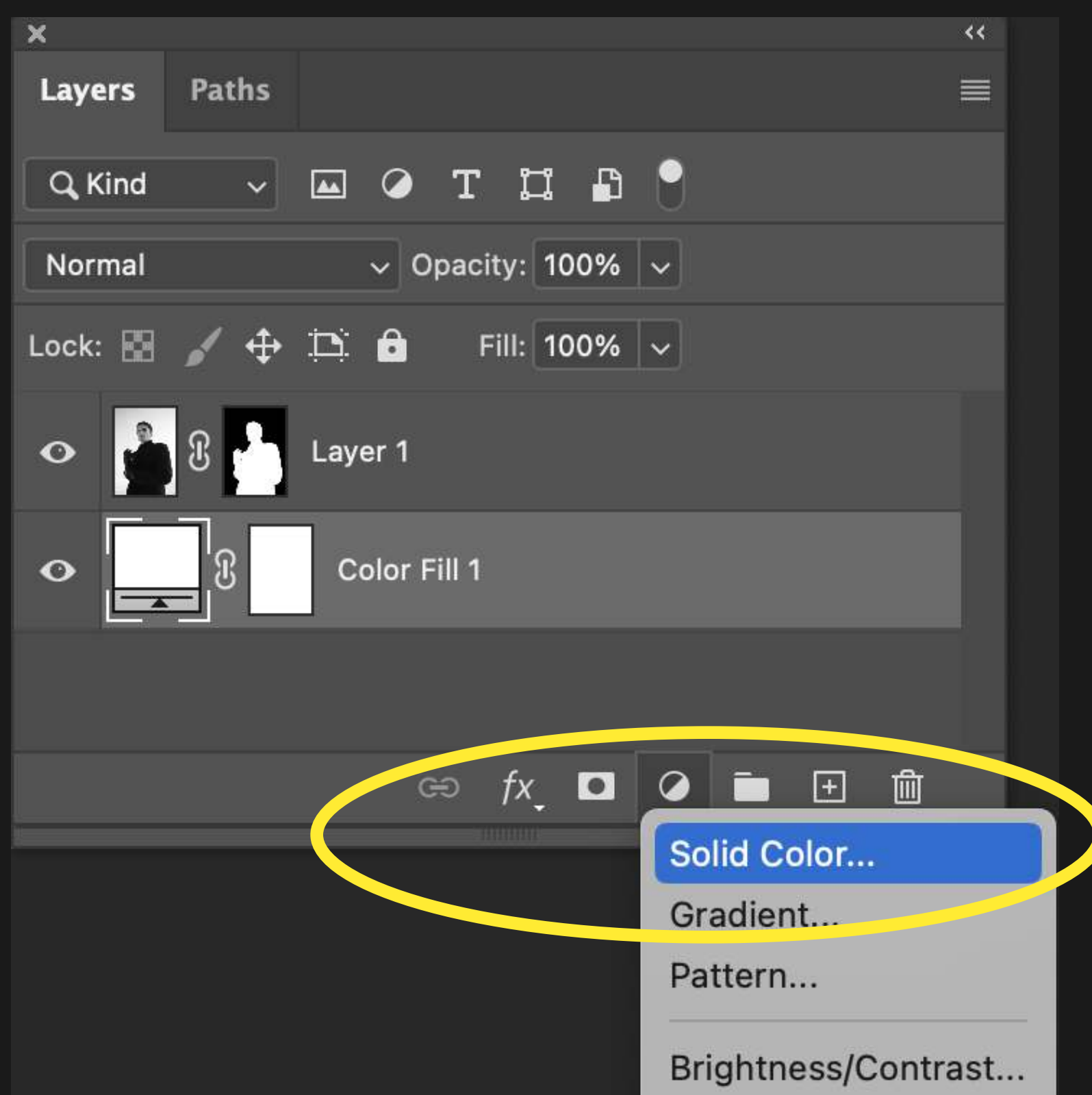
DOUBLE EXPOSURE

3. Create a New Layer and Fill

Click the Add Layer icon at the bottom of your layers palette (it's the square with a plus sign inside of it).

Then click the Adjustment Layer icon (the 1/2 black 1/2 white circle) and select "Solid Color". Set your color to white and click OK.

Now move this layer underneath your other layers.



DOUBLE EXPOSURE

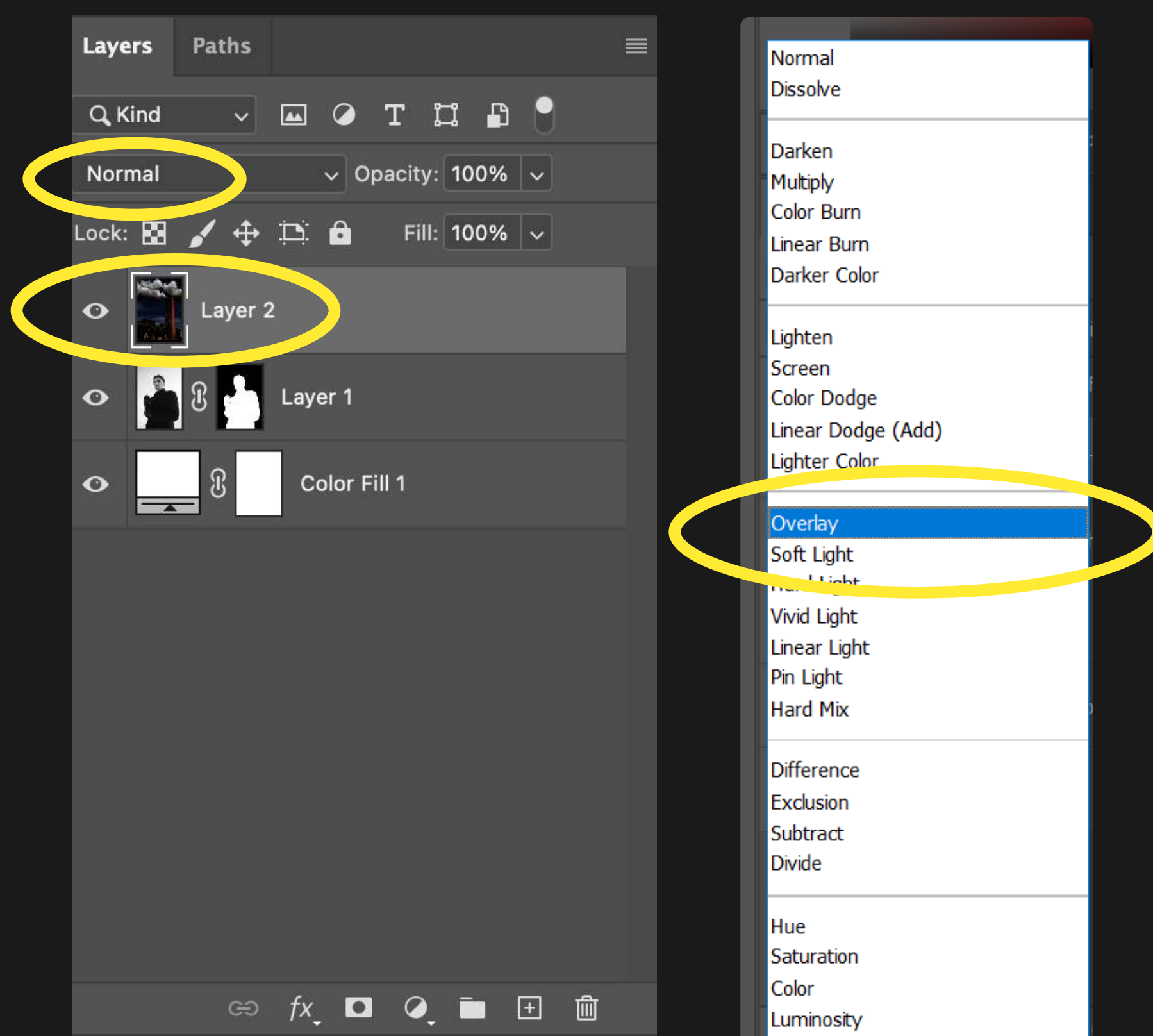
4. Add in Your Other Image

Add another layer by clicking the Add Layer icon at the bottom of your layers palette, as shown in Step 3.

Bring your other image into Photoshop and drop it onto this layer inside of your Layers Palette.

Set your Blending Mode to either “Overlay”, “Soft Light” or “Screen”.

Choosing different blending modes will change how the images blend together. Test all of them to find your ideal look.



5. Continue Editing

Continue editing both of your images until you get your desired look, using different adjustment layers such as Levels, Curves etc.



A woman with dark hair, wearing a white martial arts gi, is shown in profile, looking to the left. She is holding a sword with a glowing blue blade. The background is dark with some blurred lights. The overall mood is dramatic and focused.

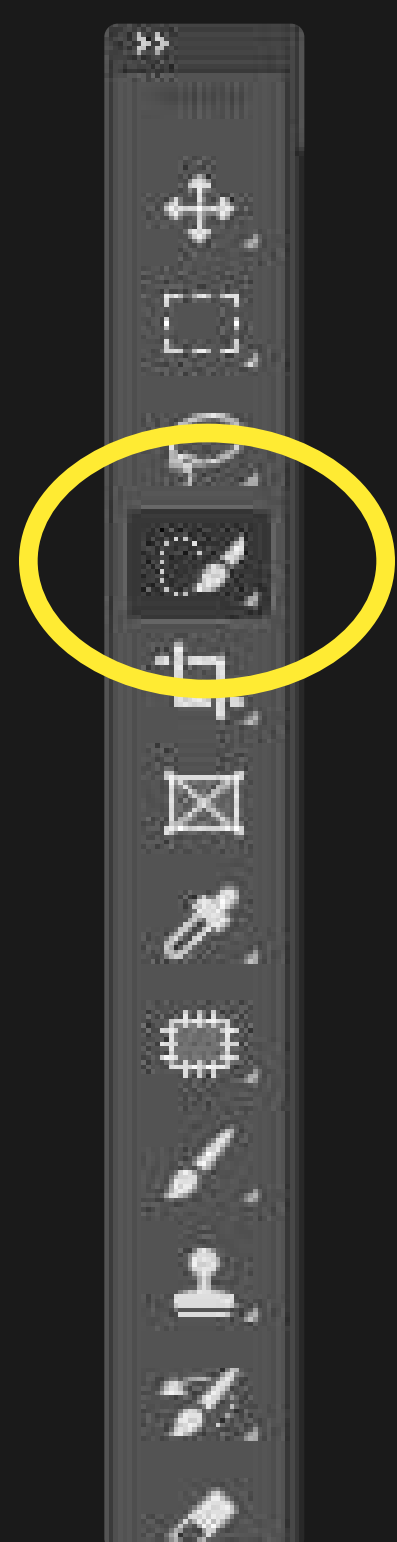
FORMULA 08

GLOW EFFECT

The ability to make any part
of your image glow

GLOW EFFECT

A basic formula for adding a glow to any object



1. Make your Selection

Select the Quick Selection Tool from the tool bar on the left side of the screen.

Select the areas that you'd like to make glow.

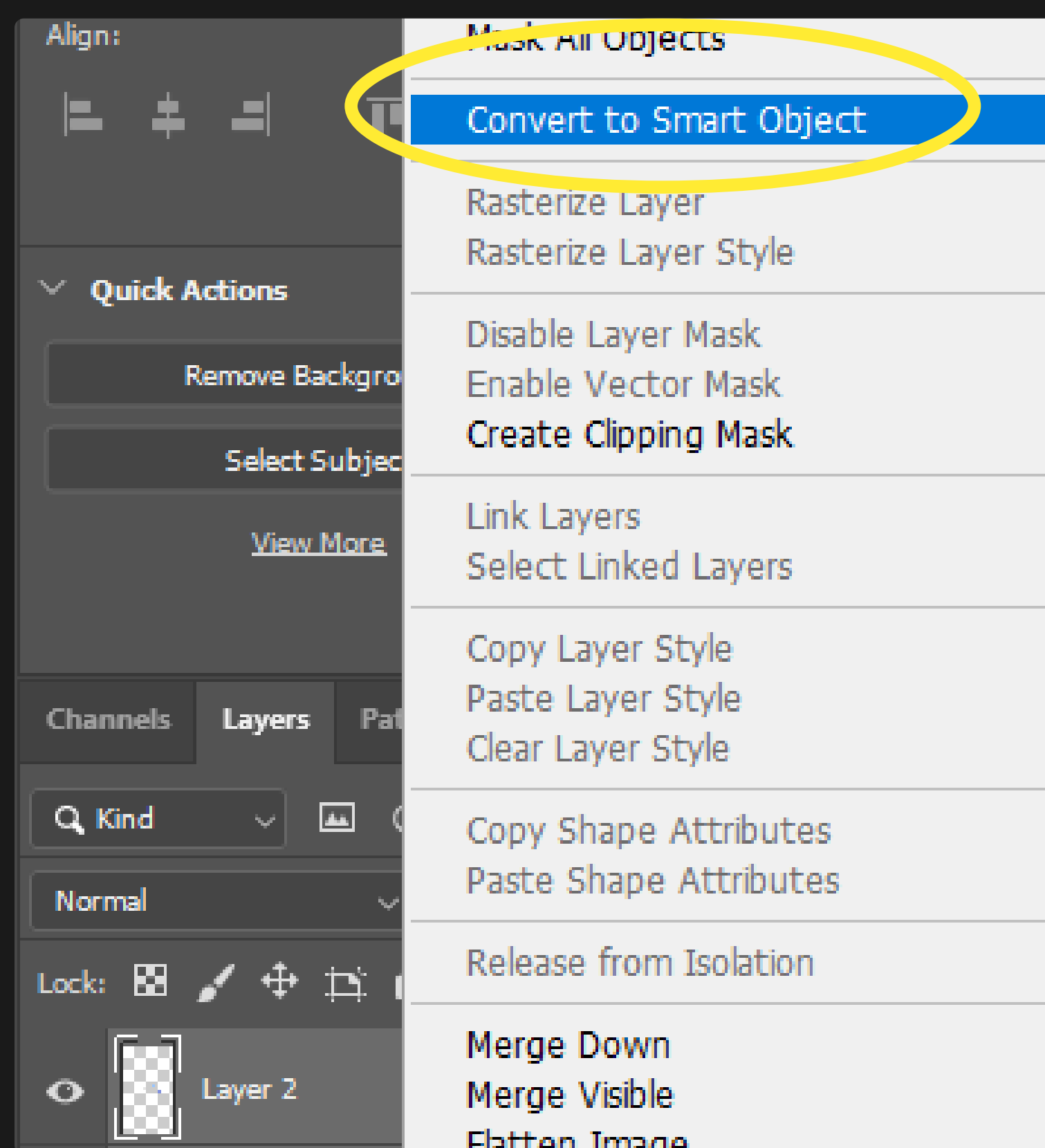
Press the CMD/CTRL and the J key to duplicate this selection onto a new layer.



2. Convert to Smart Object

Convert this new layer into a Smart Object by right clicking on it inside of your Layers Palette and selecting "Convert to Smart Object".

Press CMD/CTRL and the J key to duplicate this layer.



3. Blending Mode and Blur

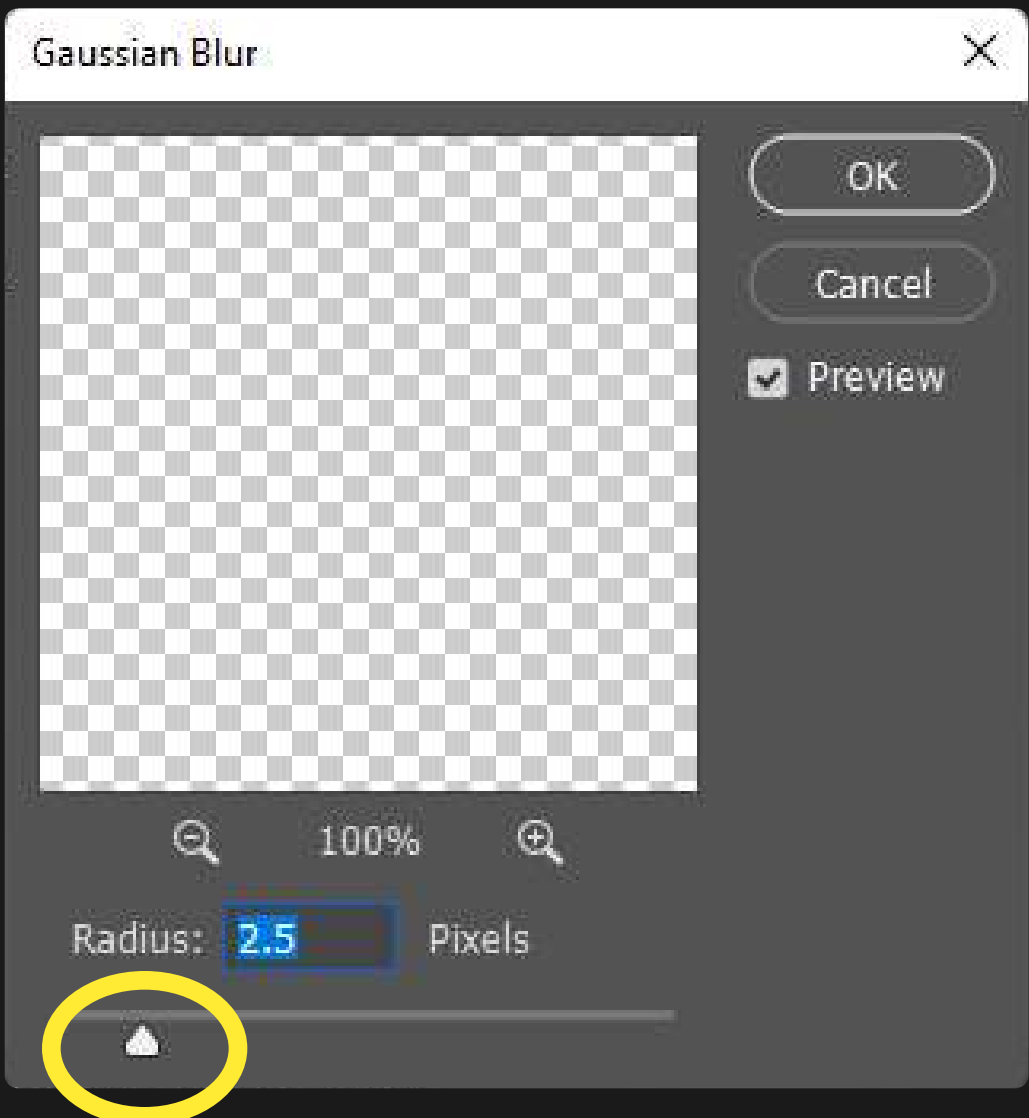
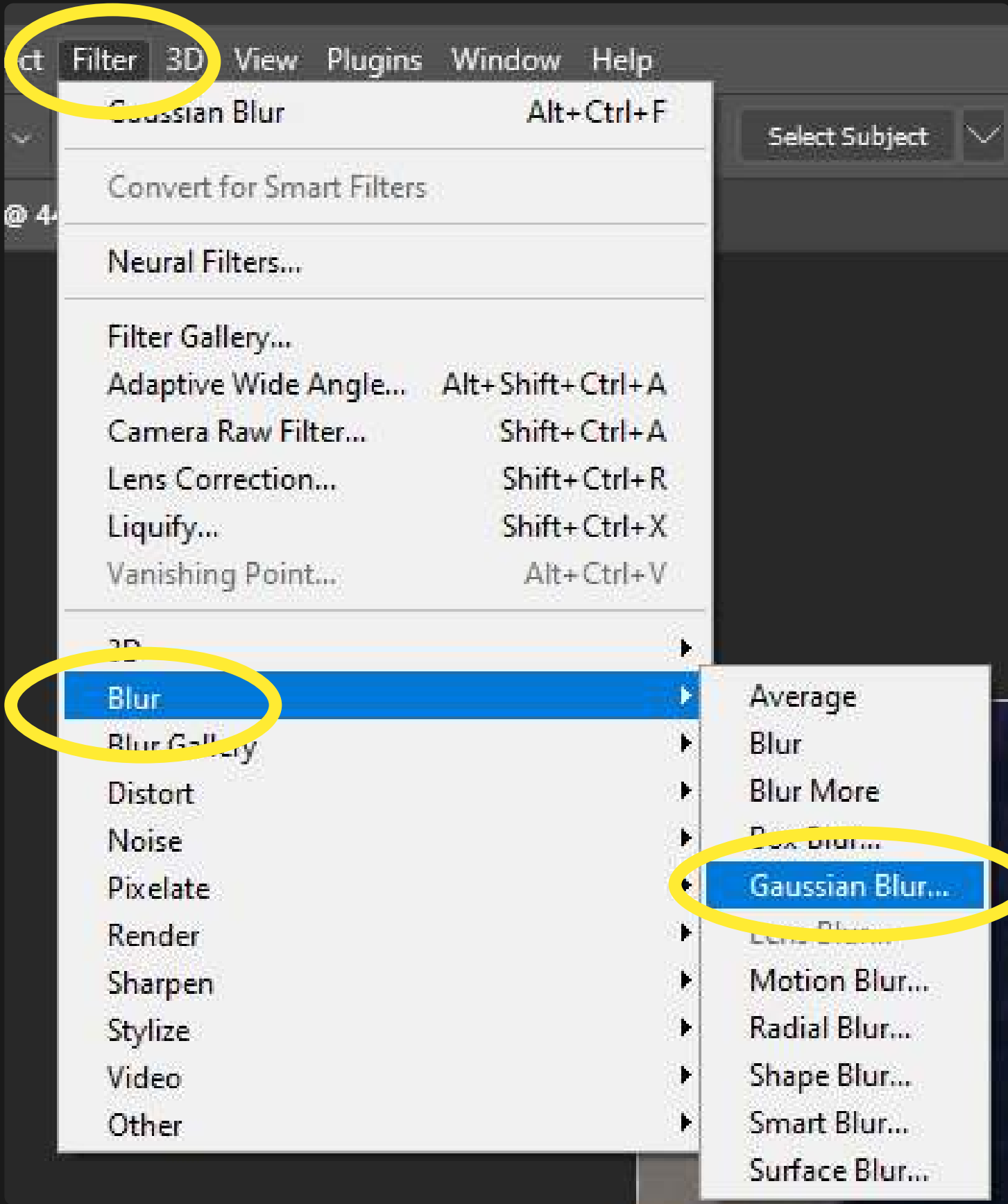
Change this new layer's blending mode to "Linear Dodge (Add)".

Select "Filter" in the menu bar across the top of the screen, then select "Blur", then "Gaussian Blur".

4. Gaussian Blur Settings

Start with a low amount of blur on this layer. You can adjust the Radius slider as needed.

Click OK when you're happy with the look.



GLOW EFFECT

5. Duplicate Layer and Blur

Press CMD/CTRL and the J key to duplicate this layer.

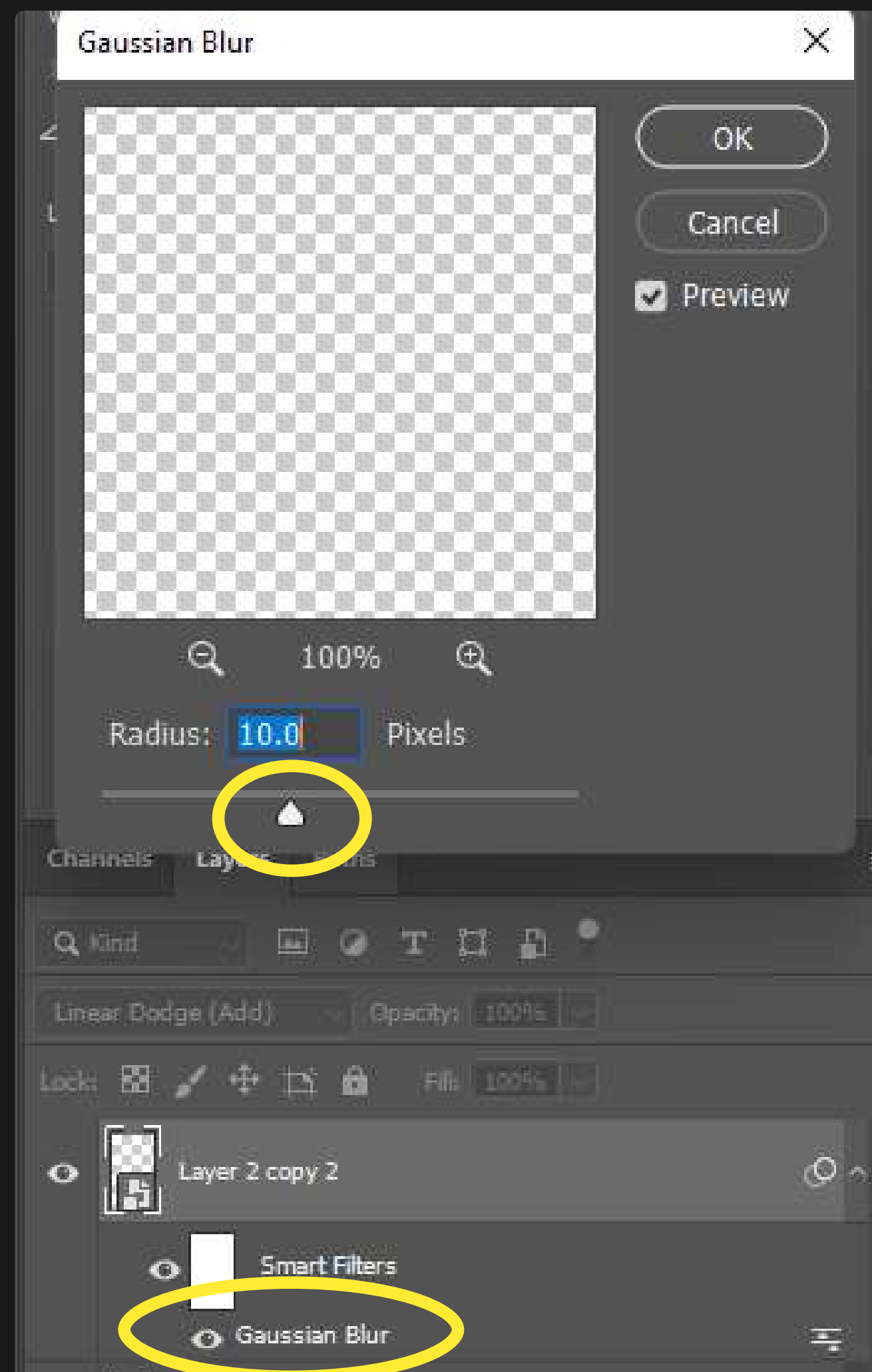
Double-click on the Gaussian Blur sub-layer and increase the blur radius.

Click OK.

6. Repeat Blur Layer

Repeat this step over and over, making the blur amount larger each time until you're happy with the look of your glow.

Make sure the blending mode on all of your additional layers is set to "Linear Dodge".



A vibrant green neon background with bokeh lights and a glowing wireframe cube. In the foreground, a detailed sugar skull with colorful floral patterns is shown in profile. A skeleton hand holds a lit cigarette near the skull's mouth. The overall mood is mysterious and artistic.

FORMULA 10

NEON LIGHT EFFECT

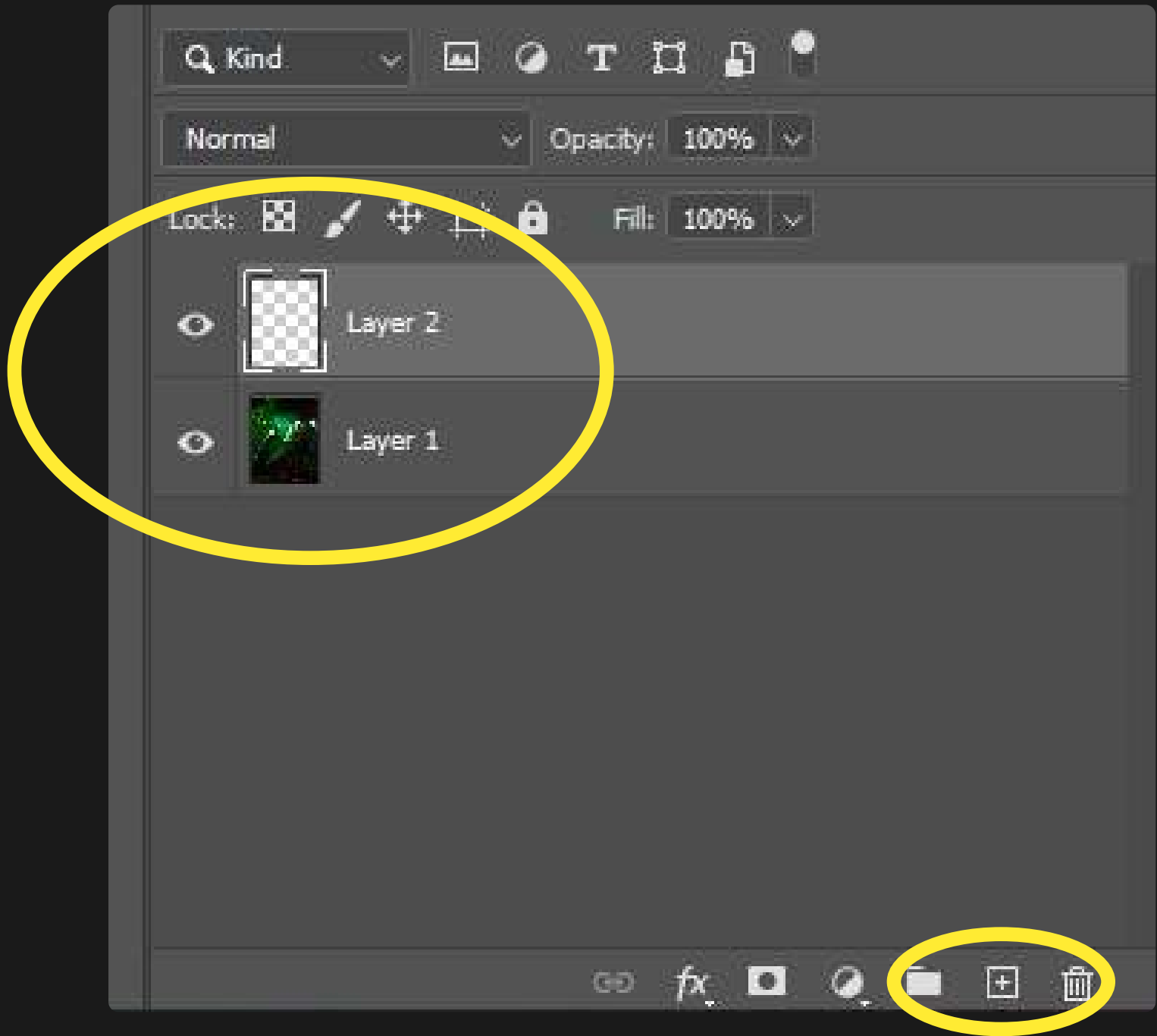
The ability to make neon
lights from scratch

NEON LIGHT EFFECT

One of the more advanced formulas for creating neon light effects directly inside of Photoshop

1. Create a New Layer

Create a new layer above your image by clicking the New Layer icon at the bottom of the Layers Palette.



2. Make a Shape

Select the Pen Tool from the tool bar on the left side of the screen.

Set your brush settings to the size you want.

Make sure the Pen Tool is set to "Path".

Draw your desired shape on your image.



FORMULA 10

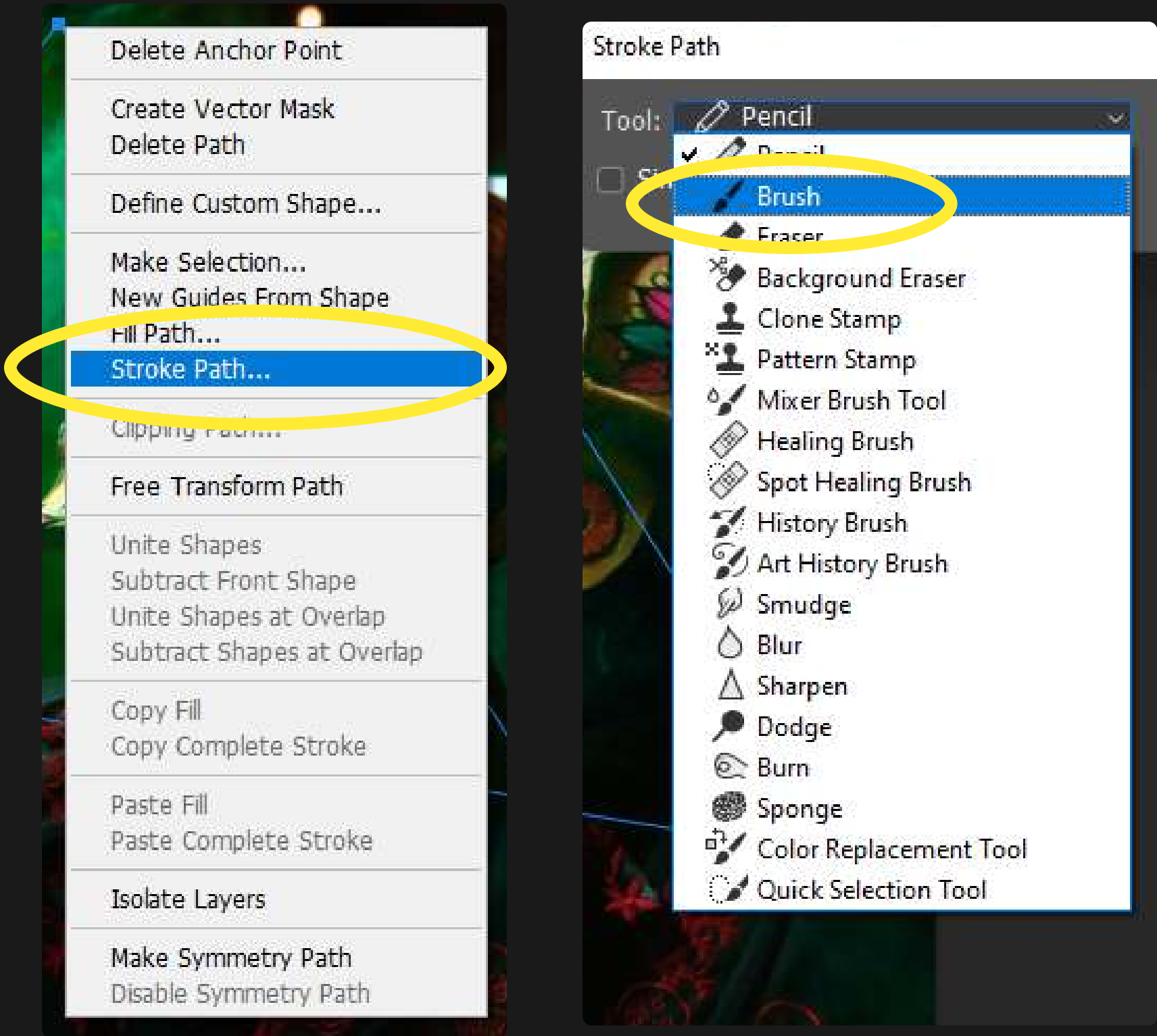
NEON LIGHT EFFECT

3. Fill the Outline of Your Shape

Right click on the shape you just made and select “Stroke Path”. This will open the Stroke Path settings window.

Click the drop-down menu next to the word “Tool”, then select “Brush”.

Click OK to close the Stroke Path settings window and see your shape.

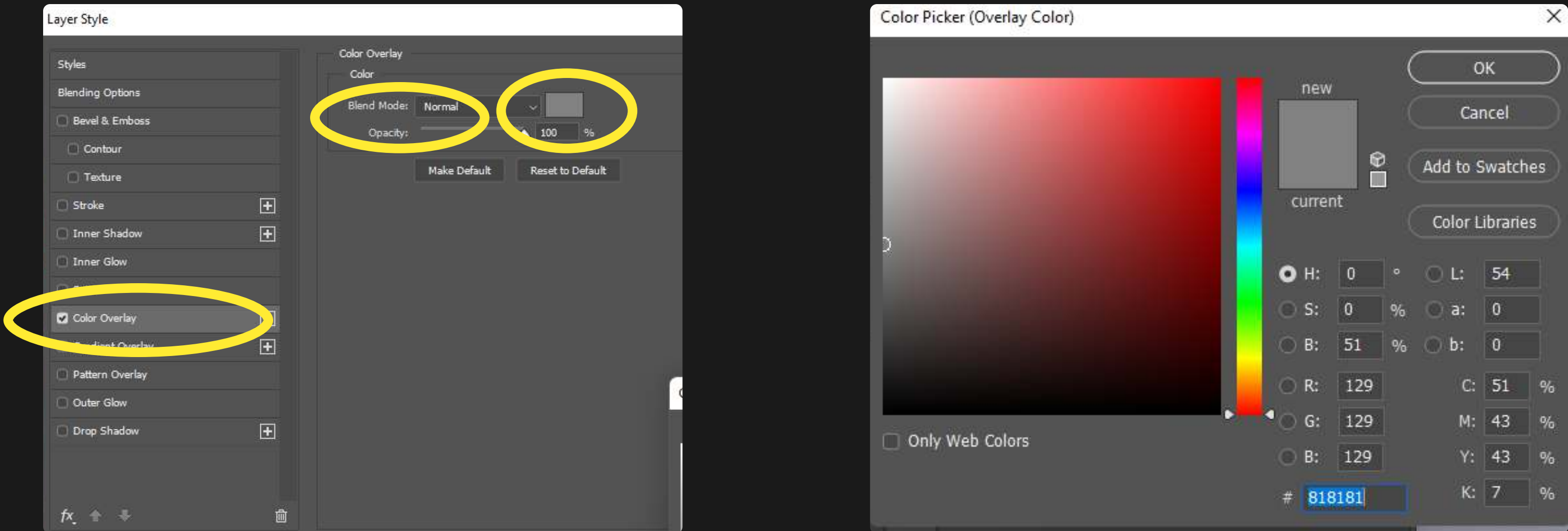


4. Add a Color Overlay

Double-click the layer to open your “Layer Style” window.

Now check the “Color Overlay” box to activate it. Then click on the words “Color Overlay” to bring up the settings for it. Now choose the color you want your neon light to be.

Make sure Blend Mode is set to “Normal”.



NEON LIGHT EFFECT

5. Add an Inner Glow

Check the “Inner Glow” box, then click on the words “Inner Glow” to bring up the settings.

Set your inner glow color to white.

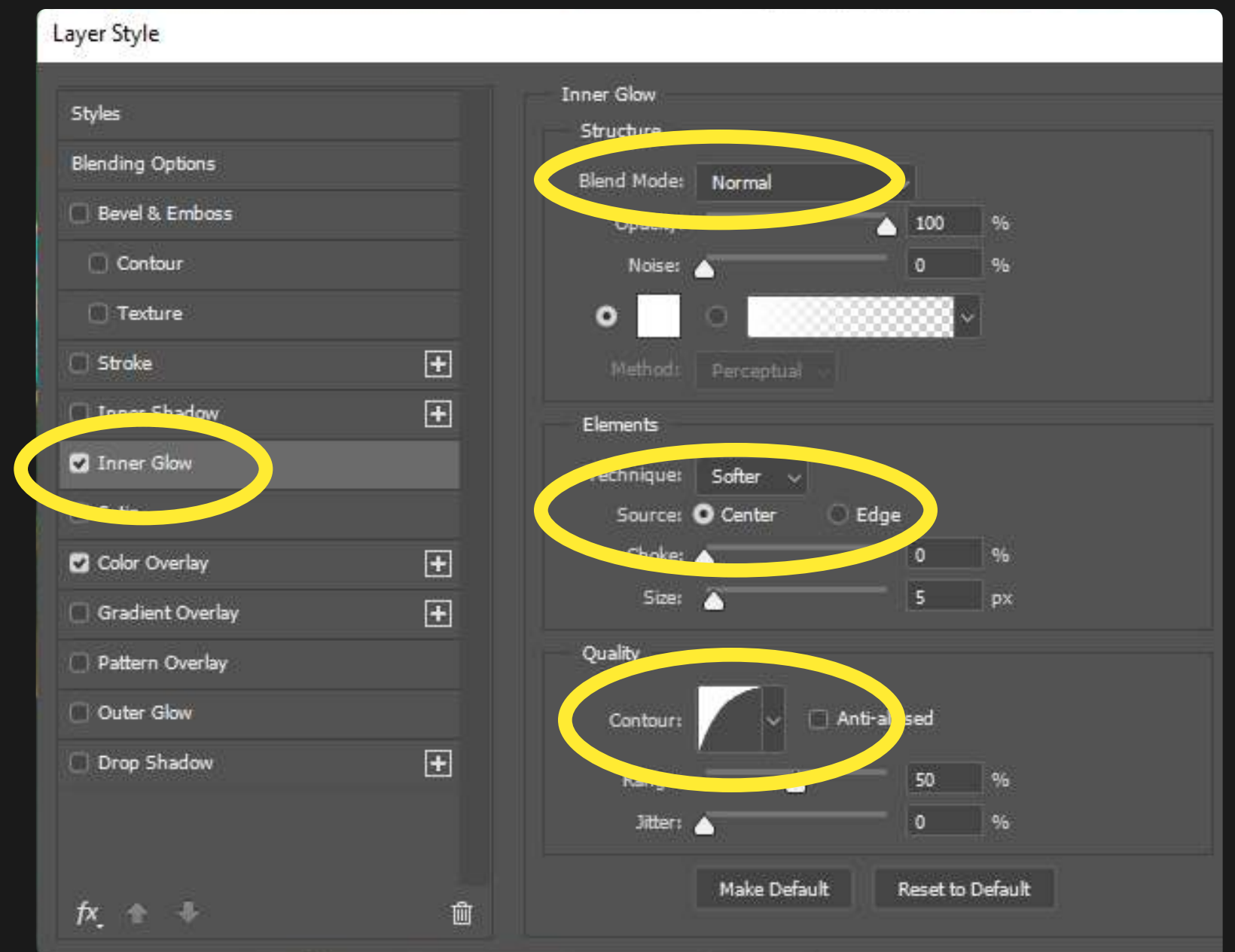
Set your Source to “Center”.

Set your Blend Mode to “Normal”.

Change your “Contour” to the one shown here.

Change the size of your glow until you’re happy with it.

These settings can be changed depending on the size of your image and glow.



6. Add an Outer Glow

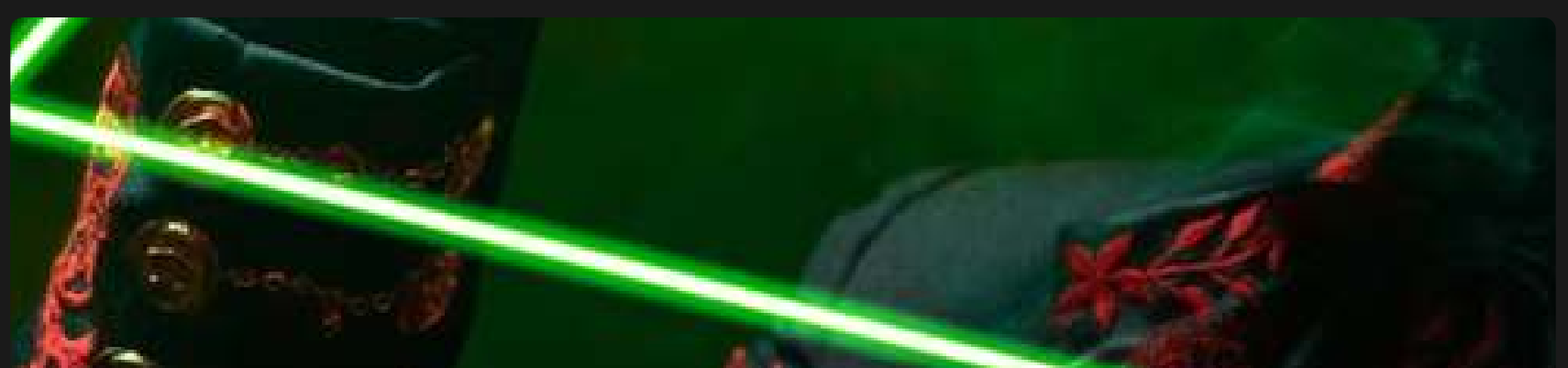
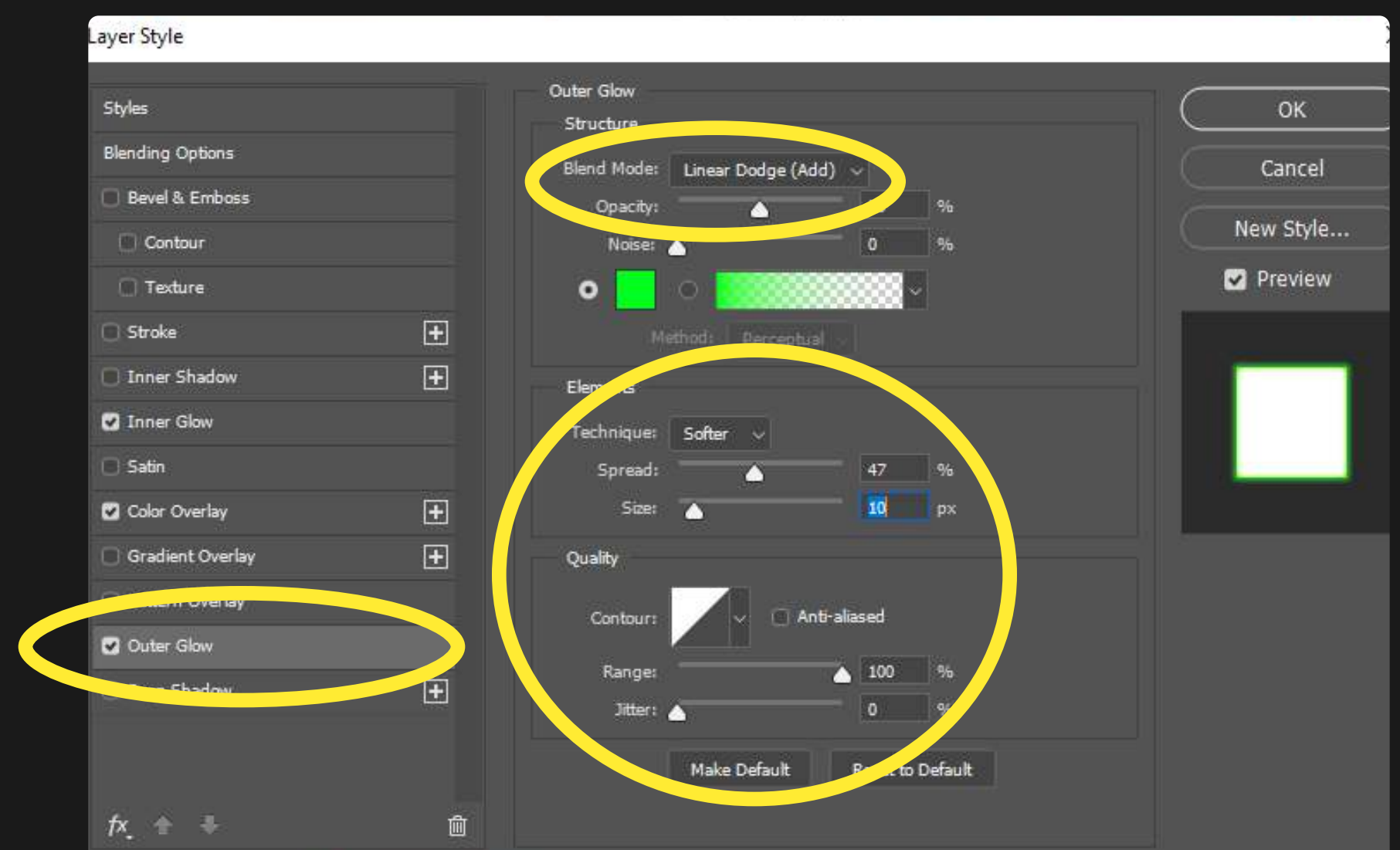
Check the “Outer Glow” box, then click on the words “Outer Glow” to bring up the settings.

Select a color for your outer glow.

Change your Blend Mode to “Linear Dodge (Add)”.

Change the settings of your Spread, Size, Range and Opacity until you get a look you like.

Don’t spread your glow too far away from the original line you created.



FORMULA 10

NEON LIGHT EFFECT

7. Add a Drop Shadow

Check the “Drop Shadow” box, then click on the words “Drop Shadow” to bring up the settings.

By default the Drop Shadow box may not be inside of your Layer Style window. To add this box click the little “fx” icon in the bottom left corner of the window and select “Drop Shadow” from the menu that pops out.

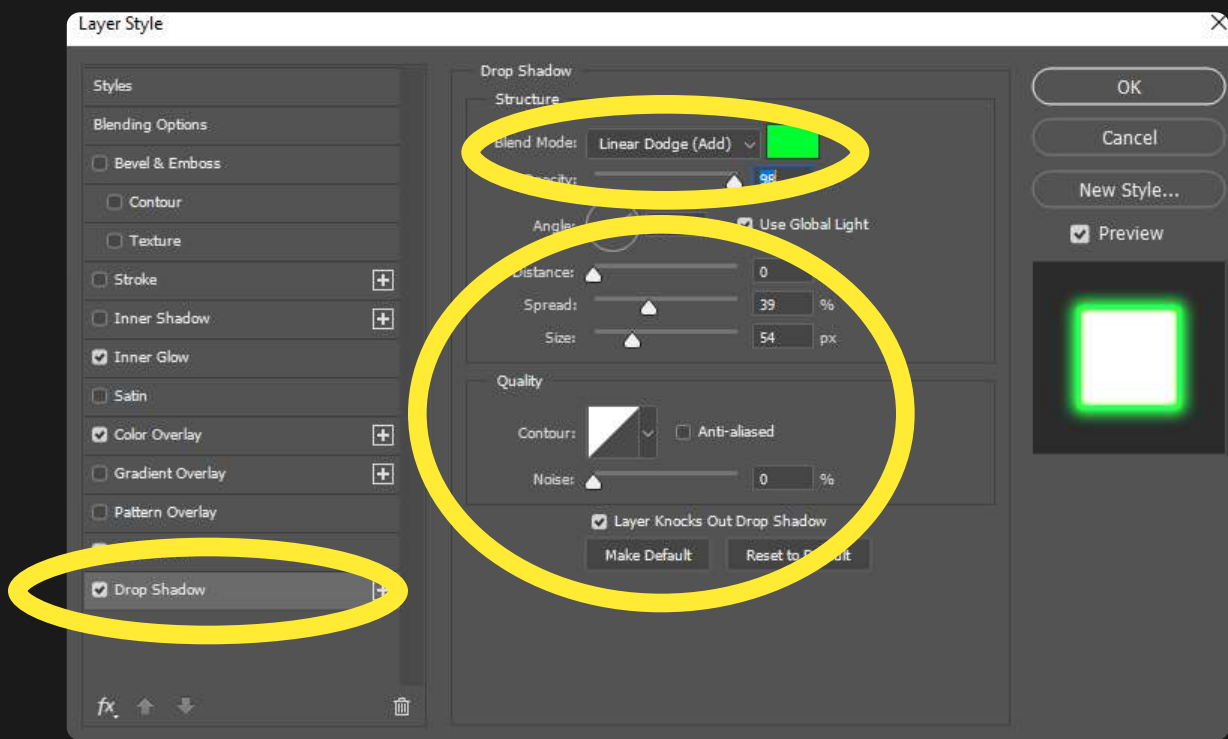
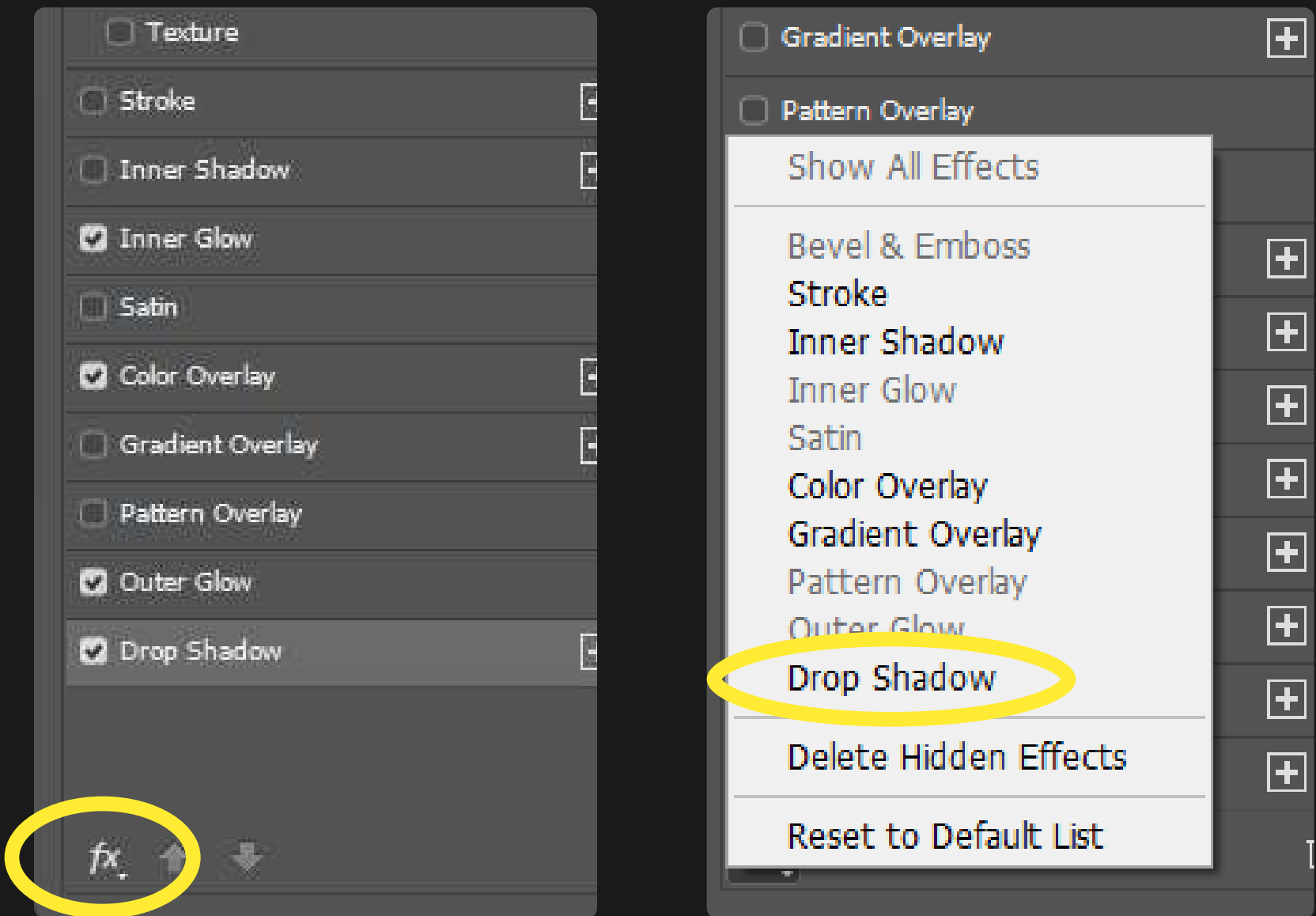
Set your Blend Mode to “Linear Dodge (Add)”.

Select a color for your drop shadow.

Keep Distance set to 0.

Change the settings of your Spread, Size, Range and Opacity until you get a look you like.

You can add multiple drop shadows to help achieve whatever look you want.



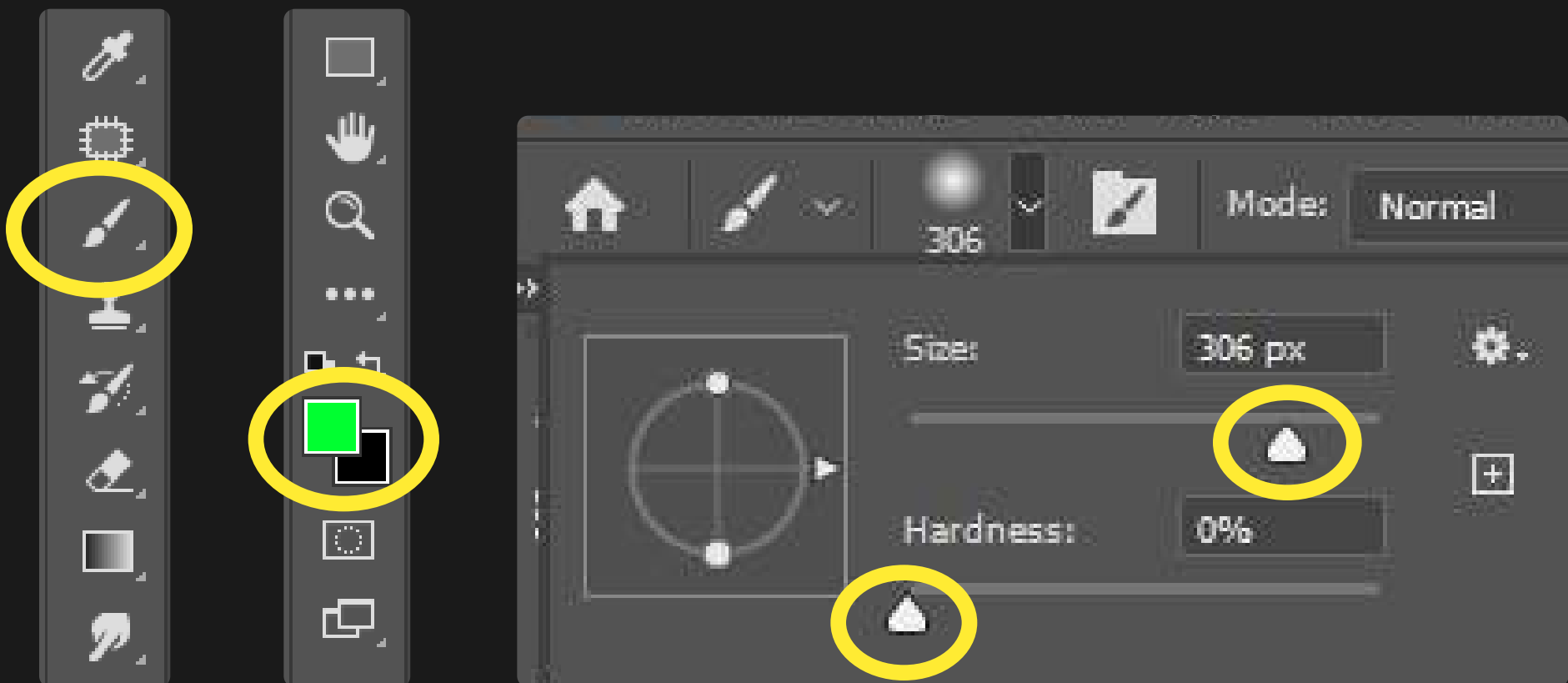
8. Brush Settings

Now you'll set up your brush to create some shadows.

Set the Hardness of your Brush Tool to 0%.

Set your brush size so that it's wide enough to make a shadow on your shape.

Set your shadow color.



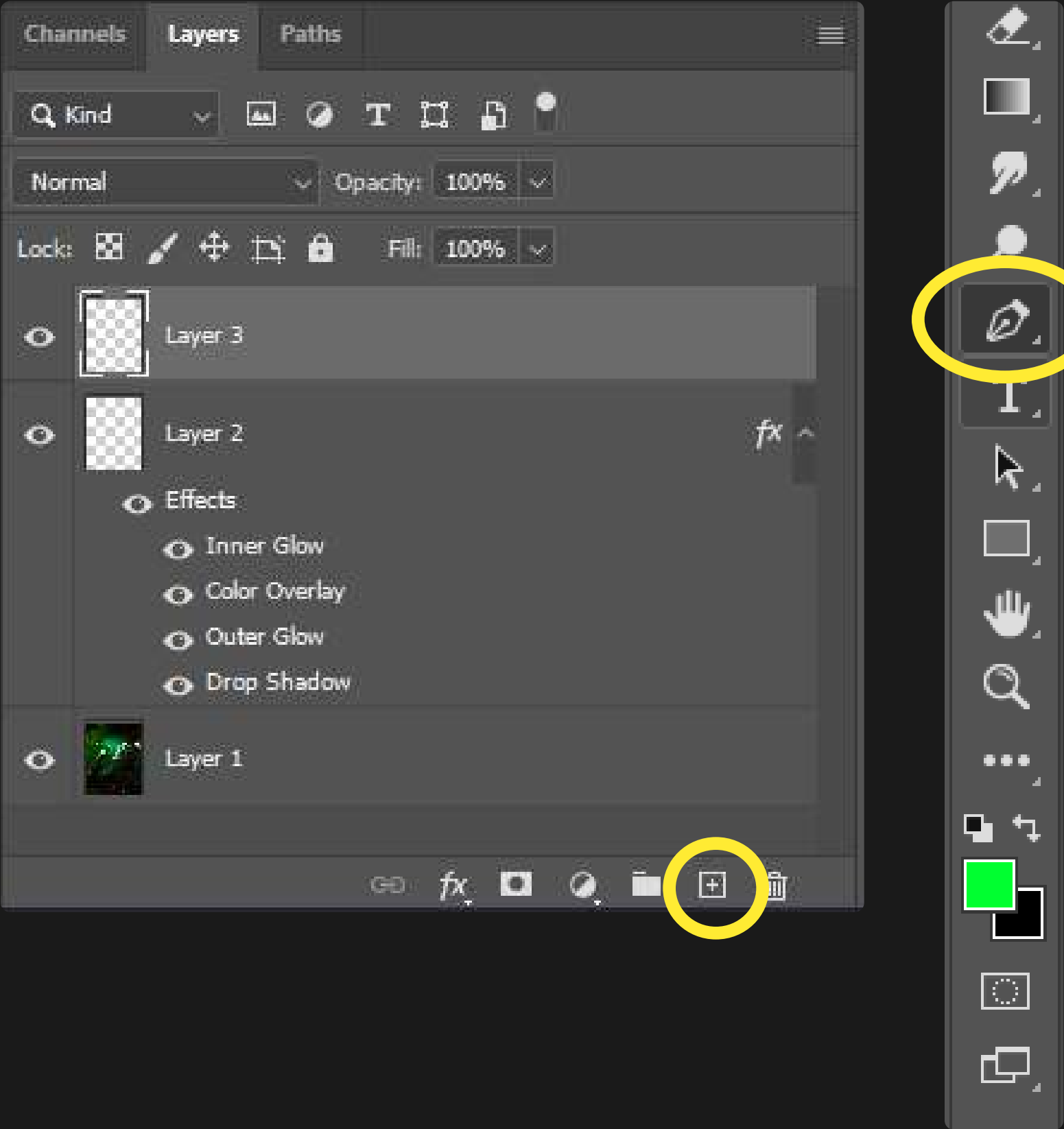
FORMULA 10

NEON LIGHT EFFECT

9. Add Shadows

Create a New Layer.

Select the Pen Tool and draw over your shape with it.

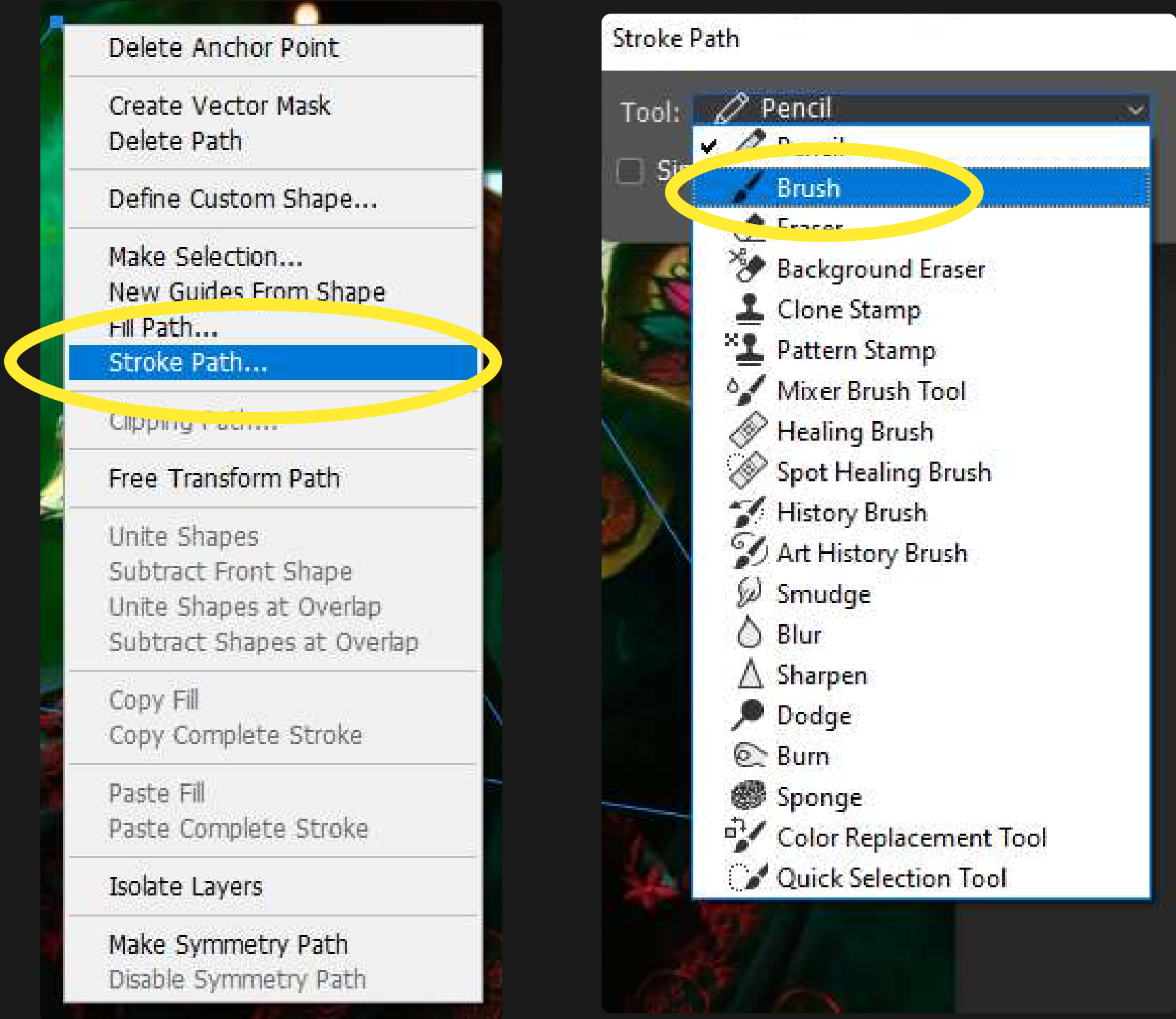


10. Fill the Outline of Your Shape

Right click on the shape you just made and select “Stroke Path”. This will open the Stroke Path settings window.

Click the drop-down menu next to the word “Tool”, then select “Brush”.

Click OK to close the Stroke Path settings window and see your shape.

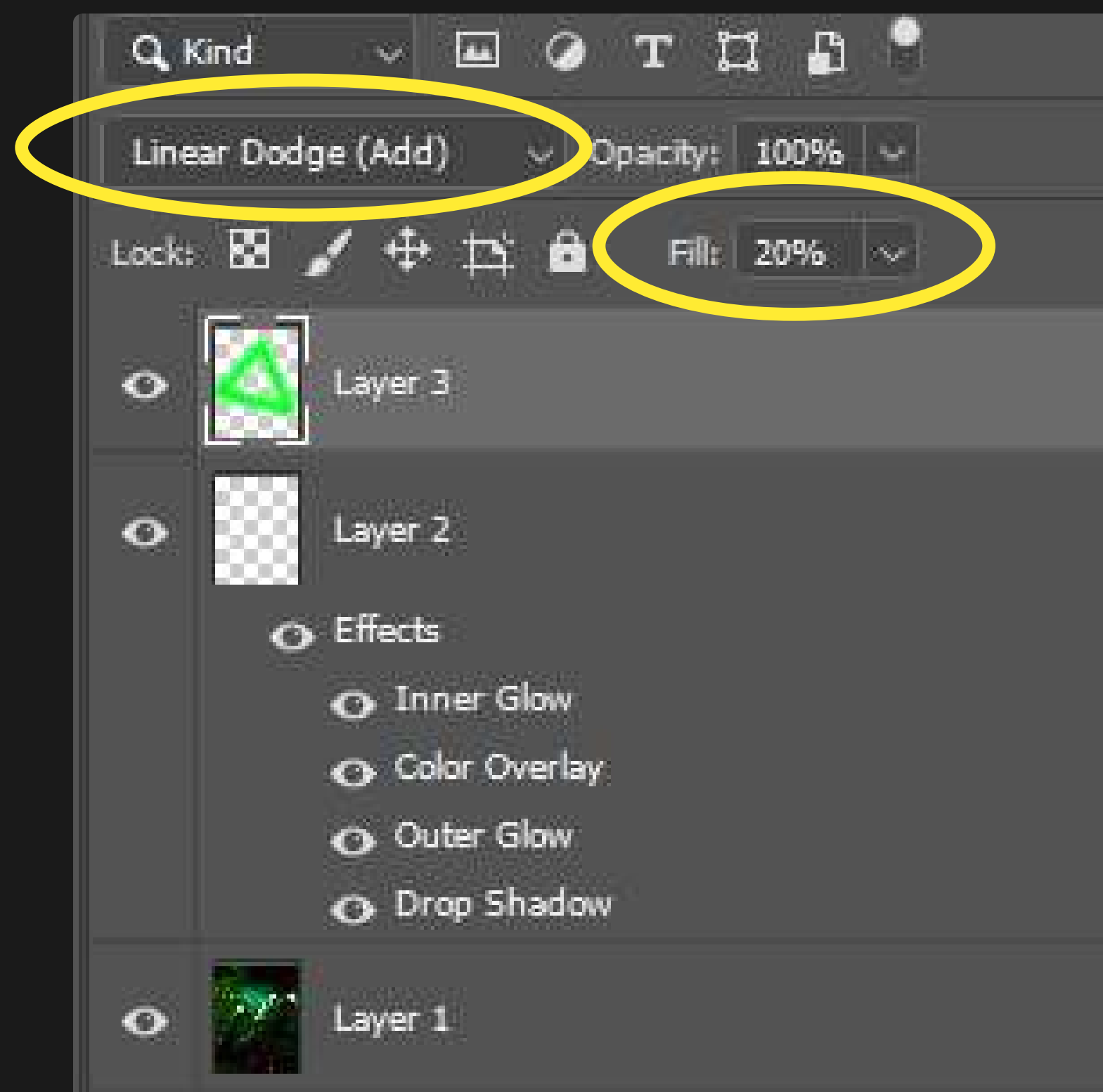


NEON LIGHT EFFECT

11. Change your Blending Mode and Fill Strength

Change the Blending Mode of your layer to “Linear Dodge (Add)”.

Change the Fill strength until you’re happy with it.

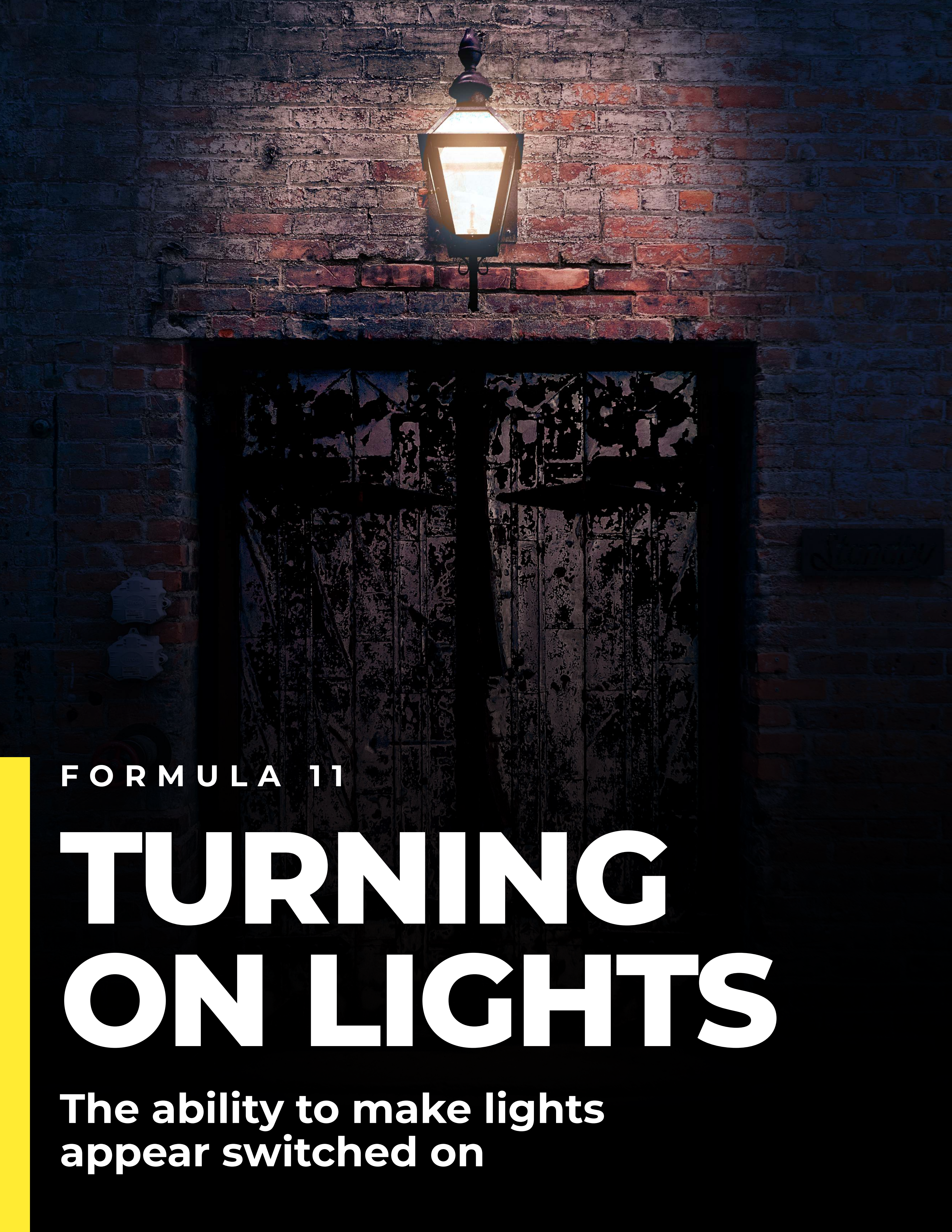


12. Repeat Steps 9-11

If you want to add even more shadows, sizes or colors to your shape you can repeat Steps 9-11 as many times as you’d like.

You can spread out the light of your glow even further by adding additional drop shadows. Just repeat Step 7 as many times as needed to achieve your desired look.





FORMULA 11

TURNING ON LIGHTS

The ability to make lights
appear switched on

TURNING ON LIGHTS

A simple formula that gives any object the apparency of light emission

1. Make Your Selection

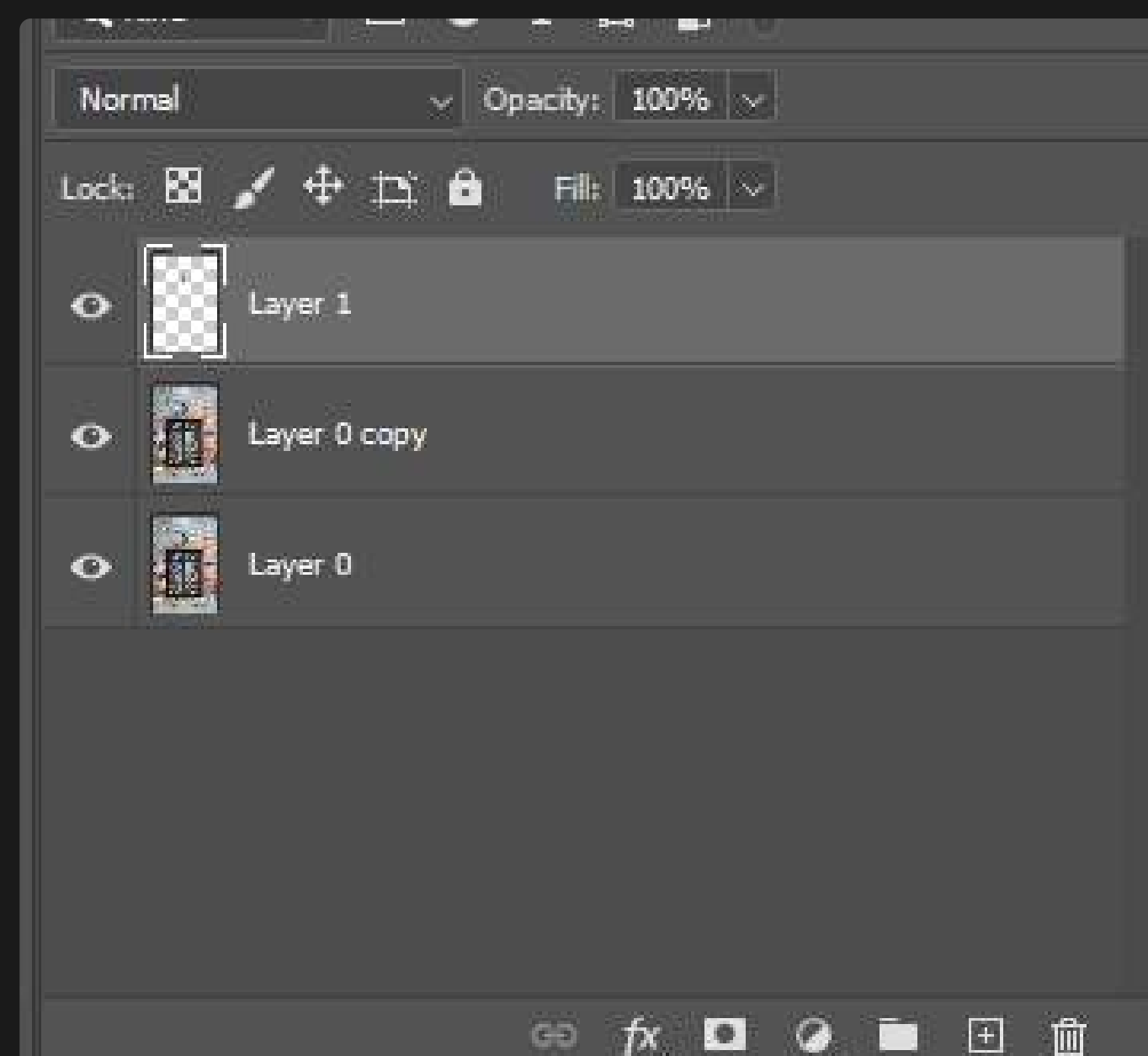
Using the Polygonal Lasso Tool from the tool bar on the left of the screen draw around your light source.

Hold the SHIFT key to draw around multiple areas.



2. Duplicate Your Selection

Press the CMD/CTRL Key and the J key to duplicate your selection into a new layer.

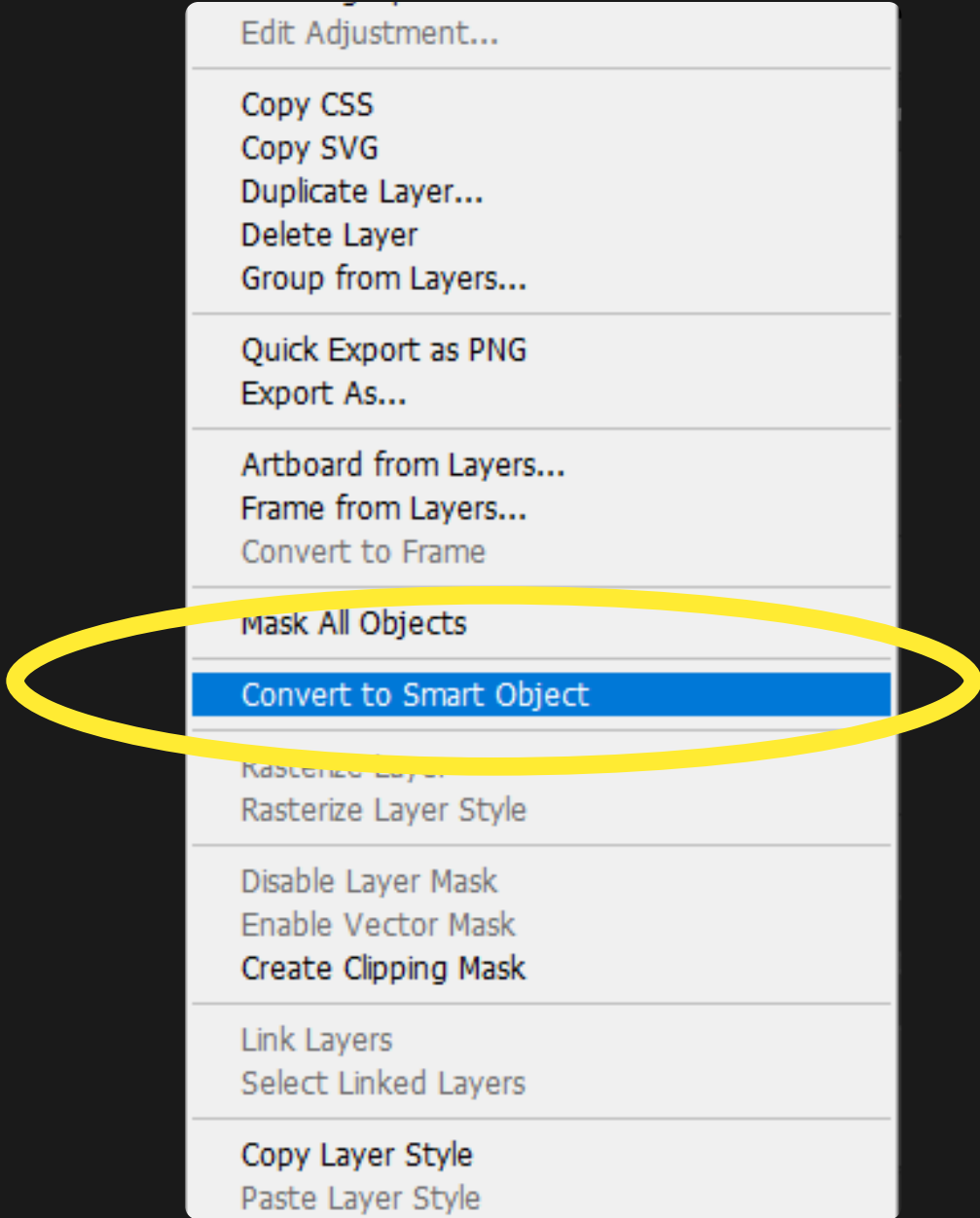
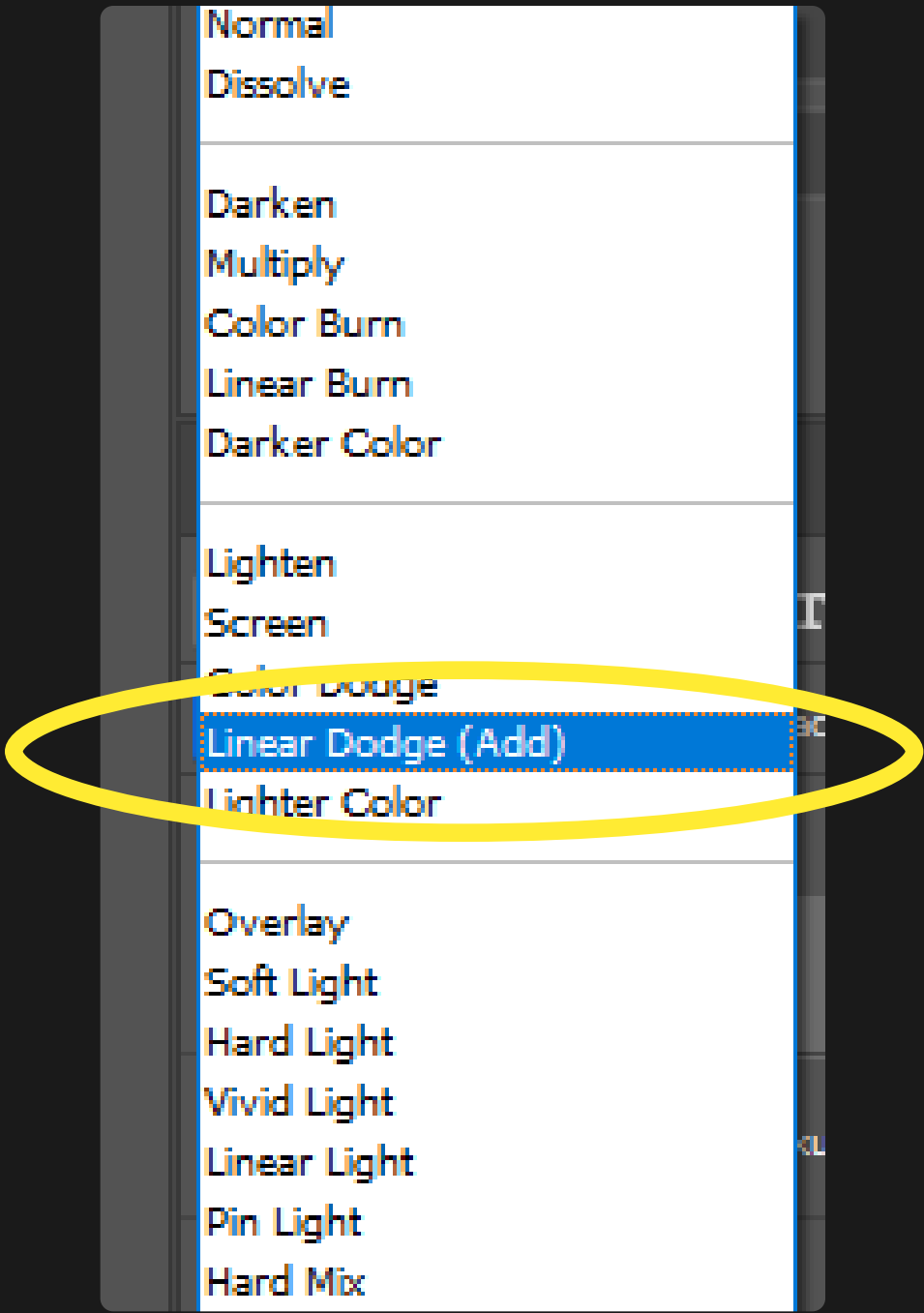


FORMULA 11

TURNING ON LIGHTS

3. Convert to Smart Object

Right click on the layer with the duplicated light source and select “Convert to Smart Object”.



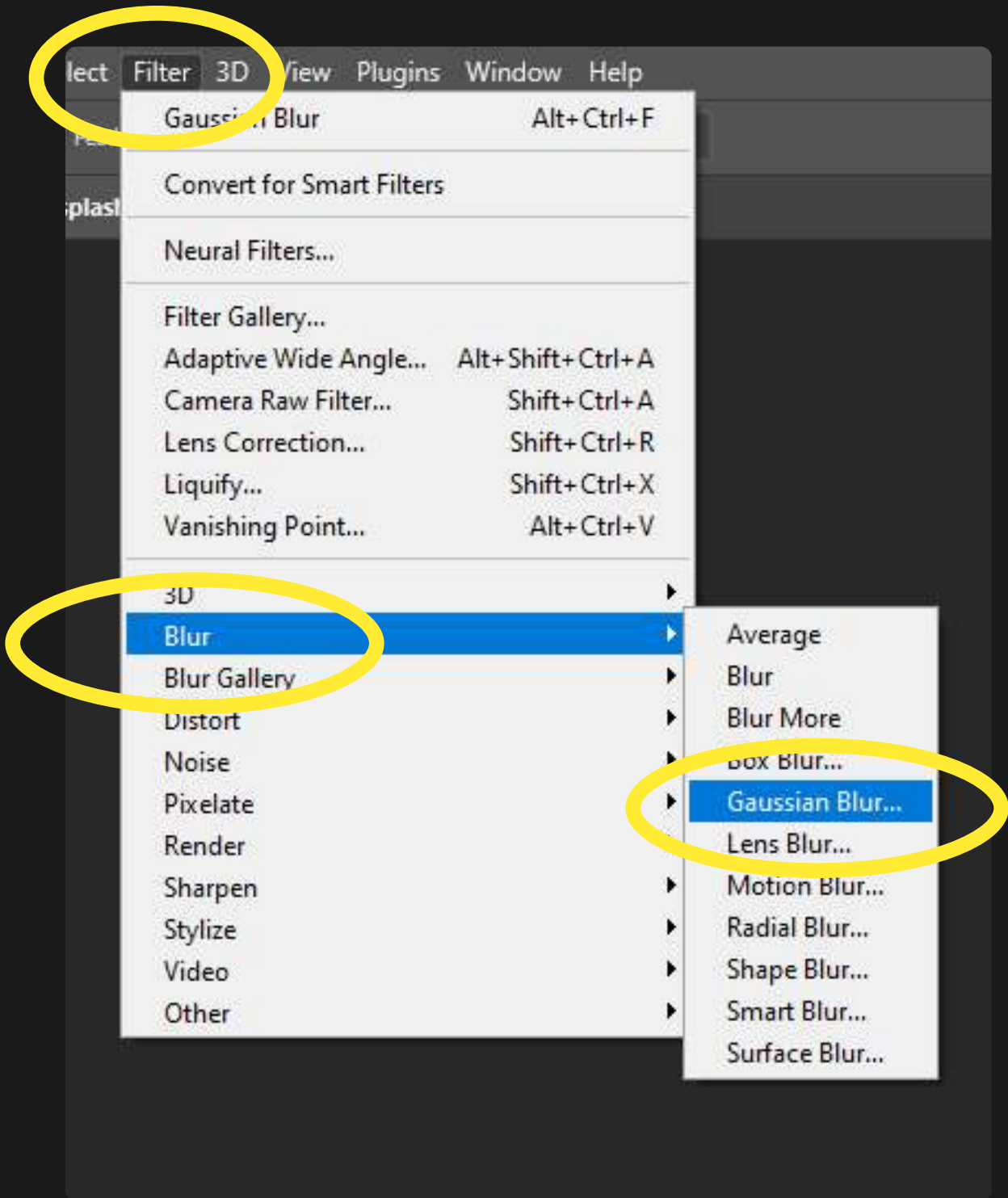
4. Change your Blending Mode

Change your Blending Mode to “Linear Dodge (Add)”.

5. Blur it

Now duplicate the layer and blur it. Select “Filter” from the menu bar across the top of your screen, then select “Blur”, then select “Gaussian Blur”.

Blur it a little bit. Now you can duplicate the layer again and increase the blur as many times as you like to get the right brightness and distance of your glow.

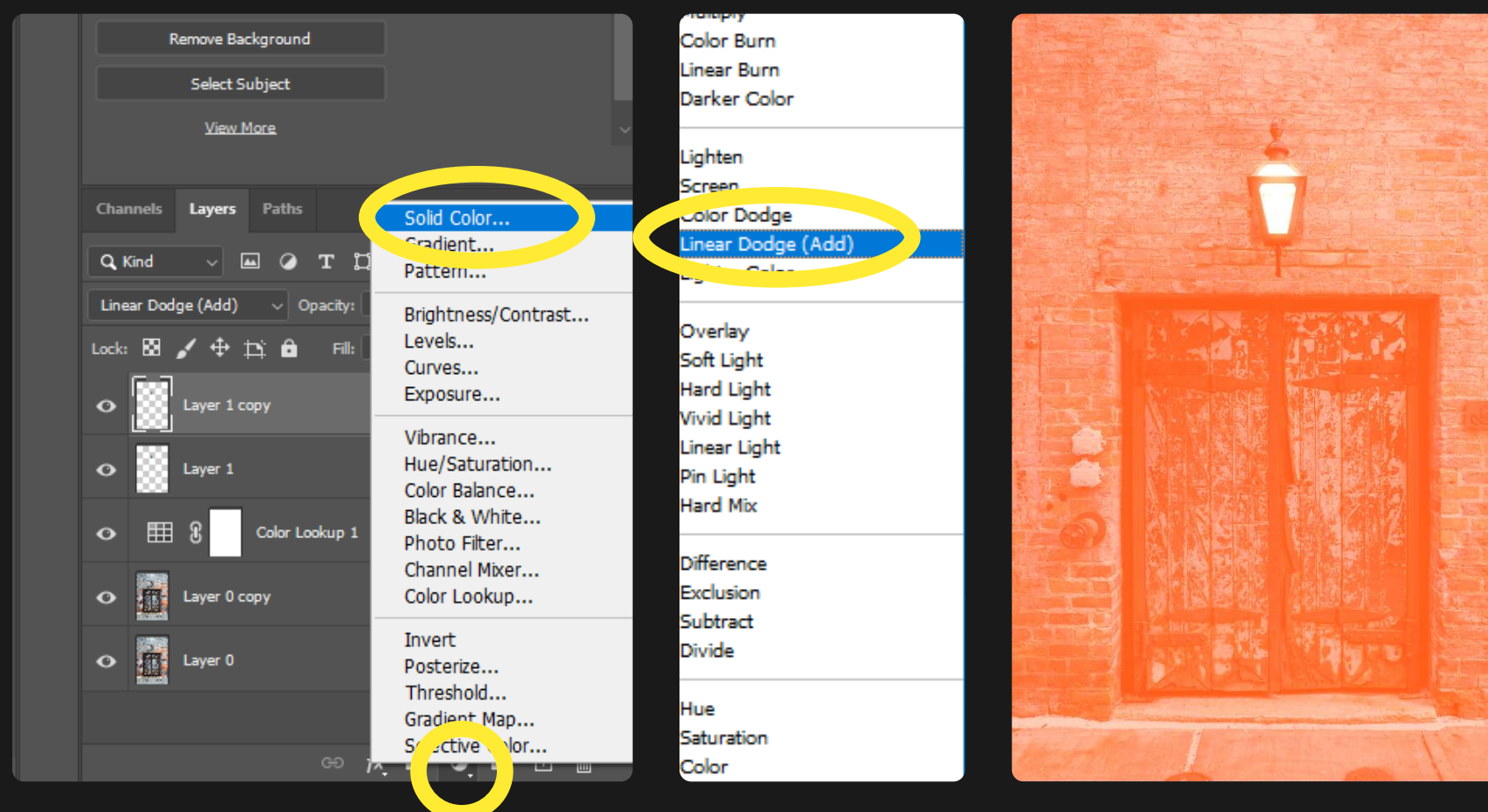


TURNING ON LIGHTS

6. Add an Adjustment Layer

Add a “Solid Color” adjustment layer.

Select the color you like (I chose a bright orange) and set your Blending Mode to “Linear Dodge (Add)”.

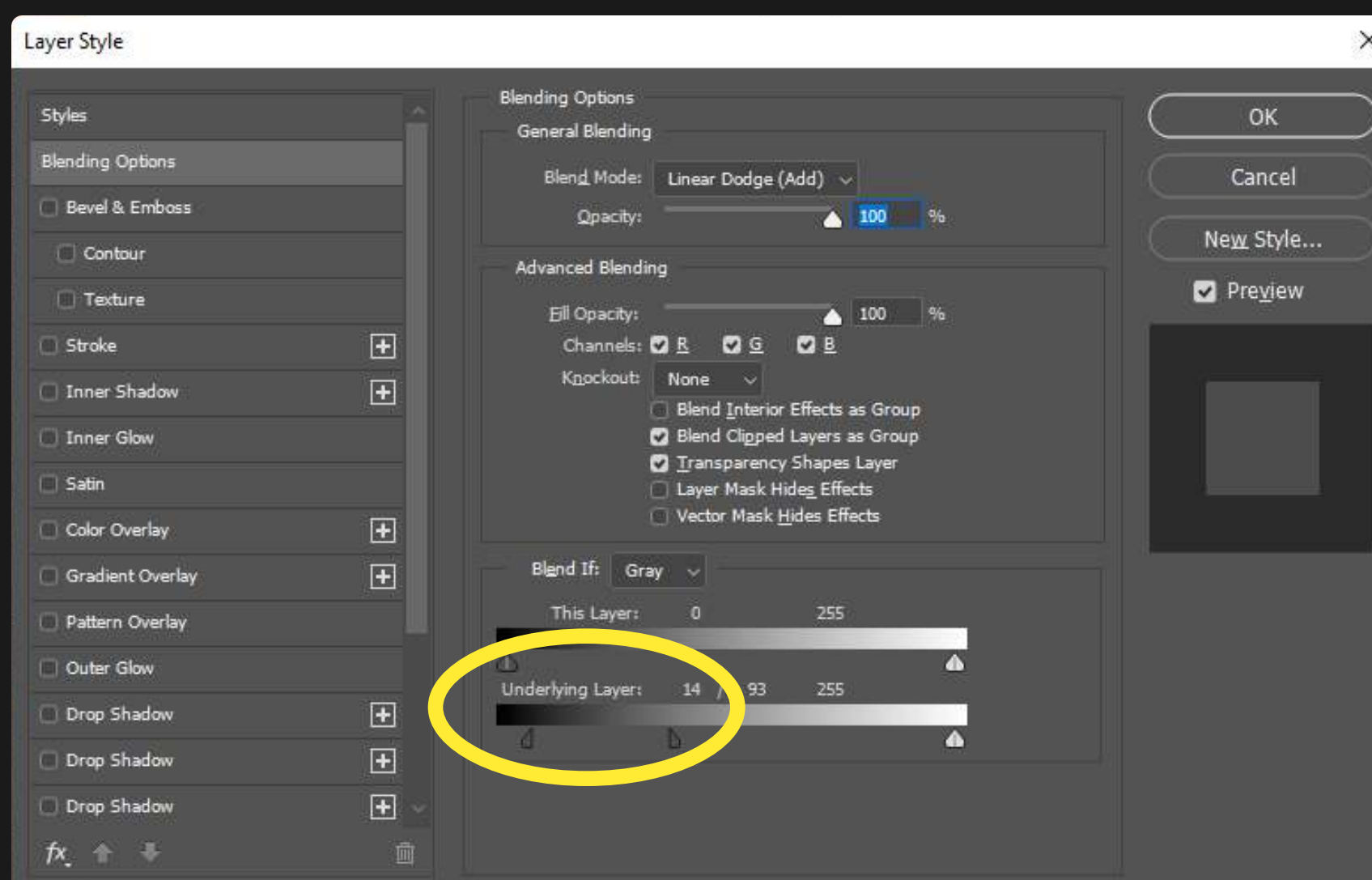


7. Blend If

Double-click on the adjustment layer you just created to bring up the Layer Style window.

Go down to the Blend If section and change the settings of your “Underlying Layer” slider.

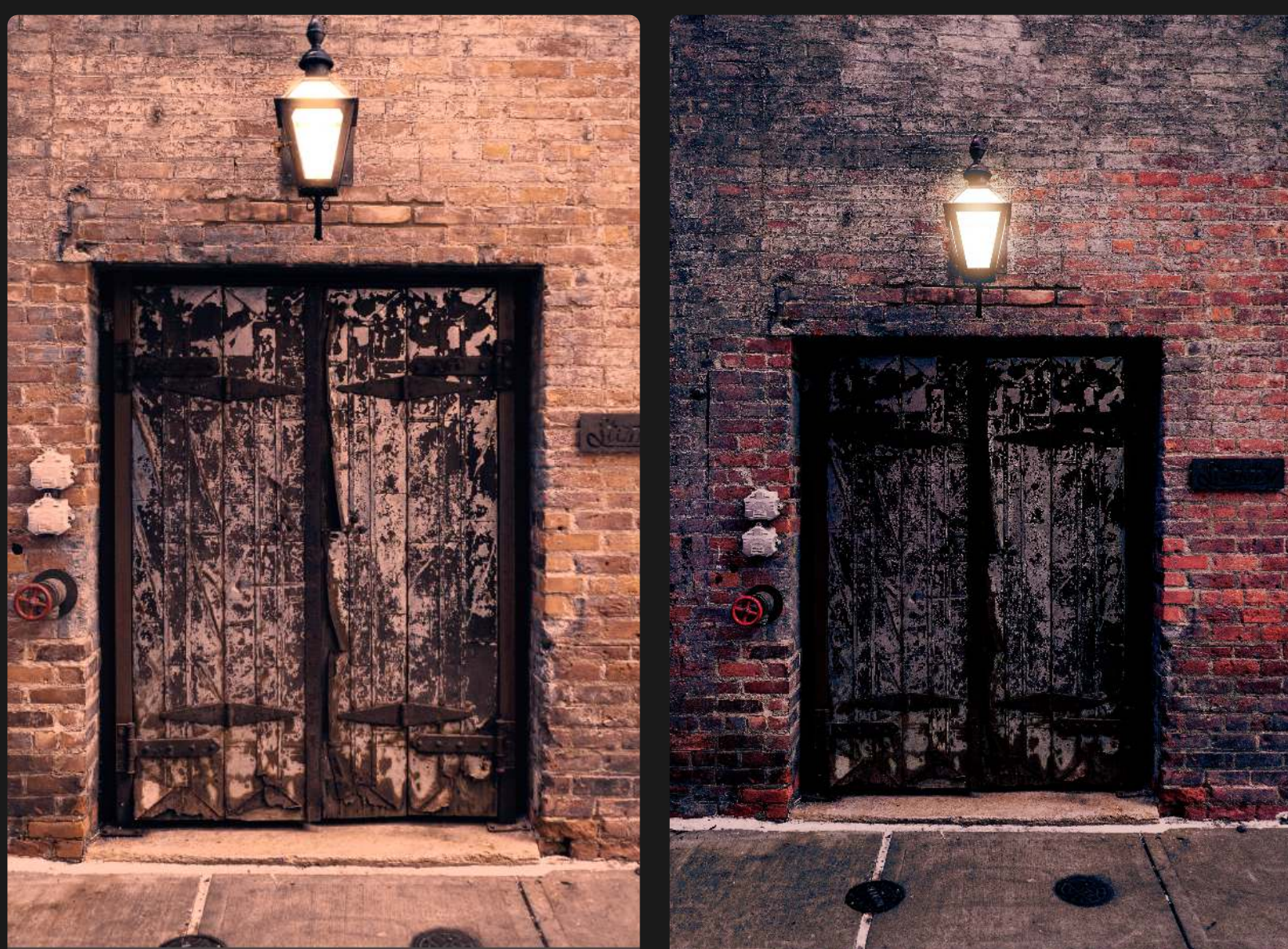
Hold down the ALT key and click on the little slider handle to split it in half. Now move these two split handles around until you’re satisfied with the look, then click OK.



8. Final Touches

You can add more adjustment layers to the background.

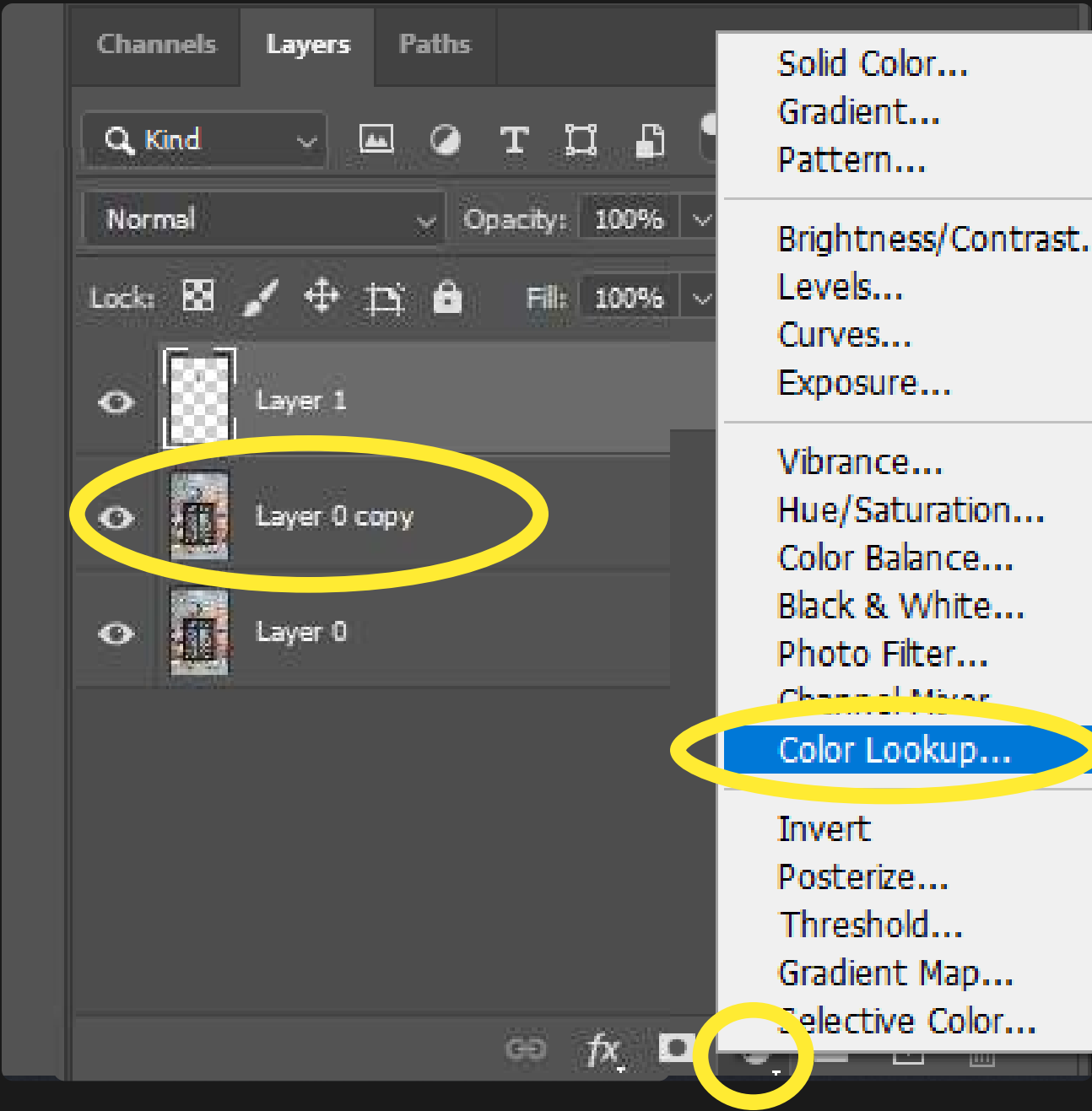
You can also add layer masks to adjust your brightness and contrast, darken your image etc.



9. Optional: Night Mode

Here’s an easy way to change your image to night mode, if it’s not already dark.

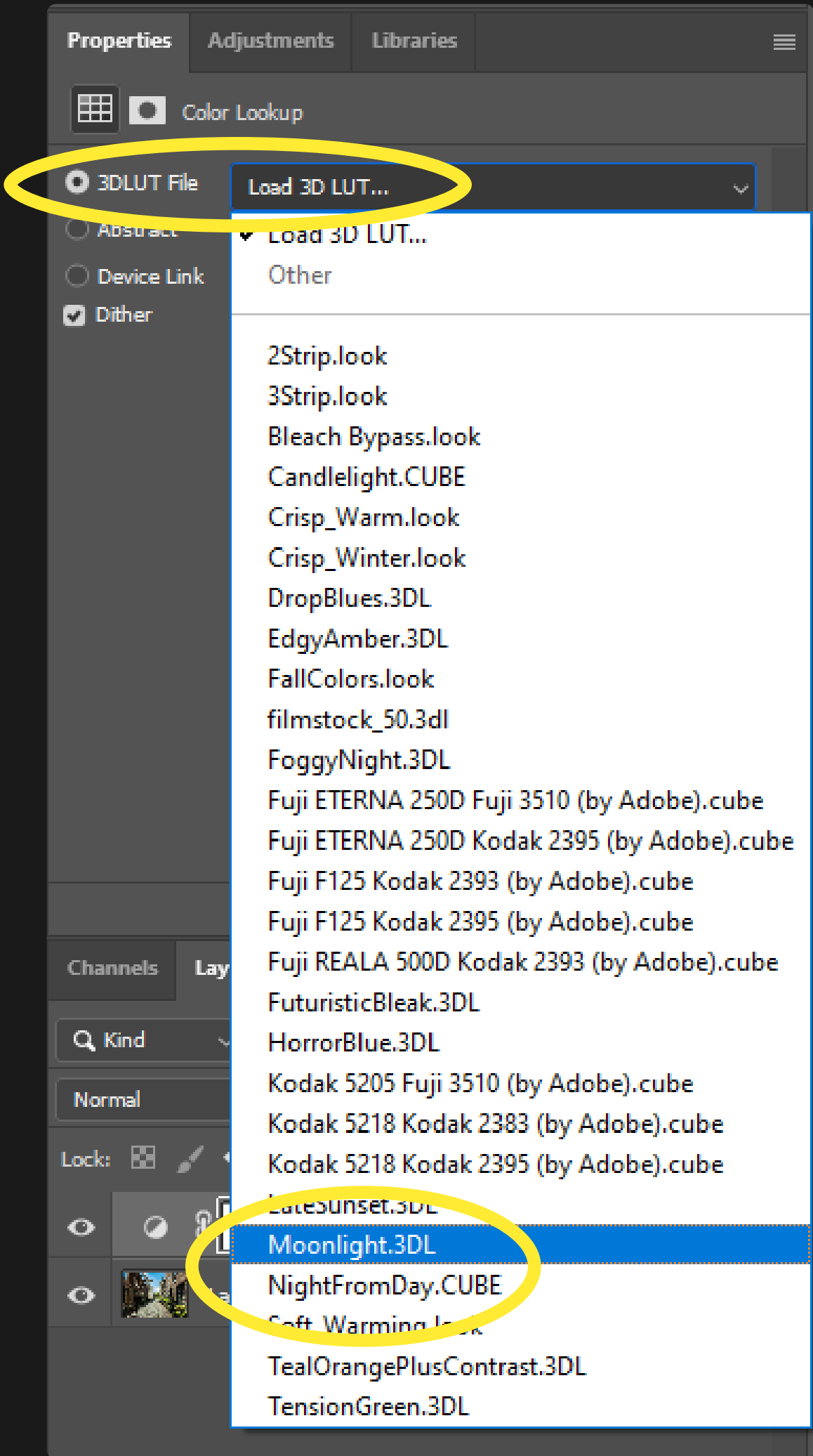
With your original image layer selected click on the Adjustment Layer icon at the bottom of your layers palette, then select “Color Lookup”.



10. LUT Settings

In your Properties window click the “3DLUT File” button to open the drop-down menu, then select either “Moonlight.3DL” or “NightFromDay.CUBE”.

Either of these two LUTs (Look Up Tables) will completely change the colors in your image to give it the nighttime look.





FORMULA 12

BLEND IF

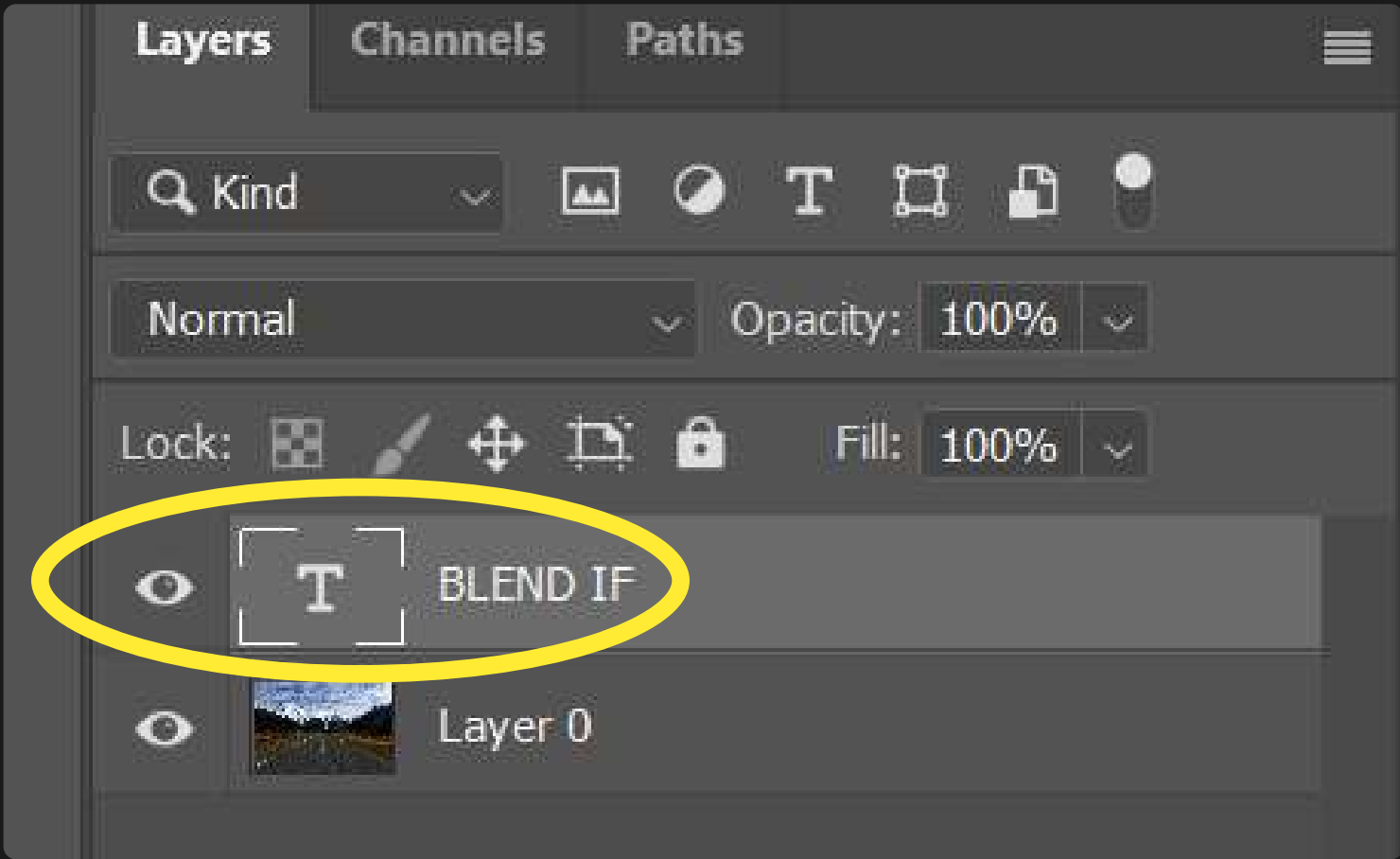
The ability to blend multiple images or objects together

BLEND IF

A more advanced formula for blending multiple objects or images together

1. Layer Style

Double-click the layer you'd like to blend. This will bring up the Layer Style window.

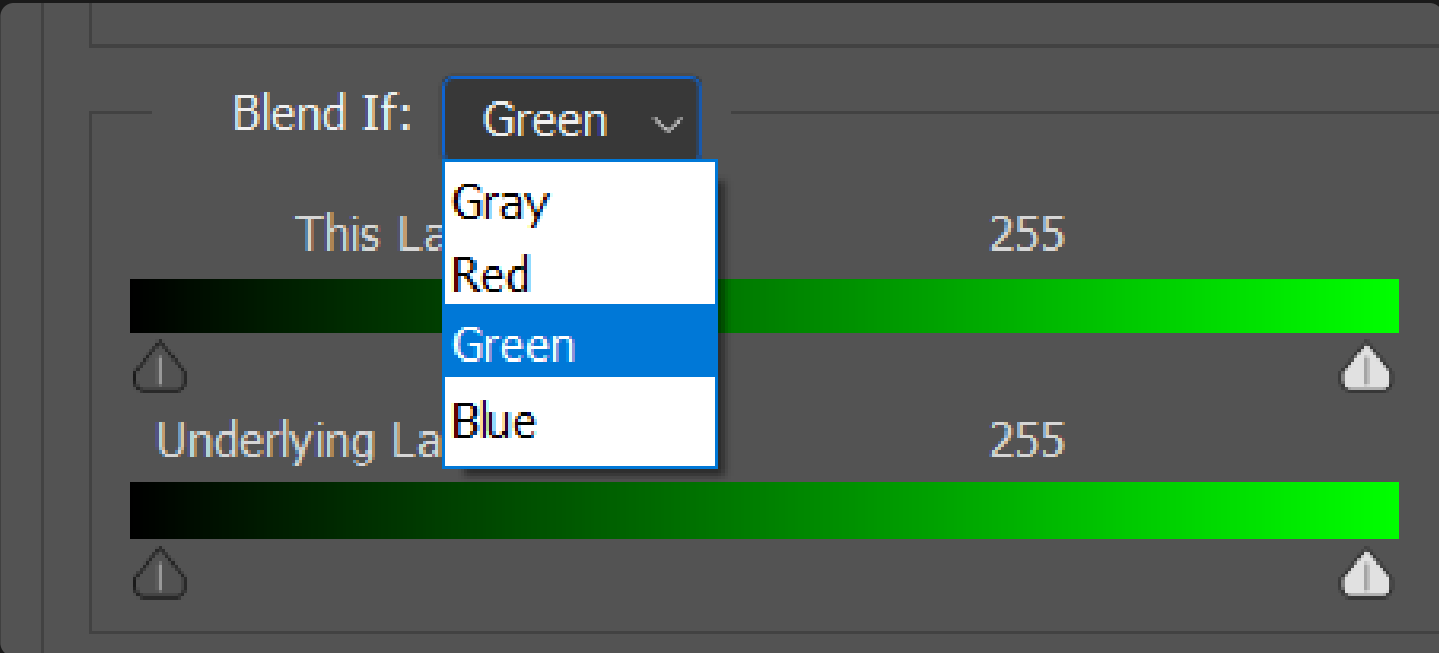
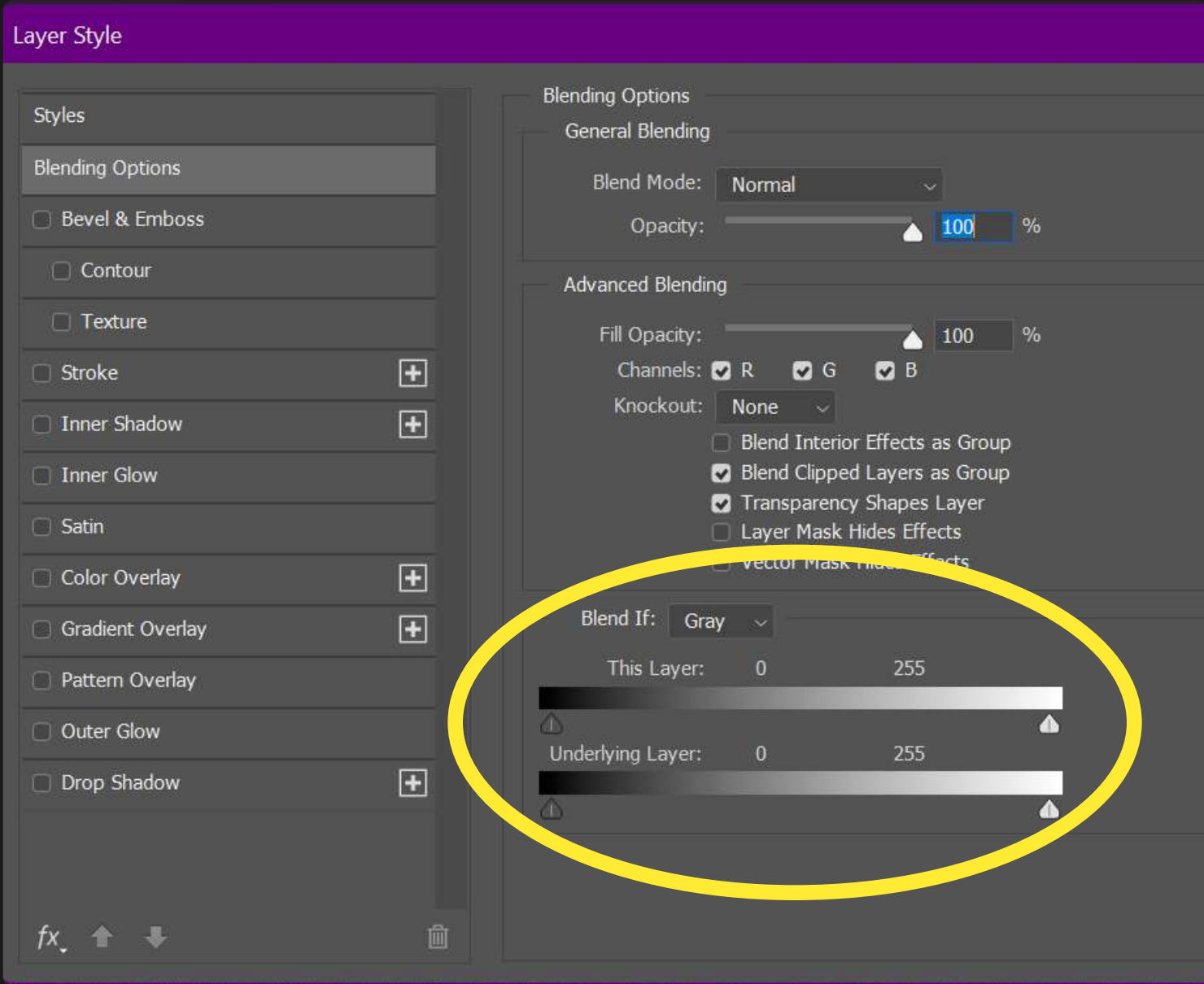


2. Blend If Settings

Go down to the “Blend If” section of the Layer Style window.

You have the option to adjust the settings of any channel - Gray, Red, Green or Blue.

For this example I’m going to use the Gray channel.



BLEND IF

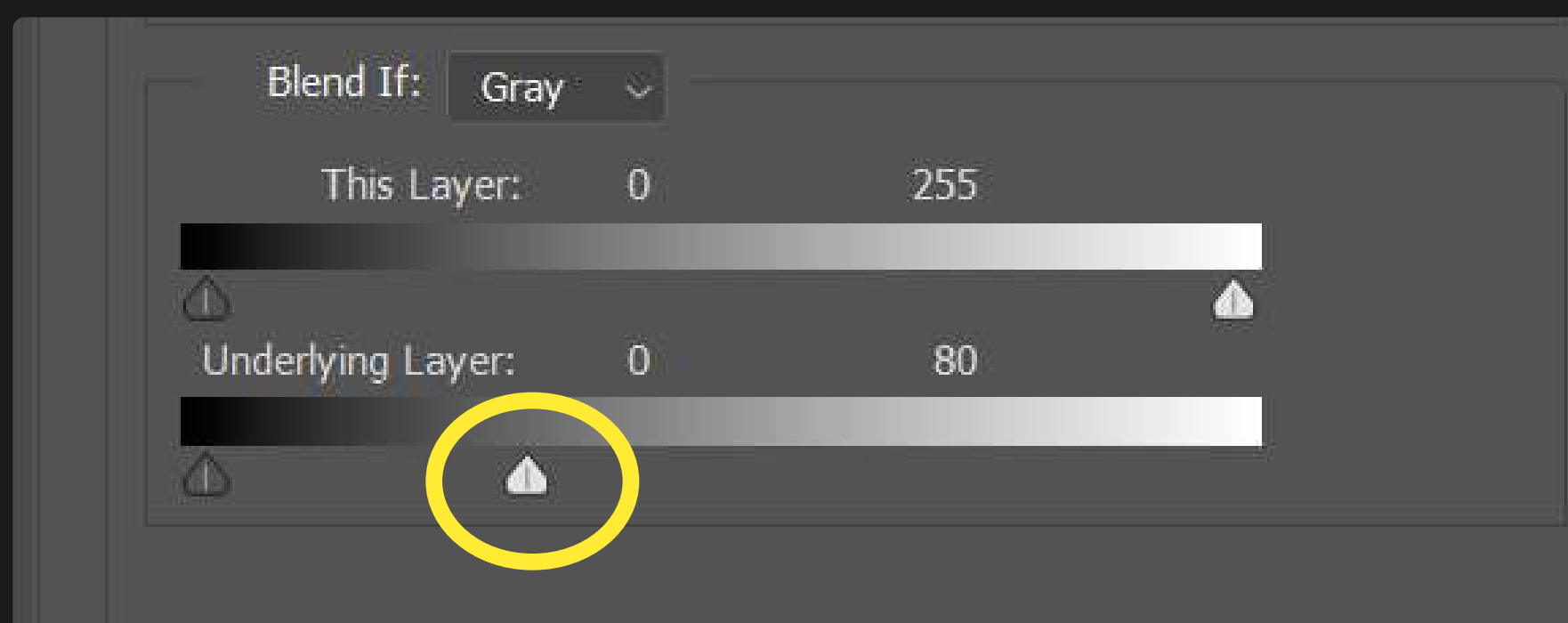
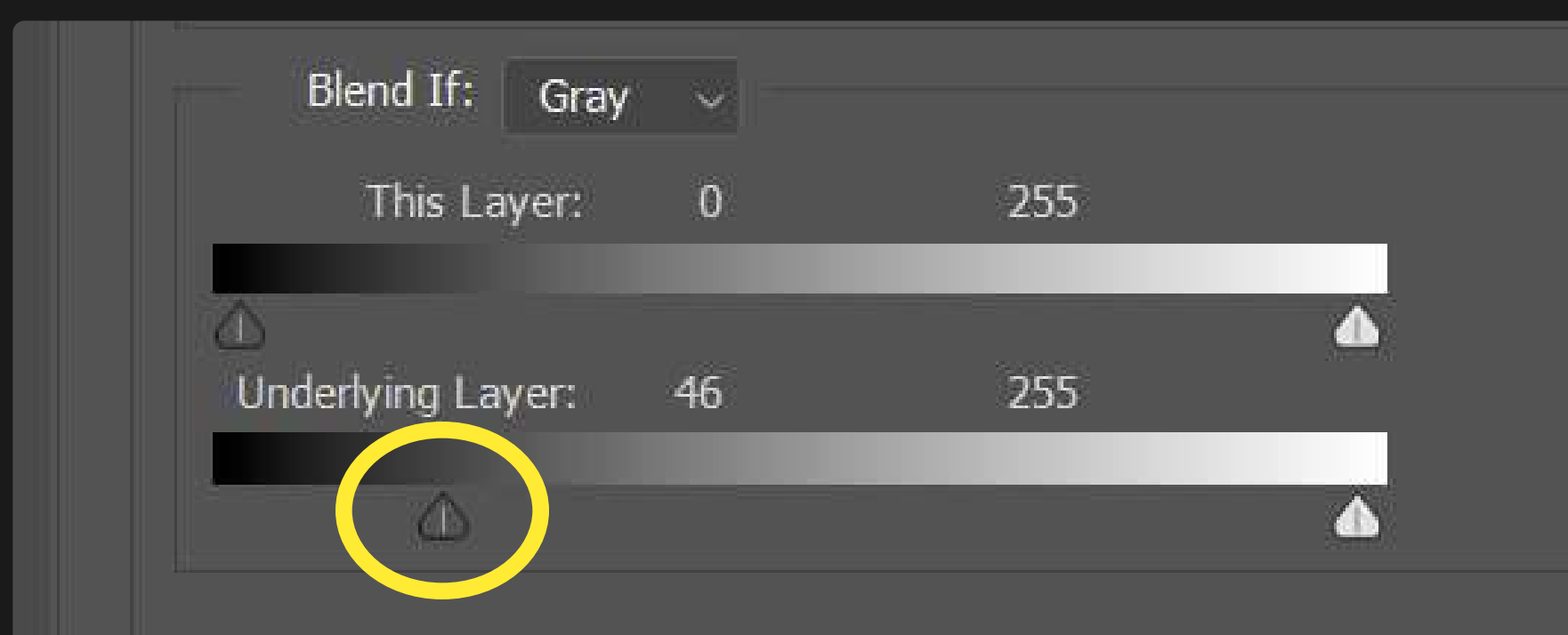
3. The Slider

Now adjust the slider for “Underlying Layer”.

By sliding the darks to the right I am protecting the darks of the image, so that my text layer will no longer show up on the dark areas.

You can test the slider at different points to see what looks best for your image.

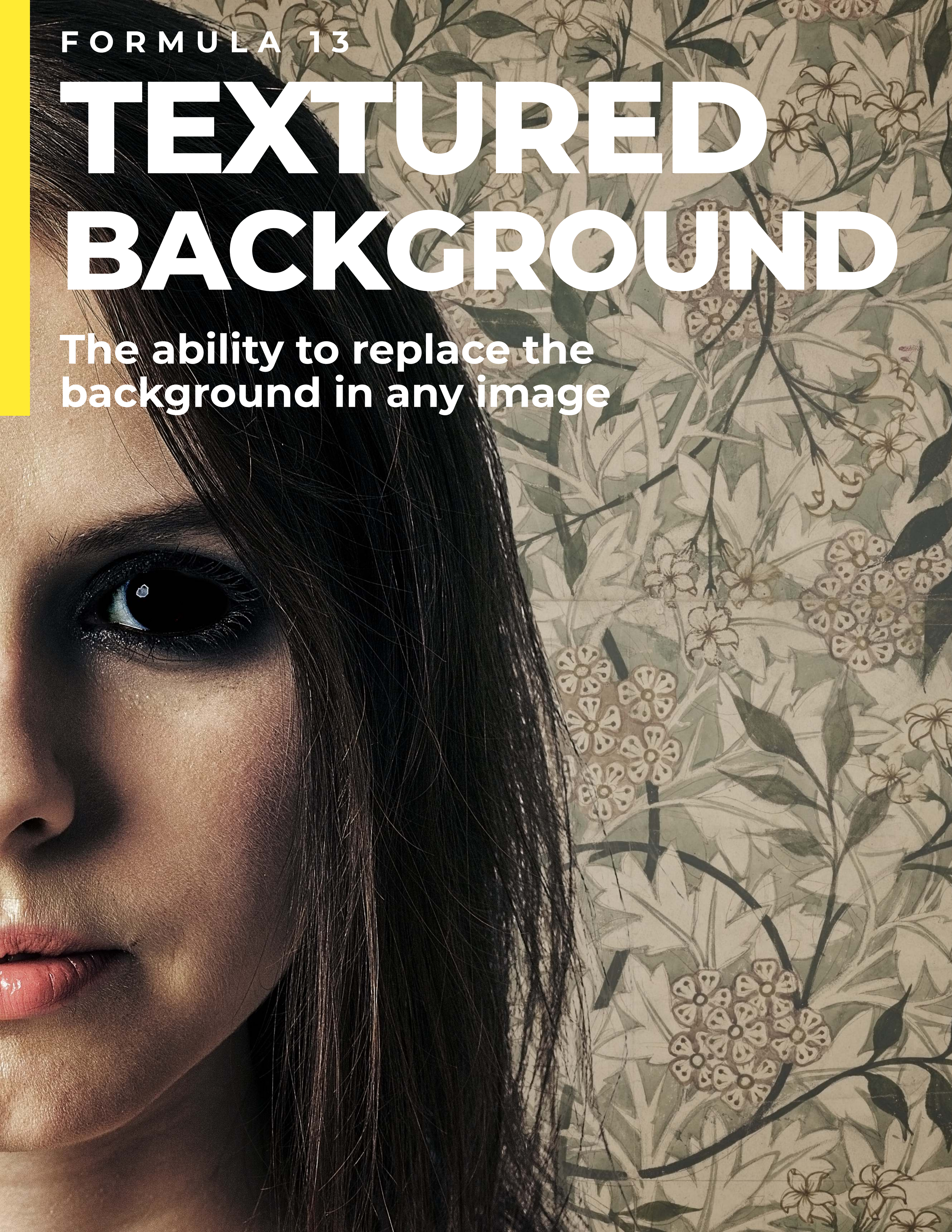
In my second example on the right I’m only adjusting the side of the slider that affects the whites in my image. This is protecting the whites of my underlying image from being covered.



FORMULA 13

TEXTURED BACKGROUND

The ability to replace the
background in any image

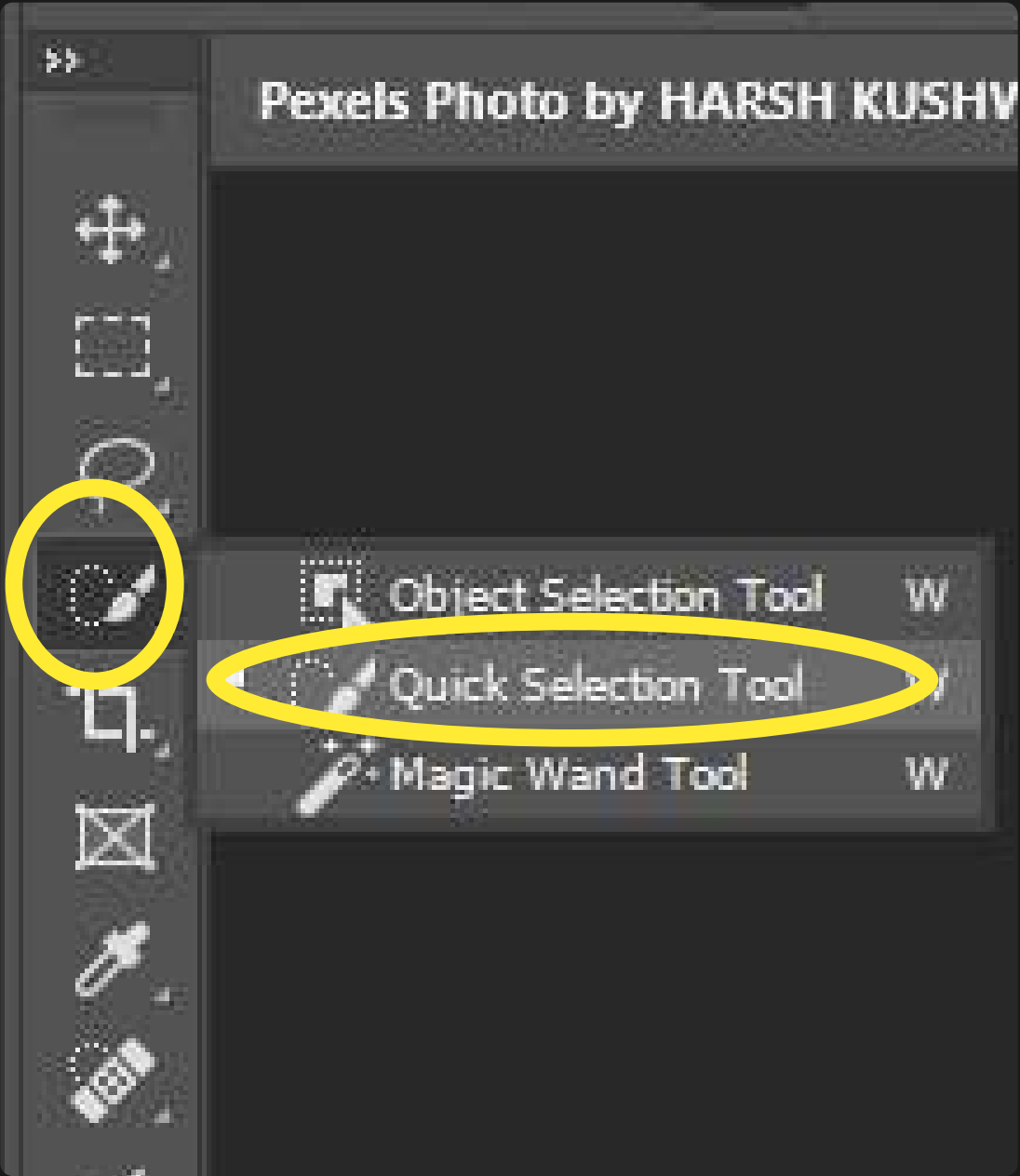


TEXTURED BACKGROUND

A formula to completely change the look and style of your image by simply replacing the background

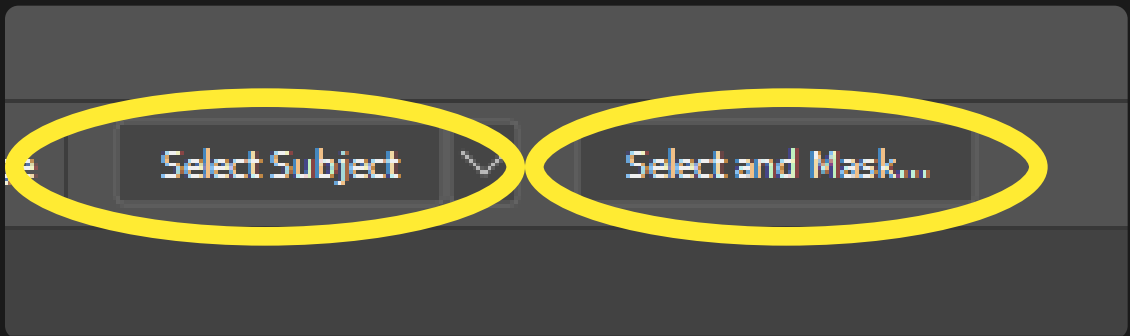
1. Quick Selection Tool

With the layer of your subject selected go to the tool bar to the left of the screen and select “Quick Selection Tool”.



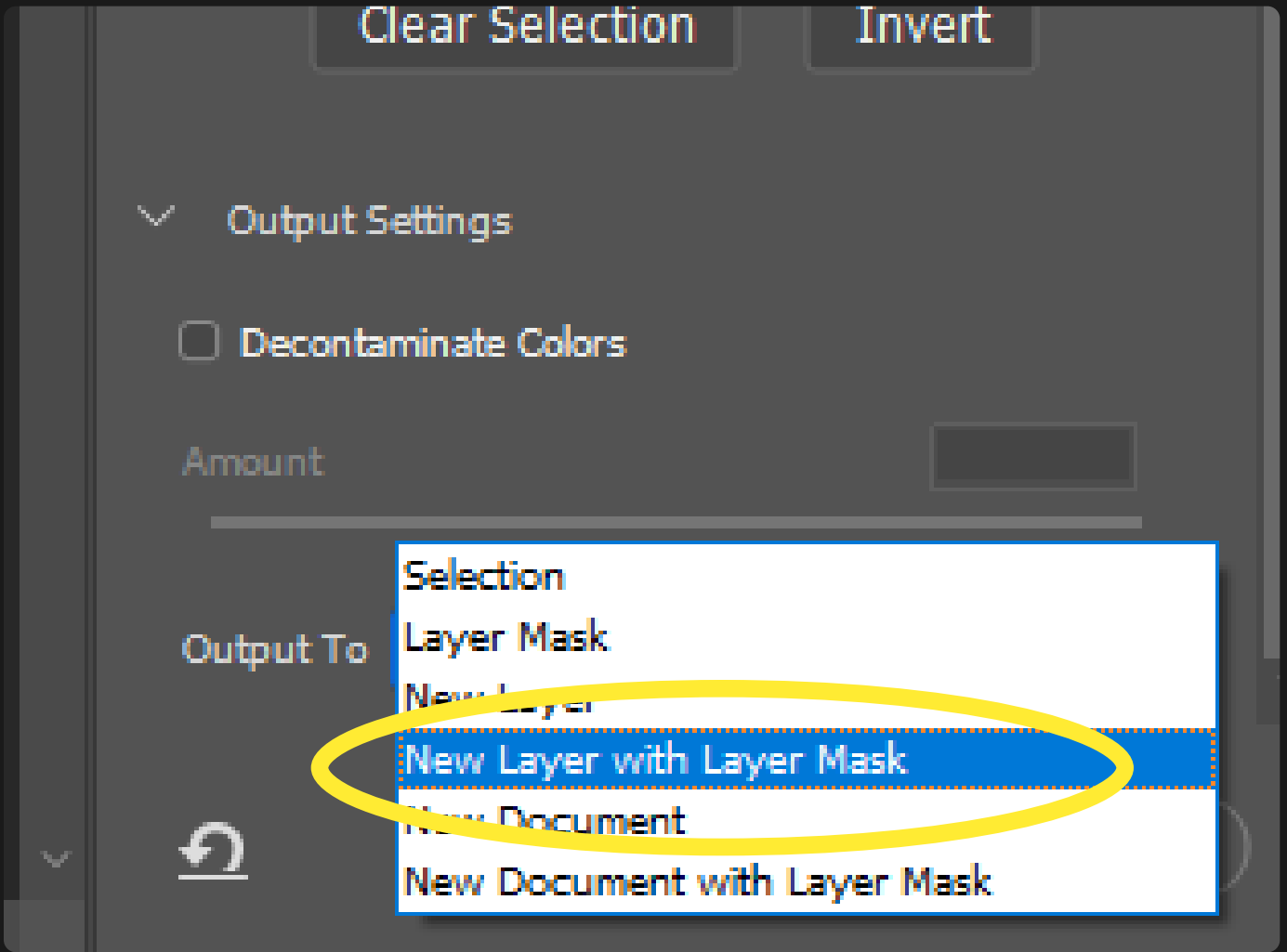
2. Select Subject

Click the “Select Subject” button at the top of the screen. Once this is done click the “Select and Mask” button next to it.



3. Select and Mask Settings

In the “Output Settings” area of your window there’s a drop-down list next to “Output To”. Open the list by clicking on it, then select “New Layer with Layer Mask”.

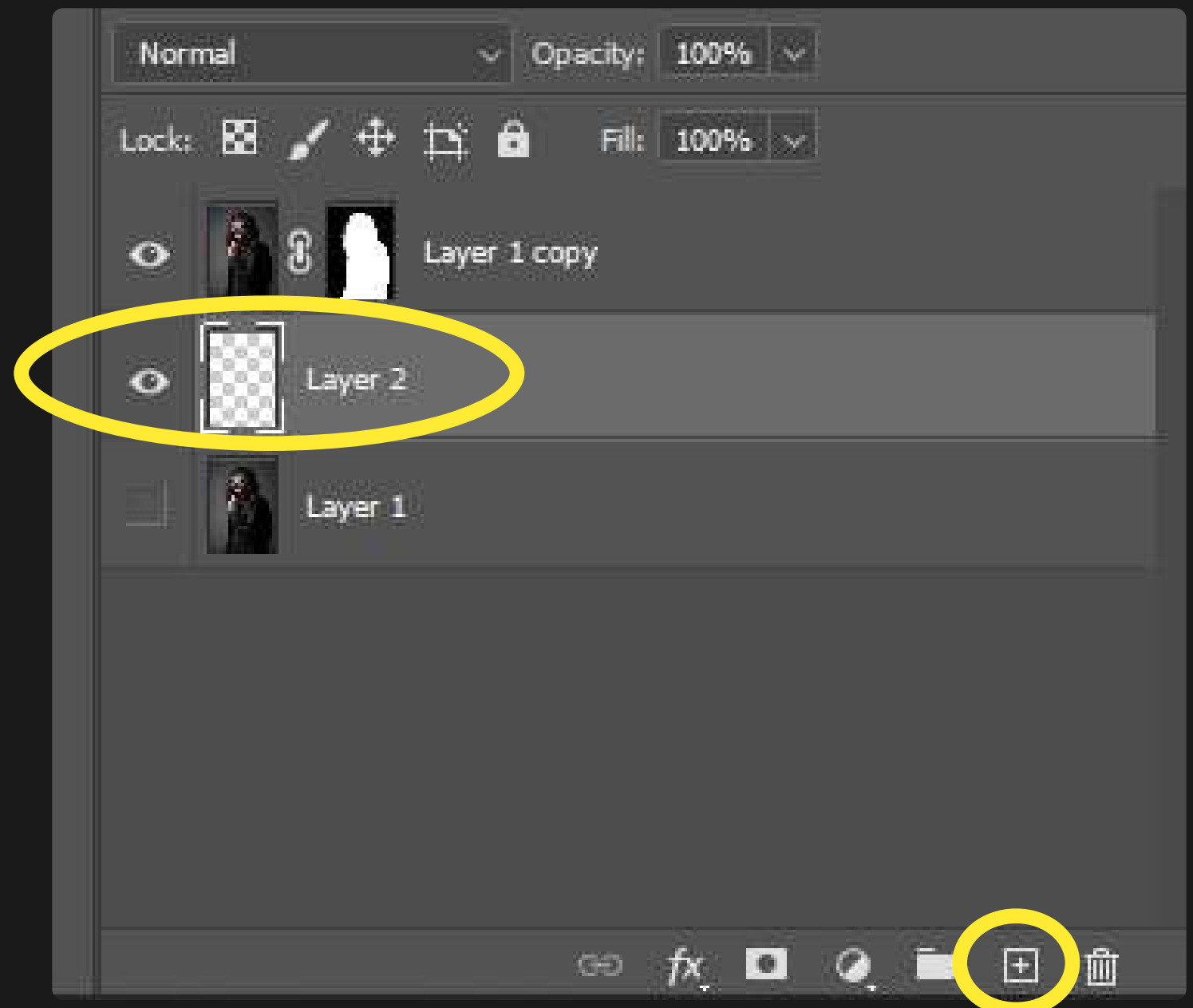


TEXTURED BACKGROUND

4. Create a New Layer

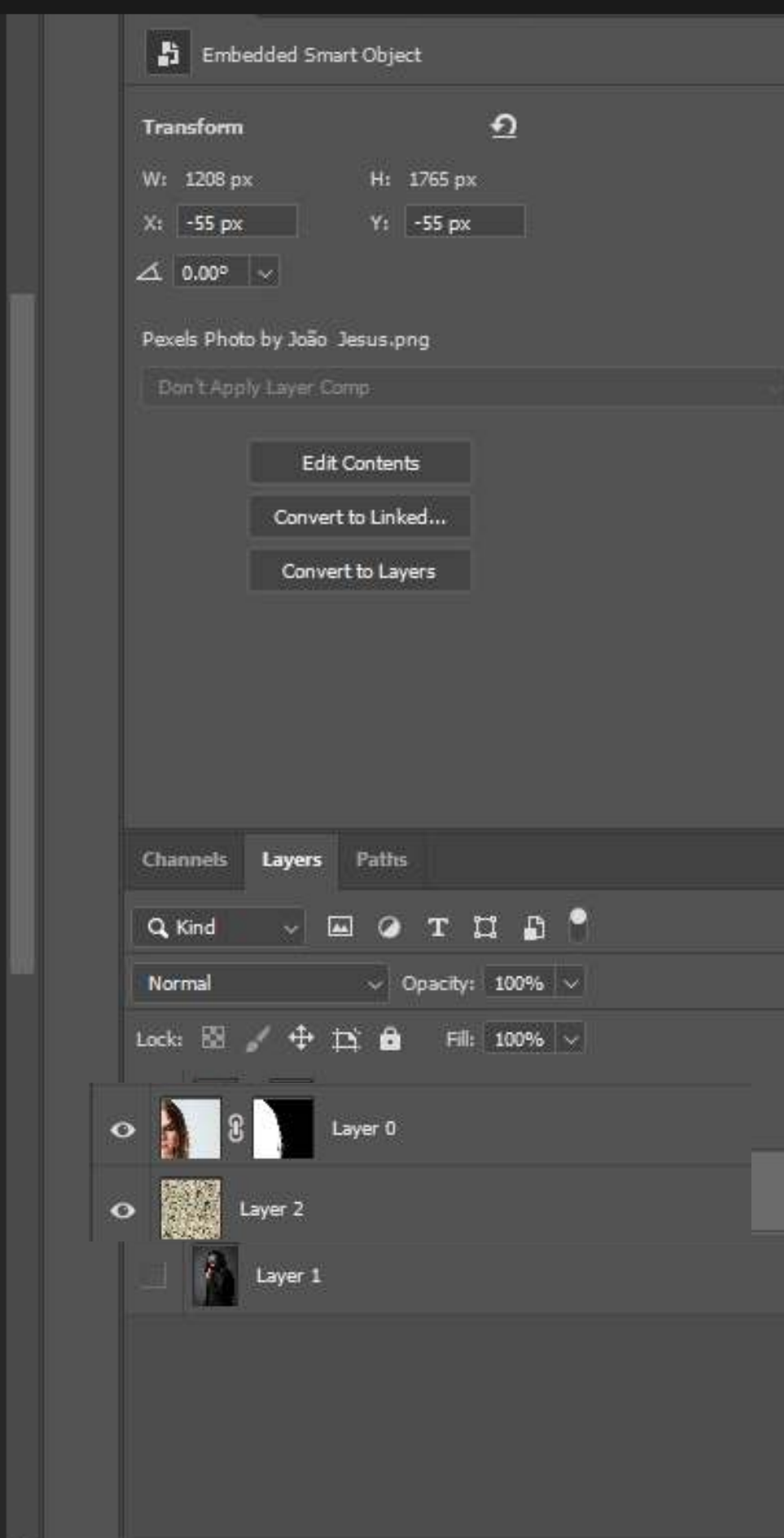
Create a new layer by clicking on the New Layer icon at the bottom of your Layers Palette.

Drag this layer underneath the layer of your subject.



5. Bring in your Background

Now bring your preferred background into your image and continue editing from here.





FORMULA 14

LIGHT OVERLAY

The ability to make any object
emit light

LIGHT OVERLAY

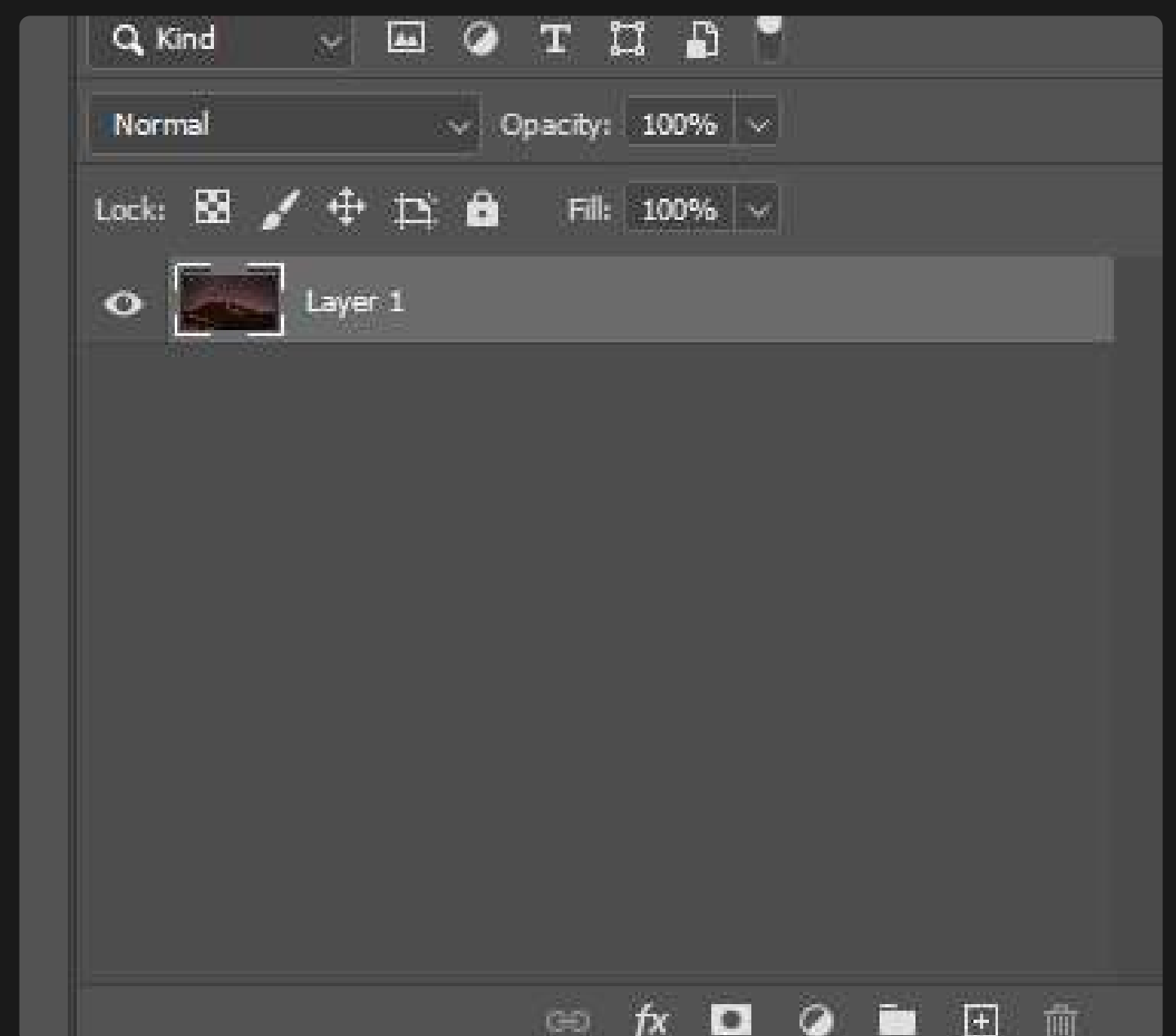
A simple formula for making the objects in your image appear to emit light

1. Duplicate the Background Layer

Right click on your background layer in the Layers Palette, then select “Duplicate Layer”.

You can name this “New Layer” or anything you like.

Now you have a copy of your background layer just in case.



2. Select Subject

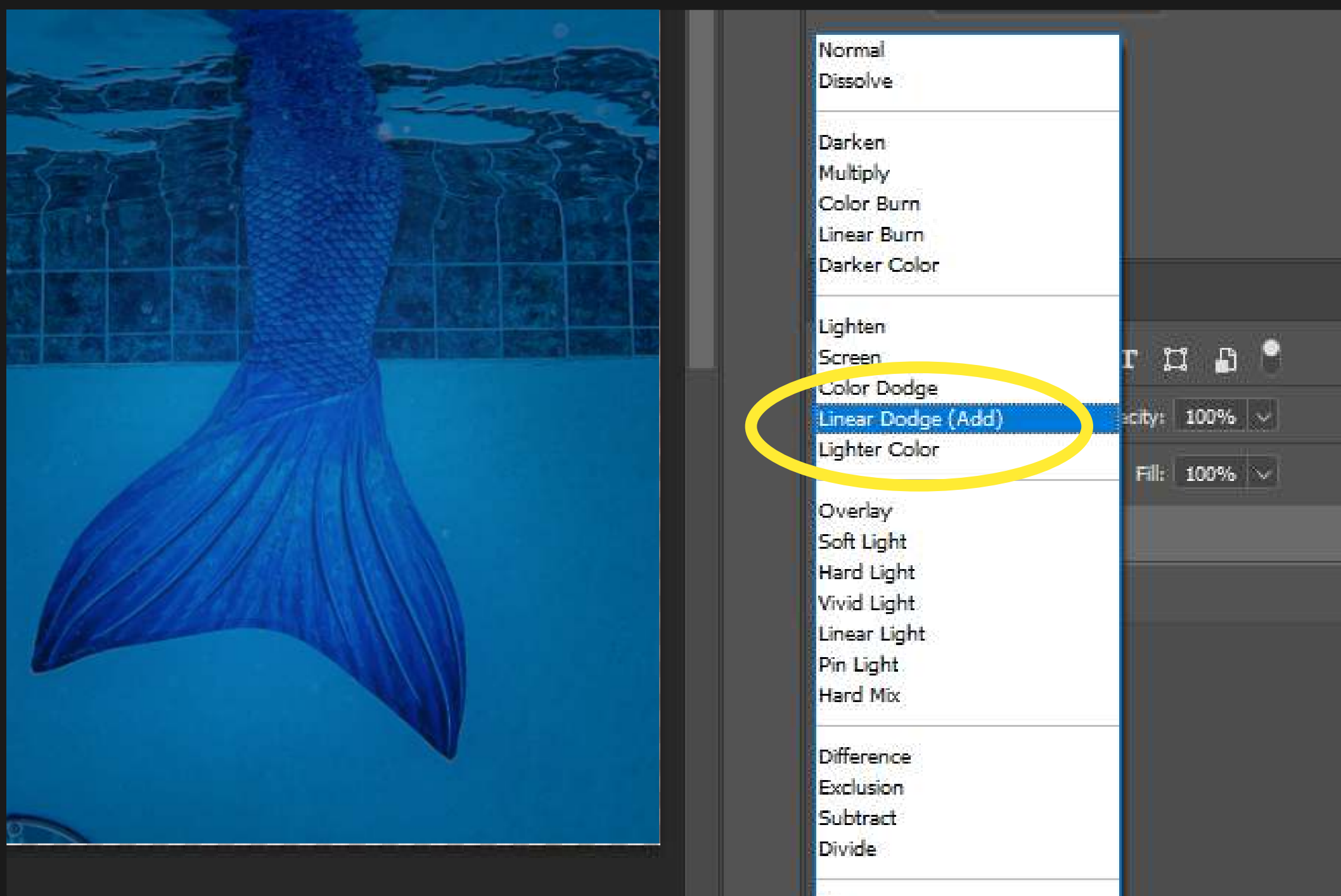
Select your subject using the Quick Selection Tool, then press the CTRL/CMD and J key to duplicate it to a new layer.



LIGHT OVERLAY

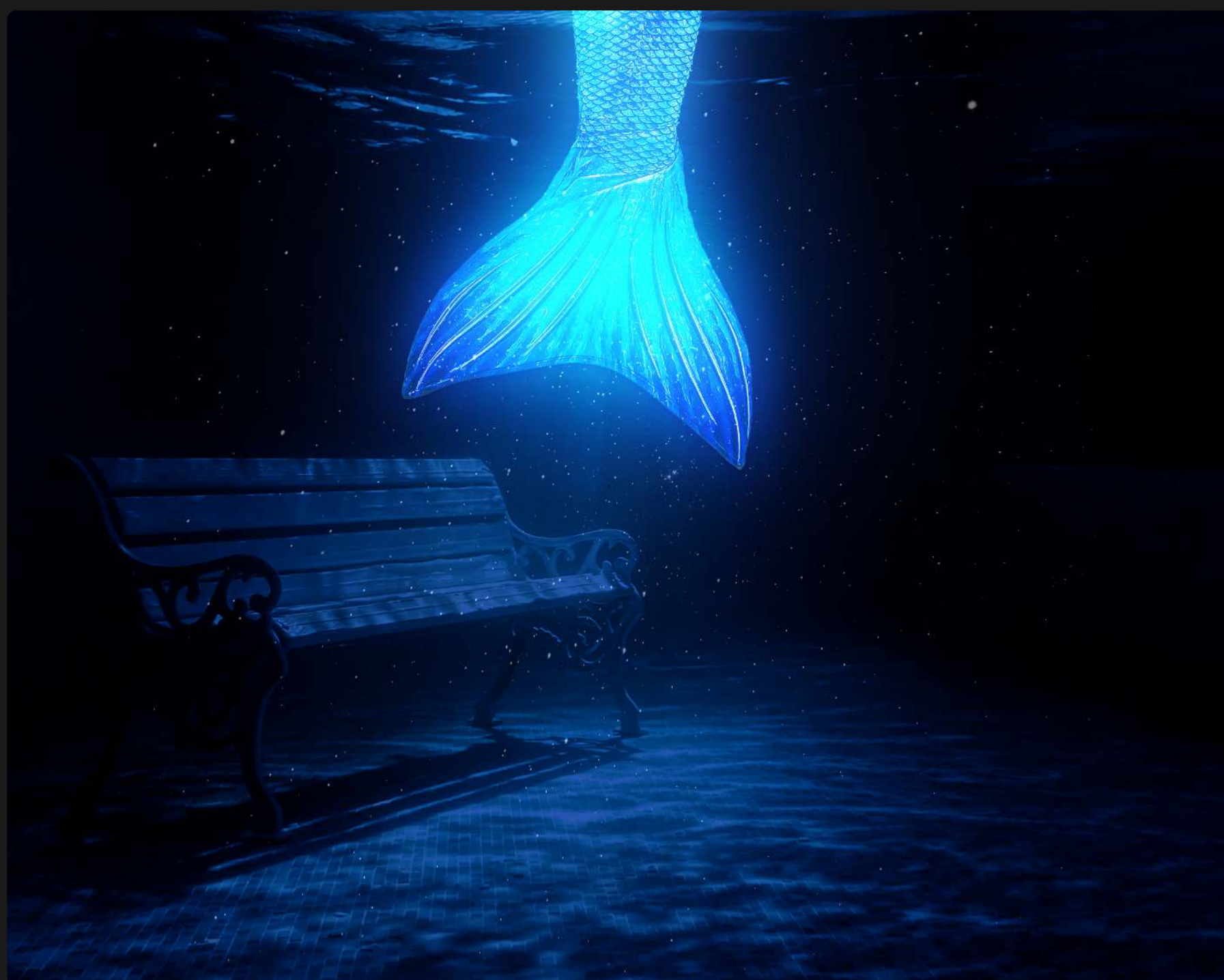
3. Change the Blending Mode

Change the Blending Mode to “Linear Dodge (Add)”.



4. Continue Adjusting

You can duplicate this layer and make it brighter, blur it, add adjustment layers or whatever you like, until you have the look that you're going for.





FORMULA 15

UNSHARP MASK

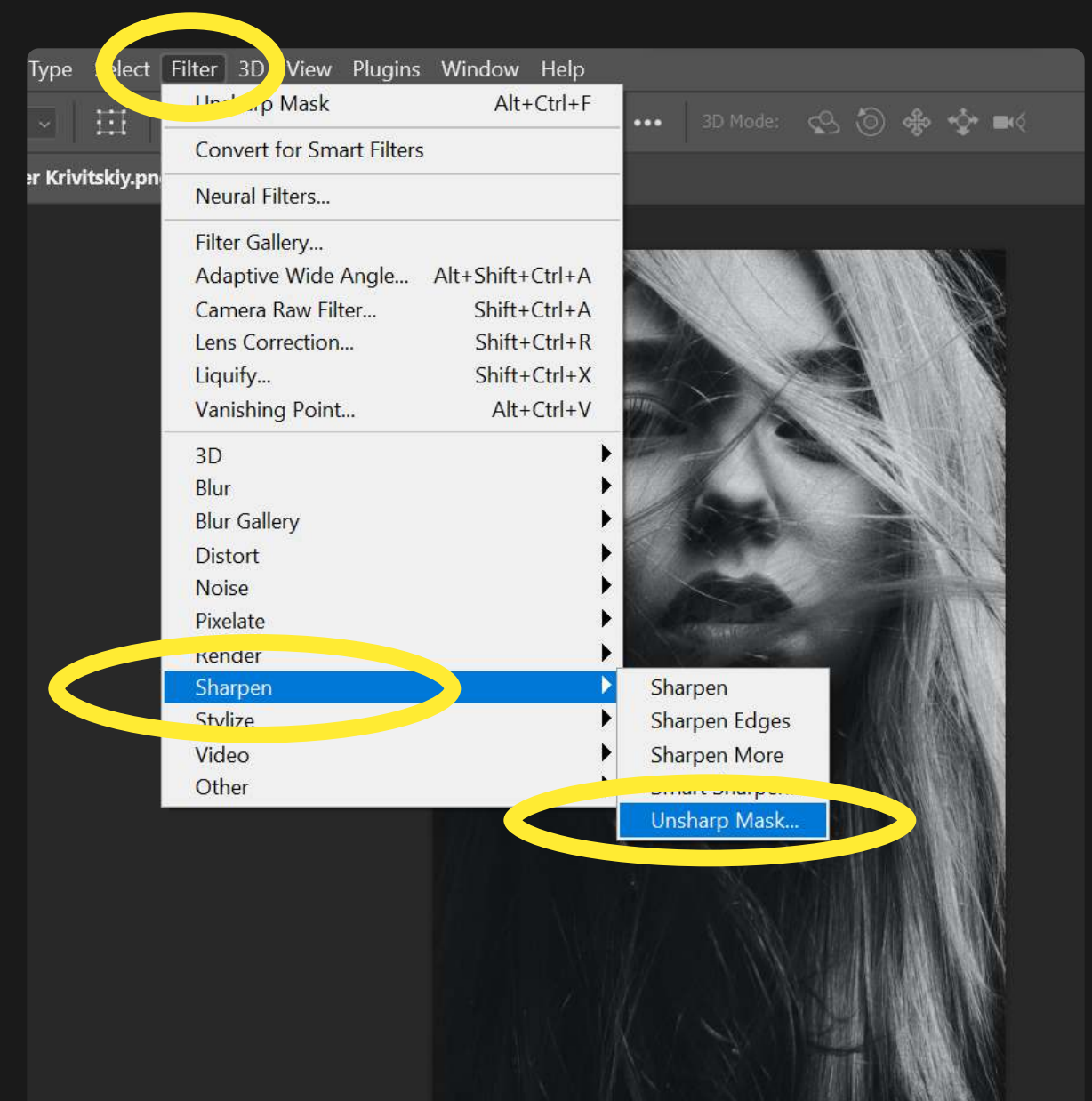
The ability to add subtle
sharpness to an image

UNSHARP MASK

A fast and simple formula that allows you to add sharpness and clarity to your image

1. Select Unsharp Mask

In the menu bar across the top of the screen select “Filter”, then “Sharpen”, then “Unsharp Mask”.



2. Filter Settings

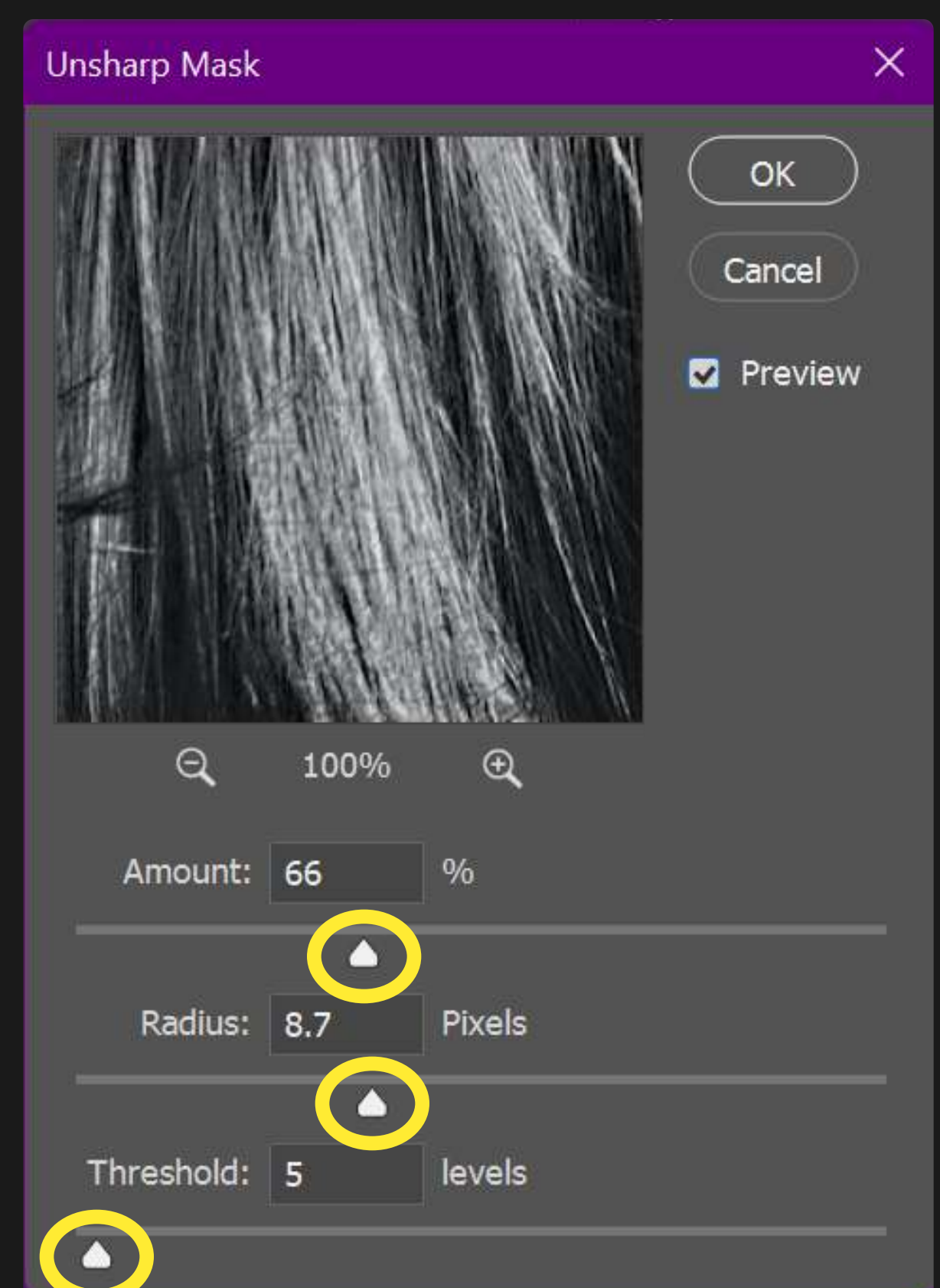
This filter works by lining parts of the image with tiny black, white or grey lines to add detail and sharpen the image.

The “Amount” slider controls how intense the black and white will be.

The “Radius” slider controls how far the black and white will spread.

The “Threshold” slider controls how much of your image will be affected.

You can balance these settings differently for each image you use this filter on.





FORMULA 16

MAKE A SEAMLESS PATTERN

The ability to turn an image
into a seamless pattern

MAKE A SEAMLESS PATTERN

There are many ways to create a seamless pattern, this formula covers one of the fastest and simplest formulas

1. Offset your Image

In the menu bar across the top of the screen select “Filter”, then “Other”, then “Offset”.

2. Offset Settings

Make sure the “Wrap Around” button is selected.

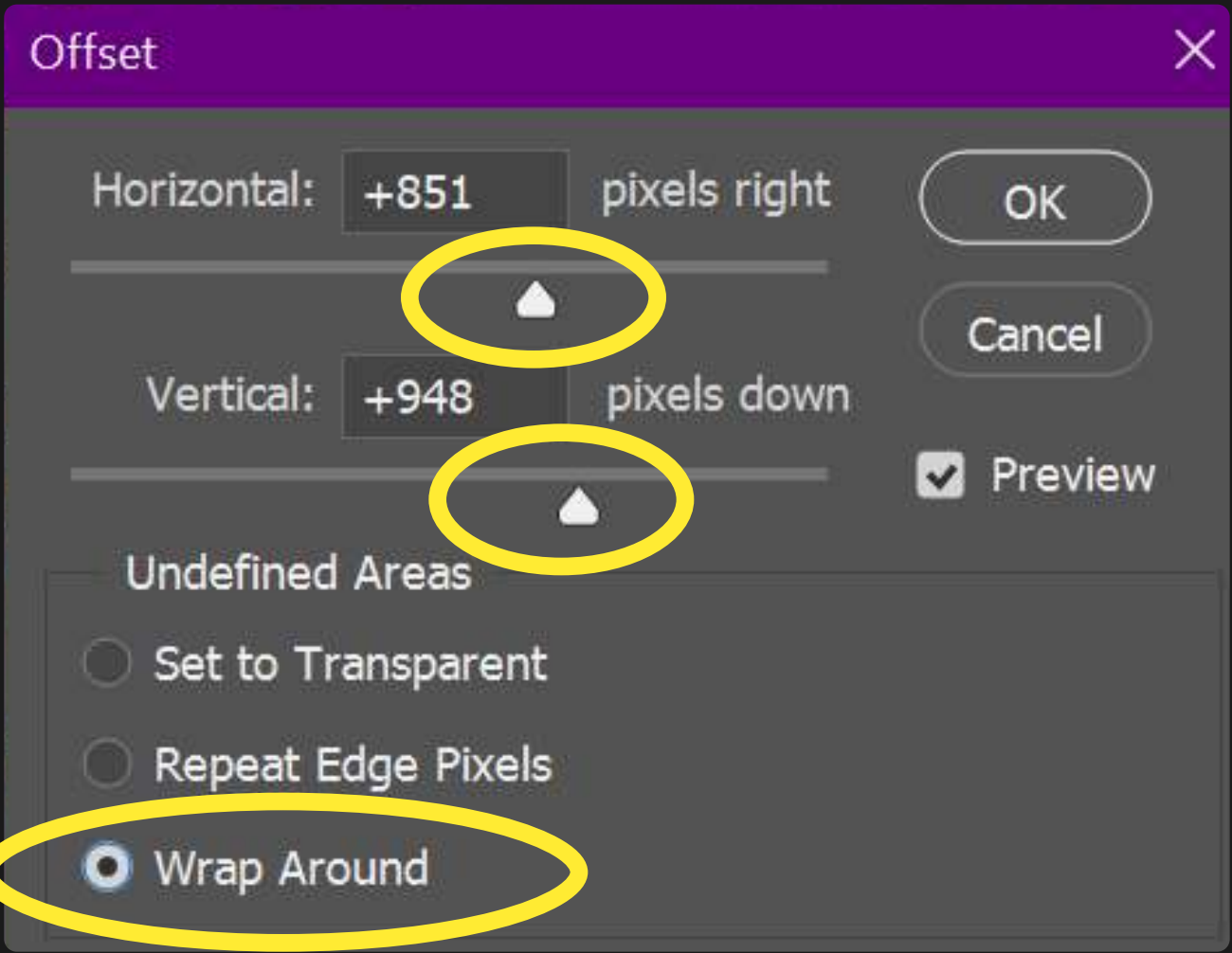
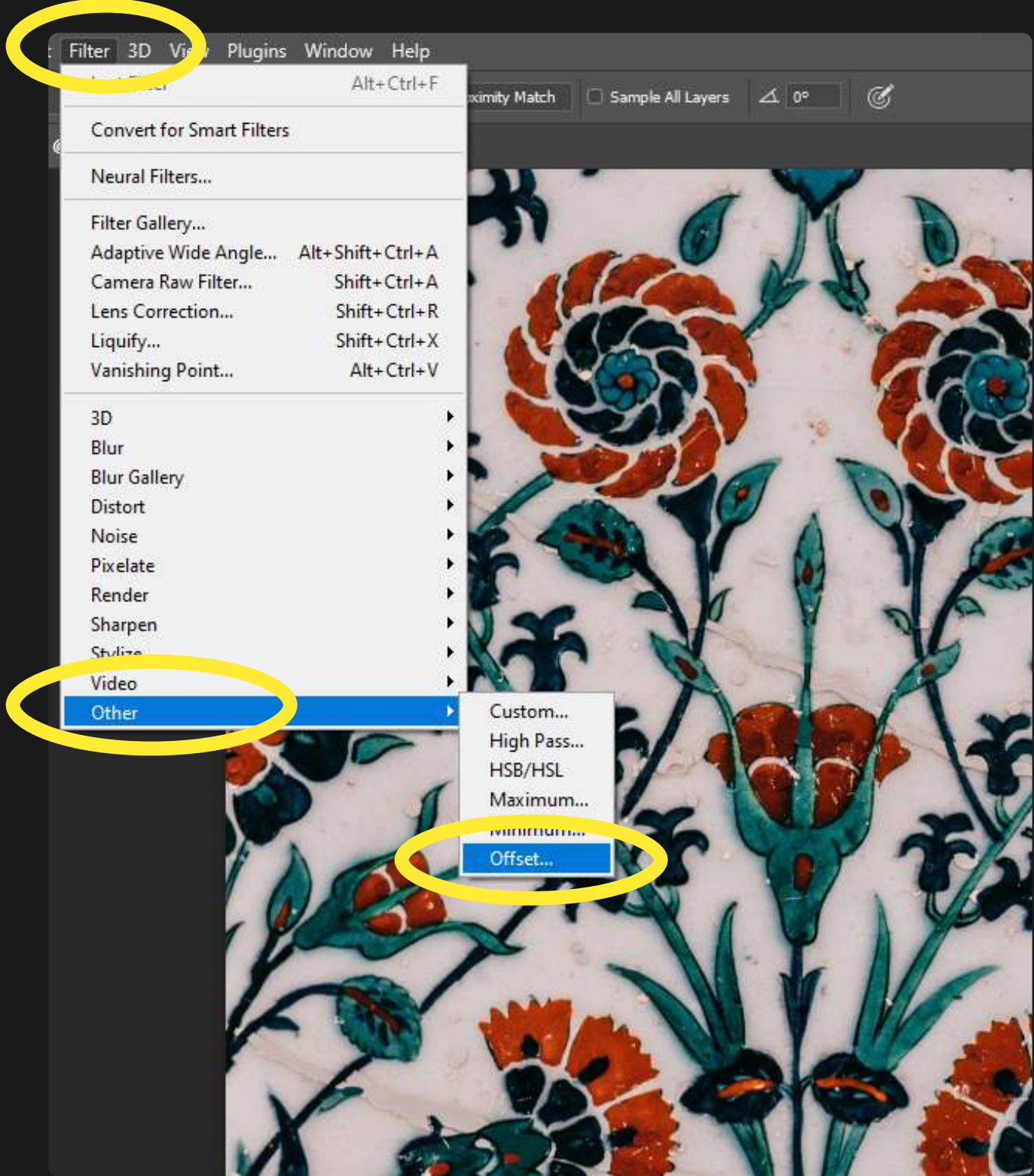
Move the “Horizontal” slider until you can see the seam of your pattern is roughly in the center.

Now do the same with the “Vertical” slider.

Click OK.

3. Marquee Tool

Select the “Marquee Tool” from the tool bar on the left of the screen.



MAKE A SEAMLESS PATTERN

3. Make your Selection

Using the Marquee Tool click and drag a rectangle across the horizontal seam.

Now hold the Shift key and click and drag a rectangle over the vertical seam.



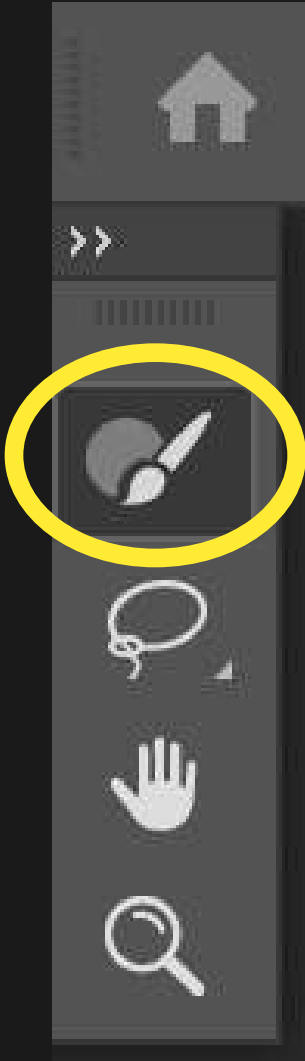
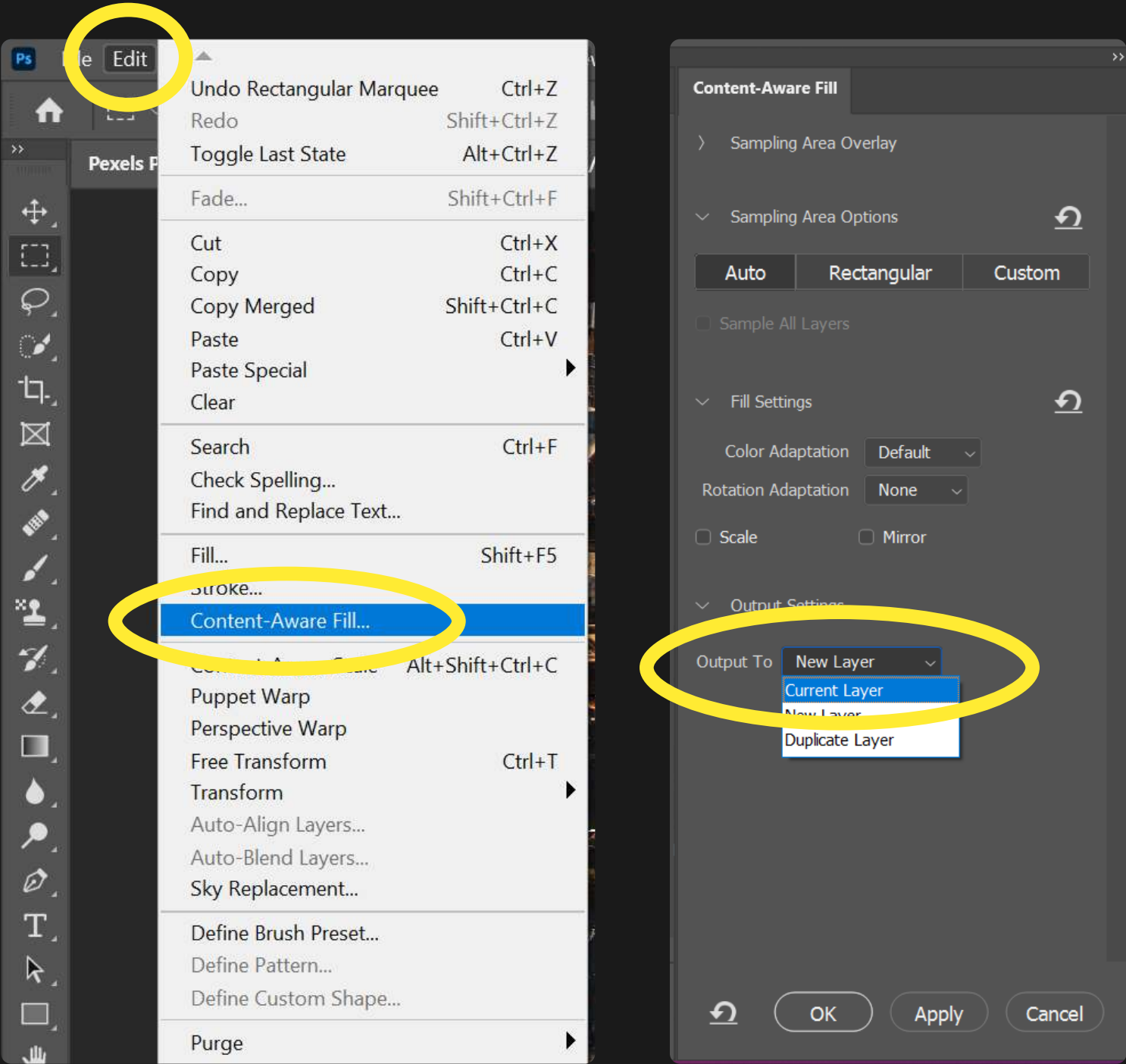
4. Content Aware Fill

In the Menu Bar across the top of the screen select “Edit”, then “Content-Aware Fill”.

Set the “Output To” box to “Current Layer”.

Make sure the Sampling Brush Tool is selected (B). Now brush around the seams with it to sample the area that Content Aware Fill will reference when it fills in your image. You can see what your image will look like in the Preview area.

Once you’re happy with how your pattern looks click “OK”.



5. Make your Selection

Using the Marquee Tool as in Steps 3 and 4 select your entire image.



MAKE A SEAMLESS PATTERN

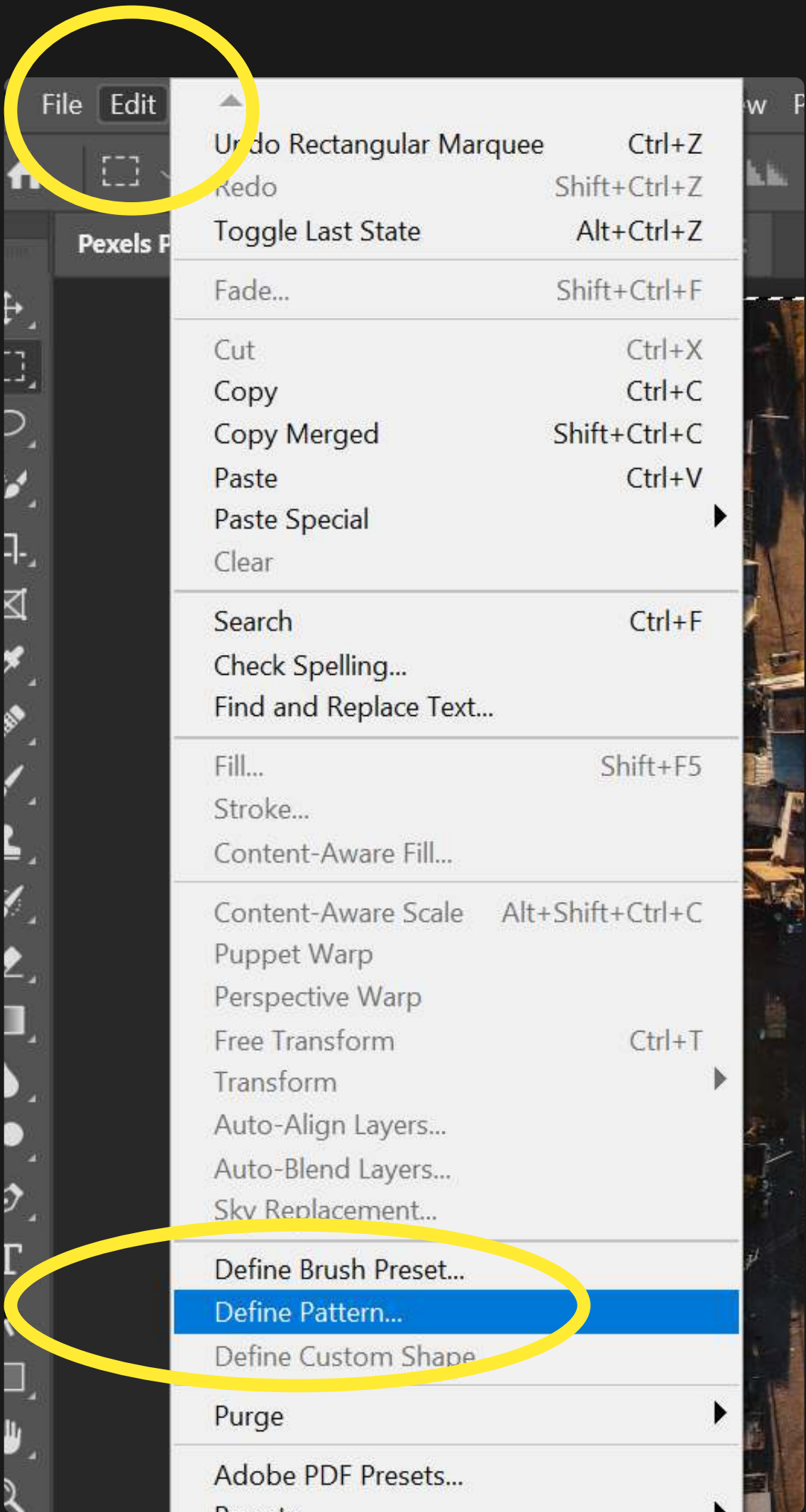
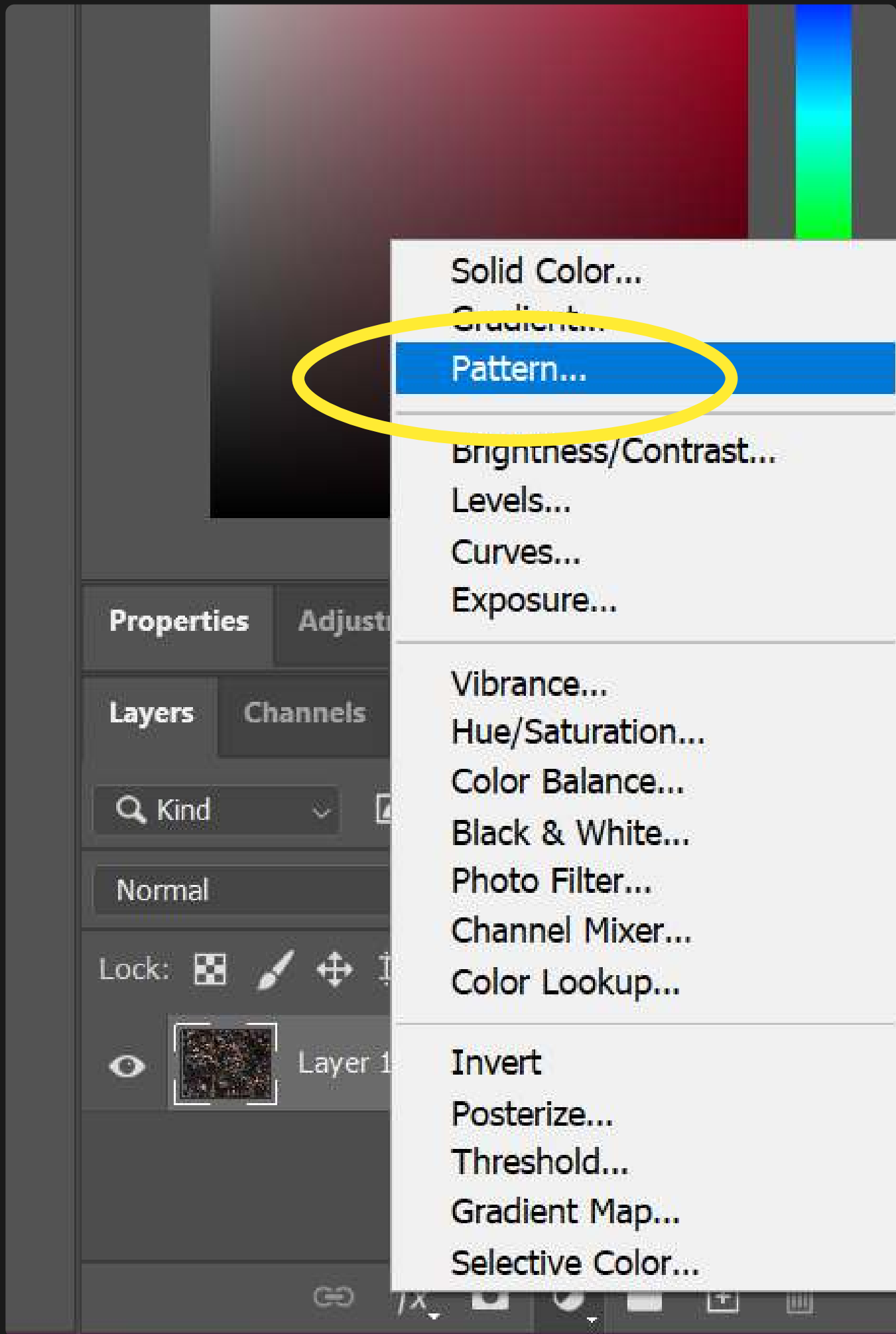
6. Define Pattern

In the menu bar across the top of the screen select “Edit” then “Define Pattern”.

You can name the pattern whatever you like.

Click OK.

Hold down CMD/CTRL and press the D key to deselect your selection.



7. Pattern Adjustment Layer

Select the Adjustment Layer icon, it's the 1/2 black 1/2 white circle at the bottom of the Layers Palette. Then select “Pattern”.

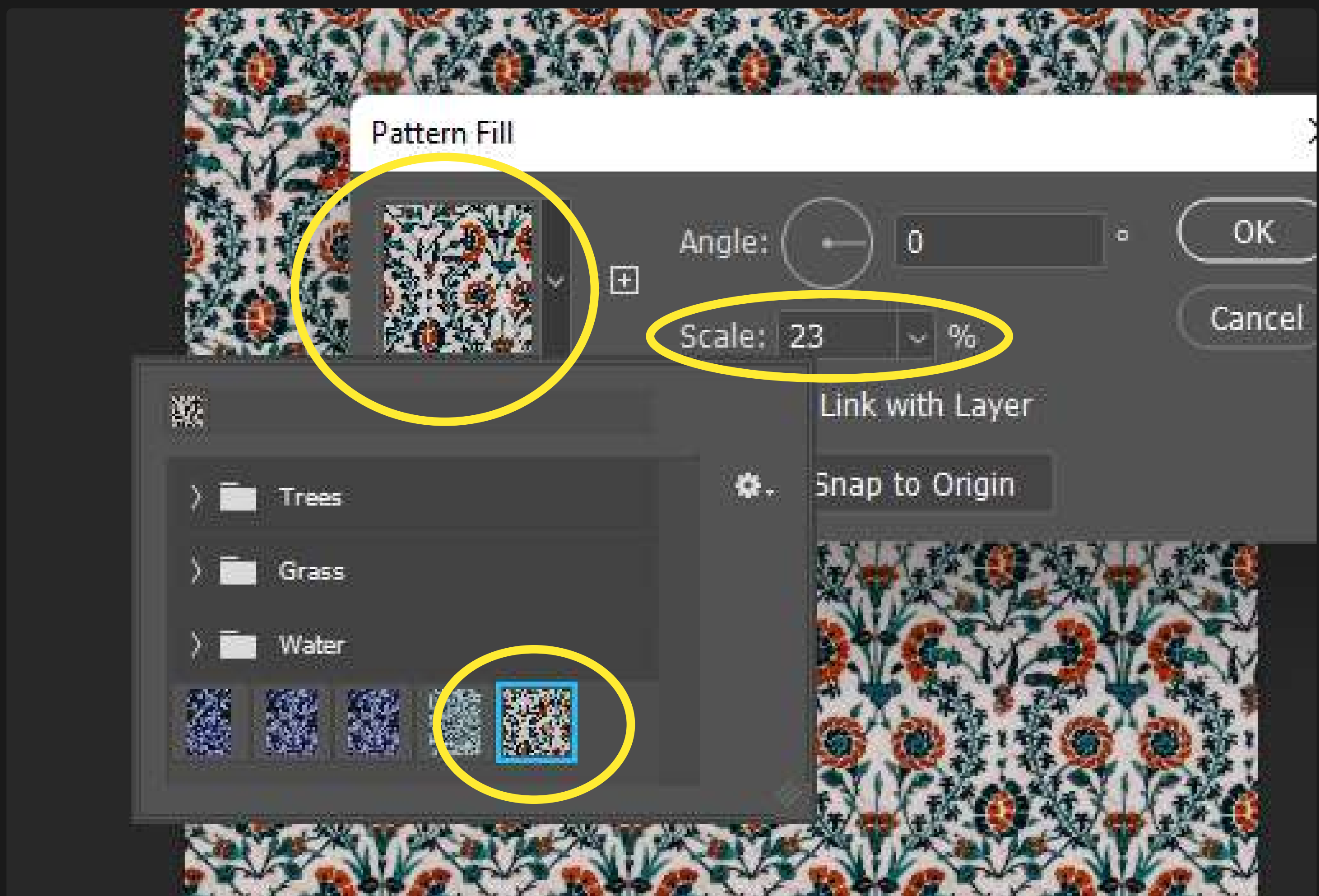
MAKE A SEAMLESS PATTERN

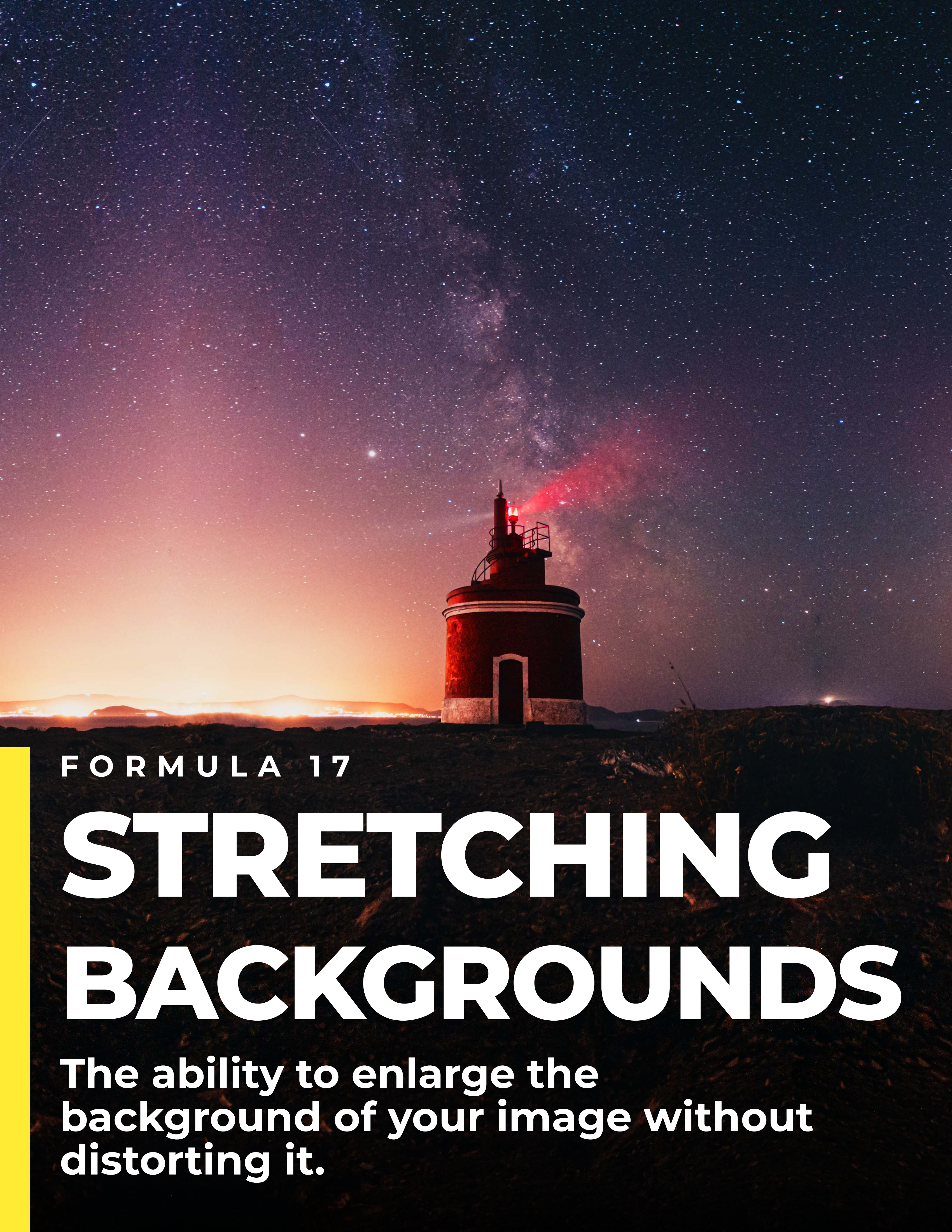
8. Pattern Settings

If your pattern doesn't immediately come up then click on the thumbnail image, find your pattern and select it.

In the Pattern Fill window go down to Scale and lower the percentage until your pattern repeats itself.

The lower the percentage the more times your pattern will repeat.





FORMULA 17

STRETCHING BACKGROUNDS

The ability to enlarge the background of your image without distorting it.

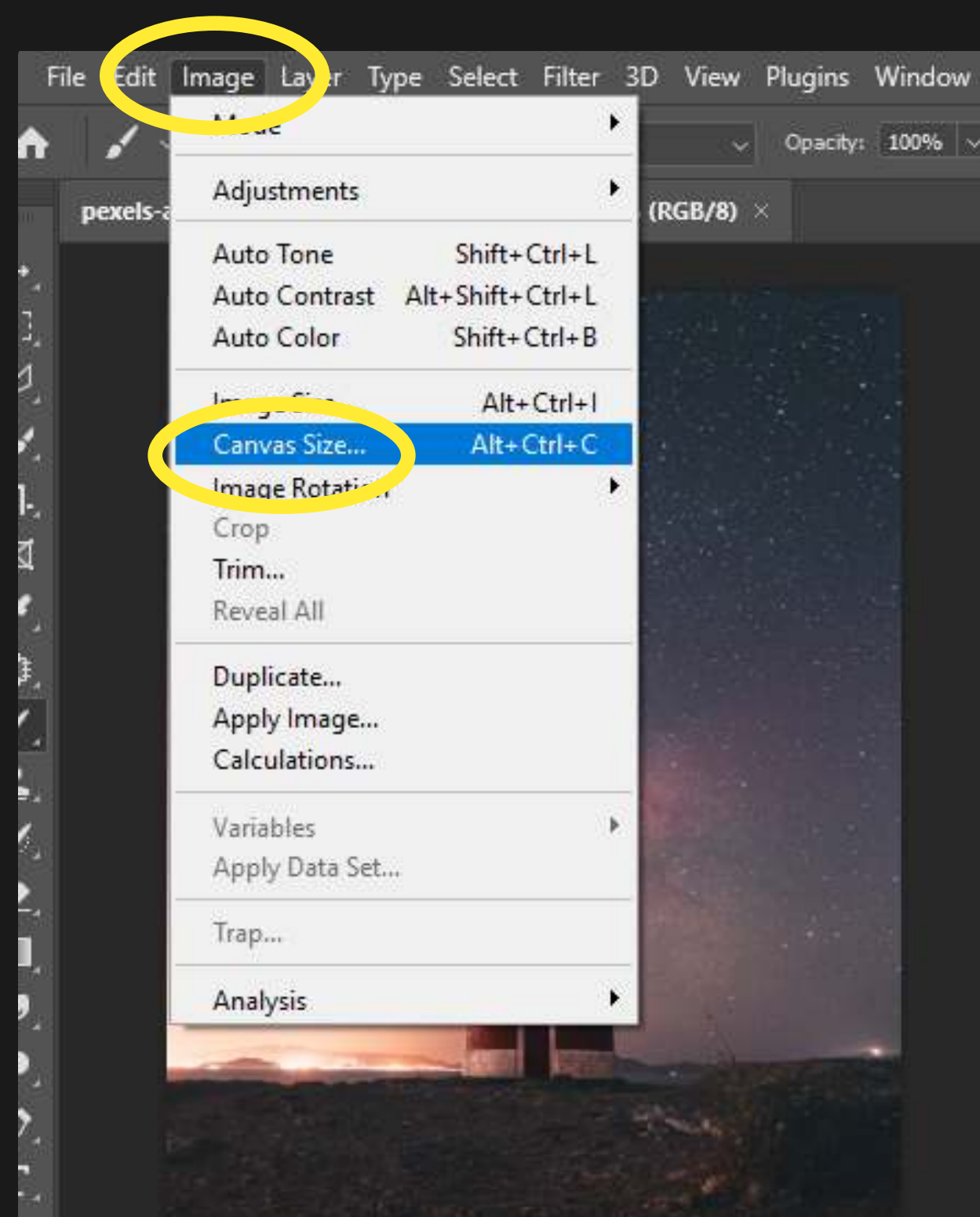
STRETCHING BACKGROUNDS

A simple formula you can use to stretch your background to fill a specific canvas size

1. Change your Canvas Size

Select “Image” from the menu bar at the top of your screen, then select “Canvas Size”.

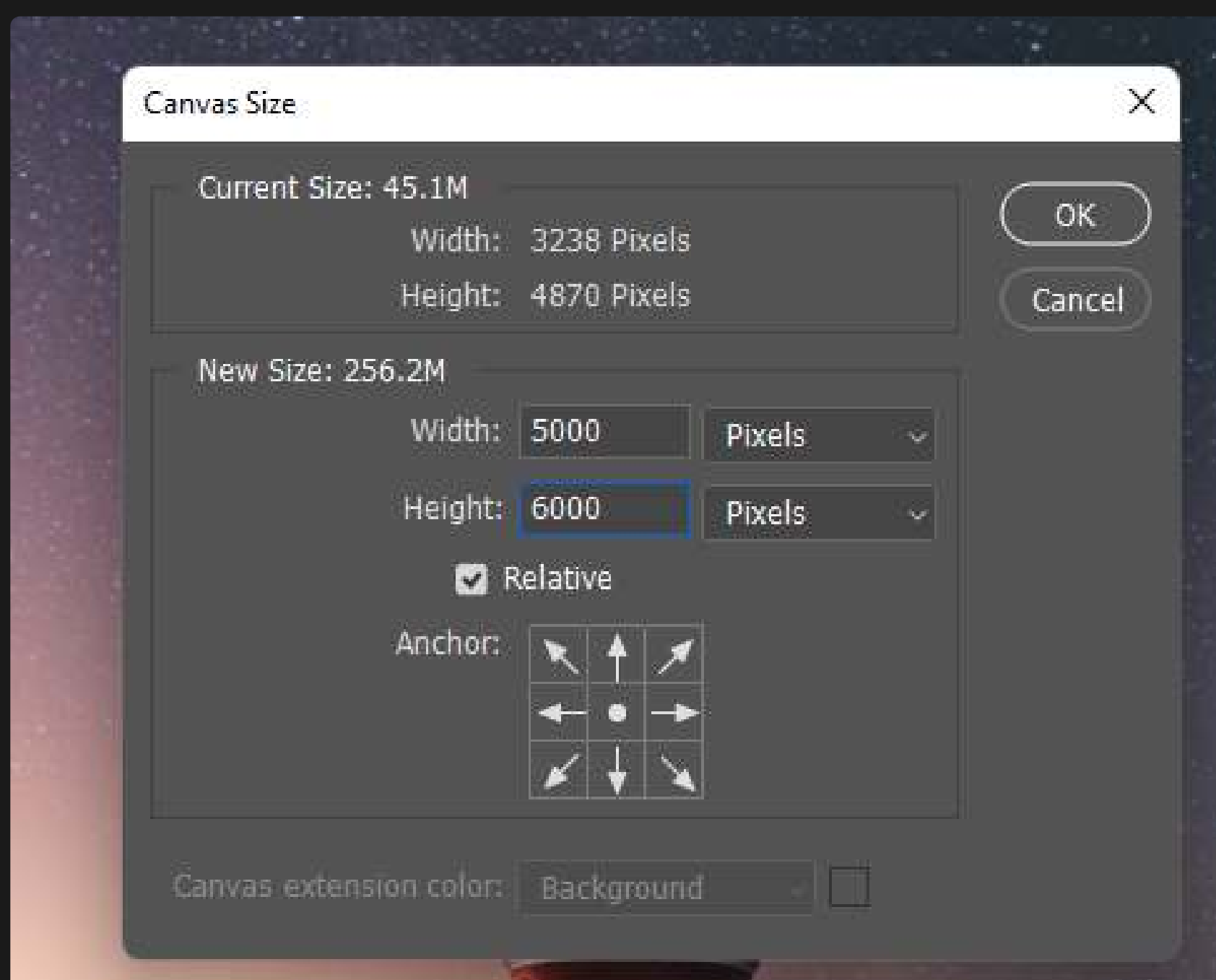
Make sure your image layer is not locked in the Layers Palette. If it is locked then click the little lock icon on the right side of it to unlock it.



2. Canvas Size Settings

Here you can choose your canvas size in pixels, inches and more, whichever works best for you. You can also select the direction it will crop your image or add to it.

When you're happy with the new size for your canvas click the OK button.

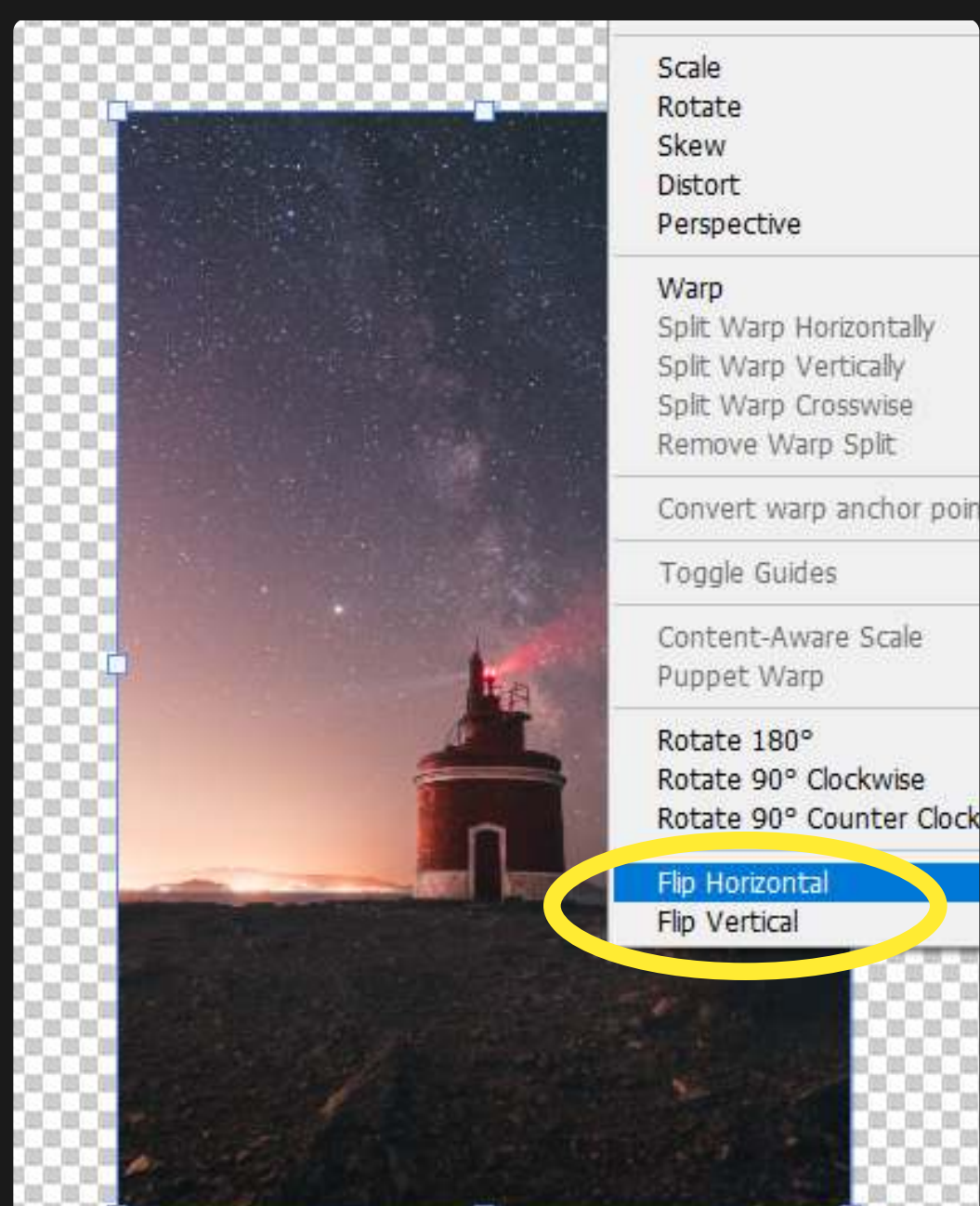
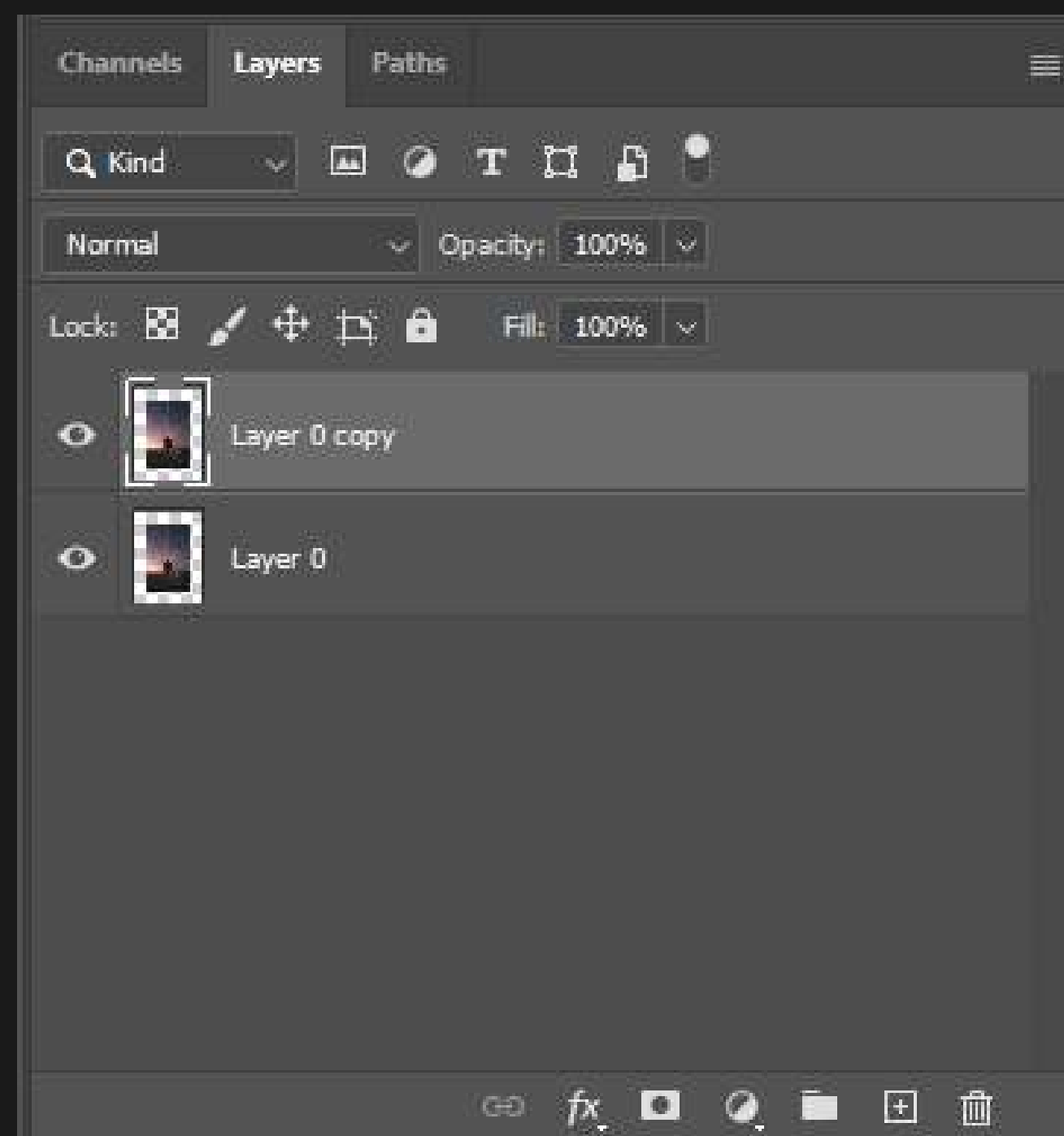


STRETCHING BACKGROUNDS

3. Duplicate the Background Layer

Right click on your background layer in the layers palette, then select “Duplicate Layer”.

Or you can hold CMD/CTRL and press the J key.



4. Flip the New Image

Press the CMD/CTRL key and the T key to enter Transform Mode. Now right click on your image and select “Flip Horizontal” or “Flip Vertical”.

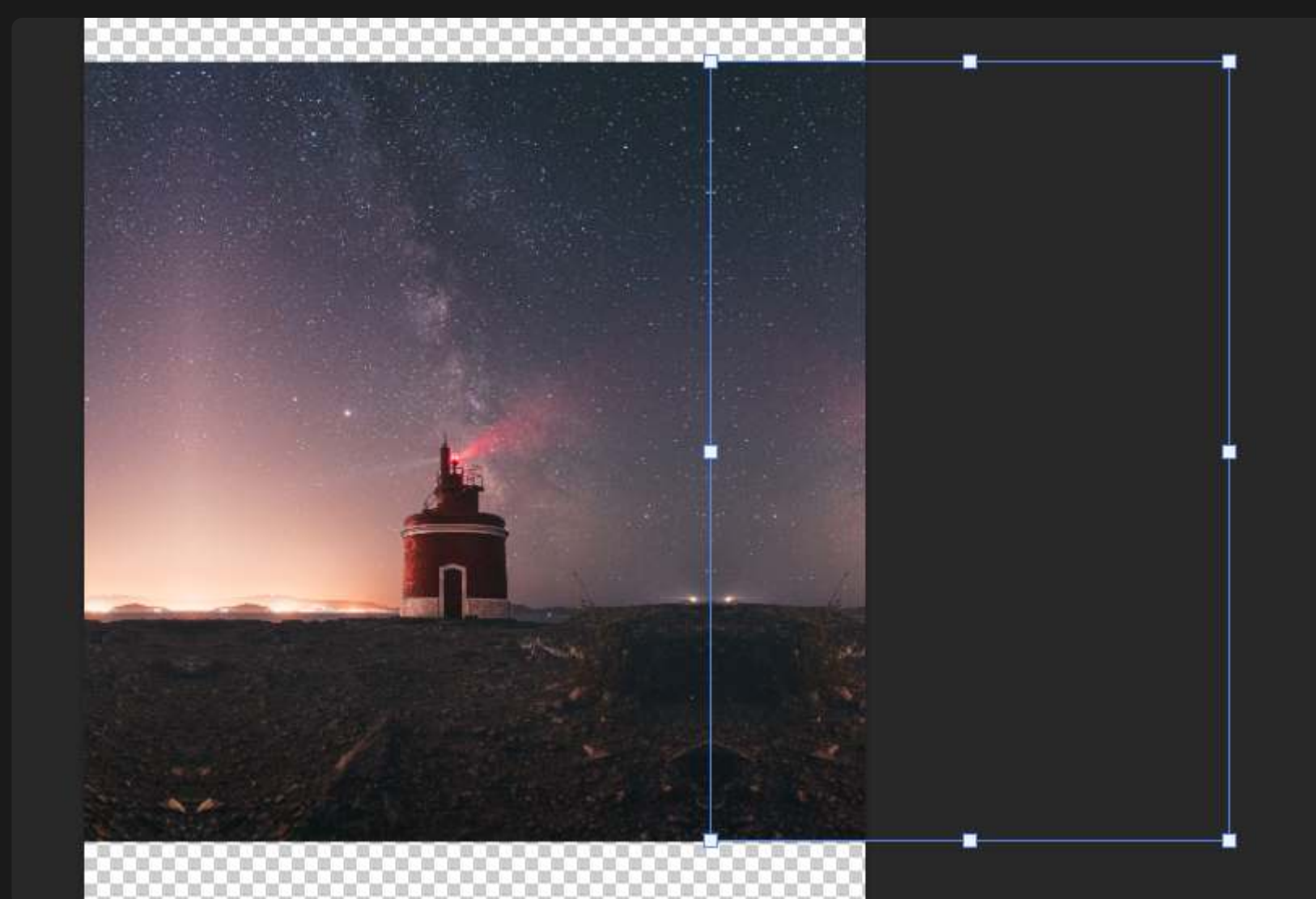
Now line up your two images in a way that shows the least imperfections.



5. Stretch the Image

With the Marquee Tool draw over the portion of your image that you're going to stretch. Now hold CMD/CTRL and press the T key to enter Transform Mode.

Now stretch your image by holding Shift and dragging your transform box in whatever direction you want.



STRETCHING BACKGROUNDS

6. Fix Imperfections

There are two simple ways to fix imperfections.

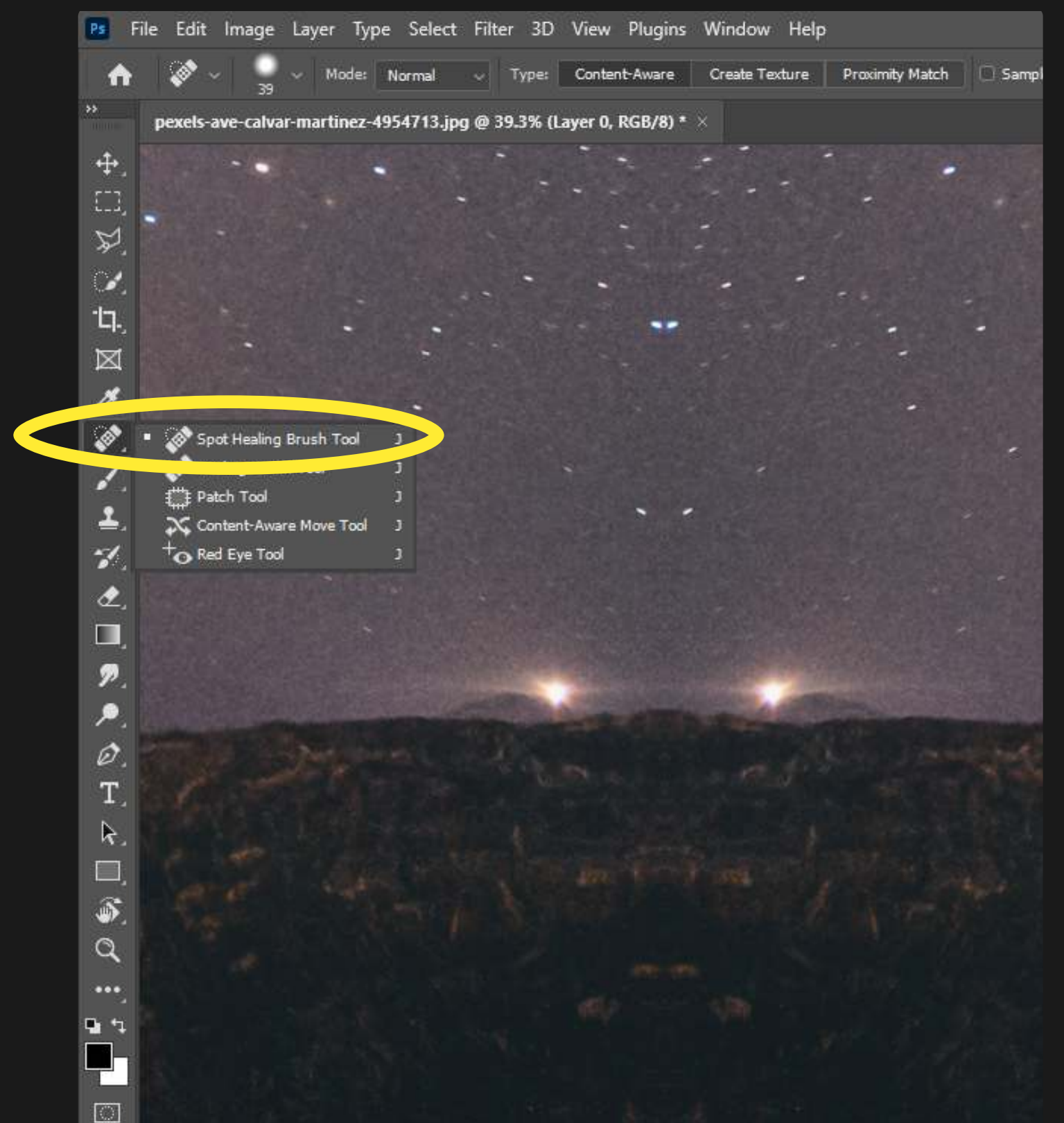
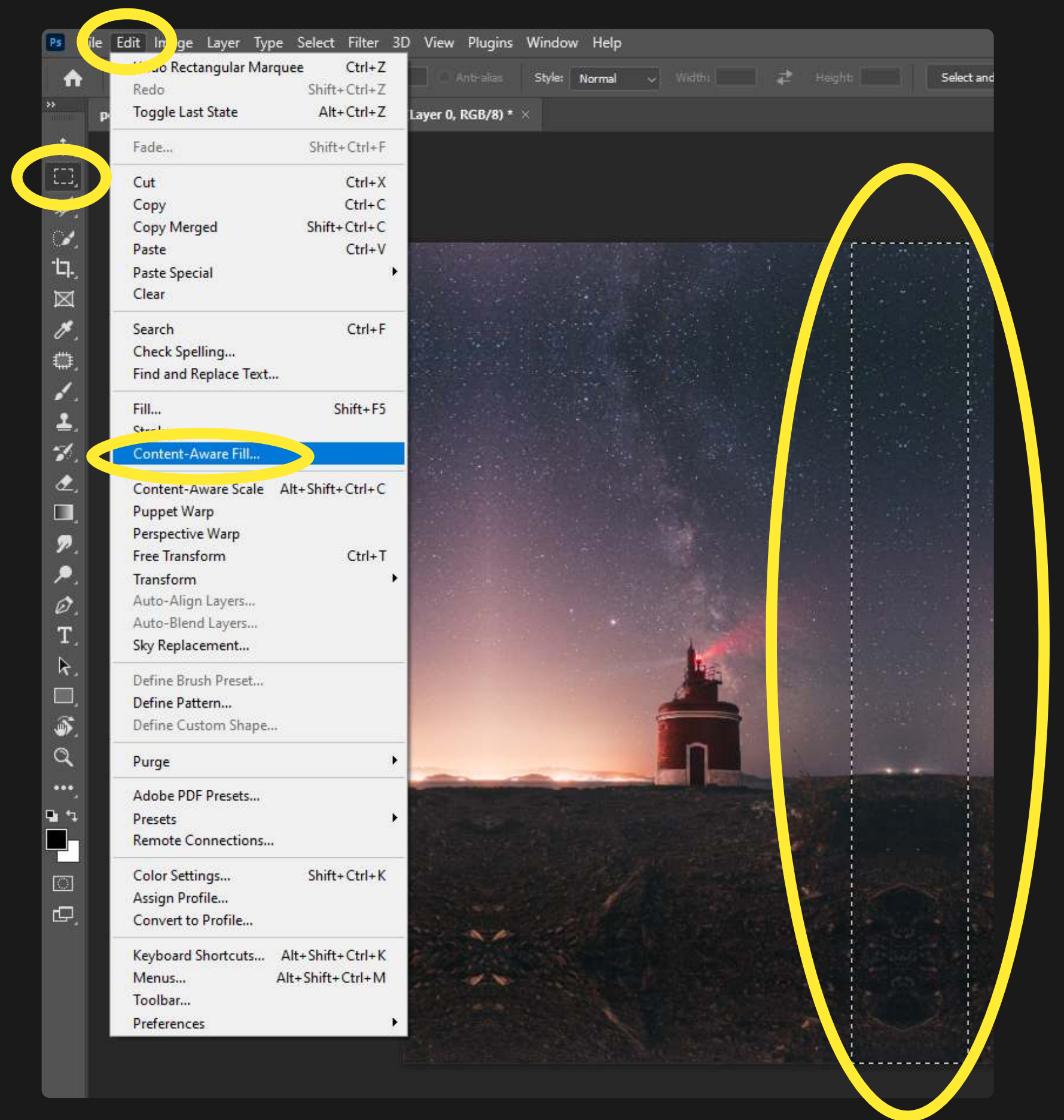
The first way is by using the Marquee Tool to draw a rectangle around the area you want to correct.

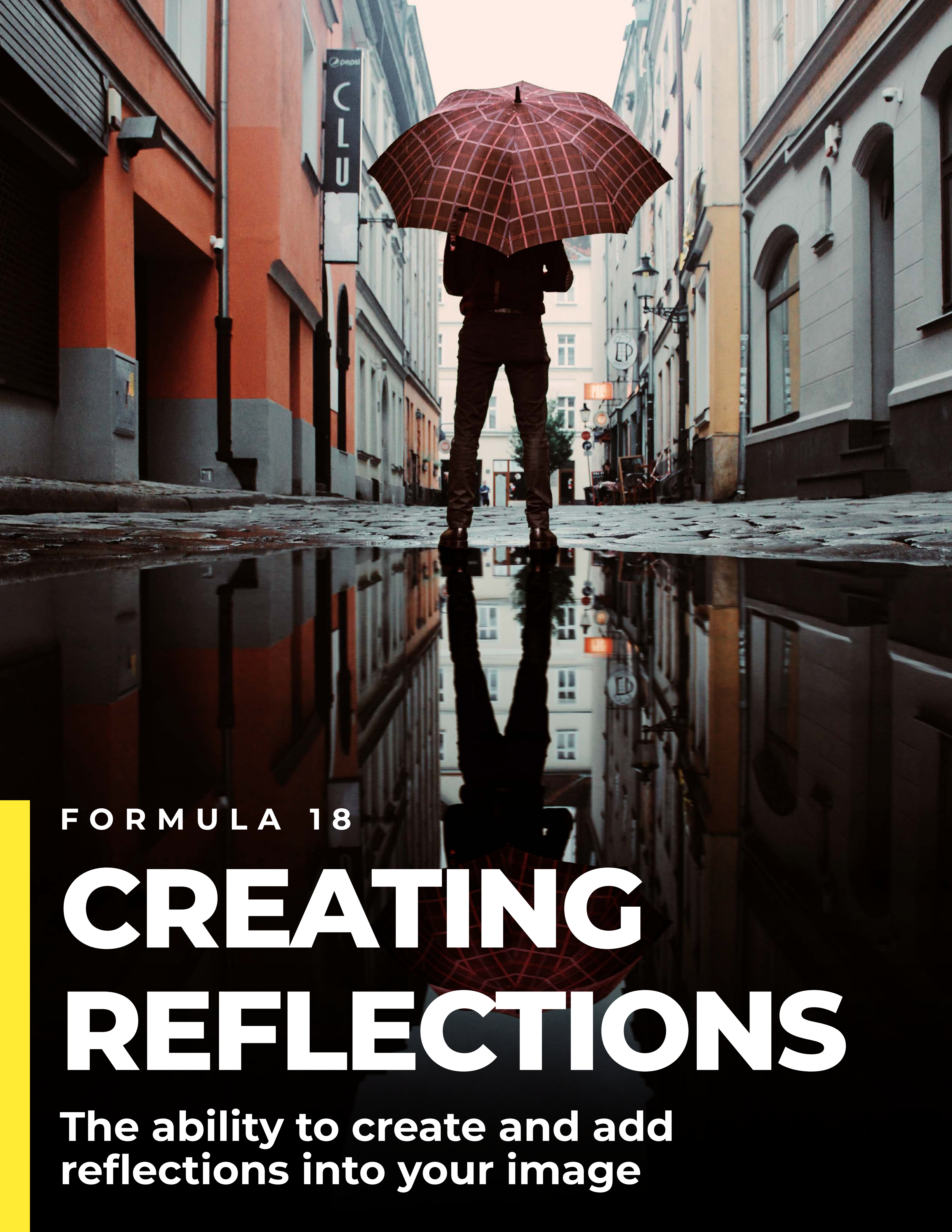
Now click “Edit” in the menu bar at the top of the screen, then click “Content-Aware Fill”.

The other option is to use the Spot Healing Brush Tool or the Healing Brush Tool and painting over the areas you want to correct.

Different methods will give different results depending on your image.

In this image the satisfactory result came from using the Heal Brush Tool.





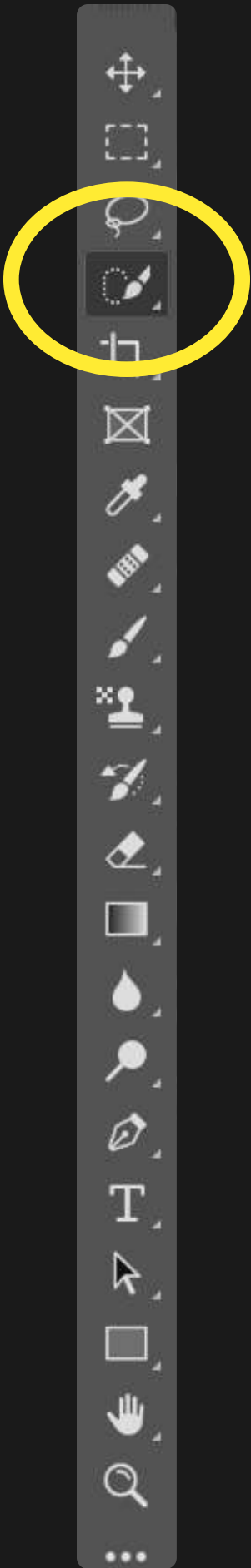
FORMULA 18

CREATING REFLECTIONS

The ability to create and add
reflections into your image

CREATING REFLECTIONS

A simple formula for creating and adding non-destructive reflections to any image

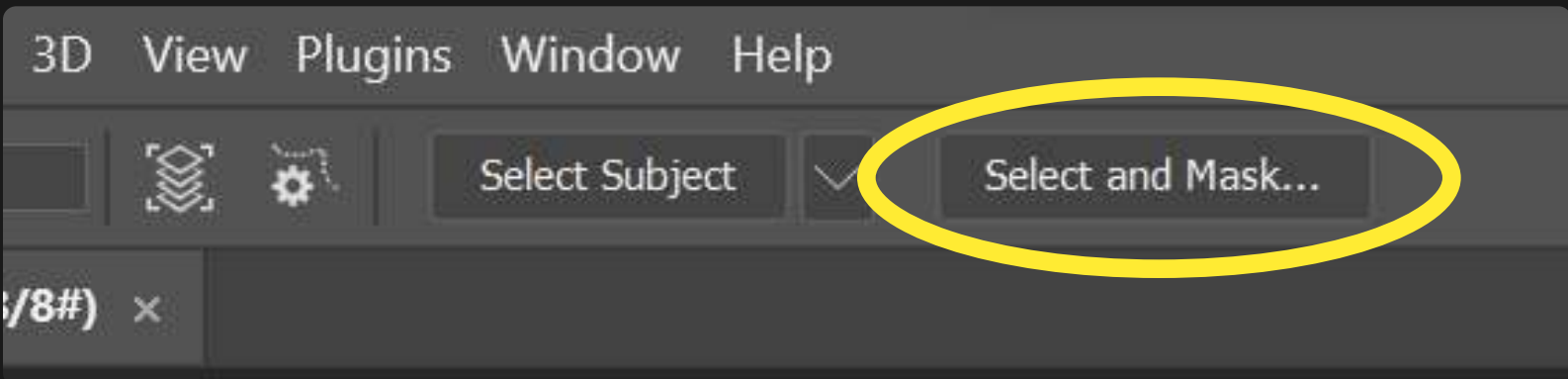
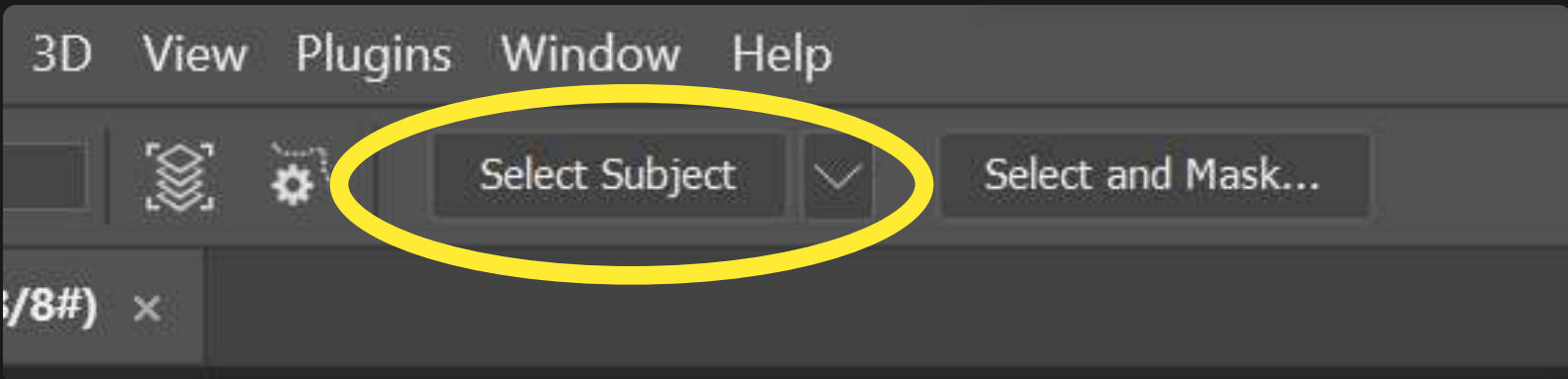


1. Select Subject

Select your image layer, then from the tool bar on the left side of the screen select the “Quick Selection Tool”.

At the top of the screen click the “Select Subject” button.

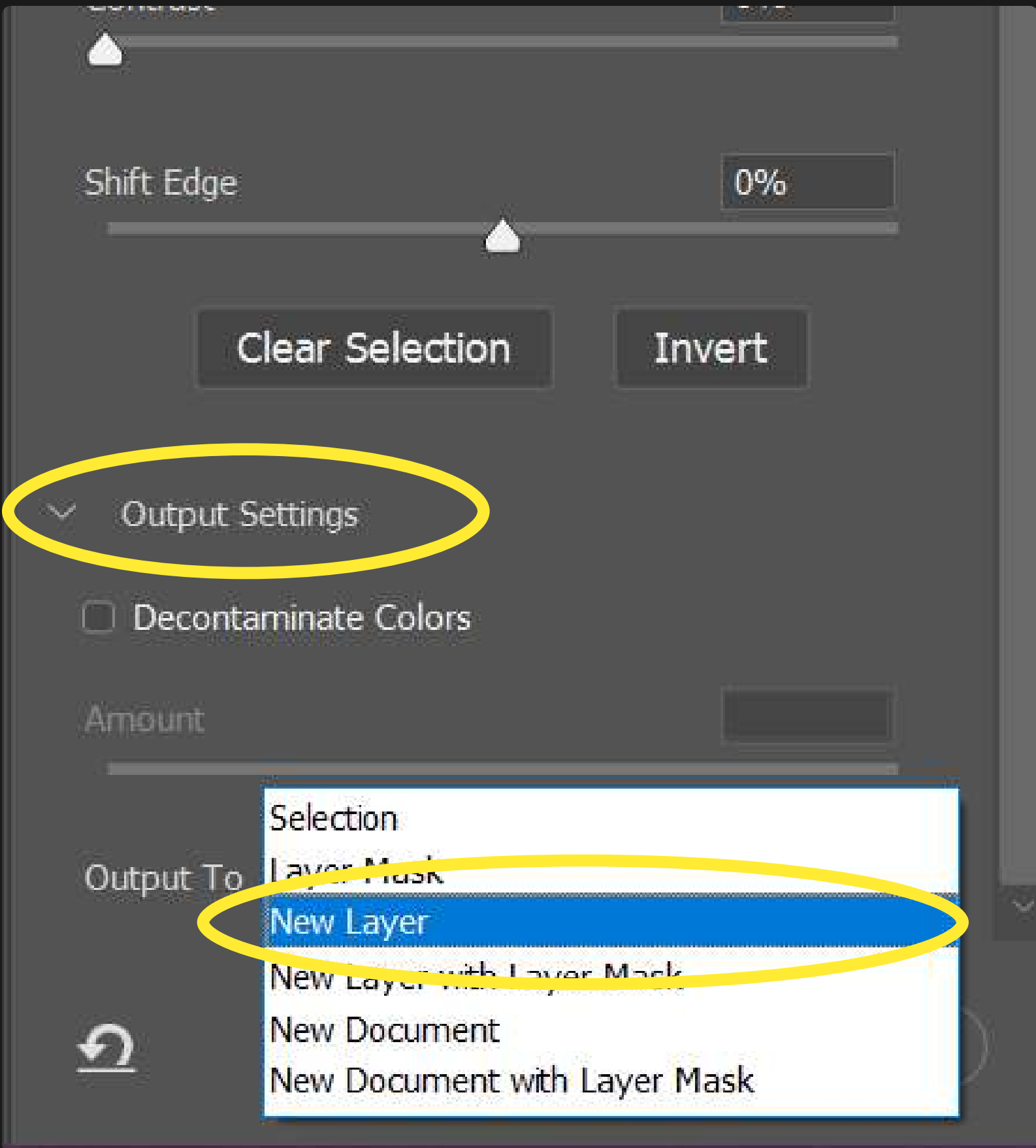
Then click the “Select and Mask” button.



2. Select and Mask settings

In the panel that just popped up go to “Output Settings” and click the “Output To” box.

Now select “New Layer” from the drop-down list.



CREATING REFLECTIONS

3. Transform your Layer

Duplicate your new layer by holding down CMD/CTRL and pressing the J key.

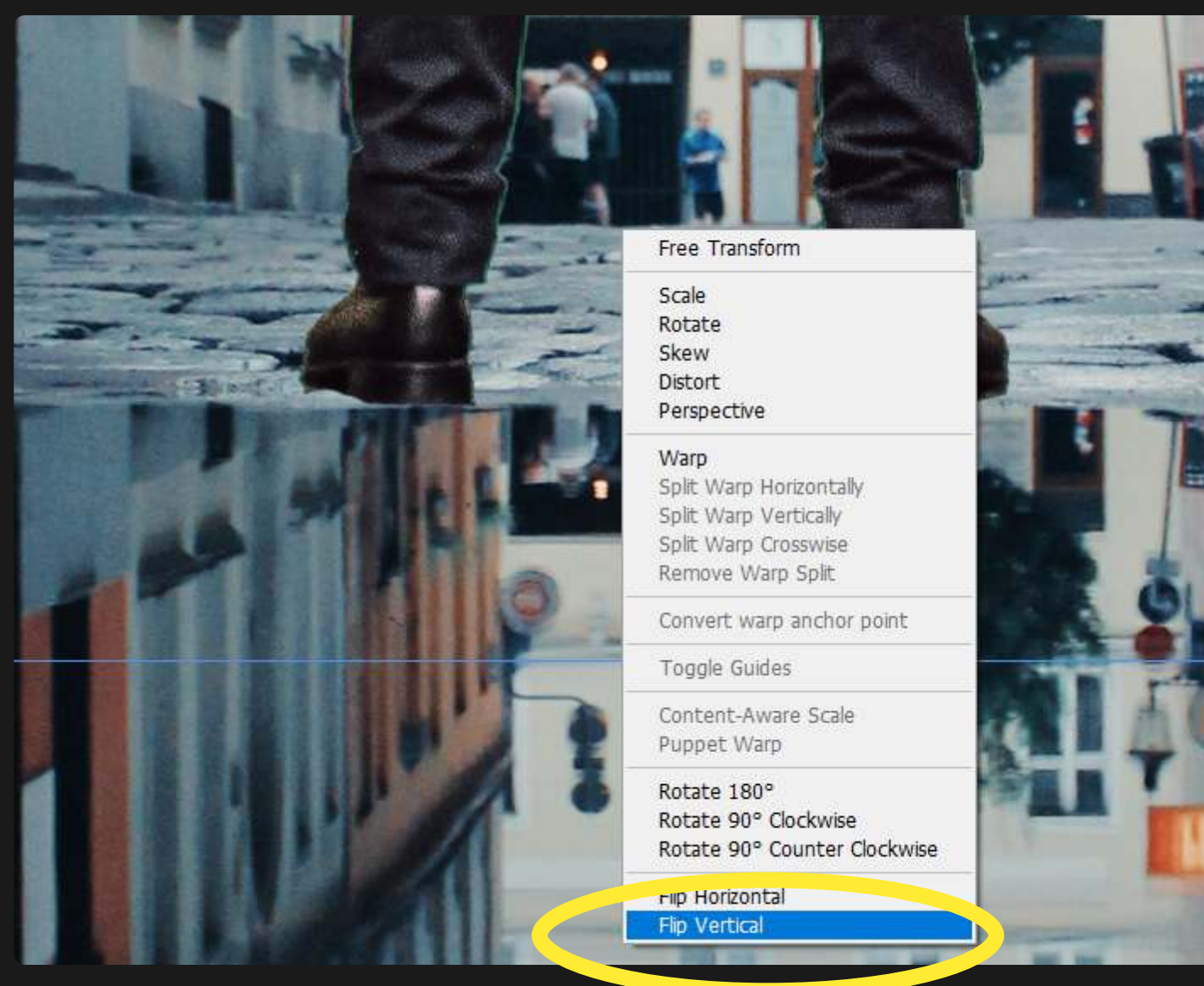
Press the CMD/CTRL key and the T key. This puts your image into transform mode.

Right click on your image and select “Flip Vertical”.

(If your reflection is going to be to the side then you’ll want to select “Flip Horizontal”).

Then click and drag to move your selection where you want it.

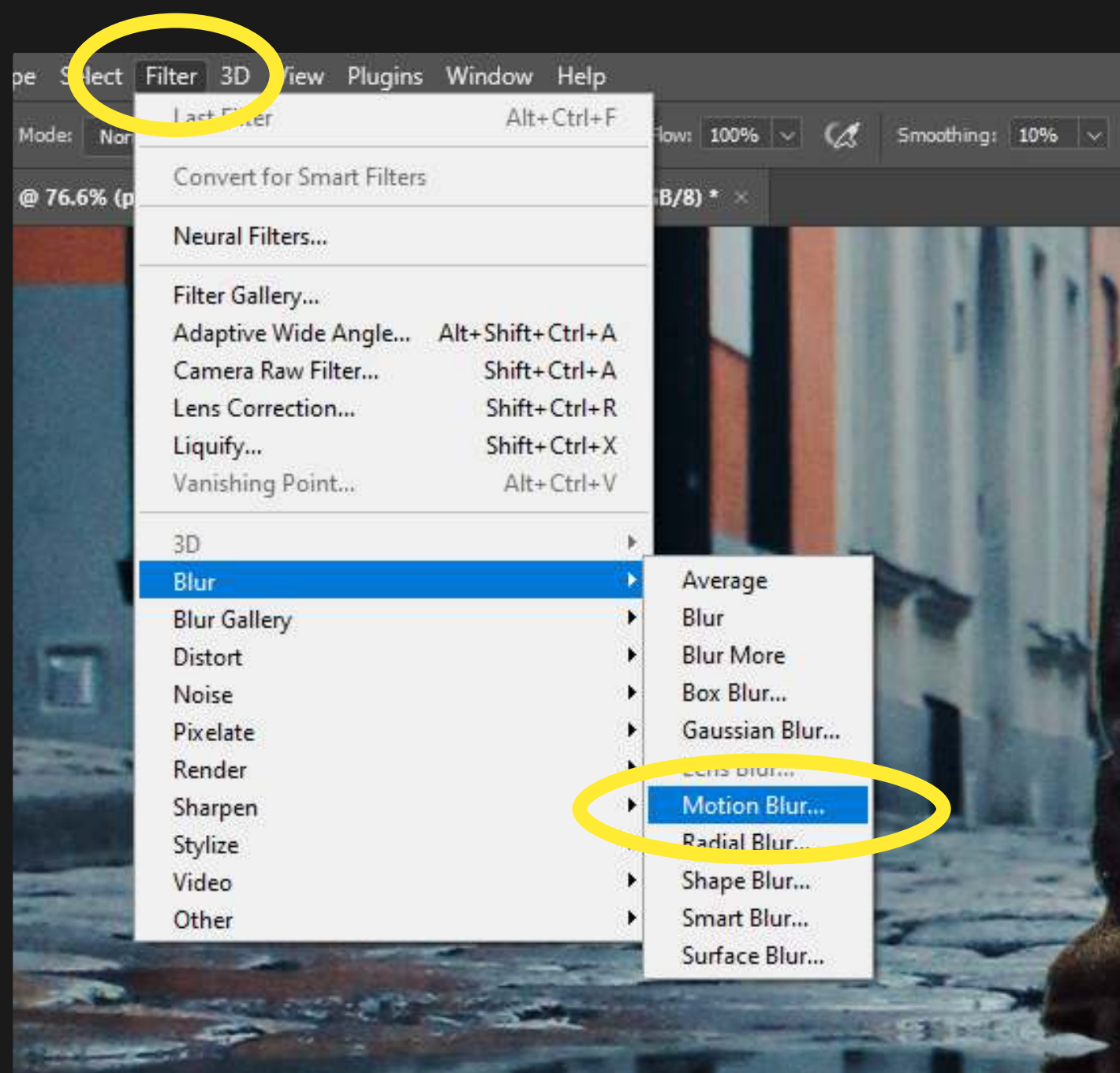
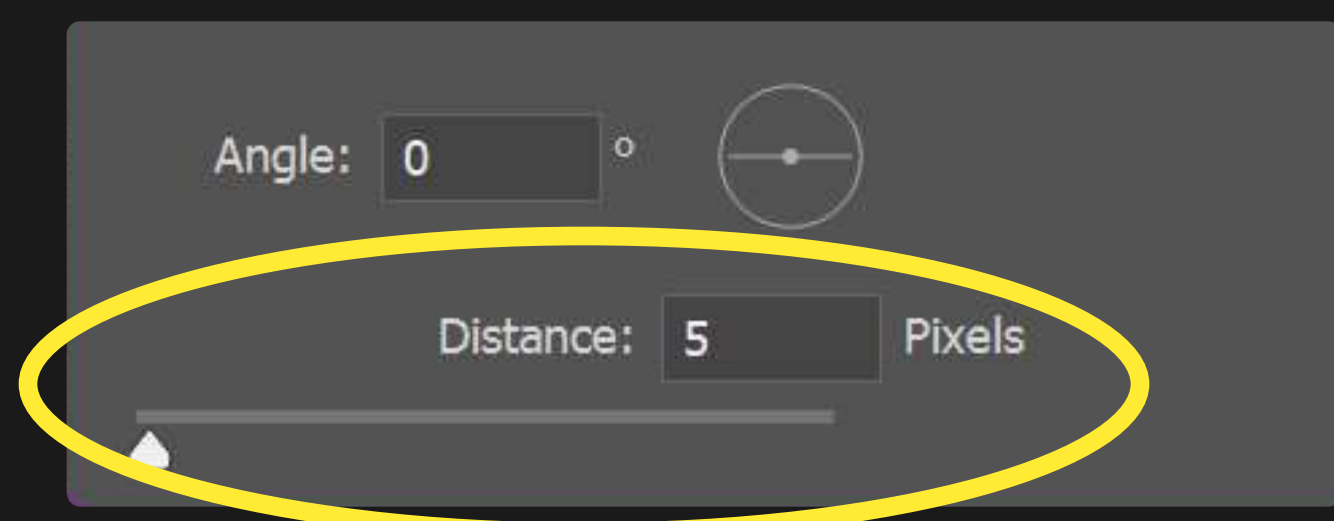
Press Enter when you’re done.



4. Motion Blur

In the menu bar at the top of the screen select “Filter”, then “Blur”, then “Motion Blur”.

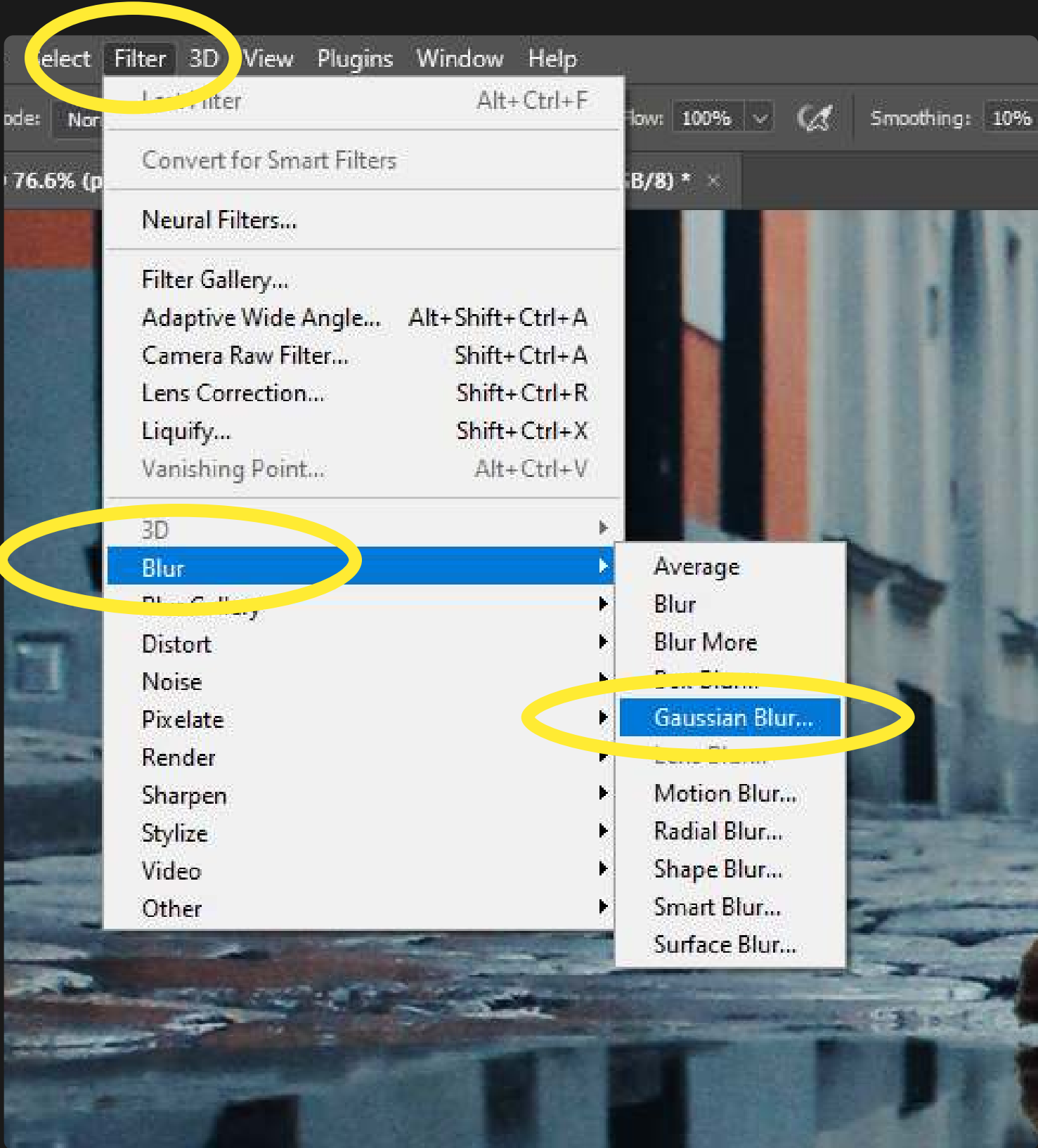
We only need a small amount of motion blur.



4. Gaussian Blur

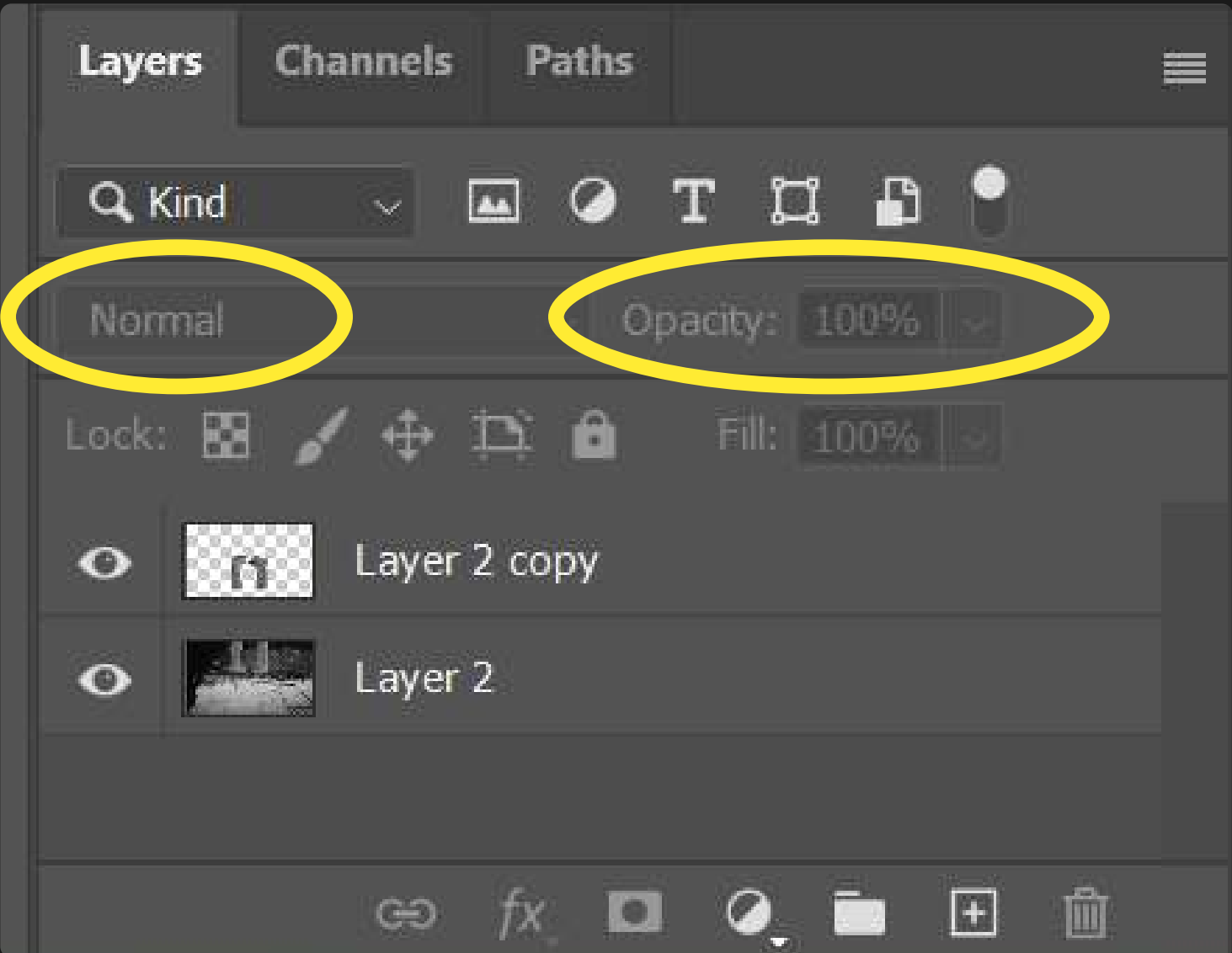
In the menu bar at the top of the screen select “Filter”, then “Blur”, then “Gaussian Blur”.

We only need a small amount of gaussian blur.



5. Final Adjustments

Now adjust your Blending Mode and Opacity to get the look you like.





FORMULA 19

ADD TEXT BEHIND AN OBJECT

The ability to place portions of
your text behind an object

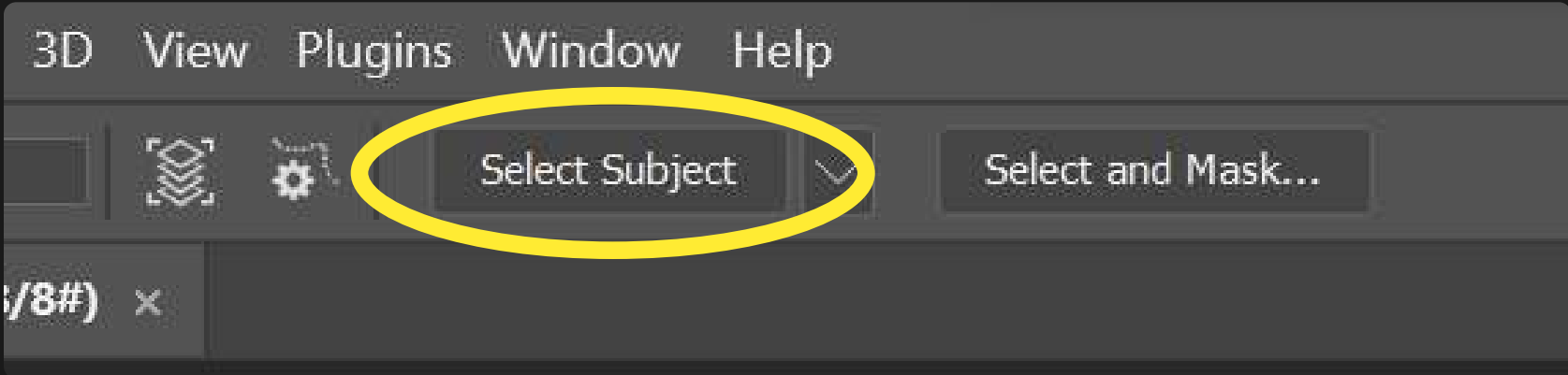
ADD TEXT BEHIND AN OBJECT

A formula that allows you to put any text behind any object

1. Add your Text

In the tool bar select the “Type Tool”.

Type out your text.



2. Select Subject

With your image selected go to the tool bar on the left side of the screen, then select the “Quick Selection Tool”.

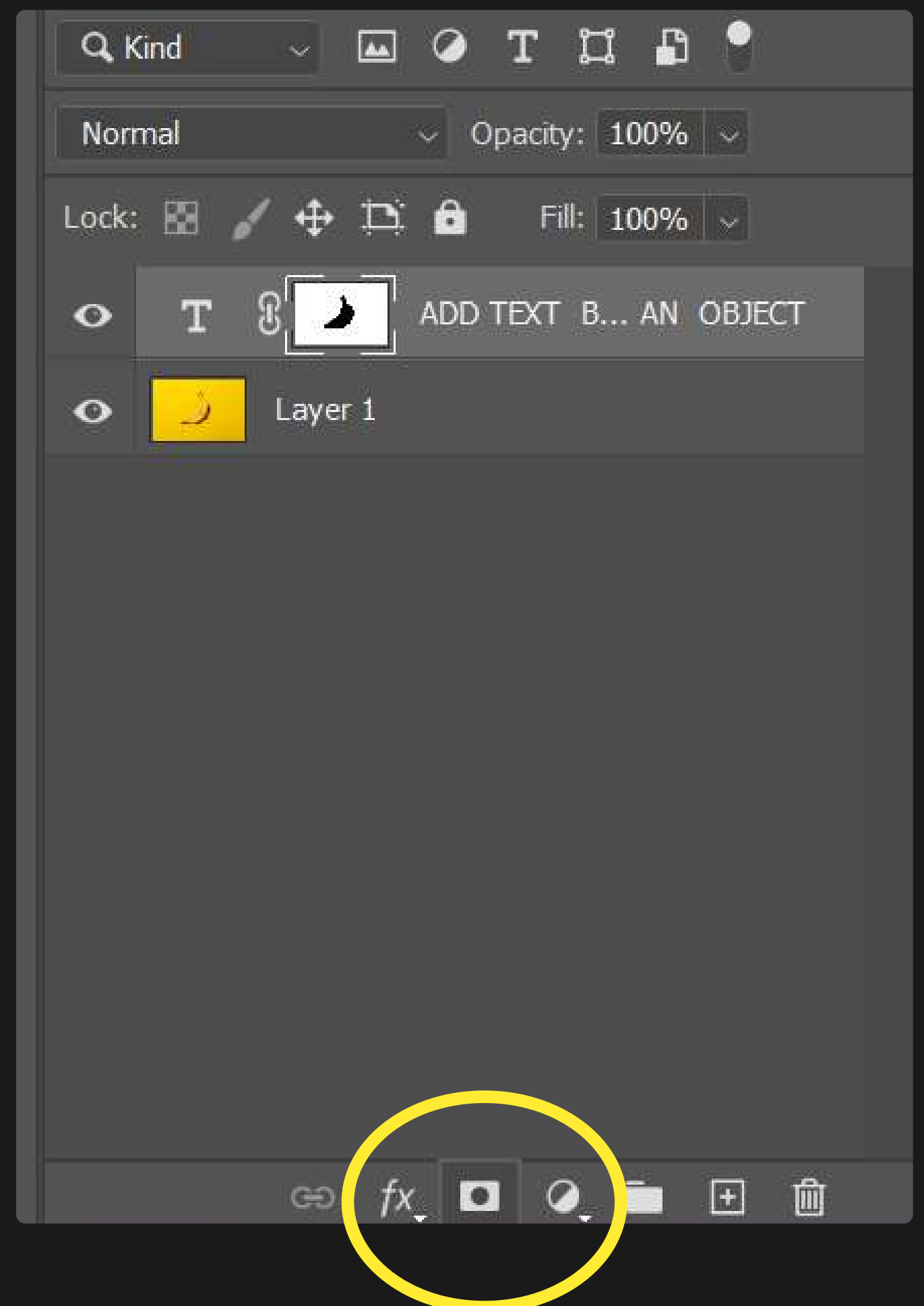
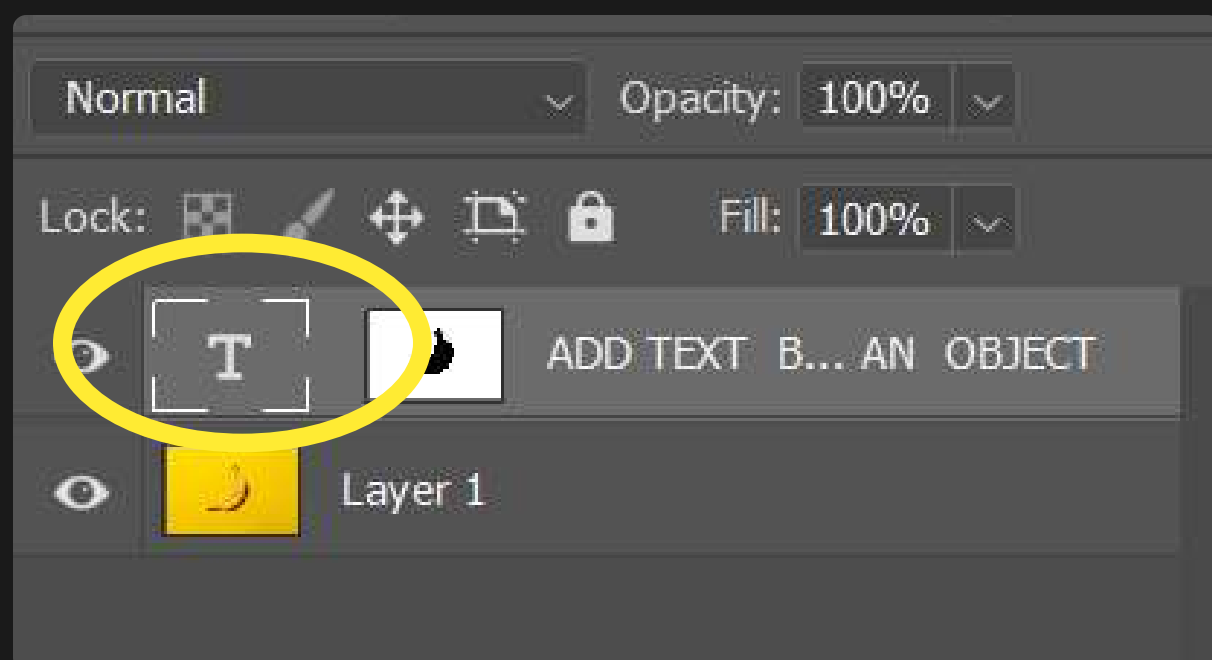
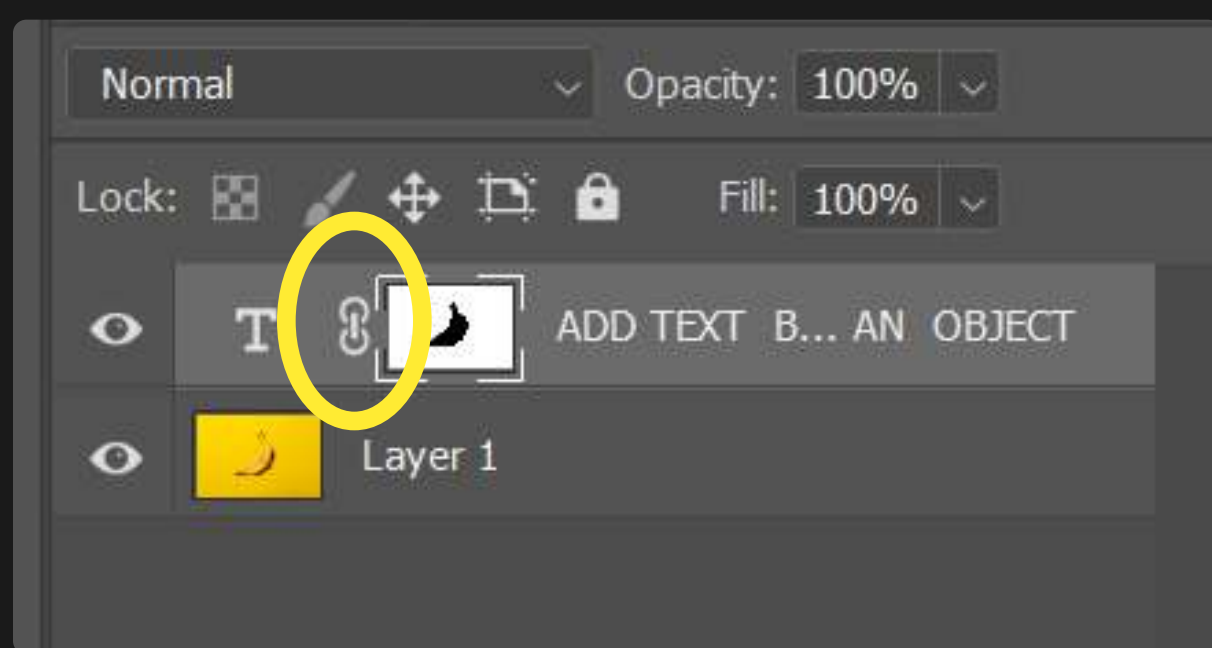
At the top of the screen click the “Select Subject” button.



ADD TEXT BEHIND AN OBJECT

3. Mask the Text

Now with your selection made click on your text layer, then while holding ALT click the “Layer Mask” button. This will invert your mask layer.



4. Un-link the Mask

Click the small chainlink icon between your text layer and your layer mask. The icon will disappear.

Now click on the text symbol.

You will now be able to move your text around freely without affecting your mask.

FORMULA 20

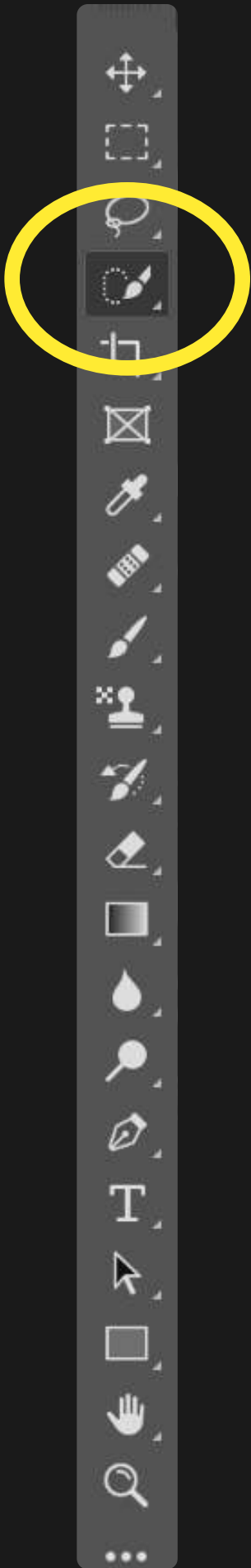
PERSPECTIVE SHADOW

The ability to create
and warp shadows



PERSPECTIVE SHADOW

With this formula you can create a realistic shadow for any person or object in your image, then warp it to make it appear 100% real

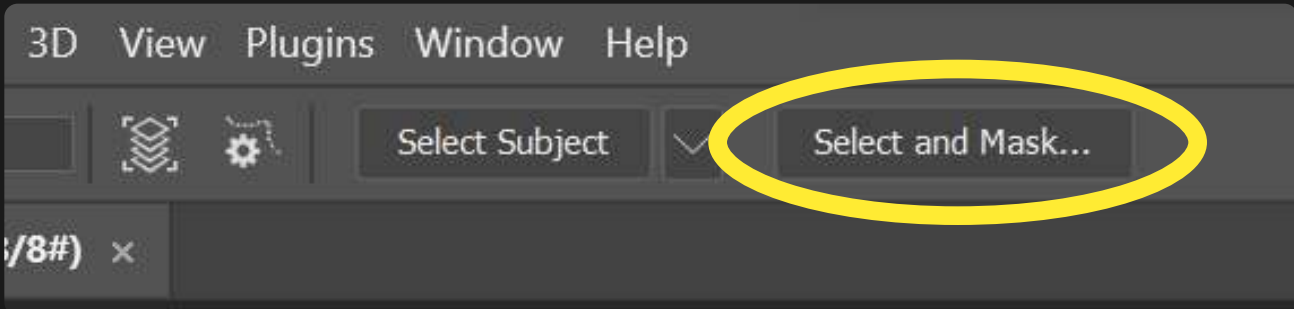
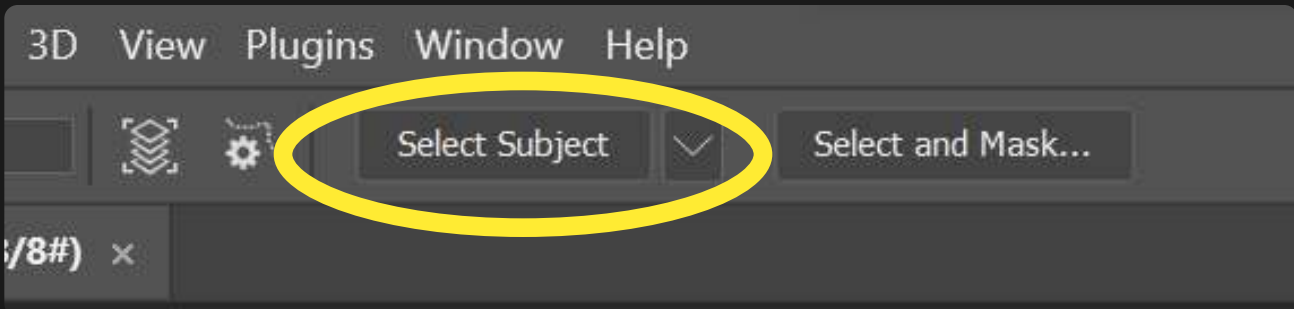


1. Select Subject

Select your image layer, then from the tool bar on the left of the screen select the “Quick Selection tool”.

At the top of the screen click the “Select Subject” button.

Then click the “Select and Mask” button.

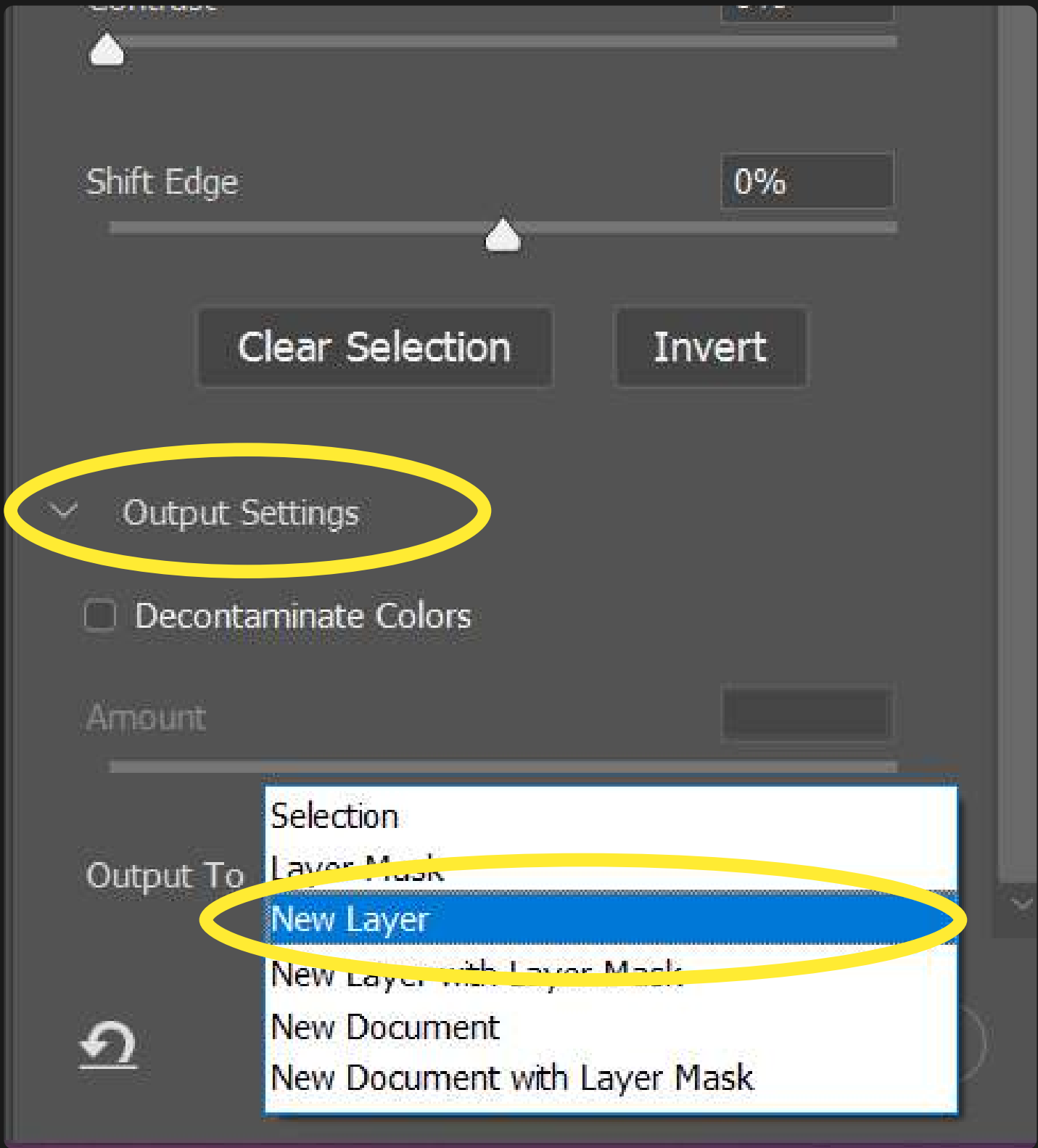


2. Select and Mask settings

In the panel that just popped up go to the “Output Settings” area and click the “Output To” box.

Select “New Layer” from the drop-down list.

Click OK.

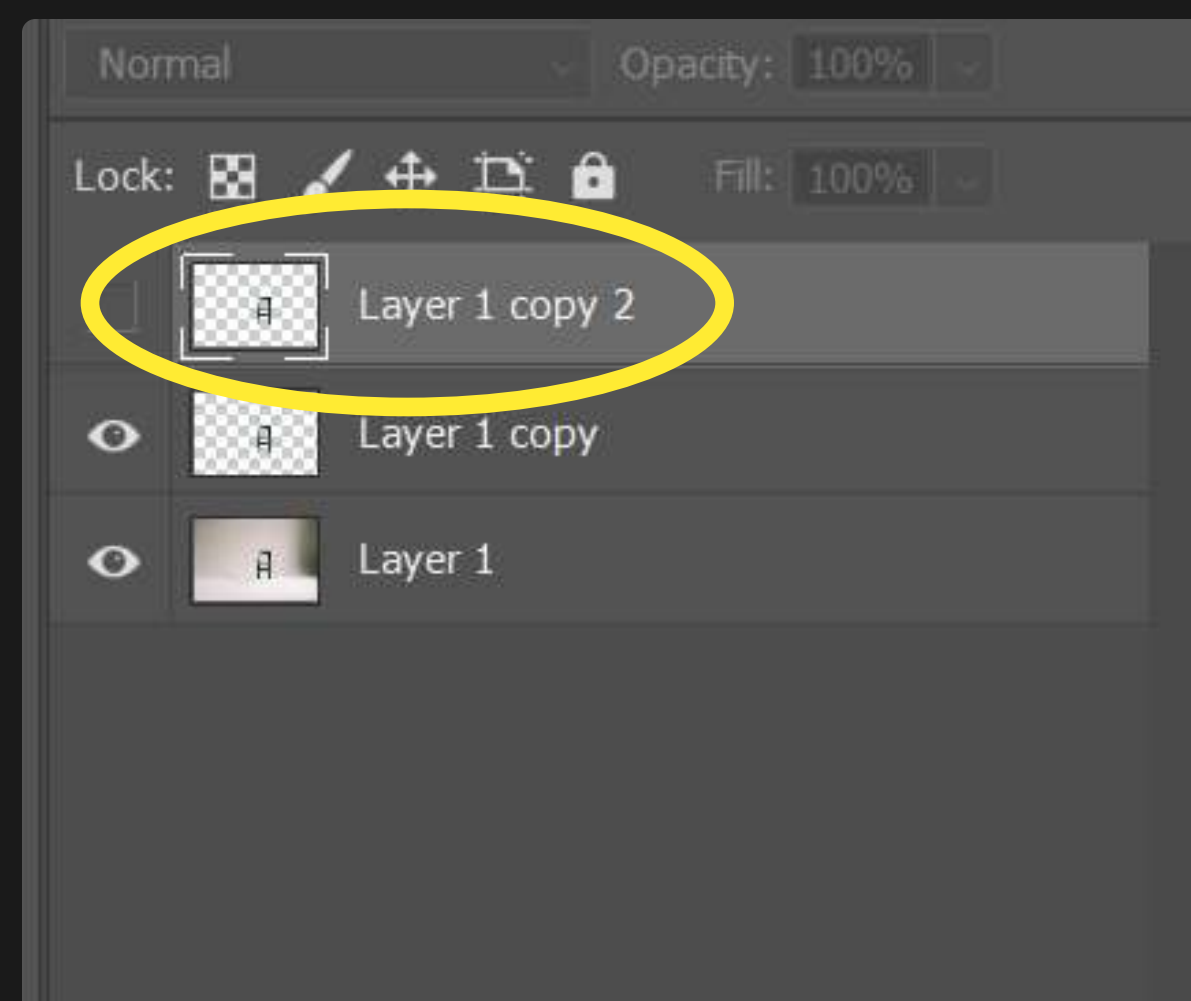


PERSPECTIVE SHADOW

3. Duplicate the New Layer

Select the layer you just created, now hold CMD/CTRL and press the J key to duplicate the layer.

Now hide that new layer by clicking the little eye icon next to the layer's thumbnail.



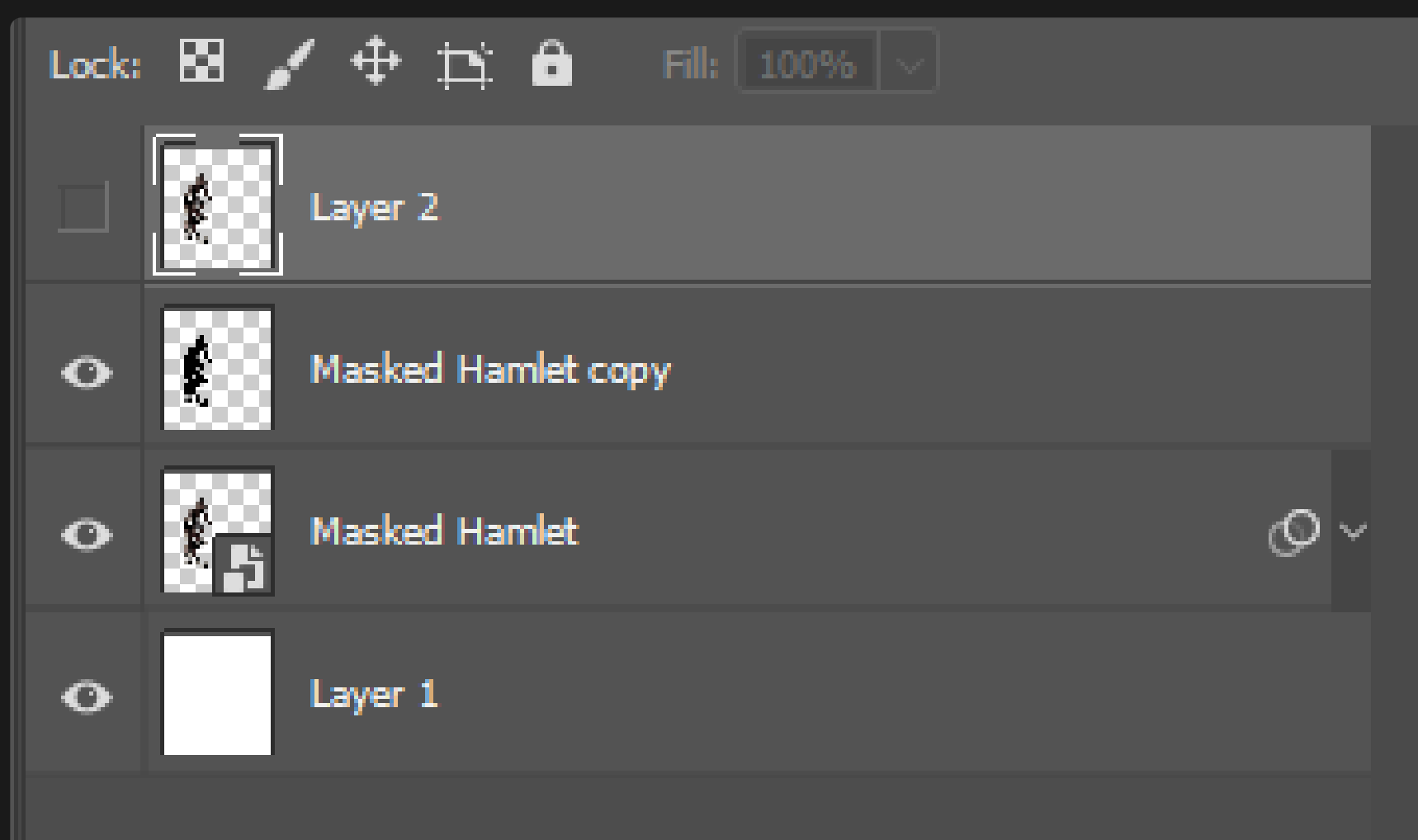
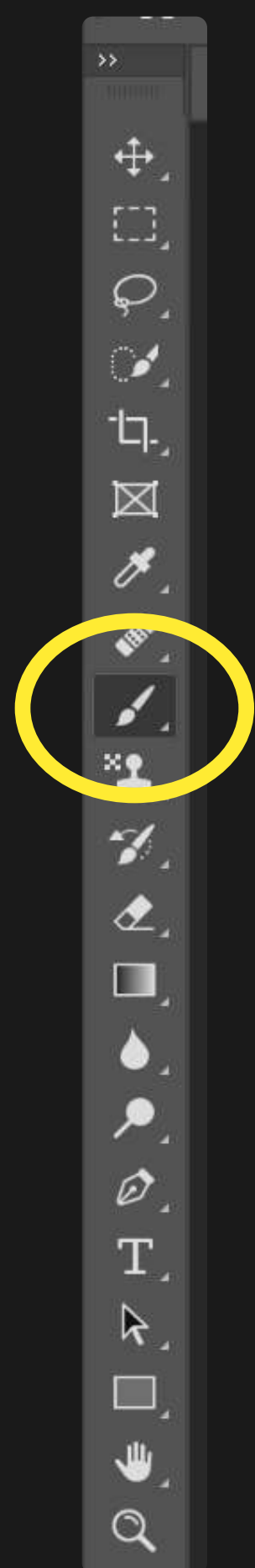
4. Make your Selection Black

Click on your middle layer. Hold CMD/CTRL and click on the layer's thumbnail. This will make a selection of your object.

Now select the Brush Tool from the tool bar on the left and paint your selection black.

Change the layer opacity to 50%.

Hold CTRL/CMD and the D key to deselect your selection.

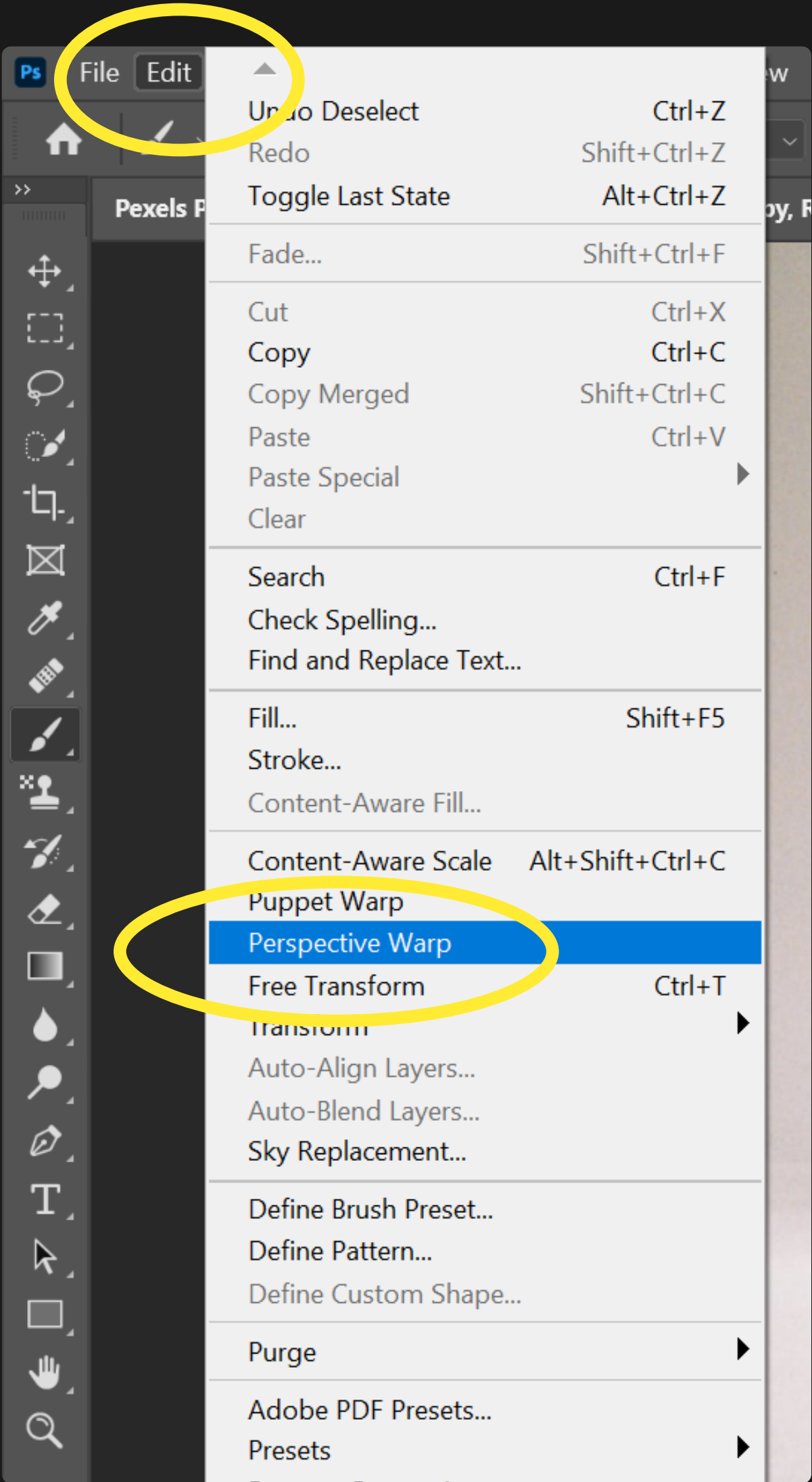
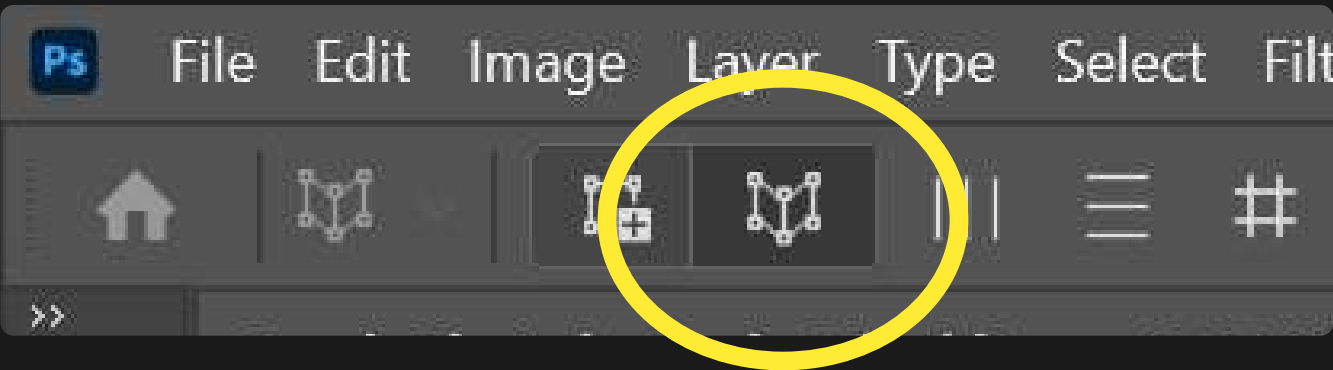
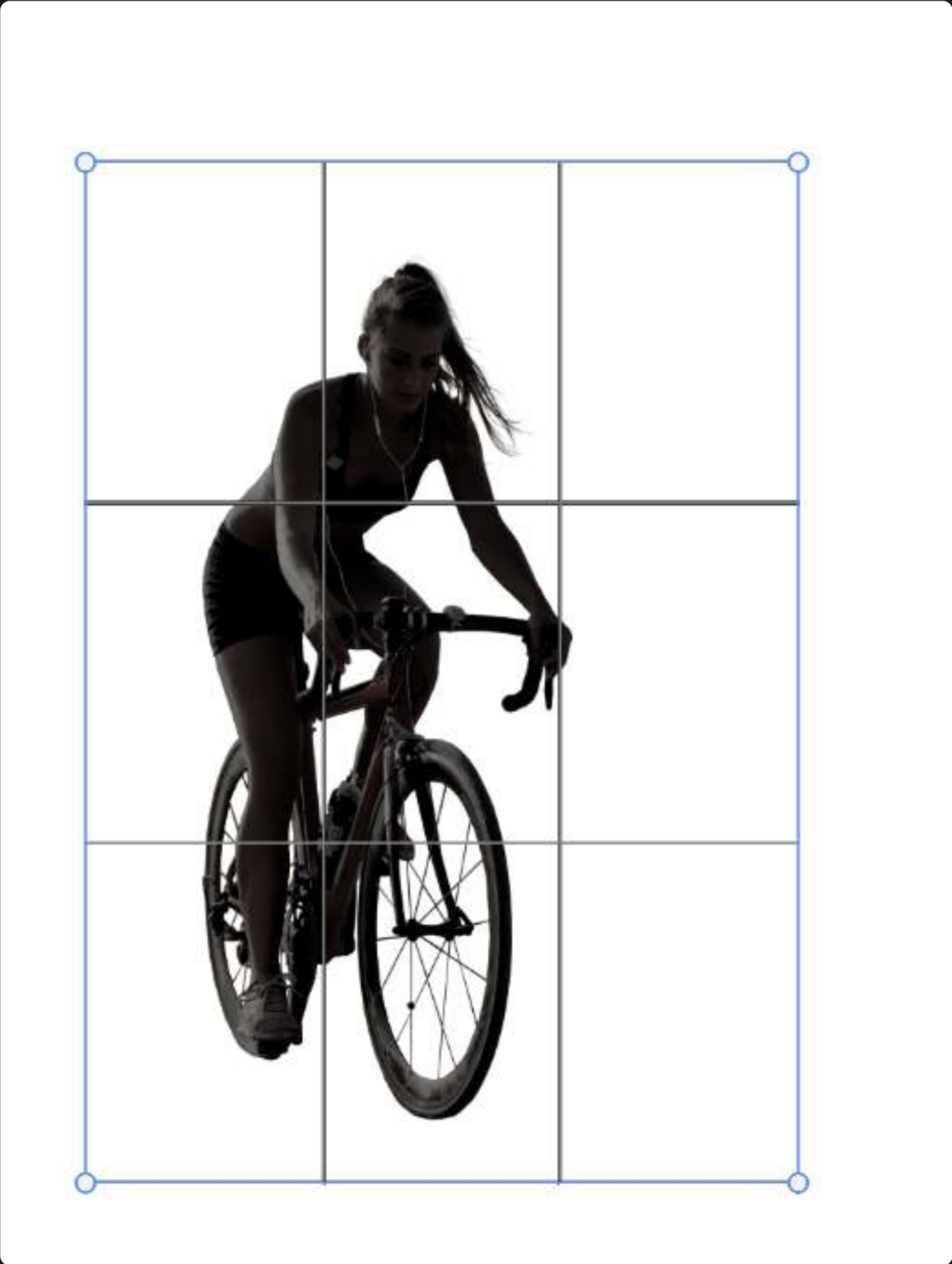


FORMULA 20

PERSPECTIVE SHADOW

5. Select Perspective Warp

In the menu bar across the top of the screen select “Edit”, then select “Perspective Warp”.



6. Perspective Warp

Using the Perspective Warp tool draw a rectangle around your object.

For multiple bends in the shadow draw multiple boxes, the edges being where you want it to bend.

PERSPECTIVE SHADOW

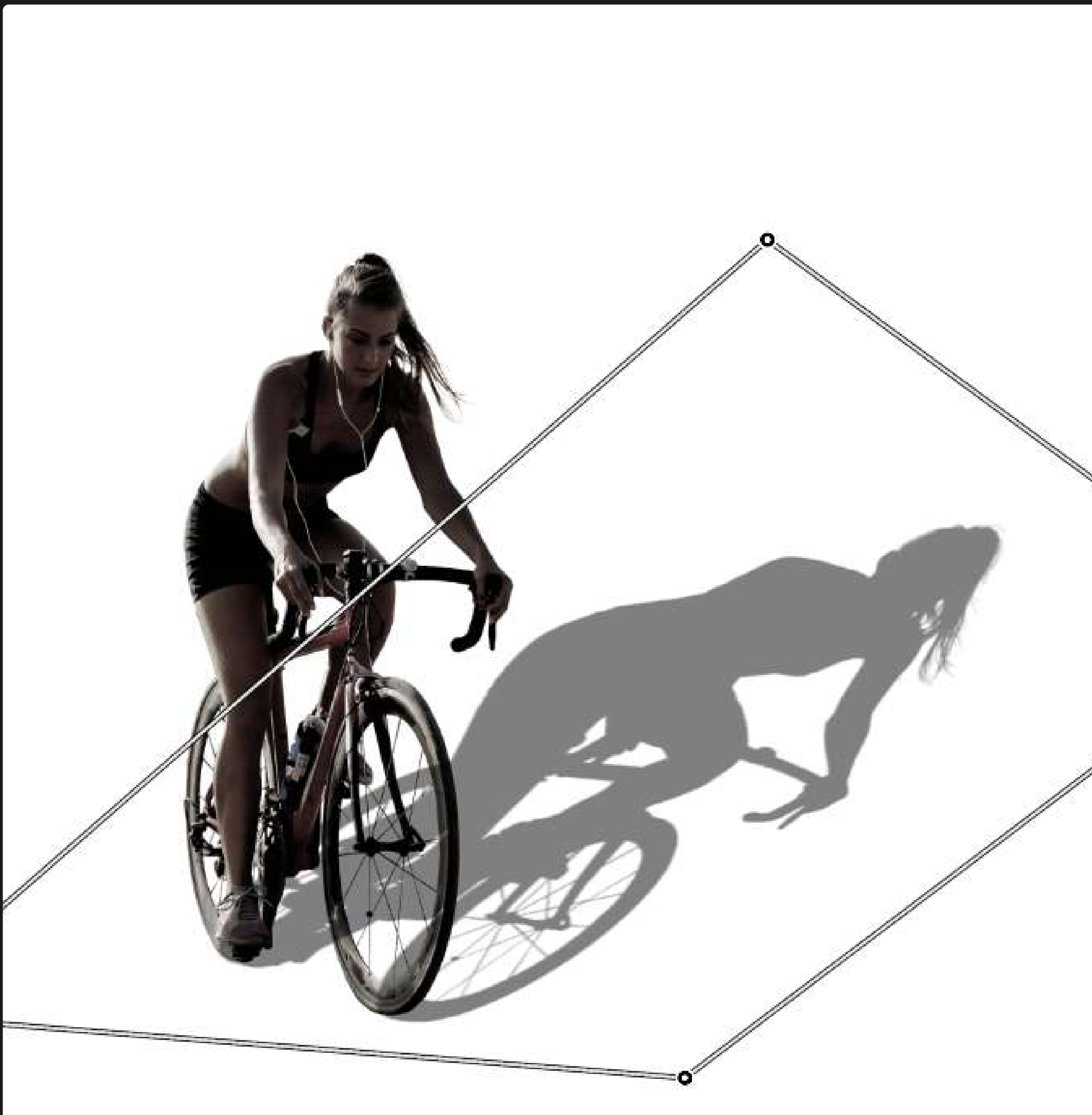
7. Warp

Select the “Warp” box at the top of the page.

Now drag the points to control your shadow.

Press Enter when you’re done.

Make sure to unhide your top layer.





Really understanding how to
optimize your workflow in
Photoshop means you can
achieve amazing results in
1/10th of the time.

Kelvin Simon

20 SPECIAL EFFECTS PHOTOSHOP FORMULAS