# PHOTOSHOP

VIRTUAL SUMMIT 3

# Stylizing a photo with textures and borders

with

# Nicole S. Young

## PROJECT 01

## PROJECT 02

## PROJECT 03

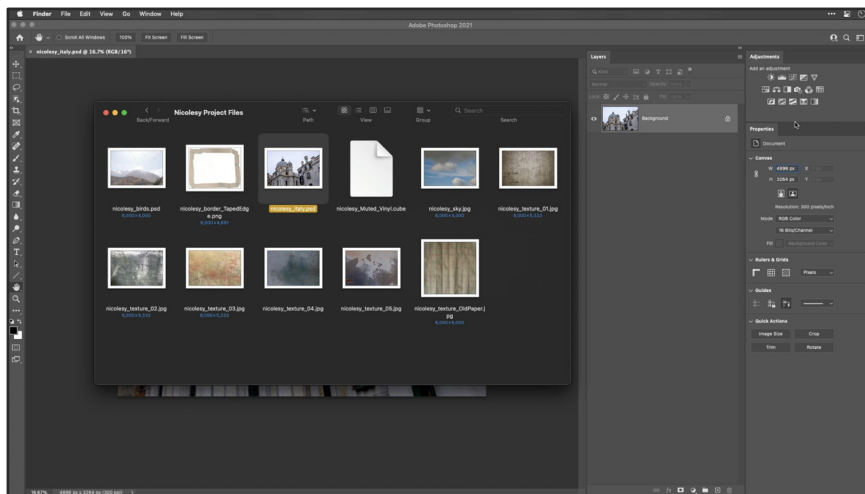PHOTOSHOP
VIRTUAL SUMMIT 3

**PROJECT 01**

# ITALY ARCHITECTURE
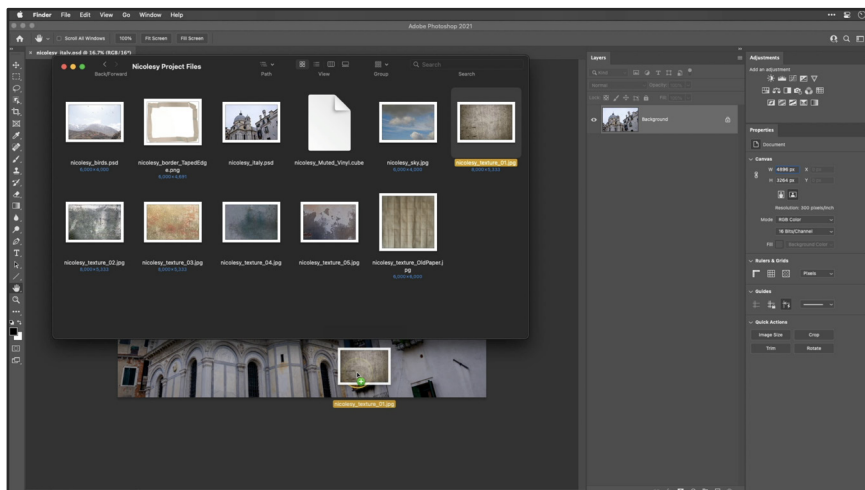
## ADDING THE FIRST TEXTURE

1. **Open the project file**

Access the **NICOLESY_ITALY.PSD** file and open it into Photoshop.



2. **Add a texture**

Access the folder of project files and locate the **NICOLESY_TEXTURE_01.JPG** file. Drag and drop this file over the opened image in Photoshop. Then, press the **Return** or **Enter** key to add it to the layers panel as a Smart Object.

**PROJECT 01**: ITALY ARCHITECTURE

### 3.  Add an inverted layer mask

With the top texture layer selected, press and hold the <mark>OPT (MAC)</mark> or <mark>ALT (WIN)</mark> key and click the <mark>ADD LAYER MASK</mark> icon in the Layers panel to add an inverted (black) layer mask.
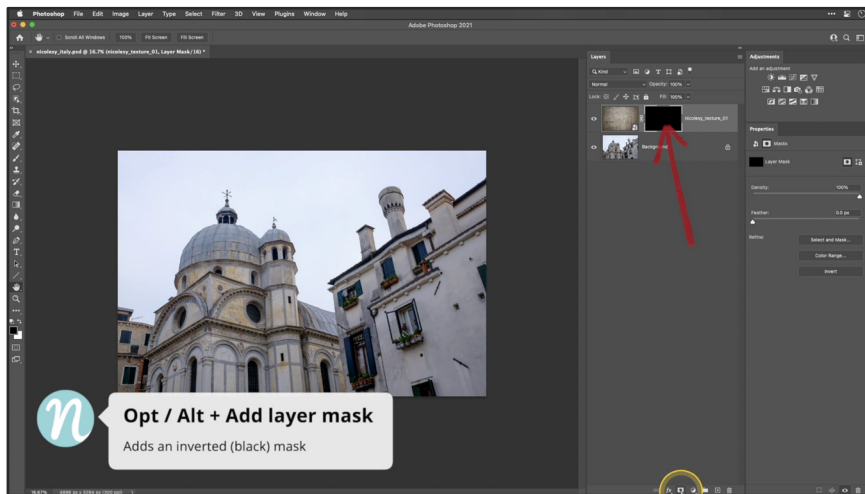


### 4.  Create a selection

Access the <mark>QUICK SELECTION</mark> tool from the toolbar. In the **Options Bar** at the top, make sure that the **Sample All Layers** option is checked. Then, click and drag in the lower-right area of the building to make a selection. If you need to remove any part of the selection, press and hold the <mark>OPT (MAC)</mark> or <mark>ALT (WIN)</mark> key and click or drag the cursor over the area you want to remove.

**PROJECT 01**: ITALY ARCHITECTURE
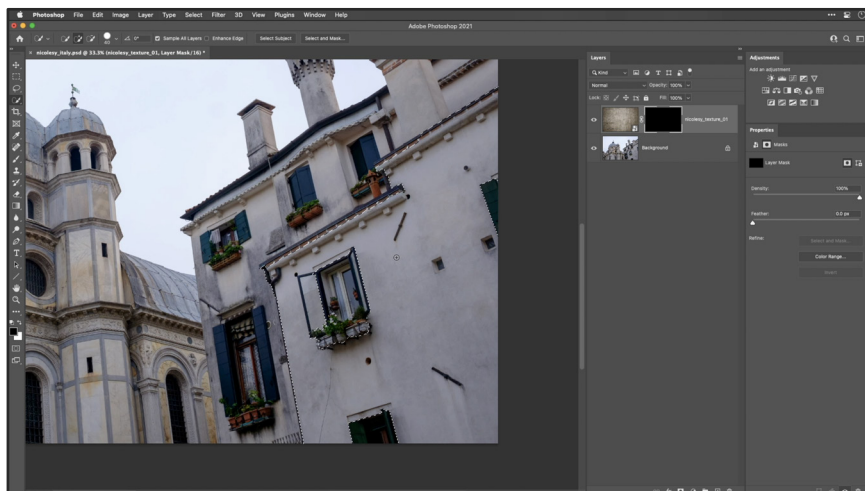
## 5.   Mask and blend the texture layer

In the toolbar, make sure that the **background color swatch** is set to WHITE. You also want to make sure that the **texture mask** in the **Layers panel** is selected. Then, use the shortcut **CMD + DELETE (MAC)** or **CTRL + BACKSPACE (WIN)** to fill the selection with white.
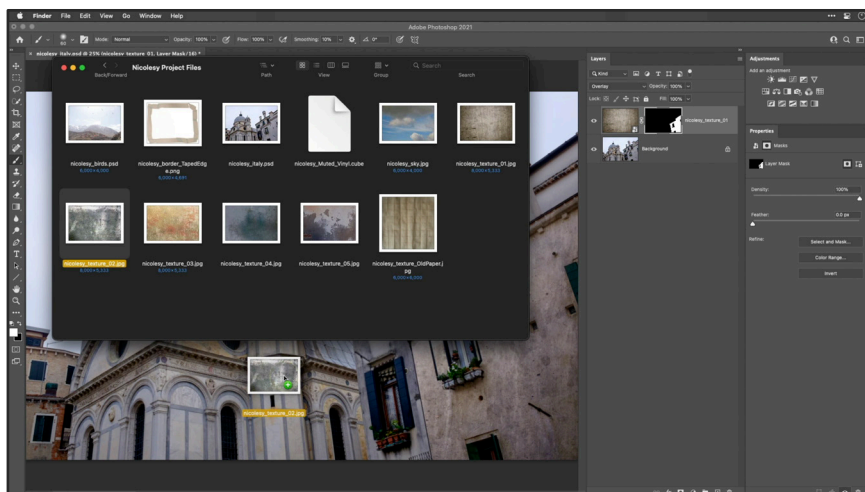
Next, change the **Blend mode** of this layer to OVERLAY.
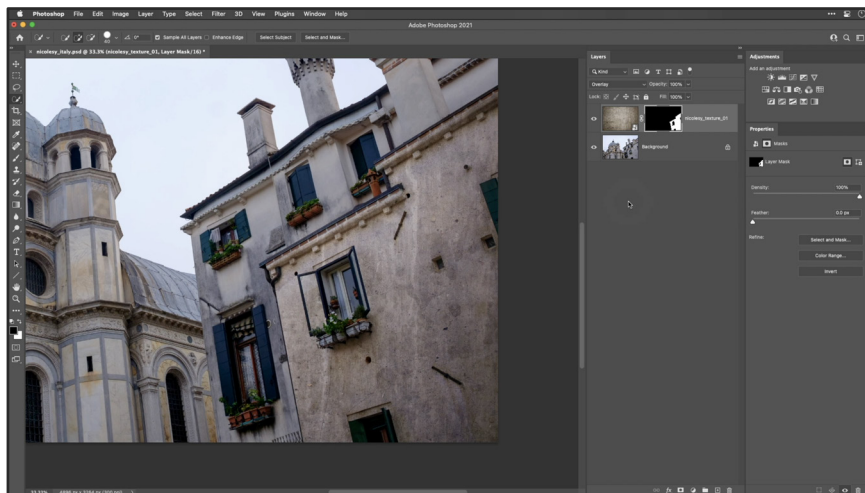


## ADDING THE SECOND TEXTURE

## 6.   Add the texture

Access the folder of project files and locate the NICOLESY_TEXTURE_02.JPG file. Drag and drop this file over the opened image in Photoshop. Then, press the **Return** or **Enter** key to add it to the layers panel as a Smart Object.

### 7. Add an inverted layer mask

With the top texture layer selected, press and hold the **OPT (MAC)** or **ALT (WIN)** key and click the **ADD LAYER MASK** icon in the Layers panel to add an inverted (black) layer mask.
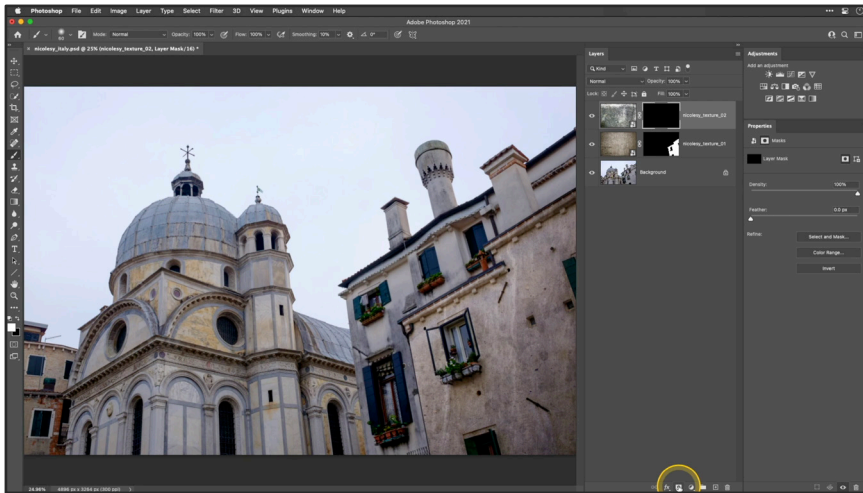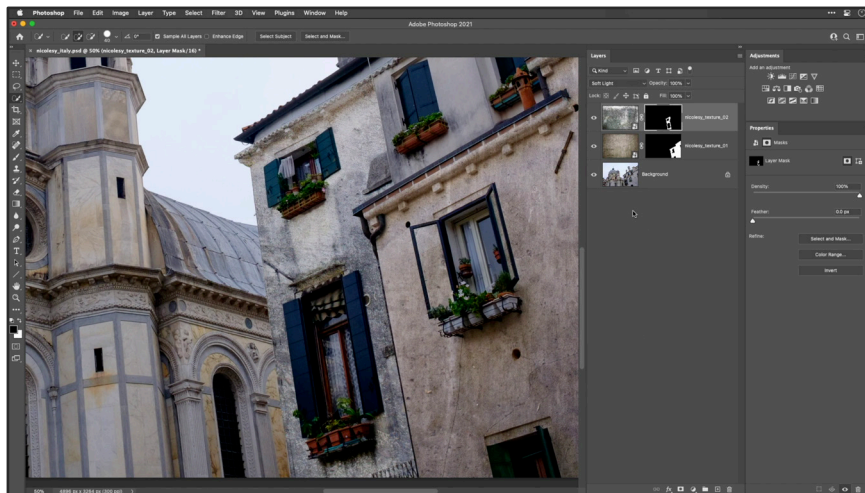


### 8. Create a selection

Access the **QUICK SELECTION** tool from the toolbar. Then, click and drag in the middle area of the building (the area with the two open windows on top of each other) to make a selection. If you need to remove any part of the selection, press and hold the **OPT (MAC)** or **ALT (WIN)** key and click or drag the cursor over the area you want to remove.

**PROJECT 01**: ITALY ARCHITECTURE
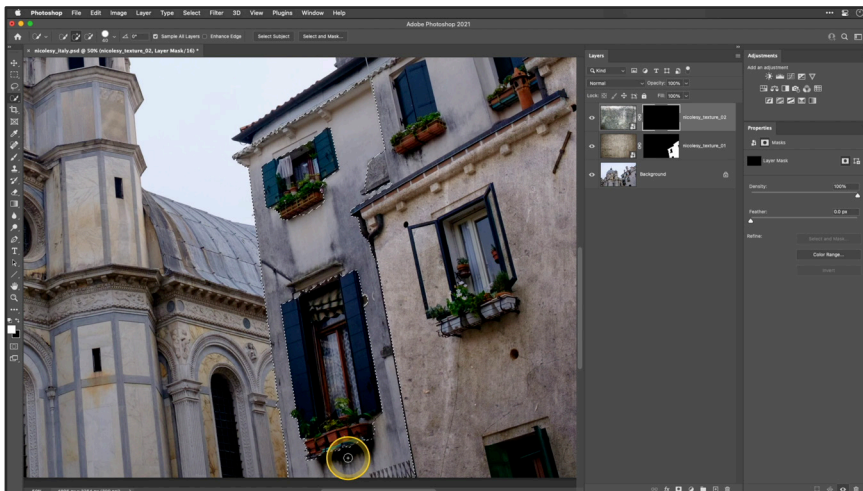
### 9. Mask and blend the second texture layer

In the toolbar, make sure that the **background color swatch** is set to WHITE. You also want to make sure that the **top texture mask** in the **Layers panel** is selected. Then, use the shortcut CMD + DELETE (MAC) or CTRL + BACKSPACE (WIN) to fill the selection with white.
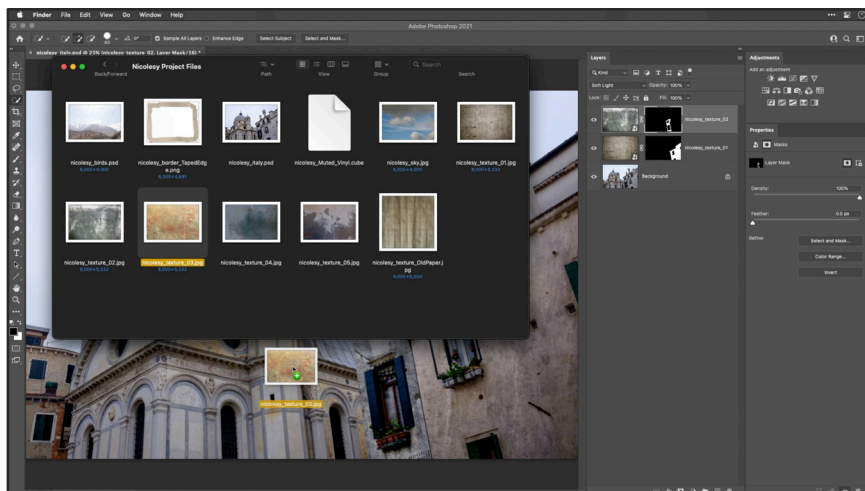
Next, change the **Blend mode** of this layer to SOFT LIGHT.



## ADDING THE THIRD TEXTURE

### 10. Add the texture

Access the folder of project files and locate the NICOLESY_TEXTURE_03.JPG file. Drag and drop this file over the opened image in Photoshop. Then, press the **Return** or **Enter** key to add it to the layers panel as a Smart Object.

## 11. Add an inverted layer mask

With the top texture layer selected, press and hold the **OPT (MAC)** or **ALT (WIN)** key and click the **ADD LAYER MASK** icon in the Layers panel to add an inverted (black) layer mask.
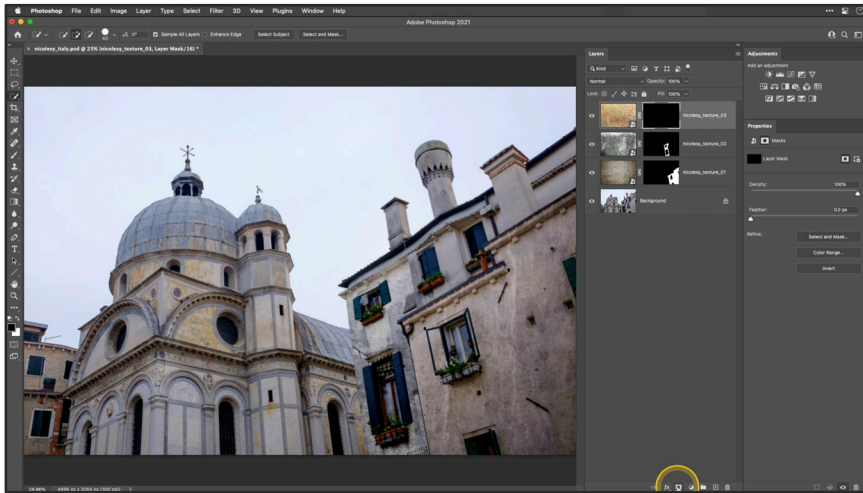


## 12. Create a selection

Access the **QUICK SELECTION** tool from the toolbar. Then, click and drag over the chimney and the top of the building (the area with the remaining two windows) to make a selection. If you need to remove any part of the selection, press and hold the **OPT (MAC)** or **ALT (WIN)** key and click or drag the cursor over the area you want to remove.
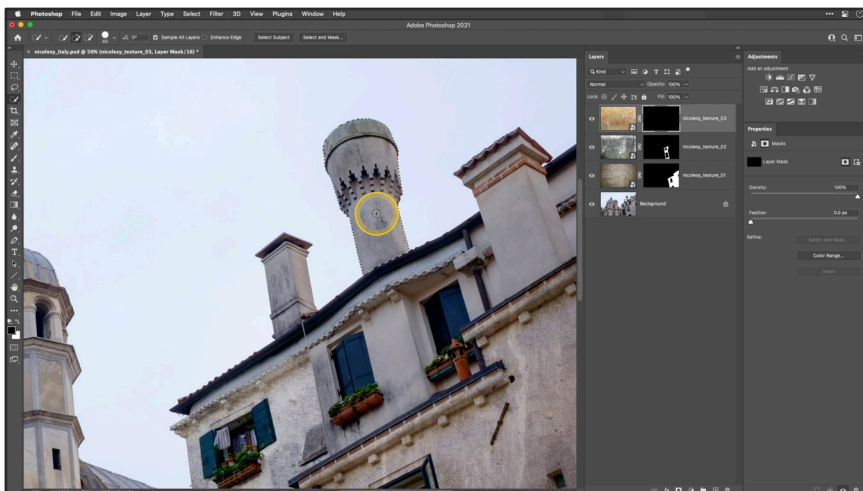
### 13. Mask the selection

In the toolbar, make sure that the **background color swatch** is set to WHITE. You also want to make sure that the **top texture mask** in the **Layers panel** is selected. Then, use the shortcut CMD + DELETE (MAC) or CTRL + BACKSPACE (WIN) to fill the selection with white.
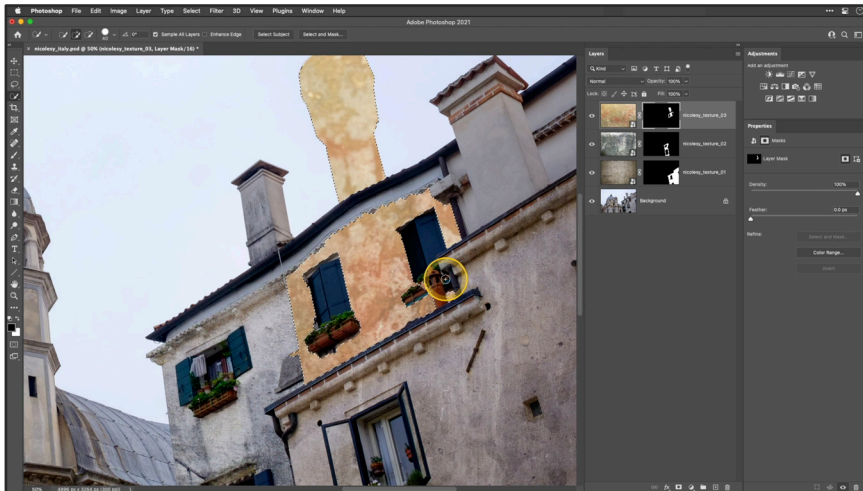


### 14. Unlink the top layer from its mask

The texture that is showing on this part of the building is out of focus, so it needs to be moved so a different part of the texture is showing. To do this, go to the **Layers panel** and locate the top texture layer. Then, CLICK THE LINK ICON that is in-between the image and the mask to unlink these items.
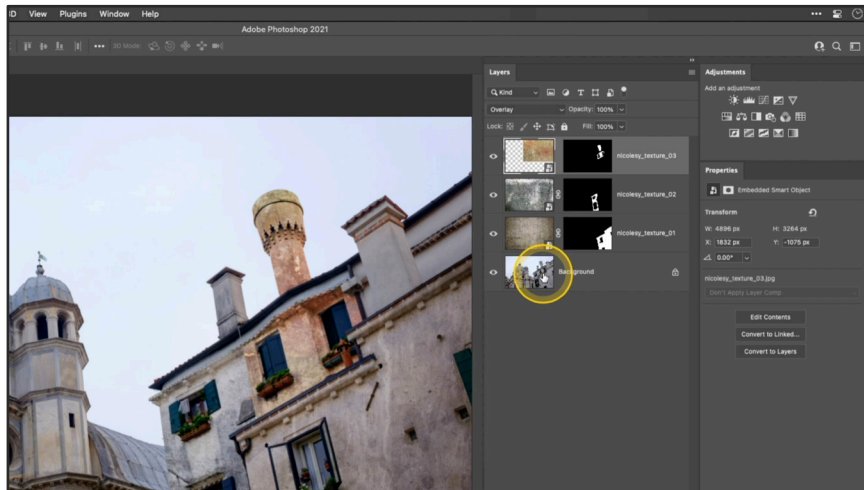
Next, CLICK THE IMAGE THUMBNAIL (NOT the mask) to activate the image layer.

**PROJECT 01**: ITALY ARCHITECTURE
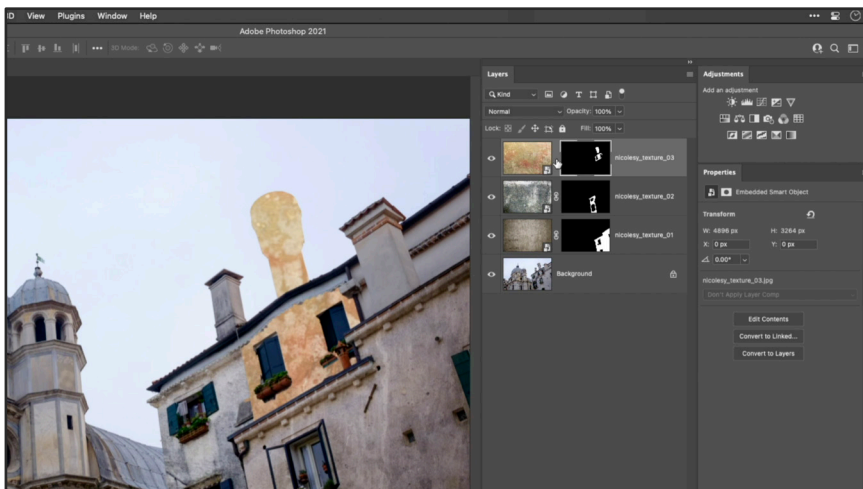
### 15. Move and blend the texture image layer

Activate the MOVE TOOL from the toolbar. Then, click and drag on the image to relocate the texture to reveal a better part of the texture that is in focus.

Then, change the **Blend mode** of this layer to OVERLAY.



## REPLACING A TEXTURE

### 16. Add the texture

Access the folder of project files and locate the NICOLESY_TEXTURE_04.JPG file. Drag and drop this file over the opened image in Photoshop. Then, resize the texture layer and press the **Return** or **Enter** key to add it to the layers panel as a Smart Object.

**PROJECT 01**: ITALY ARCHITECTURE
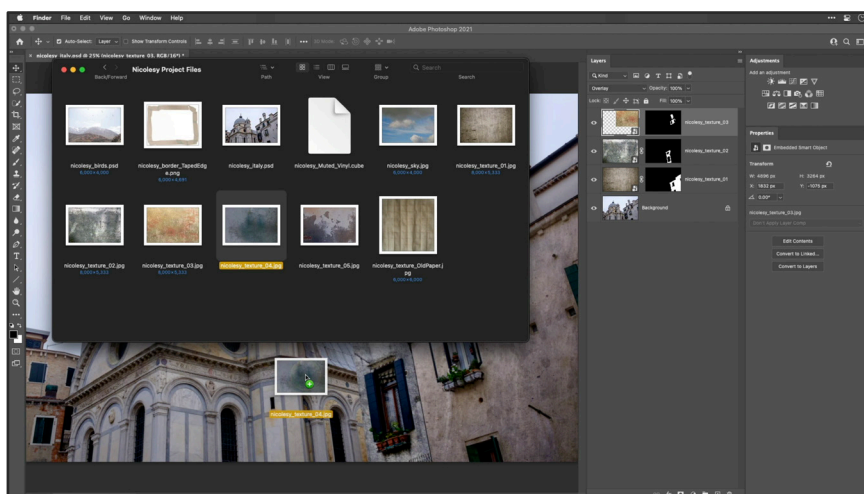
## 17. Add an inverted layer mask

With the top texture layer selected, press and hold the **OPT (MAC)** or **ALT (WIN)** key and click the **ADD LAYER MASK** icon in the Layers panel to add an inverted (black) layer mask.
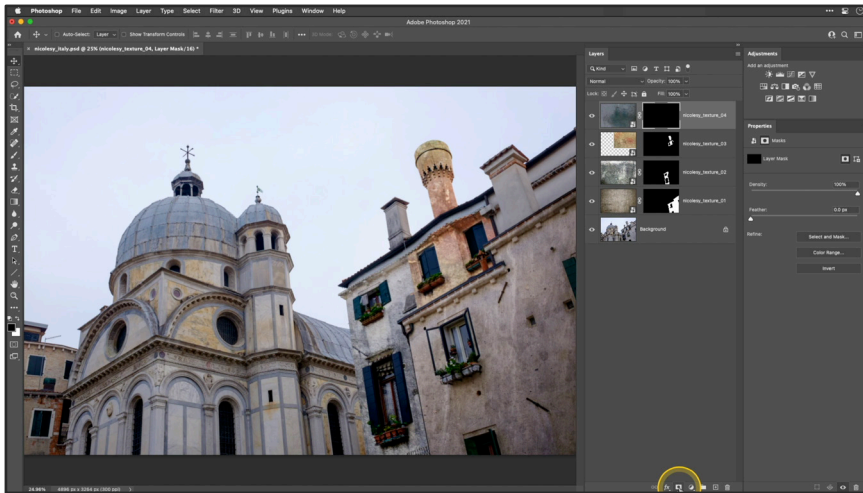


## 18. Create a selection

In the toolbar, access the **POLYGONAL LASSO TOOL**. Then, in the bottom part of the tower near the center of the image, **create a rectangle selection** in one of the segments of the tower.
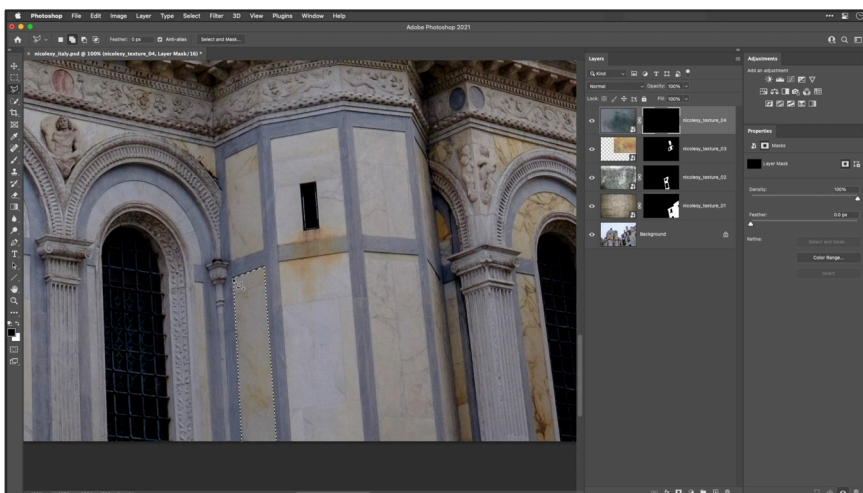
### 19. Mask and blend the selection

In the toolbar, make sure that the **background color swatch** is set to WHITE. You also want to make sure that the **top texture mask** in the **Layers panel** is selected. Then, use the shortcut **CMD + DELETE (MAC)** or **CTRL + BACKSPACE (WIN)** to fill the selection with white.
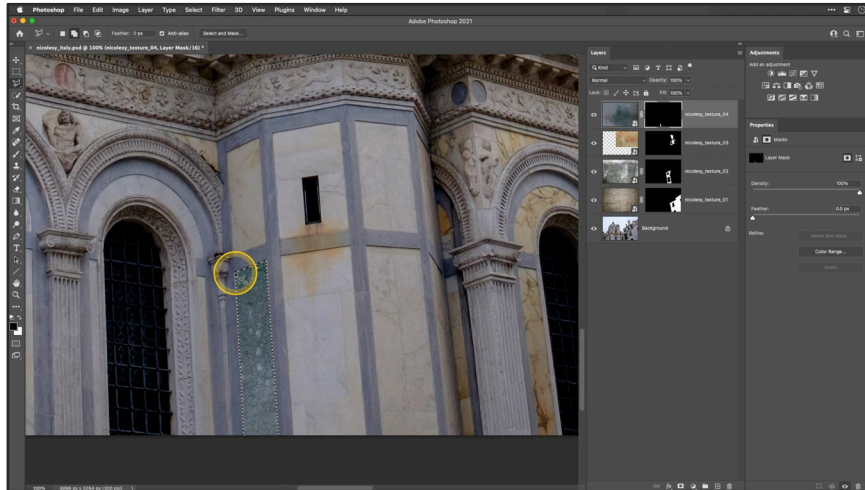


Continue creating rectangle selections and filling them with white until the entire tower is filled with the texture. Then, change the **Blend mode** of this layer to OVERLAY.
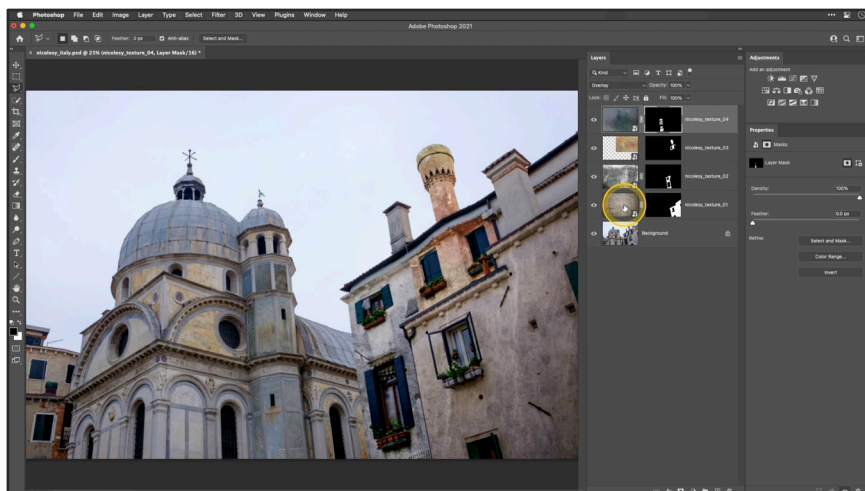
## 20. Replace the Smart Object

In the top texture layer (the one you just worked on), **right-click over the blank space of the layer** to bring up a long menu list (not over the image thumbnail). In this list, choose **REPLACE CONTENTS**.
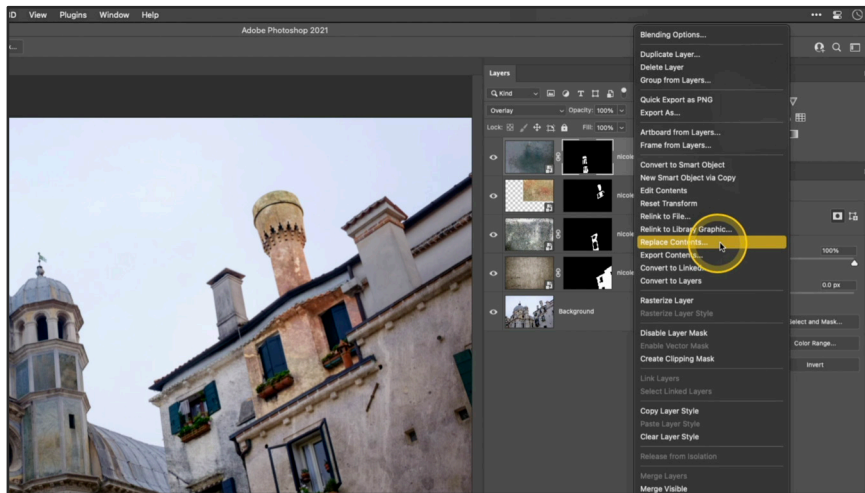


Now, access the folder of project files and choose the **NICOLESY_TEXTURE_05.JPG** file. Photoshop will swap the layer with the new file while also leaving all other work intact (masking, etc.).

**PROJECT 01**: ITALY ARCHITECTURE
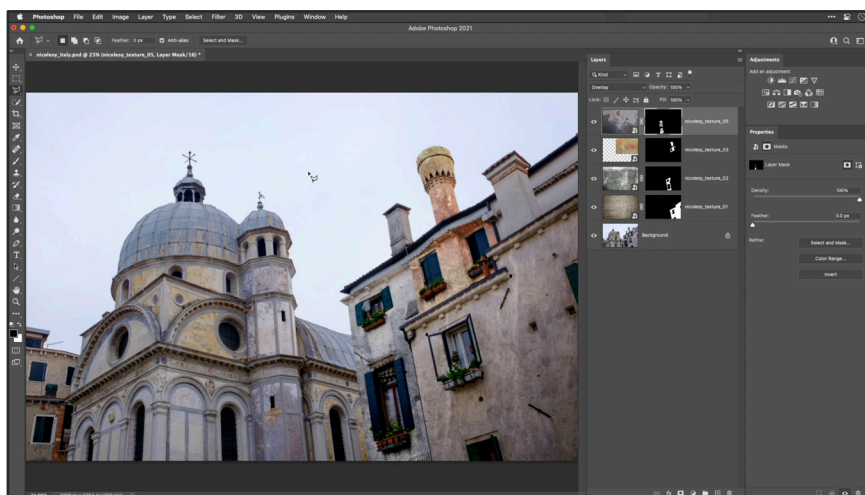
## ADDING CONTRAST WITH CURVES

### 21. Add a curves adjustment

In the **Adjustments** panel, add a CURVES adjustment. Then, in the **Properties** panel, create an S-curve by clicking along the top-right part of the line and drag up, and then click on the lower-left part of the line and drag down. *Tip: The more "curvy" your S-curve, the more contrast you will add to the photo.*
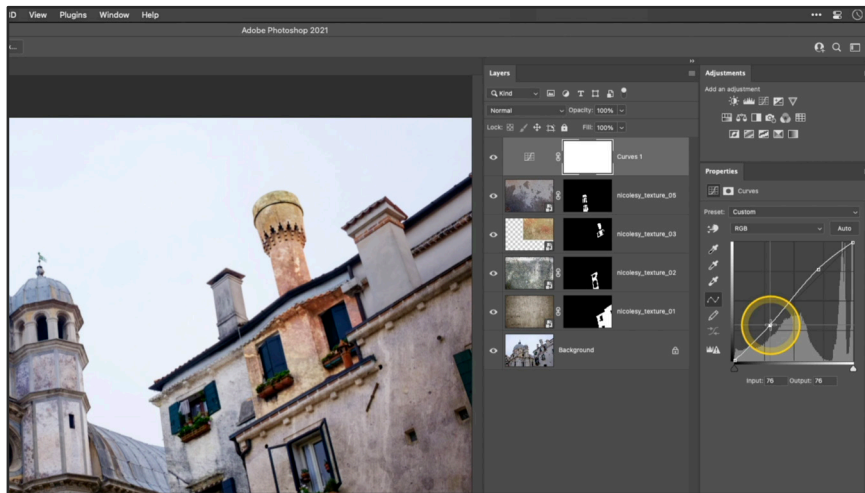


## REPLACING THE SKY

### 22. Open the Sky Replacement tool

You need to make sure that the layer you have selected has a visible sky in the image. So, to begin, make sure that the BACKGROUND LAYER is selected. Then, go to EDIT > SKY REPLACEMENT.
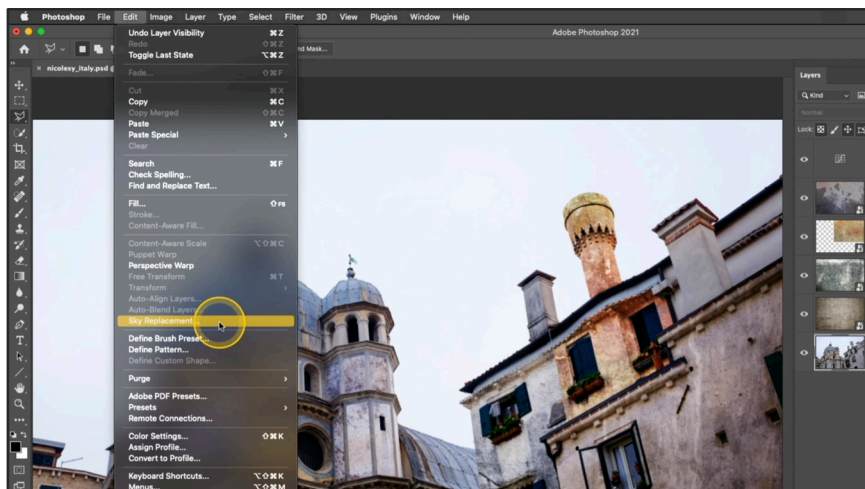
### 23. Add a new sky

Click the **SKY** drop-down to view a list of skies you can use on your image. If you would like to use the included sky, click the **PLUS ICON +** at the bottom of the pop-up and locate the **NICOLESY_SKY.JPG** file and click **Open**. Then, click it in the pop-up window to add it to your image. Click **OK** to complete the sky replacement process.
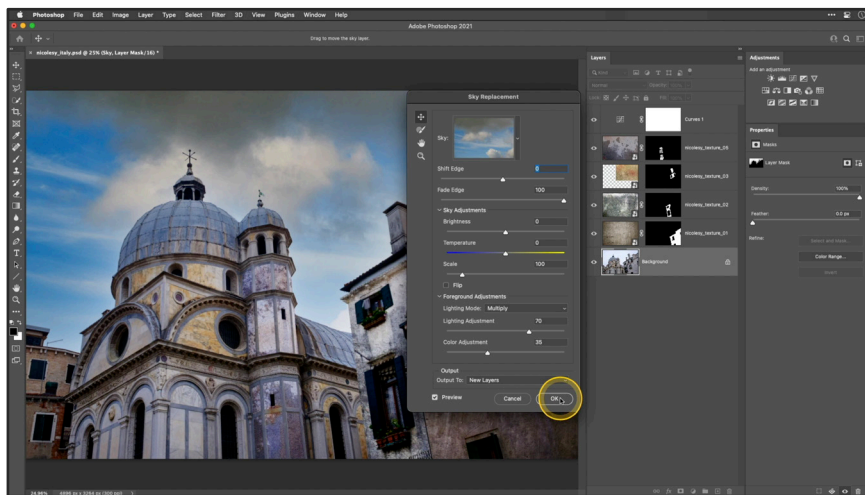


### 24. Relocate the Sky Replacement Group

In the **Layers panel**, click the **SKY REPLACEMENT GROUP** and drag it to the very top of the layers panel. (You can also collapse the group to keep the layers panel tidy.) This will prevent the Curves adjustment layer from affecting the sky image.
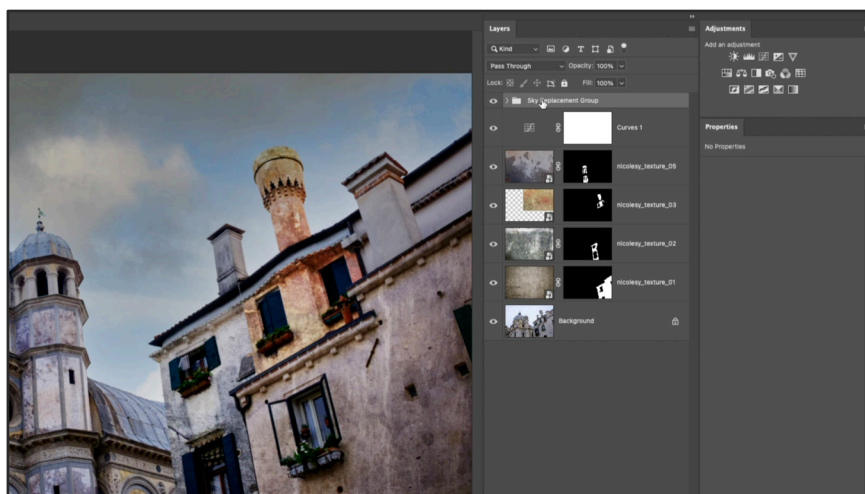
## ADDING BIRDS TO THE SKY

### 25. Add the bird file to the document

Access the folder of project files and locate the **NICOLESY_BIRDS_04.JPG** file. Drag and drop this file over the opened image in Photoshop. Then, press the **Return** or **Enter** key to add it to the layers panel as a Smart Object.
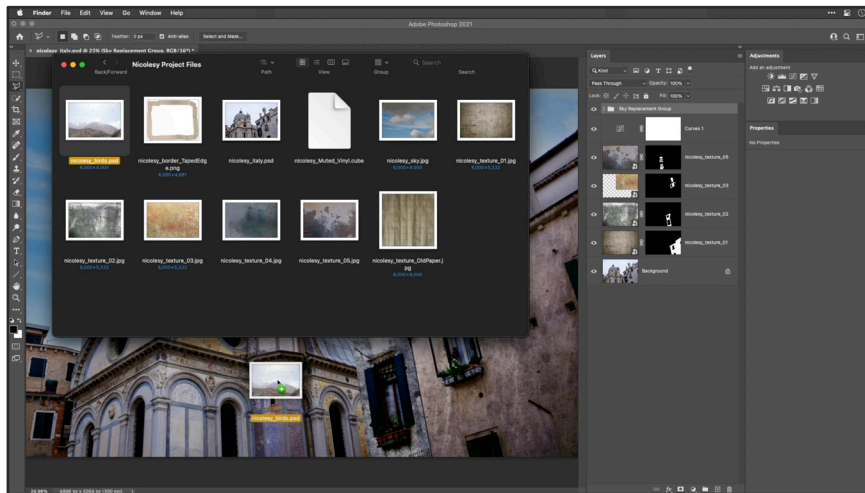


### 26. Edit the birds Smart Object layer

In the **Layers panel**, **double-click the thumbnail** of the top birds layer. This will open the file into a new window where you will make some additional edits.
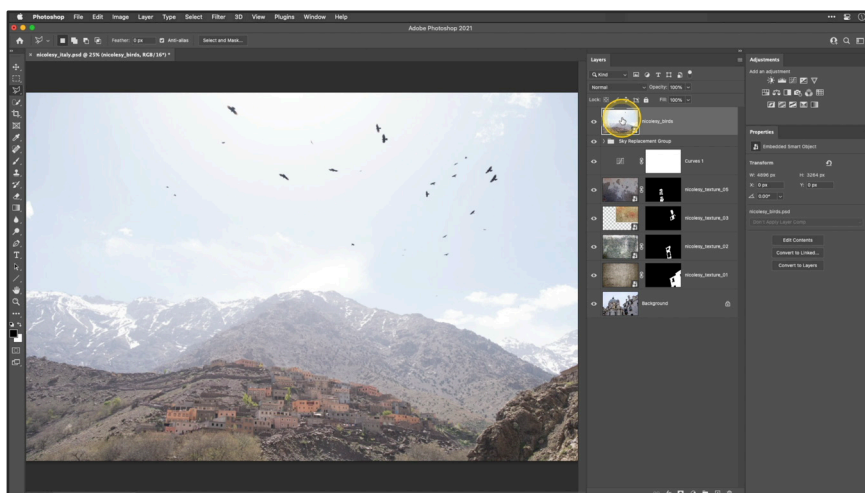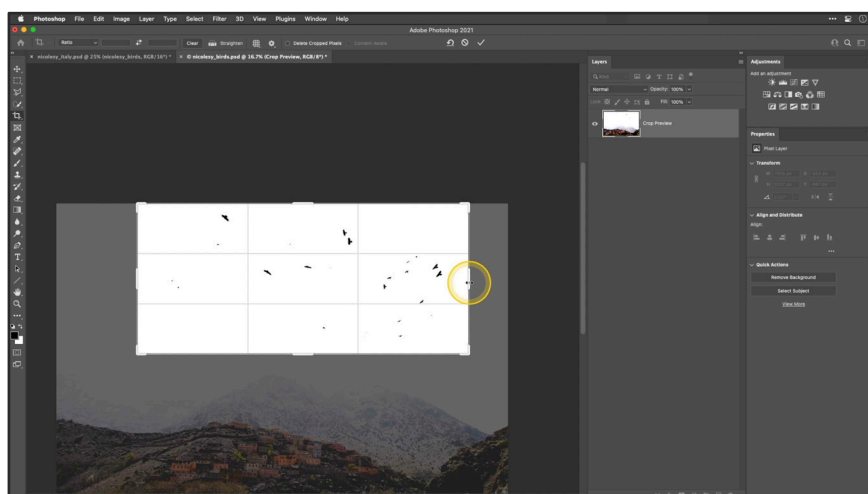
## 27. Add a curves adjustment

In the **Adjustments panel**, add a CURVES adjustment. Then, in the **Properties panel**, create an S-curve to add contrast to the birds layer so that the sky is pure white and the birds are black.
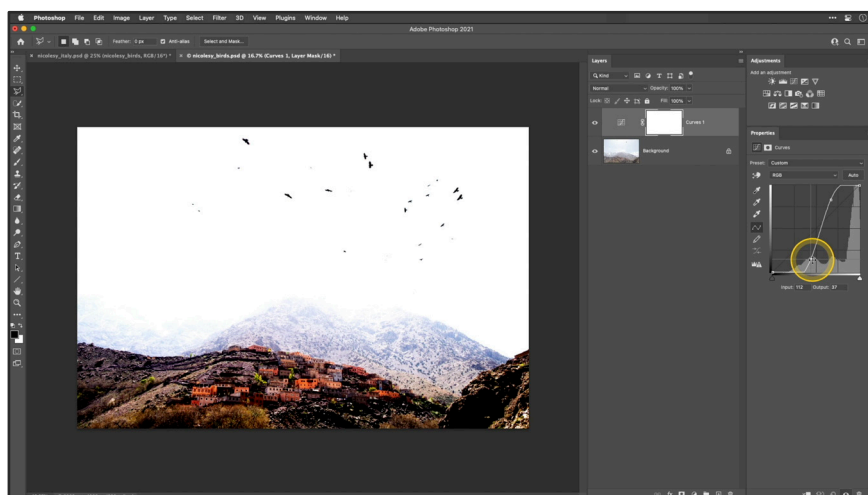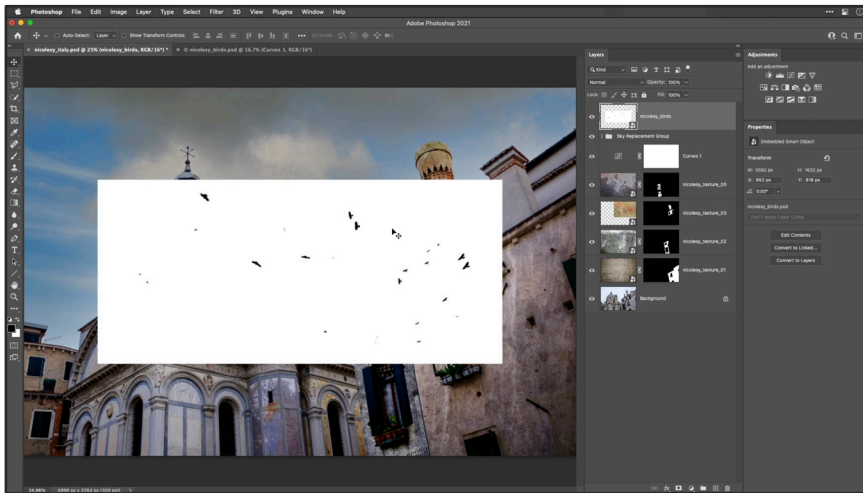


## 28. Crop the image

Select the CROP tool from the toolbar, and crop the image so that only the birds are in the image.

### 29. Save and close the Smart Object file

After your edits to the bird image are complete, save the file by going to **FILE > SAVE**. Next, go back to the main project file and you'll see the updated birds image at the top of the Layers panel.
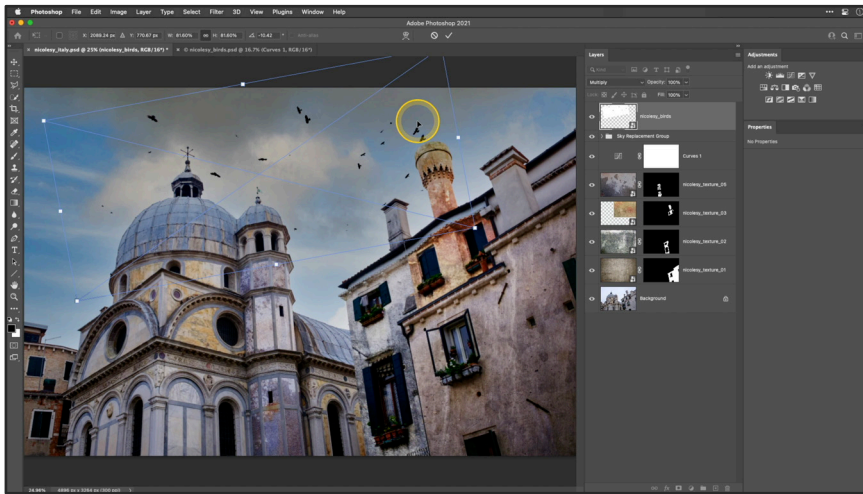


### 30. Blend the birds layer

With the top layer of the birds still active, change the **Blend mode** to **MULTIPLY**. This hides the white part of the layer and makes only the black part visible.
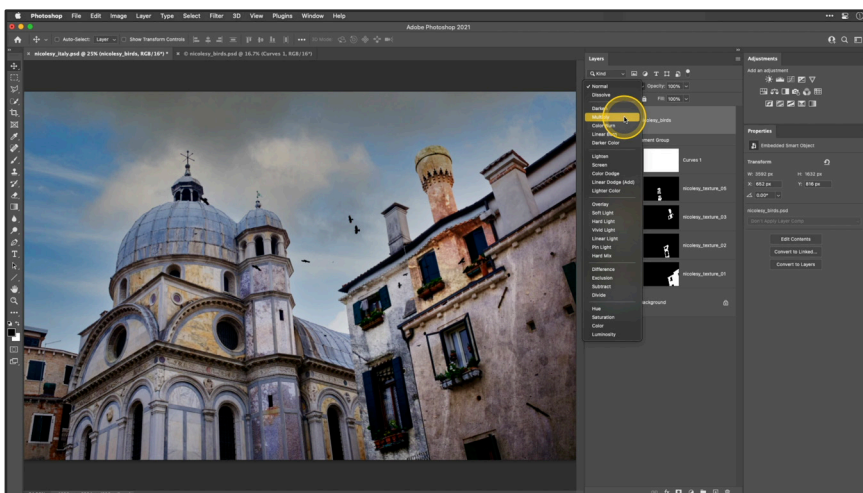
**31. Transform the birds layer**

Use the shortcut CMD + T (MAC) or CTRL + T (WIN). Then, rotate and relocate the birds in the sky. Press **Return** or **Enter** when finished transforming.
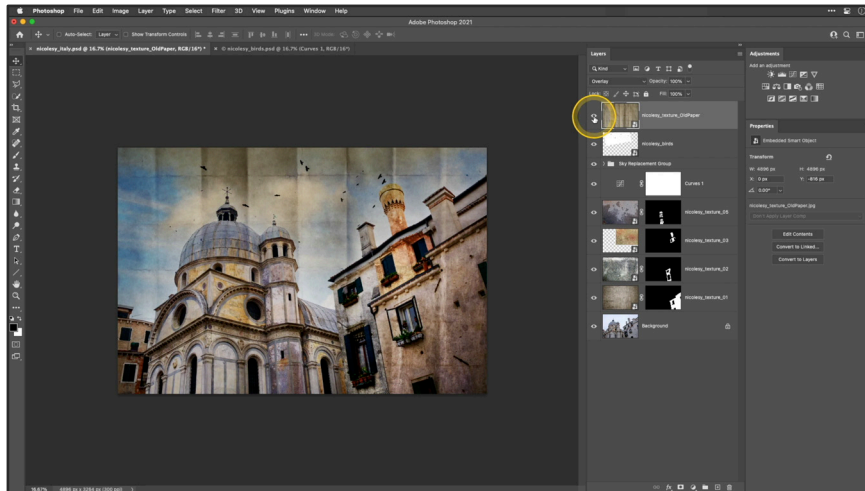


## FINISHING TOUCHES

**32. Add a paper texture layer**

Access the folder of project files and locate the NICOLESY_TEXTURE_OLDPAPER.JPG file. Drag and drop this file over the opened image in Photoshop. Then, resize the texture layer and press the **Return** or **Enter** key to add it to the layers panel as a Smart Object.
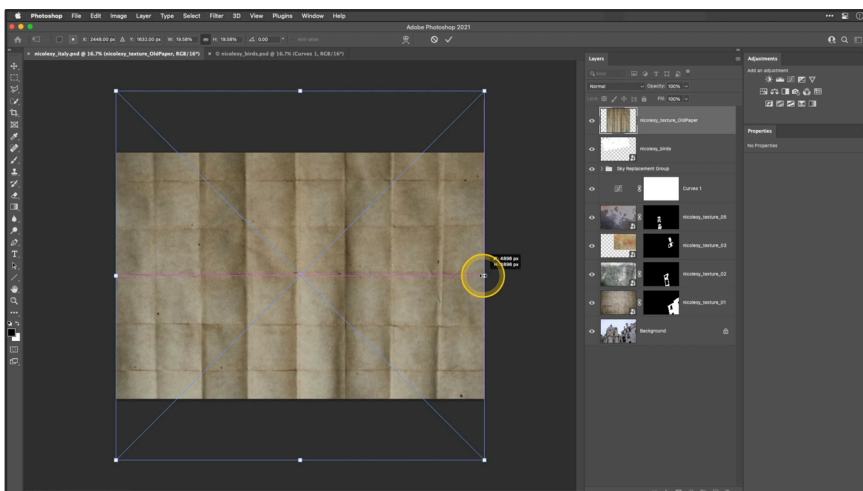
### 33. Blend the paper texture

With the paper texture layer active, change the **Blend mode** to **OVERLAY**.
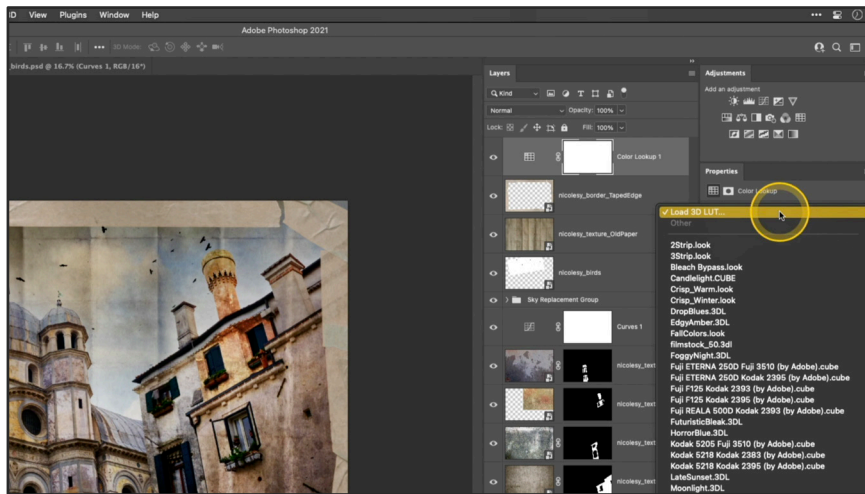


### 34. Add the border

Access the folder of project files and locate the **NICOLESY_BORDER_TAPEDEDGE.JPG** file. Drag and drop this file over the opened image in Photoshop. Then, resize the layer so that it is only along the edges of the document and press the **Return** or **Enter** key to add it to the layers panel as a Smart Object.

*Tip: To resize an image disproportionately in Photoshop, press and hold the **SHIFT** key while transforming.*

**PROJECT 01**: ITALY ARCHITECTURE

### 35. Add a LUT file

In the **Adjustments panel**, add a <mark>COLOR LOOKUP</mark> adjustment. In the **Properties** panel, click the **Load 3D LUT** drop-down and select <mark>LOAD 3D LUT</mark>.



In the window that pops up, access your project files and choose the <mark>NICOLESY_MUTED_VINYL.CUBE</mark> file to add it to your photo. Then, in the **Layers panel**, change the <mark>OPACITY</mark> of the Color Lookup layer to <mark>50%</mark>.
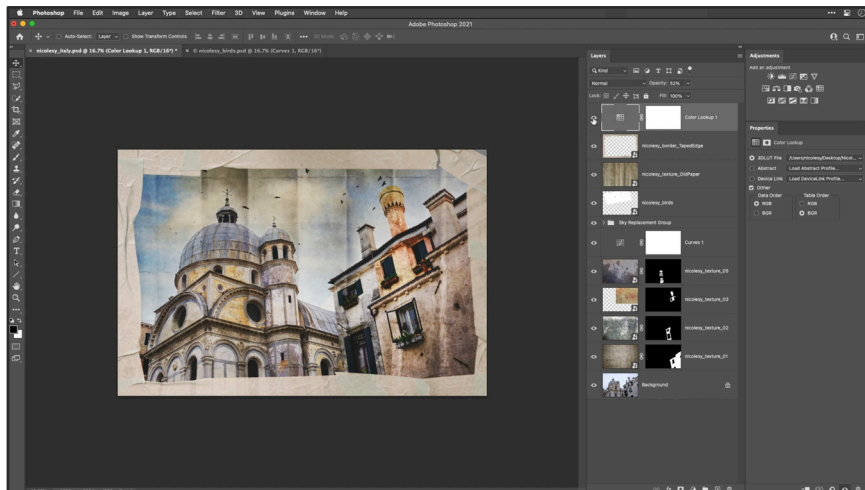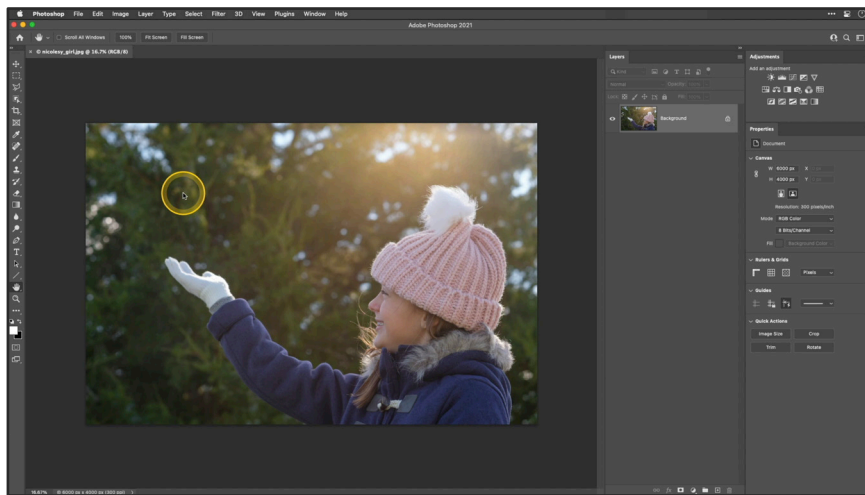
## PROJECT 02

# SNOWY PORTRAIT
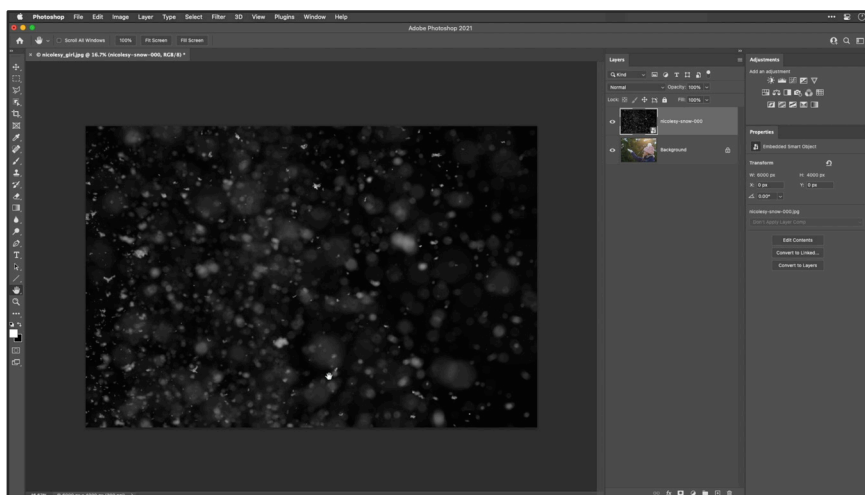
## ADDING SNOW

### 1. Open the project file

Access the **NICOLESY_GIRL.PSD** file and open it into Photoshop.
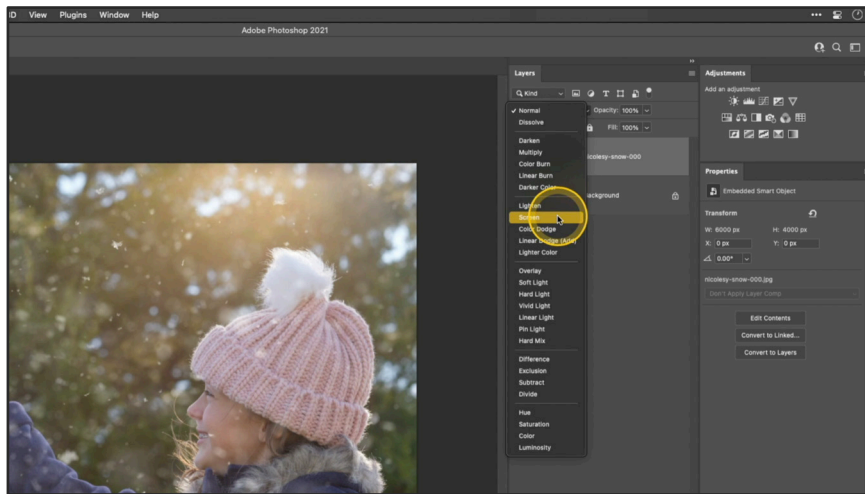


### 2. Add the snow overlay

Access the folder of project files and locate the **NICOLESY-SNOW-000.JPG** file. Drag and drop this file over the opened image in Photoshop. Then, press the **Return** or **Enter** key to add it to the layers panel as a Smart Object.
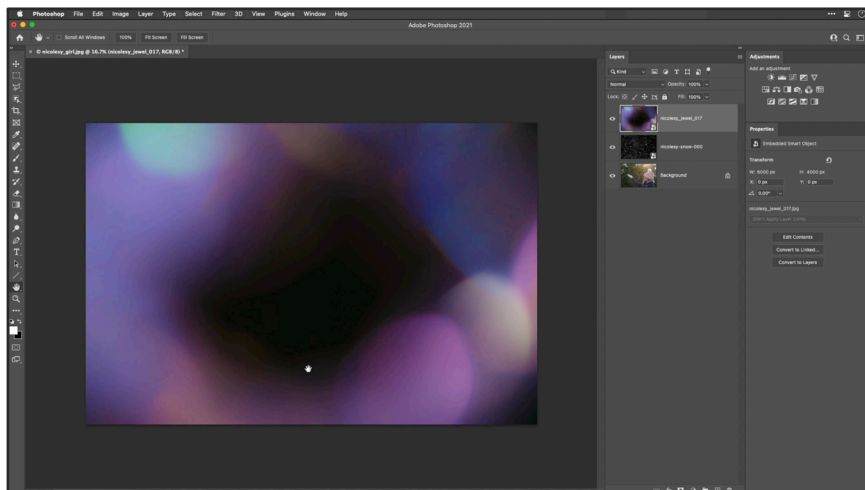
### 3.  Blend the snow overlay

Make sure that the snow overlay layer is active in the Layers panel. Then, change this layer's **Blend mode** to **SCREEN**.



## ADD THE SECOND OVERLAY

### 4.  Add the Jewel overlay to the document

Access the folder of project files and locate the **NICOLESY_JEWEL_017.JPG** file. Drag and drop this file over the opened image in Photoshop. Then, press the **Return** or **Enter** key to add it to the layers panel as a Smart Object.
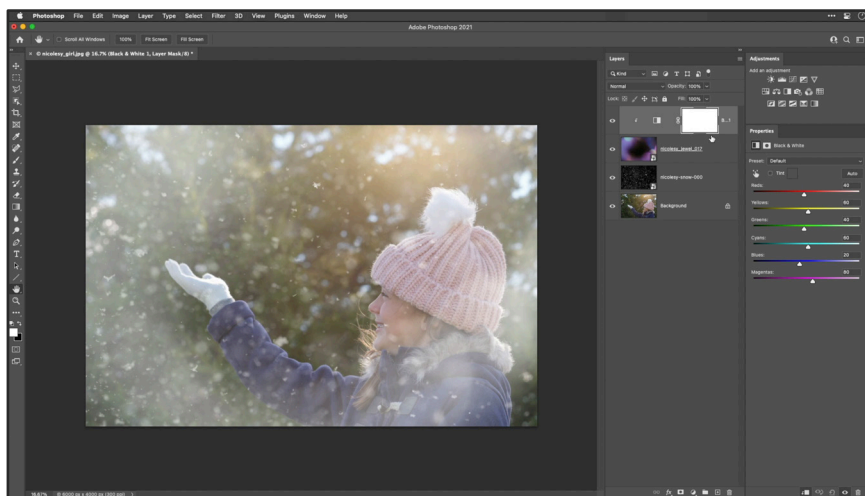
### 5.   Blend the Jewel overlay

Make sure that the Jewel overlay layer is active in the Layers panel. Then, change this layer's **Blend mode** to SCREEN.
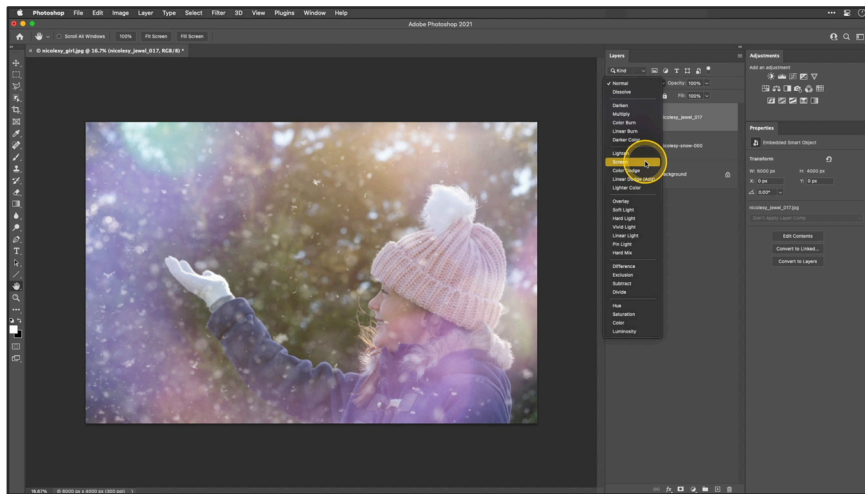


### 6.   De-saturate the Jewel overlay

In the **Adjustments panel**, add a BLACK & WHITE adjustment layer. Then, press and hold the OPT (MAC) or ALT (WIN) key and hover in-between the Black & White adjustment and Jewel overlay layer. When the icon changes, **click** to clip this layer so the adjustment layer only affects the layer below it.

**PROJECT 02**: SNOWY PORTRAIT

### 7.   Add warmth to the Jewel overlay

In the Adjustments panel, add a Photo Filter adjustment layer. Then, press and hold the **OPT (MAC)** or **ALT (WIN)** key and hover in-between the Photo Filter adjustment and Black & White adjustment layer. When the icon changes, **click** to clip this layer so the adjustment layer only affects the overlay layer.

Next, in the **Properties panel**, increase the **DENSITY** slider to **77%**.
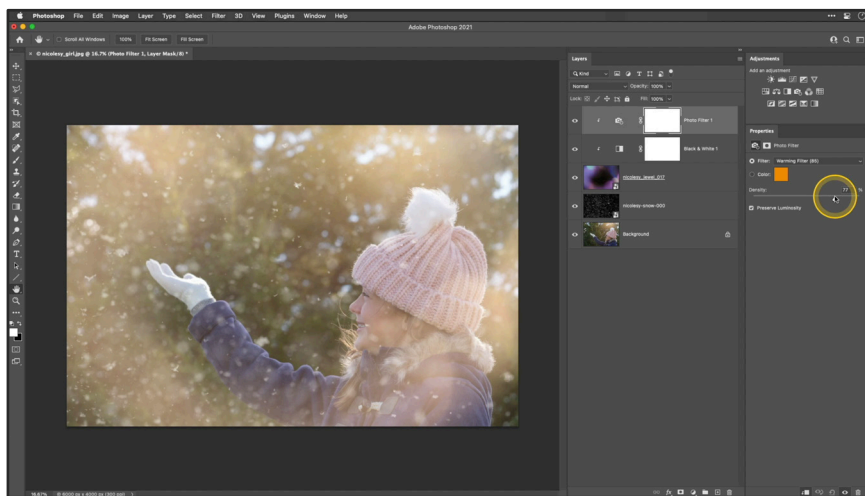


## FINISHING TOUCHES

### 8.   Add a split toning effect

In the **Adjustments panel**, add a **COLOR BALANCE** adjustment layer. In the **Properties panel**, set the **Tone** to **SHADOWS**, then decrease the **CYAN/RED** slider to **−21** and increase the **YELLOW/BLUE** slider to **+30**. Now, set the **Tone** to **HIGHLIGHTS**, then decrease the **MAGENTA/GREEN** slider to **−11** and the **YELLOW/BLUE** slider to **−19**.
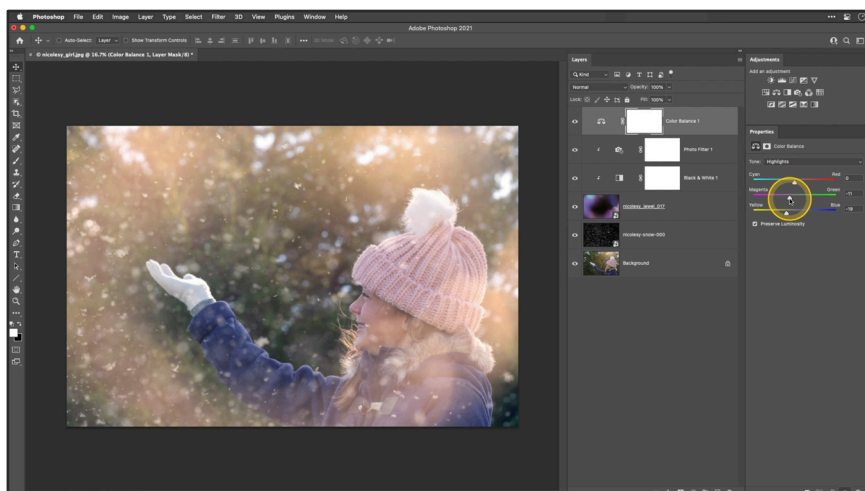
### 9. Add a LUT file

In the **Adjustments panel**, add a COLOR LOOKUP adjustment layer. Then, use the **3DLUT File** drop-down and select CRISP_WINTER.LOOK. Next, in the **Layers panel**, set the OPACITY of this new layer to 50%.
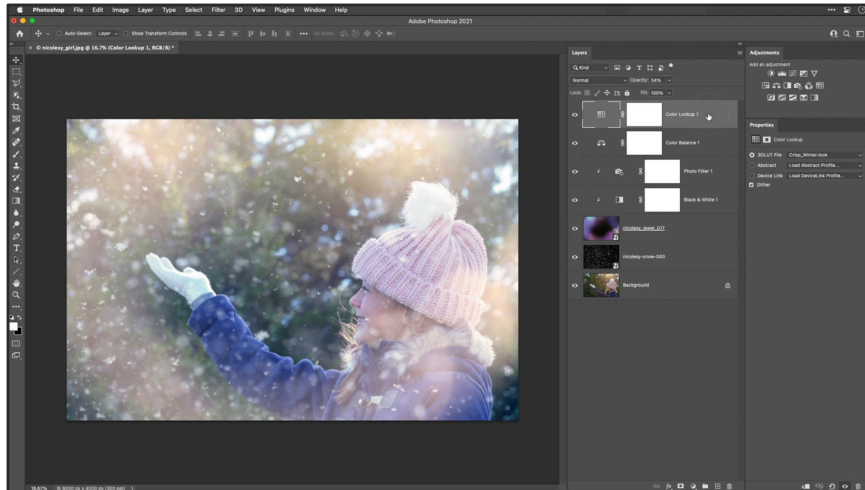


### 10. Add an Orton Effect

With the top layer active, create a new stamped layer using the keyboard shortcut CMD + OPT + SHIFT + E (MAC) or CTRL + ALT + SHIFT + E (WIN). Next, go to FILTER > BLUR > GAUSSIAN BLUR. Set the **Radius** to around 30 PIXELS, and click **OK**. Then, set the **Blend mode** to OVERLAY and the **Opacity** of this new layer to 50% to add a finishing glow to this image.
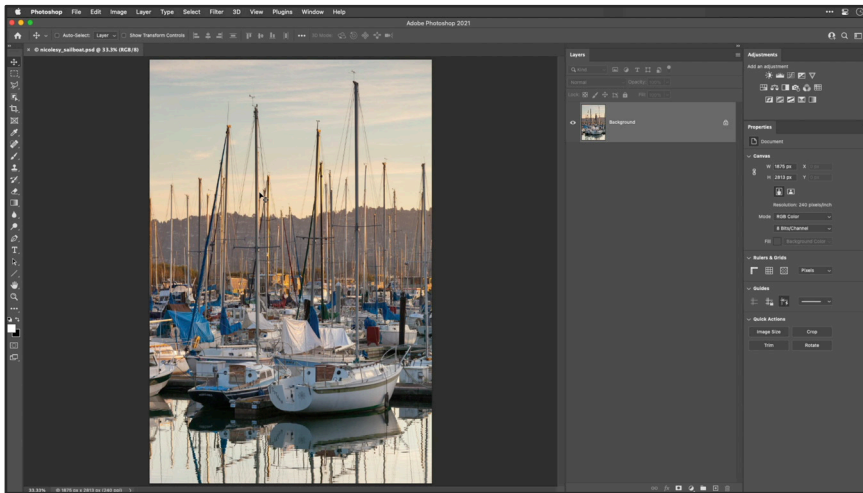
PHOTOSHOP
VIRTUAL SUMMIT 3
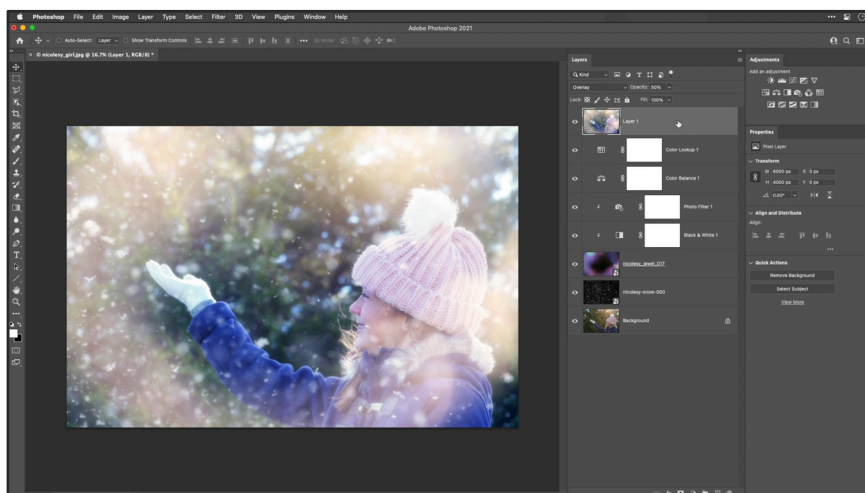
PROJECT 03

# SAILBOAT OIL PAINTING
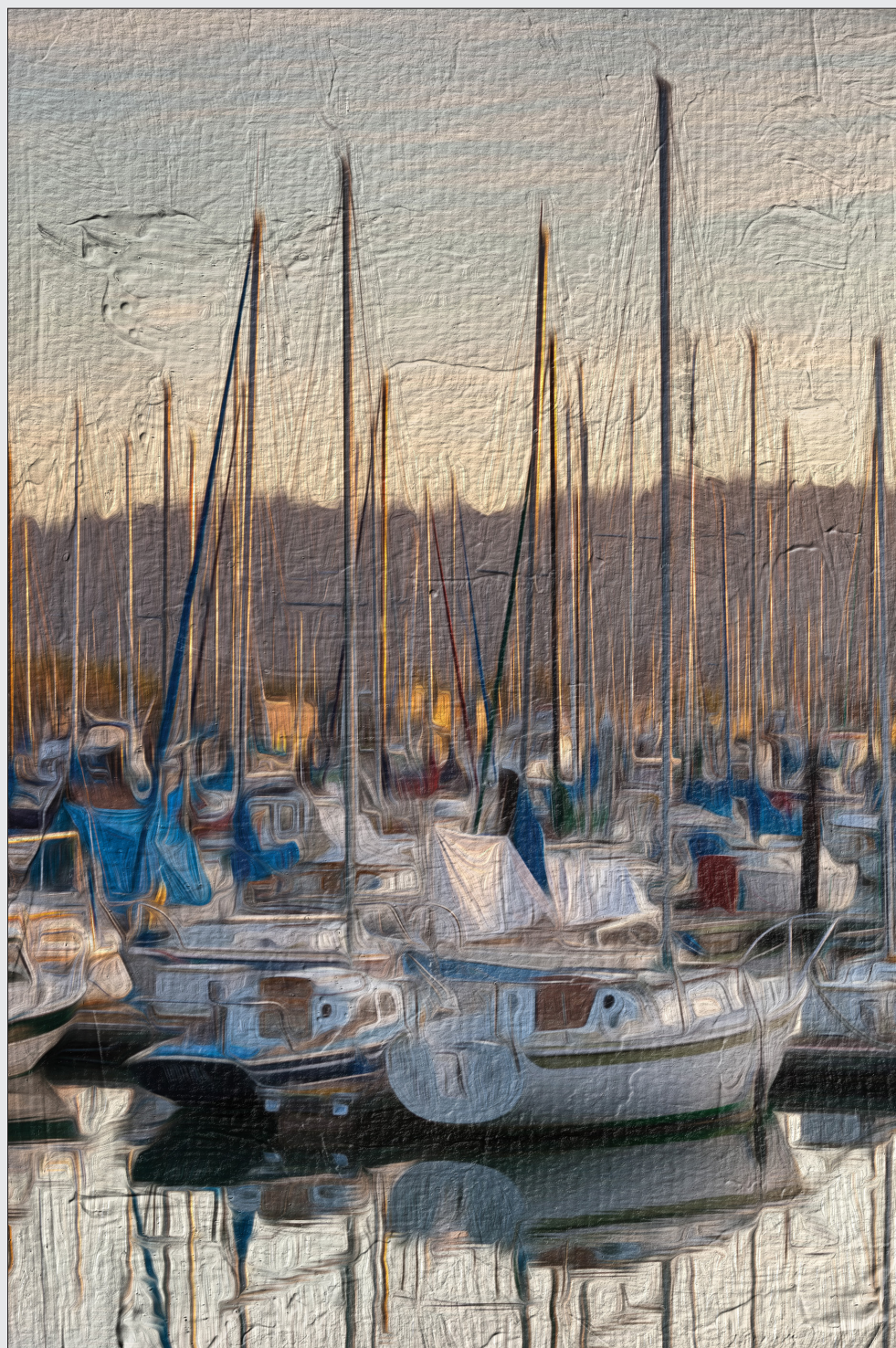
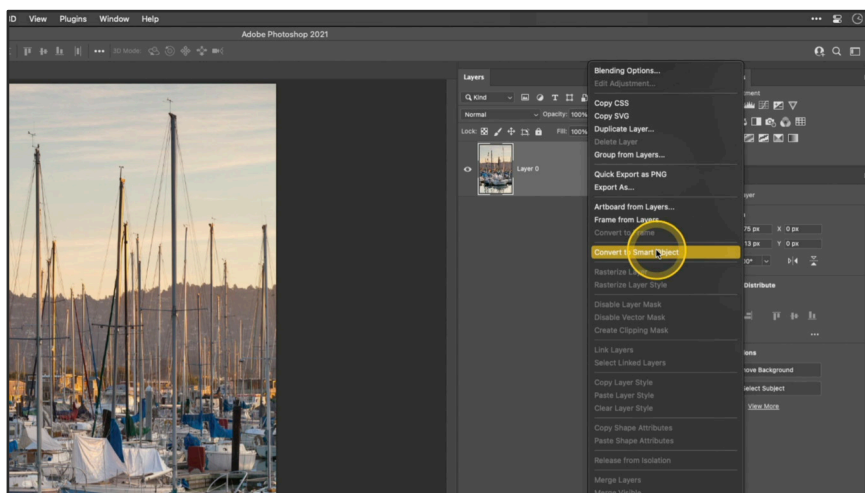## ADD THE OIL PAINT EFFECT

### 1. Open the project file

Access the **NICOLESY_SAILBOAT.PSD** file and open it into Photoshop.



### 2. Convert the layer to a Smart Object

In the **Layers panel**, unlock the Background layer by clicking once on the **LOCK ICON**. Then, right-click over the blank space of the layer (not the thumbnail or name of the layer) and select **CONVERT TO SMART OBJECT**.

### 3.    Add the Oil Paint filter

In the menu, go to **FILTER > STYLIZE > OIL PAINT**. Set the **Stylization**, **Cleanliness**, and **Bristle Detail** to **10.0**, the **Scale** to **6.3**, the **Lighting Angle** to **21º** and the **Shine** to **1.3**. Then, click **OK**.
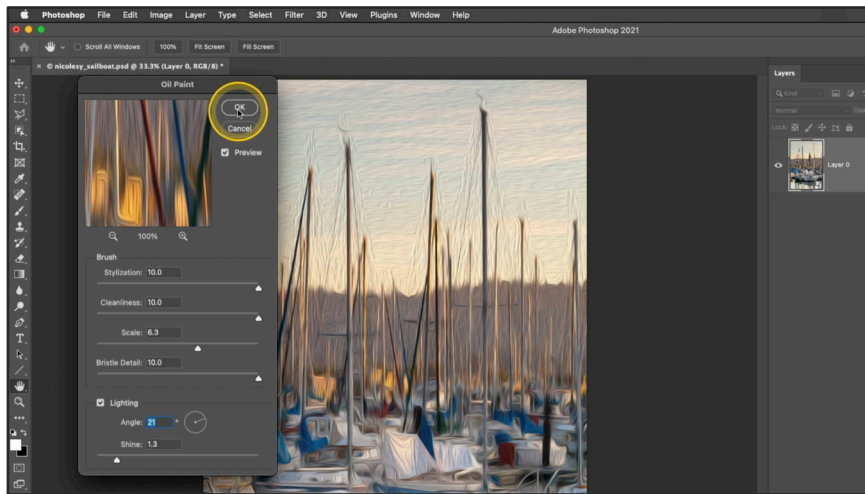


## ADD THE OVERLAY

### 4.    Add the Artist's Surface overlay

Access the folder of project files and locate the **NICOLESY_ARTISTSSURFACE_24.JPG** file. Drag and drop this file over the opened image in Photoshop. **Resize** and **rotate** the overlay while holding the **SHIFT** key to fit the document. Then, press the **Return** or **Enter** key to add it to the layers panel as a Smart Object.
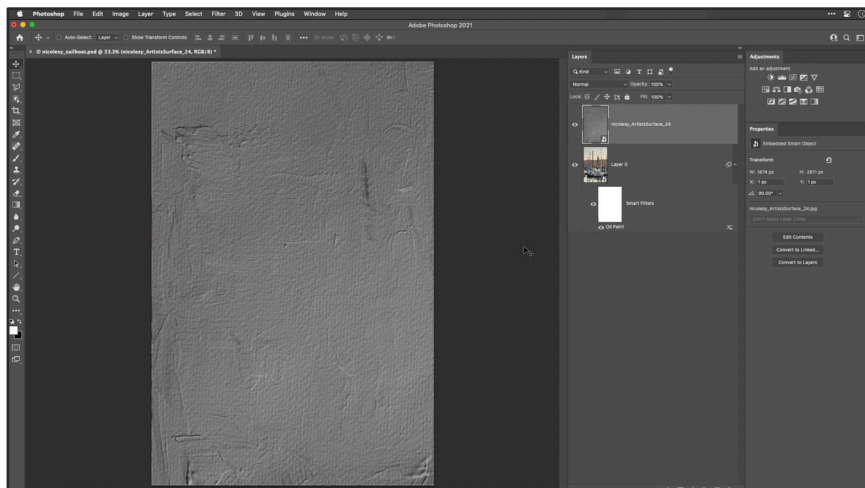
## 5.   Blend the overlay

Make sure that the overlay layer is active in the Layers panel. Then, change this layer's **Blend mode** to **HARD LIGHT**. You now have an oil-painted sailboat image!
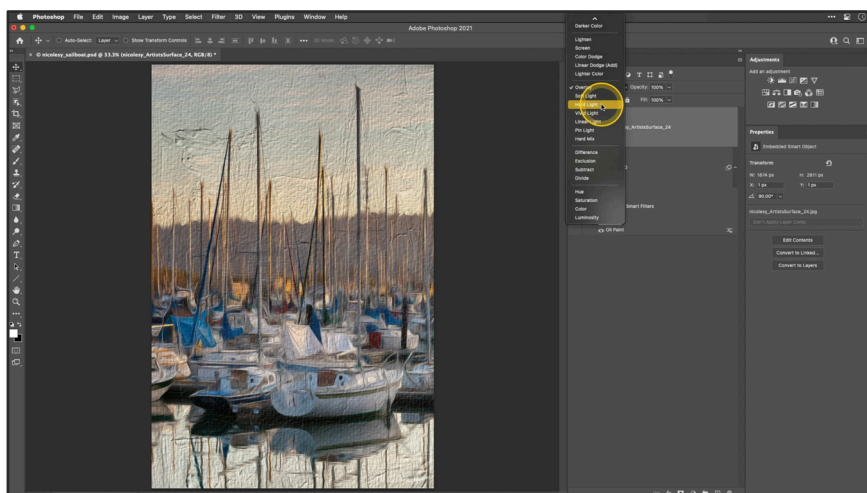
# KEYBOARD SHORTCUTS

| DESCRIPTION | MAC | WINDOWS |
| --- | --- | --- |
| Add inverted mask | Opt | Alt |
| Zoom In | Cmd + | Ctrl + |
| Zoom Out | Cmd - | Ctrl - |
| Subtract from selection | Opt | Alt |
| Fill with background color | Cmd Delete | Ctrl Backspace |
| Deselect | Cmd D | Ctrl D |
| Brush tool | B | B |
| Move tool | V | V |
| Toggle visibility of other layers | Opt Eyeball | Alt Eyeball |
| Crop tool | C | C |
| Keep transformed image centered | Opt | Alt |
| Save your file | Cmd S | Ctrl S |
| Transform | Cmd T | Ctrl T |
| Transform disproportionately | Shift | Shift |
| Create a clipping mask | Opt | Alt |
| Merged & Stamped layer | Cmd Opt Shift E | Ctrl Alt Shift E |

## Nicole S. Young

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Use the link below to access FREE textures, overlays, and skies for sky replacements:

## FREE TEXTURES & OVERLAYS