Photoshop Tutorial - 'Quantum Framing'

We start with 5 photo :   desert.jpg
                                 clouds.jpg
                                 jetty.jpg
                                 model.jpg
                                 frame.jpg

Start
Open a new document.
Open the photo 'desert.jpg'.
Select the 'lasso tool' from the left side toolbar and select the three dead trees.
Edit>Fill - content aware.
Import into the main document - resize and position to suit.
Open the photo 'clouds.jpg' and import it into the main document.
Resize to fit the image.
Click the 'Add layer mask' icon at the bottom of the 'layers window'.
Click the 'Gradient tool' on the left side toolbar, make sure it's on 'black to white' and 'linear'.
Click just below the start of the clouds and drag down a touch.
Reposition to suit.
Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select
'Hue/Saturation' attach it to the layer by 'Alt+clicking' between them.
Reduce 'Hue to -180' and 'lightness' to about -40.

Jetty
Open the photo 'jetty.jpg' and import it into the main document.
Resize to suit.
Pull down the top 'adjustment handle' to squash the image (makes it look longer).
Edit>Transform>Perspective.
Pull in the top left 'adjustment handle' to squash the top of the image (makes it look even longer).
Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select
'Hue/Saturation' attach it to the layer by 'Alt+clicking' between them.
Reduce 'Hue to -154' and 'lightness' to about -40.

Model (nice bum)
Open the photo 'model.jpg.'
Use the 'quick selection tool' or 'select subject' to select the model.
Click 'select and mask'.
'Feather' by 1 pixel, 'Shift Edge' to -12 and click 'decontaminate Colours'.
Import the 'cutout' into the main document.
Move it to the top of the 'layers stack'.
Resize and position to suit.
Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select
'Hue/Saturation' attach it to the layer by 'Alt+clicking' between them.
Reduce 'lightness' to about -40.
Click the 'create new layer' icon at the bottom of the 'layers window'.
With a soft black brush paint it a shadow under the model's feet - reduce 'opacity' to suit.
Select the 'model layer' and make a copy by pressing 'Ctrl+j'.
Select the bottom 'model layer' and using the 'top move handle' turn him upside down and position
it to be a shadow.

Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select 'Hue/Saturation' attach it to the layer by 'Alt+clicking' between them.
Reduce 'lightness' to about -100.
Filter>Blur>Gaussian Blur - about 10ish
Click the 'Add layer mask' icon at the bottom of the 'layers window'.
Select the 'Gradient tool' - black to transparent - at about 70% opacity and draw from the bottom to the top of the shadow - reduce 'opacity' to suit.

Quantum Frame
Open the photo 'frame.jpg'.
Use the 'polygonal lasso tool' to select the frame then press 'Ctrl+j' to place it onto it's own layer.
Import the 'cutout' into the main document.
Use the 'resize' handles to make the frame square.
Rotate the frame by 90 degrees (hold down the 'shift' key while turning).
Resize to suit.
Layer> Layer Style>Blending Options (or double click the Layer).
Select : Stroke.
Size : 50.
Position : Outside.
Blending Mode : Normal.
Opacity : 100.
Colour : Light Blue.
OK.
Right click, just to the right of 'stroke' in the layer and select 'create layer'.
Click 'add a layer mask' on both layers.
Select the 'layer mask' on the 'frame layer'.
With a soft black brush remove the bottom of the frame.
Select the 'layer mask' on the 'frame glow layer'.
With a soft black brush remove the glow from the outside and the bottom of the frame.
Select the 'frame layer'.
Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select 'Hue/Saturation' attach it to the layer by 'Alt+clicking' between them.
Reduce 'lightness' to about -60.
Layer>Merge Down.
Layer>Merge Down - Apply the layer masks.
Make two copies of this layer by pressing 'Ctrl+j' twice.
Select the top copy and resize to suit.
Select the bottom copy and resize to suit.

Glow
Select the 'model' layer
Click the 'Create new layer' icon at the bottom of the Layers Window and attach it to the layer by 'Alt+clicking' between them.
Move it up one, so it is above the 'Hue/Saturation layer'.
Select the 'foreground colour' and make it the same blue as is inside the 'frames'.
With a soft blue brush paint in the glow around the model.
Change 'blending mode' to 'soft light' and reduce 'opacity' to suit.
Do the same with the 'jetty layer'.

Finishing
Select the top layer.

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Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select 'Gradient Map' - select a black to white gradient - change the 'blending mode' to 'soft light' - reduce 'opacity' to suit (round about 30%).
Click the 'Create new fill or adjustment layer' icon at the bottom of the 'Layers window' and select 'levels' - move the black and white pointers in a touch.
Click the 'create new layer' icon at the bottom of the 'layers window' and move it to the top of the 'layers stack'.
With a soft black brush at 20% opacity - paint in a vignette (keep to the shape of the frames).
Select the 'foreground colour' and make it a lighter blue than the inside the 'frames'.
With a soft blue brush at 10% opacity, paint in a glow from the lights.