

Photoshop Tutorial - 'Barn Ballet'

We start with 2 photo's : [factory.jpg](#)
[ballerina.jpg](#)

and 1 brush set (need to find and download one of the many available from the internet)

Start

Open a new document.

Open the photo 'factory.jpg'.

Select the 'Lasso Tool' and select the main window.

Edit>Fill>Content Aware.

Do the same with the smaller window.

Import this layer into the main document.

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', adjust to about : Saturation -50 Lightness -50.

Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select 'Levels', adjust to suit

Ballerina

Open the photo 'ballerina.jpg'

Select the 'Magic Wand Tool' and select the background

Select>Invert

Use the 'Polygonal Lasso Tool' to select the bottom of the dress (hold down 'Shift' to add to selection).

Import this layer into the main document.

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', adjust to : Lightness -50.

Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select 'Levels', adjust to suit

Light Beams

Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select 'gradient', this will bring up the 'Gradient Fill' window.

Click the 'Gradient Bar' at the top to bring up the 'Gradient Editor' and select the 'red to green' gradient.

Click the 'Gradient Bar' (red and green) again.

Change 'Gradient Type' to be 'noise'.

Change 'Colour Mode' to be 'HSB'.

Click the box to 'Restrict Colours'.

Decrease the 'S' (saturation) slider to zero.

Click 'Randomise' several times until you get an even spread of grey lines.

Click 'OK'.

Back in the 'Gradient Fill' window change 'style' to be 'Angle'.

Click 'OK'.

Change the 'blending mode' to 'screen'.

Double click the 'gradient' layer to bring back up the 'Gradient Fill' window.

Move the centre of the 'beams' to just above the skylight.

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Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select 'Levels' - attach it to the 'Gradient Layer' by 'Alt+Clicking' between them - move the 'black' and 'white' pointer in to the 'bump' to increase the contrast, use the middle pointer to increase the 'beam'. Click the 'Create Layer Mask' icon at the bottom of the Layers Window.

With a soft black brush paint away the beams not required.

Use the 'Polygonal Tool' to select the part of the wooden beam that should be in front of the light beams - paint black into the selection.

Flare and Dust

Click the 'Create new layer' icon at the bottom of the Layers Window and move it to the top of the 'Layers Stack'.

Use the 'Bucket Fill' tool from the left toolbar to fill this layer with black.

Change 'blending mode' to 'Screen'.

Filter>Render>Lens Flare - select the '50-300mm zoom' and move the flare to the approximate position.

Resize and position flare in the skylight - remove the lens flares reflections by painting black over them.

Click the 'Create new layer' icon at the bottom of the Layers Window and move it to the top of the 'Layers Stack'.

Select the 'Brush Tool' open the 'options' by clicking the little 'cog' icon.

Select the 'Load Brushes' option - select the downloaded 'dust.abr' file.

Select a large dust brush.

With a white brush stamp dust into the light beams.

Do this again with a smaller dust brush.

Finishing

Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select 'Gradient Map' - select black to white - change the 'blending mode' to 'soft light' - reduce 'opacity' to suit.

Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select 'Photo Filter' - select the 'Warming Filter (85)' - adjust density to suit.

Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select 'Levels' - move the 'black' and 'white' pointer in a touch to increase the contrast.