

## Photoshop Tutorial - 'Harley Quinn'

We start with 4 photo : [building.jpg](#)  
[field.jpg](#)  
[tracks.jpg](#)  
[tree.png](#)  

---

[car.png](#)  
[harley quinn.png](#)

### Start

Open the photo 'building.jpg'.  
Make a copy of this layer by pressing 'Ctrl+j'.  
Turn off the bottom layer by clicking it's 'eye' icon.  
Select the top layer.  
Use the 'Polygonal Lasso' tool to select the bottom wall.  
Press 'Delete' to remove it.

### Grass

Open the photo 'field.jpg'.  
Use the 'Rectangular Marquee' tool to select the field and import it into the main document.  
Place the selection on it's own layer by pressing 'Ctrl+j' and import it into the main document.  
Edit>Transform>Flip Horizontal.  
Resize and position to cover the concrete floor.  
Edit>Transform>Skew - to line it up with the opening.

### Moss

Open the photo 'field.jpg'.  
Use the 'Rectangular Marquee' tool to select the field and import it into the main document.  
Place the selection on it's own layer by pressing 'Ctrl+j' and import it into the main document.  
Make another copy of this layer by pressing 'Ctrl+j'.  
Turn off the top layer by 'clicking' it's 'eye' icon and select the lower layer.  
Resize and position to cover the concrete wall.  
Change the 'blending mode' to be overlay and reduce 'opacity' to about 60%.  
Click the 'Add Layer Mask' icon at the bottom of the layers window.  
With a soft black brush remove the unwanted parts and blend into the 'field'.  
Use the top layer to do the same with the roof.

### Outside

Open the photo 'tracks.jpg'.  
Use the 'Polygonal Lasso' tool to select the tracks and import it into the main document.  
Resize and position it at the centre bottom.  
Edit>Transform>Skew - to line it up with the opening.  
Click the 'Add Layer Mask' icon at the bottom of the layers window.  
With a soft black brush remove the unwanted parts and blend into the 'field'.  
Click the 'Create new fill or adjustment layer' icon at the bottom of the 'layers window' and select 'hue/saturation'.  
Attach this layer to the 'tracks' layer by 'Alt+clicking' between them.  
Adjust 'lightness' until it blends it with in 'field' - about -16 should do it.  
Open the photo 'tracks.jpg'.  
Use the 'Rectangular Marquee' tool to select the top half of the photo and import it into the main document.  
Move this layer to be below the 'building' layer.

## South Shields Digital Group - Tutorial

Resize and position to be the outside.

Click the 'Create new fill or adjustment layer' icon at the bottom of the 'layers window' and select 'hue/saturation'.

Attach this layer by 'Alt+clicking' between them.

Adjust 'lightness' until it blends it with in 'field' - about -25 should do it.

### **Tree**

Open the photo 'tree.png'.

Use the 'Polygonal Lasso' tool to select the centre of the tree and import it into the main document.

Resize and position it at the left side.

Click the 'Add Layer Mask' icon at the bottom of the layers window.

With a soft black brush remove the unwanted parts.

Click the 'create new layer' icon at the bottom of the layers window.

Attach it to the 'tree' layer by 'Alt+clicking' between them.

With a soft black brush at 20% paint in some shadows.

### **Car**

Open the photo 'car.png' and import it into the main document.

Resize and position on the track.

Click the 'Add New Layer' icon at the bottom of the layers window and move it to be just under the car layer.

With a black soft brush paint in the car shadow - reduce 'opacity' to 50% for the lighter shadow.

Click the 'Create new fill or adjustment layer' icon at the bottom of the 'layers window' and select 'brightness/contrast'.

Attach this layer by 'Alt+clicking' between them.

Reduce 'brightness' to about -40.

Click the 'Add New Layer' icon at the bottom of the layers window and move it to the top of the layers stack.

Attach this layer by 'Alt+clicking' between them.

With a black soft brush at 20% opacity paint in the car shading.

### **Model**

Open the photo 'harley quinn.png' and import it into the main document.

Resize and position on the track.

Click the 'Create new fill or adjustment layer' icon at the bottom of the 'layers window' and select 'brightness/contrast'.

Attach this layer by 'Alt+clicking' between them.

Reduce 'brightness' to about -90.

Click the 'Create new fill or adjustment layer' icon at the bottom of the 'layers window' and select 'hue/saturation'.

Attach this layer by 'Alt+clicking' between them.

Reduce 'saturation' to about -25.

Click the 'Add New Layer' icon at the bottom of the layers window and move it to be just under the 'model' layer.

With a black soft brush paint in the models shadow - reduce 'opacity' to 50% for the lighter shadow.

Highlight the 'brightness/contrast' layer and select the 'layer mask'.

With a soft black brush paint around the model to give her a backlit glow.

### **Lighting**

Click the 'Add New Layer' icon at the bottom of the layers window and move it to the top of the layers stack.

With a soft 'just not white' brush - stamp in the sun.

## South Shields Digital Group - Tutorial

Click the 'Add New Layer' icon at the bottom of the layers window and move it to the top of the layers stack.

With a 'just not yellow' brush set at 20% opacity paint in the sunlight.

Move both these layers to be just below the model layer.

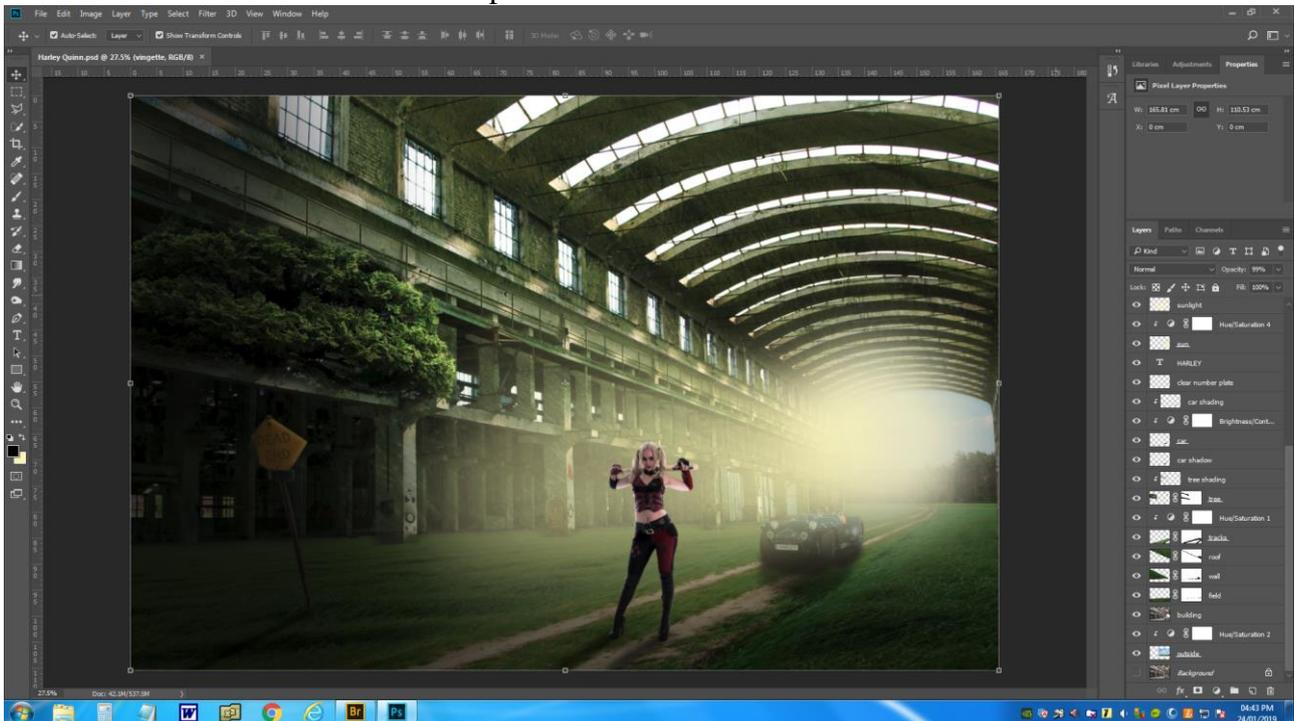
Click the 'Add New Layer' icon at the bottom of the layers window and move it to the top of the layers stack.

With a black brush set at 20% opacity paint in a vignette on the left side and bottom .

### Finishing

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 20%).

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.



# South Shields Digital Group - Tutorial

