



On the FileSilo

Download your free resources at www.filesilo.co.uk/photoshopcreative

Essentials

Works with



Elements CS CC

What you'll learn

How to use filters and adjustment layers to create cool compositions

Time taken
2 hours

Expert

Daniel Sinoca



"I absolutely love working with the Liquify filter. It is such a powerful tool and can be incredibly useful, especially in projects where I need to reshape images or retouch certain photos.

"I started to get involved in the digital world more than 10 years ago and have been working as a freelance artist ever since, creating all kinds of multimedia projects and tutorial guides."

Reshape with the Liquify filter

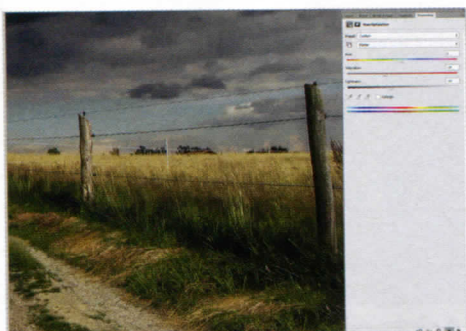
Learn new tricks and tips to create a cool photomontage using the Liquify filter and adjustment layers

Photoshop ships with several filters that are perfect for creating amazing effects. In many cases all that is required is the hit of a button or two to create a work of wonder, but sometimes we need to give a little hand and use our creativity to get the job done.

In this tutorial you'll learn how to use the Liquify filter to create a wet effect that is washing away the stripes from a zebra. The effect is fairly simple, but you'll need to be a little patient when creating the drips. We recommend you check the 'What

can go wrong' box to learn how to create them in the right way before you start.

You'll also learn basic techniques, such as how to use adjustment layers to make colour corrections and enhance tones, as well as how to use layer masks to blend the images. Finally you'll learn how to create brushes and make a realistic rain effect using only filters. There are so many tricks and tips in this tutorial that you can apply to your own projects. For now, download the supplied images from the FileSilo and get started.



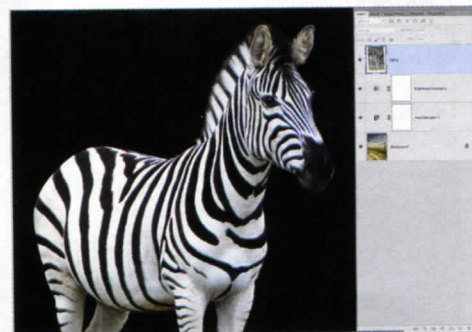
Prepare the background

01 Go to File>Open 'Background.jpg' (Cmd/Ctrl+O). Adjust the layers by going to Layer>New Adjustment Layer>Hue/Saturation. Set the Saturation: -30 and Lightness: -20. Now go to Layer>New Adjustment Layer>Brightness/Contrast. Set Brightness to -10 and Contrast to 30.



Place the zebra

02 Go to File>Place 'Zebra.jpg'. Go to Layer>Rasterize>Smart Object (Elements users: choose Simplify). Grab the Pen tool (P) (Elements users: use the Polygonal Lasso tool) and create a path around the zebra. On the options bar, choose Make Selection and click OK.

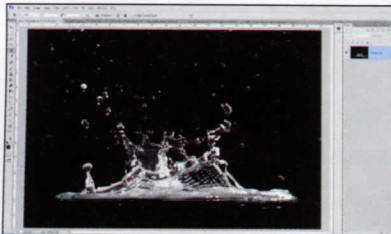


Edit with Refine Edge

03 Go to Select>Refine Edge. Check Smart Radius, and set Radius: 2 pixels, Smooth: 5, Feather: 0.5 pixels, Contrast: 0, and Shift Edge: -20, then click OK. Duplicate the Zebra Copy layer and name it Zebra Filter. Click on the layer mask thumbnail, go to Layer>Layer Mask>Apply.

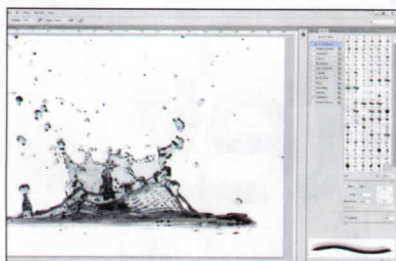
Expert edit

Create realistic droplets



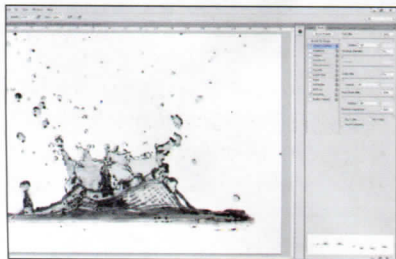
Open the image

01 Go to File>Open 'water-drops.jpg'. Hit Cmd/Ctrl+I to invert the image. Now open the Levels command (Cmd/Ctrl+L). Set the input levels to 0, 0.50,255 then hit OK.



Make the brush

02 To create the brush go to Edit>Define Brush Preset. Name your brush and hit OK. Grab the Brush tool (B) and hit F5. Find the new brush and click it.



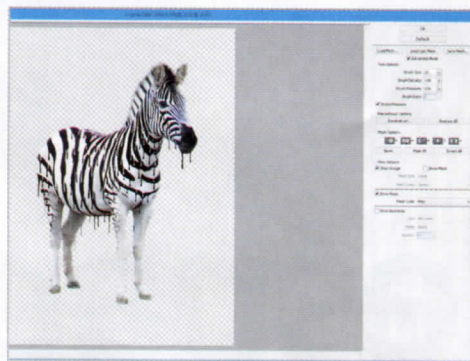
Adjust the tip shape

03 Check the Spacing box and set it to 200%. Now click Shape Dynamics. Set Size Jitter: 100%, Minimum Diameter: 0%, Angle Jitter: 0% and Roundness Jitter: 0%.



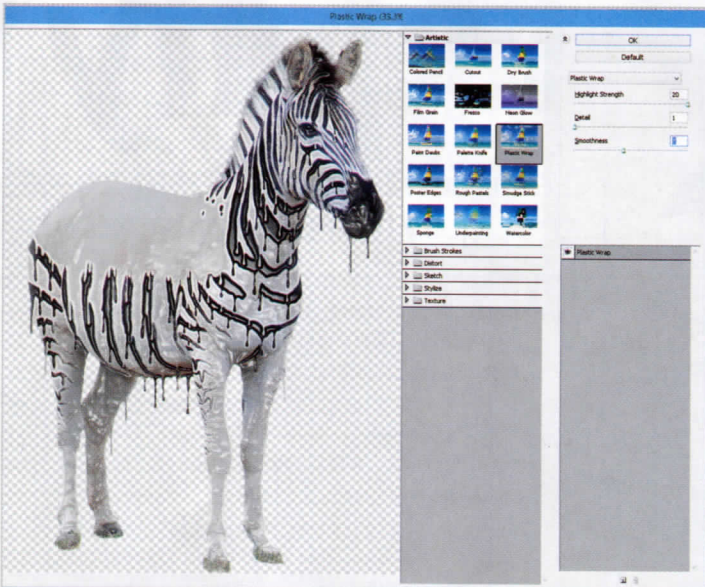
Scatter

04 Set Scatter: 400%, Count: 2 and Count Jitter: 45%. Create a new layer on top of the Wet layer. Change the Foreground colour to white and paint the water drops.



Liquify some drips

04 Hold Cmd/Ctrl and click over the Zebra Droplets layer's thumbnail to select it. Go to Filter>Liquify. Grab the Forward Warp tool (W). Vary the brush size, and set Density: 100 and Pressure: 100. Patiently start creating small drips by pushing down the stripes.

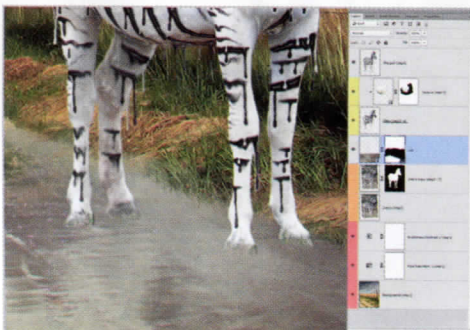


Add texture

05 Go to File>Place 'Texture.png'. Resize and use Warp Mode to adjust the image, then hit Return/Enter. Clip the layers by pressing Opt/Alt+Cmd/Ctrl+G. Create a layer mask, go to Layer>Layer Mask>Reveal All. Grab the Brush tool (B) and mask the bottom area to reveal the stripes.

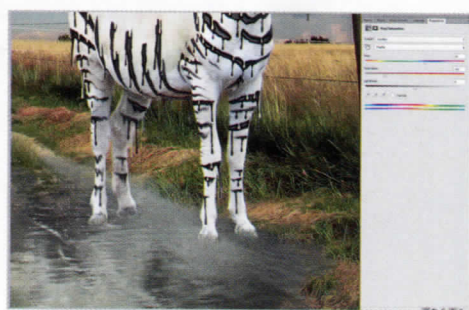
Apply a filter

06 Now hold Shift and select the Texture and Zebra Droplets layers. Duplicate the layers (Cmd/Ctrl+J) then merge (Cmd/Ctrl+E). Open the Filter Gallery. Go to Filter>Filter Gallery>Artistic>Plastic Warp. Set Highlight Strength: 20, Detail: 1, and Smoothness: 7 then hit OK. Change the blending mode to Lighten and Opacity to 50%.



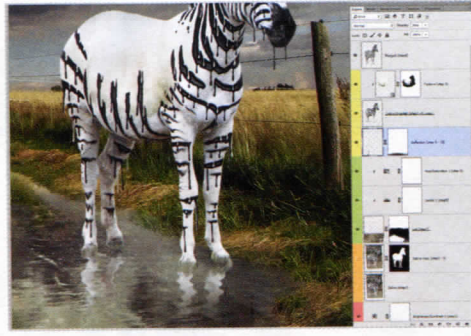
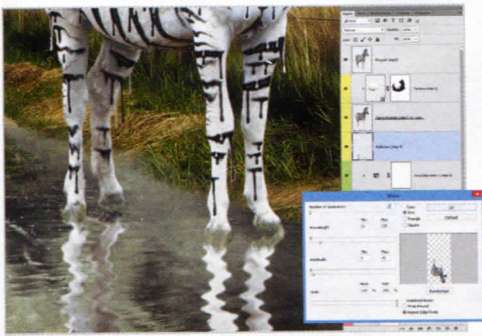
Create the puddle

07 Go To File>Place 'Wet.jpg', scale and hit Return/Enter. Now create a layer mask. Drag the layer and place it under the zebra. Go to Layer>Layer Mask>Reveal All. Grab a soft tip brush (B). Set the brush Opacity to 50% and paint around the edges to blend the image with the background.



Add adjustment layers

08 Let's add an adjustment layer over the puddle. Go to Layer>New Adjustment Layer>Levels. Check 'Use previous layer to create clipping mask' and hit OK. Set the Input levels to 30, 0.75 and 215. Now add the Hue/Saturation adjustment layer and set the Hue to +20 and Saturation to -60.



Create the reflection

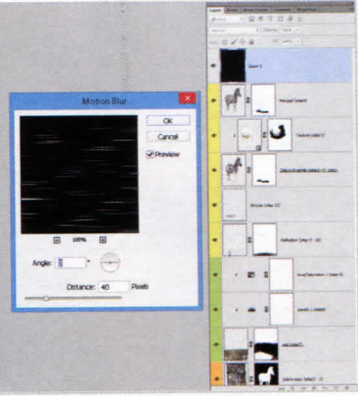
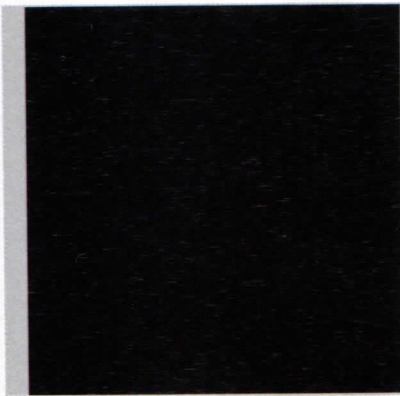
09 Duplicate the Zebra Droplets layer (Cmd/Ctrl+J), name it Reflection. Go to Edit>Transform>Flip Vertical. Place and adjust it under the Zebra Droplets layer. Set the layer's Opacity to 80%. Go to Filter>Distort>Wave. Choose Type: Sine, set Number of Generators to 5, then hit OK.

Apply more filters

10 Go to Filter>Blur>Gaussian Blur. Set the Radius to 3 pixels and click OK. Now add a layer mask (Layer>Layer Mask>Reveal All). Grab a large soft tip brush (B), set the brush's Opacity to 50% and gently paint over the mask to create a gradual transition with the puddle.

Make the stripes

11 Click on the Zebra Droplets layer. Grab the Magic Wand tool (W). Set Tolerance: 50, uncheck the Contiguous box and select the black stripes. Hit Cmd/Ctrl+J and name it Stripes. Hit Cmd/Ctrl+T and adjust perspective. Push the stripes away using the Liquify filter. Change the blending mode to Overlay.



Add the rain

12 Create a new layer on top of the layer stack and name it Rain. Fill with black. Go to Filter>Pixelate>Mezzotint. Choose Type: Medium Strokes and hit OK. Now go to Filter>Blur>Motion Blur. Set Angle: 0 and Distance: 40 pixels, then hit OK. Rotate the image and change the blending mode to Screen.

Make final touches

13 Let's make some colour corrections to finish things off. Create a snapshot by hitting Shift+Cmd/Ctrl+Opt/Alt+E. First apply a Photo Filter adjustment layer. Choose Filter: Deep Blue. Now apply a Levels adjustment layer. Set the Input Levels to 10, 0.90 and 252.

What can go wrong

The water drips

There are quite a few ways to use the Liquify filter, but here we created the water drips by pushing and reshaping the pixels. To do this, first hit Z and zoom in close to the stripes. Grab the Forward Warp tool (W), set the Brush Density and Pressure to 100, and choose a small brush size. Place the cursor over the stripes and gently start pushing the pixels down to create the trails. Now vary the brush size and start pushing sideways inward to make the trails thinner. Try to create a kind of drop shape at the end.

