



➔ PHOTOSHOP

DISPLACEMENT EFFECTS

Former *Computer Arts Graduate Showcase* entrant Pete Harrison uses *Photoshop's* Displacement filter creatively to modify a photograph, using a variety of shapes and Blending Modes to add extra depth and interest

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TIME NEEDED

5 hours

INFO



Pete Harrison recently graduated from The University of Plymouth where he studied MediaLab Arts. Since then he has become a freelance designer, working under his alias Aeiko, and formed his own clothing label called Funkrush. Find out more by visiting www.aeiko.net or www.funkrush.com.

➔ In this tutorial you will learn how to use a variety of filters and techniques to produce an image in an experimental style. It's a flowing work technique, and things will always change and blend into the image in different ways, so don't expect to recreate the exact image I have created here.

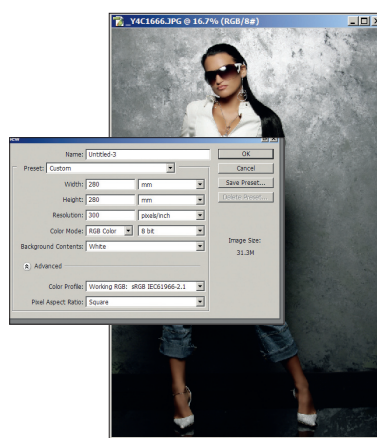
You'll need to think creatively and change things around until you think that it looks good and fits into this style. I will tell you how to do some of the techniques I use, and the tools for doing them, but it is you who will ultimately craft the image.

It's a good idea to get to know each filter individually, and know what you want to do to an image before you start applying them. It's fun to experiment and mess around with filters, but remember *Photoshop* is just a tool for visualising your artwork.

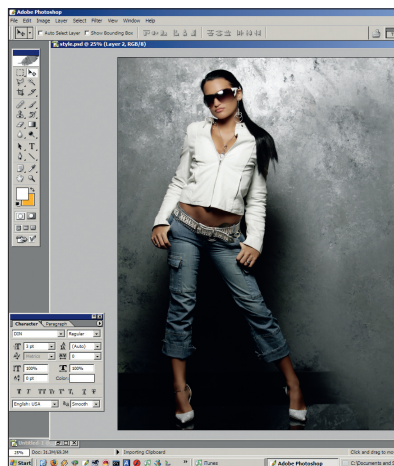
The techniques used in this tutorial can be applied to any image, but here you will use a photograph of a woman. You will use the Displace filter, apply different Displacement Maps and see how this affects your working canvas. You will also learn how to combine a few Blending Modes and colours mixed with shapes to fill the rest of the space and add to the image, giving a radical and abstract feel to some areas.

Finally, you will look at Layer Masking as an effective means of separating areas of each layer, creating different ways to combine colours. This tutorial will teach you techniques that can then be applied to other images and help you realise some of your ideas in other ways. It is good to experiment and think of new ways to blend, using different Displacement Maps and Layer Styles, for example. Most importantly of all, be creative and have fun.

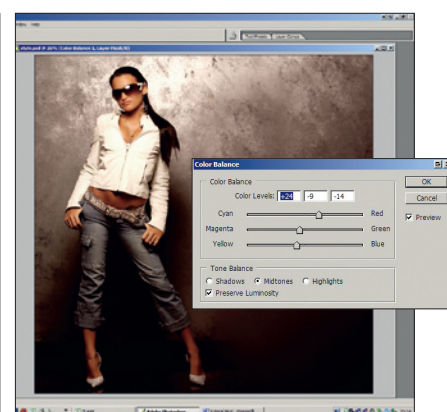
Illustration and tutorial by Pete Harrison
www.aeiko.net



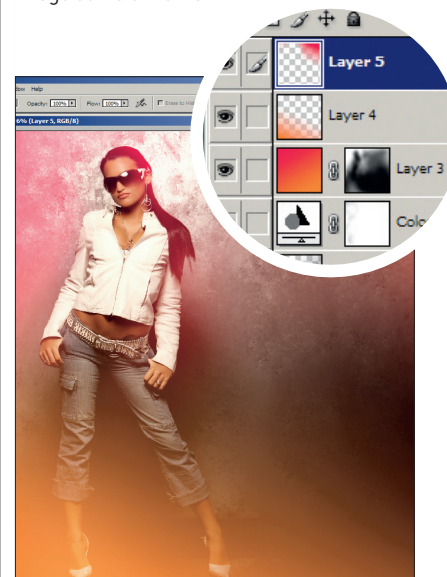
1 Start by setting up your canvas. Create a square transparent document in *Photoshop* and open the photograph named *original_image.jpg*, provided on the CD. Drag the photo onto the new canvas you have just created and resize the height of the photo so that it fits perfectly into the square canvas and place it on the far left.



2 You'll see straight away that the picture is too small for the canvas, so duplicate the layer and scale it by 200 per cent. Put this layer behind the original and to the right. Merge the layers and use the Clone Stamp tool at a low Opacity with a soft brush to conceal the merging line between them.



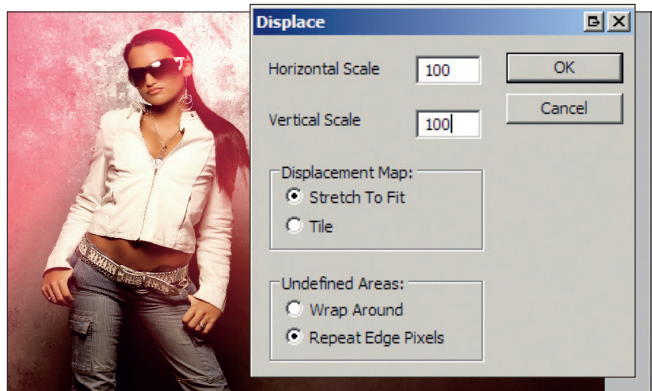
3 Create a new layer and fill it with a black/transparent gradient from the bottom right. Now use the Eraser tool to erase areas that overlap the model. Add a new Adjustment Layer for colour balance and add more Magenta, Red and a bit of Yellow to give the image some extra warmth.



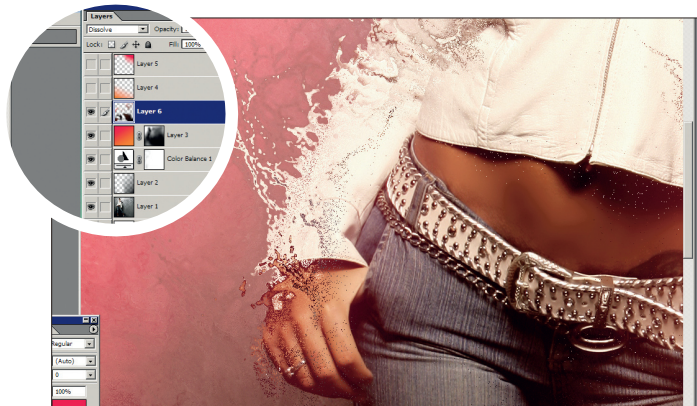
4 Create a new layer, fill it with a pink/orange diagonal gradient and set the Layer Mode to Screen. Go to Layer→Add Layer Mask→Reveal All and add black areas onto the mask in the areas you don't want the layer to affect. Repeat this several times. ➔



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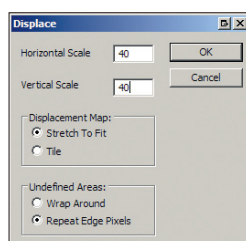
5 Copy Merged (Edit→CopyMerged) the whole canvas and paste it back on a new layer so that it becomes a separate layer. Open the AEIKO.psd files on the CD and save to your desktop. Now go to Filter→Distort→Displace. Set the Vertical and Horizontal Scale to 100 and make sure it is set to Stretch To Fit. Click OK. Select AEIKO001.psd from your desktop, and click OK again. Move the image to where you want it.



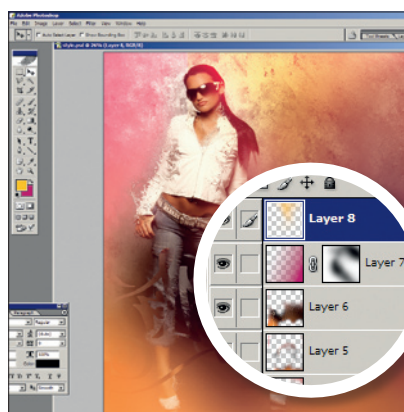
6 Set the Blending Mode of the layer to Dissolve and start erasing the sections you don't want the Displacement to affect. Repeat step 5, but this time use AEIKO002.psd. Set the Blending Mode of this layer to Lighten and mask or erase the sections you don't want to appear.

◎ LAYER STYLES

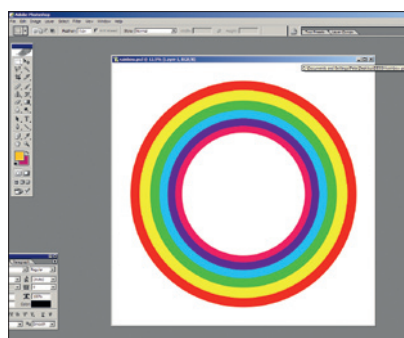
Photoshop's Blending Modes and Layer Styles have been mentioned several times in this tutorial. Double-clicking on a layer brings up the Layer Styles menu, which we have used here to add custom shapes and brush effects. It's always worth changing the Blending Mode, too, and seeing which effects you can come up with. Also try experimenting with different Opacities and colour overlays on your layers.



7 Time for the final Distort filter. Select Displace again and use AEIKO003.psd from the CD as the Displacement Map. This time set the Vertical and Horizontal Scale to 40 and keep it on Stretch To Fit. Keep the Blending Mode on Normal, but still erase parts you don't want using a soft eraser at low Opacity.



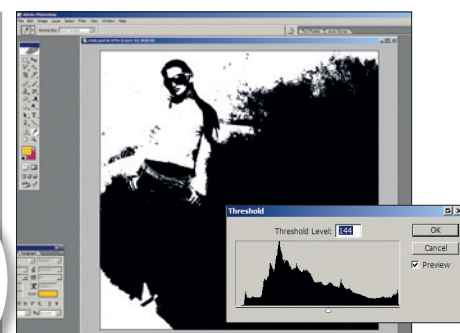
8 Create a new layer and add a Gradient set to Radial in yellow. Set the Blending Mode to Linear Burn and mask out some areas. Also do the same with a pink/purple colour, but place this on the right-hand side.



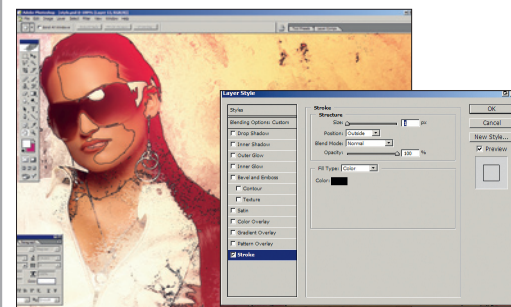
9 Make a large square transparent canvas. Use the Elliptical Marquee tool to make a red circle. Duplicate the layer, scale to 90 per cent. Add a yellow overlay. Repeat to create concentric circles as shown that decrease in size. Use a white overlay for the last one. Merge the layers, and delete the white circle.



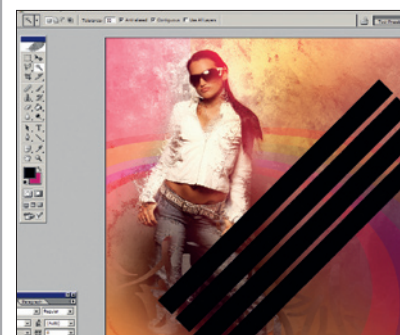
10 Select All and Edit→CopyMerged the circles layer. Drag it onto the canvas and select Edit→Transform→Perspective and Edit→Transform→Distort and change the angle so it sits behind the woman. Erase the overlapping section, set it to Overlay and give it a 20 per cent Opacity.



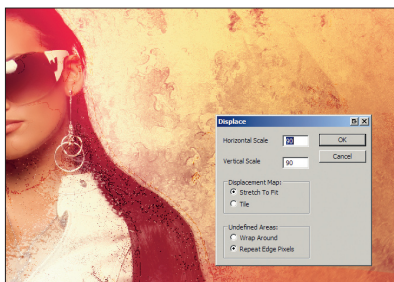
11 Now Select All and Copy the whole canvas into a new layer using the Copy Merged command, then go to Image→Adjustments→Threshold. Slide the marker to 144 and hit OK. Go to Select→ColourRange and use the Eyedropper tool to click on a white area of the image to select it.



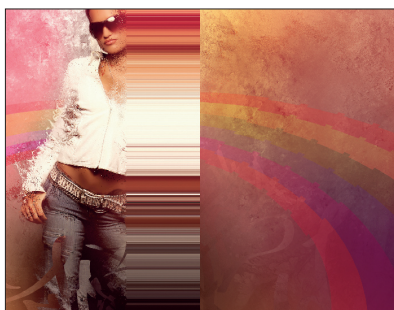
12 Copy the white area into a new layer and, under Blending Options, change the Fill to 0 per cent. Select the white, go to Layer→LayerStyle→Stroke, add a stroke of 1pt. Set the Blending Mode to Overlay, offset this slightly to the right and then delete the areas you're not happy with.



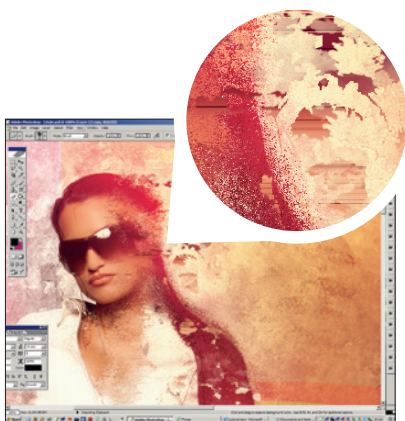
13 Create four black rectangles the same distance apart and then merge these layers. Rotate the layer 45 degrees. Hold down Shift and use the Magic Wand tool to select them all. Turn the visibility off for that layer, click on an old visible layer and Select All followed by Copy Merged and Paste. Now offset this new layer and repeat if you wish.



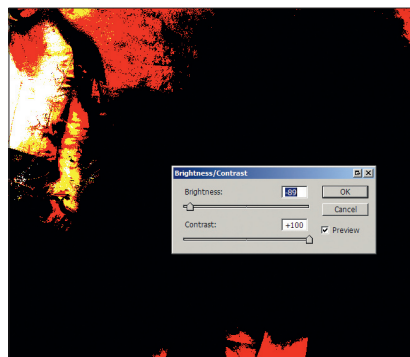
14 Now use the Selection tool to create a square selection before copying everything into a new canvas. Go to Filter→Distort→Displace and use AEIK0002.psd that's on the CD on 90 vertical and 90 horizontal scale. Delete any unwanted areas, and repeat this process with different parts of the canvas.



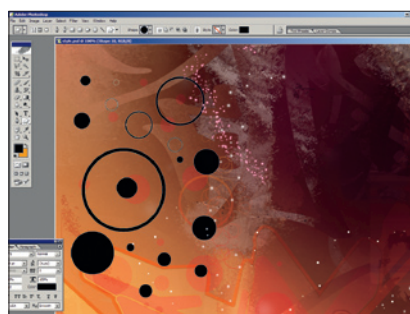
15 Use the single column Marquee tool and select a vertical line down on the canvas. Copy Merged and Paste back in. Now go to Edit→Transform→Scale and drag the middle selection point to the right at about 20 per cent of the canvas size.



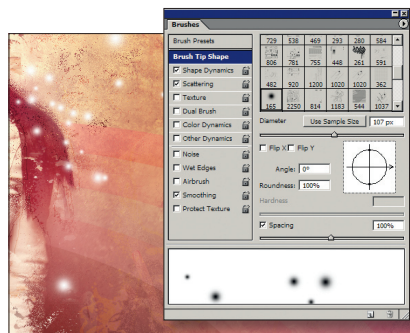
16 You can now use a combination of the Polygonal Lasso tool and a grunge-style brush to start deleting parts of the pixel stretched layer, so it looks as if it is breaking away from the woman. Alternatively you could use the normal Lasso tool if you would prefer.



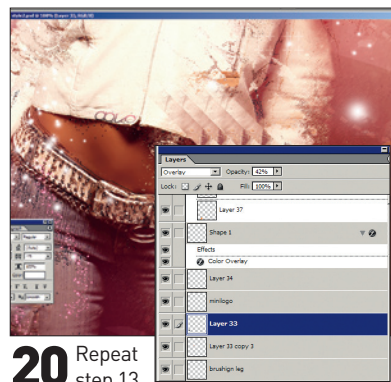
17 Select All and Copy Merged the canvas into a new layer and go to Image→Adjustments→Brightness/Contrast. Set the Brightness to -89 and Contrast to +100. Select the red and delete it. Scale the layer, set the Mode to Overlay and set the Opacity at 18 per cent. Move this layer to the space on the right.



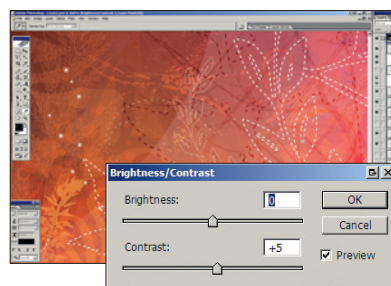
18 Using the Custom Shape tool, start adding circles and rings to your image. Try using pink/yellow tones that fit the colour scheme and play around with the options in the Blending Mode menu and gradients, colours, overlays, strokes and opacities, until you achieve the desired effect.



19 Go to the Brushes menu and select a soft round brush with an outer glow. Set the colour to white and change the spacing to 100 per cent. Now set the Size Jitter at 70 per cent and Scattering to 600 per cent and start brushing areas on the canvas, altering the diameter of the brush and other options, including outer glow.



20 Repeat step 13 a few times, using different sized rectangles. Use other shapes such as circles and chop up the image a little more. Paste the same part a few times and repeat it to the right. Now add more shapes with different Blending Modes. Here, some leaves and organic shapes were used. Experiment with similar shapes from your own library.



21 Create a new Adjustment Layer and up the Contrast a little. You could also do the same for Hue/Saturation and increase the Saturation slightly. Copy Merged the whole canvas for the final time and go to Filter→Sharpen→Sharpen.



22 Now for the final touches. Add some small butterflies and a few organic shapes, and change the Blending Options and Opacity as you did before. Add a little more brushing and some dashed, stroked plant and leaf shapes created in *Illustrator*. Save the image and you're done. **arts**

ADD SOME COLOUR

Many standard photographs or stock images that haven't already been retouched can seem a little cold and faded. Before starting work on an image, it's best to refine the colours and adjust the Contrast or Brightness of the original image. You can add warmth using Adjustment Layers and photo filters, or change the colour balance in conjunction with using Blending Modes.

CREATIVE DISPLACING

Photoshop comes with several Displacement Maps, which you'll find in the Plug-ins→DisplacementMaps folder. Some will give you great results, but I find it's best to create custom Displacement Maps to visualise your ideas and get the effect you want. Changing the horizontal and vertical settings and other Displacement options can really change your results – just play around and experiment.