

Photoshop Tutorial - 'Bulb and Match'

We start with 3 photo :
texture.jpg
bulb.jpg
match.jpg

Start

Open a new document.

Open the photo 'texture.jpg' and import it into the main document. [Texture](#)

Backgrounds

Select the 'Move Tool' and drag out the corners of 'texture.jpg' until it covers the top three quarters of the document. Click the 'tick' when done.

Make a copy of this Layer.

Edit>Transform>Flip Vertical.

Move this layer down until it covers the bottom third of the document.

Move the bottom middle handle upwards to compress the image and give it a 'table top' aspect.

Edit>Transform>Perspective - drag out one of the bottom handles to emphasize this aspect.

Create a new layer by clicking the 'Create a new layer' icon at the bottom of the 'Layers Window'.

Move this new layer to the top of the 'Layers Stack'.

With a soft black brush paint in a shadow at the corner.

Filter>Blur>Gaussian Blur - about 100 should do.

Layers>Merge Down - repeat once more

'Create new fill or adjustment layer' Select 'Hue/Saturation...'

Adjust Lightness to be -50.

Bulb

Open the photo 'bulb.jpg'. [Bulb](#)

Using the 'Magic Wand Tool' select the background.

Select>Invert.

Refine Edge - Feather = 1 pixel, Shift Edge = -30.

Place the selection onto its own layer by pressing 'Ctrl+j'.

Import this selection into the main document.

Resize and position to suit.

Using the 'Polygonal lasso tool' select the glass filament holder.

Place the selection onto its own layer by pressing 'Ctrl+j' rename it to 'filament'.

Turn this layer off by 'clicking' on the 'eye' icon at the front of the layer (we will use this later).

Making the bulb transparent

Select the 'bulb' layer and use the 'Clone Tool' to make the bulb totally grey.

Attach a layer mask by clicking on the 'Add layer mask' icon at the bottom of the 'Layers Window'.

With a soft black brush at 40% paint over the glass part of the bulb.

Smashing the Bulb

This is done in two parts - first we select the shape for the back of the bulb and remove it, then we select the shape for the front of the bulb and remove 20% to give a 3D effect.

Select the 'Pen Tool' in the left side 'Tool Bar', make sure the 'path icon' is selected in the top toolbar.

'left click' at your selected start position.

'left click' at the next position - this will draw a straight line between the two 'anchor points'. If you want a curved line between these points then you would 'click and hold' the left mouse button, by moving the mouse around you will create different curves between the two anchor points, when you have matched the curve to your selection, simply release the mouse button (remember to 'Alt Click' the last anchor point to cancel the curvature). Continue 'clicking' and curving to achieve the desired shape then join up your selection around the outside of the bulb.

Select the 'Brush tool' and set it to - white, 10 pixels, 100%

In the Layers window select 'Paths' and right click the 'Path Layer'.

Select 'Stroke path' then select OK to use the 'Brush'.

Right click the 'Path Layer' again - select 'Make selection...' - feather by 0.5 pixels

In the Layers window select 'Layers' - select the bulb 'Layer mask'

With a soft black brush at 100% - paint over all of the selection.

Select>Deselect

With a smaller soft black brush at 100% - paint over the connection lines outside the bulb.

Use the same technique to select the front shape but this time remove only 20% of the back glass.

Filament

Select the 'filament' layer and turn it on by clicking it's 'eye' icon.

Move this layer to the top of the 'Layer Stack'

Attach a layer mask by clicking on the 'Add layer mask' icon at the bottom of the 'Layers Window'.

With a soft black brush at 20% paint over the bottom of the filament that should be behind the glass part of the bulb.

Match

Open the photo 'match.jpg'. [Match](#)

Use the 'Quick selection tool' to select the match and flame - feather by 1 pixel - increase 'Smart radius' to about 10.

Press 'Ctrl+j' to place the selection onto it's own layer.

Import this layer into the main document.

Resize and position to suit.

Create a new layer by clicking on the 'Create a new layer' icon at the bottom of the 'Layers Window' and move it to be below the 'match' layer.

Select the 'Foreground colour' and sample the purple colour at the bottom of the flame'

With a soft brush paint in the purple glow.

Create a new layer by clicking on the 'Create a new layer' icon at the bottom of the 'Layers Window' and move it to the top of the 'Layer Stack'.

Select the 'Foreground colour' and select a orange colour.

With a soft brush paint in the orange glow - change 'Blending mode' to 'Soft light' reduce 'opacity' to suit.

Match Glow

Create a new layer by clicking on the 'Create a new layer' icon at the bottom of the 'Layers Window' and move it to the top of the 'Layer Stack'.

With a soft white brush paint in the light glow in the bulb.

Filter>Blur>Gaussian Blur - about 140 should do.

Attach a layer mask by clicking on the 'Add layer mask' icon at the bottom of the 'Layers Window'.

With a soft black brush at 20% paint away part of the glow on the front glass.

Shadows

Create a new layer by clicking on the 'Create a new layer' icon at the bottom of the 'Layers Window' and move it to be below the 'bulb' layer.

With a soft black brush paint a shadow around the base of the bulb.

Filter>Blur>Gaussian Blur - about 140 should do - reduce 'opacity' to suit.

Create a new layer by clicking on the 'Create a new layer' icon at the bottom of the 'Layers Window' and move it to be just above the 'bulb' layer.

Attach this layer to the 'bulb' layer by 'Alt+clicking' between them.

With a soft black brush paint a shadow on the base of the bulb - reduce 'opacity' to suit.

Finishing

Add a 'Levels' adjustment layer and slightly move the black and white points in a little to increase the contrast.

[Finished](#)