

## Photoshop Tutorial - 'Movement and Fragmentation'

We start with 3 photos:     car.jpg  
                                  helmet.jpg  
                                  forest.jpg  
and 1 photoshop brush     explosion brushes.abr

Download these from <https://www.brusheezy.com/brushes/17364-free-explosion-brushes>

### Start

Open the photo 'car.jpg'. [Car](#)

### Helmet

Open the photo 'helmet.jpg'. [Helmet](#)

Select the 'Magic wand tool' from the left side toolbar - make sure 'contiguous' is ticked and select the white background.

Select>Invert.

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

Import the cutout layer into the 'car' document.

Resize and reposition the helmet into the driving position.

Move the helmet layer below the car layer (this places the helmet in the car).

### Wheels

Select the 'car' layer.

Select the 'Elliptical marquee tool' from the left side toolbar and click and drag a circle over the front wheel.

Select>Transform Selection.

Use the 4 handles to reposition the selection correctly.

Blur>Radial Blur - select 'spin' and set amount to 40.

Repeat with the back wheel.

Select the top layer.

Layers>Merge Down (do NOT use 'flatten image' as this does not support transparent pixels).

### Forest

Open the photo 'forest.jpg' [Forest](#)

Blur>Motion Blur - angle =0 - distance =170.

Import the 'car' layer into the 'forest' document and resize and reposition it.

Select the 'forest' layer.

Click the 'Create new fill or adjustment layer' icon at the bottom of the 'Layers' window and select Hue/Saturation - adjust lightness to about +20.

Select the 'car' layer.

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 'car' layer by 'Alt+clicking' between them - adjust lightness to about -30.

Layer>Merge Down.

### Brushes

Get the brushes from <https://www.brusheezy.com/brushes/17364-free-explosion-brushes>, then back in Photoshop select the 'Brush tool' from the left side toolbar - click the 'down arrow' on the right of the 'brush size'.

Click the 'cog' icon - select 'Load Brushes' - navigate to where you saved the file 'explosion brushes.abr' - select and 'Load'.

## South Shields Digital Group - Tutorial

Select the 'Brush tool' from the left side toolbar - click the 'down arrow' on the right of the 'brush size'. Select brush '1731'.

### Fragmentation

Select the 'car' layer and copy it by pressing 'Ctrl+j'.

Turn off the top copy by clicking its 'eye' icon and select the lower copy.

Click the 'Add layer mask' icon at the bottom of the 'Layers Window'.

Make sure your foreground colour is black and with brush '1731' nibble away at the back of the car (make it look like its disintegrating).

Turn back on the top 'car' copy by clicking its 'eye' icon and select it.

Filter>Liquify.

Using the 'Forward Warp tool' pull out the back of the car right to the edge of the photo.

Click the 'Add layer mask' icon at the bottom of the 'Layers Window'.

Reverse the mask colour to black by pressing 'Ctrl+i'.

Make sure your foreground colour is white and with brush '1731' add bits of debris at the back of the car (you can adjust the brush by turning it in the 'brushes window').

Again click the 'down arrow' on the right of the 'brush size'. Select brush '2048'.

Add more bits of debris at the back of the car (you can adjust the brush by turning it in the 'brushes window')

Experiment with different brushes to get the desired effect.

### Finishing

Click on the 'Create new fill or adjustment layer' icon at the bottom of the 'Layers Window' and select 'Levels'.

Move the left 'Black Pointer' to the right until it meets the bump of the 'Histogram'.

Move the right 'White Pointer' to the left until it meets the bump of the 'Histogram'.

