Photoshop Tutorial - 'Fire Dance'

We start with 7 photo :   woods.jpg
                                water.jpg
                                rock.jpg
                                model.jpg
                                long fire.jpg
                                fire.jpg
                                smoke.jpg

Start

Create a new document.

Open the photo 'woods.jpg' woods and import it into the main document.

Resize to be the same width as the main document.

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

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

Increase 'saturation' and 'lightness' to suit.

Open the photo 'water.jpg' - using the rectangular marquee tool select the water. Water

Place the selection on it's own layer be pressing 'Ctrl+j' then import it into the main document.

Resize to be the same width as the main document.

Click the 'create a layer mask' icon at the bottom of the 'layers window' and with a soft black brush blend the water to the trees.

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

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

Adjust 'opacity' to suit (about 80%).

Open the photo 'rock.jpg' - use the 'quick selection tool' to select the rock. Rock

Select>Modify>Feather 1 pixel

Place the selection on it's own layer be pressing 'Ctrl+j' then import it into the main document.

Resize and reposition to suit.

Model

Open the photo 'model.jpg'. Model

Use the 'magic wand tool' to select the white background - make sure 'contiguous' is NOT ticked.

Select>Invert

Use the 'quick selection tool' to tidy up the selection.

Click the 'select and mask' icon on the top toolbar.

Use the 'refine edge brush' to select the models hair.

Contract the selection by moving the 'shift edges' slider to the left (about -80%).

Feather by 1 pixel.

Tick 'decontaminate colours'.

Make sure 'output to' is new layer with mask.

Click 'OK'.

Import this layer and mask into the main document.

Resize and reposition to be standing on the rock.

Fire

Open the photo 'long fire.jpg' and import it into the main document. Model

Change 'blending mode' to 'screen'.

Resize and reposition to be on the 'rock'. Rock
Click the 'create a layer mask' icon at the bottom of the 'layers window' and with a soft black brush tidy up the edges of the fire.
Open the photo 'fire.jpg' and import it into the main document. Fire
Change 'blending mode' to 'screen'.
Resize and reposition to be on the model's dress.
Click the 'create a layer mask' icon at the bottom of the 'layers window' and with a soft black brush tidy up the edges of the fire.
Open the photo 'fire.jpg' and import it into the main document. Fire
Change 'blending mode' to 'screen'.
Resize and reposition to be on the model's right hand.
Edit>Transform>Warp - pull in the bottom edges to the model's wrist.
Click the 'create a layer mask' icon at the bottom of the 'layers window' and with a soft black brush tidy up the edges of the fire.
Do the same with the other hand.

Reflection
Highlight all four 'fire' layers plus the 'model' layer while pressing the 'Ctrl' key so that all five layers are highlighted then drag them down to the 'create new layer' icon at the bottom of the 'layers window'.
Click the 'make group' icon at the bottom of the 'layers window'.
Select the 'move' tool from the left toolbar and drag the top of the selection down to create a reflection.
Reduce 'opacity' to suit (about 30%).

Fog
Open the photo 'smoke.jpg' and import it into the main document. Smoke
Place this layer just under the 'model' layer.
Click the 'create a layer mask' icon at the bottom of the 'layers window'.
With a big soft black brush set at 10% opacity paint away some of the smoke.

Model Highlight
Select the 'smoke' layer.
Click the 'new layer' icon at the bottom of the 'layers window'.
Click the 'foreground colour' icon in the left side toolbar and select a bluey/greeny colour
With a big soft brush stamp a highlight behind the model - adjust 'opacity' to suit (about 20%).

Colour Adjustment
Select the top layer in the layers stack.
Click on the 'Create new fill or adjustment layer' icon at the bottom of the 'Layers Window' and select 'selective colour'.
Select 'red' adjust the cyan magenta and yellow sliders to make the flames look more pronounced (-65 +12 +9)
Click on the 'Create new fill or adjustment layer' icon at the bottom of the 'Layers Window' and select 'selective colour'.
Select 'yellow' adjust the cyan magenta and yellow sliders to make the flames look more unearthly (-71 +21 +35)
Highlight the 'model' layer.
Click on the 'Create new fill or adjustment layer' icon at the bottom of the 'Layers Window' and select 'selective colour'.
Attach this to the 'model' layer by 'Alt+clicking' between them.

Select 'red' adjust the cyan magenta and yellow sliders to make the model look more red (-54 -10 +28)

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'.

Finished