

Photoshop Tutorial - 'Model Line and Splash'

We start with 3 photo : model 01.jpg
 model 02.jpg
 splash.jpg

1:Model and Lines

Creating the Brush

Create a new document 1,200 x 1,200 x 150 pixels/inch.

Open the 'Brush preset picker' (down arrow to the right of the brush size).

Select 'Brush 23'.

Select the 'Brush panel' (icon to the right of the brush size - a pot with three brushes sticking out) and set :

Spacing 25

Shape Dynamics - Angle Jitter = 100 Size Jitter = 100.

Paint a black line across the document.

Edit>Define Brush Preset - name it 'jitter line'.

Select the 'Brush panel' again (icon to the right of the brush size - a pot with three brushes sticking out) and set :

Spacing 30

Shape Dynamics - Size Jitter = 100

Minimum Diameter = 5

Angle Jitter = 100

Roundness Jitter = 100

Minimum Roundness = 100

Scattering - Scatter = 100

Count Jitter = 2

Transfer - Opacity Jitter = 10

Flow Jitter = 10

Select the 'Tool preset picker' (down Arrow by the brush icon on the second top line).

Select 'Create a new preset from this brush' icon (under the cog icon).

Name the brush 'jitter brush'.

Start

Open a new document

Select the 'bucket fill' tool from the left side toolbar and fill this layer with white.

Open the photo 'model.jpg' and import it into the main document. [Model 01](#)

Resize and reposition to suit.

Click the 'Add layer mask' icon at the bottom of the 'Layers Window' and fill it with black.

Lines

Select the 'Tool preset picker' (down Arrow by the brush icon on the second top line) and select the 'jitter brush' then select a white foreground and start painting over the models face.

Vary the size of the brush to get the desired effect.

Background

Click on the 'Create new layer' icon at the bottom of the 'Layers Window' and move this new layer to be at the top of the 'Layers Stack'.

Select the 'foreground' colour and make it a light pink colour.

Select the 'background' colour and make it a dark pink colour.

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Select the 'gradient tool' from the left side toolbar - make sure it's on 'light to dark' and 'radial gradient'.

Draw from the centre of the image to one of the corners - change 'blending mode' to 'multiply'.
Reduce 'opacity' to suit.

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

Attach this to the 'pink' layer by 'Alt+clicking' between them and adjust 'hue' to suit.

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'.

[Model lines finished](#)

2:Model and Splash

Start

Open the photo 'model 02.jpg'. [Model 02](#)

Select the 'Quick selection tool' from the left side toolbar and make a selection of the model.

Select>Modify>Feather = 1 pixel.

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

Resize and reposition to suit.

Background

Click on the 'Create new layer' icon at the bottom of the 'Layers Window' and move this new layer to be at the bottom of the 'Layers Stack'.

Select the 'Bucket fill' icon from the left side toolbar and fill this layer with white.

Click on the 'Create new layer' icon at the bottom of the 'Layers Window' and move this new layer to be above the 'white' layer.

Select the 'foreground' colour and make it a light pink colour.

Select the 'background' colour and make it a dark pink colour.

Select the 'gradient tool' from the left side toolbar - make sure it's on 'light to dark' and 'radial gradient'.

Draw from the centre of the image to one of the corners.

Reduce 'opacity' to suit.

Splash

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

Resize and reposition the paint splash to the bottom of the model's face

Make a copy of this layer by pressing 'Ctrl+j'.

Edit>Transform>Flip Vertical

Resize and reposition this paint splash to be at the top of the model's face.

Make a copy of this layer by pressing 'Ctrl+j'.

Resize and reposition this paint splash to be in the middle of the model's face.

We then transformed the splashes so there did not look all the same.

Edit>Puppet warp - click to create 'pins' to hold the splash in place against the models face then click to create more 'pins' to drag the splash into a different shape

Once you are happy with the shape of all the splashes, combine them into one layer by highlighting the top splash layer then :

Layers>Merge down - twice

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You should not have one layer with all three splashes on

Create a layer mask by clicking the 'Create layer mask' icon at the bottom of the layers window.

With a black soft brush paint away any bits not required - increase the brush size and use the feather of the brush to blend the splash to the face.

Highlight the 'model' layer and create a layer mask by clicking the 'Create layer mask' icon at the bottom of the layers window.

With a black brush paint away any bits not required (everything except the face).

Colours

Highlight the 'model' layer.

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

Attach this to the 'model' layer by 'Alt+clicking' between them - adjust 'opacity' to suit.

Highlight the 'splash' layer.

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

Attach this to the 'splash' layer by 'Alt+clicking' between them - Hue -142 Saturation -69 Lightness +38 should give a skin type colour.

Balance the two adjustment layers until the splash and face blend together.

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'.

[Splash finished](#)