

Photoshop Tutorial - 'Sleeping Rough'

We start with 8 photo's : [texture 1](#)
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[model](#)
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Start

Open a new document.

Import 'texture 1.jpg' and position over the full image leaving just a small gap at the bottom.

Import 'texture 2.jpg' and resize to the full width of the image then compress it down into the remaining gap at the bottom.

Window

Open the image 'window frame.jpg'.

Select the 'Polygonal Lasso Tool' from the left toolbar and make a selection around the outside of the window frame.

Click the 'Create Layer Mask' icon at the bottom of the 'Layers Window'.

Use the 'Polygonal Lasso Tool' to select the window panes (hold 'Shift' down to make multiple selections).

Select the 'layer mask' and paint black into the selections.

Import the 'window frame' into the main document.

Resize and position to suit.

Import the image 'trees.jpg' and position it below the 'window frame' layer.

Resize and position to suit.

Select the 'Eraser Tool' from the left side toolbar and remove any unwanted bits.

Darken

Click the 'Create New Layer' icon at the bottom of the 'Layers Window' and move it to the top of the 'Layers Stack'.

With a large soft black brush paint in the dark areas on either side of the window frame.

Reduce 'opacity' to 60%.

Select the 'Eraser Tool' from the left side toolbar and remove any paint overspill from the window panes.

Cobwebs

Import the image 'spiderweb 1.jpg'.

Resize and position in the top corner.

Change 'blending mode' to 'Screen'.

Do the same with 'spiderweb 2.jpg'.

Click the 'Create New Layer' icon at the bottom of the 'Layers Window' and move it to the top of the 'Layers Stack'.

With a large soft black brush paint in the dark areas in each top corner (over the spiderwebs).

Reduce 'opacity' to suit.

Model

Open the image 'Model.jpg'.

Select the 'Quick selection tool' from the left side toolbar and select the model.

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

Import the selected layer into the main document.

Resize and position to suit.

Copy the 'model' layer by pressing 'Ctrl+j'.

Select the bottom 'model' layer.

Image>Adjustments>Hue & Saturation and reduce 'brightness' to -100.

Select the 'move tool' and click on the top middle 'handle' and drag it down to form the models shadow.

Reduce 'opacity' to 50%.

Filter>Blur>Gaussian Blur - about 20 should be ok.

Open the image 'backpack.png' and import it into the main document.

Resize and position to suit.

Click the 'Create New Layer' icon at the bottom of the 'Layers Window' and move it to just below the 'backpack' layer.

With a large soft black brush paint in the shadow areas of the 'backpack'.

Reduce 'opacity' to 50%.

Window Light

Select the 'Polygonal Lasso Tool' from the left toolbar and make a selection to show the light coming through the window.

Paint white into the selection.

Select>Deselect.

Filter>Blur>Gaussian Blur - 40 should be about right.

Reduce 'opacity' to around 10%

Painting with Light

Select the 'model' layer

Click the 'Add Adjustment Layer' icon at the bottom of the 'Layers Window' and select 'Brightness and Contrast'.

Clip this adjustment layer to the 'model' layer by 'Alt Clicking' between the layers.

Reduce the 'brightness' to about -80 and contrast to 40

Select the 'Brightness and Contrast' 'Layer Mask' and with a soft black brush paint back the top brighter edge of the model.

Do the same with the 'backpack' layer.

Finishing

Click the 'Add Adjustment Layer' icon at the bottom of the 'Layers Window' and select 'Gradient Map'.

Change it's 'blending mode' to 'soft light' and reduce 'opacity' to around 50%.

Click the 'Add Adjustment Layer' icon at the bottom of the 'Layers Window' and select 'Colour Lookup' and select 'horrorblue' from the pull down menu and reduce 'opacity' to around 70%.

Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select 'Levels', move the 'black' and 'white' pointers in a touch to increase the contrast.

Holding down the 'Alt' key select Layers>Merge Visible.

Filter>Nik Collection>Colour Efex Pro 4.

Select the 'sunlight' filter and choose the '01 default' setting.

[Finished Image](#)