

## Photoshop Tutorial - 'Zombie'

We start with 5 photo's : [Phil.jpg](#)  
[texture 01.jpg](#)  
[texture 02.jpg](#)  
[pot.jpg](#)  
[brains.png](#) (Mmmmm... delicious....)  
and 1 brush set [broken glass.abr](#) - Have to look this up on internet.

### Start

Open a new document.  
Open the photo 'phil.jpg' and import it into the main document.  
Copy this layer by pressing 'Ctrl+j' - turn the bottom layer off by 'clicking' it's 'eye' icon in the layers window.  
Resize to suit.  
Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select 'Hue & Saturation' attach this to the layer by 'Alt+clicking' between them - decrease the 'saturation' to -20 and set 'lightness' to -15.

### Zombie Skin

Open the photo 'texture 01.jpg' and import it into the main document.  
Resize and position over the head and neck area - change 'blending mode' to 'soft light' reduce 'opacity' to 70%  
Click the 'Create Layer Mask' icon at the bottom of the 'layers window' and with a soft black brush paint away the parts not required  
Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select 'Hue & Saturation' attach this to the layer by 'Alt+clicking' between them - decrease the 'saturation' to -34.  
Do the same with the model's arms.  
Open the photo 'texture 02.jpg' and import it into the main document.  
Resize and position over the face - change 'blending mode' to 'soft light' reduce 'opacity' to 70%  
Click the 'Create Layer Mask' icon at the bottom of the 'layers window' and with a soft black brush paint away the parts not required.

### Glasses and Zombie Eyes

Click the 'Add New Layer' icon at the bottom of the layers window and move it to the top of the 'layers stack'.  
Select the 'Brush Tool' open the 'options' by clicking the little 'cog' icon.  
Select the 'Load Brushes' option - select the 'broken glass.abr' file.  
Select the broken glass brush you want.  
With a black brush paint in a crack on the glasses.  
Click the 'Add New Layer' icon at the bottom of the layers window and move it to the top of the 'layers stack'.  
With a soft white brush paint in the eyes - reduce 'opacity' to suit (about 30% should do it).

### Crack His Head Open

Open the photo 'pot.jpg'.  
Use the 'quick selection tool' to select the cracked area.  
Select>Modify>Feather 0.5 should do it.  
Press 'Ctrl+j' to place this selection on it's own layer.  
Import this layer into the main document.

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Edit>Transform>Flip Horizontal.

Resize and position it to suit.

Select the 'model' layer.

Select the 'clone tool' from the left side toolbar - select the background by 'Alt+clicking' above the models head - now paint away the parts of the head we don't want.

Select the 'pot' layer.

Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select 'Hue & Saturation' attach this to the 'pot' layer by 'Alt+clicking' between them - decrease the 'saturation' to -48 and 'lightness' to -10.

### **Brains**

Open the photo 'brains.png' and import it into the main document.

Resize and position it to suit.

Click the 'Create Layer Mask' icon at the bottom of the 'layers window' and with a soft black brush paint away the parts not required.

Click the 'Add New Layer' icon at the bottom of the layers window and move it to the top of the 'layers stack' - attach this to the layer by 'Alt+clicking' between them.

With a soft black brush paint in the shadow between the hand and brain.

Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select 'Hue & Saturation' attach this to the layer by 'Alt+clicking' between them - decrease the 'lightness' to -20.

### **Finishing**

Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select 'colour lookup' - select 'HorrorBlue' and reduce 'opacity' to suit.

Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select 'Gradient Map' - select black to white - change the 'blending mode' to 'soft light' - reduce 'opacity' to suit.

Click the 'Add New Layer' icon at the bottom of the layers window and move it to the top of the 'layers stack' - with a soft black brush set at 10% - paint a vignette.

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