Photoshop Tutorial - 'Last Embers of Sunset'

We start with 5 photo : lake.jpg
city.jpg
sky.jpg
tree.jpg
model.jpg

Start
Open a new document.
Open the photo 'lakejpg' and import it into the main document.
Re-size and position to suit.
Open the photo 'city.jpg' and import it into the main document.
Re-size and position to suit.
Click the 'layer mask' icon at the bottom of the 'Layers window' and with a soft black brush, paint away the bottom unwanted part of the image and blend it to the 'lake'.
Using the 'quick selection' tool select the sky.
Select>Modify>Feather by 1 pixel then press 'Delete' to remove it.
Open the photo 'sky.jpg' and import it into the main document and move it to be just below the 'city' layer.
Re-size and position to suit.

Sunset
Select the 'city' layer and with the 'rectangular marquee' tool select the cityscape.
Place this on it's own layer by pressing 'Ctrl+j'.
Edit>Transform>Flip Vertical
Move this layer down until it becomes a reflection in the lake.
Click the 'layer mask' icon at the bottom of the 'Layers window' and with a soft black brush, blend the 'reflection' to the 'city'.
Reduce 'opacity' to suit (about 30%).
Select the 'city' 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 layer by 'Alt+clicking' between them then reduce 'lightness' to about -60.
Click the 'create a new layer' icon at the bottom of the layers window and move it to be just below the 'city' layer.
With a huge soft orange brush paint in a sunset - change 'blending mode' to 'hardlight'.
Click the 'create a new layer' icon at the bottom of the layers window.
With a yellow soft brush paint in the sun.
Copy this layer by pressing 'Ctrl+j' and move the layer to be above the 'city' layer - reduce 'opacity' to suit.
Select the first 'sun' layer and the 'orange' layer by 'Ctrl+clicking' each of them and drag them down to the 'create new layer. icon at the bottom of the 'layers window'.
Move these layers to be just below the 'reflection' layer then using the 'move' tool reposition in the 'reflection'.
Reduce 'opacity' to about 50%.

Mist
Open the photo 'sky.jpg' and using the 'rectangular marquee' tool select the top half of the photo.
Place it onto it's own layer by pressing 'Ctrl+j' and import it into the main document.

Click the 'layer mask' icon at the bottom of the 'Layers window' and with a soft black brush, paint away the hard edges.
Resize and reposition over the lake.
Change 'blending mode' to 'lighten' - reduce 'opacity to about 60%

Tree
Open the photo 'tree'.
Using the 'quick selection' tool select the log.
Select>modify>Feather by 1 pixel.
Place it onto it's own layer by pressing 'Ctrl+j' and import it into the main document.
Resize and position 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 then reduce 'lightness' to about -70.
Select the 'layer mask' and with a soft black brush, paint back the lightness at the top of the log.
Click the 'create a new layer' icon at the bottom of the layers window - attach this to the layer by 'Alt+clicking' between.
With a soft black brush paint in the shadow at the bottom of the log.
Reduce 'opacity' to suit.

Model
Open the photo 'model'.
Using the 'quick selection' tool select the model.
Click 'select and mask' icon at the top.
Use the 'refine edge' brush (second from the top) on the model's hair and between the curls to remove the background.
Feather by 1 pixel - 'shift edge' to -15 and click 'decontaminate colour'.
Import the cutout layer into the main document.
Resize and position to suit.
Click the 'create a new layer' icon at the bottom of the layers window and move it to be just below the 'model' layer.
With a soft black brush paint in a small shadow to attach the model to the log.
Select the 'model' 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 layer by 'Alt+clicking' between them then reduce 'lightness' to about -50.
Select the 'layer mask' and with a soft black brush, paint back the lightness on the face and left side of the model.
Use the 'polygonal lasso' tool to select the model's right arm and with a soft black brush, paint back the lightness on the arm.

Finishing
Click the 'Create new fill or adjustment layer' icon at the bottom of the 'Layers window' and select 'colour balance' - adjust the red and yellow sliders to be about +25 and -25.
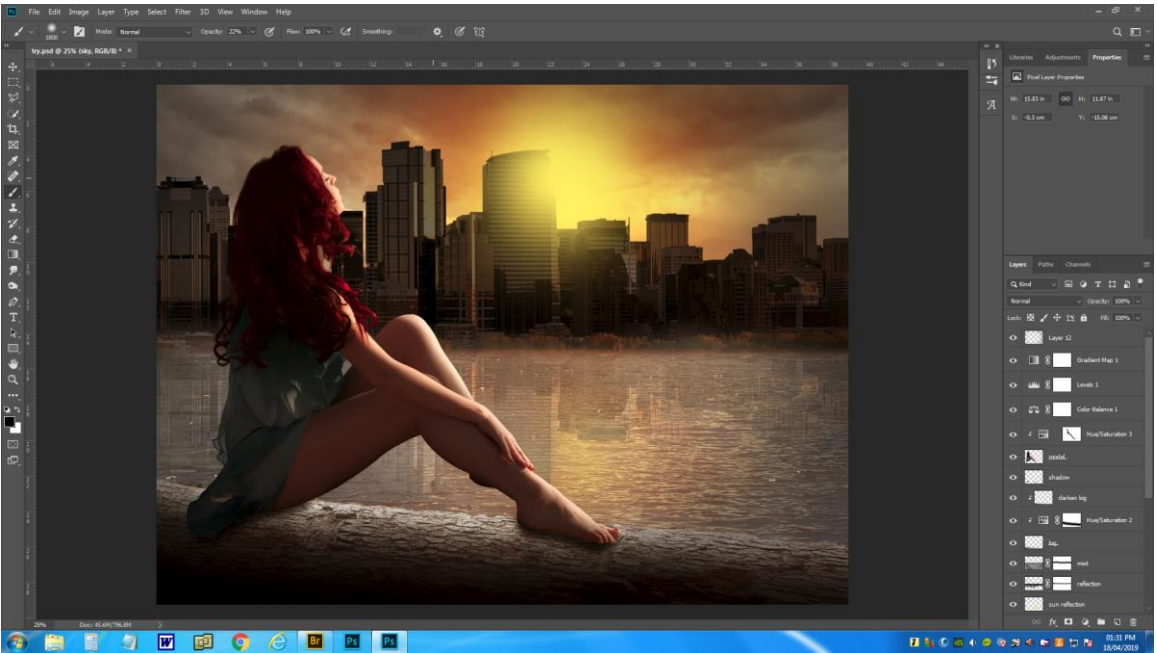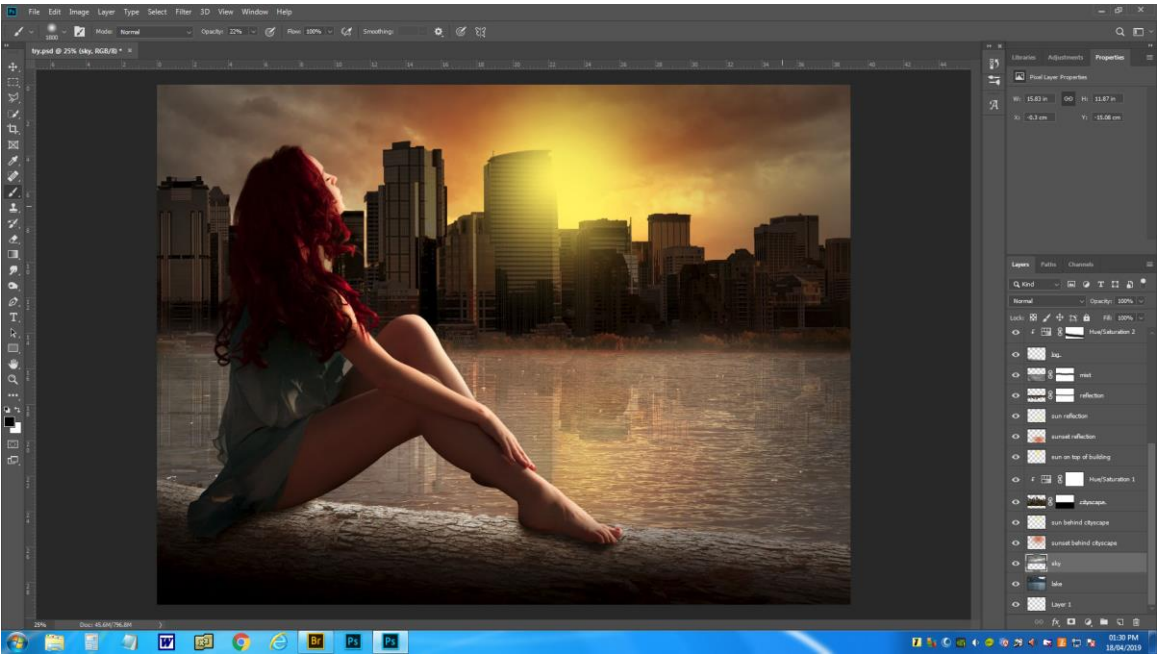Click the 'Create new fill or adjustment layer' icon at the bottom of the 'Layers window' and select 'levels' - move the black and white pointers in a touch.
Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and select 'Gradient Map' - select a black to white gradient - change the 'blending mode' to 'soft light' - reduce 'opacity' to suit (round about 30%).
Click the 'Create new fill or adjustment layer' icon at the bottom of the Layers Window and move it to the top of the 'layer stack'.
With a big soft black brush set at 20%, paint in a vignette.

Screenshots