

Photoshop Tutorial - 'Sunset in Red'

We start with 5 photo :

[ruin.png](#)
[mountains.jpg](#)
[clouds.jpg](#)
[flare.jpg](#)
[model.jpg](#)

Start

Open a new document.

Open the photo 'ruin.jpg'.

Using the 'quick selection tool' select the semi collapsed wall and everything to the right.

Select>Modify>Contract 2 pixels

Select>Modify>Feather 1 pixel

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

Import it into the main document.

Re-size and position to suit.

Use the 'clone tool' on the left side toolbar to extend the left side of the wall.

Use the 'polygonal tool' to select a patch of bricks and use it to put a top on the extended wall.

Background

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

Move this layer to be just below the wall layers.

Resize and position to suit in the bottom third of the image.

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

Move this layer to be just below the wall layer.

Resize and position to suit matching the sunsets.

Click the 'Add layer mask' icon at the bottom of the 'Layers window' and with a soft black brush paint away the bottom to reveal the mountains.

If necessary use the 'clone tool' to extend the sky to the right side.

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

Move this layer to be just below the wall layer.

Reduce 'opacity' to 50% and resize and position to suit matching the sunsets.

Change it's 'blending mode' to 'overlay'.

With a soft black brush extend the black over to the right side of the image.

Select the 'wall top' layer and combine it with the 'wall' layer by :

Layers>Merge Down.

Select the 'wall' 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 'Hue/Saturation' layer mask and with a black soft brush paint back some light on top of the wall.

Model

Open the photo 'model.jpg'.

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

Click the 'Select and Mask' icon at the top.

Select the 'refine edge brush' (second brush down on the left) - run the brush around her hair.

Feather by 1 pixel, Shift Edge to about -13% and 'tick' Decontaminate Colours.

Import the cutout layer into the main document and move it to the top of the 'Layers Stack'.

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Resize and position to suit.

Click the 'Add New layer' icon at the bottom of the 'Layers window' and move it to just below the 'model' layer.

With a soft black brush paint in the model shadow under her feet.

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 -40.

Select the 'Hue/Saturation' layer mask and with a black soft brush paint back some light on the left side of the model.

Finishing

Click the 'Create new fill or adjustment layer' icon at the bottom of the 'Layers window' and select 'colour balance' - move the 'red' slider to +20ish and the 'Yellow' slider to -20ish.

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 20%).

Click the 'Create new 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.

