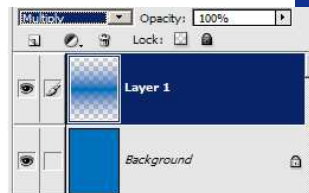
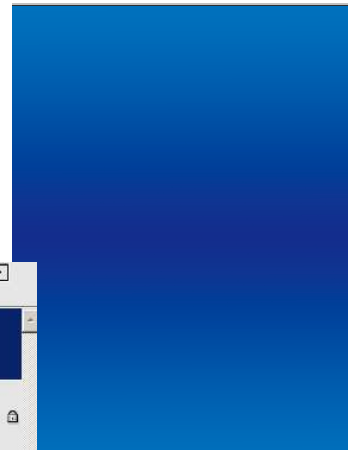


Joe's Corner

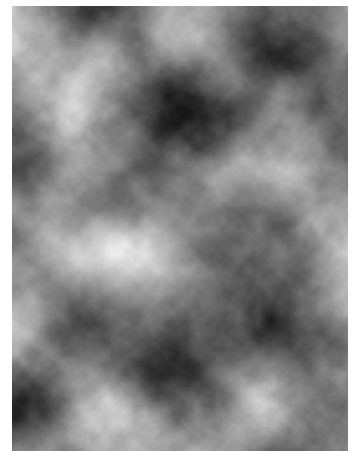
Presented by the Photo SIG of NNCUG

Tutorial: UNDER THE SEA

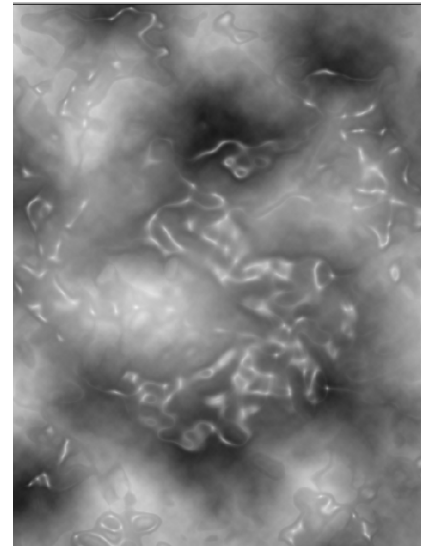
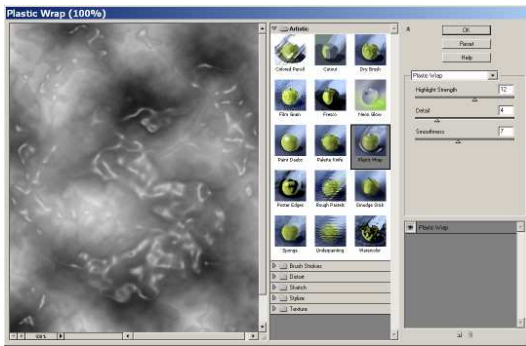
- 1) Create a New file with the dimensions: 5.25"x7"x100ppi
- 2) Click on the foreground box and enter the values R:0, G:114,B:188 in the color picker box that appears and then press enter. Go to Paint Bucket (k) and fill the new layer.
- 3) Create a new transparent layer and go to the Gradient Tool (G), select the reflected gradient and gradient type is going from blue to transparent. Drag from the center to the top or bottom then change the layer mode to multiply.



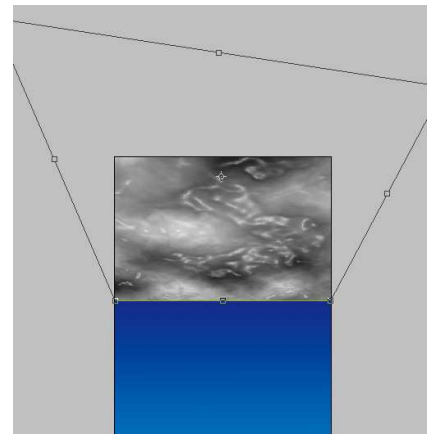
- 4) Create a new layer. Set the foreground and background to black and white. Go to the Filter menu and select Render>Clouds.



- 5) Now go under Filter again and select Artistic>Plastic Wrap and enter the values 12>4>7.



- 6) Press Cntl+T to activate the Free Transform. Grab the bottom center box and drag up to the center. Now right click on the object and select Distort from the menu and drag out the top of the picture. Click on the Layer name and change it to *Surface*.

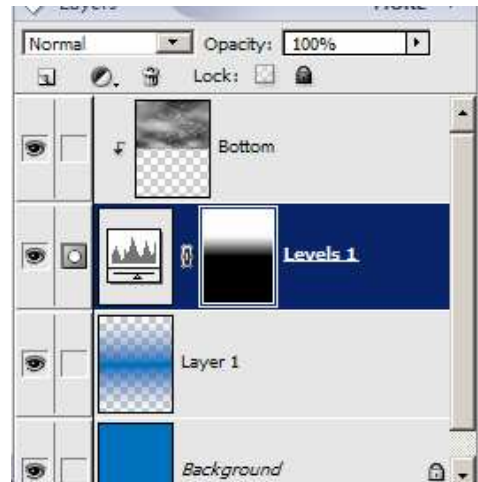


- 7) Now we have to do a “workaround” because Elements doesn’t have easy to use layer masks. Create a Levels Adjustment layer and click OK without changing anything. Now drag this adj. layer under the *Surface* layer. Activate the *Surface* layer and click on the Layers menu and then Group with Previous.

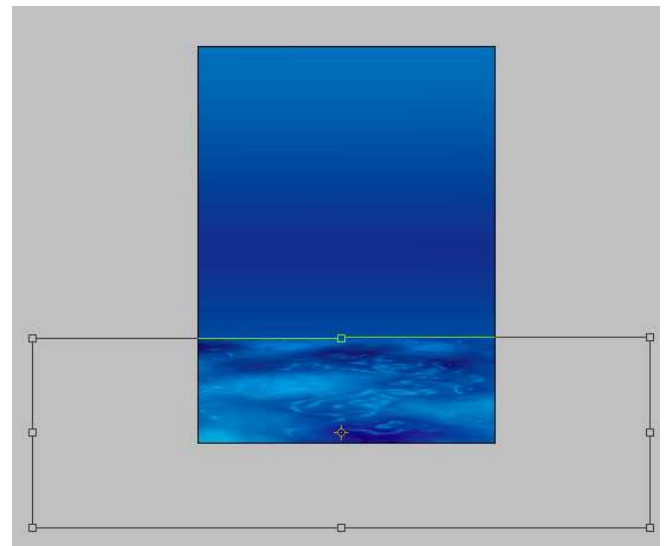


- 8) Now we are going to soften the hard line on the *Surface* layer with a gradient in the mask. Click on the white mask in the levels adj. layer, go to the Gradient Tool (G), select the linear gradient and starting from the center of the Surface layer click and hold and draw a line half way up to the top of the page. Now change the layer mode of the *Surface* layer to Overlay.

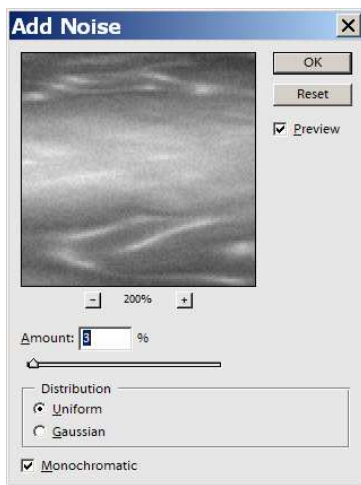
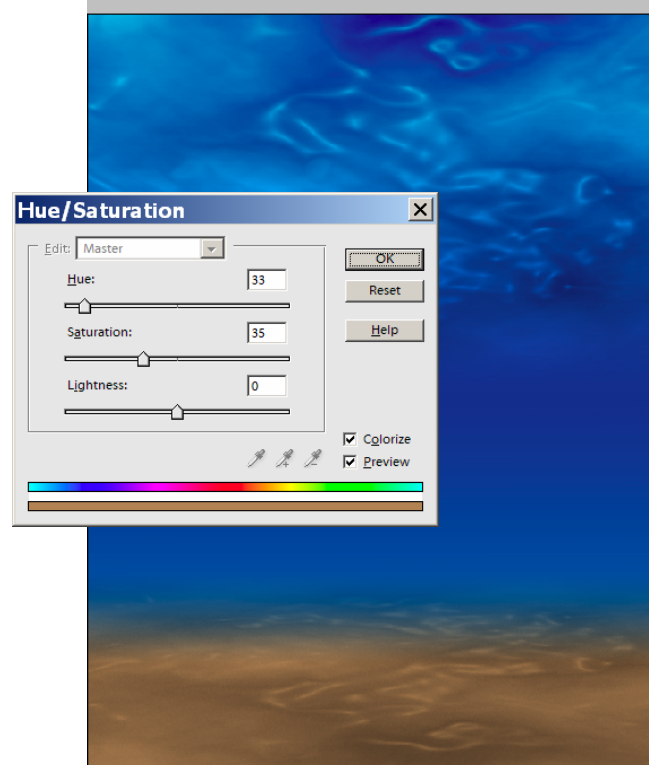
(This layer is misnamed and should read Surface)



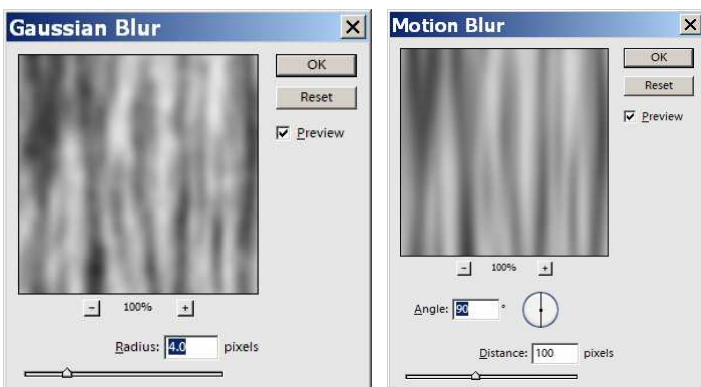
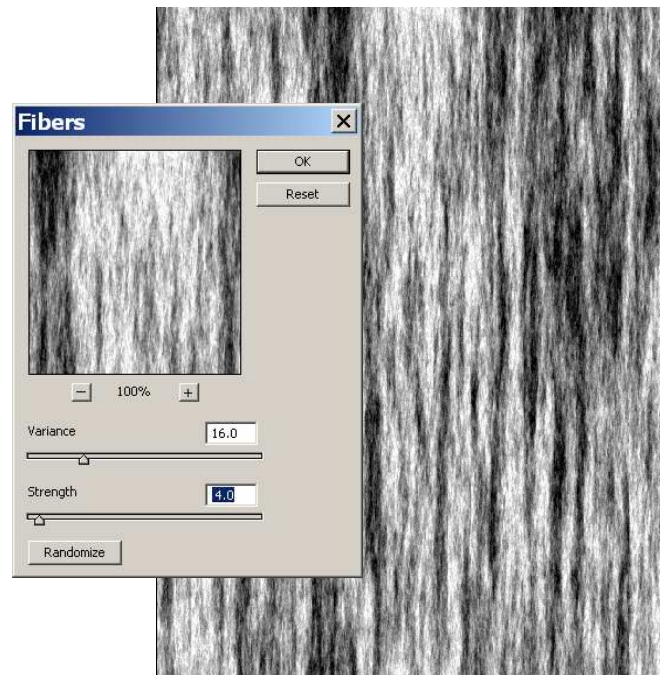
- 9) Now duplicate the *Surface* layer and change the name to *Bottom*. Drag this new layer under the levels adj. layer. Press Cntl+T to transform this layer. Drag the top center square down, inverting the picture, (you may have to go past the visible bottom of the picture) now drag what has become the top center square down reducing this layer to about a third the height of the picture. This will change the perspective.
- 10) Now repeat steps 7 and 8 to blend the hard edge with a gradient.
- 11) Change the *Bottom* layer mode to Normal.



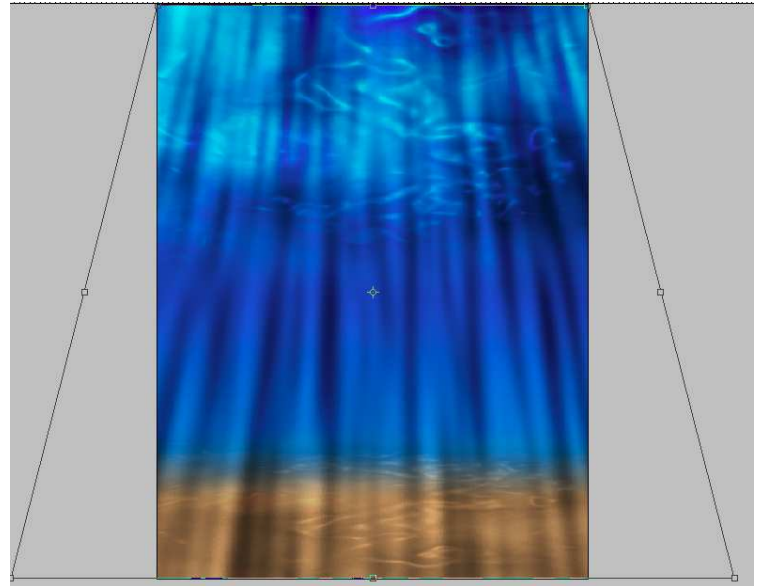
- 12) Now let's make this look like a sandy bottom. Create a Hue & Saturation adj. layer. First, click on colorize and enter a Hue of 33 and Saturation of 35 and click OK. Now "group" this layer with the previous *Bottom* layer.
- 13) Now we will add some sand to the bottom, click on the *Bottom* layer then go to Filters: Noise>Add Noise, enter a value of 3 and check monochrome.



- 14) Now for some sun light. Go to the top layer and create a new layer. Go to the Edit menu select Fill Layer and click on the drop down menu next to Use: and select 50% Gray. Next go to Filters: Render>Fibers... (almost any value will work) and click OK. Now back to Filters: Blur>Gaussian blur and enter a value of 4 for radius. In the same menu choose Motion Blur, set the Angle to 90 and Distance to 100. Change the blend mode to Overlay.



- 15) Lastly, go to the Image menu and select Transform>Perspective. Grab either bottom corner handle and drag out beyond the document boundaries.



Below is your finished product (shark added). For a project this month try to duplicate this project and then find a photo in your vast collections or get on the internet and download something else that you might find *Under The Sea*.

(A hint, put your object below the Sun Light layer, that will give your object a better feeling of being part of the environment.)

