



INTRODUCTION TO GRAPHICS

Background Swapping

Information
Sheet No.



Lets take a look at background replacement. Generally, you extract my subjects from their backgrounds using the Extract filter, but this time just use a mask to separate the subject from the surrounding pixels. In the process, you will also cover a little touch up to effect the overall tone of the piece.

To start open the photo below from the folder.



The gray background the model is up against really doesn't add much to the imagination, even if the costume and pose do. You are going to dress that up a bit using the second photo in the folder.



Select the entire wall image, copy it and paste it into its own layer in the document with the model. The second image in this case is wider than it is high, so some rotating and transforming needs to take place. With the Transform tools, first rotate the wall layer 90 degrees CCW, and then transform it so that it covers the entire layer.



Accept the transformation.

Now a layer containing the model needs to be placed above the new background, or wall, layer. Copy the Background layer and move it

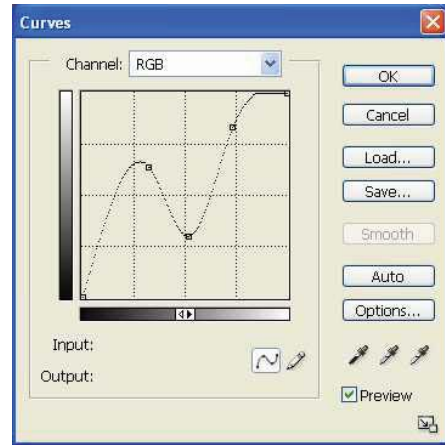
above the layer with the wall. Using your favorite selection tool, select the gray areas behind the model. For instance, you could use the Magic Wand tool because the background is almost entirely monochromatic. Next, create a mask for the layer. In the mask fill the selected background with black, select Inverse and fill the model area with white.



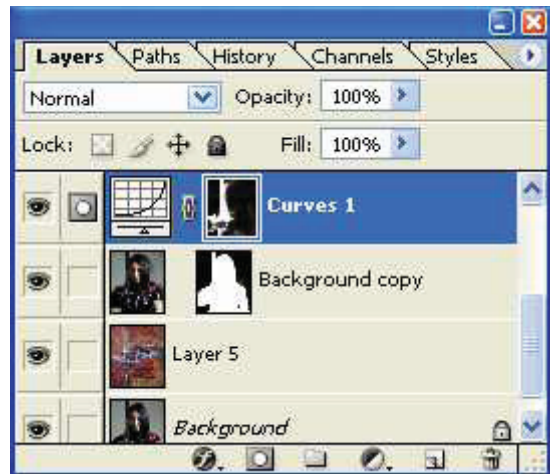
Your image will look something like that seen above. Don't worry that the edges are imperfect; you can clean those up shortly.



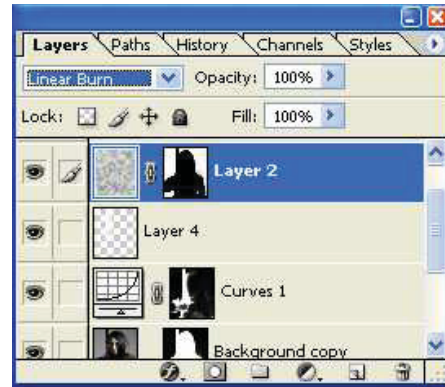
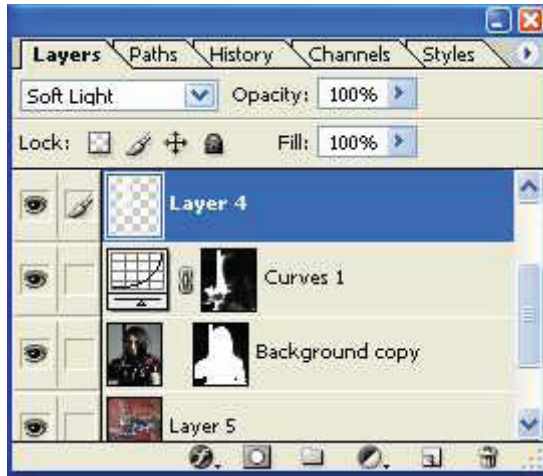
Now, put some shine on that sword. It can be done a couple ways. First, create a Curves adjustment layer and create a curve similar to that seen here.



Set Black as the foreground color and, in the Mask for the Curves adjustment layer, paint over those areas that you do not want affected by the curve. For instance, the reflections off the uniform, the skin, the red areas of the costume and so forth.

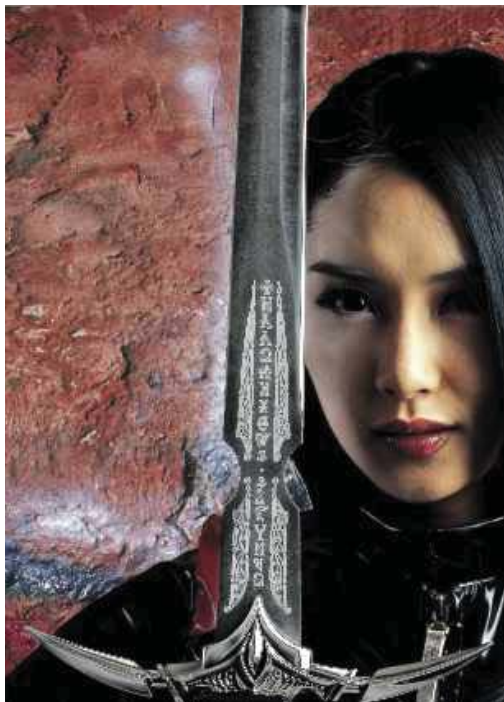
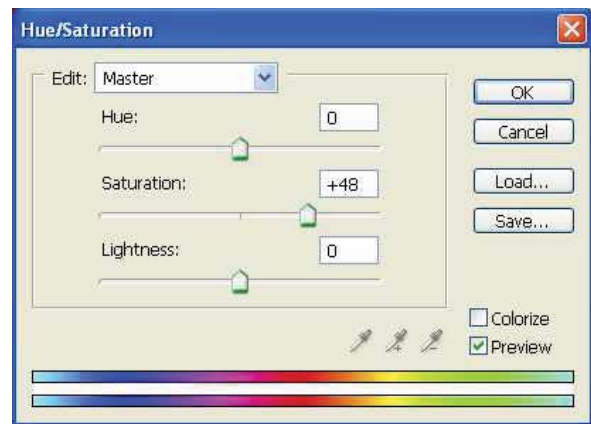


The sword can be made brighter by creating a new layer above the Curves layer and setting the Blend Mode for the layer to Soft Light. Paint over the blade with white. You may also want to make it appear the reflection off the blade is lightening the woman's face.



For the next part of the project, you want to darken the overall image but with a subtle hint of grunge. To do this set the foreground color to a median gray and the background color to white. Create a new layer and run the Clouds filter on it. You don't really want this to affect my model, but just the background. To do this Command/Control+Click the Model layer's mask. Create a mask for the clouds layer and ensure the model area is filled with black in the mask and white over the rest. Set the Blending Mode for this layer to Color Burn.

You should really thicken the color so create a Hue/Saturation adjustment layer at the top of the layer stack and increasing the Saturation to +48. Leave the Hue and Lightness sliders alone.



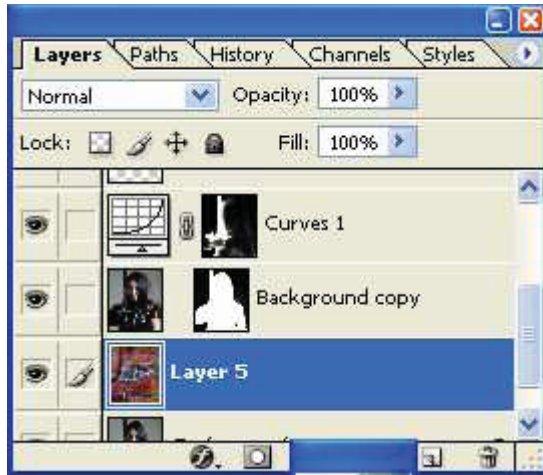
If you still have some light areas showing around the model that may not have been hidden by the mask, select the model layer and use the Burn tool to darken the edges.



The Burn tool can also be used to add some shadow to the new background. You might use these settings:



Selecting the new background layer, run the Burn tool to the left of the sword and along the left edge of the model to give some shading to the wall.



As a final touch, use the Lighting Effects filter on the wall layer. (Next Column3)