



INTRODUCTION TO GRAPHICS

Making a photo frame

Information
Sheet No.



This is a generic tutorial which is designed to be used in almost any photo software. You may have to adjust the process to accommodate PS-CS2's specific tools. Give it a try!

You are going to create a frame that can be used in any software that recognizes transparency.

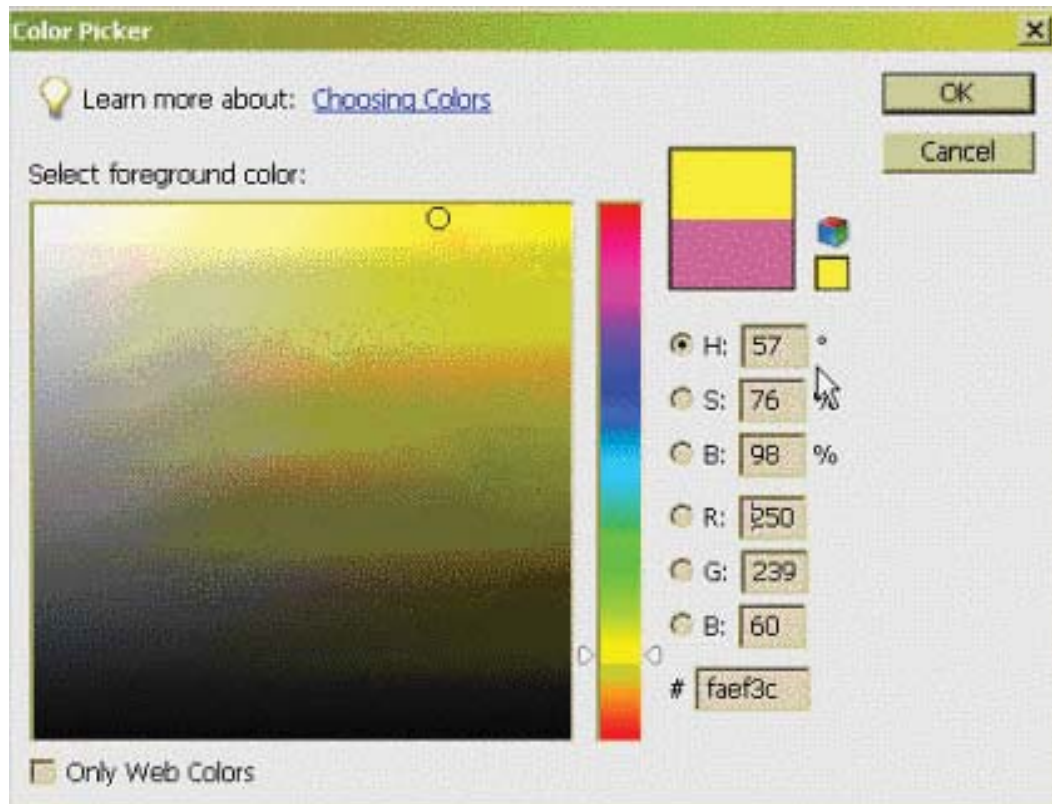
Download the project files from the Picture Frame Project on Drive S: Lyons-Chey onto your drive U:.

The files included are:

- * Cracked Paint
- * Swirl Border
- * Edge
- * FrameTUT.abr



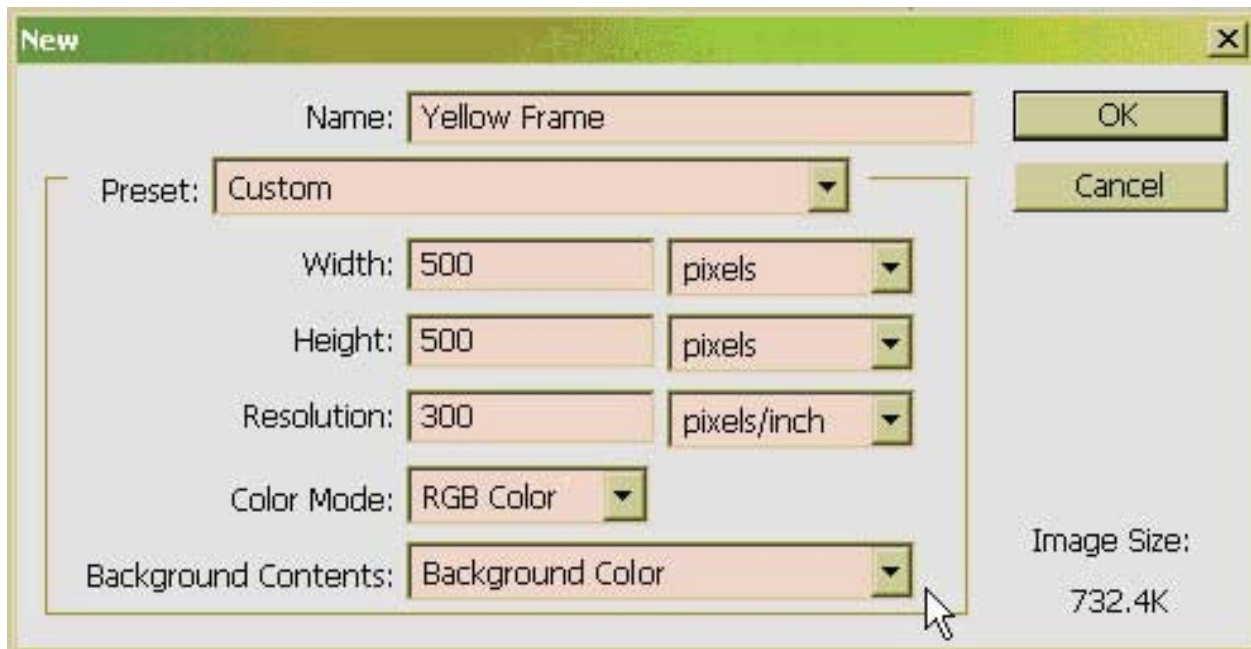
First create a color swatch to fill our Base Layer. Double click the background square - the color picker opens. Fill it in like this:



Then click ok.

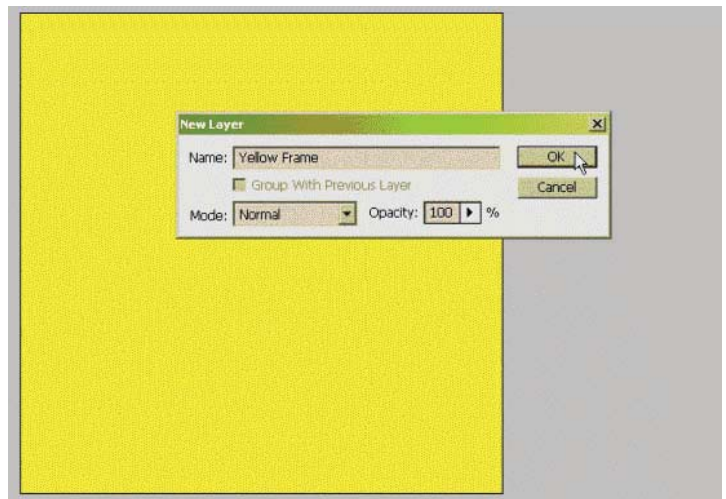
Now create a new file. Go to File/New Blank File by clicking on the menu at the top of your software.

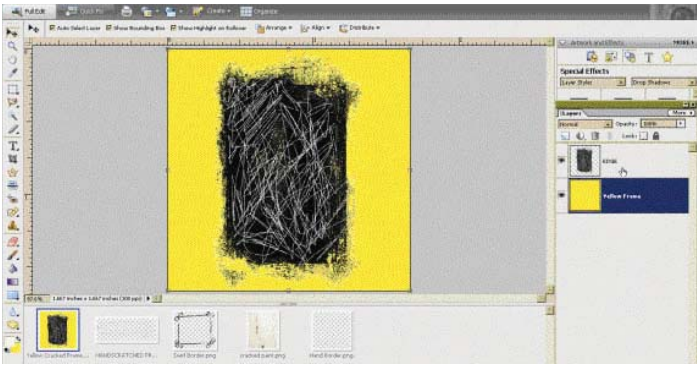
Fill in the settings on this way:



Double click the background layer. Name it Yellow Frame, click OK.

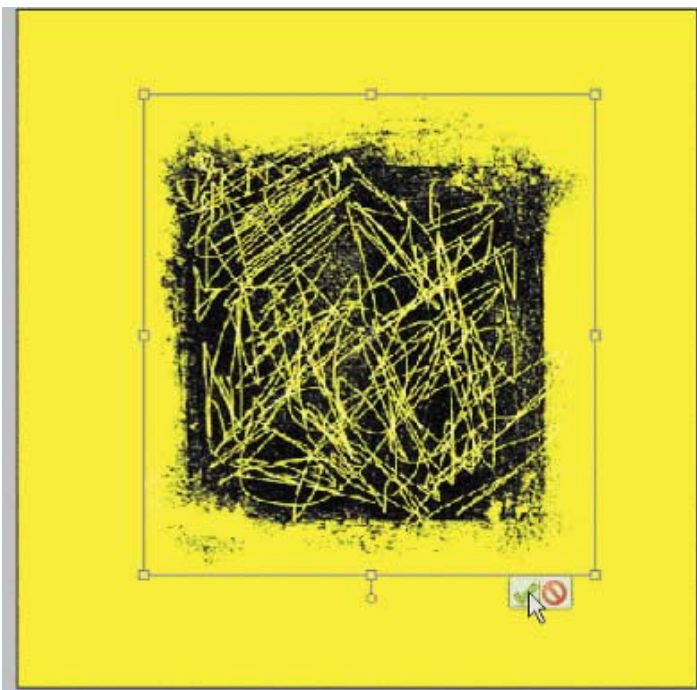
Make sure the Edge image on the photo is highlighted then select the move tool on the toolbox:





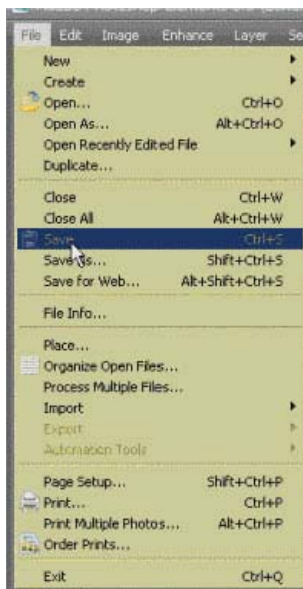
The black part of the image is going to be cut out of the image so resize it to a size you like.

Choose the move tool on the toolbox and click once on one of the corner squares when the checkmark and red circle icon appear you can begin to resize:



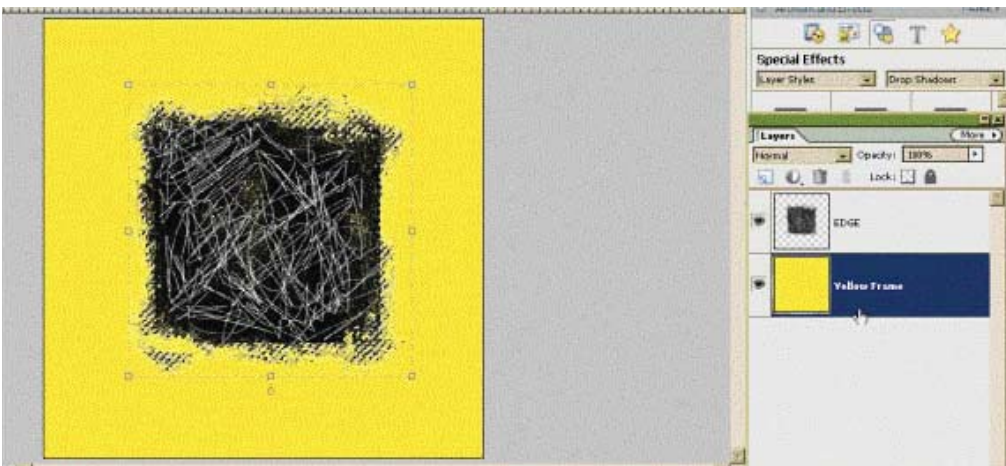
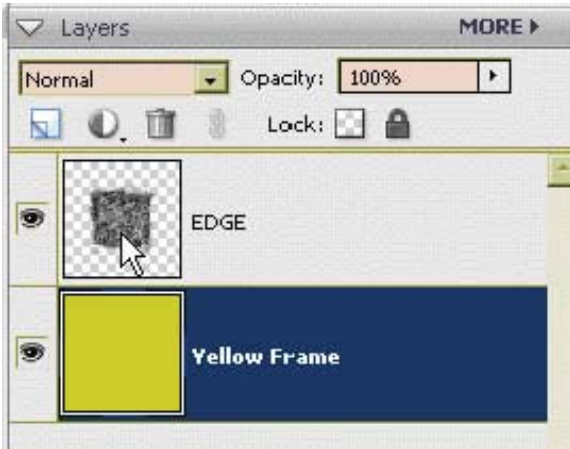
Make sure it is positioned where you want it.

It is a good time to save the file. Go to File on your menu and select Save:



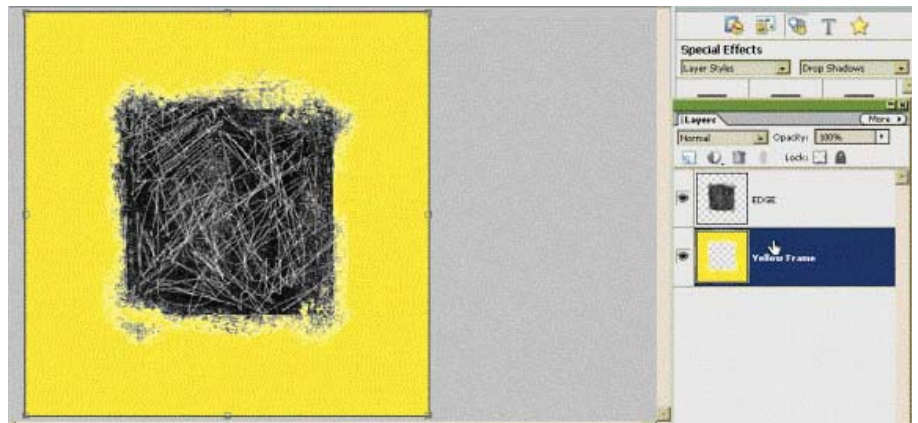
Name the file Yellow Frame. **Save often.**

Highlight the Yellow Frame layer and then hold Ctrl and click on the black part of the Edge layer like this:

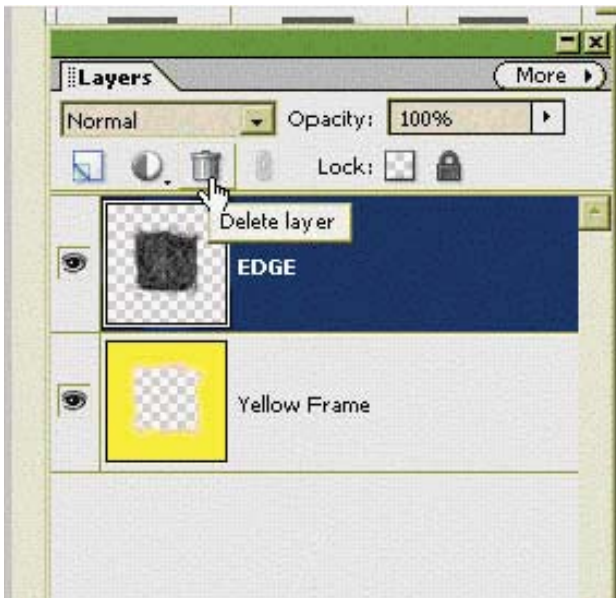


Now a dotted moving line is around only the black area. Make sure the yellow layer is highlighted.

Now hold Ctrl and then X. You can see that the black part is cutout of the yellow frame but still shows on the image:

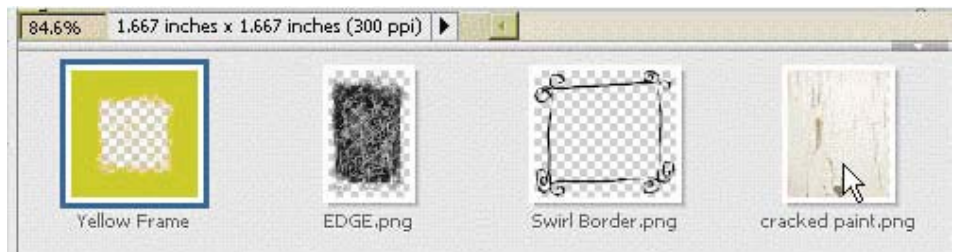


Highlight the edge icon in the layer palette and then click on the trash can to delete it.



Next, highlight the Cracked Paint Image . . .

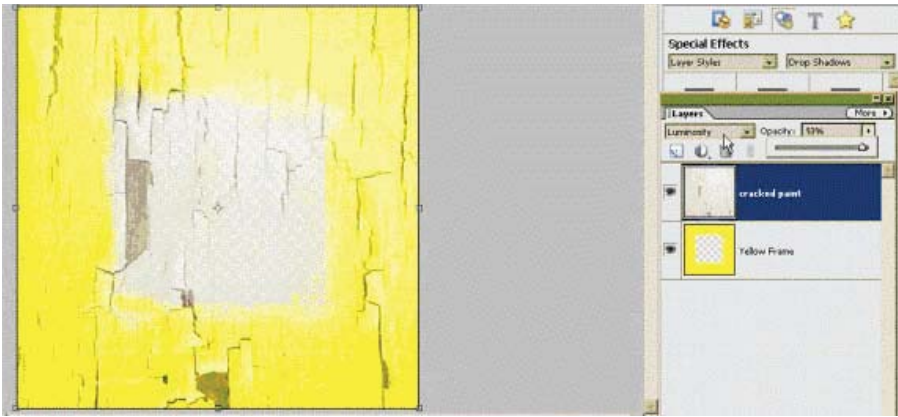
. . . and then drag the cracked paint icon onto the image



Then resize it so it covers the whole image

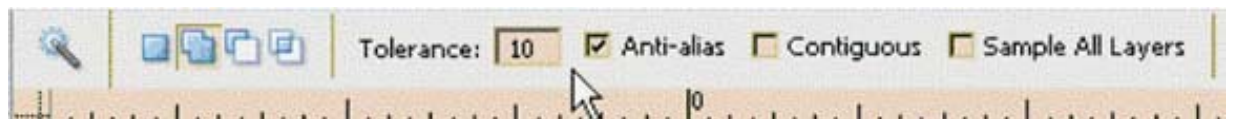


Choose the blending mode of Luminosity.

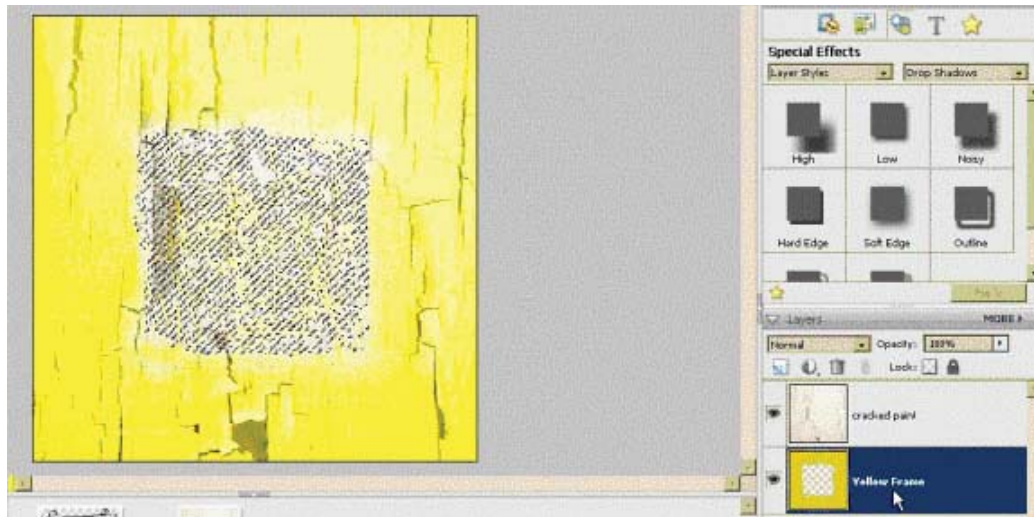


Highlight the Yellow Frame layer then select the magic wand tool

And set your presets like this:



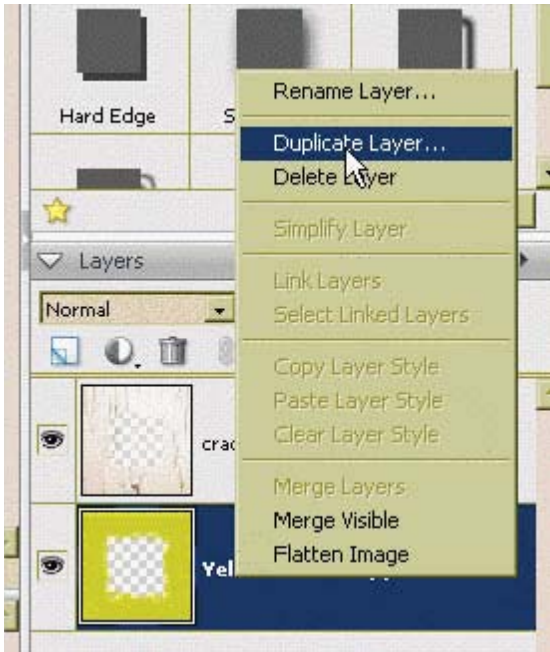
Click on the white part of the image to select it. It will look like this:



Now highlight the Cracked Paint layer and hold down Ctrl and the letter x. This removes the white area. There is some white left in the middle I don't want so we will choose the eraser tool and remove it.

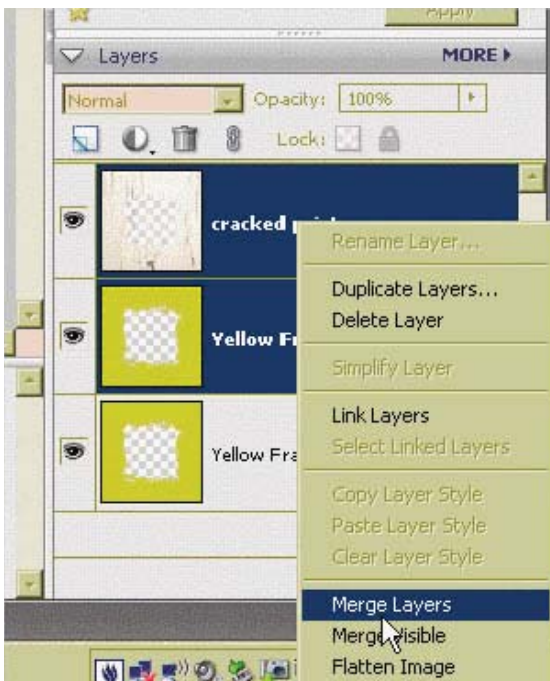
Before you do that though, merge the original Yellow Frame layer and the Cracked Paint layers.

First, go to your layers palette and duplicate the yellow frame layer. Try to remember to do this to any layer which may be important before you merge.



When the dialog comes up click OK.

Now, click on the Cracked Paint and the Yellow Frame layers while holding CTRL and right mouse to Merge Layers

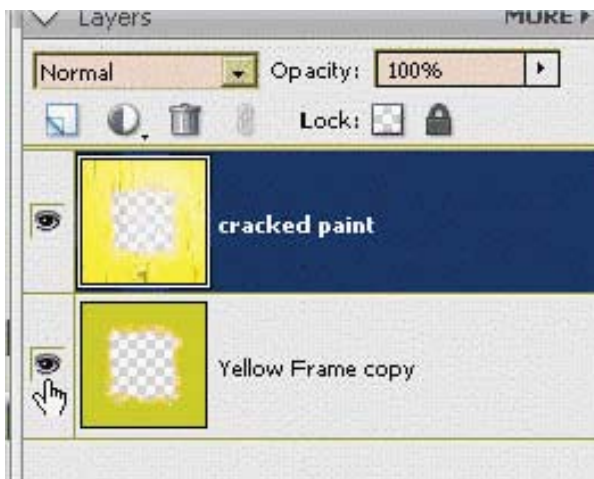


It will look like something like this.



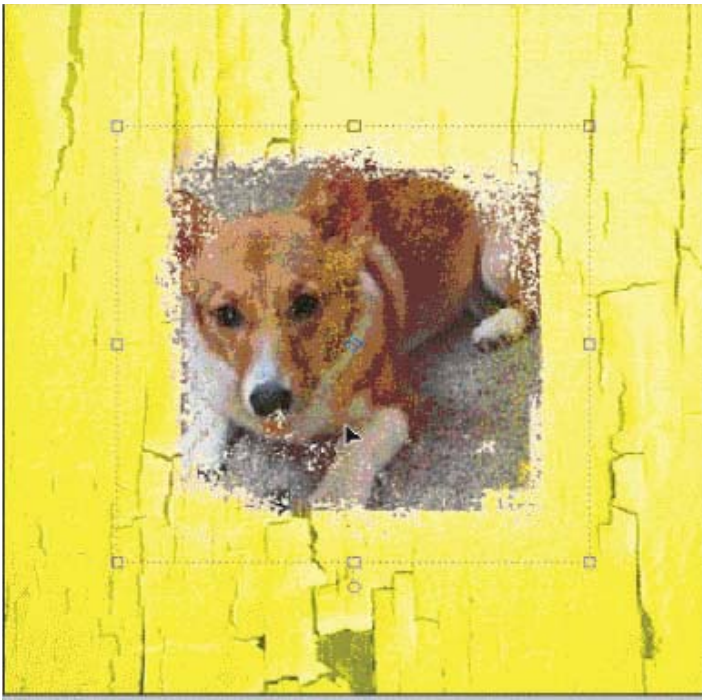
Now click on the eye next to the Yellow Frame Copy so it doesn't show.

Ok, now for the erasing part...



Choose the eraser tool and any brush and erase the white in the middle.



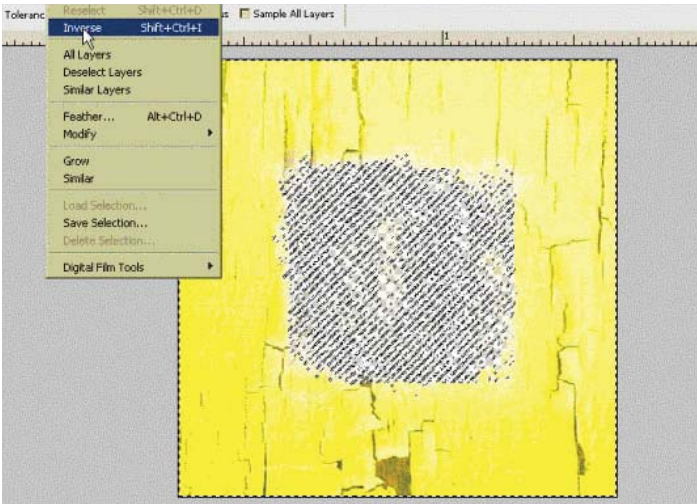


Just brush around until you have what you want. This is what the frame would do to a photo if you didn't clean it up:

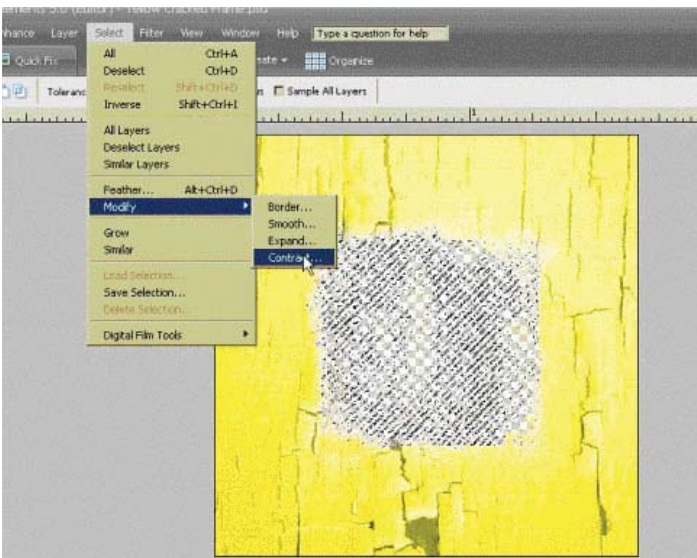
It is not a bad thing, it adds texture to the photo and is great for art work, but if you want to see your photo clearly you have to remove the leftovers.



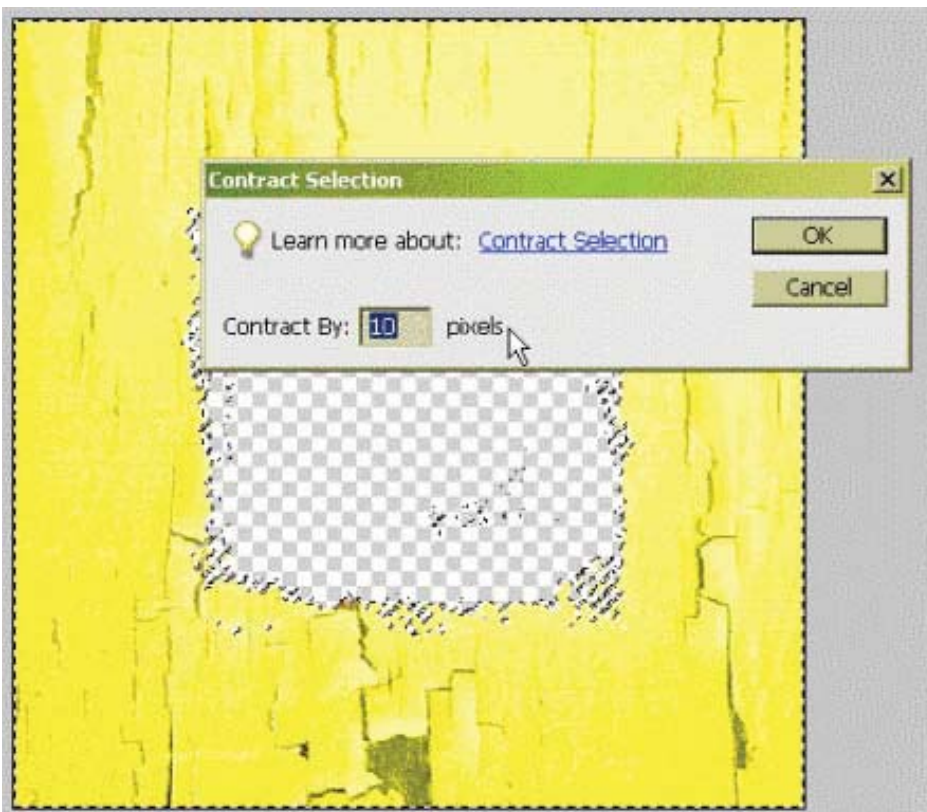
Now, select the magic wand again and click in the middle of the white area that you just cleaned up. Go to the select menu and inverse.



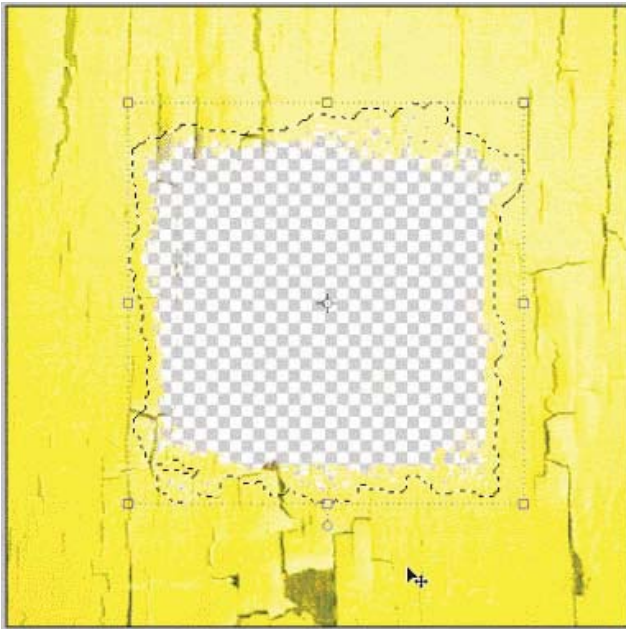
Go back to the the Select menu, choose contract.



Use this setting: setting:

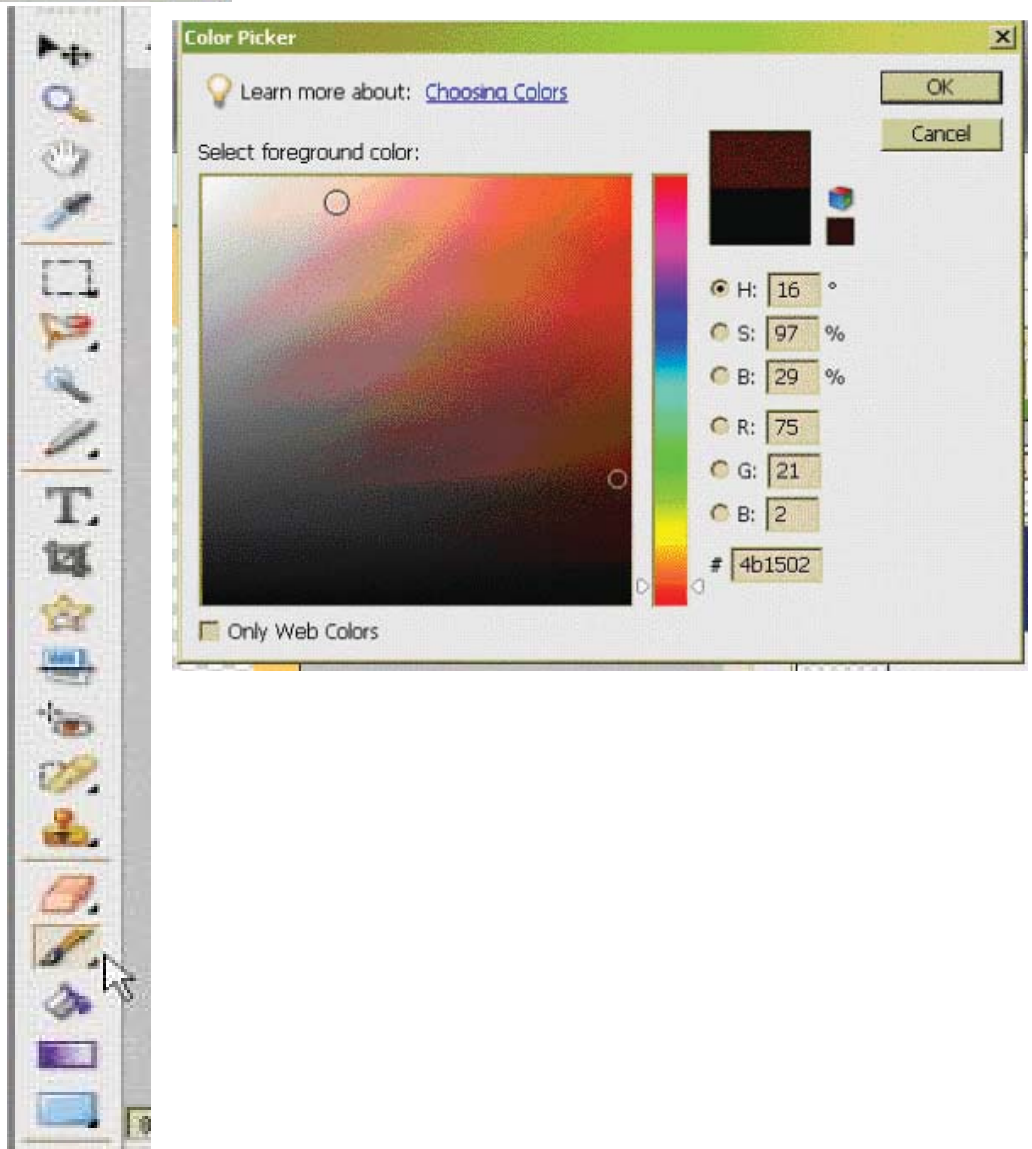


Then go back to the Select menu and choose inverse:

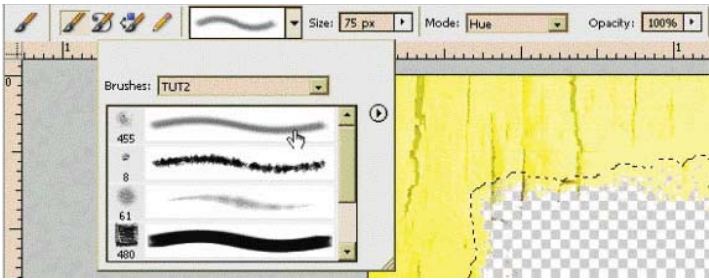


Next, create or choose a burnt red color by double clicking the foreground square. You can use these numbers: H16, S97, B29, R75, G21, B2 or 4b1502

Go to the brush tool



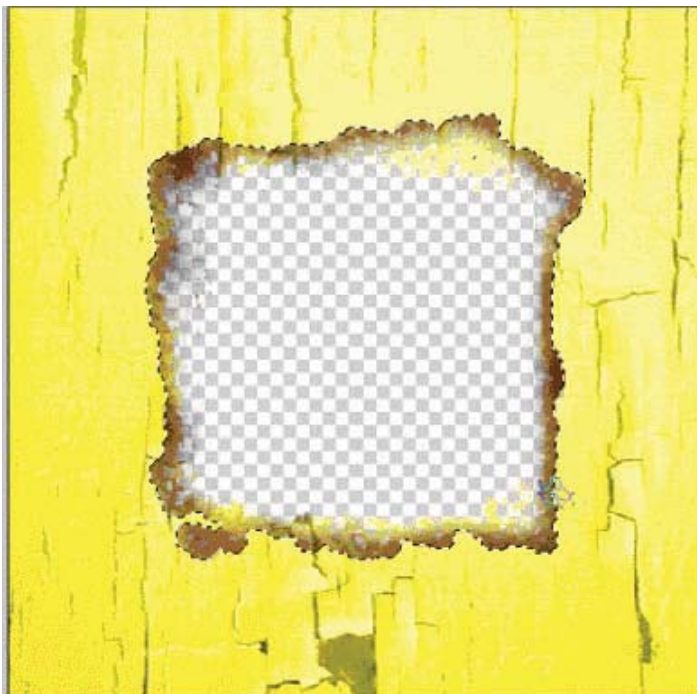
and at the top go to the black arrow and then load brushes. Find the FRAMETUT.abr file and open it. Choose the grunge brush numbered - 455, size - 75px, Mode Hue and Opacity - 100%.



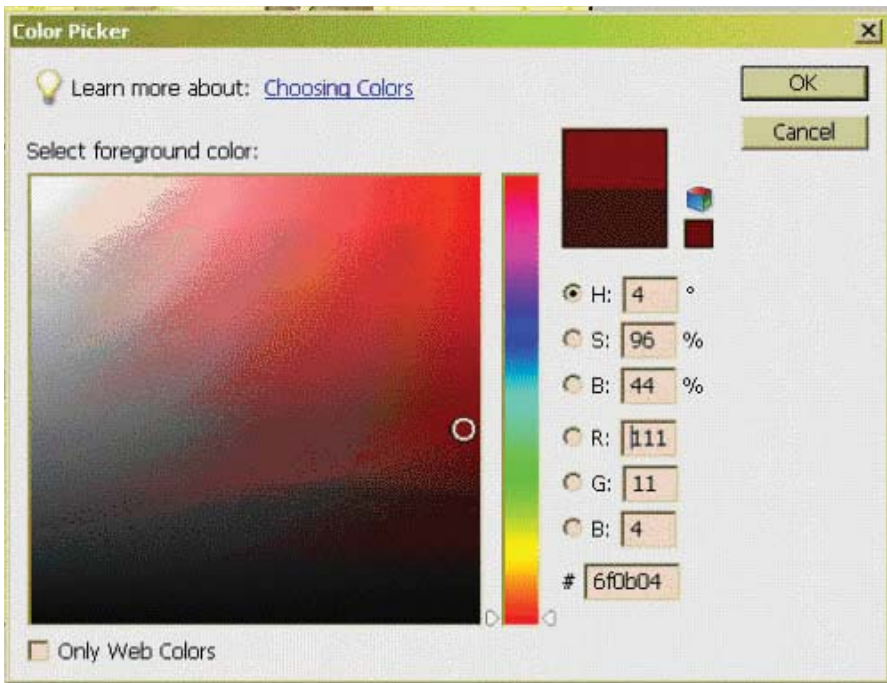
Create a layer and name it Overlay.



Make sure the overlay layer is on top of the stack and that it is highlighted. Start painting in a random fashion along the edge using the dotted line as your guide.

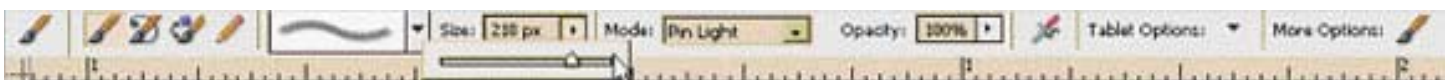


Go back to the select menu and inverse.

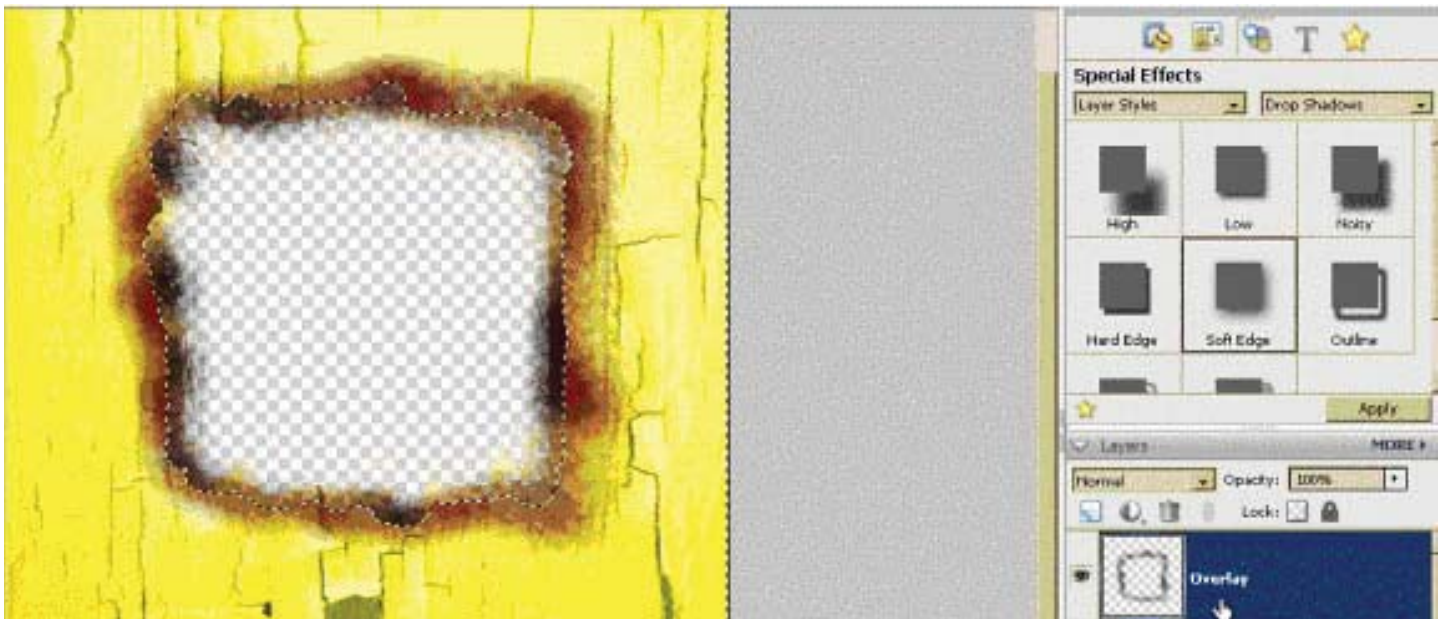


Create a new layer and name it Brush, name it by double clicking the layer word until it is highlighted then type in Brush. Use a deep red color, make sure it is highlighted in the layers palette.

Use these brush settings: Brush - 354, Size - 353, Mode - Pin Light, Opacity - 100%



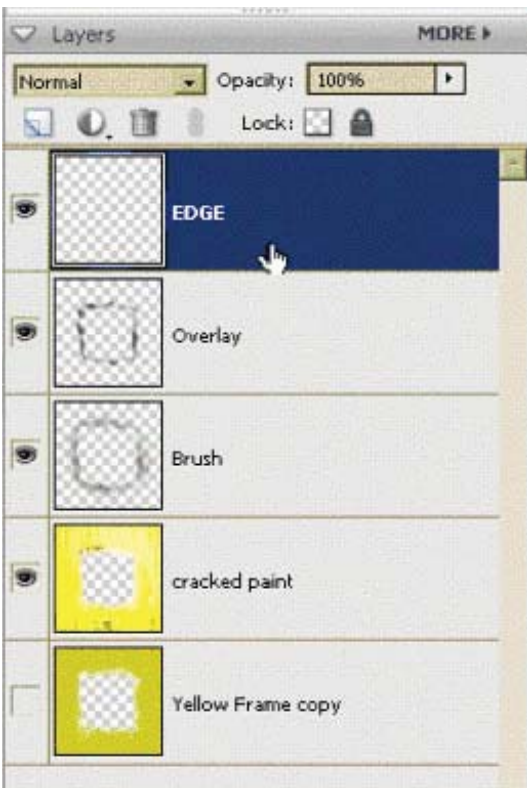
and in the same random fashion go around the edge.



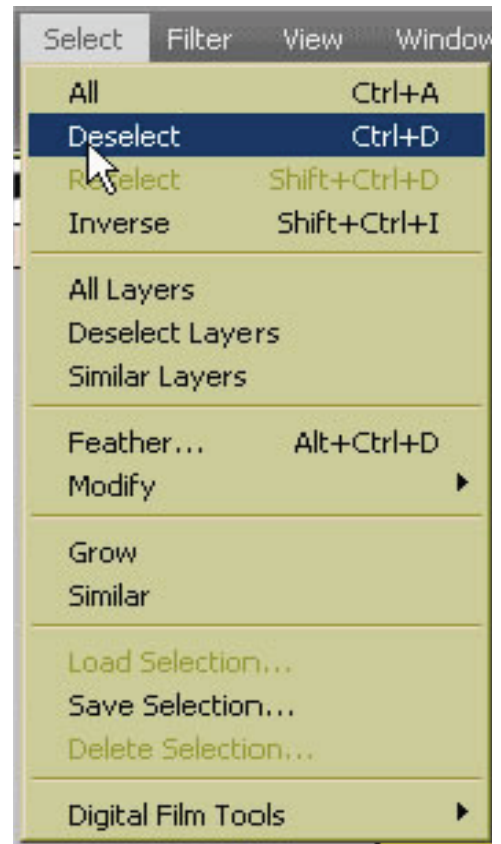
Click the layer and choose color burn as the blending mode.



Create a layer and name it edge:

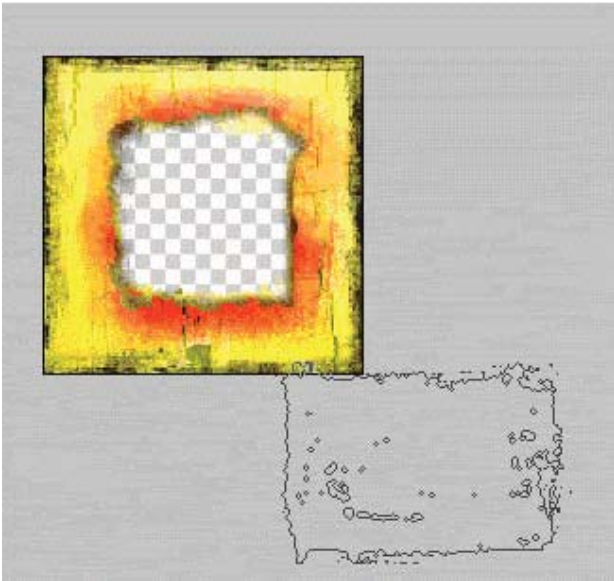
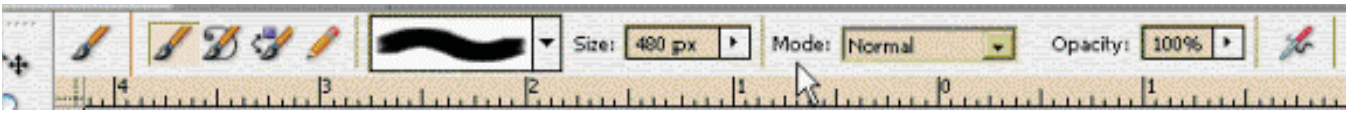


Create this color:
 Hold CTRL then the hyphen symbol on your keyboard. This shrinks the image so you can get to all the sides with a big brush. Change the brush to the scratchy brush 480 and these settings and click randomly around the edges.

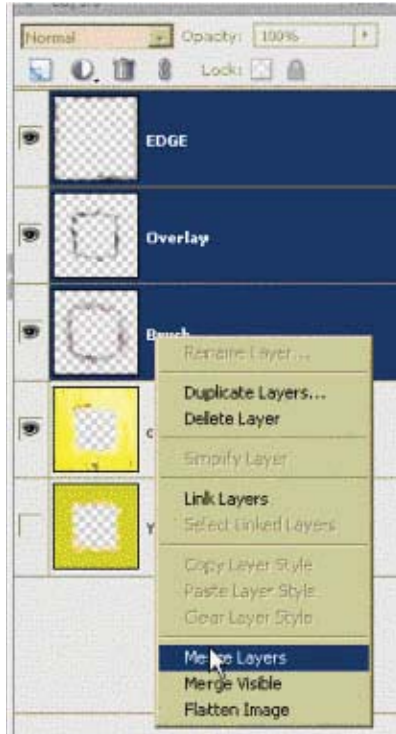


Go to Select Menu and Deselect or CTRL D so that nothing is selected:





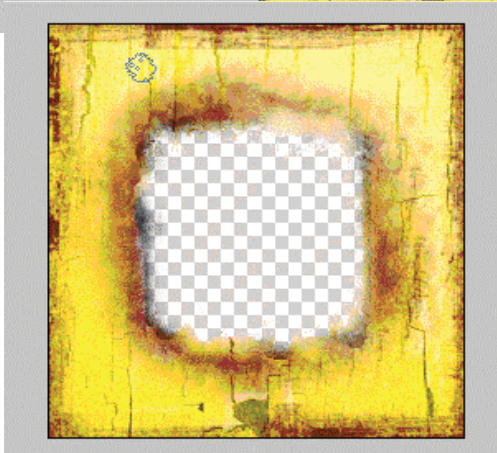
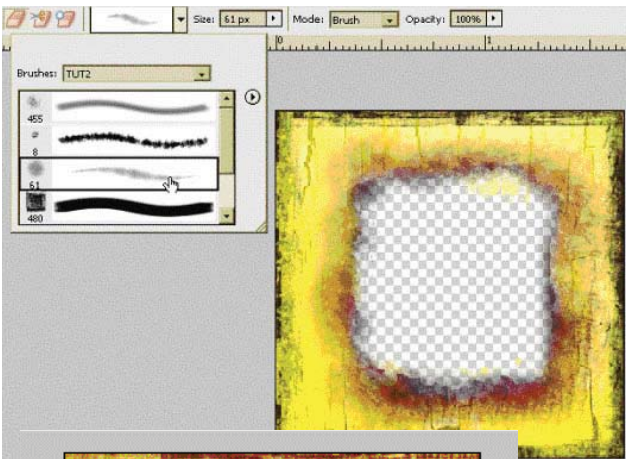
You will need to fix the inside edges, they just aren't right so erase some of the hardness. Merge all of the new layers but leave the yellow ones deselected:



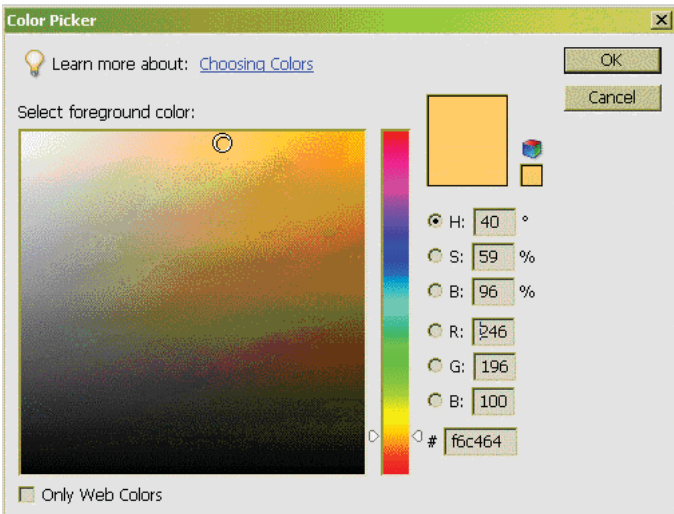
Choose the Nagel Series 61, size - 61

Highlight the EDGE layer.

Then select the eraser tool and just soften the inside edge a bit by painting randomly.

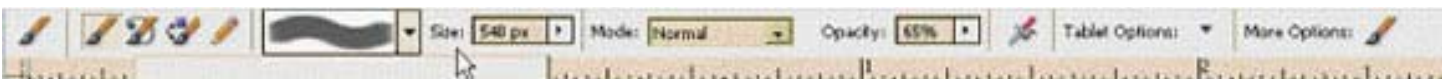


Add one more layer to finalize the frame and soften it all up. Create a layer and name it Final:



Create this color by double clicking the foreground color.

Choose the Scratch 1 brush and use these settings: Size - 540, Mode - Normal, Opacity 65%.



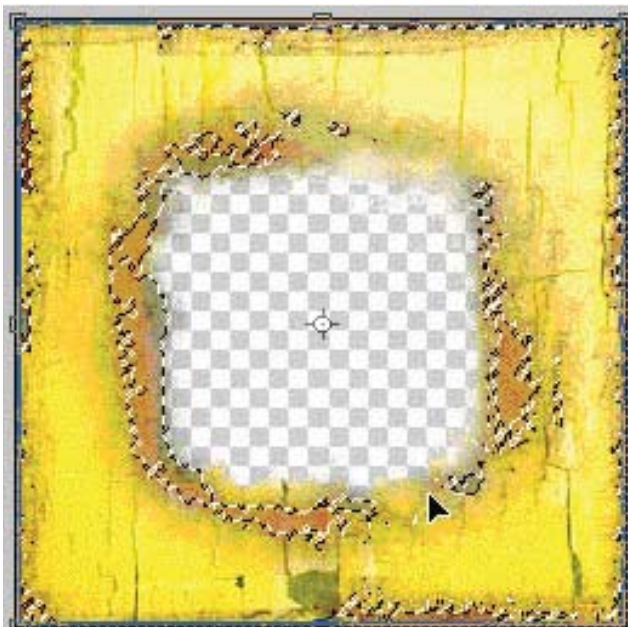
Hold CTRL down and select the EDGE layer right on the icon



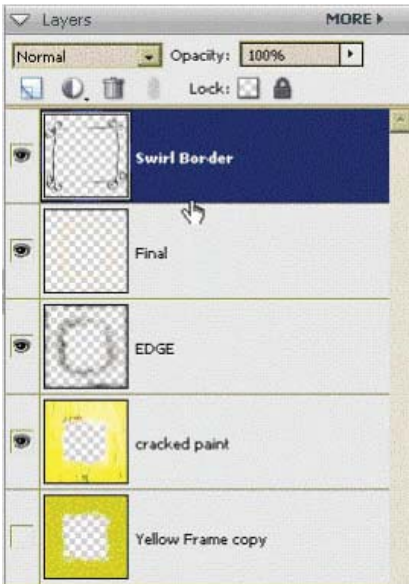
This selects just the image on the layer. You can increase the size of your image by holding down CTRL and the plus sign on your keyboard.



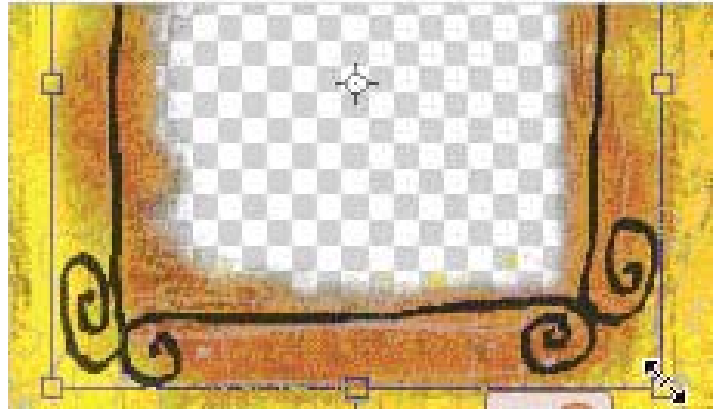
If your satisfied, hold down CTRL and D. T.



It is finally time to add the hand drawn border. Make sure you deselect everything and then drag Swirl layer on top of the image. You may have to move it to the top of the stack as well:



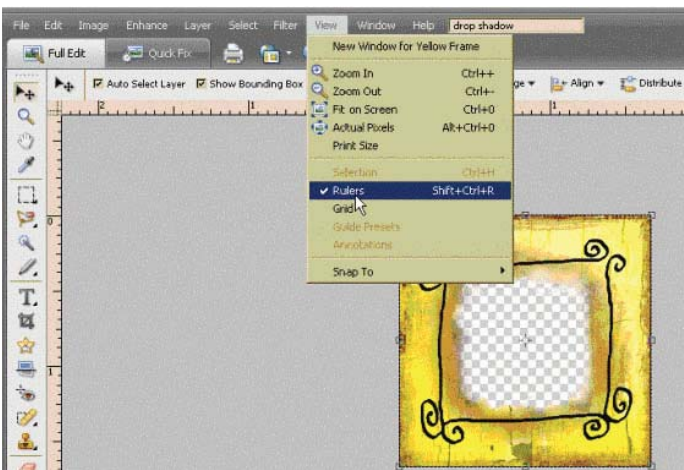
You will need to resize it by grabbing the small square on the right bottom of the image and dragging it to the size you want:



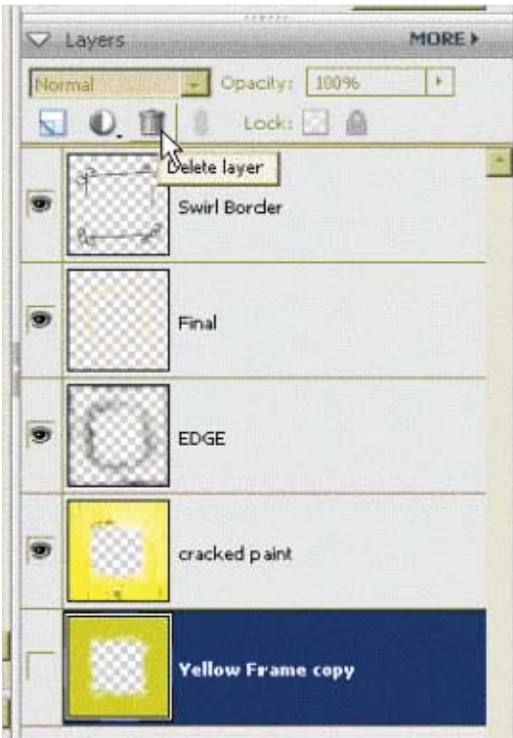
Remember to click the green arrow.



Lighten the opacity of the layer to 75%.



Align everything so that it is in the middle. Make sure you can see the rulers.



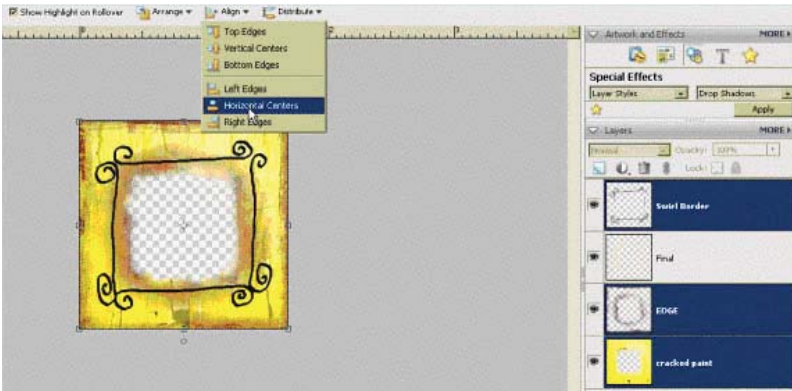
You won't be using the Yellow Frame Copy layer so highlight it and click on the trash can to delete it.



Now, select the top layer in your palette and hold down Shift and while holding select the last layer.



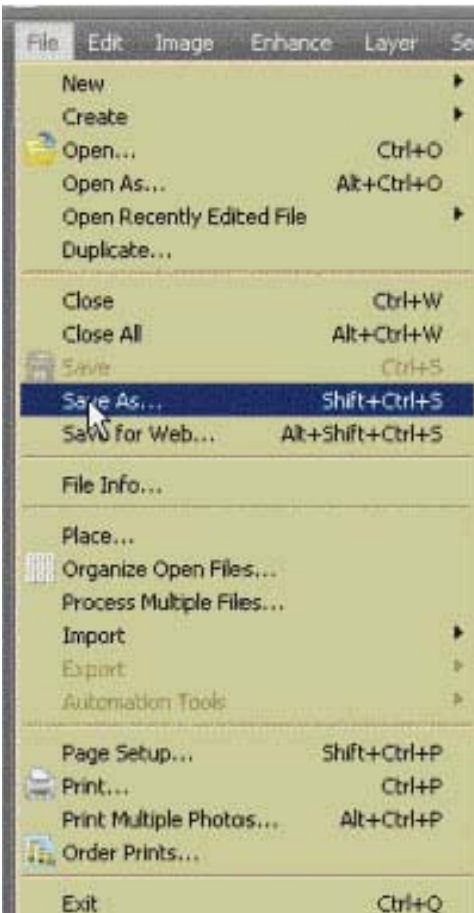
Then choose the align menu



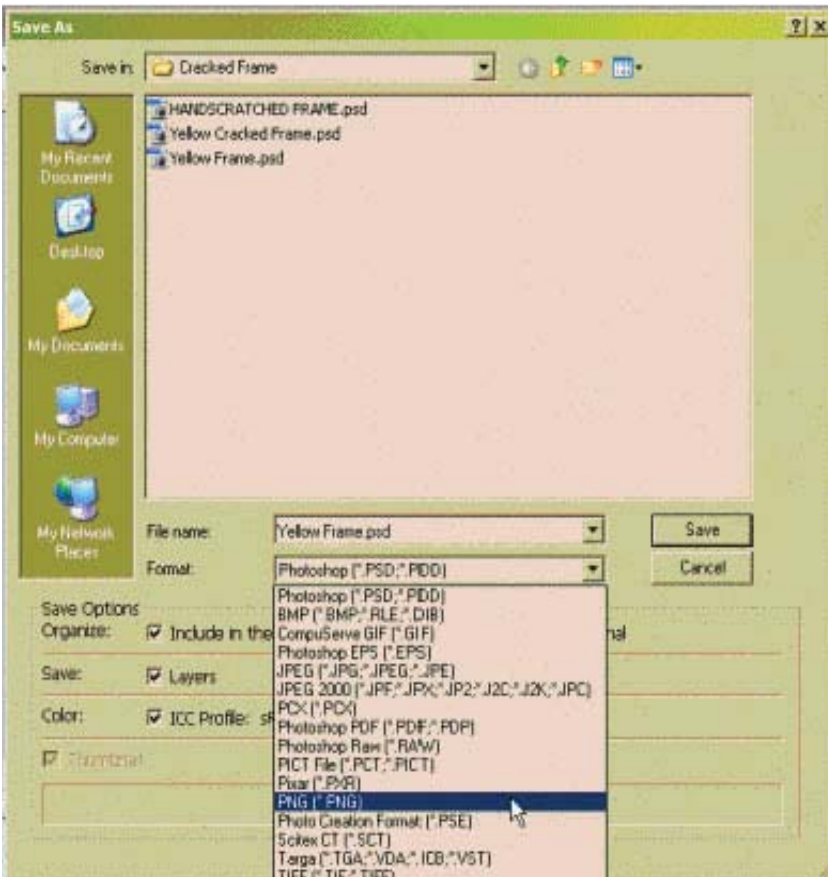
Align Vertical Centers. In Photoshop just select the element/align objects icon and select both vertical and horizontal. In other programs if you want to align Horizontal Centers you have to go back to the layers palette and while holding CTRL click on the Final layer to deselect it and then go back to align and Horizontal Layers.



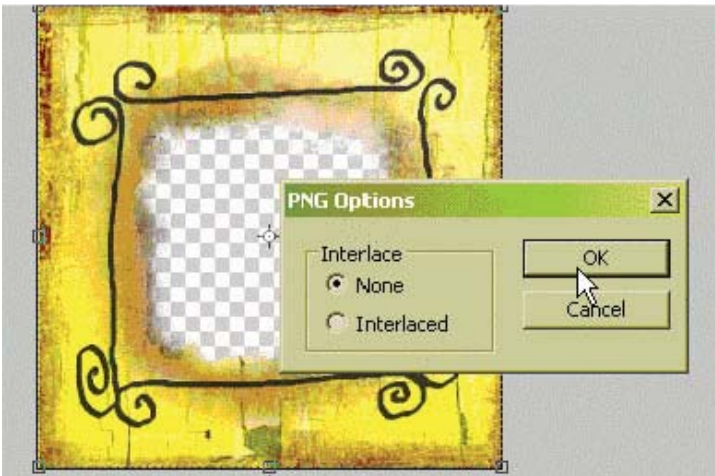
Now Save. If the dialog asks you what to name it save it as Yellow Frame and over write if it says one already exists. Then go to the File menu again and choose Save As.



When the dialog comes up, save with the same name but click on the arrow next to format and choose PNG.



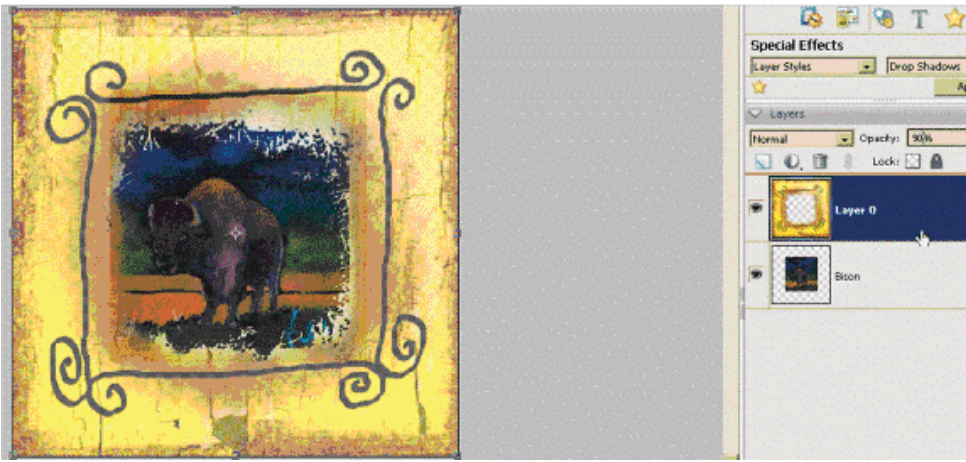
A dialog with Interlace will come up, choose none.



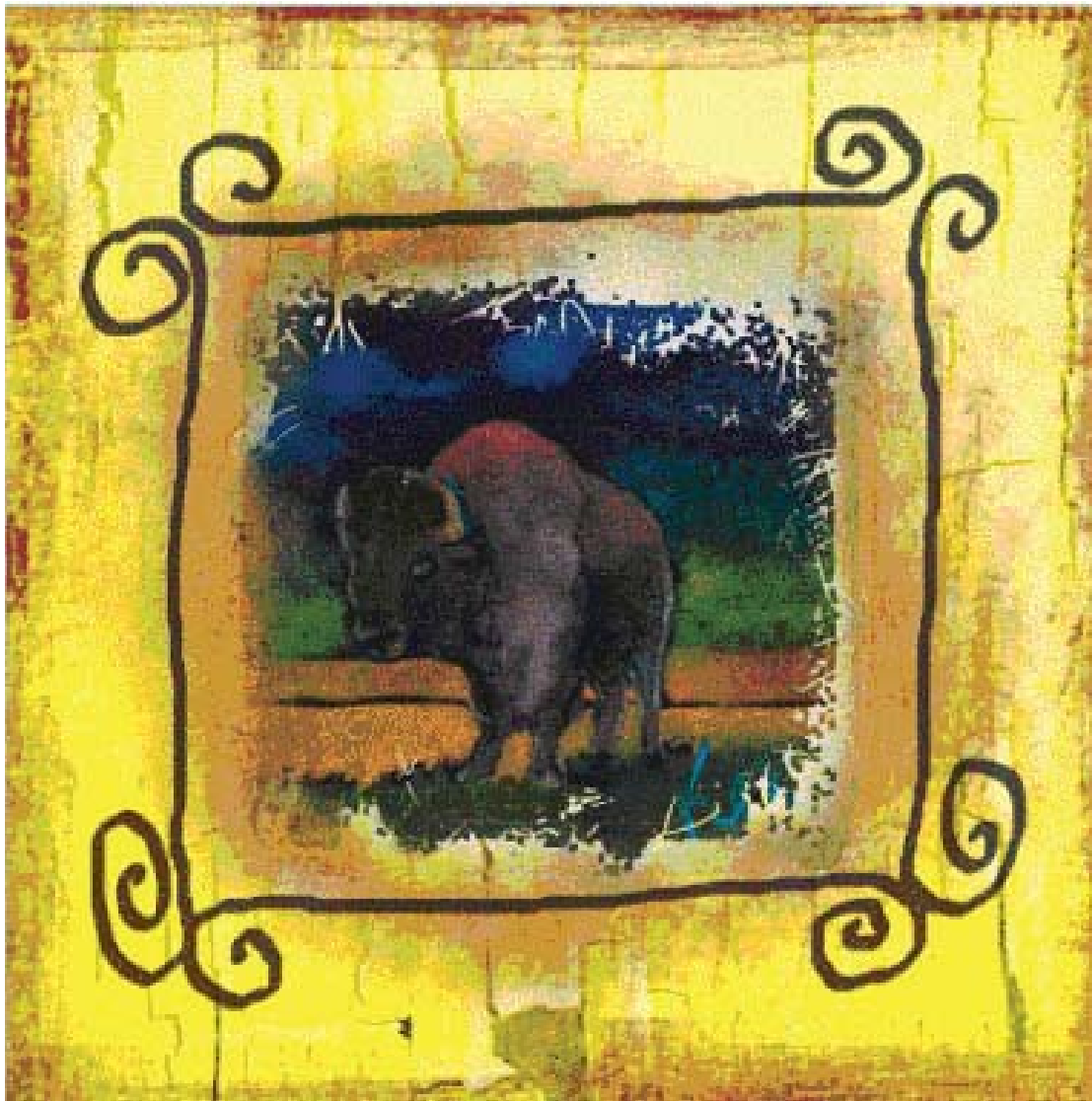
This will save a transparent file that can be used in software that won't import Photoshop files.



Now you can put this layer on top of a photo or art work.



Open the PNG file and then the Bison file. Drag the Bison below the frame layer. Then lower the Opacity to 90 so the frame isn't so distracting.



Here is the final result.