



INTRODUCTION TO GRAPHICS COLORED PENCIL EFFECT IN PHOTOSHOP

Information
Sheet No.

PS698

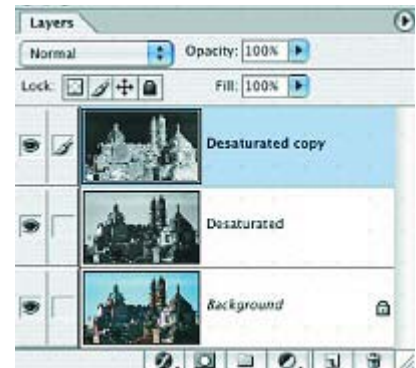


You can use an image of your own for this tutorial.



layer blending mode to Color Dodge. The image should turn completely white

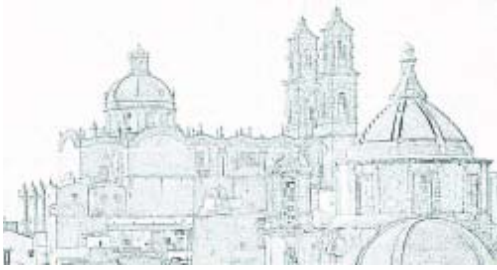
Open Cathedral Sketch.jpg and press Command/Ctrl-J to copy the Background to a new layer. Desaturate this layer by choosing Image > Adjustments > Desaturate (Shift-Command/Ctrl-U). Press Command/Ctrl-J again to copy the desaturated layer. Press Command/Ctrl-I to Invert it, and change the



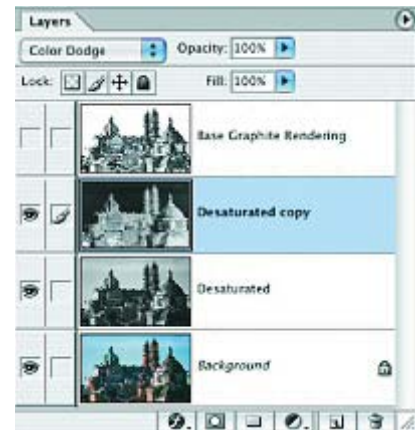
the Foreground Color to black by pressing X, and paint lightly over areas such as the domes and towers of the cathedrals and the sun-bleached walls to bring out more detail. Use the Left and Right Bracket keys to adjust brush size and the Numeric keys to change Opacity. To lessen or eliminate detail, change the Foreground Color to white, and paint with the same settings or adjust as needed.

Choose Filter > Blur > Gaussian Blur, and set Radius to the maximum of 250 pixels for a smudged graphite appearance. There may be areas where you want more or less detail that can be controlled by painting on the blurred layer. Select the brush tool and choose the Soft Round 300-pixel brush in the Brushes palette. In the Options Bar, click the Airbrush icon and lower Opacity to 30%. Change





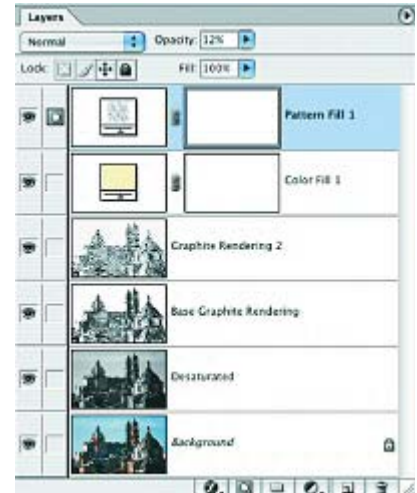
Once the rendering is to your liking, click the Create a new layer icon at the bottom of the Layers palette. With this layer active, press Option/Alt while selecting Merge Visible from the Layers palette menu to create a layer composite of the base graphite rendering.



Drag the blurred layer to the Trash icon. Now that the base graphite rendering layer is in place, you'll want to create another layer that has sketch lines to impose over this. Turn off the visibility of the base graphite rendering layer. Activate the desaturated Background copy layer, and press Command/Ctrl-J to copy to a new layer. Invert it (Command/Ctrl-I), and change the layer mode to Color Dodge. Apply the Gaussian Blur filter set to a Radius of 5 pixels. Brush over the image to control the amount of detail using the brush settings from Step 2. Create a new layer, and while pressing Option/Alt choose Merge Visible from the Layers palette menu to create another composite layer, and name it Graphite Rendering 2. Trash the blurred layer, and turn on the visibility of the base graphite rendering.



Move the Graphite Rendering 2 layer to the top. Press Command/Ctrl-L to open Levels and move the black slider to the right until you have more prominent black sketch lines, then lower the layer's Opacity to 60%. To create the effect of aged textured paper,



click the Create new fill or adjustment layer icon and choose Solid Color. In the Color Picker, enter 250, 250, and 215 as the RGB values, click OK, and lower the layer's Fill to 15% for a slight yellow cast. Add a Pattern layer, click the pattern swatch to choose Sparse Basic Noise, set Scale to 50%, and click OK. Change the Pattern layer's Opacity to 12%.



Create a new layer, open the History palette, and make sure that the source image set for the history brush is the starting color image. (A brush with an arrow icon should be in the box to the left of the Cathedral Sketch image thumbnail.) Choose the history brush in the toolbox and use the same brush settings as before, but change the brush's Opacity



to 50% and turn off the Airbrush. Gently sweep across the image, being careful to not cross over the same areas too much, and you will see colors from the original image come through. When finished, set the layer's Opacity to 65% to soften the colors.

The final image is shown enlarged below.

