



INTRODUCTION TO GRAPHIC COMMUNICATIONS HALLOWEEN CREEPY FACIAL EFFECT

Information
Sheet No.

996

First off, you don't personally have to celebrate Halloween to do this project. You may be one of those people who elect to curl up on the couch with a bag of candy, watch movies and pretend you're not home when other munchkins come a'knockin.

That being said, you might still enjoy a good scare now and then. Working late nights just does something to the brain, and you may often wind down by turning the lights off in the office and surfing the net for good, albeit fake, ghost images. Here you can perhaps figure out how they were created in just a few steps, and often using only 2 to 3 layers.

Therein lies your problem. You enjoy a good scare, but instead of chills you get the giggles, and then analyze the photo to death just to recreate the effect. With all the unique features available in Photoshop, you might find yourself wishing some of these guys generating the images would at least give you the occasional cringe. So in this Information Sheet you are going to try and creep yourself out a bit, with a variation on the tabloid-famous 'Bat Boy'.

To start, here is borrowed the face of a young boy. You may use a photo of your own or find one on the internet. It is, however, more fun with your own or of someone you know.



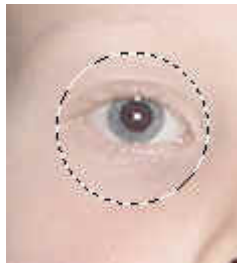
Duplicate the background layer.
996 - HALLOWEEN CREEPY FACIAL EFFECT



Select the Elliptical Marquee tool. Set the Feather Radius to 8 pix, anti-aliased = checked, and Style to Fixed Aspect Ratio.



Select an eye with the marquee. See the next image to gauge the size of the selection.



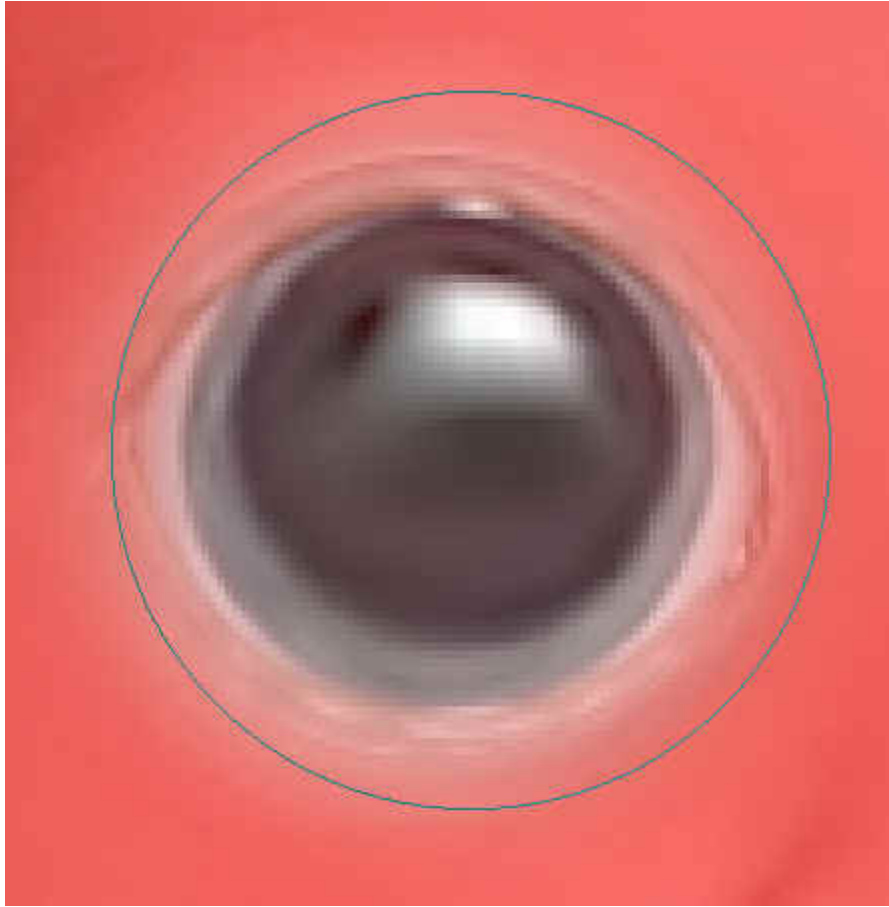
Go to Filter>Liquefy



Select the Bloat tool.



Inflate the eye to the edges of the mask, as seen below. Keep the eye as round and uniform as possible.



Click OK. Repeat the process for the other eye, and click OK.



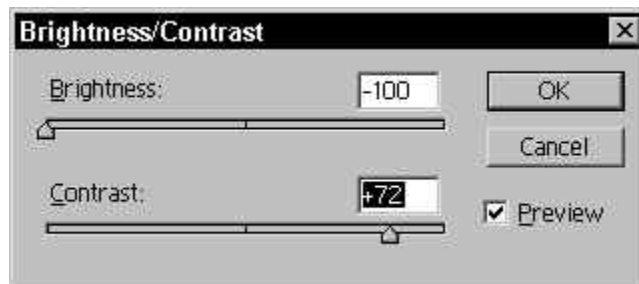
Again, go to Filter>Liquify. Using the Bloat, Pucker, and Warp tools, distort the face. Move the ears, increase the size of the mouth, decrease the size of the nose, etc. Basically just have fun warping for a bit.



Ok, now it looks pretty weird. Time to get freaky! Go to Image>Adjust>Desaturate.

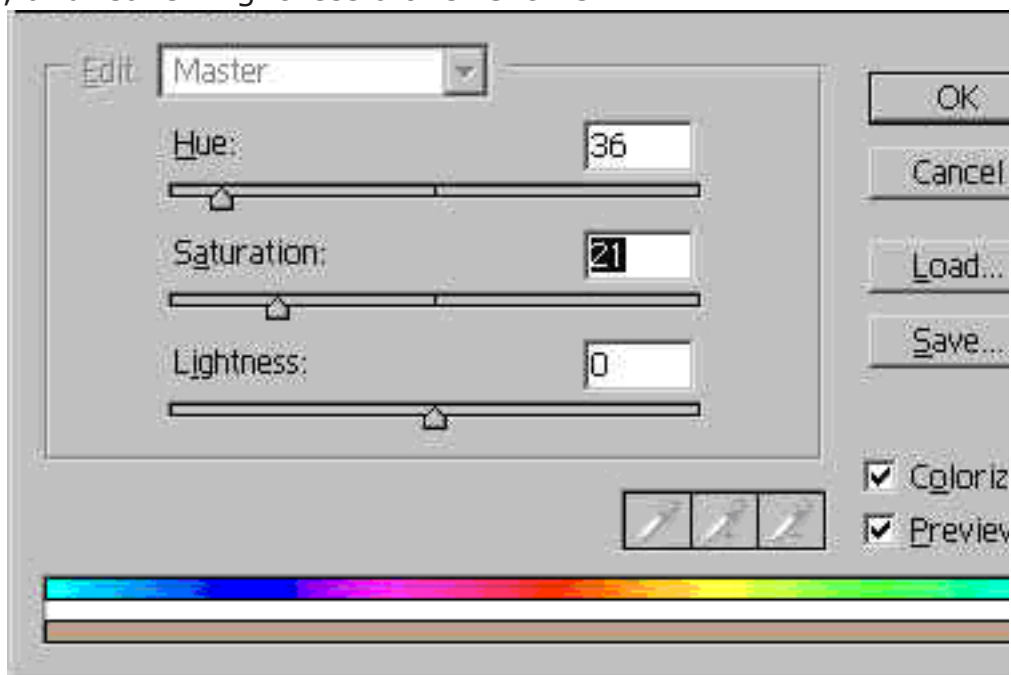


Go to Image>Adjust>Brightness/Contrast. Set the Brightness to -100 and the contrast to +72.

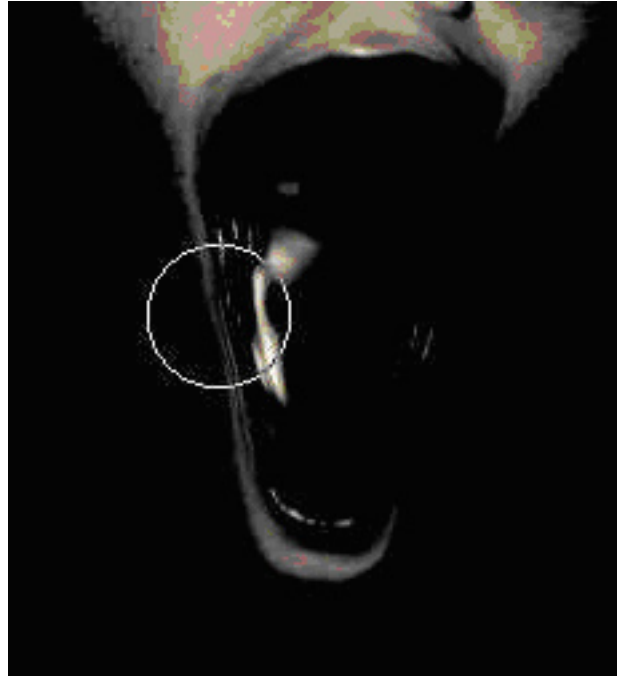




Select Image>Adjust>Hue/Saturation. Check the Colorize box. Set the Hue to 36, Saturation to 21, and leave Brightness alone. Click OK.



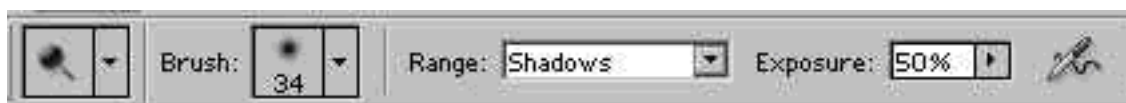
Go to Filter>Liquify. Select the Warp tool and reform the blocky areas of the face. Narrow the mouth, give the chin a point, etc.



Go to the Channels Palette. Select the Red Channel.



Select the Dodge Tool. Using a soft rounded brush, set the size to 34, the Range to Shadows, and Exposure to 50%.



Paint along the top of the eyes lightly, generating slightly highlighted areas.



Heeeeeeers Bat Boy!

