



INTRODUCTION TO GRAPHICS PHOTO CUBE

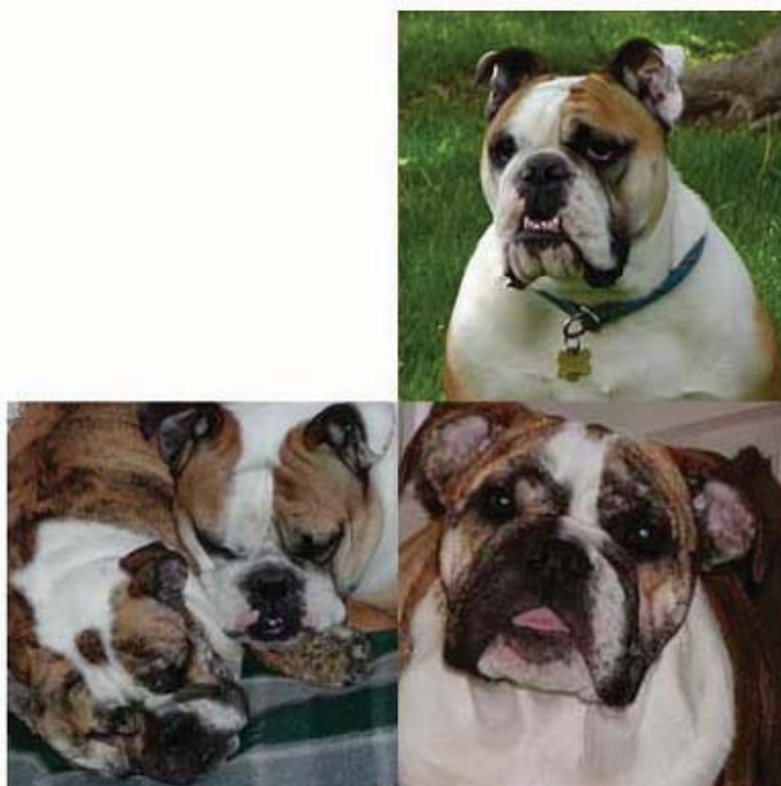
Information
Sheet No.

PS872

First, choose and prepare the images to be used on the three visible sides of the cube. Since the "cube" should be square on each side, we need to either crop images to a square or expand the canvas and fill the new area with a background color to make the image square. (Select the color you want to use, press X on the keyboard, and use Image > Canvas Size to square-off those images you can't bear to crop.)

The three images need to be perfectly square, have the same pixel dimensions. Using the Crop tool, in the Options Bar, enter your desired width and height in pixels. (If your unit of measure isn't pixels, you can enter print size in inches, but make sure to enter a resolution value, too, to ensure all three images are exactly the same pixel dimensions.)

Position two of the images side-by-side, with tops aligned and edges touching. Position the third image so that its bottom edge is aligned with and touching the right-hand image's top edge. (Or position it below if the "cube" will be viewed from below.) This figure shows the starting positions (RIGHT):





In the Layers palette, click on the image that will serve as the top (or bottom) of the cube. Press Control-T to enter Free Transform. The point from which a selection is transformed is, by default, in the center of the bounding box. Click on the little crosshairs there and drag to the lower-left corner of the bounding box. The point-of-transformation will “snap” into place.

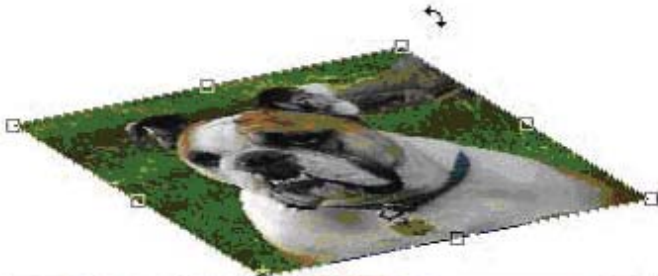


(LEFT) Hold down the Control key and click-drag the top-center anchor of the bounding box. The modifier key puts you into Transform > Skew mode. you want to bring the top down and to the left, as shown here:

Now release the modifier key, move the cursor outside the bounding box and rotate a bit. When the image is in position and properly deformed, press Return/Enter.



Use Skew to make the sides of the cube match the corners of the top (RIGHT):



If you'd like, you can add frames for each side one separate layer. For example the next illustration uses the Brush tool. Shift-click from corner to corner to make a series of straight lines, then apply a bevel and a slight outer shadow to the layer.

The finished project:



Obviously this project is not confined to displaying photos of the family dog, etc. It can be a powerful advertising and/or promotional technique. See below:

