



INTRODUCTION TO GRAPHICS

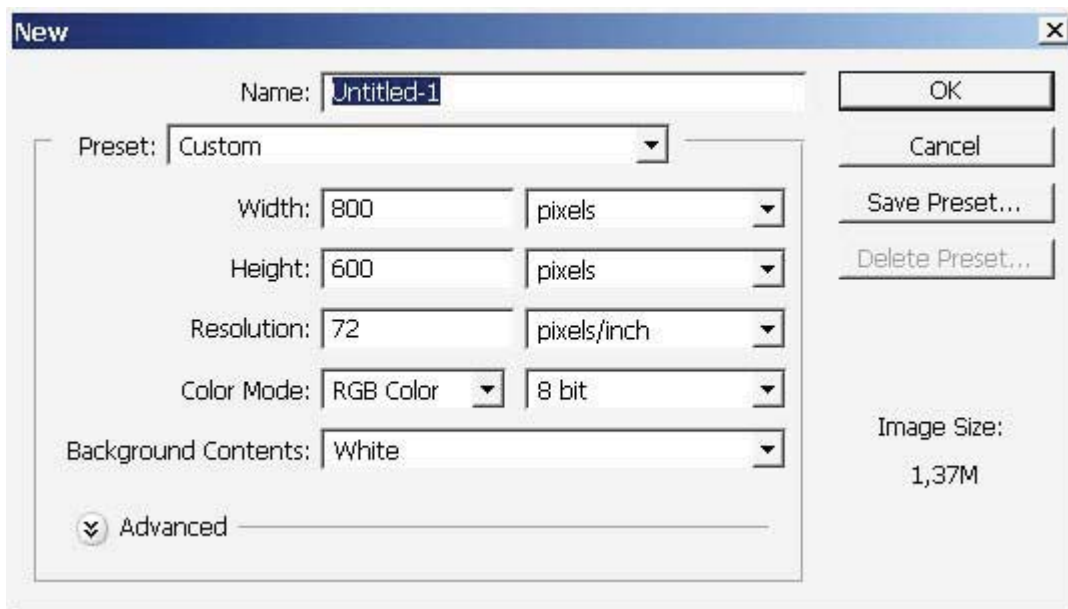
CREATING A POKER MACHINE ILLUSTRATION

ADVANCED
PROJECT No.

PS890

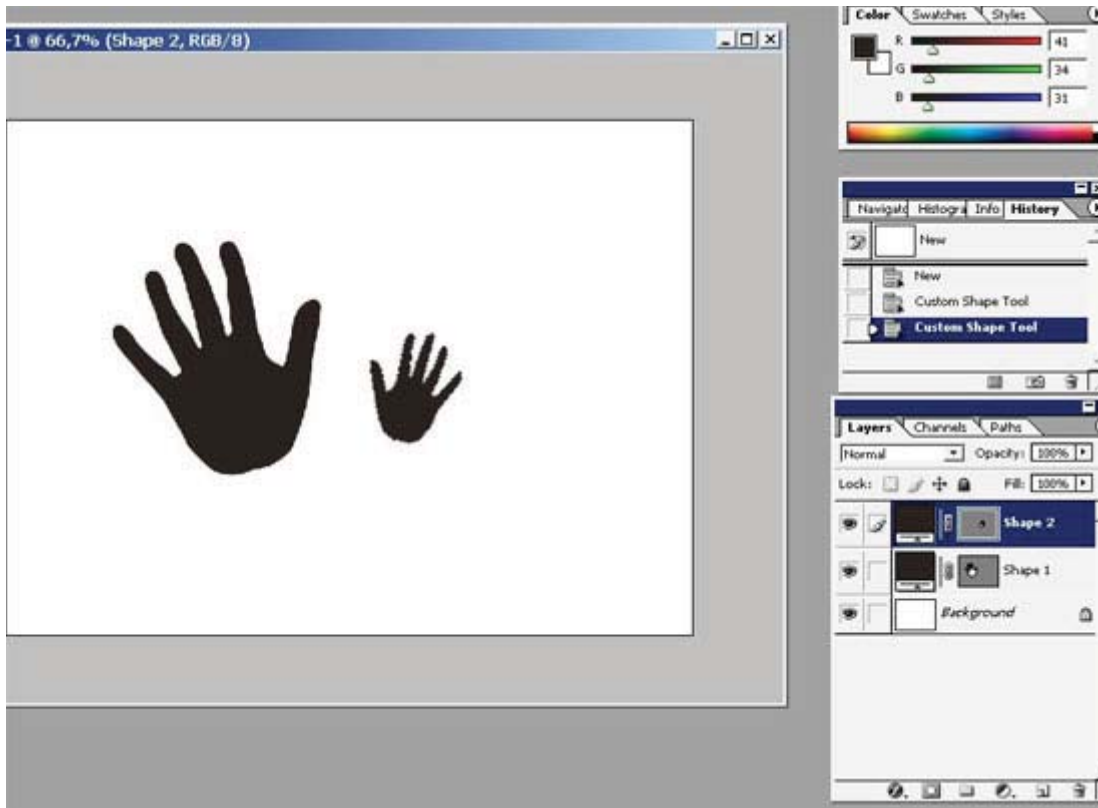
This is an advanced project whose objective is to create an illustration for a poker or some kind of entertainment machine. This one is pure fantasy, a bit difficult but fun.

Start as usual; create a new document with these parameters (ctrl+n) & create a new layer (ctrl+alt+n).

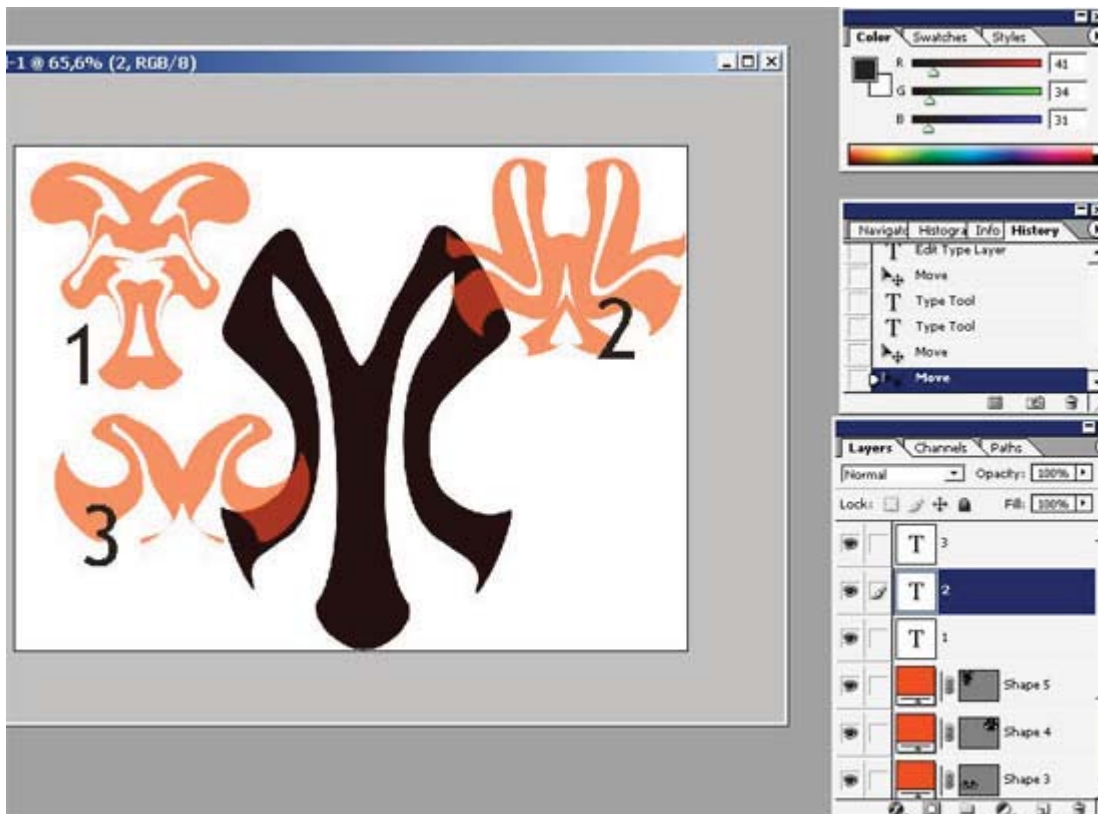


In this illustration you will basically use some Custom Shapes (U) with PS filters. Moreover, you will use the Wacom tablet to create some amazing glowing effects, so get started.

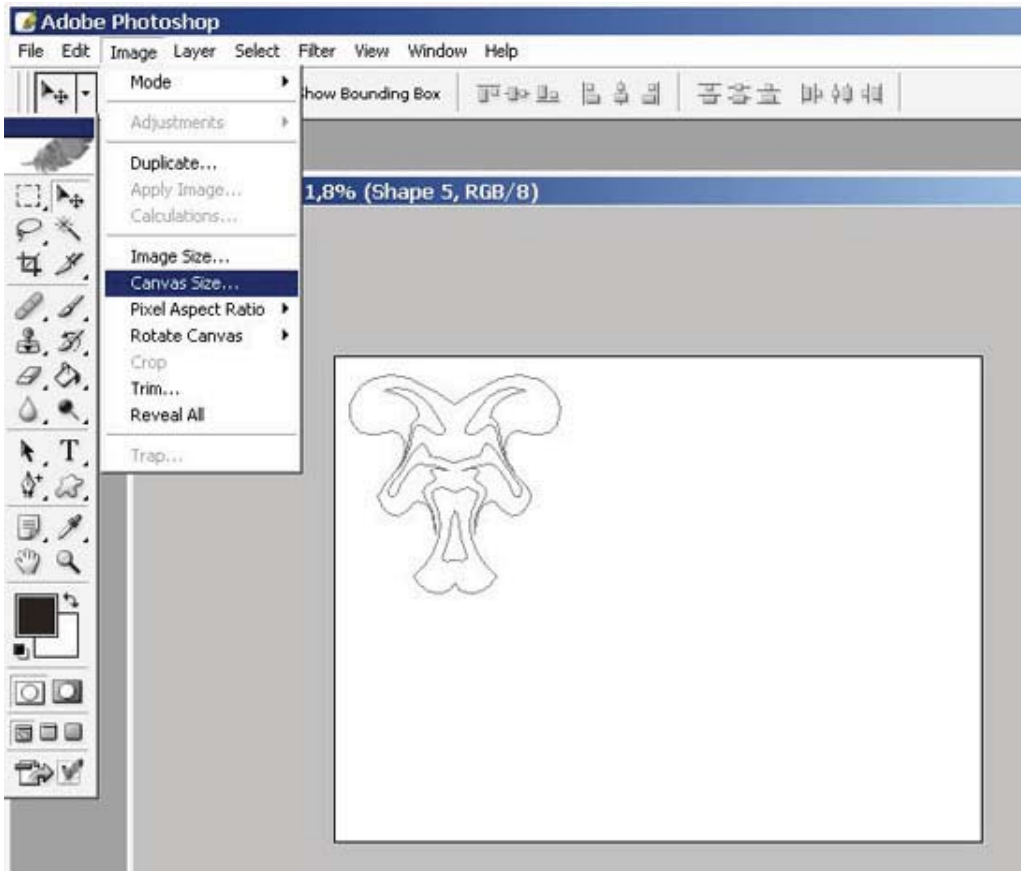
The concept is some kind of Magic creature for the Poker machine illustration. Begin by creating 2 hands (U) using my custom shapes - one left and one right. Remember to set the option in the upper right box to Add to Shape Area (+).



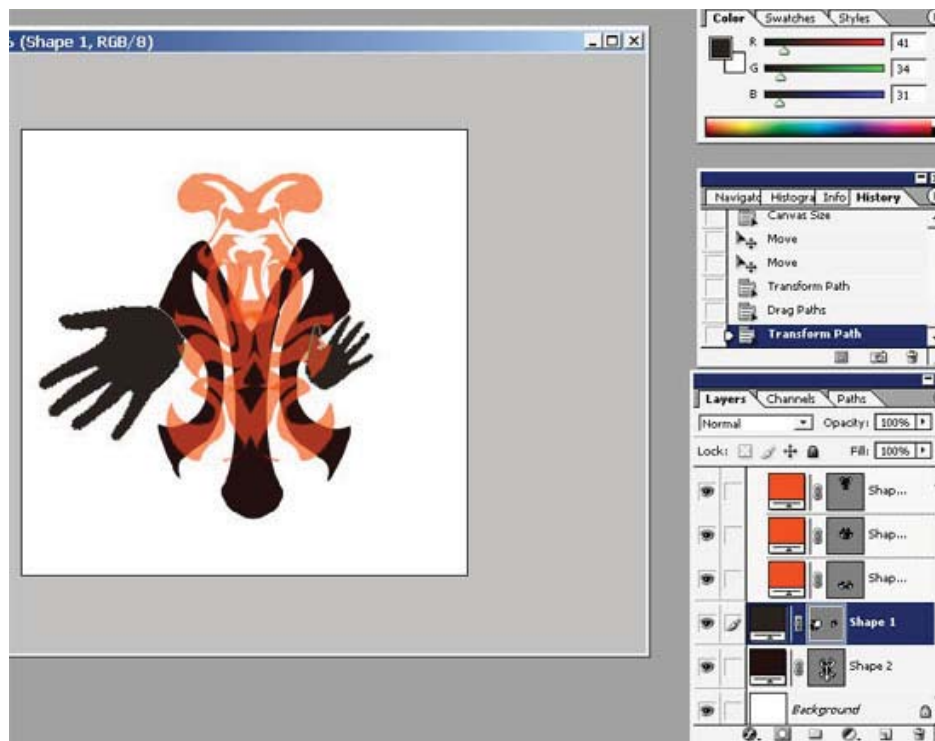
Then comes the head. Outfit and the body (note the separate 3 layers, also using my Custom Shapes) . Set the option to Create a New Shape Layer.
This should be your result on custom shapes Choice:



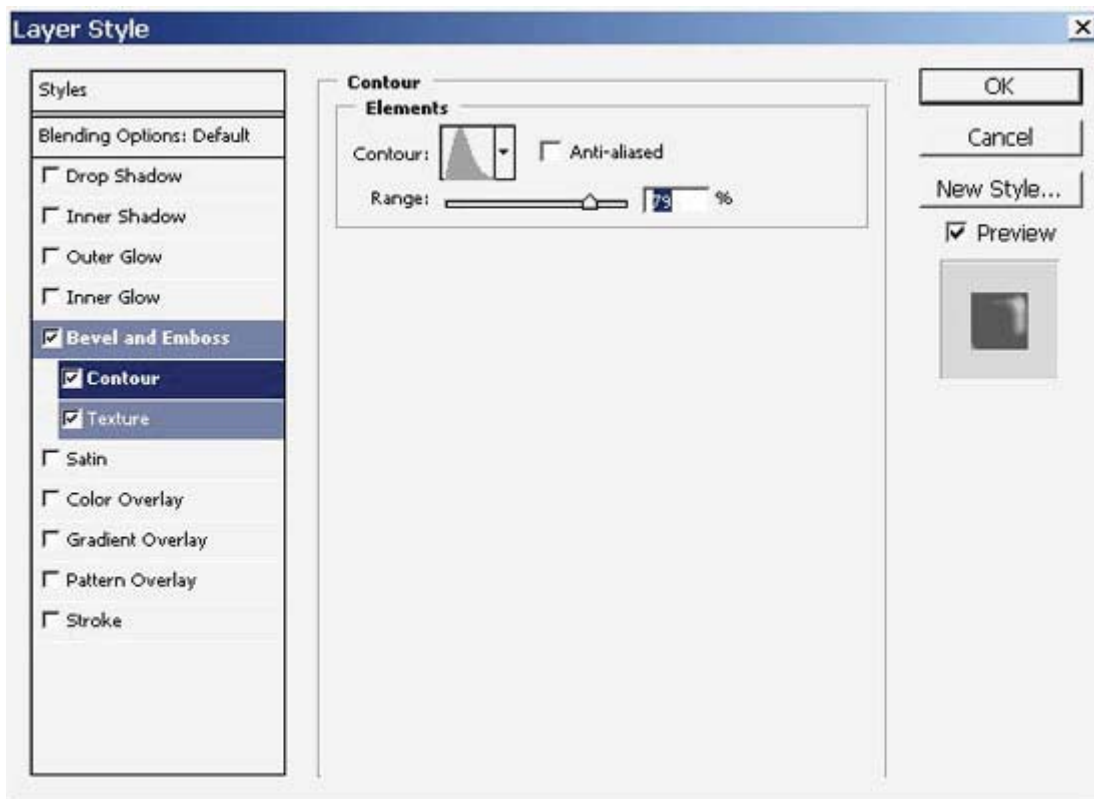
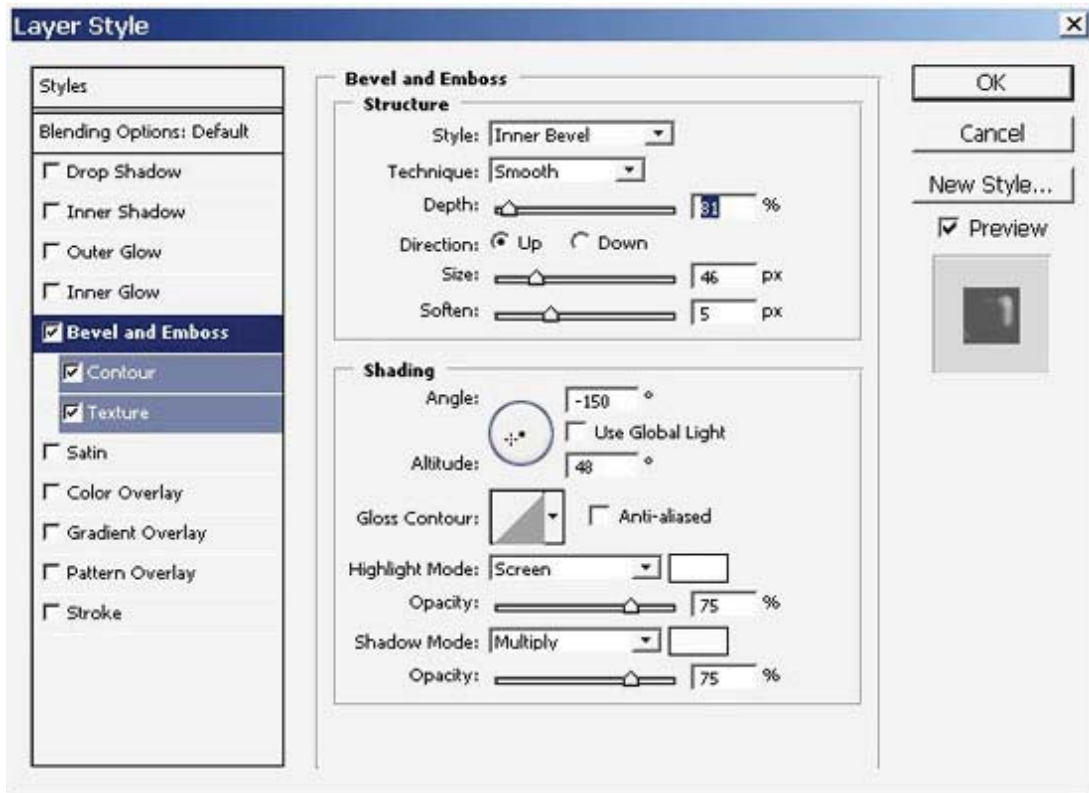
Here is the pre- layout (design) of the custom shapes. One more thing: Add some canvas size and fix some object position issues (fix the hands using Path selection Tool and Ctrl+t command):

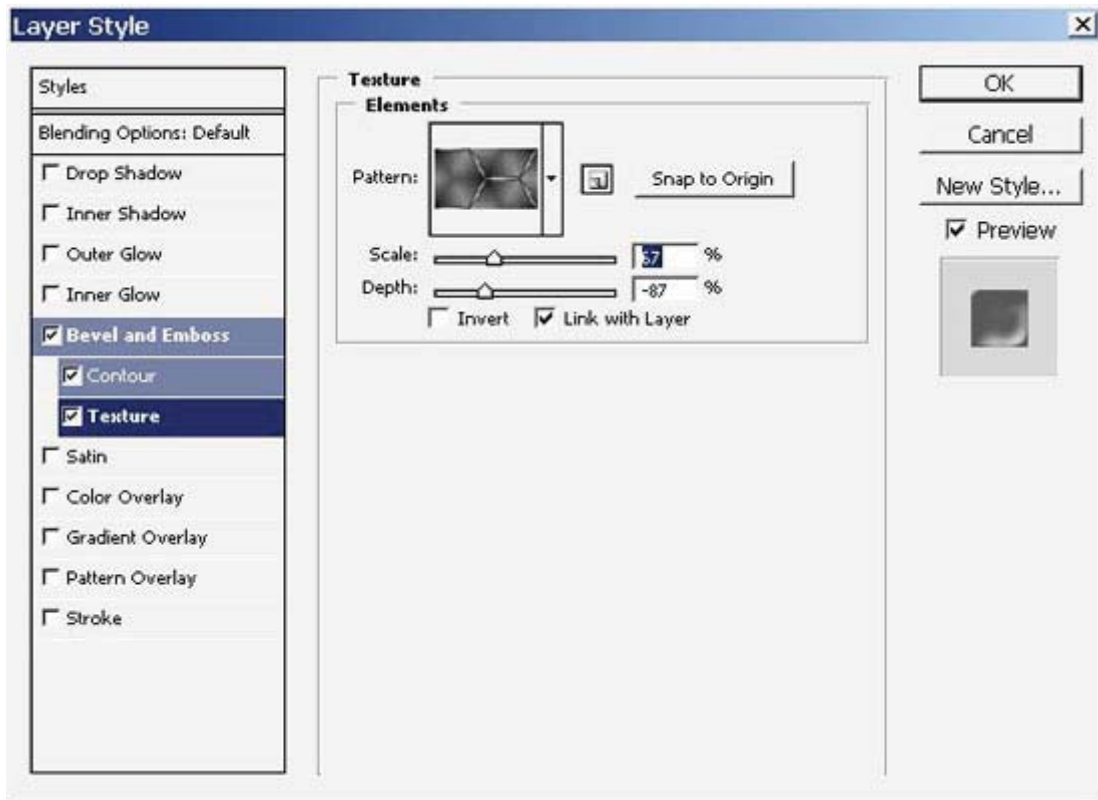


Result:

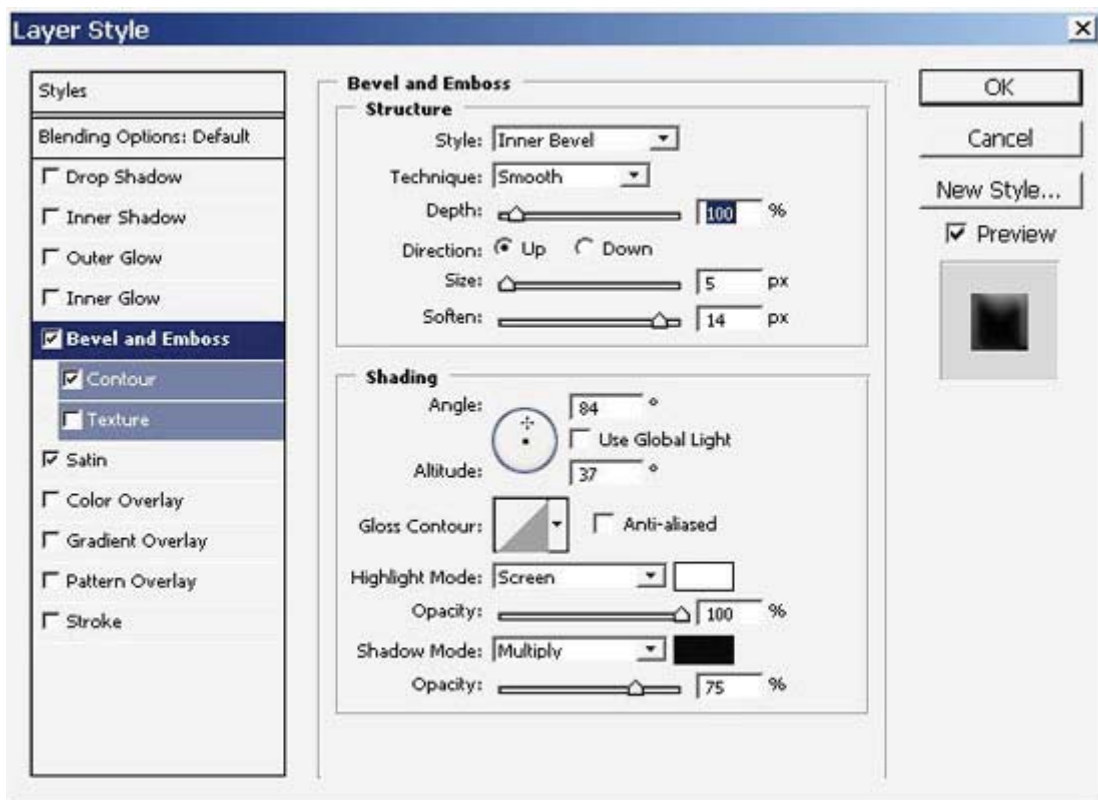


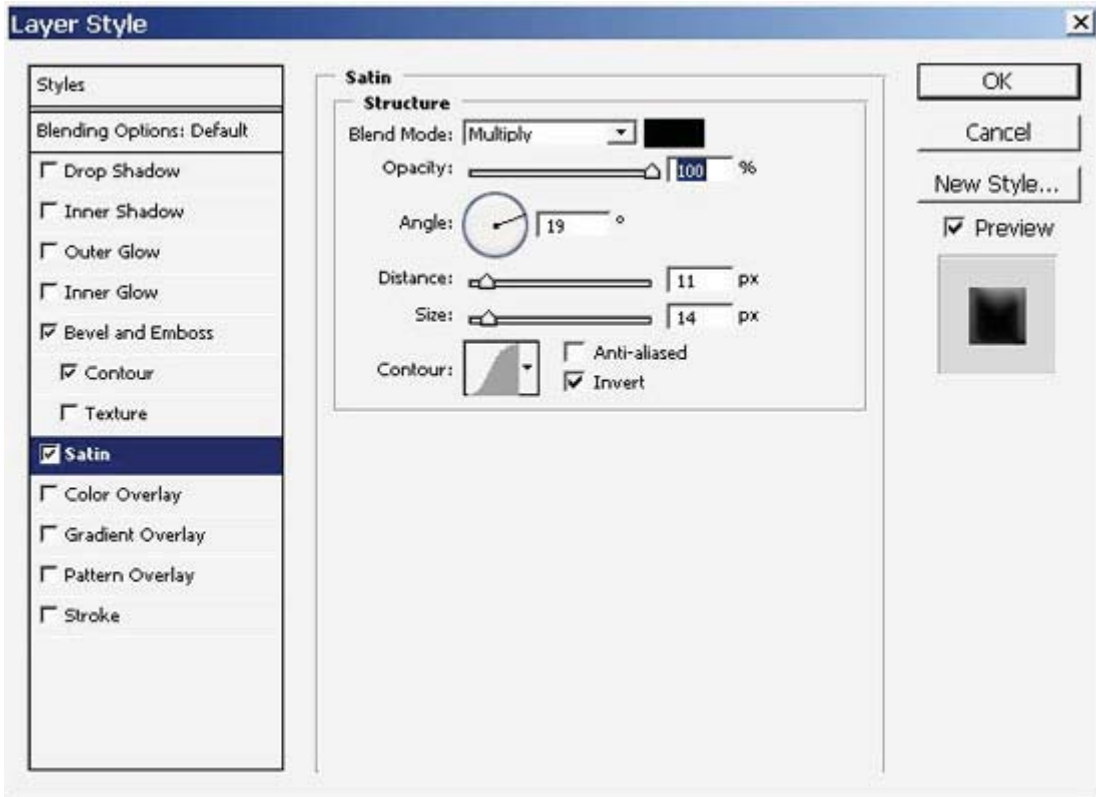
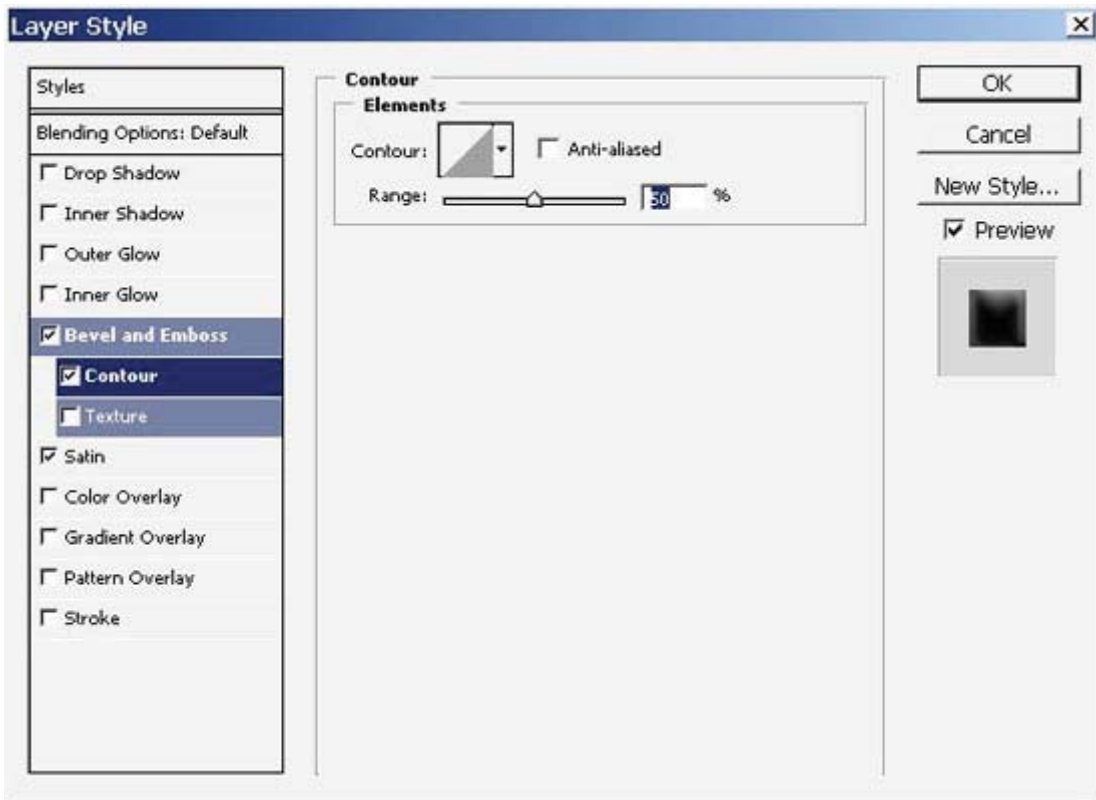
Texture all the objects:
Hands:





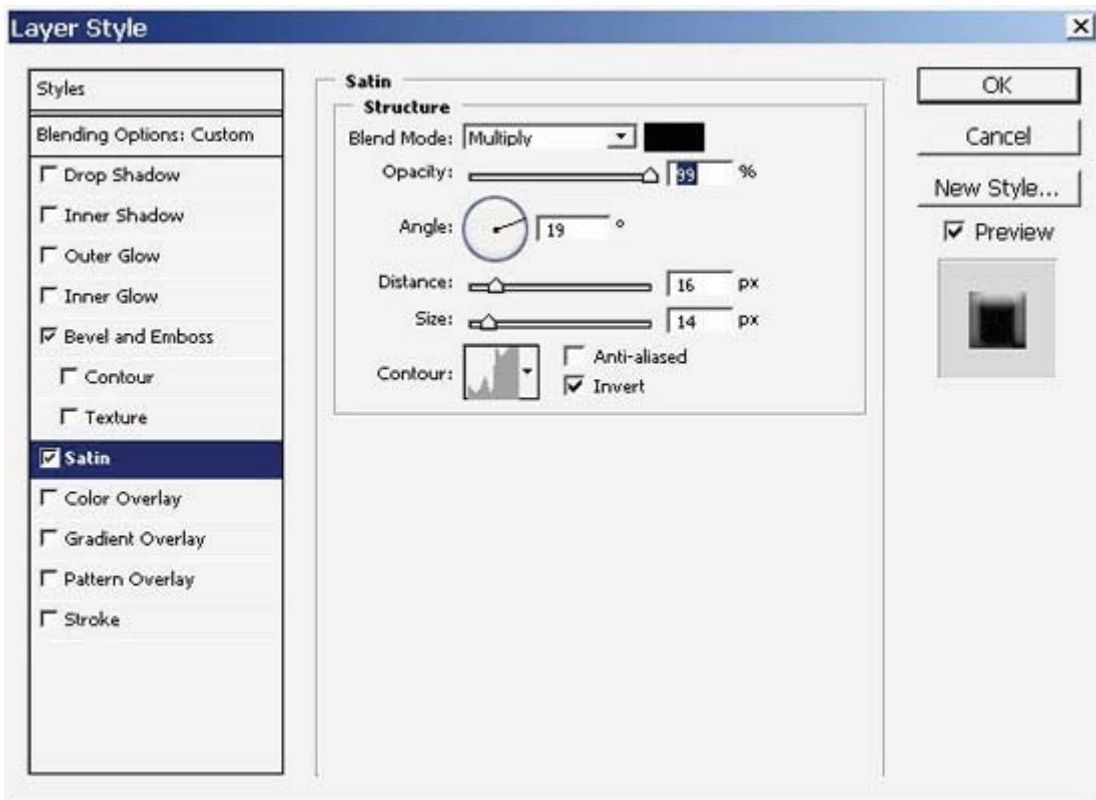
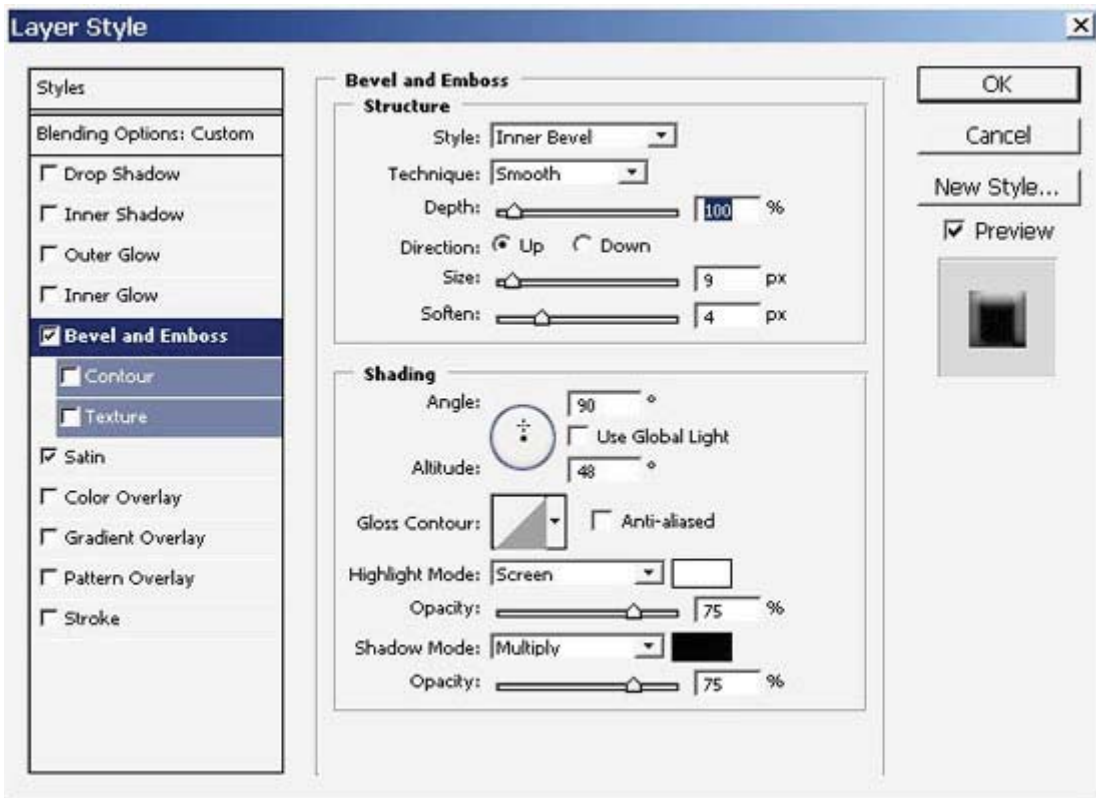
Lower outfit detail:



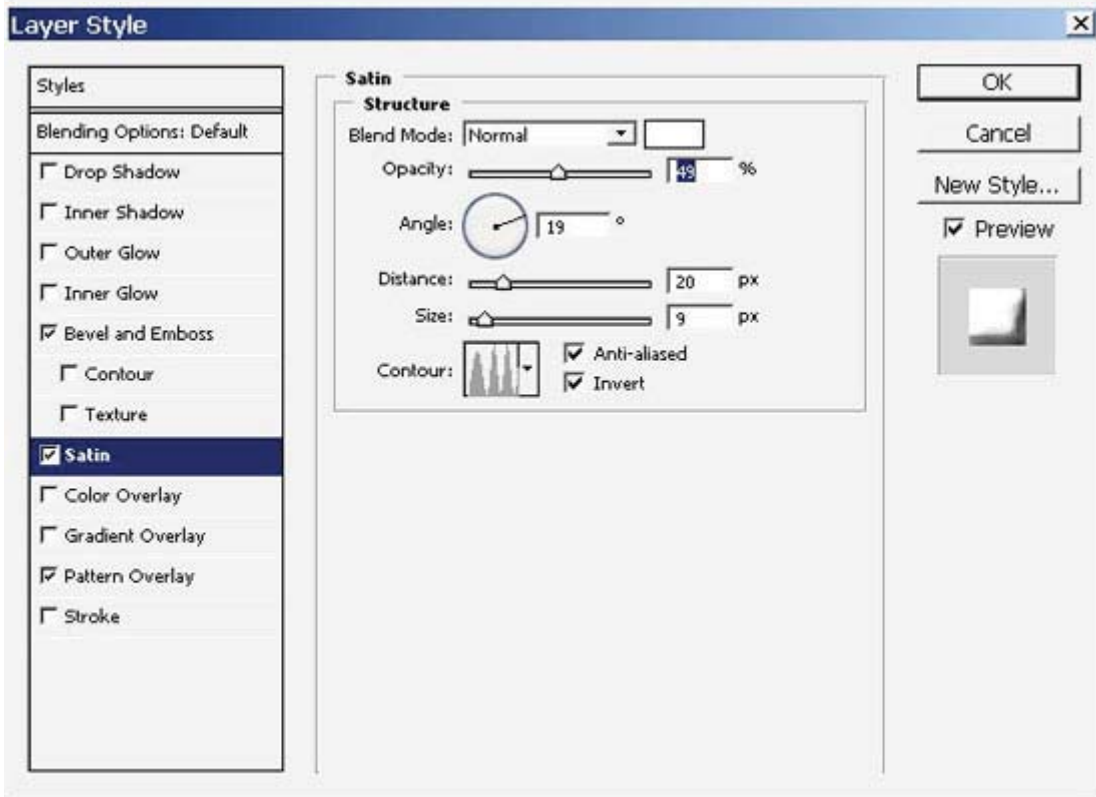
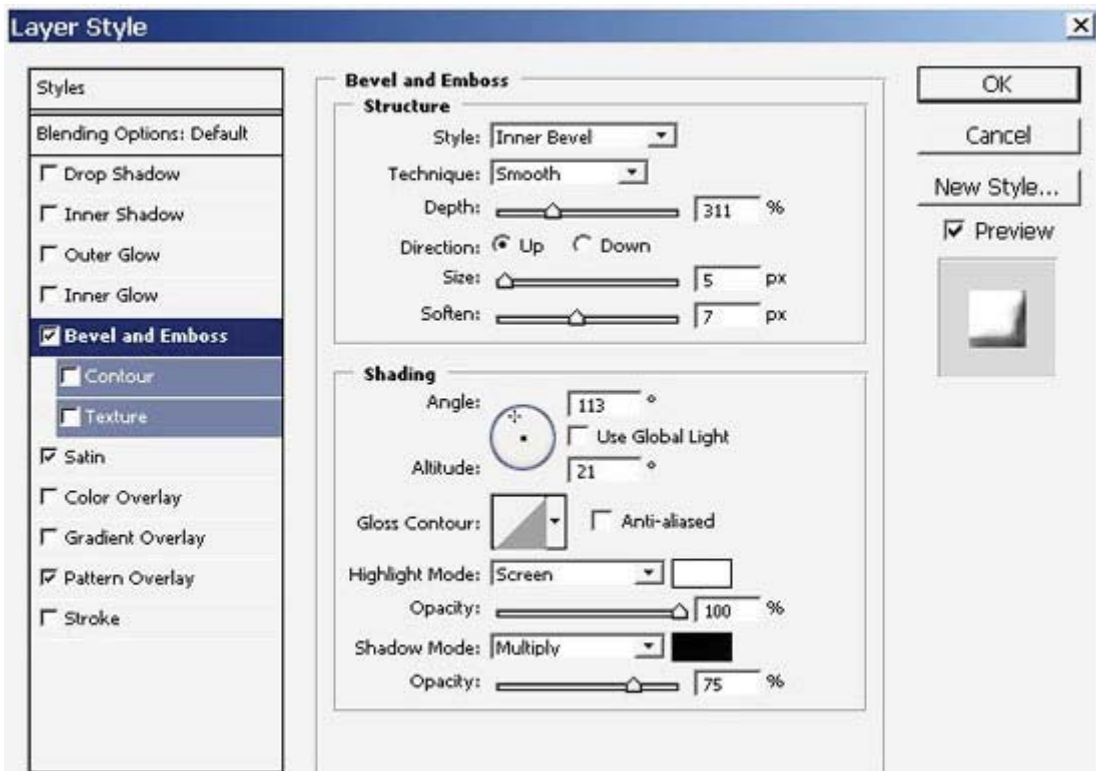


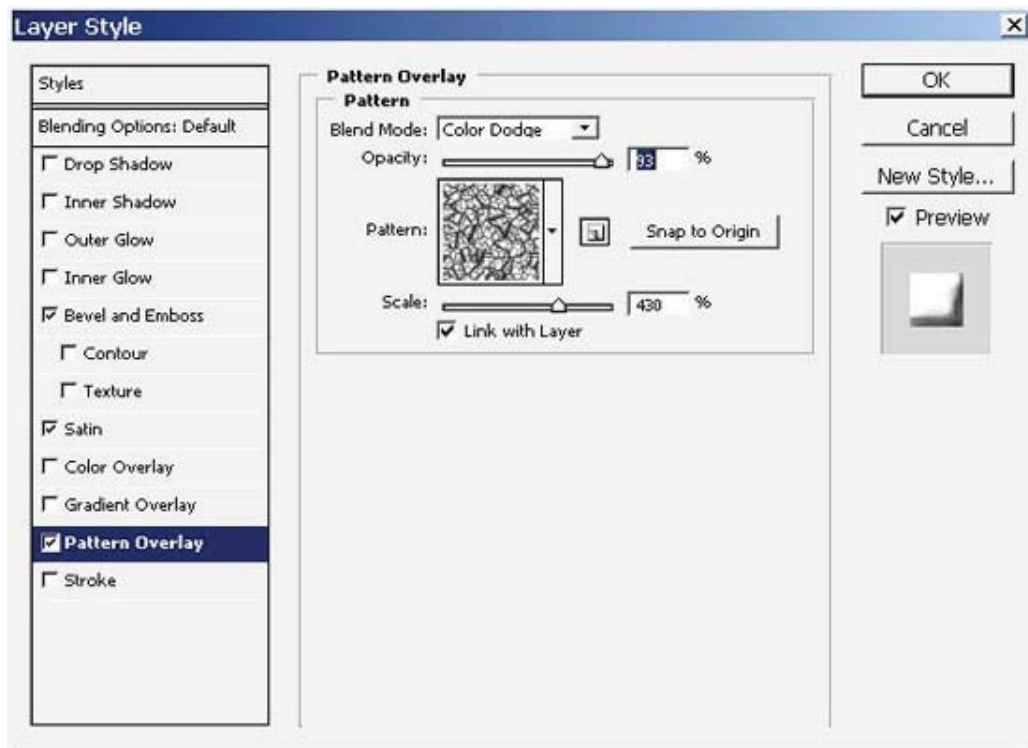
The Upper Outfit detail has the same settings like the lower.

Head: (60-50%) major flow opacity:

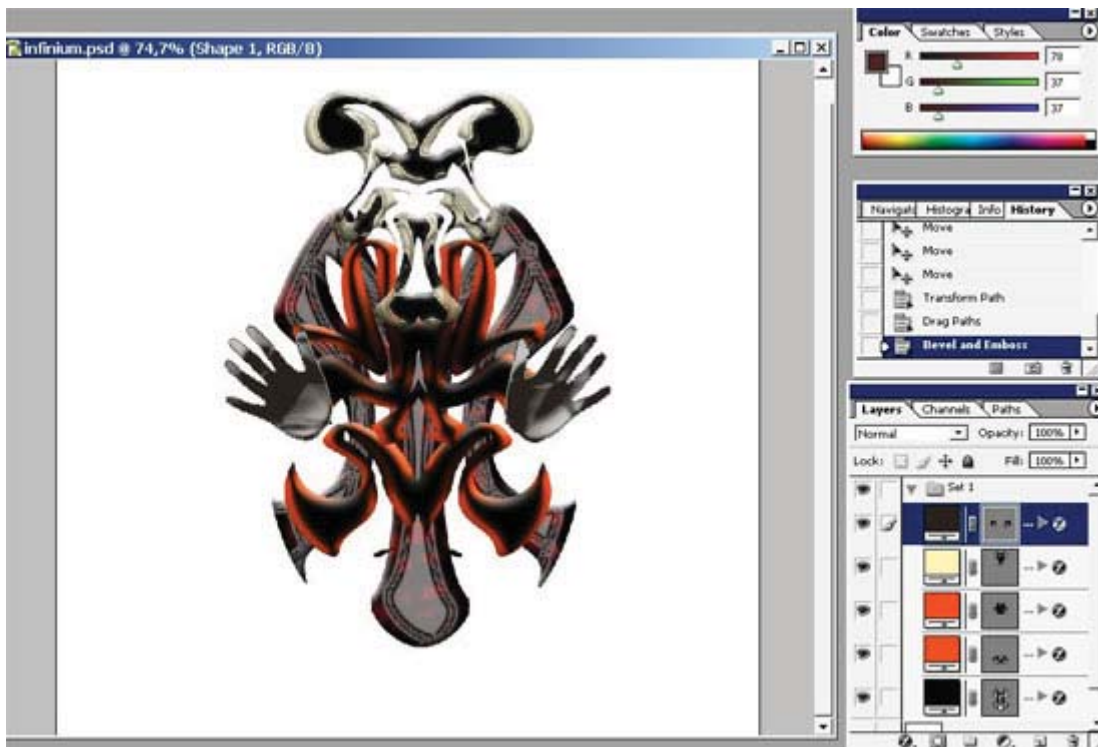


The Outfit itself:



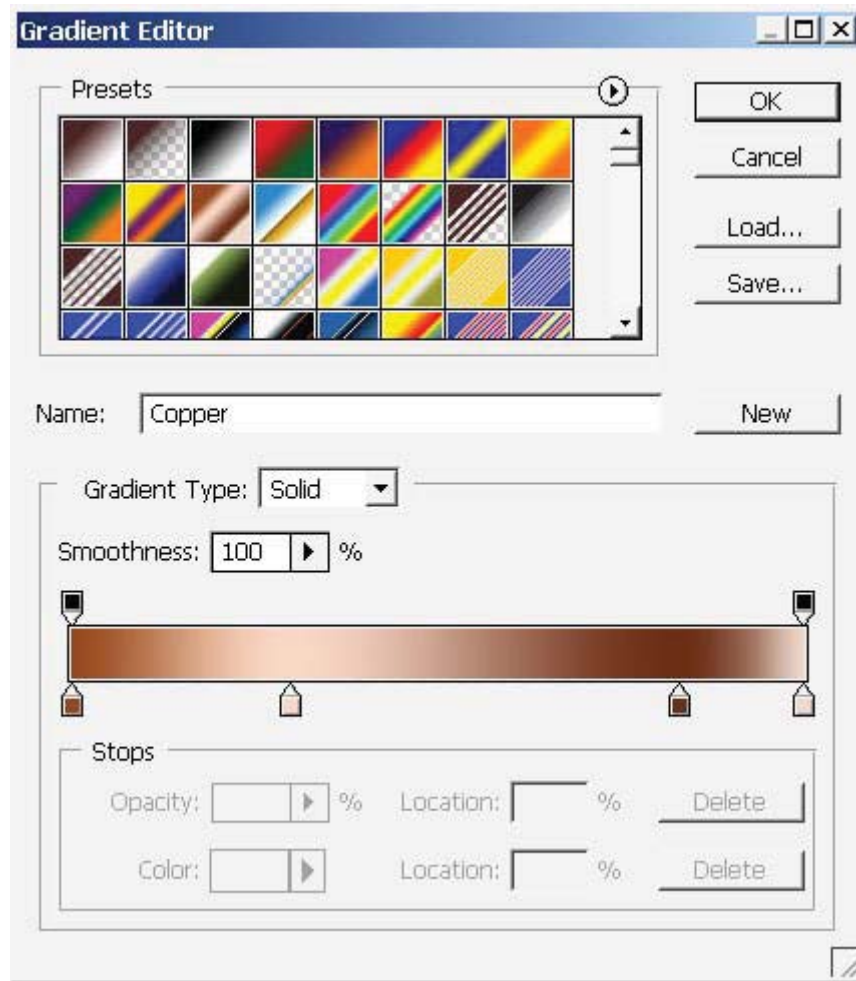


Look at the composition carefully. You may need to fix the shape of the left hand. Just make it look like the right hand (- +) and you may need to fix the texture appearance.



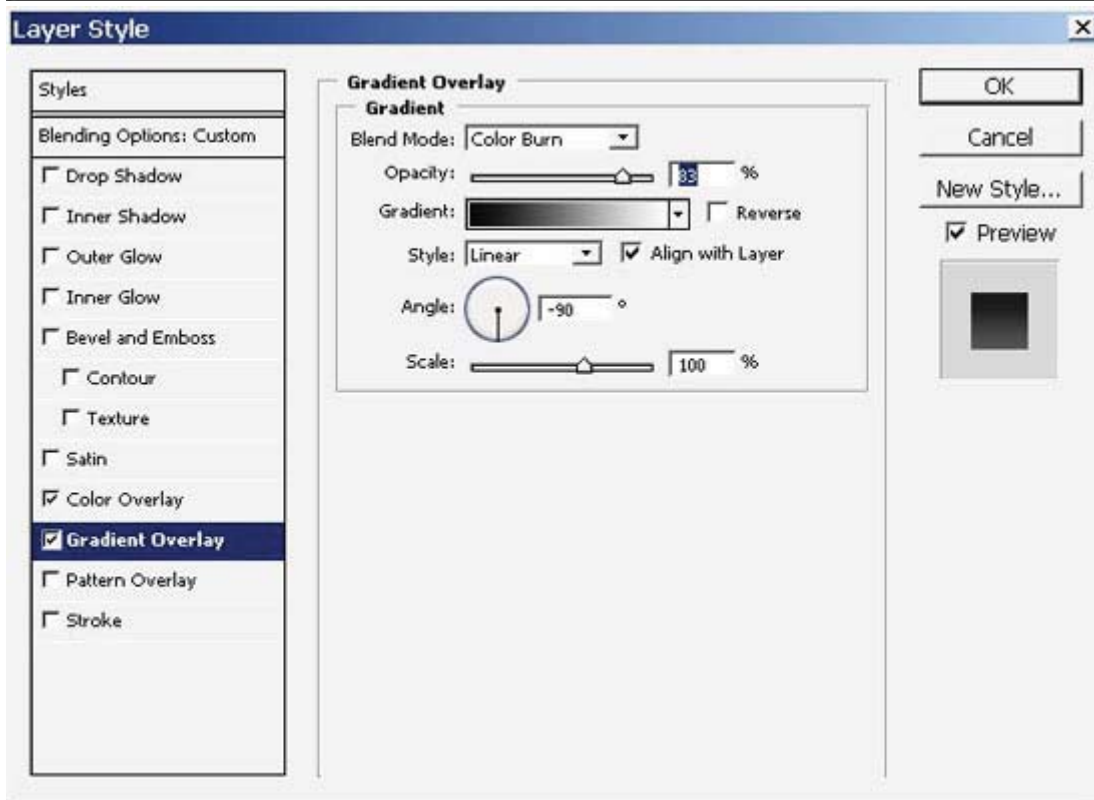
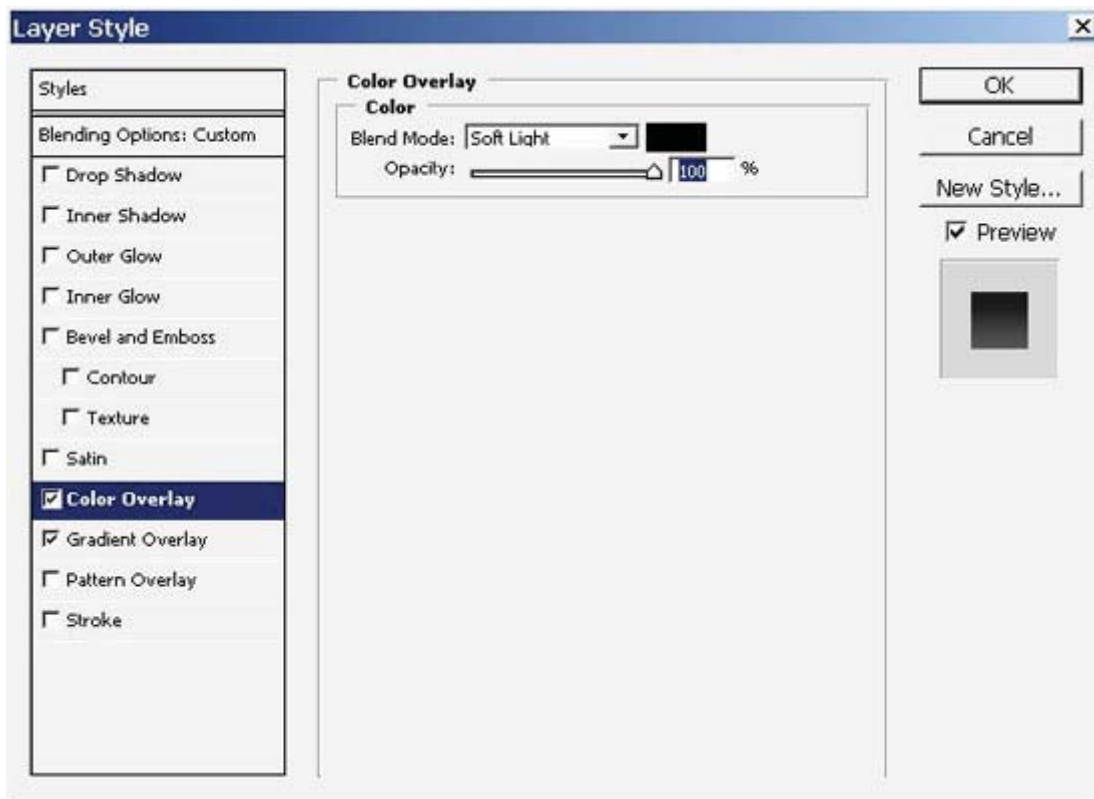
Now you should take care of or background... Experiment a little. Make a layer (ctrl+alt+n) and put it under all the layers. (BASE background, white - document).

Here is one experiment result created by making 2 separate layers and putting them on the bottom of the layer box and creating a new layer GROUP (this tool can be found in the bottom of the layer box). It looks like folder icon, and put all the parts of your character in there.

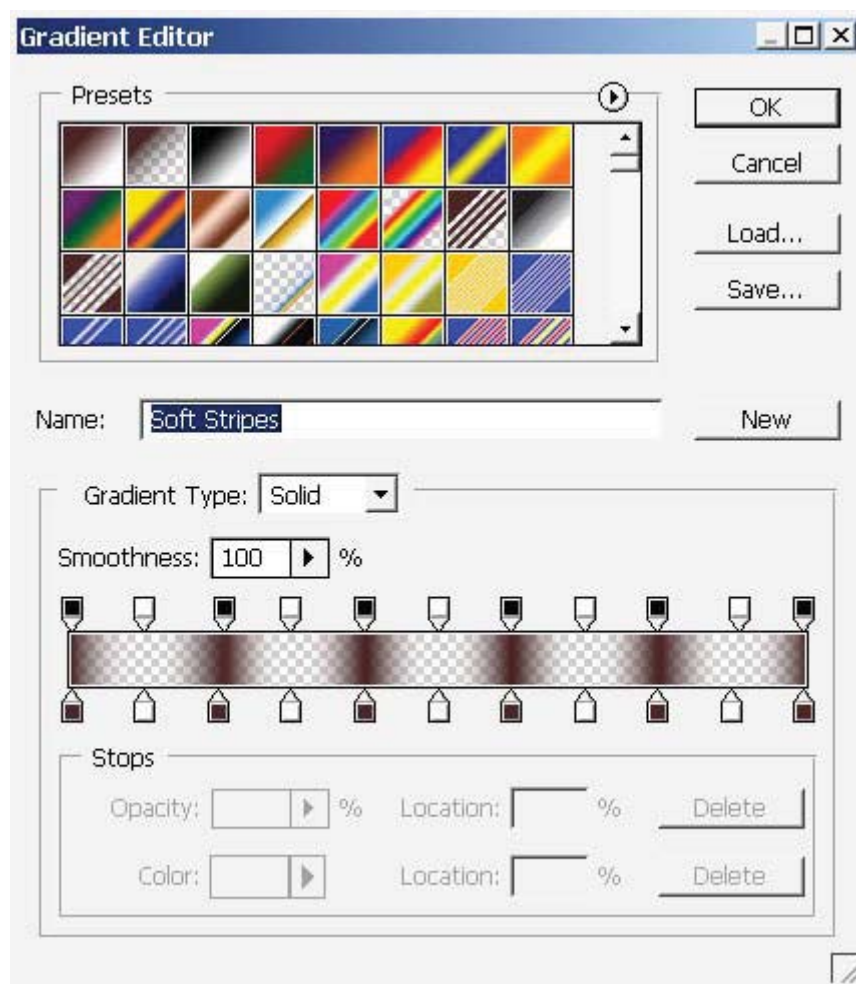
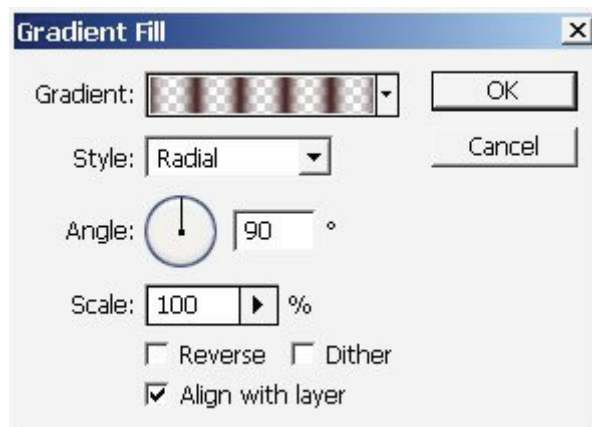


Gradient layer settings:

Your first layer (bottom) should be filled with Rounded gradient. Layer blending mode is set to Exclusion (overall Opacity - 88% - Fill - 100%).



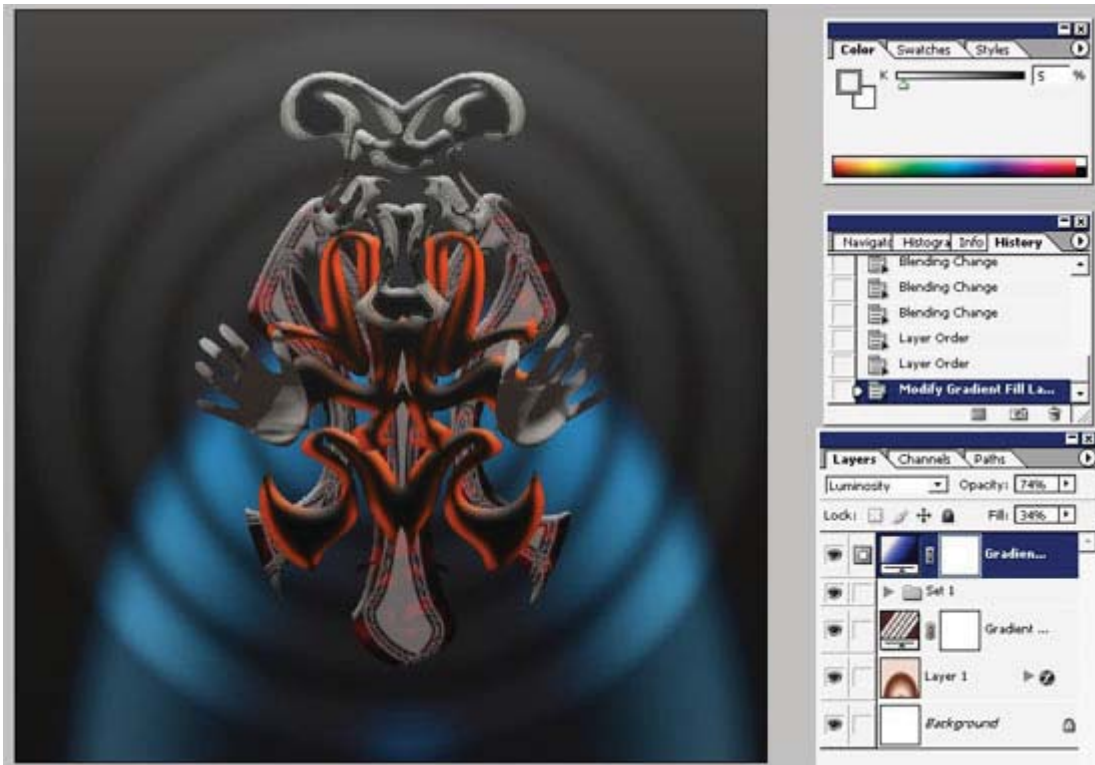
2nd Gradient Layer settings - blending mode is set to Multiply (Overall opacity 100%, Fill - 58%).



Hopeful current result:

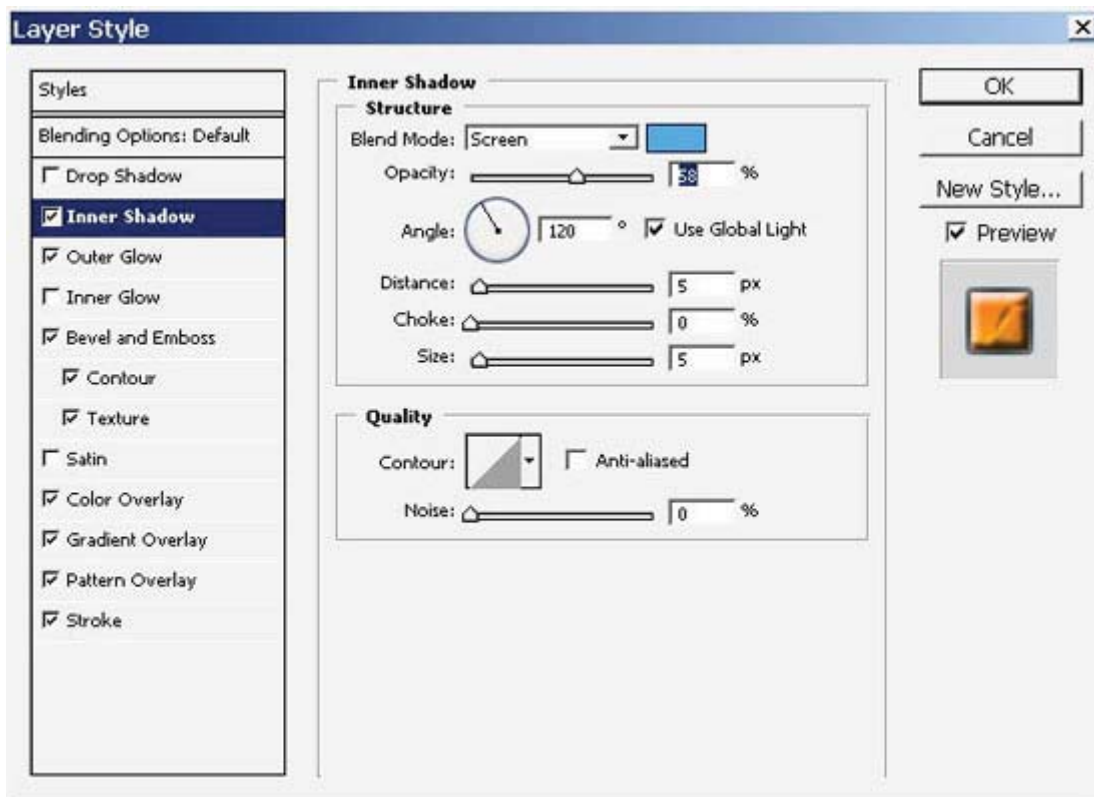


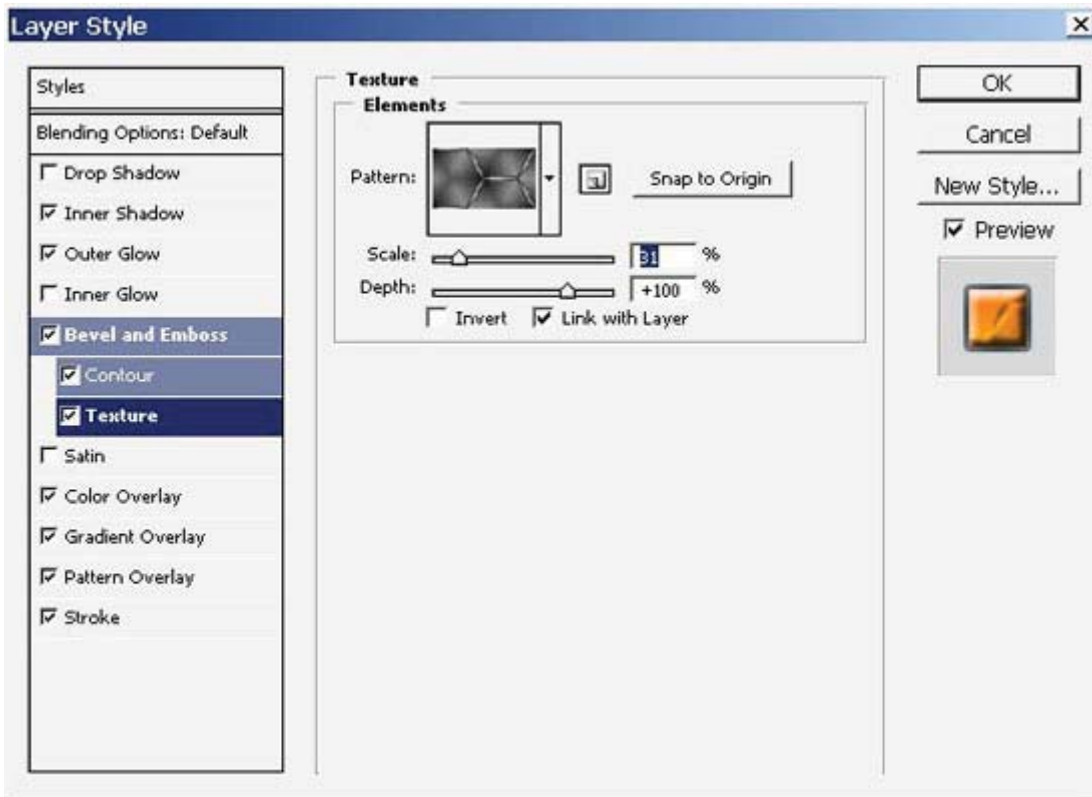
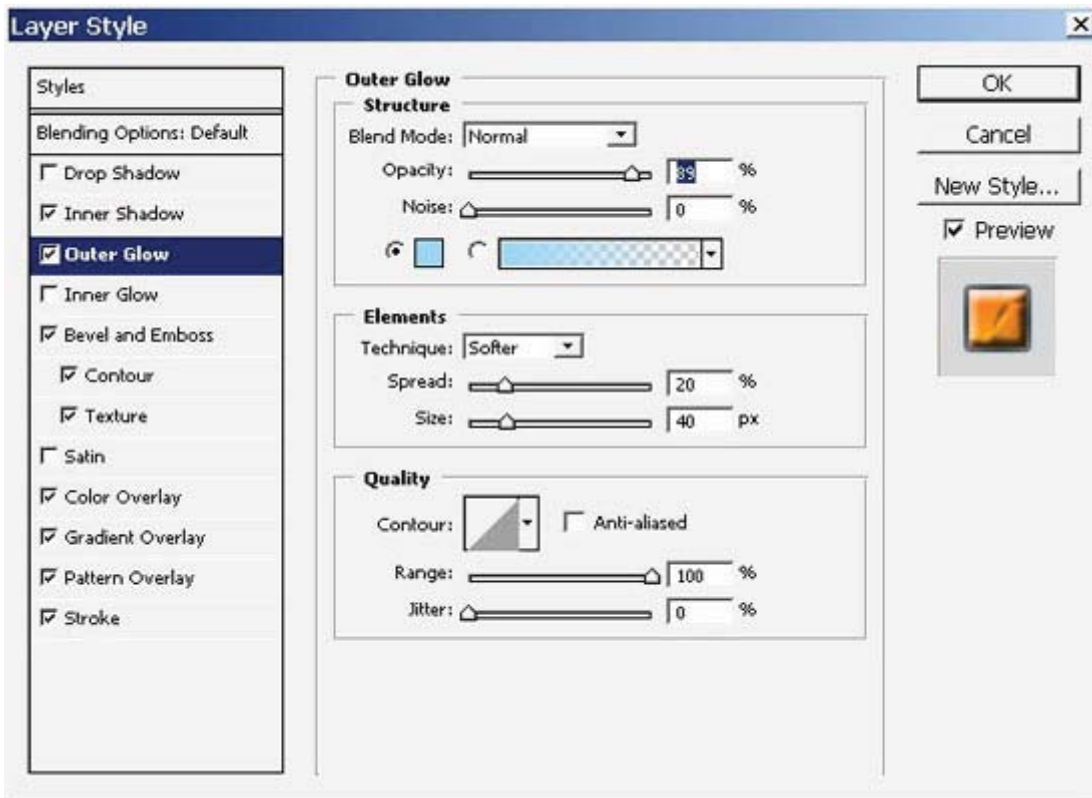
In this example, a simple Black-blue - white Gradient was put on the top of the layer box because the picture appeared too dark (layer mode - Luminously) (overall Opacity 74%- Fill 34%).

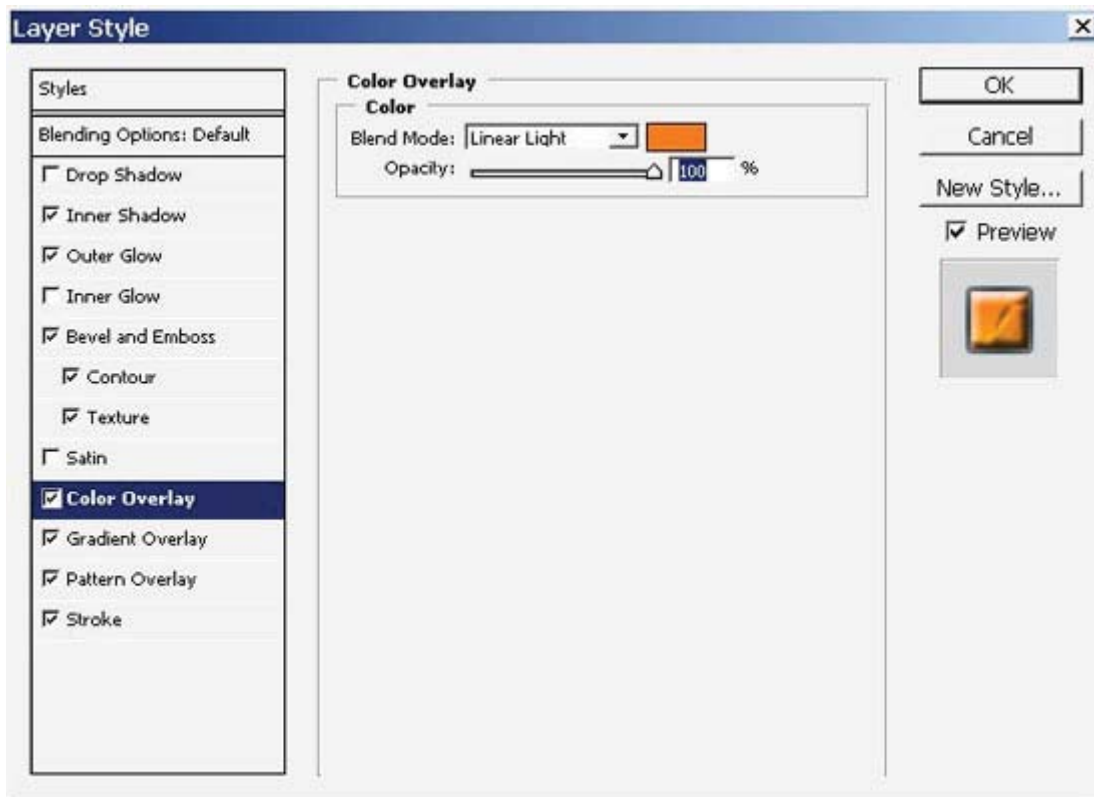
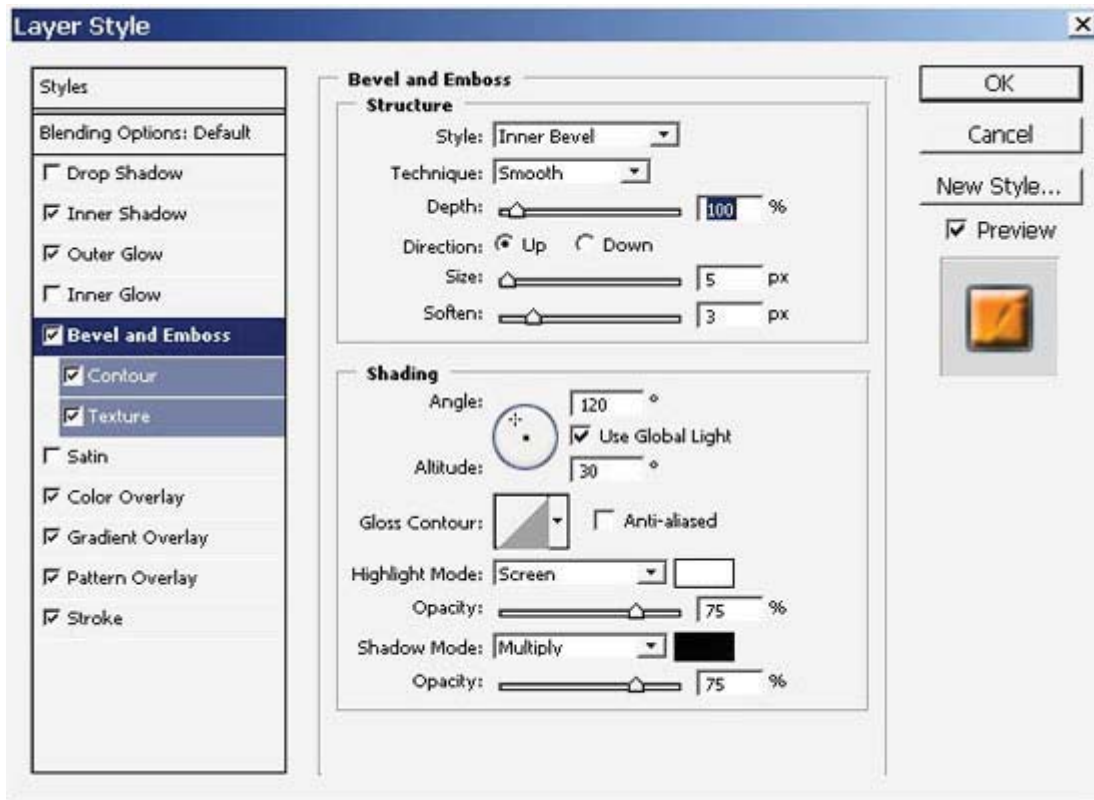


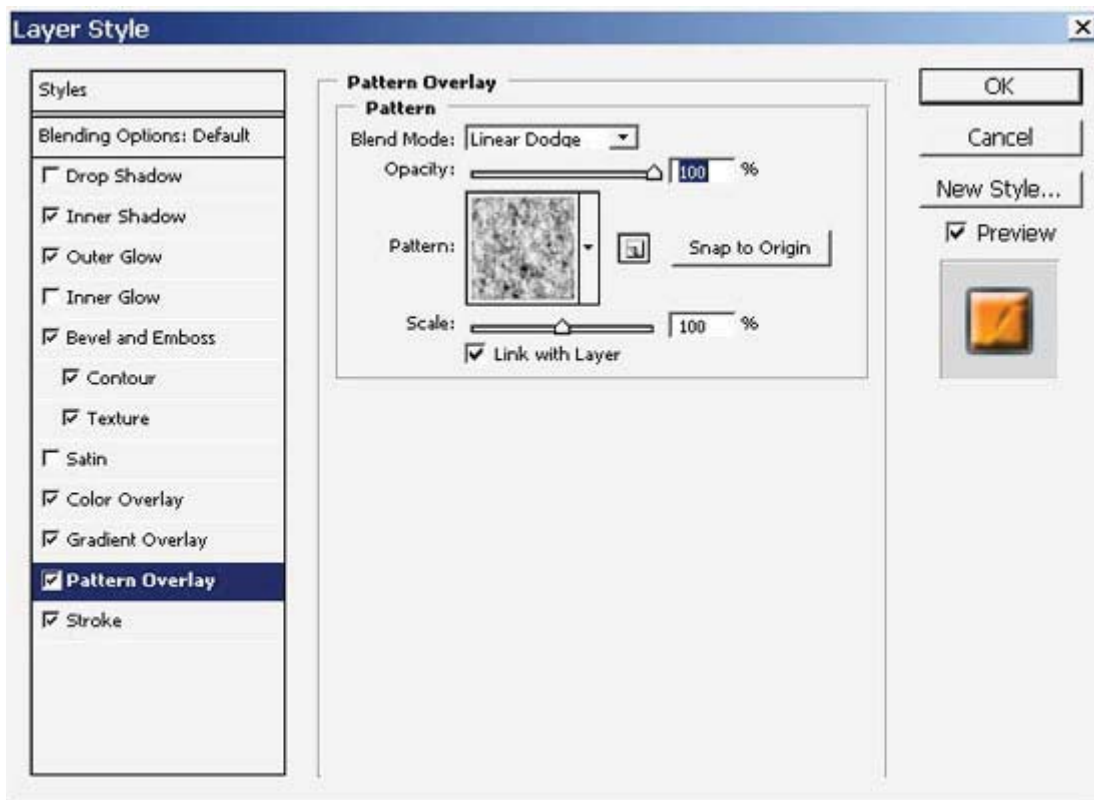
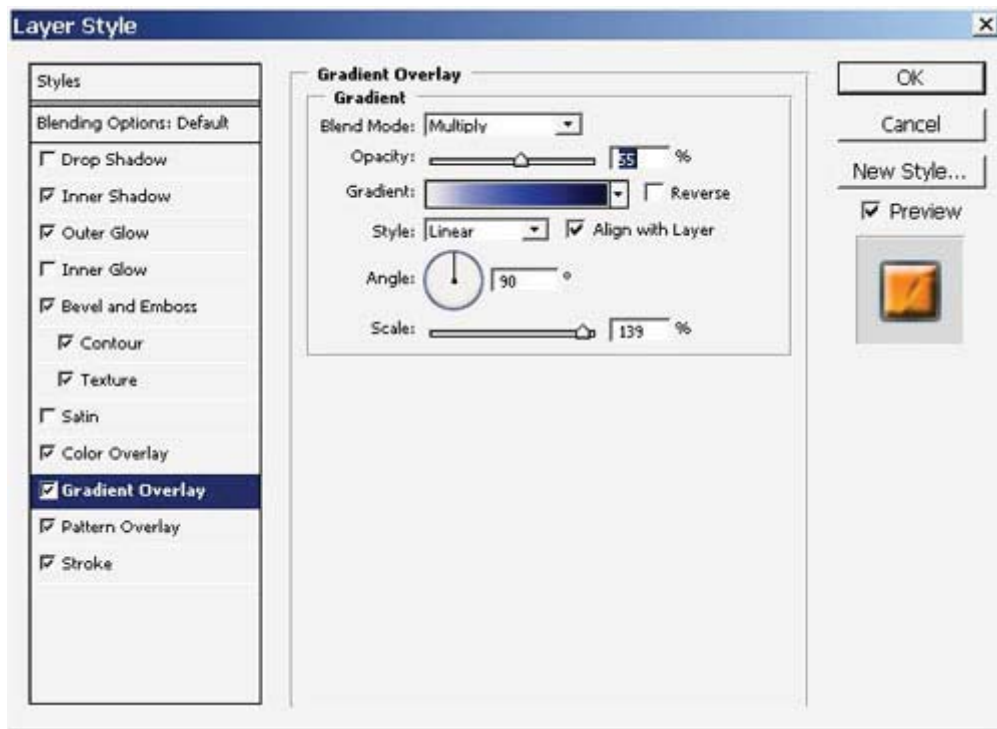
Your illustration should now be nearly ready; all that remains is to put some text and add some hand painter effects.

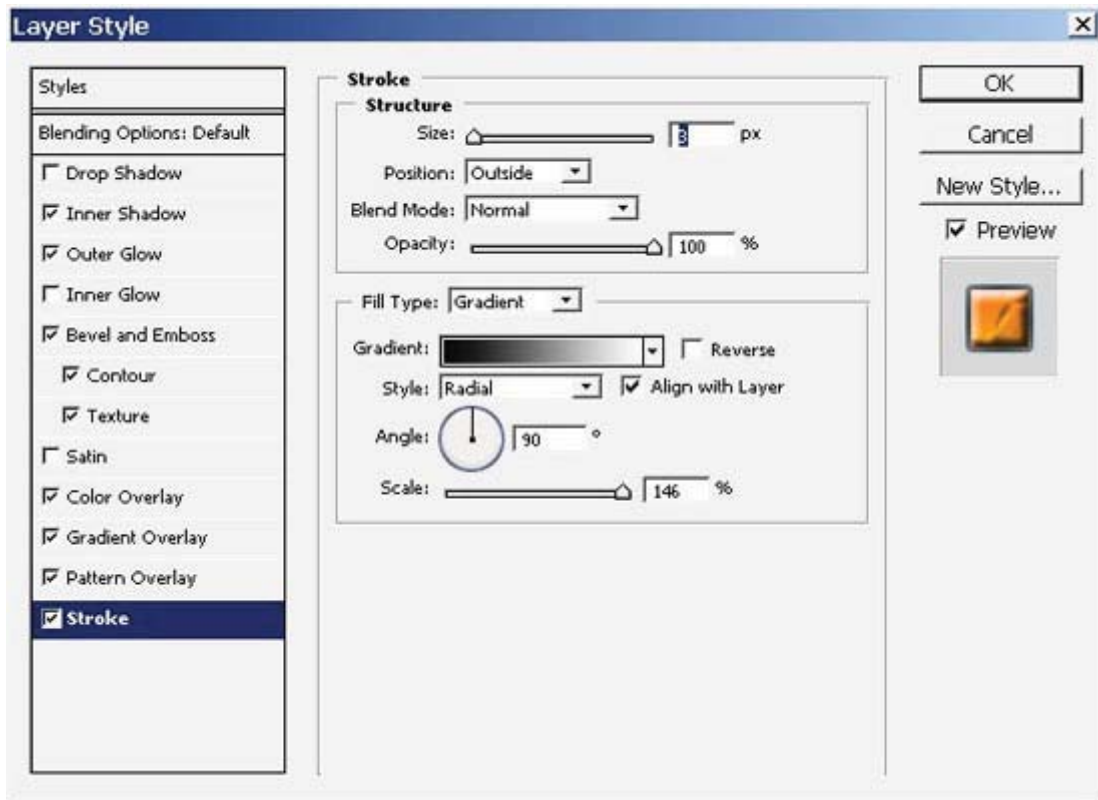
To do this, create a new layer. It will be your text layer (position behind all the Character layers) For the first word in this sample, 200 pt 101! Star Studded Font with these layer styles:



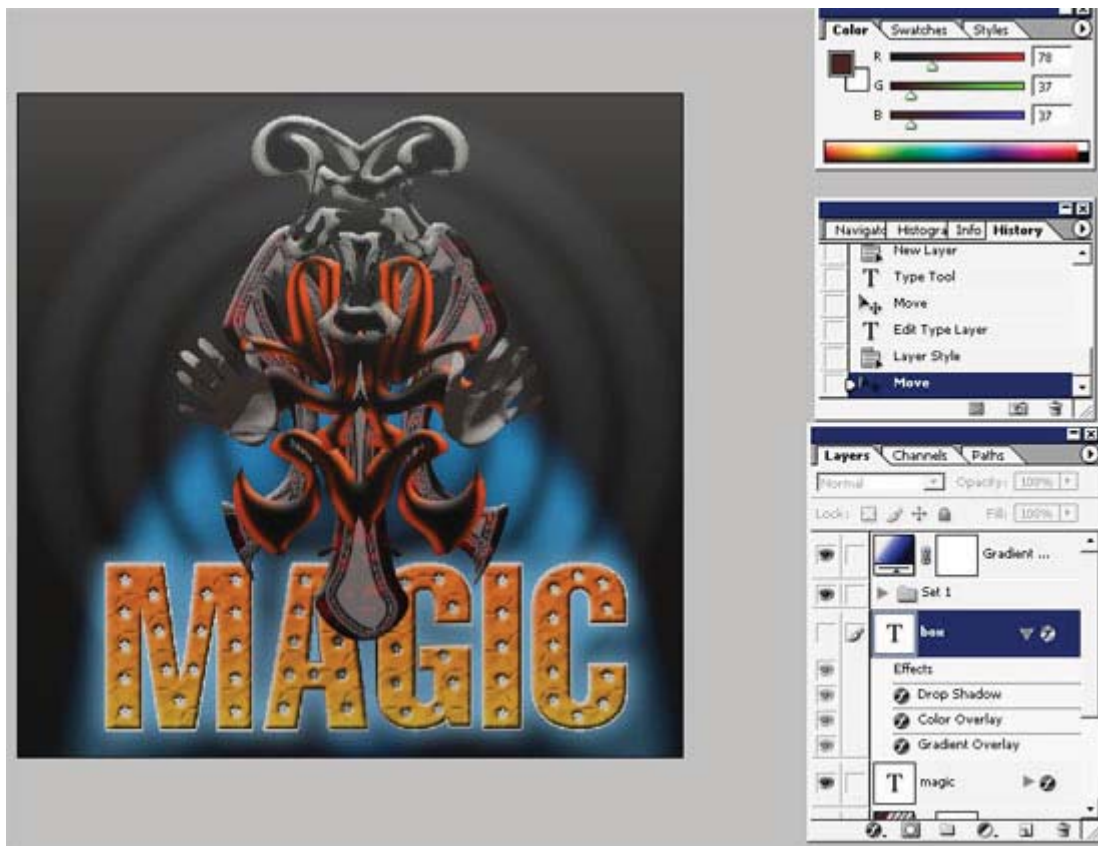






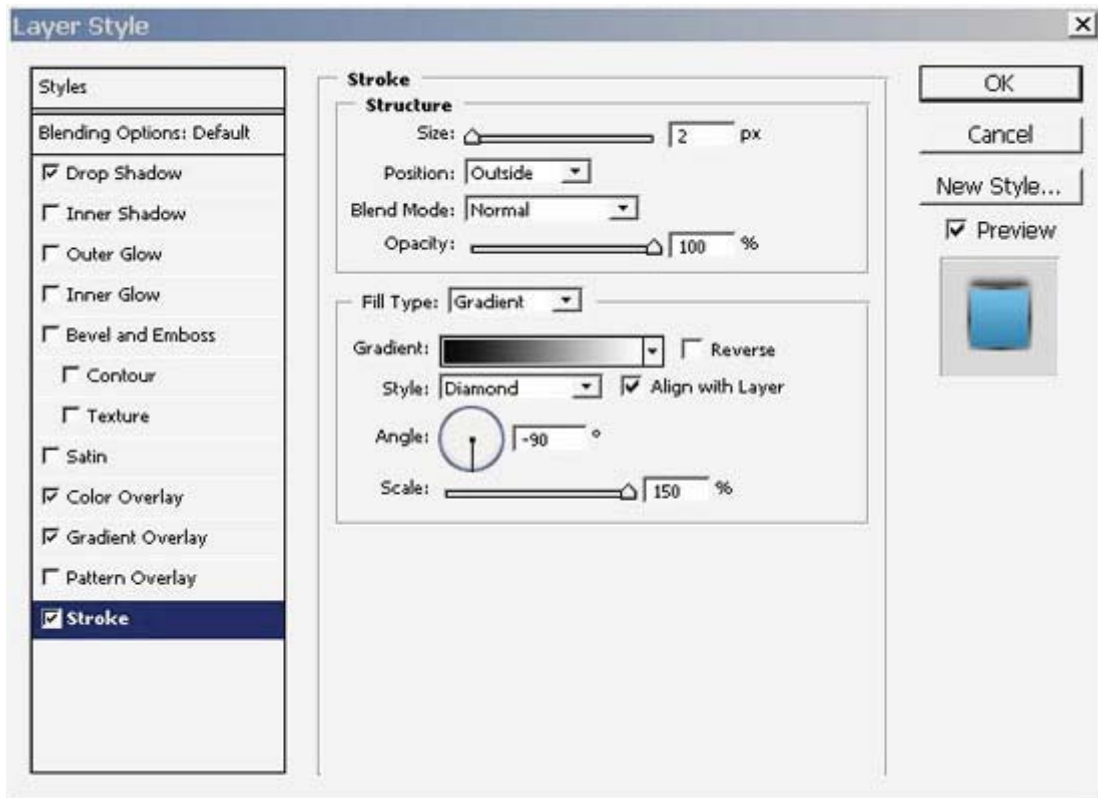
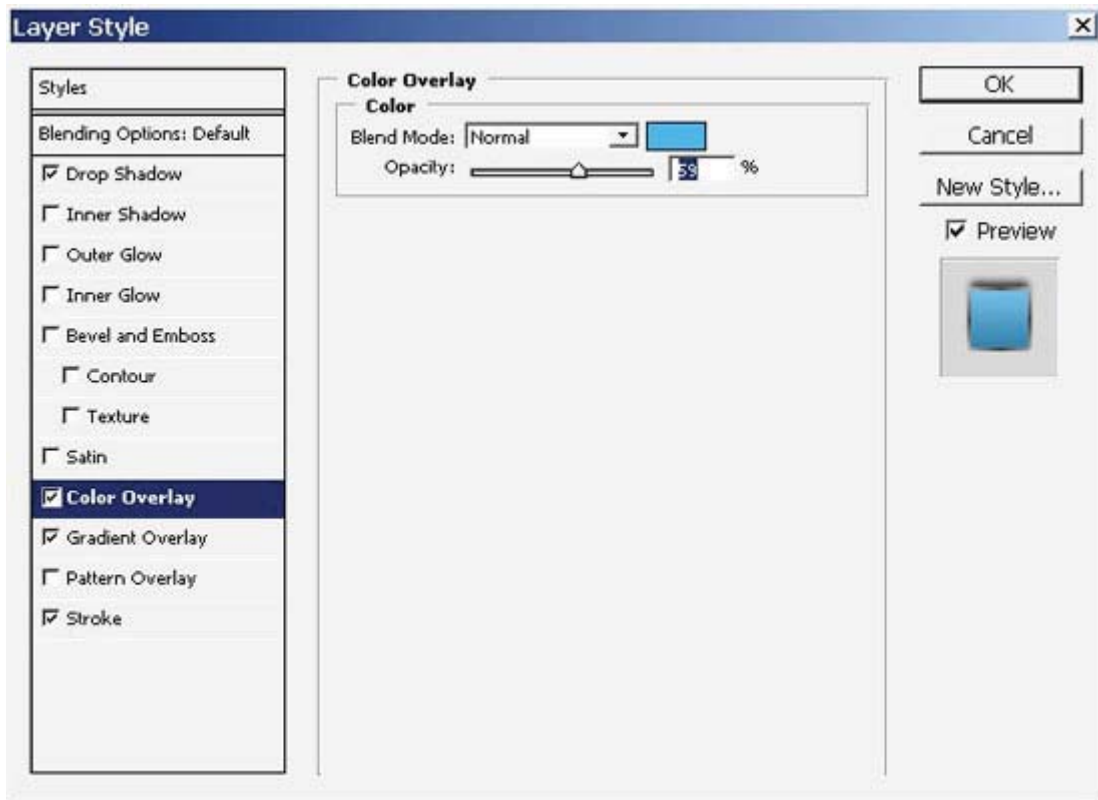


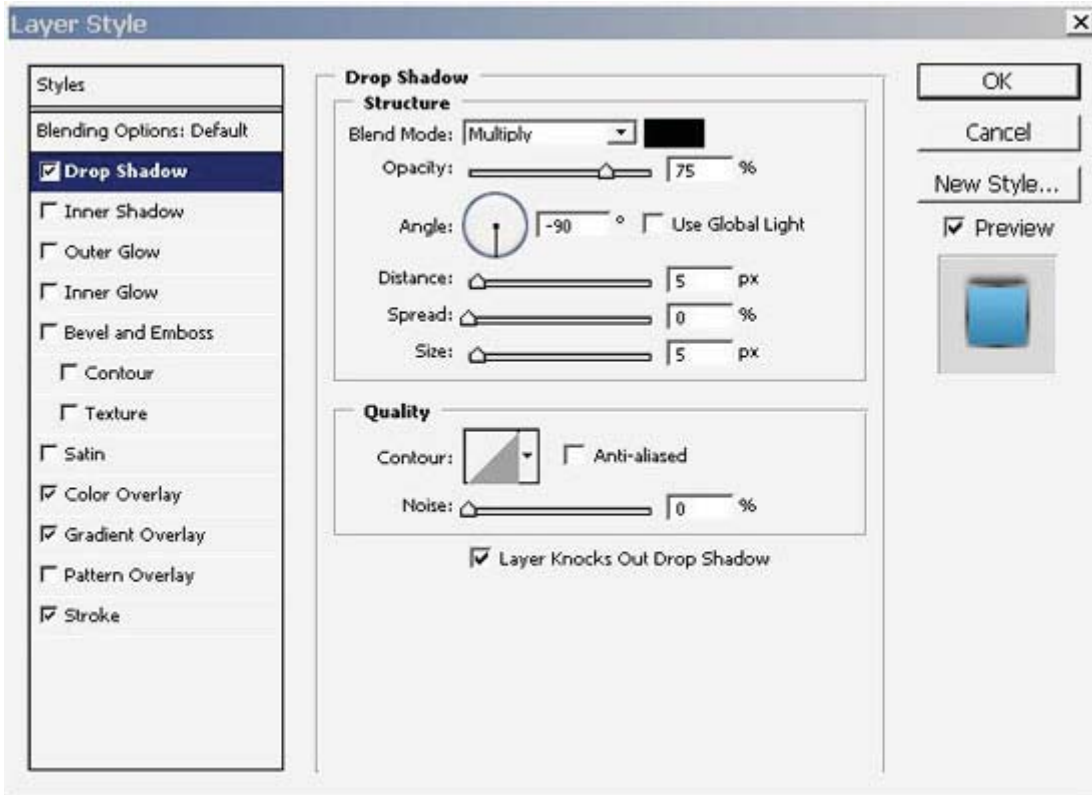
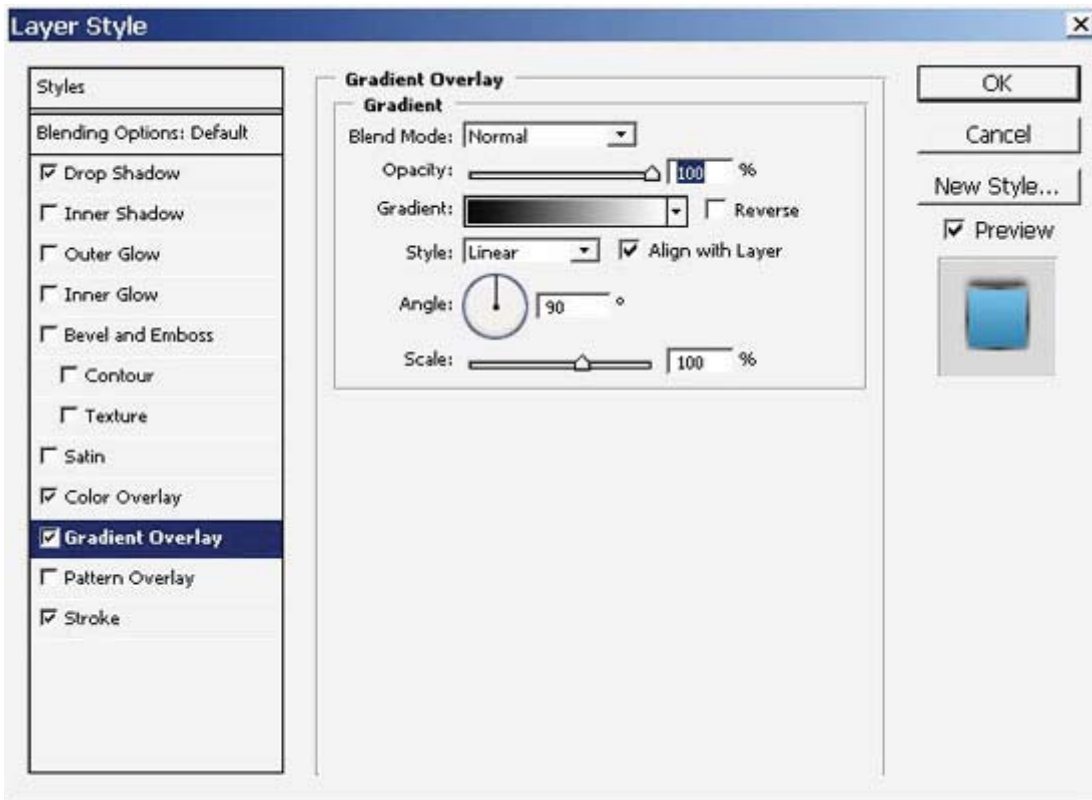
Result:



Obviously if you do not have this type face you will need to substitute another appropriate one of your choice. Now the second word - box.

Layer settings on box:



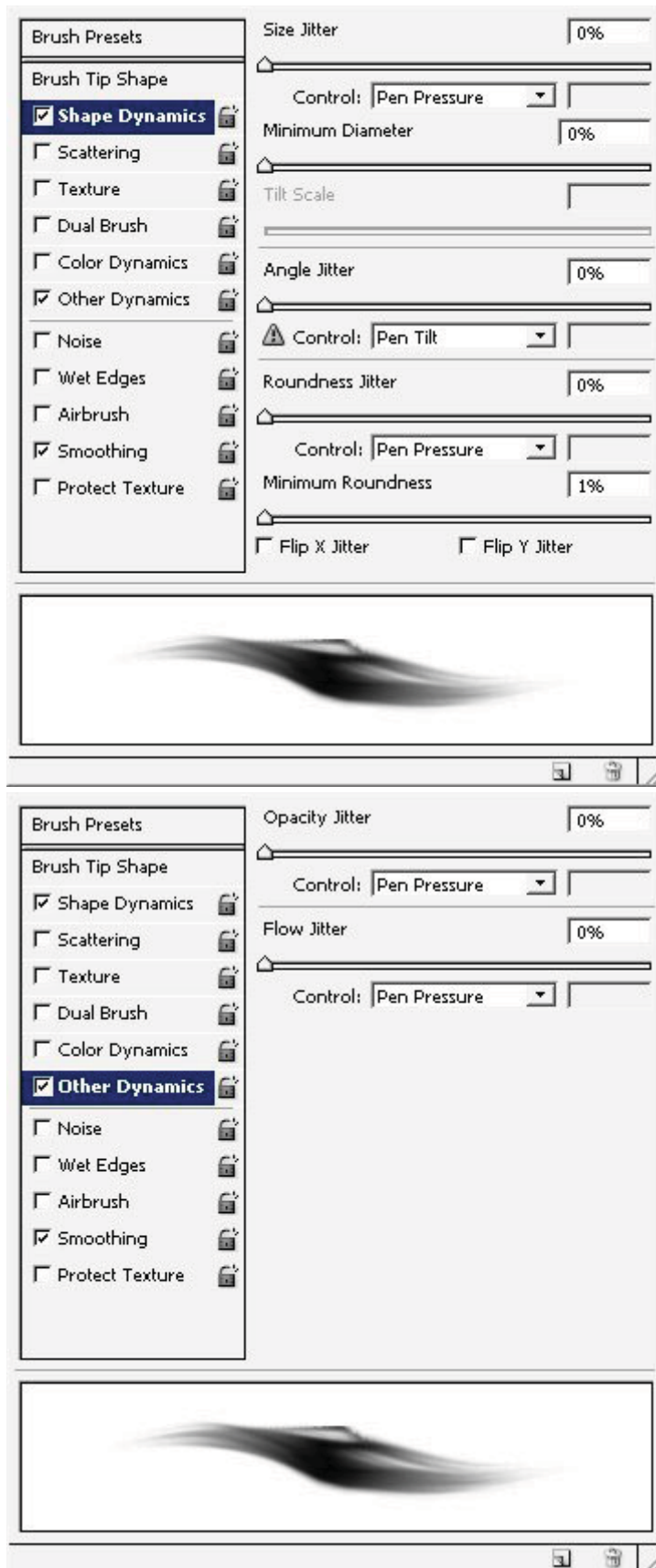


And this is it for your text:



Now all that remains is to paint some SFX, so create a new layer and begin to paint.

Suggested brushes and brush settings.



Here, a basic orange and yellow color was used to paint all this- the brush flow is turned to 12 - 14 % and the Mode is set to Screen and Vivid Light.

Final steps use a black - to transparency gradient on a separate layer (blending mode- Color Dodge).

At this point, you are basically done. A little crop for better composition and your Illustration for the Poker machine is done.

DIFFERENCE:



