



# INTRODUCTION TO GRAPHICS

## RAIN EFFECT I

Information  
Sheet No. PS993

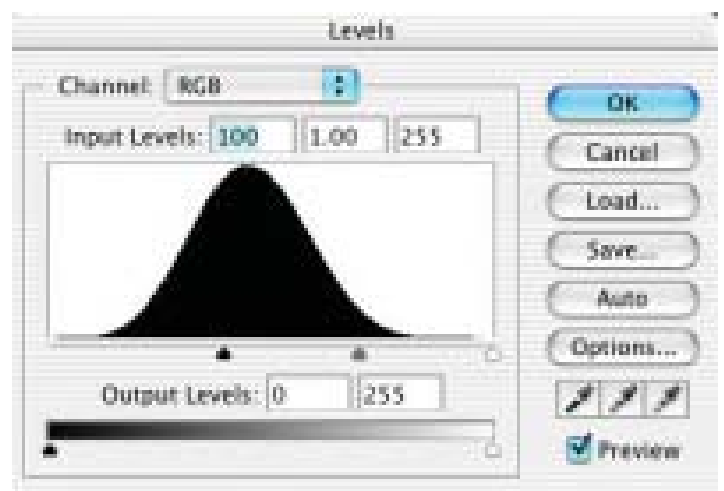
Rain is bad for cameras, but it can be excellent for photographs. People do not often take pictures on cold, rainy days, but by combining a couple of filter effects, you can take a sunny photo and make it look like you braved the worst of weather.

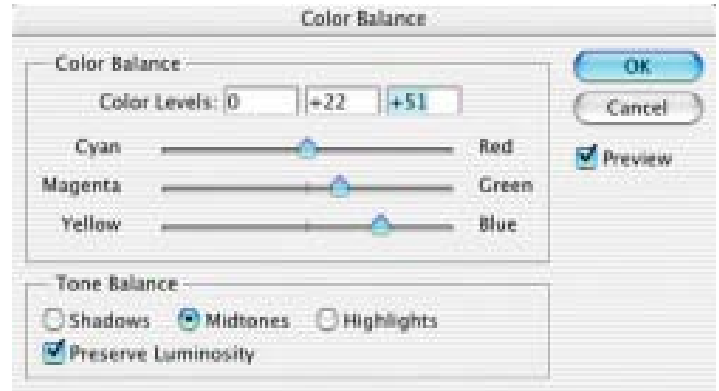


Open the rain.PSD file from the folder, adding a new layer, and filling it with black. Start building raindrops by choosing Filter > Noise > Add Noise and setting Amount to 400%. Click Gaussian for an uneven, more realistic distribution, and check Monochromatic so colors won't be added. Right now, the image looks more like a staticky television screen than a rain shower, so you'll need to take some extra steps to make convincing rain.



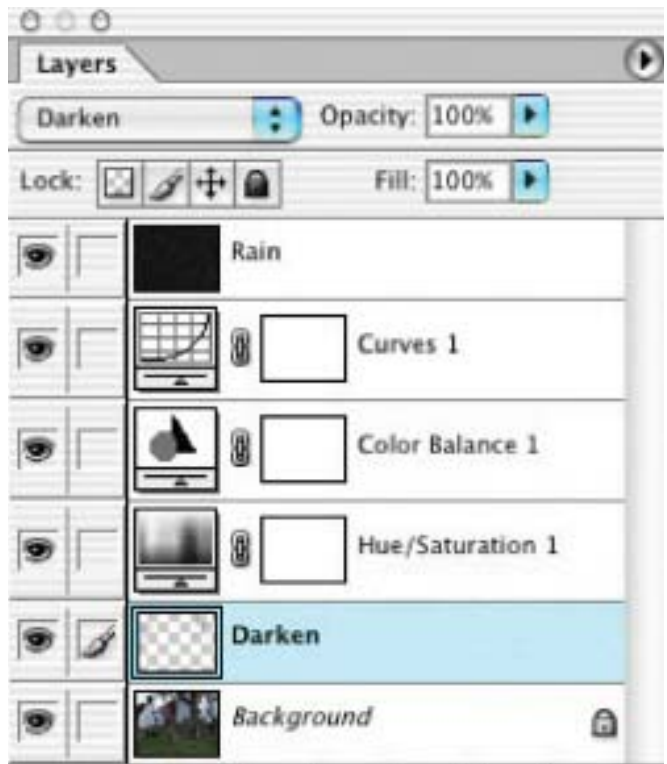
If you zoom in and examine the noise you added, you'll see it's really just a lot of white squares on a black background. You need to add some tonal variation to the noise, so apply a 1-pixel Gaussian Blur. This doesn't make anything look especially different, but now if you press Command/Ctrl-L to access Levels and drag the black slider to the right, interesting things begin to happen to the noise. Variations get very exaggerated, with many areas disappearing completely. A shadows setting of 100 gives a good luck. You should experiment with different settings for your particular photo situation.





ered Saturation on a Hue/Saturation adjustment layer, changed overall tone with a Color Balance adjustment layer, and made the rain more obvious with a subtle Curves adjustment layer. Lower the layer opacities if the adjustments look too obvious.

You're still left with white dots on a black field, so choose Filter > Blur > Motion Blur. The higher the Distance, the harder the rain will seem to fall, but it won't be as obvious. Try a Distance setting of 39. The Angle determines the direction of the rainfall. Always create at least a slight angle to prevent the blur from looking like a texture. Use a higher Angle to simulate blowing rain. Try an Angle of -72. To combine the rain with the original image, set the blending mode of the rain layer to Screen.



There are still bright contradicting areas, such as the sky and the sun on the buildings. Add a new layer directly above the Background layer, and set the blending mode to Darken. Use a large, soft, black brush set to 5% Opacity to paint over bright areas that betray the scene. Paint with single mouse clicks to add a realistic mottled effect in the sky, and vary the brush size in between clicks.

Now it looks like rain, but more like a shower on a sunny day. Select the Background layer, and add adjustment layers for an overcast appearance. Here, I low-



The final effect is shown at above. By experimenting with the settings used in Steps 2 and 3, you can achieve other effects:

-- Finer rain: Make the Levels setting in Step 2 higher.

-- Snowflakes: Set the Motion Blur in Step 3 to a smaller Distance.

-- Starry night: Increase the Levels setting in Step 2 and skip the Motion Blur in Step 3.