

INSTRUCTIONS FOR PHOTOSHOP TECHNIQUES MENTIONED IN FM KEARNEY PRESENTATION

***Creating a Light with a Realistic Glare**

1. Layer>New>Layer
2. In New Layer window: Choose Color Dodge blending mode>OK
3. Double-click in blank area of Layer 1 panel to open Layer Style window>Uncheck “Transparency Shapes Layer”>OK
4. Set foreground color to white (*or*, choose any color to create a colored light).
5. Paint with brush tool in spot to add a light. Use a medium Opacity and Flow to gradually build up brightness to desired level.
6. **To add a glare around light:** Add another layer, but leave blending mode set to “Normal” and do NOT uncheck “Transparency Shapes Layer”.
7. Paint over light with a larger brush at a reduced opacity.

Adding a New Sky

New skies can be added via: Edit>Sky Replacement. For a more extensive selection of skies with more comprehensive controls, check out Luminar from Skylum software: <https://skylum.com/luminar>

*Instructions applicable to latest version of Photoshop.

***Creating a Reflection**

IF NECESSARY, INCREASE FRAME SIZE AT BOTTOM:

1. Crop tool>click and drag at bottom to needed amount.

IF NOT INCREASING SIZE, START HERE:

1. Use Rectangular Marquee tool to select area to be reflected. TIP: To avoid clipping off any portion of image, start selection from *outside* borders of frame.
2. Ctrl+J to copy selection to a new layer (Layer 1)
3. Select Move tool>Ctrl+T (selected area is highlighted)>right-click in selected area>Flip Vertical>hold Shift key and click & drag into place>use up and down arrow keys to fine-tune its placement>accept selection.
4. Use Crop tool to crop off any excess at bottom.

TO BLUR REFLECTION:

1. Duplicate Layer 1 *BEFORE* applying blur. Add a layer mask.
2. Select Layer 1 copy>Filter>Blur>Motion Blur>set angle to -90>adjust Distance accordingly>OK
3. Select brush tool and set foreground color to black.
4. Gradually reduce blur directly underneath horizon and towards the center of reflection.
5. COMBINE LAYER 1 & LAYER 1 COPY: Select either layer>hold CTRL while selecting other layer>CTRL+E.
6. Use Smudge tool (set Strength to under 10%) to distort portions of reflection.
7. Use Rectangular Marquee tool to select reflection>use AI to generate water ripples: click in Generative Fill window; type “water ripples”; click “Generate” and select best-looking result (if no results are satisfactory, continue clicking “Generate” until you find a result that works)>reduce opacity for a more realistic effect>combine Layer 1 & AI-generated layer (follow instructions in step #5).

TO DARKEN REFLECTION:

1. Select reflection layer>Image>Adjustments>Exposure>adjust accordingly
2. Flatten image when done: Right-click either layer>Flatten image.

*Instructions applicable to Photoshop Beta (or latest version with AI capabilities).

***BLENDING IMAGES TOGETHER VIA THE STACKING METHOD**

1. File>Scripts>Load Files into Stack
2. Browse for photos to be combined (the metadata of the LAST image loaded will be retained)>OK
3. Click main image and drag to top of stack in filter palette. Add a layer mask.
4. If necessary, align images by cropping.
5. Select the Brush tool, set foreground color to black and adjust opacity accordingly. Begin painting in background image.
6. **If combining more than two images**, turn off all but the top two layers: Click eyeball icon to the left of thumbnail in Layers palette to remove it. Add a layer mask to main image and repeat step 5.
7. When done, right-click on either active layer>Merge Visible. NOTE: Make sure eyeball icons are not turned on for any images you don't want to combine at this point.
8. Turn on next layer (make eyeball icon visible) and repeat procedure until all layers are combined.
9. Flatten image when finished: Right-click either layer>Flatten image.

TIP: Reduce opacity to view layer underneath. This will aid in locating specific elements you wish to combine.

*Instructions applicable to Photoshop