





DAVE AUTISTA

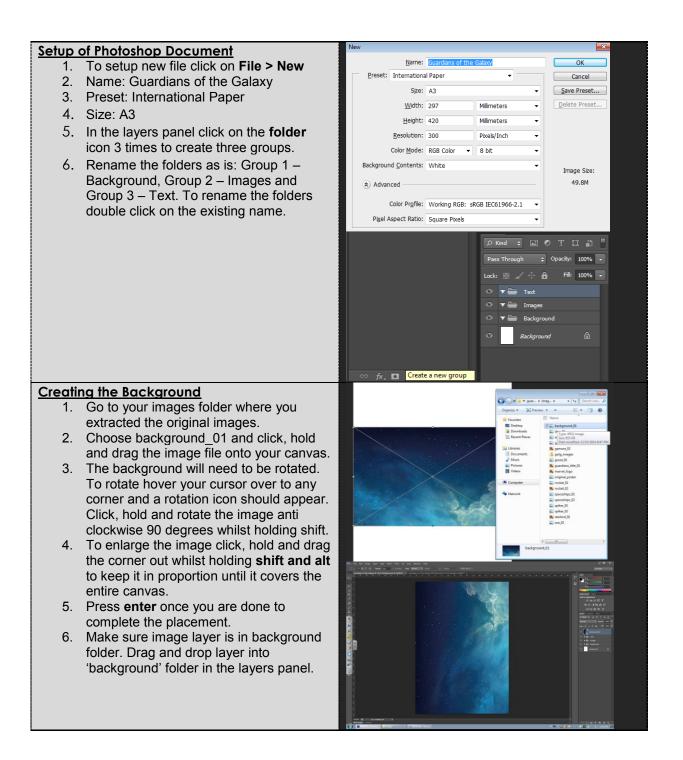
CHRIS PRATT ZO SALD

### **PHOTOSHOP TUTORIAL** GUARDIANS OF THE GALAXY POSTER

LEVEL - INTERMEDIATE By Mister LAI



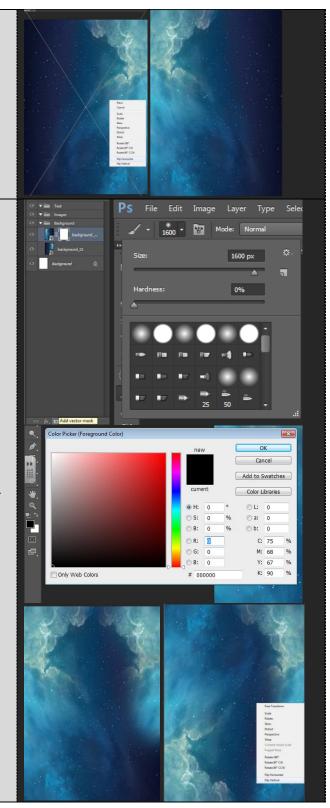
## **PRODUCTION PHASE 1** CREATING THE BACKGROUND ELEMENTS



- 1. Select the background\_01 layer and press **Ctrl + J** to duplicate the layer.
- 2. On the duplicate layer press **Ctrl + T** to bring up free transform. Right click **flip** horizontal.
- 3. Press enter to confirm flip.

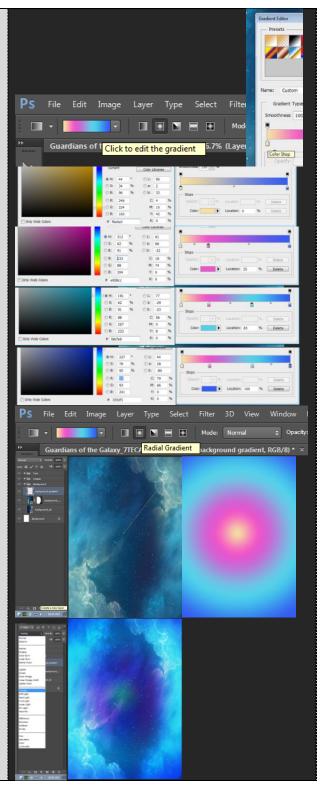
#### Creating a mask

- On the duplicate layer create a mask by clicking on the add layer mask aka "Japanese flag". Remember anything that is white on the mask layer will be revealed. Anything that is black will be removed.
- With the mask layer selected. Choose a brush by pressing **B**. This brush size should be 1600 with a hardness of 0. Make sure the foreground colour is **black**.
- 3. Now with the brush, begin clicking the right hand side of your composition to start to remove areas of your duplicate layer. It should look symmetric.
- 4. With the duplicate layer selected. Right click on the composition and click **flip vertical.** Press enter to complete action.



#### Creating the gradient for background

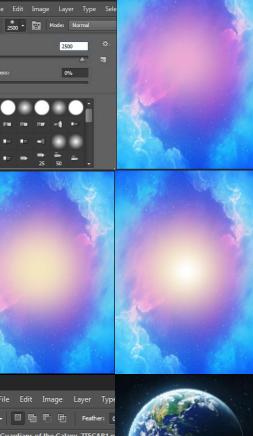
- 1. To create a gradient for the background. Click on the gradient tool or press **G**.
- 2. Click on the top panel to edit the colours for the gradient.
- 3. Select the first preset. To change the colour, double click on the first marker 'color stop'.
- 4. The first colour code is **#f6e0a3.**
- 5. To add your own color stop marker click anywhere on the under gradient strip. A hand icon should appear when you hover.
- 6. The second colour is **#e958cc.**
- 7. Repeat step 5 to create a third color stop as **#58cfe9**.
- 8. Finally double click on the color stop furthest to the right and change that to **#355df1.**
- 9. To apply the gradient, **create a new layer** in the layers panel and rename to 'background gradient'.
- 10. With the gradient tool selected, ensure it has been changed to the **radial mode** as opposed to the linear mode.
- 11. Click on the centre of the composition now hold and drag to the corner to apply the gradient. Release to finish.
- 12. To combine the gradient and the original picture, change the gradient background layer blending mode from normal to **overlay**.



#### Using blending modes for the

#### background

- 1. Create a new layer and rename it to "pink blob".
- Select your Brush tool. Set the size to 2500, hardness to 0 and colour to #eaa8d5. Click once onto the middle of the canvas.
- 3. Repeat step 1 and 2 but this time change the layer name to "yellow blob" with brush size to 2000 colour as #f3e7c0.
- Repeat step 1 and 2 for the third and final time. Change layer name to "white blob" with brush size to 1200 and colour as #ffffff.



#### Selecting and masking the Earth

- 1. Drag and drop the image "earth\_01" into your composition. Make sure it is under the backgrounds folder.
- Use the elliptical marquee tool to select the earth. With the elliptical marquee tool selected, pick a mid-point on the Earth, click hold and drag while holding alt and shift to keep it in the centre and in proportion as you expand your circular selection.
- Keep repeating step 2 until you get a reasonable selection of the Earth. Once you are happy you may add a layer mask "aka Japanese flag".
- Move (shortcut V) your Earth to the top right hand corner of the page and enlarge it until it covers two thirds of the width of the page. Ctrl + T for rotation and resizing (hold shift).
- Create a new layer named Black Blob. With a brush size of 3000, hardness 0%, colour black. Click on the Earth and add a shade of black. You may need to add it twice to get the desired effect.



Using shapes to create the Black Earth		
	Create a new layer named Black Earth. Ensure your <b>foreground colour is set to</b> <b>black.</b> Select the shape tool (U) and choose the <b>ellipse tool</b> option. You need to click and hold to toggle through the different options.	<ul> <li>Rectangle Tool</li> <li>Bounded Rectangle Tool</li> <li>Elipse Tool</li> <li>Polygon Tool</li> <li>Polygon Tool</li> <li>Custom Shape Tool</li> <li>Custom Shape Tool</li> </ul>
	Shift + Alt to create a Black circle. etching the Spikes	
1. 2.	composition. Make sure the layer is still under the background group.	· 2 Queck Selection Tool W t⊈ Magic Wand Tool W
3.	proportion. Select the <b>quick selection tool</b> and select only the area of the spike. You can increase and decrease the selection brush size by pressing [ and ]. If you accidently selected beyond the spike you can hold <b>Alt</b> and deselect those areas. You will see a – sign when you hold alt	
4.	otherwise it will be a + sign. Click on the <b>Japanese flag</b> once you are	Free Transform Scale Rotate Steev
5.	···· , <b>J</b> · · · · ·	Distant Perspective Warp Content-Auron Scale Puppert Warp
6.	horizontal. Make it thinner and taller using the free transform tool ie Ctrl T. Move it into place and rotate it roughly 30 degrees clockwise.	Potar 190° Rotar 80° Courter Cockwise Rotar 80° Courter Cockwise Figh Motocolta Fig Verical 0 0
	Repeat steps 1 to 5 for "spikes_02".	
8.	You can duplicate (Ctrl J) "spikes_01" to create the third spike on the left of the image. Remember to make it smaller.	
9.	Move the Black Earth layer above all these spikes.	
10	. Create another new layer named black blob. With a <b>brush size of 2000</b> , <b>hardness 0%, colour black.</b> Click on both the left and right hand side of the black earth to create some dark patches. You may dabble until you get the desired	
	effect. Remember you can redo by pressing <b>Ctrl + Alt + Z</b> .	

### Congratulations you have now completed the background!



# **PRODUCTION PHASE 2** CREATING THE FOREGROUND CHARACTERS

#### Adding the characters

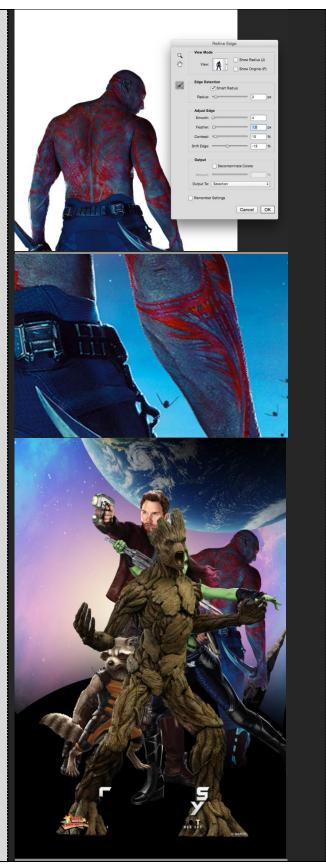
- 1. You are now working on your 'images' group. You can hide all the background layers by clicking the little triangle next to the background folder in your layer's panel.
- Drag and drop the image "starlord\_01" into your composition. Press Ctrl T and resize & rotate. Move into place. Refer to examples on the right.
- 3. Repeat step 2 for image "gamora\_02".
- 4. Repeat step 2 for image "rocket\_02", however you will need to flip it horizontally so it faces the right direction.





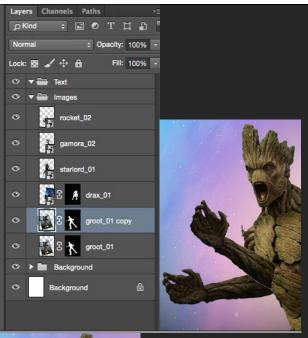
#### Deep Etching the characters

- You have now added the already prepared characters. Now it is time to try and deep etch (removing background) the remaining characters.
- 2. Drag and drop "drax\_01" into your composition.
- 3. We are going to use the same technique that we used for the spikes.
- 4. Use the quick selection tool to make a selection of drax. You may also use the **refine edge option** located on the top tool bar to help with refining your selection. Play around with the various settings to get the desired outcome.
- 5. Make sure you zoom into your image and select all the smaller areas with a smaller brush size.
- 6. Once you are happy with your selection click on the Japanese flag. Move the layer under the other character layers. It will require some resizing and rotating.
- 7. Repeat steps 2-6 for the "groot\_01". You will need to take more time for this image due to its complex nature.
- For the purposes of this task you are not required to remove the text appearing over Groots legs however you may want to explore the 'content aware' to remove the text at <u>https://www.youtube.com/watch?v=-</u> 7GIURHoRUc
- 9. Flip the groot layer horizontally so that he is facing the other way.



#### Changing the direction of Groot's arm

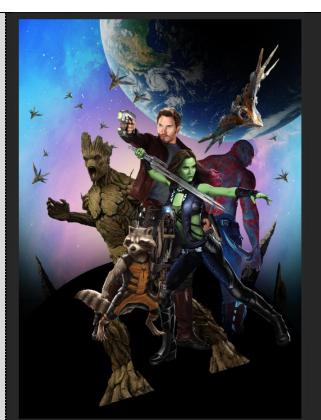
- 1. Duplicate the groot\_01 layer.
- 2. On the duplicated layer, right click to **rasterise** (allows the image to be editable) the layer.
- 3. Use the **polygonal lasso tool** to select only the arm on the left. Click on Japanese flag to mask it. You now have a separate layer with the arm only.
- 4. Move the duplicated arm and rotate it so that it is facing upwards like the image.
- 5. On the original groot\_01 layer use a black brush and paint on the mask to remove the original arm. \*Note anything you paint black on the mask is removed, anything you paint white will be revealed.
- 6. You will need to move the "groot\_01 copy" under the "groot\_01" for it to look more natural.





#### Adding the spaceships

- 1. Using the same technique as you have learnt for deep etching the characters, you should now be able to mask the spaceships.
- The large spaceship is "spaceships\_02". The smaller one is "spaceships\_01".
- 3. Resize and rotate them accordingly. Refer to the image on the right. You may vary where the spaceships are placed. Try to balance your composition.
- 4. All spaceships layers need to be placed under your character layers as the spaceships are supposedly in the background.



#### Creating the light beam

- 1. Create a new layer named 'Beam\_01'.
- 2. Select your brush tool, size: 25, colour: #89f065, hardness: 100%.
- 3. Click to start and then hold shift to paint a straight green line.
- Click on the 'fx' option in your layers panel and select outer glow: opacity 50%, spread 2%, size 35px, colour white.
- 5. Tick the **inner glow** option as well: opacity 80%, size 20%, colour white.
- 6. Duplicate the beam 01 layer and rename it to Beam 02.
- 7. Move it down to the relevant position, rescale and rotate it until it looks like the image on the bottom right.
- Lastly create a new layer named 'Glow'. Select your brush tool: size 100 & 60, hardness 0%, colour #fcfacc. Add the glow to where the beam is coming out from the laser gun.



Range

+

Pattern Overlay

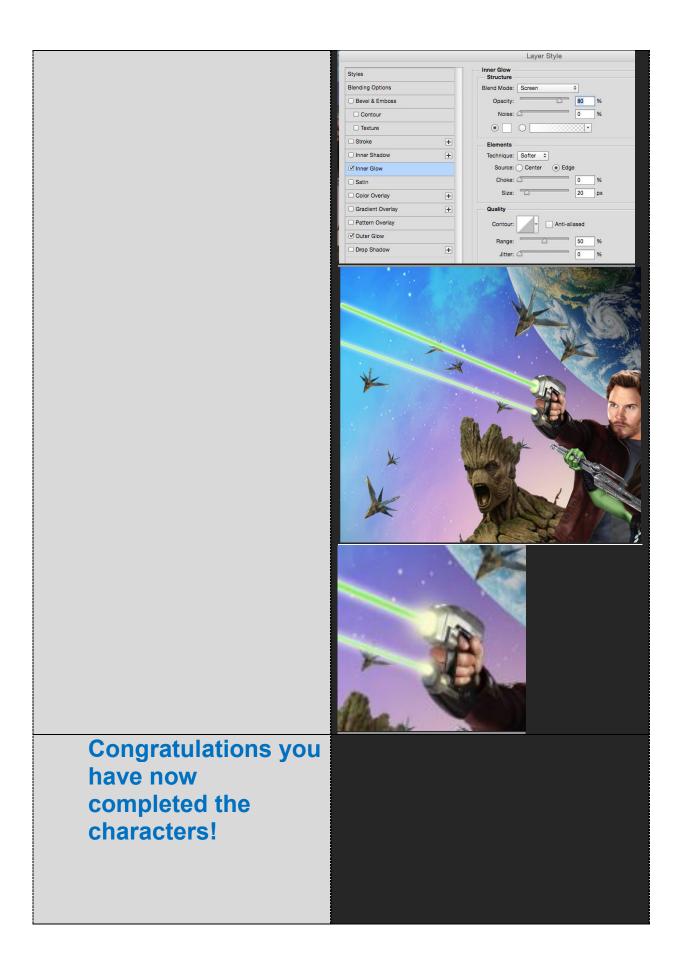
Outer Glow

Drop Shadow

50 %

0

Make Default Reset to Default



# **PRODUCTION PHASE 3** CREATING THE TEXT ELEMENTS

#### Adding the title and logo

- 1. Ensure all layers in this section are under the 'text' group.
- Drag and drop the 'guardians\_title\_01' and 'marvel\_logo' into position. It will require resizing (Ctrl + T).



#### Adding the text

- Select your Text tool (T). Drag a small box onto your composition and type in CHRIS PRATT in all capitals.
- 4. Chris Font: Agency FB regular, 26 pt, colour #bc914c.
- 5. Pratt Font: Agency FB Bold, 36 pt colour #bc914c.
- 6. Highlight the text and centre the text using the centre text tool on the top toolbar.



#### Formatting the text

- 1. You can bring up your characters panel by going to Window > Character.
- 2. Select the text and change the leading (space between the lines) to 30 pt. This brings the words closer together.
- Duplicate this layer (CTRL + J) for each other name and type in the other names including: ZOE SALDANA, DAVE BAUTISTA, FEATURING VIN DIESEL AS GROOT & BRADLEY COOPER AS ROCKET.
- 4. The size of the words FEATURING and AS is 9pt. You may want to create a new text layer for Featuring.
- 5. GROOT and ROCKET is 12pt.
- 6. Refer to the final image to see where to position the names.



- 1. Create a new layer named black hole and place it at the bottom of the 'text' group.
- 2. You may realise that Groots leg and other characters are popping from beneath the title.
- 3. To counter this select your brush tool: size 2500, hardness 0% colour black.
- Click a few times around the bottom areas to make them dark. Ctrl + Alt + Z if you want to redo.
- 5. File > Save As > Format: jpeg.

Congratulations you have now completed the poster!



