

# PHOTOSHOP - ABSTRACT DESIGN

## Goals:

- Demonstrate **skill with the tools** and effects listed below
- Create a powerful and **dynamic image** following the **elements and principles** of design.
- Provide a **written description** of the tools and how you apply the Es & Ps of design.

## Checklist:

The final **design**:

- The design must be abstract (not representative of anything realistic)
- A **focal point** (area of emphasis) has been used
- Show an understanding of the **rule of thirds**
- **Creative** and dynamic use of the **Elements and Principles** of design

Take **notes explaining** what you did:

- Try to **remember the steps** you did to create your design
- List **filters and effects** you have used

## Part 1: Start with a Photo Using These Filters and Adjustment Layers

- >Filter >Distort
  - >Polar Coordinates and /or >Shear
- >Filter >Liquify (move the image around)
- >Adjustment Layer >Hue Saturation
- >Adjustment Layer >Channel Mixer
- >Layer Styles >Pattern Overlay (place on **Channel Mixer layer**)
  - >or Pattern Overlay on **photo layer** and set the **blending mode** to Overlay or Soft Light

**Note:** You can make your own **custom patterns**

1. Marquee select an area of an image you want to make into a pattern.
2. >Edit >Define Pattern
3. Your new pattern will appear in the pattern window
4. Either **fill a shape** in with your pattern or use it as a **pattern overlay**

- >Filter >Filter Gallery
  - >Paint Daubs and /or >Palette Knife

## Part 2: Starting with a Photo Using These Filters and Adjustment Layers

- >Filter >Pixelate
  - >Mosaic
  - >Try adding Mezzotint for some texture
  - >Or try adding >Noise >Add Noise for some texture
- >Filter >Filter Gallery
  - >Texture >Patchwork
- >Adjustment Layer >Curves
- >Adjustment Layer >Posterize (Levels 4 or 5)

## Part 3: Starting with a Photo Using These Filters and Adjustment Layers

- >Filter >Pixelate
  - >Pointillize
- >Filter >Distort
  - >Spherize
- Make a layer copy
  - >Twirl and/ or >Wave
- Set Blending Mode to Lighten or Multiply
- Make layer copies of both layers and **Merge the Layer Copies** into one layer

- >**Filter**            >Filter Gallery
  - >Stylize >Glowing Edges
  - Set Blending Subtract to Soft Light
- >**Adjustment Layer** >Gradient Map
  - Double click the gradient to add points and click the points to change the colour
  - Set the blending mode to Color and you should have a monochromatic colour scheme

## Part 4: Using Custom Brushes and Patterns from a Photo

- **Concrete Brush**
- >**Levels** (Adjust to make high contrast)
- >**Image**            >Adjustments >Desaturate
- >**Filter**            >Filter Gallery
  - >Sketch >Graphic Pen
    1. Select an area of the image with a selection tool (Lasso or Marquee Tool)
    2. >**Edit** >Define Brush Preset
  - Paint with your new brush
    - Try adding **Layer Styles** >Gradient Overlay
    - Set the blending mode to Hard Light (or Satin)
- **Brush Flowers**
- >**Image**            >Adjustments >Threshold
  - >Stylize >Glowing Edges
  - Follow the same steps to “Define Brush Preset”
- **Pattern Flowers**
- >**Image**            >Adjustments >Invert and >Hue Saturation
  1. Marquee select an area of an image you want to make into a pattern
  2. >Edit >Define Pattern
  - Make a new layer
  - Add a gradient (double click and try adding gradient points and changing the colour)
  - Add a Layer Styles >Gradient Overlay and select your new gradient
  - Set the blending to Overlay

## Part 5: Quick Abstract 3D Elements

- **Ellipse Tool**
- >Fill the ellipse with a colour
- >**Layer Styles**            >Bevel & Emboss
  - >Gradient Overlay
  - Make a copy of the layer (**you now have 2 circles**)
- >**Filter**            >Filter Gallery
  - >Distort >Diffuse Glow (colours will change based on foreground & background colours)
- >**Filter**            >Render
  - >Lens Flare >Movie Prime
  - Repeat Lens Flare and move Flare Position
- >**Filter**            >Stylize >Wind >Stagger
- >**Filter**            >Sharpen >Unsharp Mask (or Smart Sharpen)
- **Background**
- Create a new layer, fill the layer with a colour
- Select the **Rectangle Tool** and make bands of colour
- Select the layers with all the bands of colour, right click and Merge Layers
- >**Filter**            >Stylize >Extrude
  - Make a copy of the layer
- >**Sharpen** >Shake Reduction
  - Set the Opacity at 60%
  - Make another copy of the layer
  - Try using the Liquify Filter

- **Background Copy- To Add Variety**
- Make a **copy of all the background layers**, select all the copies, right click and **Merge Layers**
- Use the **Smudge Tool** on the merged background layers (try smudging with different brush options)
- Check the **Finger Paint** box to smudge with different colours
- Use the **Eraser Tool** (destructive editing) or the **Mask Tool** (non-destructive editing) with a texture brush to **reveal parts of the un-smudged background**
- **Back to the Ellipse Circles**
- **Wind Circle**

>**Image** >Adjustments >Levels >Hue Saturation (adjust to match with background)

- **Second circle**
- Scale smaller and move to the side

>**Filter** >Blur >Radial Blur

- Blending Mode- Linear Light or Hard Light

- **Select a Custom Shape**

>**Layer Styles** >Gradient Overlay (try Hard Light)  
>Bevel & Emboss

- **Create a second Custom Shape**

- Add the **same Layer Styles** by **right clicking** on the Layer Styles and selecting **Copy Layer Style**
- Then right click on the layer without the Layer Styles and select **Paste Layer Style**

- **Make a new layer**

- Select the **Brush Tool**
- Click brush options and try some texture brushes >DP Brushes (Digital Print)  
>Layer Styles >try adding a Drop Shadow to your brush