**Unit G – Using special effects**

Intro: Special effects are things we do to photographs to enhance them. One of the things we will look at is using the color-blending mode. This is a mathematical algorithm that defines how pixels affect pixels beneath them to create a specific effect.

The best way to think about blending modes is to think about three colors: The base color (the color of the original pixel) the blend color (the color being applied), and the result color (the color produced by mixing the two colors in blend mode.

Use the color blend mode:

1. Open a black and white photo, click CREATE NEW FILL OR ADUSTMENT LAYER (the circle that is half gray, half dark gray) on the layers panel -> SOLID COLOR.
2. Change the color on the menu that pops up -> OK -> BLENDING MODE LIST ARROW -> COLOR.
3. Make sure the layer mask is selected in your layers panel. Using the BRUSH TOOL -> Paint to remove color from areas you do not want colored.
4. Repeat above steps 3 times to change the color on your image to 4 different colors total.

Use the multiply blending mode: (Find an image, and a quote, save onto desktop)

1. Overlay: Black is opaque and white is transparent
2. Multiply: Students must understand that in the multiply blending mode, it is like laying a clear sheet that has some color over an image.
3. Find an image that is somewhat light. No dark/black background that dominates.
4. Open it into photoshop.
5. Click CREATE NEW OR FILL ADJUSTMENT LAYER (circle half black and white) -> SOLID COLOR -> Pick a color
6. (Make sure Click the ARROW for the blending mode -> MULTIPLY
7. Drag your quote (from your desktop) on top of your image -> blending mode: MULTIPLY

Adding noise with the Overlay Blending mode:

1. Create a new layer with the fill color as Gray, then click the blending mode option bar -> OVERLAY
2. Change blending mode -> NORMAL-> EDIT -> FILL
3. Click USE LIST ARROW -> 50% GRAY -> OPACITY 100% -> OK
4. FILTER -> NOISE -> ADD NOISE
5. Settings: Gausssian clicked -> 8% in amount -> Monochromatic clicked -> OK
6. Change Blending mode to: OVERLAY
7. View and unview to see what this effect does
8. Save jpeg as “overlay”

Sharpening with the High Pass Filter:

1. Complete all the steps in “Adding Noise with Overlay” lesson first.
2. Hide the overlay layer.
3. Press SELECT -> ALL -> EDIT -> COPY MERGED -> EDIT -> PASTE (This makes a merged copy of all layers paste onto one layer)
4. FILTER -> OTHER -> HIGH PASS -> 3 PIXELS -> OK
5. Set blending mode to -> OVERLAY
6. Hide and show the filter to see what it does
7. Reduce opacity to 70% -> Add layer mask -> Click BRUSH -> paint any areas that are too sharp
8. Hide and show the layer
9. Save as jpeg named “HighPass”

Applying a lens flare filter with screen mode:

1. Open an image you want to add a lens flare to
2. Create a new layer -> Fill with Black
3. FILTER-> RENDER -> LENS FLARE
4. Click 50-300 mm Zoom option (or the one you like) -> Drag Brightness to 110 -> OK
5. IMAGE -> ADJUSTMENTS -> DESATURATE (This takes the color from the flare)
6. EDIT -> TRANSFORM -> SCALE -> type 80 in the W & H boxes
7. HOLD ALT -> CREATE NEW FILL/ADJ LAYER -> LEVELS
8. Click “USE PREVIOUS LAYER…” BOX -> OK
9. Drag the black triangle under the histogram until the number says 45 below it.
10. Make sure you select the layer that has the lens flare on it -> BLENDING DROP DOWN MENU -> SCREEN
11. Save jpeg as “LensFlare”

Lesson 6: Apply motion Blur layer

1. Open a new image that you want to blur or create a layered object to apply a filter to.
2. FILTER -> BLUR -> MOTION BLUR
3. Set angle to 0 -> Distance 50 -> OK
4. Save jpeg as “Blur”

Lesson 7: Skew, Distort, & Perspective

1. Open an image in photoshop.
2. Press SELECT -> ALL
3. EDIT -> TRANSFORM -> SKEW
4. Click the top left or right anchor point and drag to skew.
5. For Distort: EDIT -> TRANSFORM -> DISTORT
6. For Perspective: EDIT -> TRANSFORM -> PERSPECTIVE
7. Save jpeg as “Transform”