

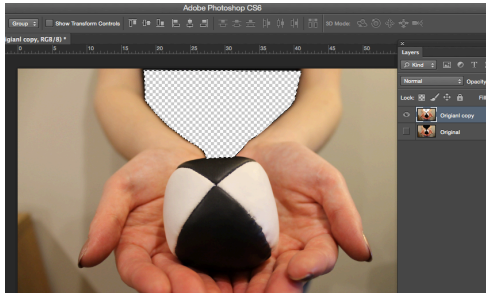
## Cosmic Composition

Learn how to create a dazzling space scene using simple photo-manipulation techniques and basic Photoshop effects

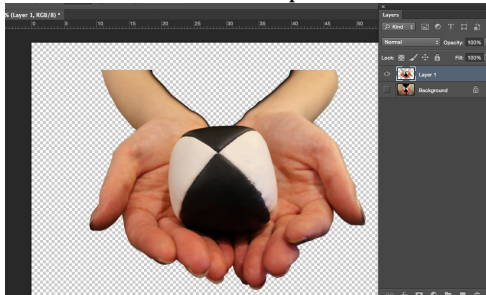


Using existing images you can make exciting photo-manipulation scenes that defy belief! Photo-manipulation can save you time when creating your artwork, as a lot of the hard work is already done for you. All that is required is a bit of imagination and some basic Photoshop skills.

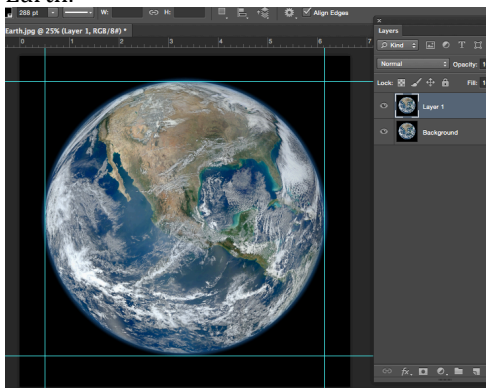
1. **Holding hands:** Go to File>Open and select the 'hands.jpeg' image. Duplicate the layer (Cmd+J) and turn off the 'Original Layer'. Choose the Magic Wand tool (W) and select the parts of the image around the hands that are solid colors. Hit Delete to remove them.



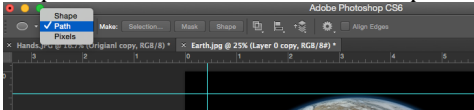
2. **Lasso tool deletion:** Select the Polygonal Lasso tool (L) and carefully trace around the hands and arms. Once the selection has been made press Delete to remove the rest of the background.



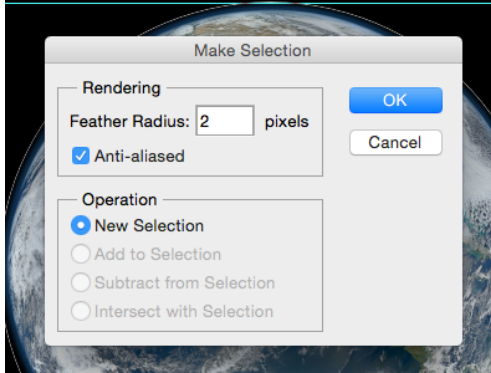
3. **The Earth:** Go to File>Open and select the 'Earth.jpeg' image. Before removing the background, you'll need to set guides to help you make an accurate selection. Turn the Rulers on (Cmd+R) and drag out guides into a box around the Earth.



4. Ellipse tool selection: Select the Ellipse tool (U) and change the property to Path in the Toolbar.



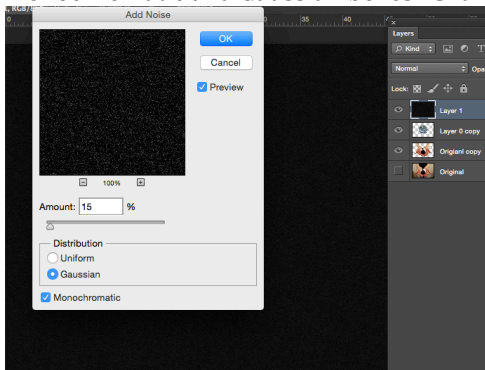
Draw a circle around the Earth by dragging from the top left corner of your box to the bottom right. Ctrl/click on the ellipse with the Direct Selection tool (A), hit Make Selection and add a 2px feather.



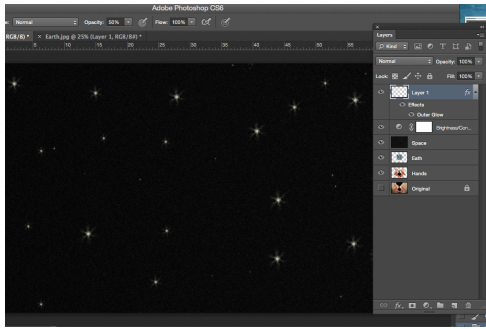
5. Background deletion: Hold Cmd+I to invert your selection from the previous step and then hit Delete. You will notice the slight amount of feathering that has been applied. Ctrl/click on the Earth layer and select Duplicate Layer destination 'Hands'. Click over to 'Hands' document. Position the Earth directly over the juggling ball in the Hands layer.



6. Space: Create a new layer and fill it in black using the Paint Bucket tool. Got to Filter>Noise>Add Noise and check the Monochromatic and Gaussian boxes. Change the amount to 15%.

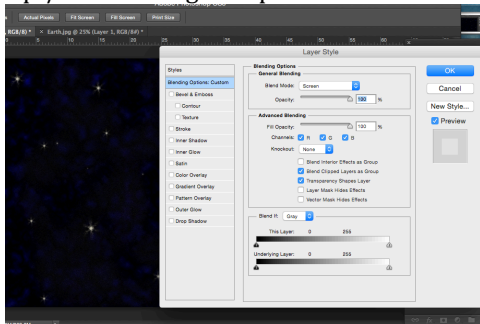


7. Adjustments: Insert a Brightness/Contrast adjustment layer above the Space layer, check the Use Legacy box and insert a Brightness value of 50 and Contrast value of 100. The background should now appear blacker, leaving the stars looking brighter.
8. Seeing stars: Create a new layer and label it "Stars". Grab the Brush tool (B) and open the Brush palette. Choose Brush 55 and, under Shape Dynamics, change the Control to Pen Pressure and Minimum Diameter to 25%. Under Scattering, set the Count to 1, check the Both Axis box and insert a value of 100%. Now paint in stars, and try an Outer Glow in layer styles.



9. Nebula clouds: Insert a new layer and set the foreground color to #0f7ad0. Make sure the background is black. Go to Filter>Render>Clouds, and then go to Filter>Render>Difference Clouds. With the Eraser tool (E) selected, set the Hardness to 0%, Size to 300px and then randomly erase sections of the layer to diversify the effect.

10. Improving the clouds: Double-click the Clouds layer and set its blend mode to Screen. On the This Layer slider, hold Opt/Alt and drag the split marker to 100. This increases the contrast to allow more of the background to show.



11. More clouds: Repeat Step 9, but this time change the foreground color to #0fd0b2. Double-click this layer and change the blend mode to Hue. Apply the process used in the previous step to change the contrast until you are happy with the result.

12. Refinements: Turn on the visibility of the hands/arm image. Using the Blur tool with a 0% Hardness, carefully eliminate any jagged edges around the image form where you used the Lasso to remove the background.



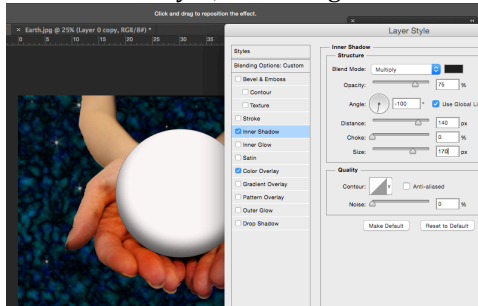
13. Burn tool: Use the Burn tool to add shadows beneath the arms and hands, setting the Hardness to 0% and the Exposure to 100%. Vary between the Midtones and the Highlights ranges depending on how light the area is in which you are applying shadows.



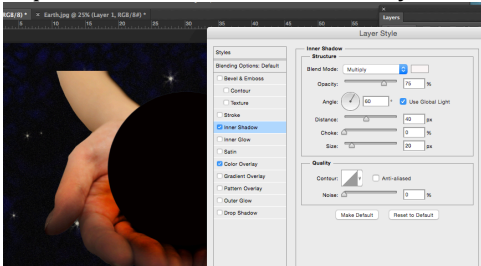
14. Hand Shadows: With the Burn tool still selected set the Range to Shadows and simply paint over the original shadows cast by the juggling ball to darken them.



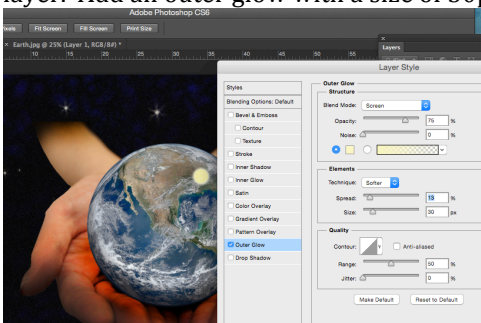
15. Earth Shadows: Duplicate the Earth Layer and add a white Color Overlay. While the layer Style dialog box is still open, select Inner Shadow and set the Angle to  $-100^\circ$ , Distance to 140px and Size to 170px. Duplicate and then Rasterize this layer, and change the blend mode of the layer to Multiply.



16. Earth Highlight: We can use the duplicate we just made of the shadow layer to create highlights. Change the Color Overlay to black and the Inner Shadow to white. Set the Inner Shadow Angle to  $60^\circ$ , Distance to 40px and Size to 20px. Rasterize and then set the layer's blend mode to Screen.



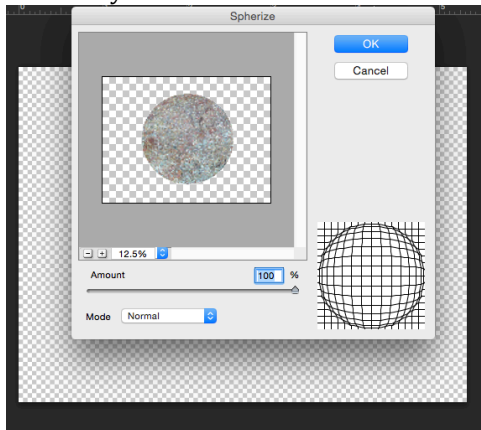
17. Adding a specular highlight: Select the Ellipse tool and create a small ellipse near the highlighted area of the Earth layer. Add an outer glow with a size of 30px and change the color to #fcfcdc.



18. Astro-arms: Highlight the hands/arms layer and add a vector mask by clicking on the icon at the bottom of the Layers palette. Select the Gradient tool (G) and ensure the color goes from black to white. Draw a line from the center of the Earth to the wrists.

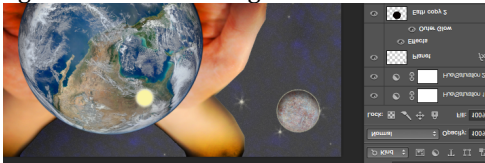


19. Planet Texture: Open the 'texture image' and select the Elliptical Marquee tool. Use this to cut the image into a circle by inverting the selection (Cmd+I). Go to Filter>Distort>Spherize and change the Amount to 100%. Repeat the filter to intensify the effect.

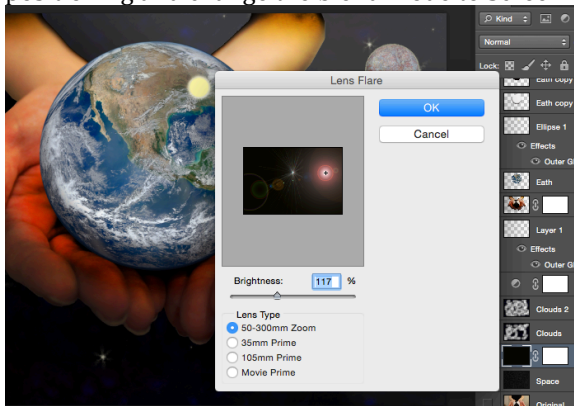


20. Coloring the Planet: Repeat Steps 15 and 16 to add highlights to your planet. Insert a Hue/Saturation adjustment layer above your planet image and check the Colorize box. Adjust the Hue and Saturation to suit your taste. Opt/Alt+click between the two layers so that just the planet's color is changed.

21. Adding Glow: Try adding a glow to your planets, stars and image layers. Vivid colors will help the objects stand out against the dark background. You can also try lowering the glow's Opacity for a more subtle effect.



22. Lens Flare: Give your image an astronomical look by adding a lens flare. Insert a new layer and fill it with black using the Paint Bucket tool. Go to Filter>Render>Lens Flare and choose the 50-300mm Lens Type. Experiment with the positioning and change the blend mode to Screen.



The finished image

