

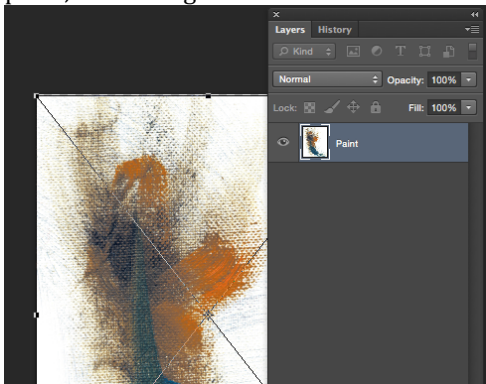
## Mixed Media

Create a musical composition in the brilliant key of mixed media

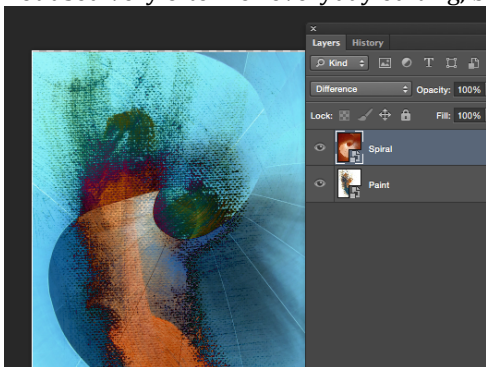


The word composition can be an invitation to create something melodic or visually striking-let's do both!

1. Go to File>New>blank File, setting Width to 235mm and Height to 300mm. Set Resolution to 300 pixels/inch and Background Contents to Transparent. Click OK. Now that the stage is set, let's start adding out photo textures.
2. Go to File>Place and add "Paint.jpeg" from your resource pack. This canvas close-up is a great foundation for our piece, containing both nice texture and nice colors.



3. Go to File>Place and add "Spiral.jpeg". To blend it with the previous layer, set the mode to Difference. This mode is not used very often for everyday editing, but it can really add a unique look.



4. Go to File>Place and "Guitar.jpeg"> Press Cmd+T to open the free Transform tool. Hold Opt.+Shift, then click and drag a corner handle inwards to scale down. Now hit the Return to apply and then set the blend mode to Hard Light.



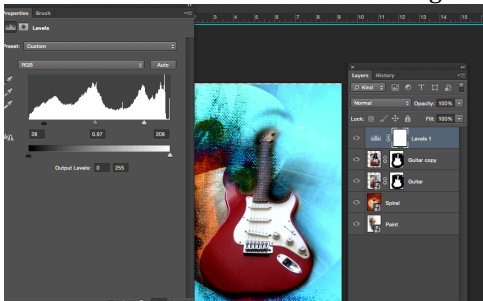
5. Use the icon in the Layer palette to add a layer mask. With a soft, round brush at 100% Opacity, fade the edges. Zoom around to make sure it's a clean fade.



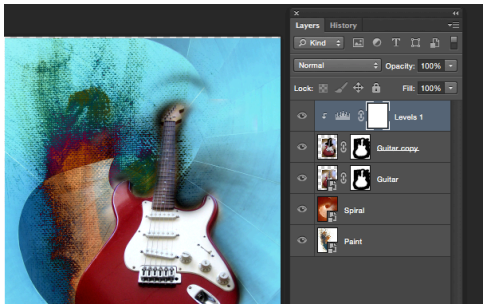
6. The guitar is the star, but it's fading too much into the background. No worries –press Command to make a quick duplicate of the guitar and the copy's blend mode to Normal. Paint Black in the mask to reveal some of the first guitar.



7. Go to Layer>New Adjustment Layer>Levels and click OK. Drag the two outer sliders inwards, then fine-tune with the central Midtones slider. Focus on the guitar while making these adjustments.



8. Adjustment layers affect all layers below them, so our Levels layers affect not just the guitar duplicate but everything else too. To limit it, Opt+click between the Levels and Guitar copy layers.

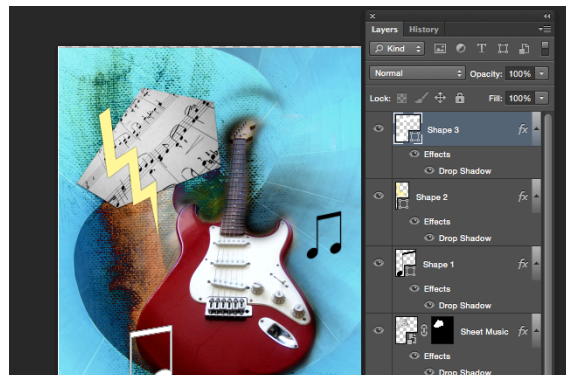
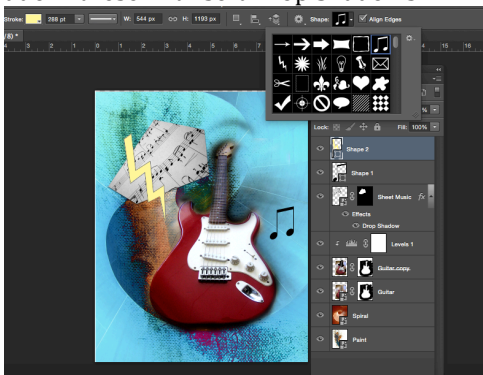


- Go to File>Place and add “Sheet Music.jpeg”. Select the Polygonal Lasso tool and create a jagged selection. Convert it to a mask by clicking on the layer mask icon in the Layers palette. Add a soft Drop Shadow via the fx button.



- Press Command for Free Transform. Hold Option+Shift, then click and drag a corner handle inwards to scale down. Now hover outside the bounding box, then click and drag to rotate. Position above the guitar, then hit Return to apply.

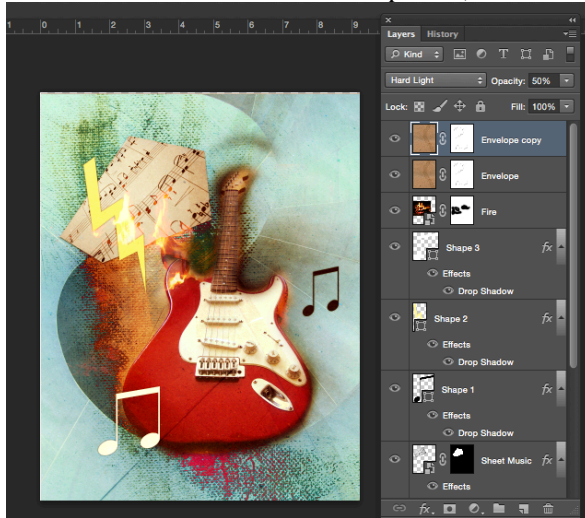
- Use the Custom Shape Tool to add shapes like a Lighting and Eighth Note presets in light yellow and white, and adorn these with soft Drop Shadows.



- Go to File>Place and add “Fire.jpeg”. Set the blend mode to Lighten. Use Free Transform to scale, rotate and position the fire at the top-left of the guitar. Add a layer mask and paint out the excess.



13. Go to File>Place and add “Envelope.jpeg”. Set the blend mode to Overlay. Apply a layer mask and then paint in black to tone areas down as needed. Duplicate, set to Hard Light, drop Opacity to 50% and tweak until you are happy.



14. To finish off, we'll apply an image wide tonal adjustment. Go to Layer>New Adjustment Layer>Levels and click OK. Drag the Highlights slider inwards to brighten. Counterbalance with Shadows slide and fine-tune with Midtones if needed.

