

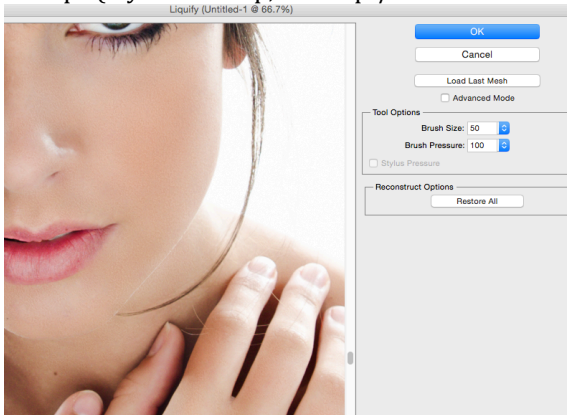
## Mixed Media Portraits

Create cool artwork by combining photographs and real-media texture effects with a little creativity

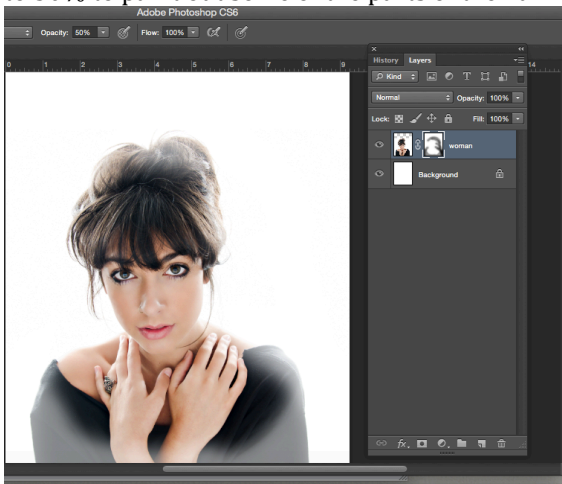


What is great about a mixed media Photoshop style is that anything goes. There are no rules governing what textures and colors can be used, or what kind of images you can incorporate into the final piece. Follow along as we re-create this vibrant effect using a motley crew of images, bled modes and filters.

1. Go to File> New and set width to 235mm and height to 300mm. Set resolution to 300 ppi and background contents to white. Go to File>Place and choose 'woman.jpg' from the disc. Make her fit the canvas and use the Move tool (V) to situate her at the bottom of the document.
2. Go to Layer>Rasterize>Smart Object.
3. We want a happy image. So lets cheer up our model. Go to Filter>Liquify and use the Forward Warp to carefully upturn her lips (if you mess up, hold Opt/Alt and the Cancel button will turn into reset). When you're happy, click OK.



4. Go to Layer>Layer Mask>Reveal All. Set the Foreground color to black by clicking the swatch in the Toolbar, then use the Brush Tool (B) with the Soft Round preset tip at 100% opacity to paint out the lower part of the model. Change the Opacity to 50% to paint out some of the parts of the hair.



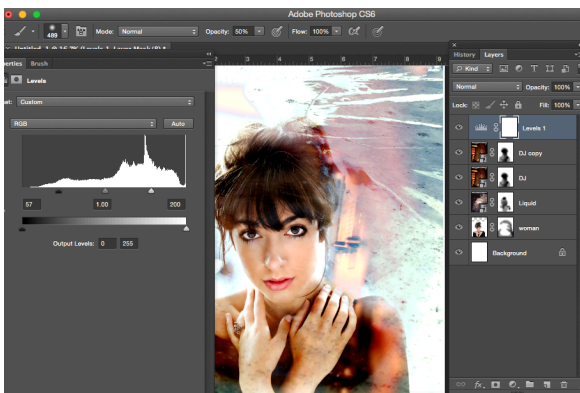
5. Use File>Place to add the image 'Liquid.jpg'. set the blend mode to Difference and opacity to 80%. Apply a layer mask as in step 3, then paint out the areas covering the face and part of her hands with a Soft Round brush at 90% Opacity.



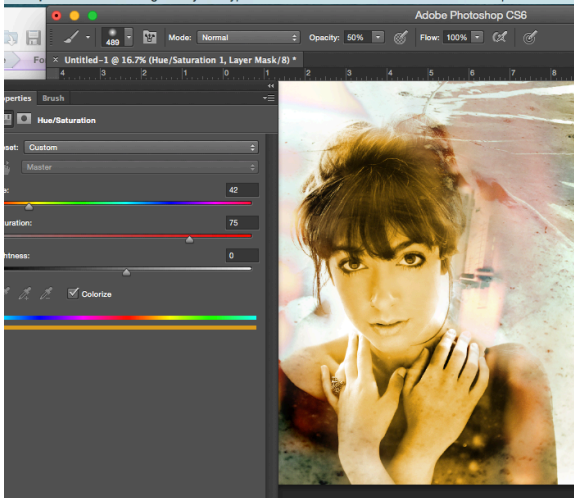
6. Use File>Place again to add 'DJ.jpg', setting the blend mode to Exclusion. Add a layer mask and paint out the areas around the face using the same brush as before. Copy the layer, and then set the duplicate's blend mode to Screen.



7. Now improve the overall contrast with Levels. Go to Layer>New Adjustment>Levels and drag the outer dark and light sliders inwards. Fine-tune with the Midtones slider. On the attached layer mask. (You can paint out the top and bottom Portions of the image using your trusty Soft Round Brush.)



8. Go to Layer>New Adjustment>Hue/Saturation. Tick Colorize, Then set Hue to 42 and Saturation to 75. Since we don't want the whole image colorized, paint out most of the top and left-hand areas using layer mask.



9. Now we'll use an old envelope scan to give a nice textured feel to the piece. Use>File>Place to add the image 'Envelope.jpg', set the blend mode to Multiply and lower the Opacity to 50%. (You can paint out the seam on the models face by using your trusty Soft Round Brush.)



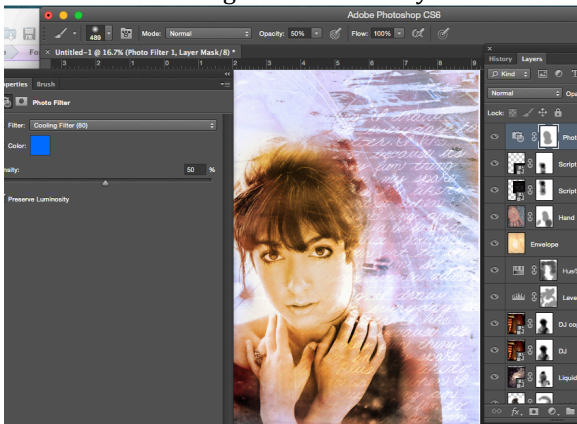
10. Build up textures using File>Place to add 'Hand.jpg'. Set the blend mode to Overlay and drop the Opacity to 80%. Apply a layer mask and paint out some of the distracting areas on the right side.



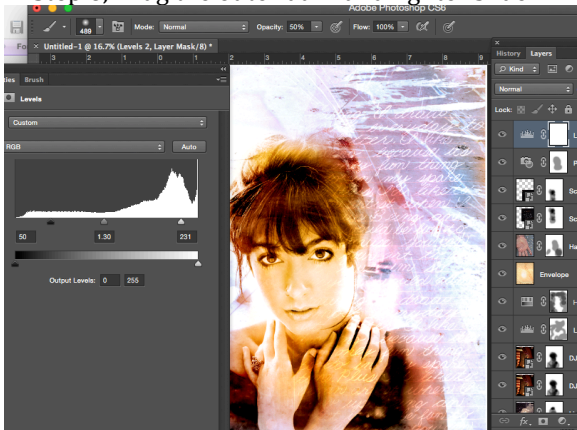
11. Place 'Script.jpg' and move it under the right side of the composition. Set the blend mode to Color Dodge, and then apply a layer mask and paint out the areas around the writing. Press Cmd/Ctrl+J to duplicate it once and move it to the bottom right.



12. Go to Layer>New Adjustment Layer>Photo Filter. Use a Cooling filter at 50% Density and paint out the center using the layer mask. Set your Foreground color to blue, then go to Layer>New Fill Layer>Solid Color. Set the blend mode to Hue and Paint out the right side on the layer mask.



13. Let's add a final bit of overall contrast to boost the piece. Go to Layer>New Adjustment Layer>Levels and click Okay. Like in Step 6, Drag the outer dark and lighter slide inwards, then fine tune with midtones slider.



14. Use File>Place to add one last copy of 'Envelope.jpg'. Set the blend mode to Multiply and drop the Opacity to 50%. Apply a layer mask and paint out the left and center areas.