



Transform Tools

Distort, scale, rotate and even warp layer content with the Transform command's suite of tools

All the Transform tools work in a similar way they enable you to reposition some or all of the pixels that make up your image to produce a variety of results.

Stationed in the “Edit>Transform” menu, different “Transform” commands can be deployed depending on the task in hand. If you're compositing elements from one shot with another then you can use “Transform> Scale” to shrink a layer's components to fit the new background. You can change the angle of a layer's component using “Transform > Rotate.”

When you apply a “Transform” command, a bounding box will appear around the layer's content. Depending on the command, you can drag various control points to scale, rotate or distort the content to suit your creative requirements.

The “Perspective” tool mirrors the positions of the corner control handles to equally transform horizontal or vertical perspective. This enables you to correct perspectival distortion without rummaging around in the Lens Correction filter. The “Distort” tool lacks the constraints of the “Perspective” tool, enabling you to drag any of the bounding box's nine control handles to dramatically distort the layer's content. To help you transform with more precision, you can refer to a collection of boxes in the options bar.

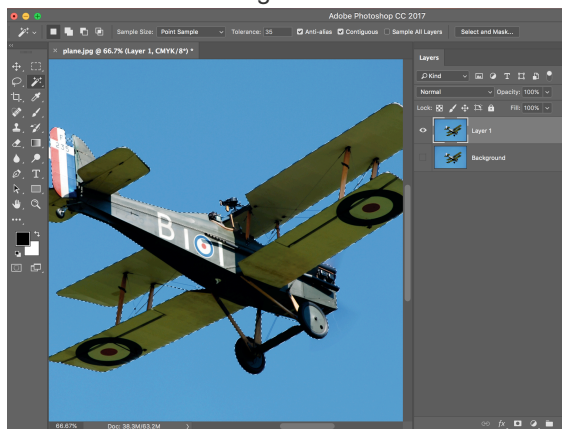
Take To the Skies!


Create an action-packed aerial dogfight by combining a variety of cutout images

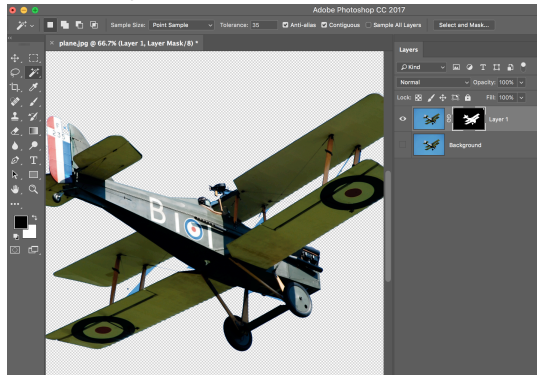
Transforming your source files, you can alter the appearance of reality in really creative ways. By shooting the same two planes a few times, we were able to add them to separate layers and transform their scale, position and angle of rotation to create two warring factions engaged in a fight to the death.

1. Isolate the Plane from Its Background

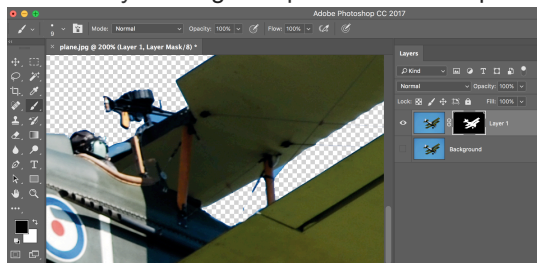
However, before you start to transform a plane you'll need to isolate it from its original background. Open the “plane.jpg” image Duplicate the background layer (Command J). Turn off the background layer. Grab the “Magic Wand” tool and set it to a tolerance of 35. Check Contiguous in the option bar. Shift-click to select all bits of sky including those between the wings.



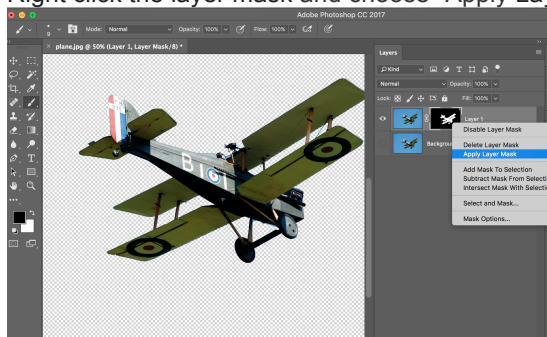
From the menu bar go to “Select>Inverse,” then go to the layer panel and click on the add layer mask icon  to hide the blue sky.



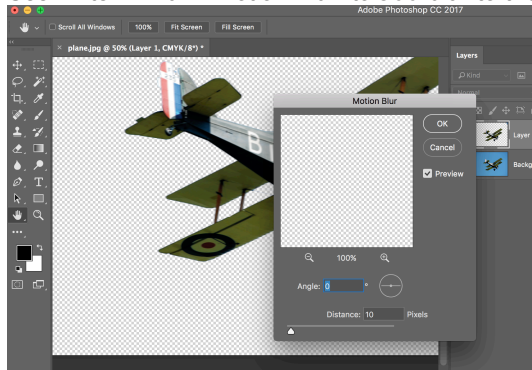
Paint with a black brush on the mask to remove any remaining blue-sky pixels. Apply a white brush to the mask to restore any missing blue paintwork on the plane's tail.



Right click the layer mask and choose “Apply Layer Mask.”

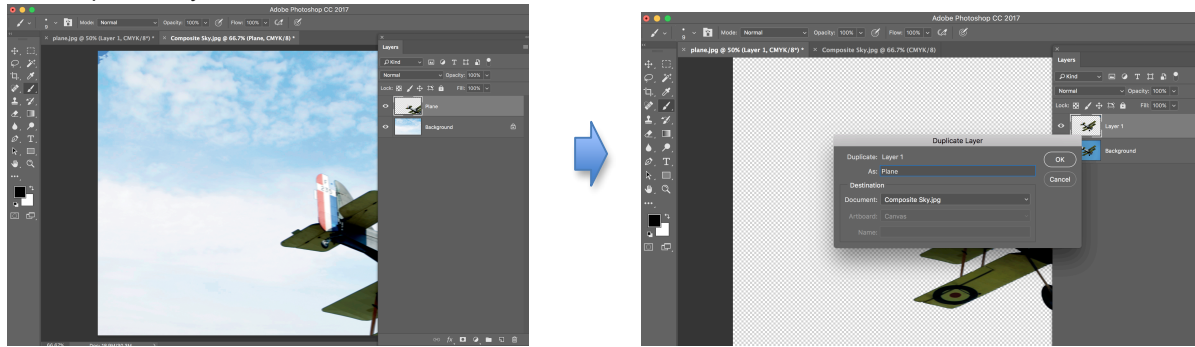


Use “Filter > Blur > Motion Blur” to add blur to the top layer.



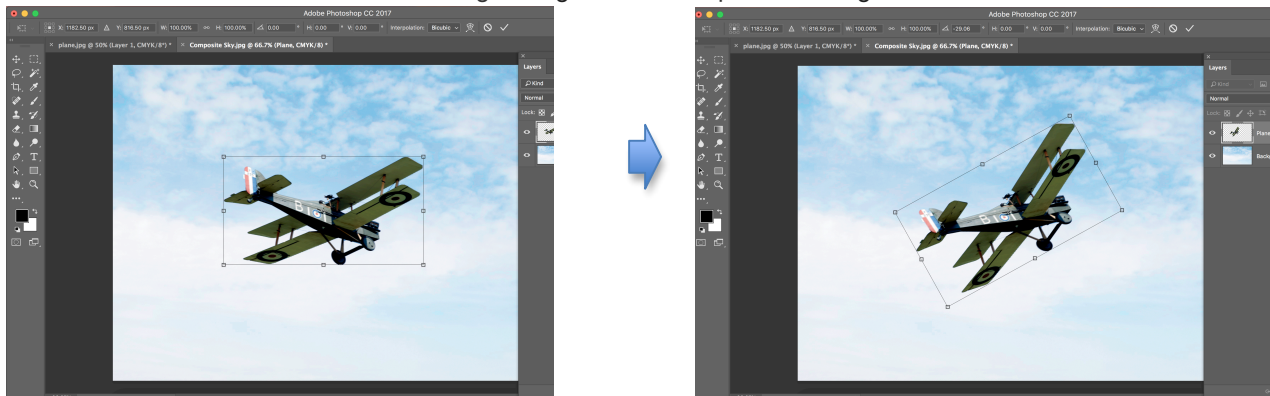
2. Move Transform

Open (Command O) the “Composite Sky.jpg” background. Go back to the plane image. From the menu bar go to “Layer > Duplicate Layer”. Label the layer “Plane” and choose the destination as “Composite Sky.” Then click OK. Then click on the Composite Sky file.



3. Rotate Transform

“Command T” so you can scale the plane into the background. Remember to hold down the “Shift Key” to keep the image in proportion. Use the move tool to move the plane into position. Place the cursor outside the bounding box to activate the Rotate Transform tool. The cursor will change. Drag to rotate the plane -27 degrees. Hit Enter.



4. Scale Transform

Now “Command J” the plane layer. Now add and transform (scale and rotate) more planes using the same techniques.

