

WW2 DVD CASE

Part 1 - Fighter Aircraft

Part 2 - DVD Cover

Part 1 – Fighter Aircraft



In this Final we will be using some indispensable techniques to use for any type of photo-manipulation. We will be doing this by taking a photograph of a model plane and editing it to look like a photograph of a WW2 spitfire which has just been shot down and is on fire. The techniques used here are the same for any type of 'destruction' photo-manipulation.

Remember – you don't have to follow the instructions exactly – feel free to use your own techniques (and even graphics) to achieve the same result (the spitfire needs to have the background removed). Ctrl click on the thumbnail above to see a full size image.

Here's a preview:



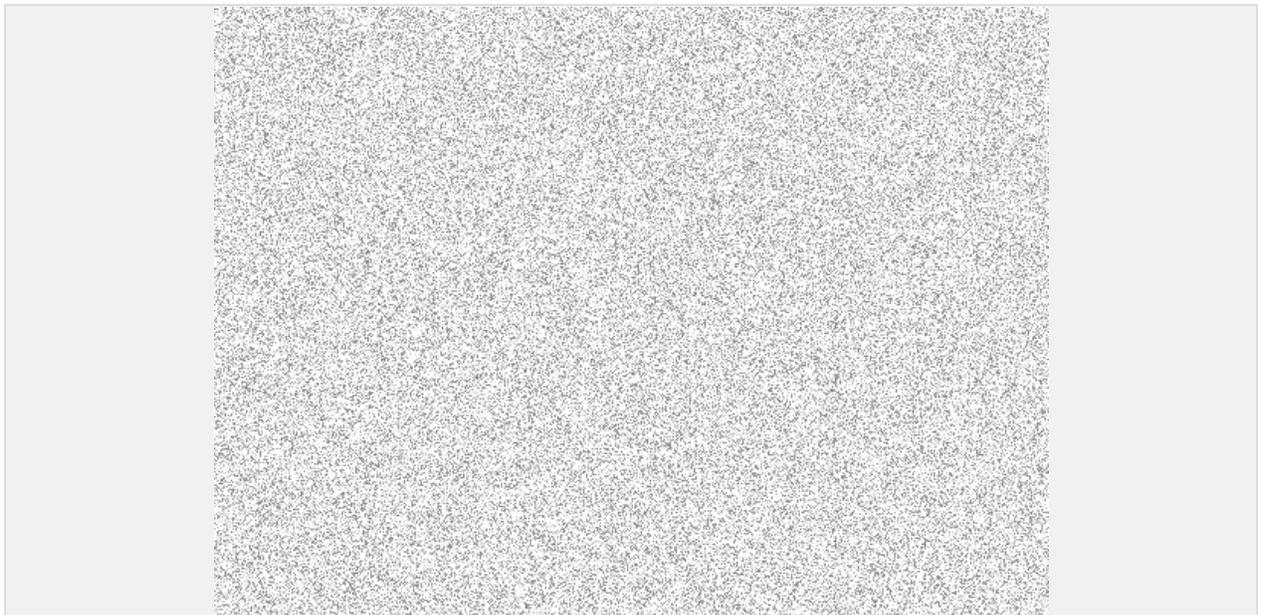
Step 1

Create a new document with dimensions; 550x400px then paste this image into your document and scale and move it until you're happy with it then change the blend mode of this layer to Multiply.



Step 2

We are going to add some noise to the plane because at the moment it looks a bit too clean and unrealistic. Create a new layer above the plane then go Filter>Noise>Add Noise and use a value of 50% and check uniform and monochromatic.



Step 3

Set this layer to 40% opacity and change the blend mode to soft light then Alt+click between the noise layer and the plane in the layers panel to add a clipping mask.



Step 4

Since this is an image of a model plane then the propellers are obviously not moving so we're going to make them move in Photoshop; to do this we first have to make a copy of the plane then extract the propeller. First hold Alt and drag the plane layer above the noise layer, this will duplicate the layer but not break the clipping mask. Now hide the original plane layer then select the new plane layer and add a layer mask by pressing the layer mask button in the bottom of the layers panel. Now select the brush tool and choose a hard round brush, change the foreground color to black and start painting around the propeller; the parts that you paint on will be hidden. GO round the propeller and change the size of the brush regularly to suit the part you are working on. Keep at it until you have something like this and don't worry about being accurate here it won't really matter as long you have the basic shape.



Step 5

Duplicate this layer then right click on the layer mask and select 'Apply Layer Mask'. Select the smudge tool and choose a brush with 0% hardness and a size of about 60px then change the strength to 50%. None blade at a time, just drag from the blade anti-clockwise slightly a few times to give the smudged effect shown below.



Step 6

Repeat step 5 but this time drag out a bit further then change the opacity of this layer to



50%.

Step 7

We're going to make it look even more like its spinning as well as adding some smoke at the same time. Create a new layer then select the brush tool and with a 0% hardness brush with a diameter of about 10px draw two rough circles one in black and one in the same



color as the tip of the blades.

Step 8

We now need to blur this so go Filter>Blur>Gaussian Blur and use a value of 20px and you



should get something similar to this.

Step 9

We'll take a look at where we've got to so far, we've added the noise first to make it look a bit dirtier then we isolated the propeller and smudged it to look like its moving. Isolating parts of an image is a really important technique to start using as you'll often need to edit parts of a stock image and it's often much easier to isolate the parts whether you want to blur the part, alter some colors or change the shape and size of it. Lastly we just used a quick and simple way to add some more motion by quickly drawing a circle then heavily blurring it. Now just turn the visibility of the original plane back on and you should have something looking like this.



Step 10

In the next few steps we will be adding some burn marks, flame and smoke so we need a really good stock image to use for this. The one I use all the time for this kind of thing can be found in the folder. I've shown what it looks like below and you'll notice that it's perfect for this kind of thing; it has flames, burn marks, smoke and even bits of debris. First paste this image into your document and scale it down to roughly your document size.



Step 11

Basically now we're going to copy part of this image onto the side of the plane, the easiest way to do this is to first duplicate the layer with the van in it then hide the original van layer. Now either use the eraser tool or the lasso tool to remove all except the front corner of the van with burn marks, just do this roughly then rotate and scale this layer and place it over the plane like so, I used a soft eraser brush just to remove the hard edges.



Step 12

Now click the layer mask button in the layers panel to add a mask to this layer. Now select the brush tool and choose a soft round brush then change the foreground color to black then in the main toolbar change the opacity to 20%. We want to get rid of most of the flames here so do this by brushing over them (make sure you are working on the mask not the layer). As well as brushing over the flames we also want to hide some parts that are a bit too harsh or generally don't look right.



Step 13

You'll have noticed that some parts of this layer run over the wing or outside the plane, to fix this you have to change the brush to about 85% hardness and opacity of 100% then brush over the wings and around the plane. Use the image below for reference.



Step 14

We're going to add in some smoke now so create a new layer then select the brush tool and choose a 50px round brush with 0% hardness and opacity of 10%. With the foreground color set to black, brush some smoke onto this layer; the best way to do this is to click continually rather than dragging. Try and get something that resembles the image below.



Step 15

Now we're going to make it look like the tail is burning and we are going to do this in the same way as we did to put the burn marks on the plane. First duplicate the van layer again and drag the duplicated layer to the top of the layer stack then get rid of the parts you don't want. Then place this layer over the wing, it doesn't matter what part of the image you use as long as it looks like burning metal.



Step 16

Now add a layer mask then with a hard black brush at full opacity, hide the parts that go outside the wing so this layer should now be the same shape as the wing. Next change the blend mode to hard light - you can experiment with some other blend modes if you want here.



Step 17

Now to actually add the flame, again we do this in the same way so duplicate the van layer, drag it to the top of the layer stack then find a good flame (I liked the one just above the tire) then hide some of the other parts and soften the edges. Now rotate and scale it to get the flame in the right position like so.



Step 18

Add a layer mask to this layer then with a soft brush at varying opacities hide all the parts except the flame and also brush away parts of the flame to shape it slightly. Lastly, with a hard round brush at full opacity, brush over the wing so the flame doesn't look like it comes in front of the wing. Make sure the edges of the flames aren't too hard or it will look unrealistic.



Step 19

I wanted add a flame coming from the propeller; this had to be less visible as I figured the propeller would probably dissipate the flame. You should be able to work out how to do this but I'll go over how I did it. First duplicate the flame layer then drag it above the propeller then go Edit>Transform>Warp and shape the flame a bit like so. Note that I've hidden the back flame in the images below just so you can see this flame more clearly.



Step 20

Add a layer mask and soften this flame a lot by brushing over it with a soft black brush at a medium opacity until you get something similar to the image below.



Step 21

That's as far as I'm going to take you but there's a lot further you can go, a few ideas to try would be to make it look like one of the blades are on fire or to add some falling debris or even break one of the wings.



Step 22

The last thing I did was to add a simple background this can be any image of a sky, however the image has to be fairly light because we have the plane layer set at overlay, this was so we didn't need to remove the white background from it but it does limit us to placing the plane over a light background. If you want to use this on a darker background then you would have to extract the plane which isn't all that hard as it is on a white background anyway. Hopefully you had fun setting things on fire and generally destroying stuff.



Part 2 – DVD Cover

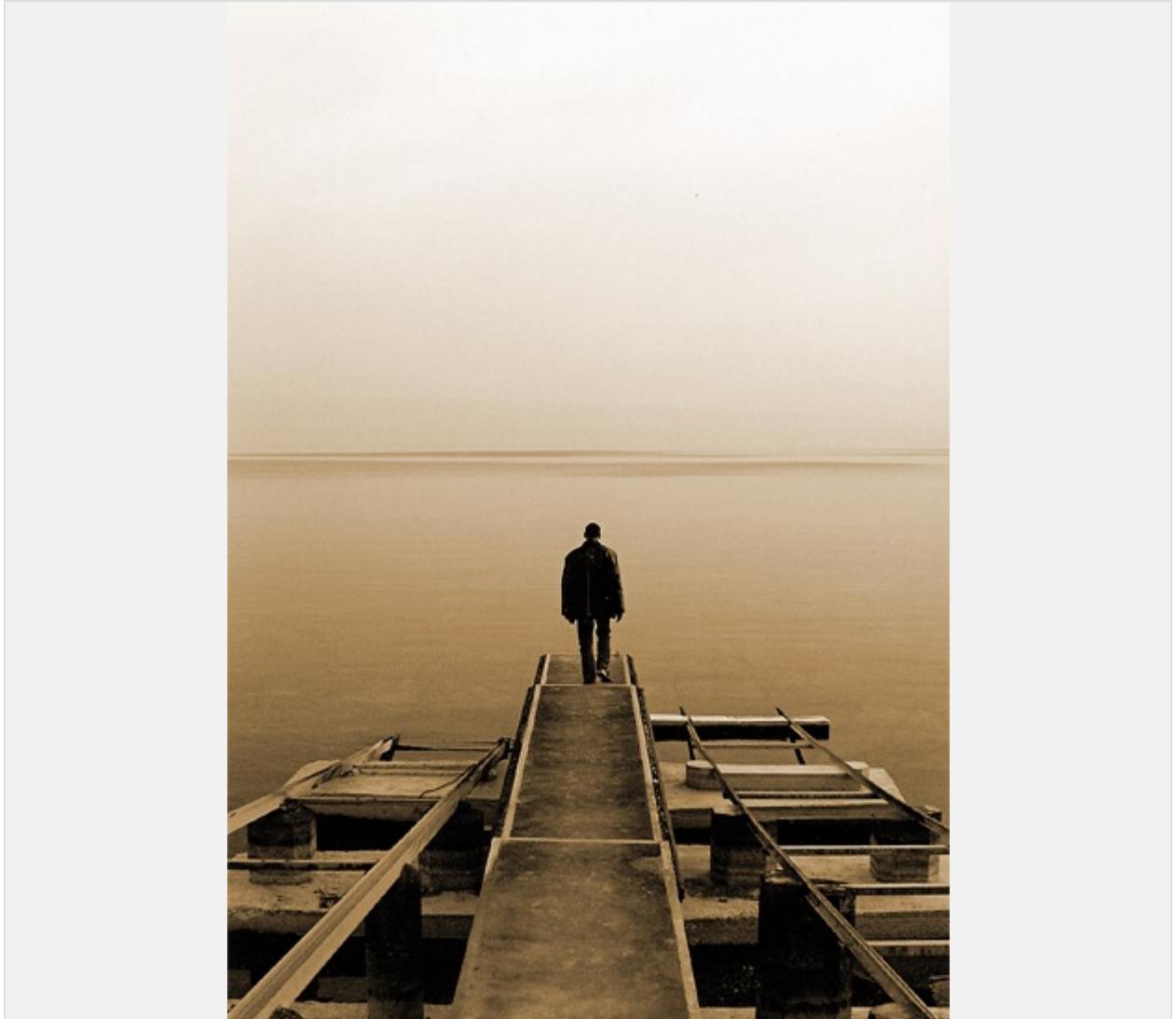
In this section we will be taking few different stock images and put them together with some text to make a movie poster/DVD cover design The first part of this Final worked on destroying a plane – so you will use that image as well.

Here's a preview of the finished result:



Step 1

Create a new document with dimensions; 1000x1415px then it into your document and scale it to fit the full page.



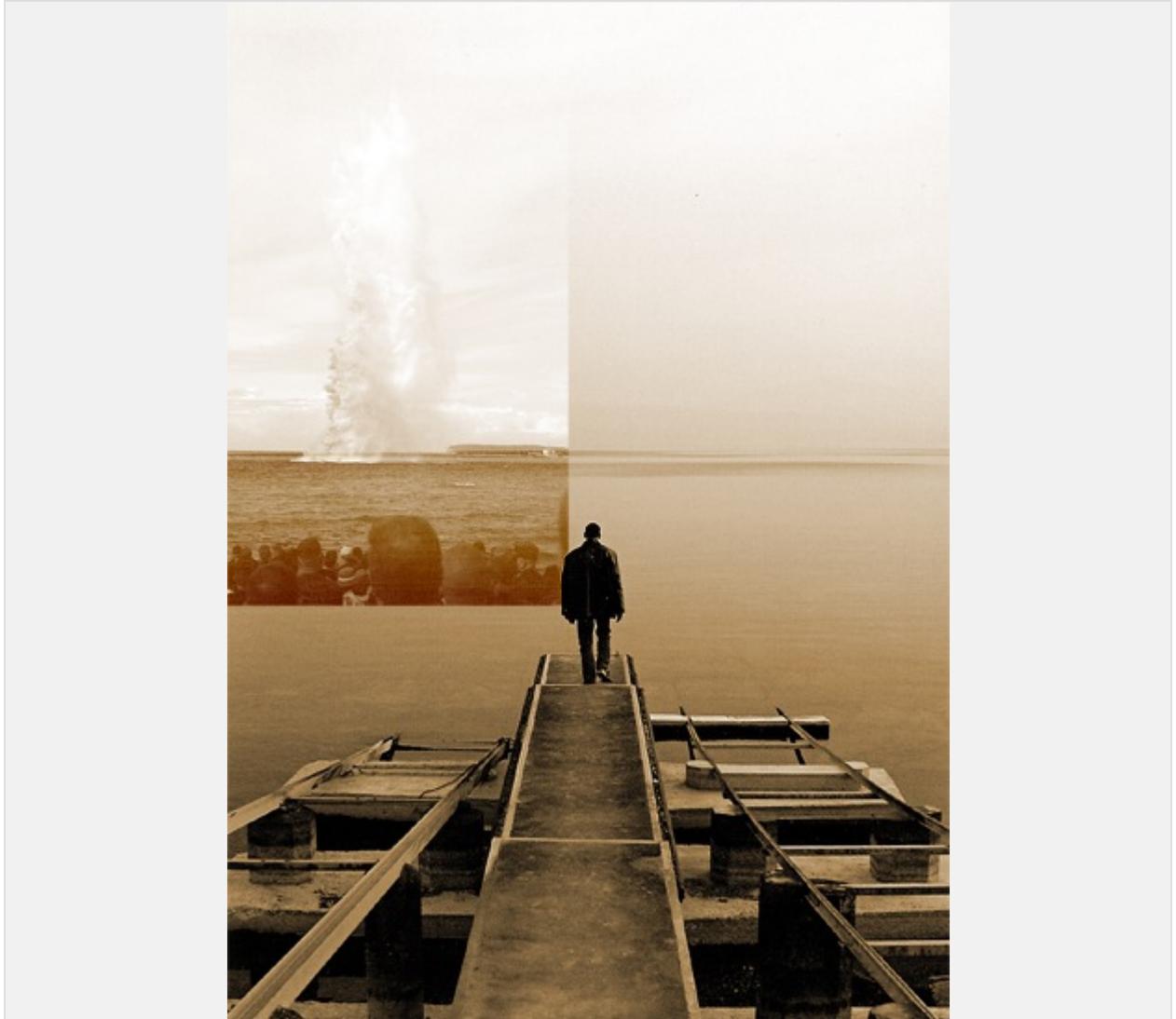
Step 2

We're going to add a bit of disruption in the water so copy this image then paste it into your document; then go Image>Adjustments>Desaturate then just scale and move the image until you have something that resembles the image shown below.



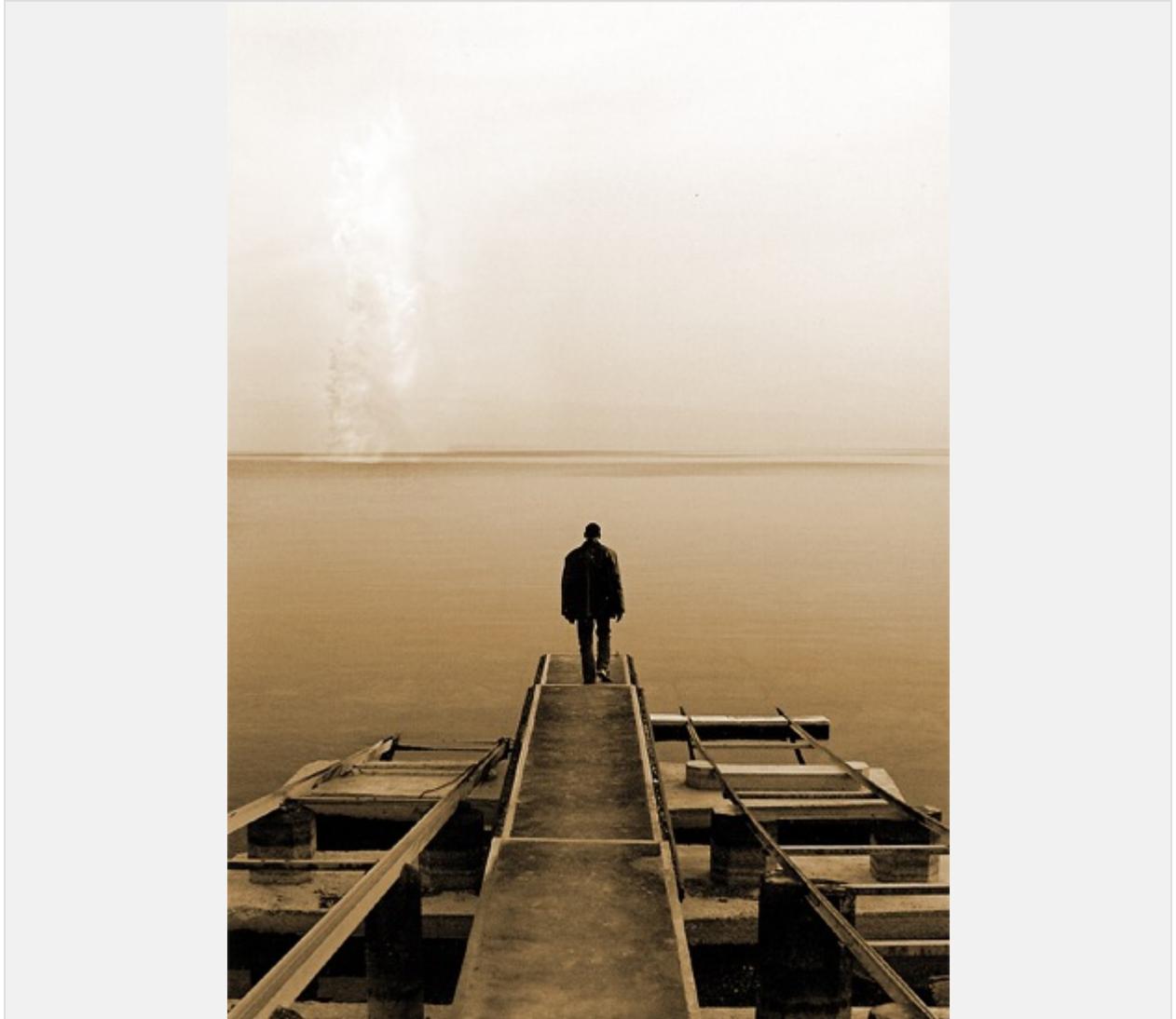
Step 3

Change the blend mode of this layer to overlay.



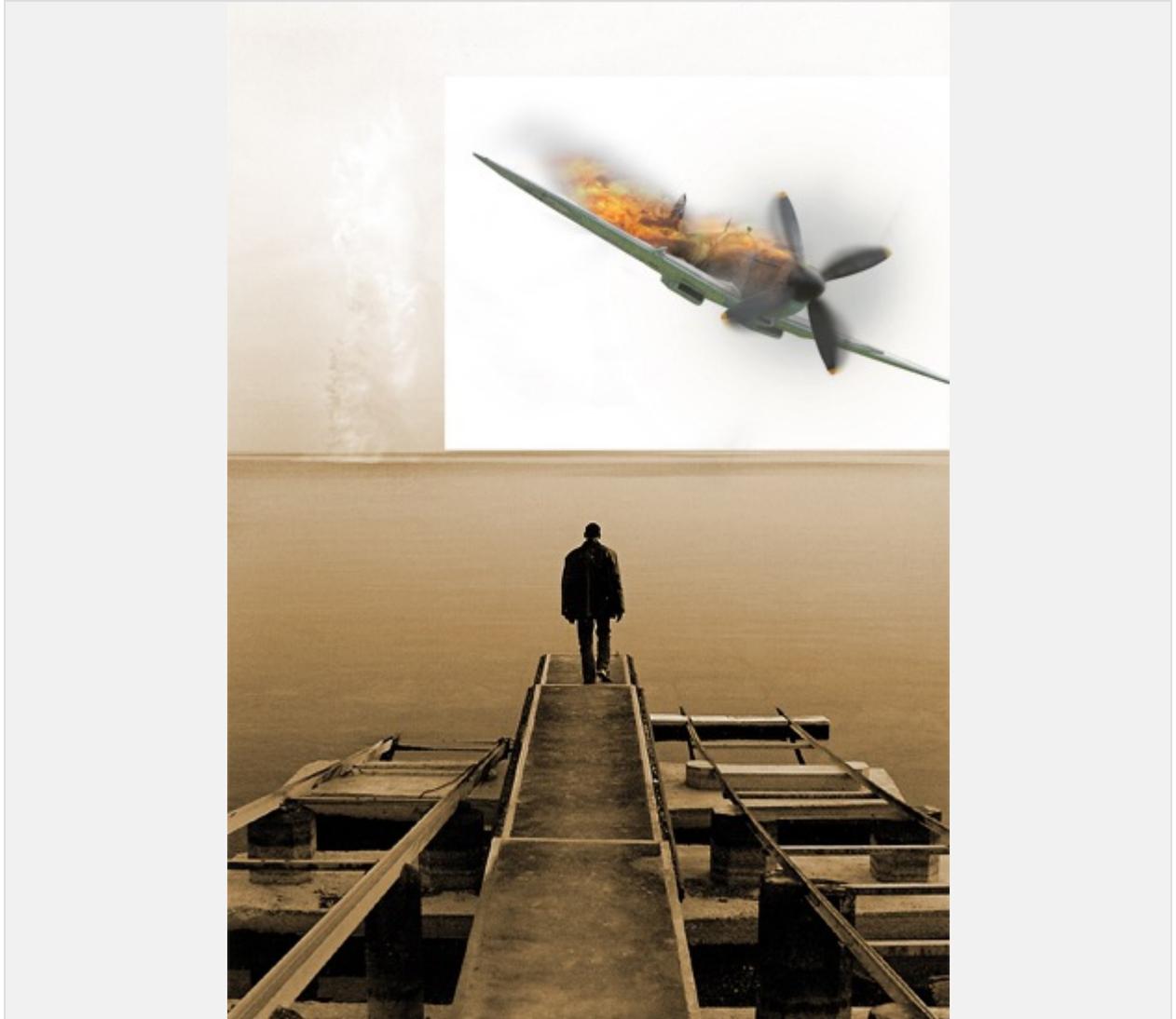
Step 4

Obviously we don't want the people's heads showing at the front and we want the sky and water to blend in. First add a layer mask to the layer with the explosion on it by clicking the layer mask button at the bottom of the layers panel. Select the brush tool and choose a 125px soft round brush then set the brush opacity to 20% in the main toolbar. Make sure the foreground color is set as black and the layer mask is selected. Now just brush around the parts that you want to hide so brush over the edges of the image first to soften them then over the people and brush over the water a bit to get it to blend. Keep brushing until you get something similar to the image below, if you feel you've brushed to much then just change the foreground color to white then that should unhide the parts that you now brush over.



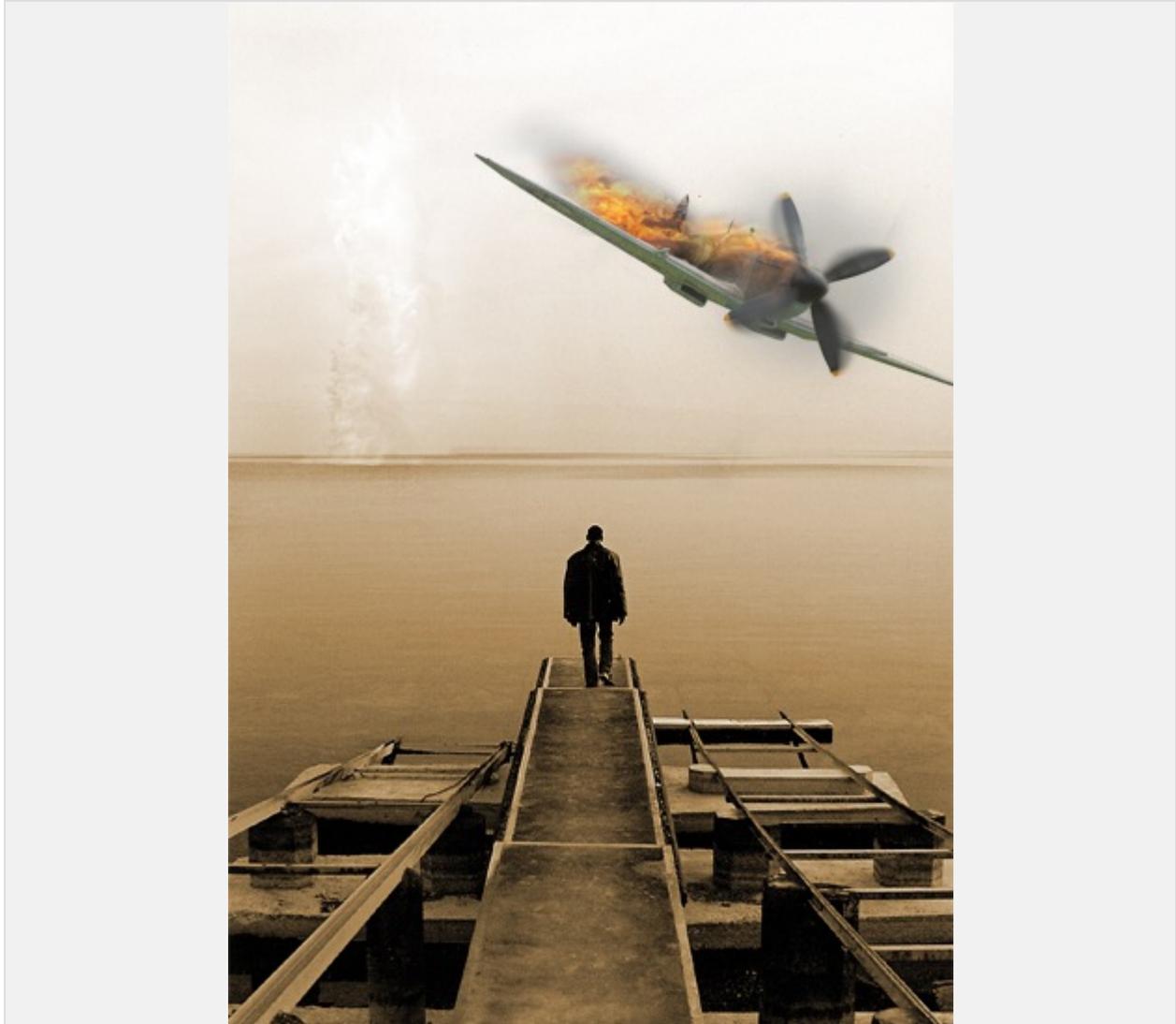
Step 5

Next, copy the layers from the fighter plane straight into this document; if you have both documents open then you can just select all the layers from the plane document (except the background) and drag them into this document. Just scale and position it until you get something that you like.



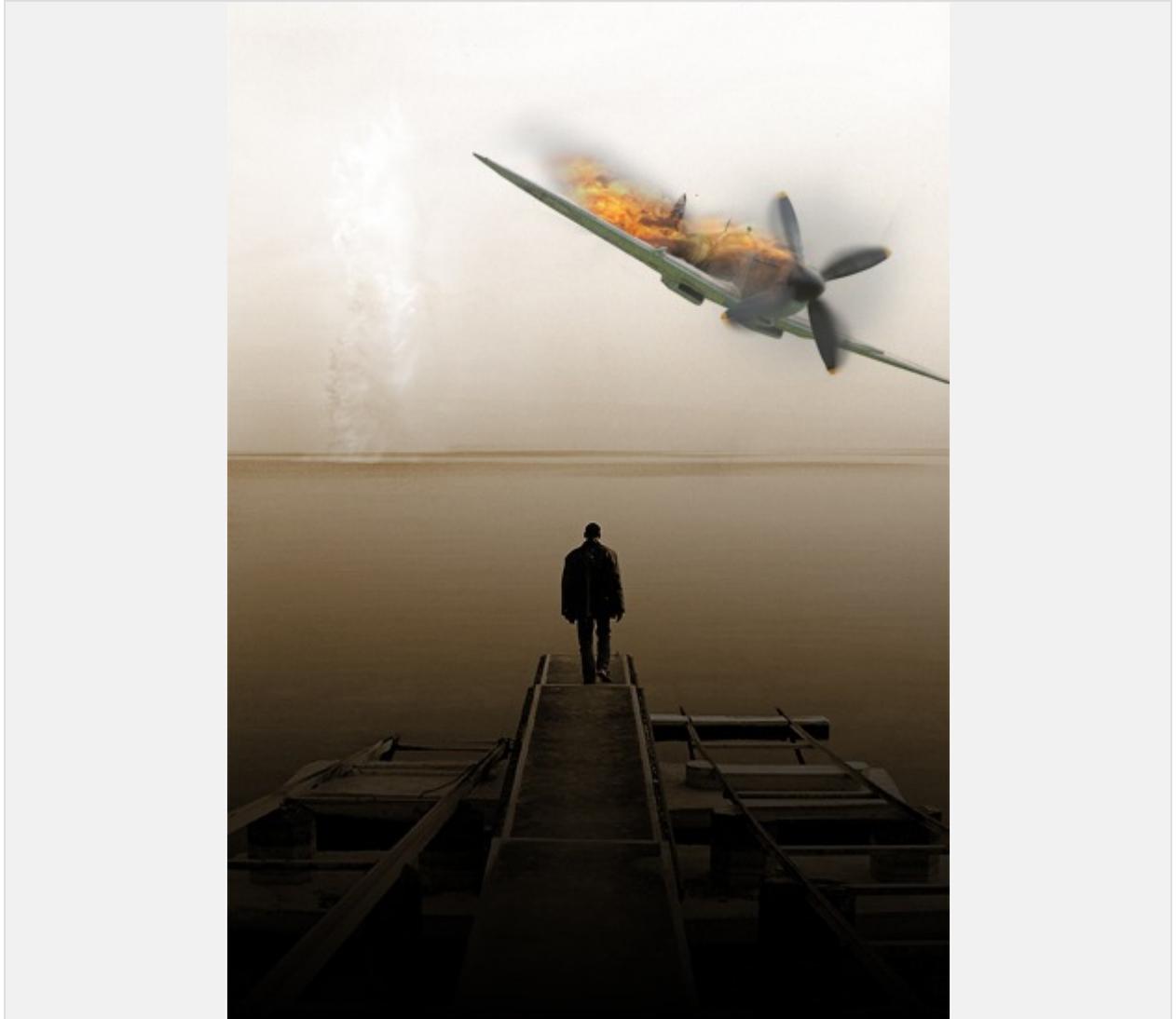
Step 6

Now change the blend mode of the plane layer to multiply, if you followed the previous tutorial you may have already done this.



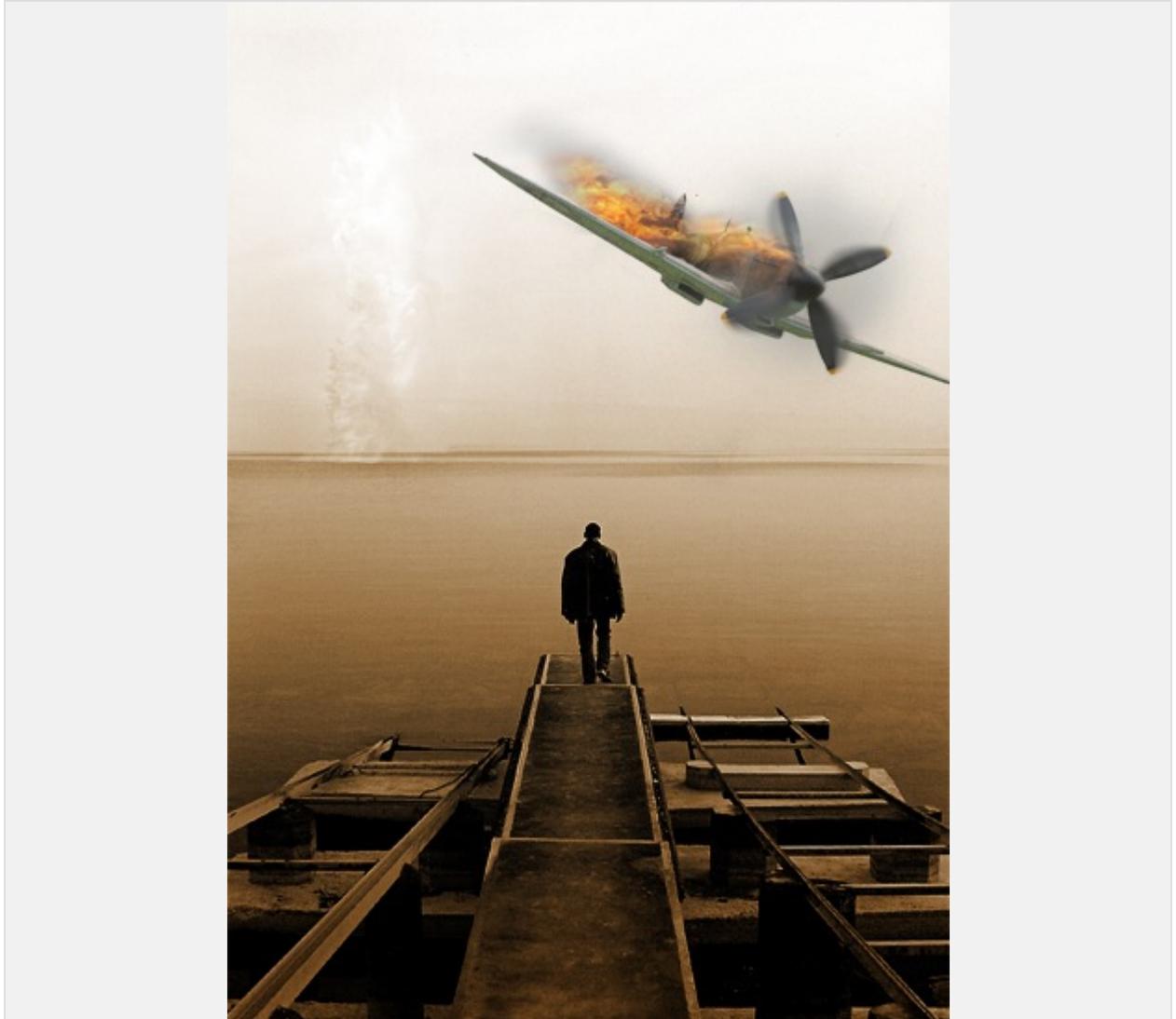
Step 7

Change the foreground color to black then select the gradient tool then click the drop down arrow in the main toolbar and select the second gradient which should go from transparent to opaque black, if not then just make a custom gradient like this. Make sure the gradient type is set at linear then hold Shift and drag from the bottom of the document up to about the middle of the wing and you should get something like the image below.



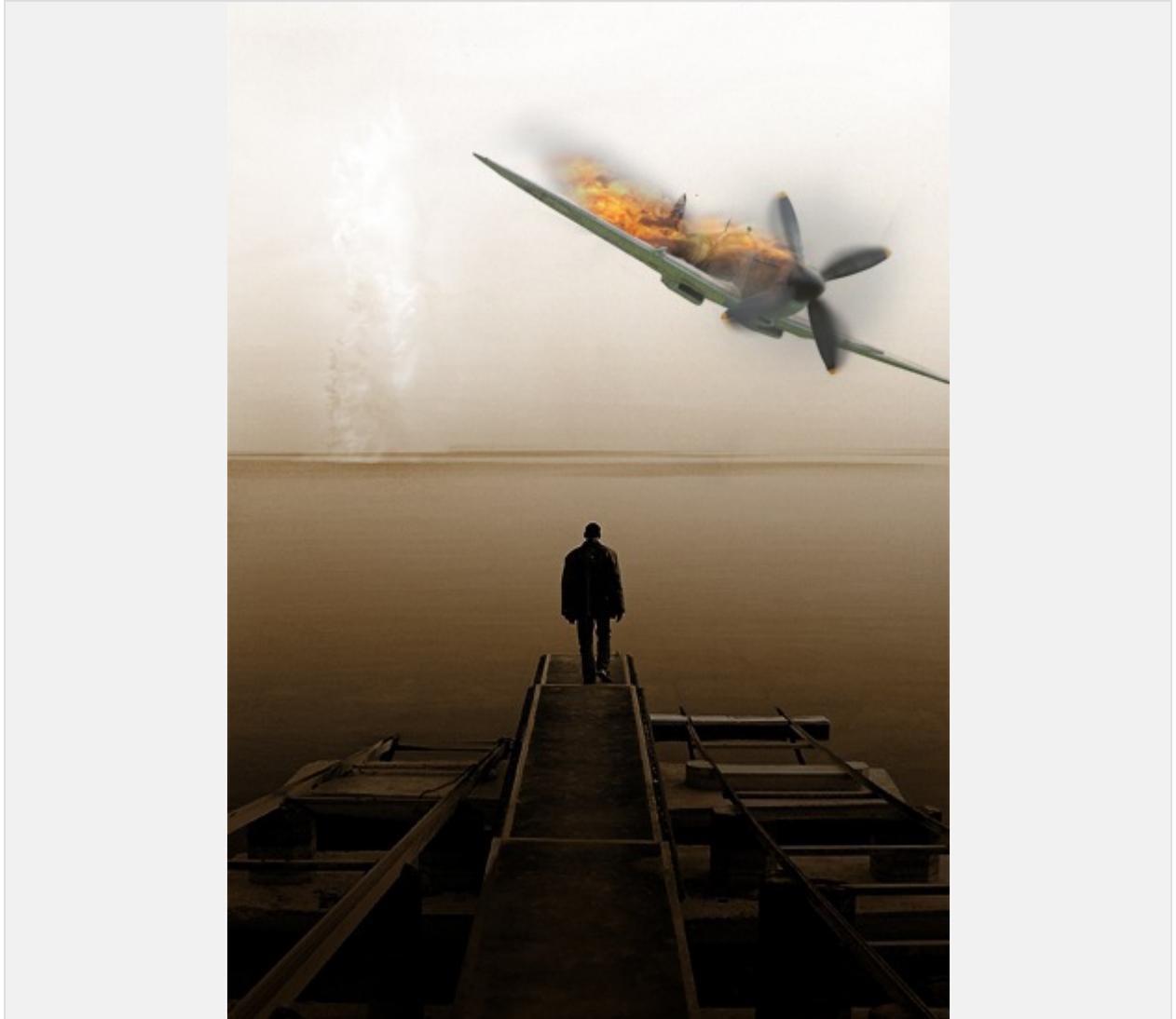
Step 8

Change the blend mode of this layer to soft light.



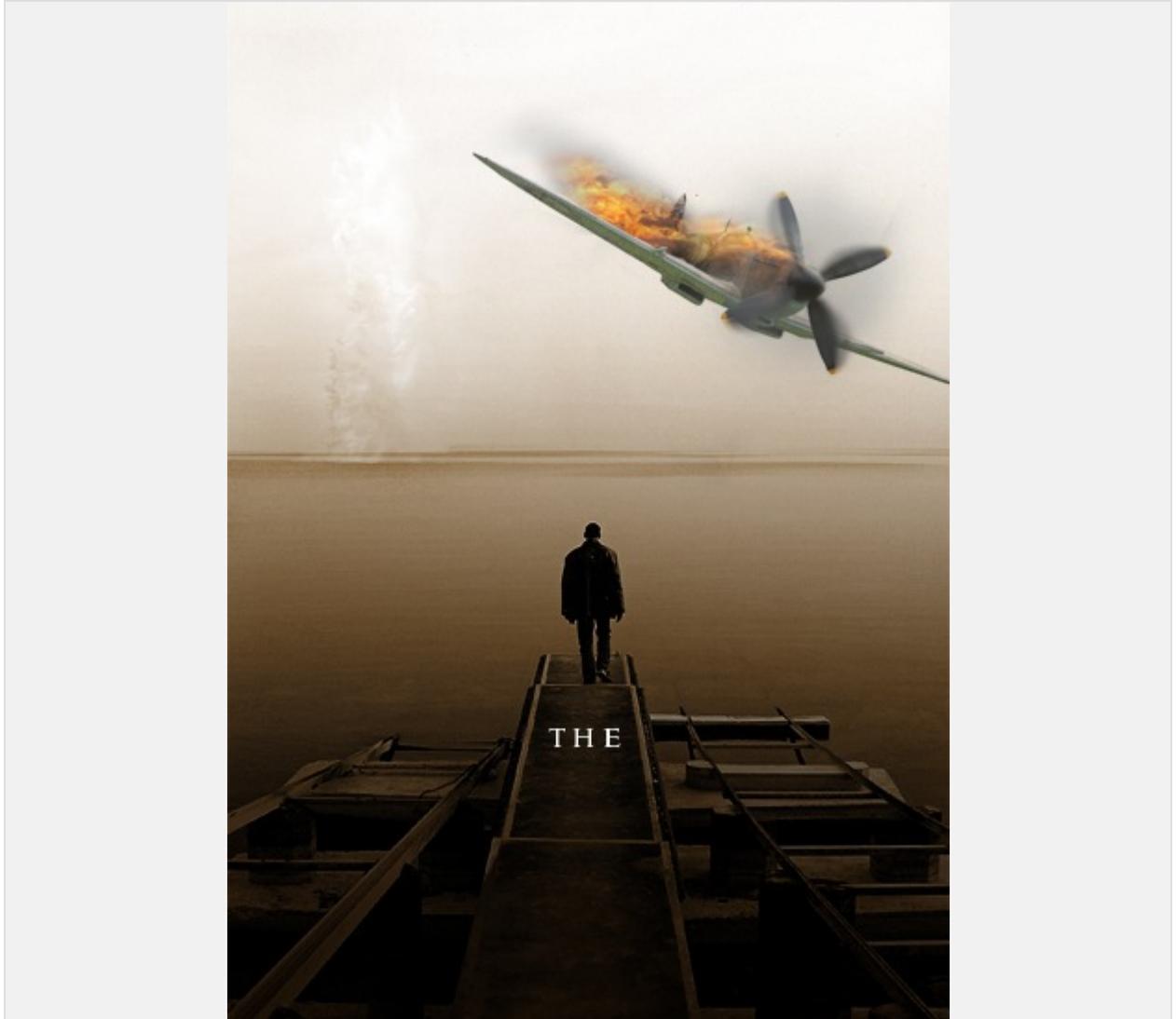
Step 9

Duplicate this layer and change the opacity to 75% and the blend mode to multiply. I did it in this way so I can have the image fade to black at the bottom but still preserve the color saturation of the image; this is a good one to remember. I darkened the bottom of the image for two reasons; firstly to draw the focus away from the dock which stood out too much and secondly so I place my text here and it will stand out.



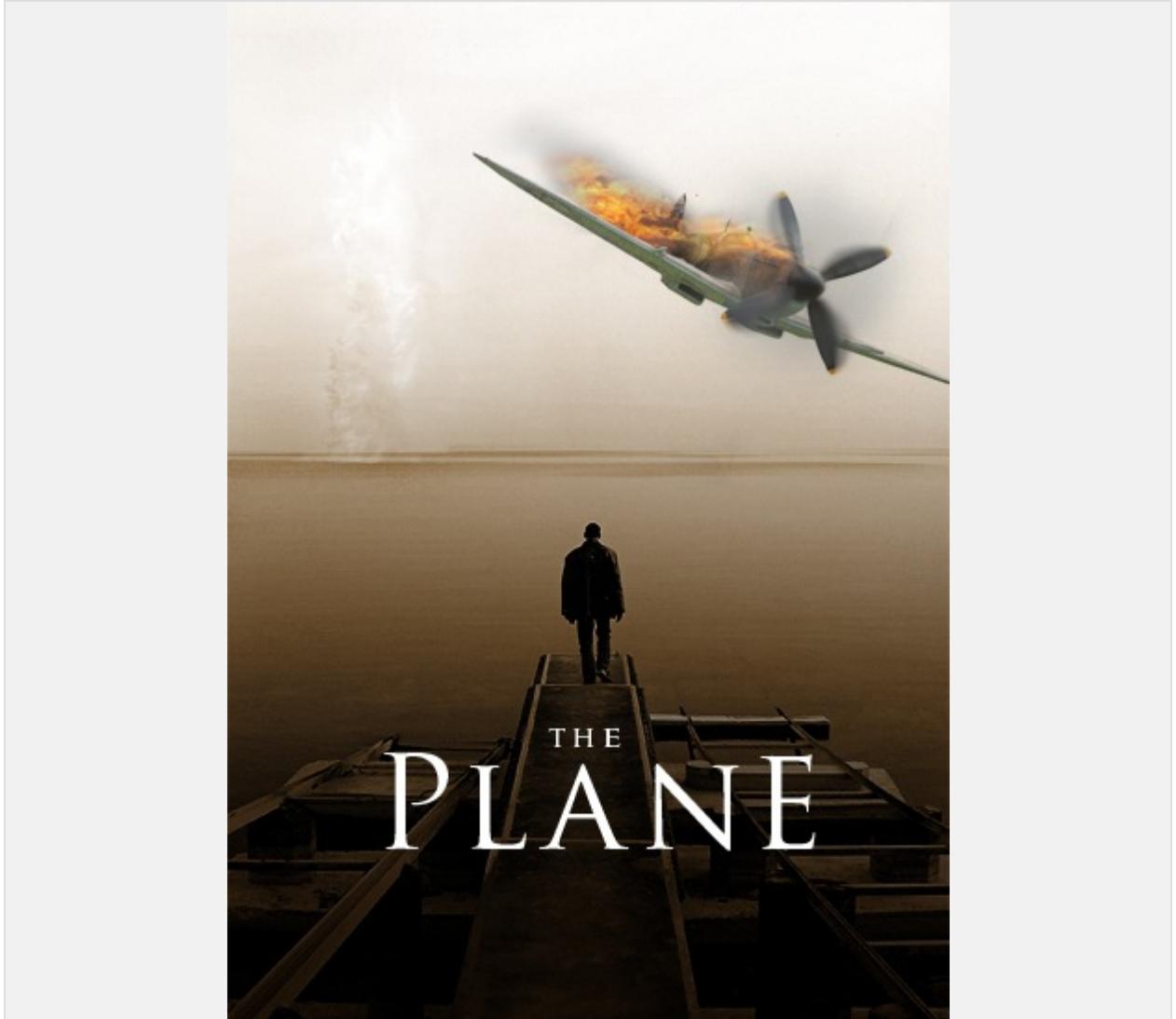
Step 10

We're going to go for a really cliché font - Trajan; used on more than half of all movie posters since 2000. Trajan is overused but we're going to use it here because we're not aiming for originality anyway. Select the type tool then click somewhere in the document then type 'the' and change the size to 40pt, the font to Trajan/Trajan Pro and the color to white. Now move the text to just below the guy like in the image below.



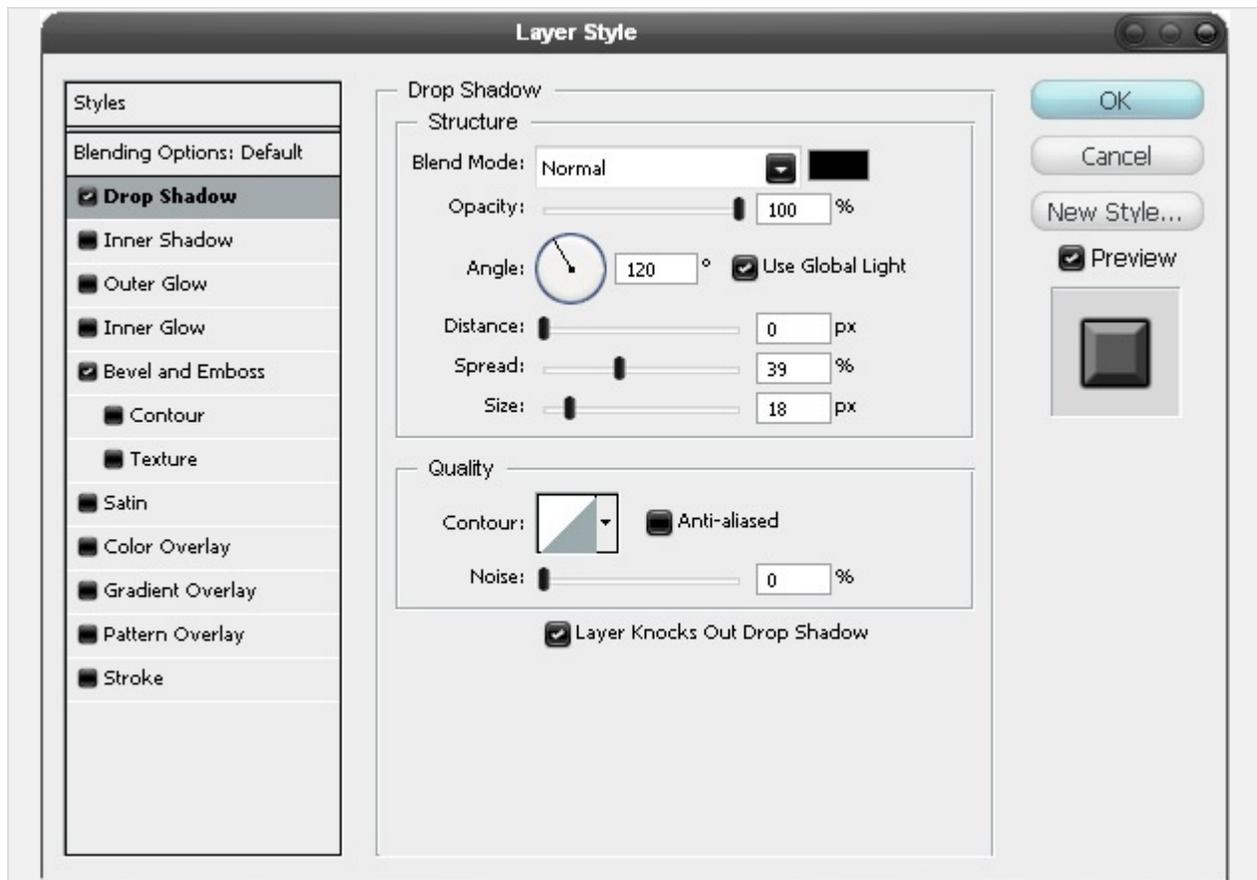
Step 11

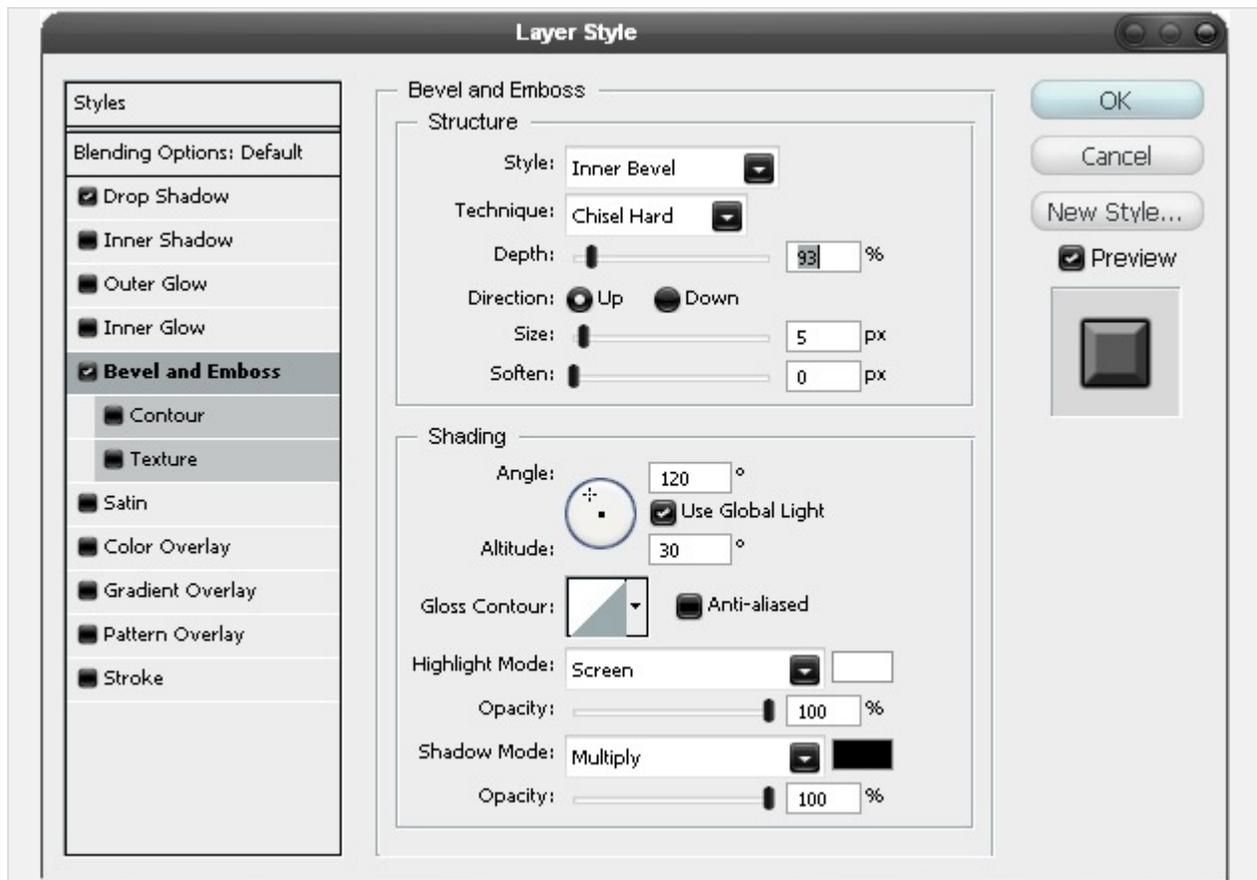
Now select the type tool again and click in the document then type 'PlanE' (note the uppercase/lowercase characters) and change the size to 180pt, I also changed the size of the 'E' to 170pt as it looked too big. The last thing that you need to do is to change the tracking (horizontal character spacing) of some of the letters to even it out. DO this by going Window>Character and highlighting one letter at a time and changing the tracking until it looks balanced and 'symmetrical'. Now move it to where it looks good.



Step 12

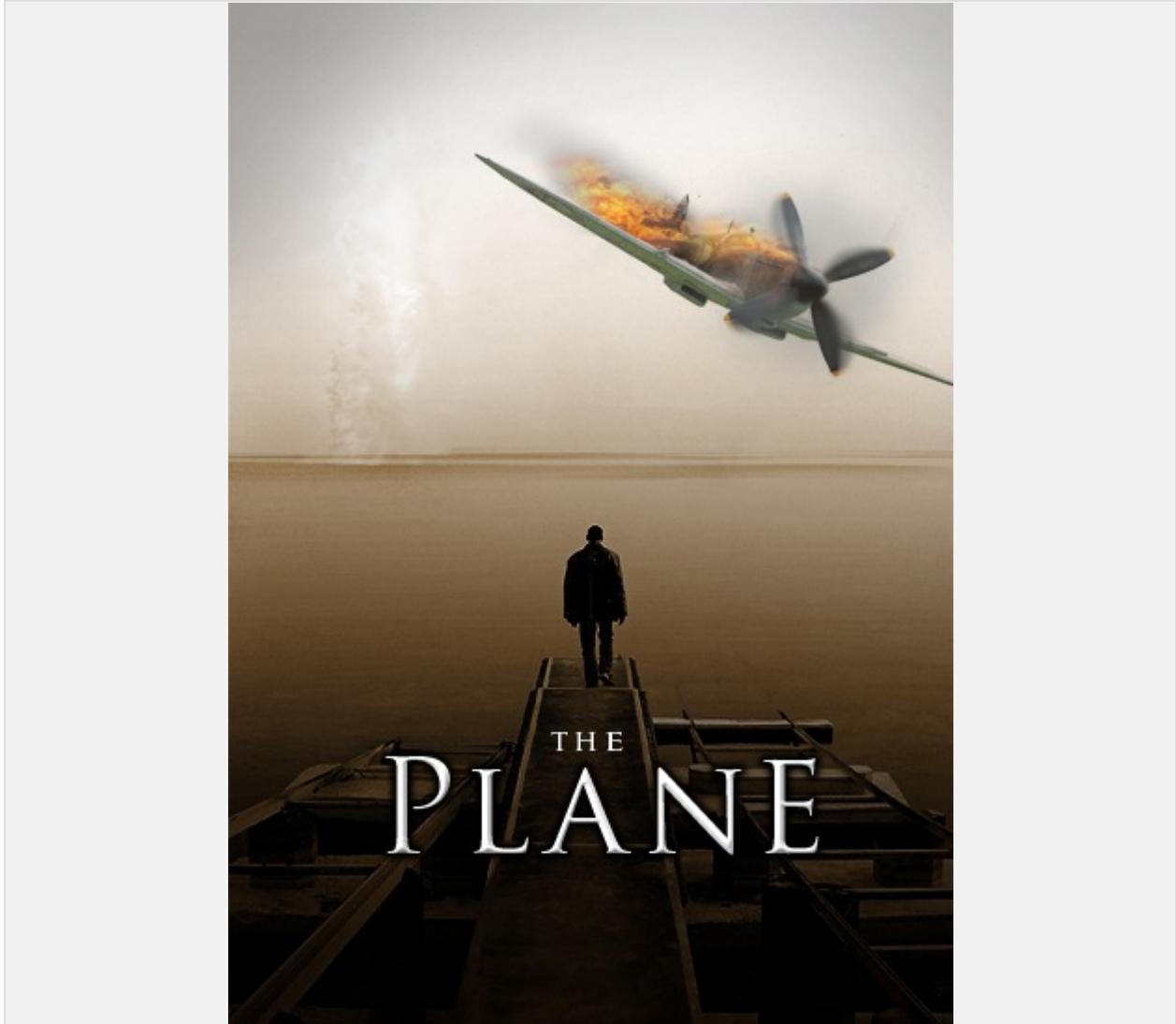
Right click on the plane text layer and go to blending options and add a drop shadow and an inner bevel using the settings shown below.





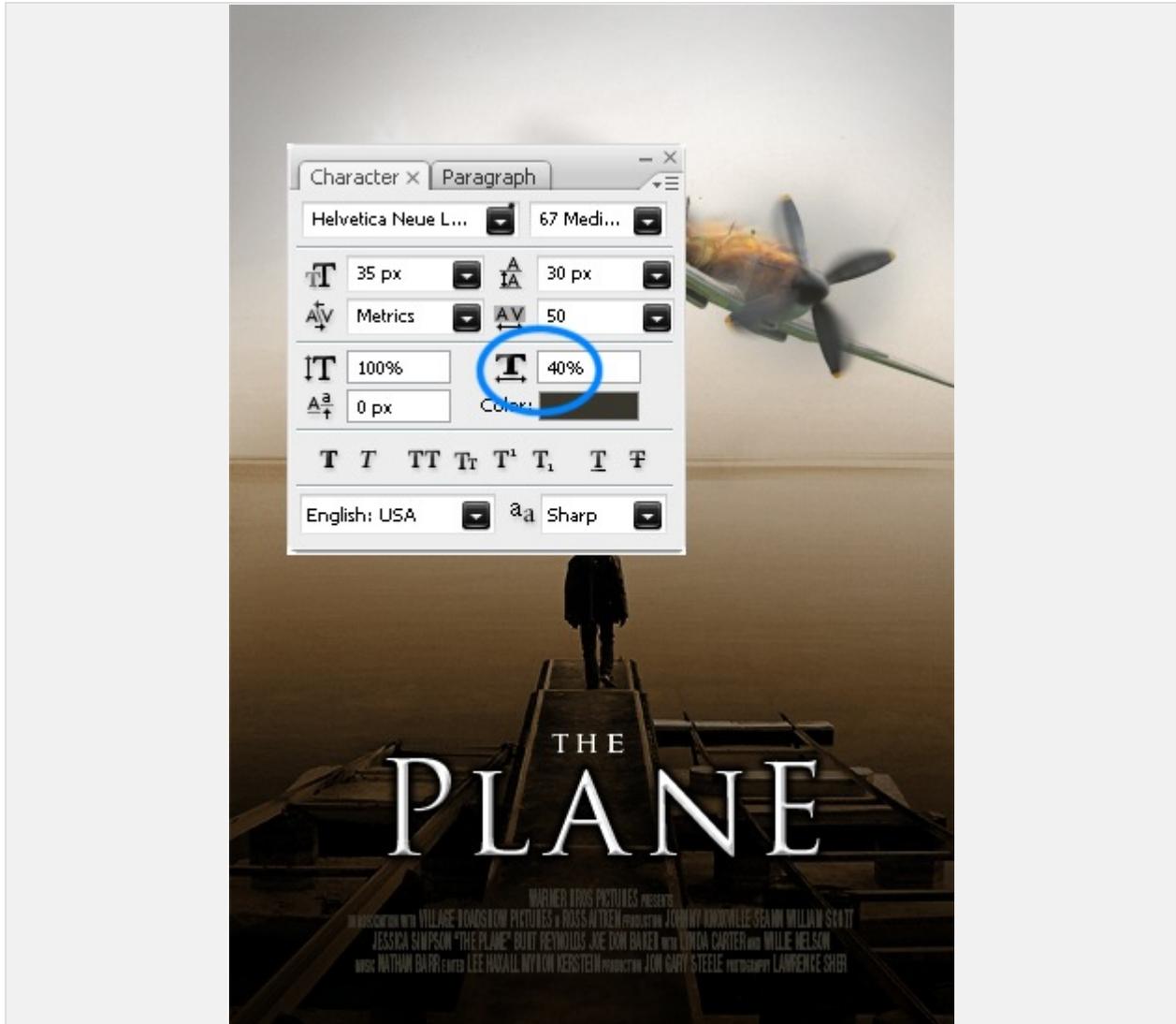
Step 13

We want to add some soft vignetting now, which means darkening the edges of the image. You could do this with a gradient but here we're going to brush it on because we don't want it symmetrical and you have more control if you do it this way. So first create a new layer then grab a soft round brush with a size of about 150px and opacity of about 10% then set the foreground color to black. Now just brush round the top corners (the bottom ones are dark enough) make sure you don't brush over the plane and keep doing this until your image resembles the one shown below.



Step 14

Most movie posters contain some credits and most of them use extremely compressed type. Basically here what you want to do is to type in your text and center justify it, it doesn't really matter what font you are using but set the color to something like #39362d. Now to compress it go Window>Character to bring up the character editor again then highlight the text and adjust the character width as shown in the image below.



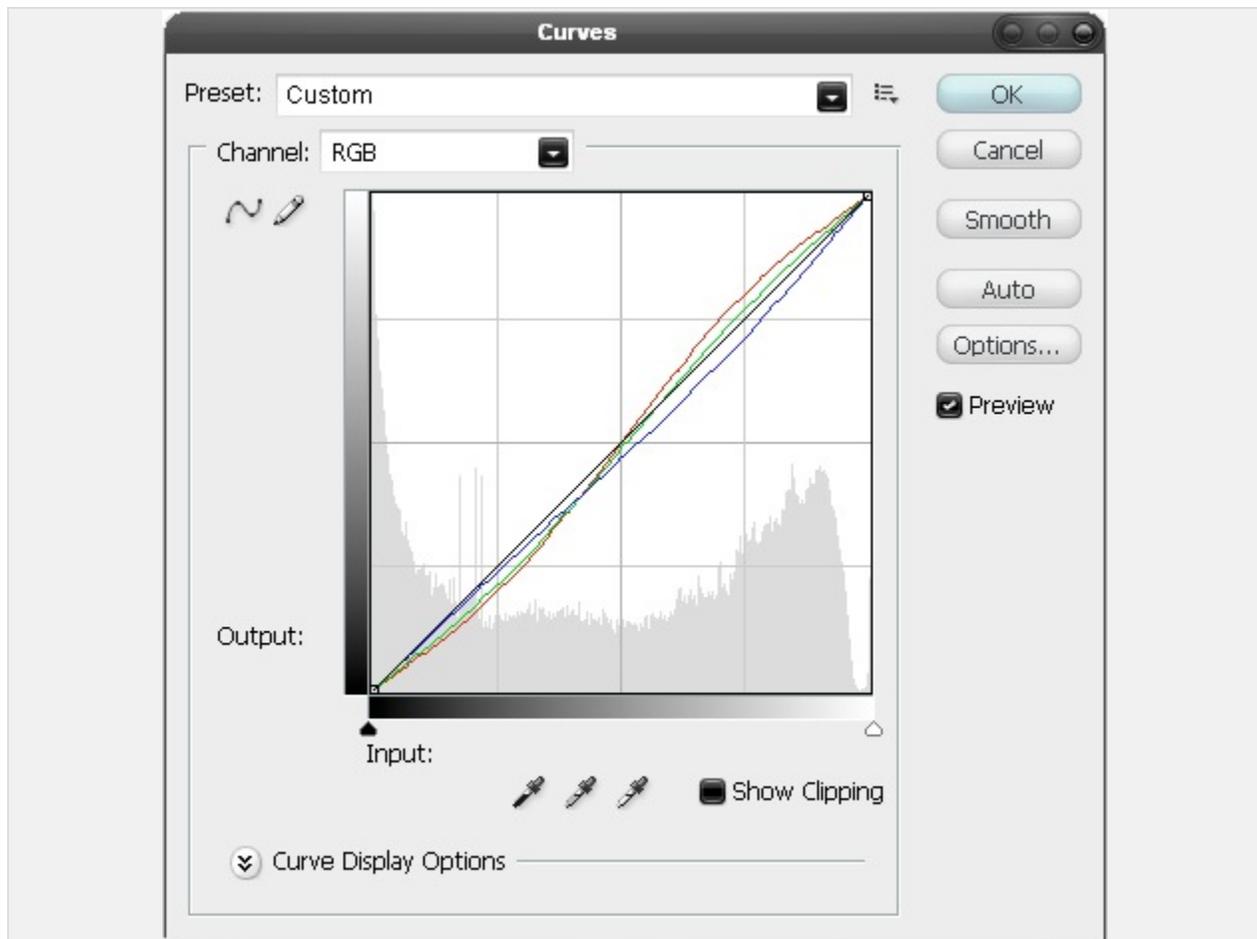
Step 15

Now add some more text, I added the names of some actors at the top and a website at the bottom and just kept it pretty simple. You can pull up the text from Movie Poster 1 if you'd rather do that.



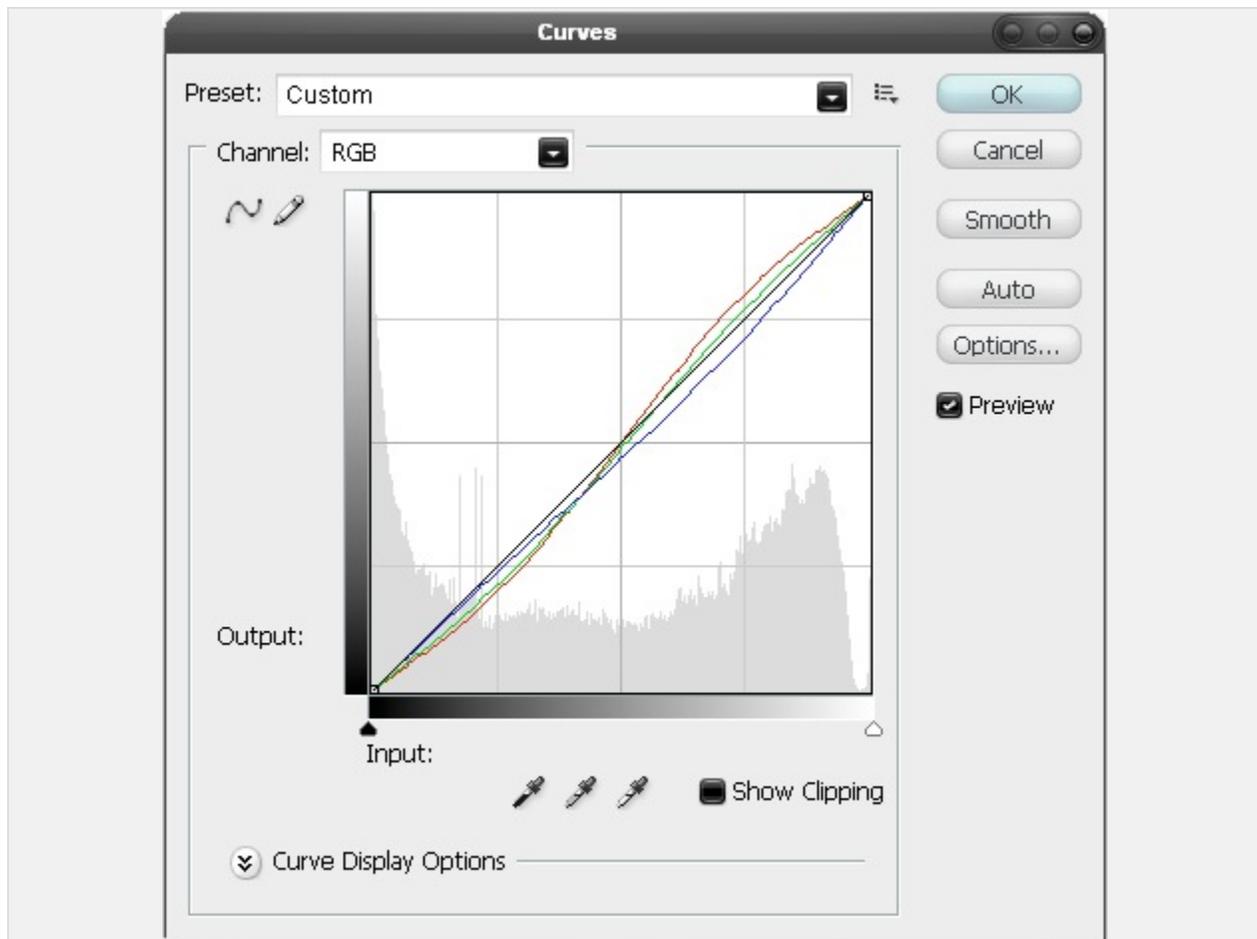
Step 16

I felt the image was a bit cold at this point so to fix this I added a curves adjustment layer by clicking the button at the bottom of the layers panel. Next just go through each channel and alter the curves slightly, the main thing I did was to lower the amount of blue in the image. Try to get your curves looking like the image shown below.



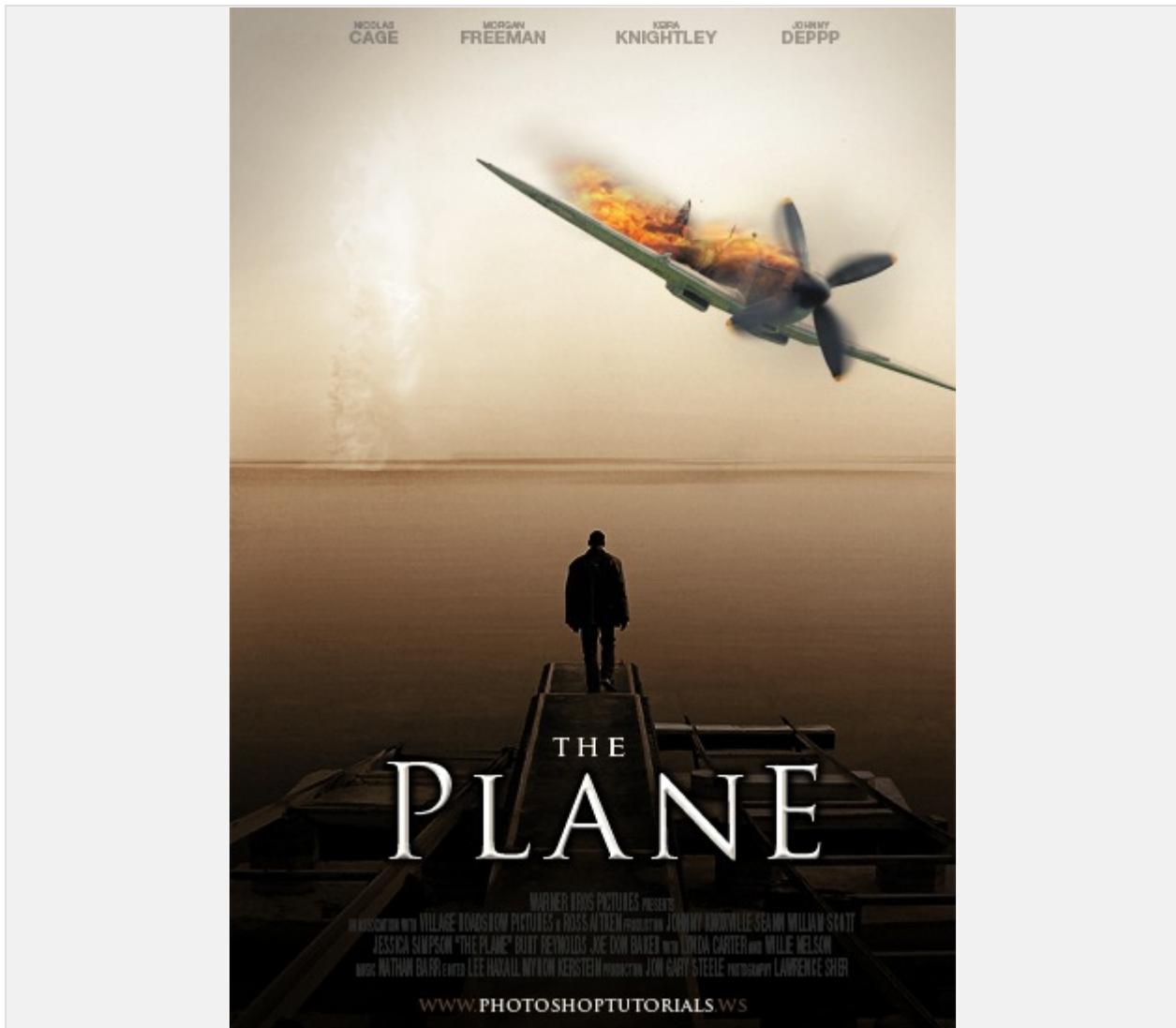
Step 17

I also felt the flames were not bright enough so I fixed this in two steps. First add a levels adjustment layer and drag the black slider in to about 35 and the white slider in to about 225; this will brighten our image a bit as well as raise the saturation.



Step 18

You'll notice that the flames look awesome now but the rest of the image is a bit off so we're now going to mask off the adjustment layer. This time hold Alt and click on the layer mask button in the layers panel and this will create a layer mask and fill it black so this adjustment layer is fully hidden now. Select the brush tool and choose a 30px soft round brush with an opacity of about 20% then set the foreground color to white. Now select the layer mask and just paint over the flames a few times and you will notice that when you paint over them they will become brighter as what we are doing is unhiding the adjustment layer in these parts.



Conclusion

To finish this Final off I thought I'd point you to a great PSD file of a DVD case, you can open it from the folder. What I did was saved my image as a jpeg then pasted the jpeg image into the DVD case document (**DVDPlasticCase.psd**) on the layer called Sample and this shows you roughly how the cover will look. It's the kind of thing that would be useful if you were to present a DVD cover design to a client. You can see what mine looked like below. I've included a wood texture for you to backdrop your finished result on, or you can stick with the backdrop on the PSD – or find something of your own choosing. Please save as both PSD and final JPG.

Final Image



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