

# Top Tips Recap

## 1) Depth of field

- Shoot with subject in front of background
- Consider placement of 'cut outs' in respect to depth of the image

## 2) Shadows and Reflections

- Everything has a shadow add with duplication and blur / black brush and blur or dodge and burn

## 3) Direction of Light

- Shoot to match background if you already have an idea
- Create artificial direction of light to match background / subject

## 4) Colour Harmony

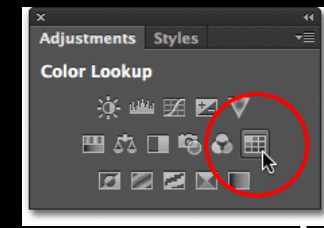
- Use coloured textures or look up tables to bring all elements of the image together

## 5) Random Assets

- Shoot anything and everything and squirrel away for when you might need a window / door or eyeball!

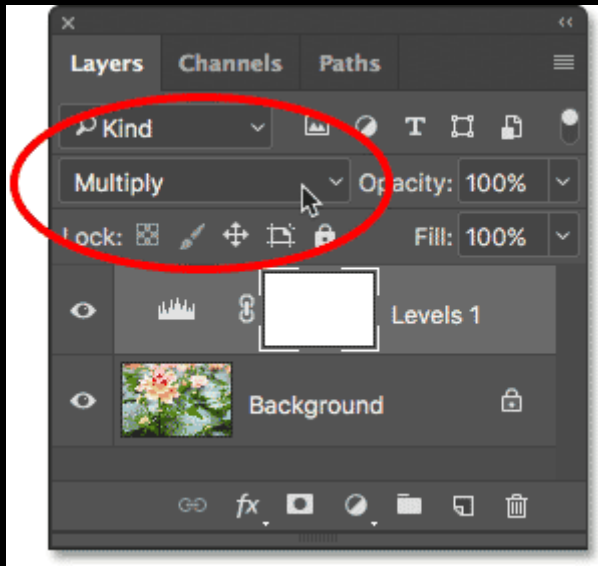


# Colour Lookup Tables (LUT)



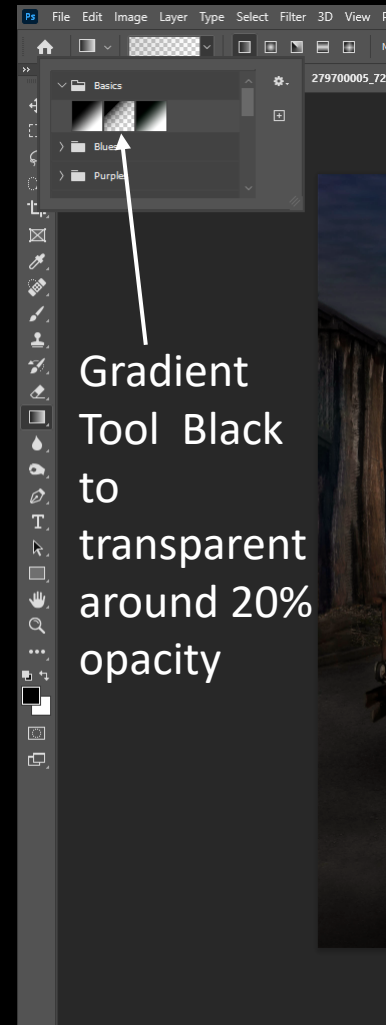
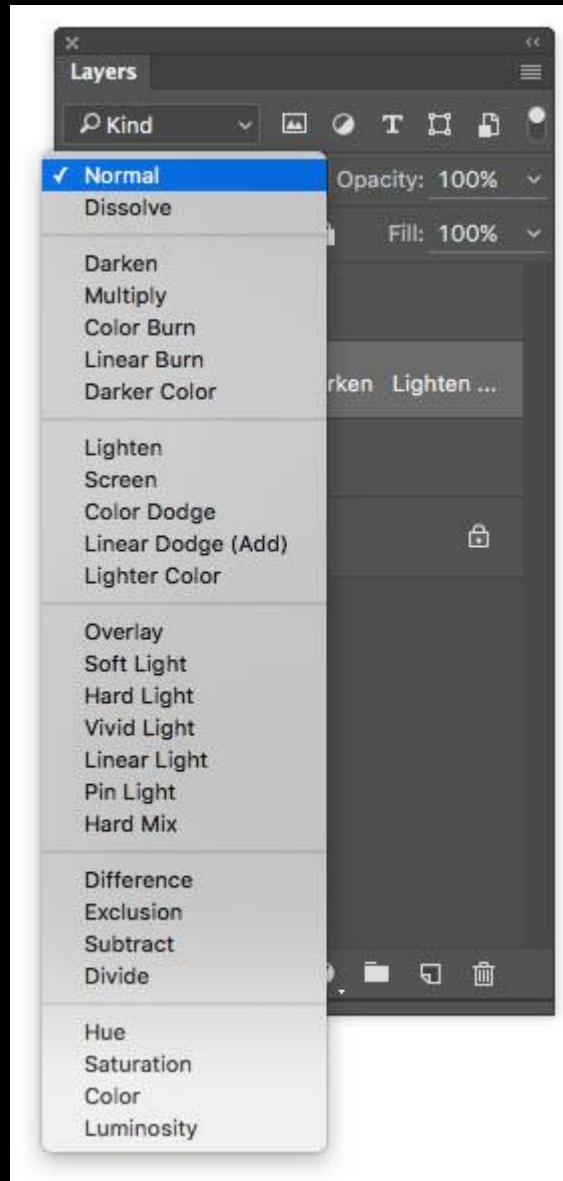
The screenshot displays the Adobe Photoshop workspace. The main canvas is a solid yellow color. The top menu bar includes File, Edit, Image, Layer, Type, Select, Filter, 3D, View, Plugins, Window, and Help. The top toolbar shows various tools and settings, including a mode set to 'Normal', opacity at 26%, and flow at 100%. The 'Color Lookup' panel is open on the right side, showing a dropdown menu for '3DLUT File' with 'EdgyAmber.3DL' selected. The dropdown menu lists various LUTs, including '2Strip.look', '3Strip.look', 'Bleach Bypass.look', 'Candlelight.CUBE', 'Crisp\_Warm.look', 'Crisp\_Winter.look', 'DropBlues.3DL', 'EdgyAmber.3DL' (highlighted), 'FallColors.look', 'filmstock\_50.3dl', 'FoggyNight.3DL', 'Fuji ETERNA 250D Fuji 3510 (by Adobe).cube', 'Fuji ETERNA 250D Kodak 2395 (by Adobe).cube', 'Fuji F125 Kodak 2393 (by Adobe).cube', 'Fuji F125 Kodak 2395 (by Adobe).cube', 'Fuji REALA 500D Kodak 2393 (by Adobe).cube', 'FuturisticBleak.3DL', 'HorrorBlue.3DL', 'Kodak 5205 Fuji 3510 (by Adobe).cube', 'Kodak 5218 Kodak 2383 (by Adobe).cube', 'Kodak 5218 Kodak 2395 (by Adobe).cube', 'LateSunset.3DL', 'Moonlight.3DL', 'NightFromDay.CUBE', 'Soft\_Warming.look', 'TealOrangePlusContrast.3DL', and 'TensionGreen.3DL'. The 'Properties' panel below shows 'Color Lookup' with 'EdgyAmber.3DL' selected. The 'Layers' panel shows a 'Color Lookup 1' layer and a 'Background' layer. The 'Navigator' panel shows a thumbnail of the yellow canvas. The bottom status bar indicates '33.33%' zoom and '3508 px x 2480 px (300 ppi)' resolution.

# Blend Modes



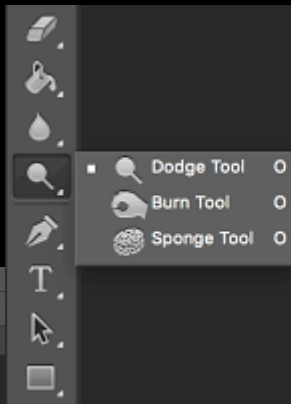
Multiply will remove a white background

Screen will remove a black background

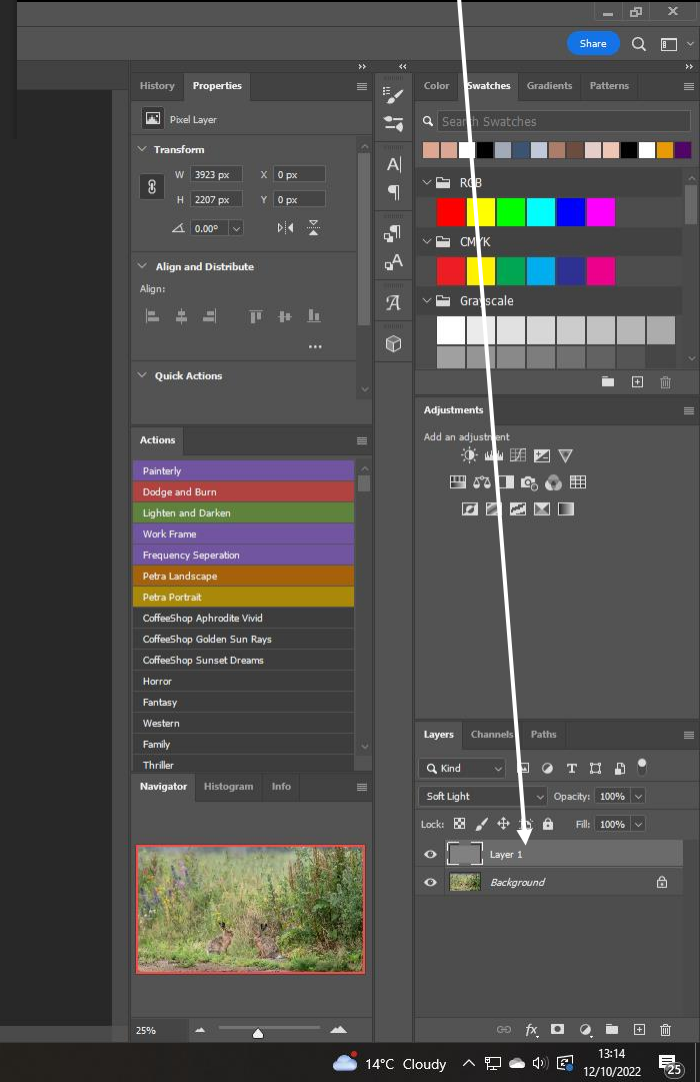
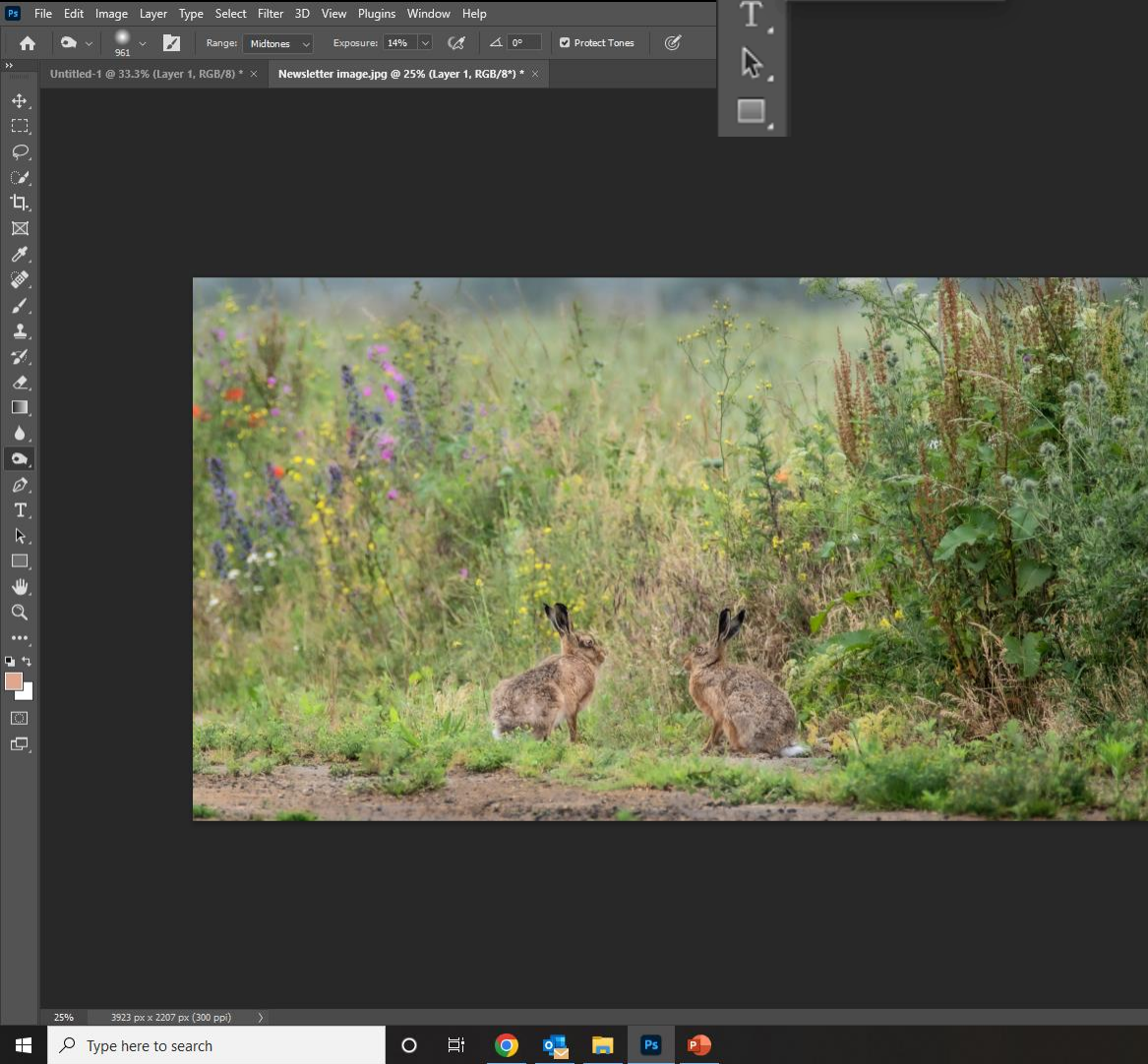


Gradient to create direction of light

# Dodge and Burn



50% Grey Layer  
Blend mode soft light

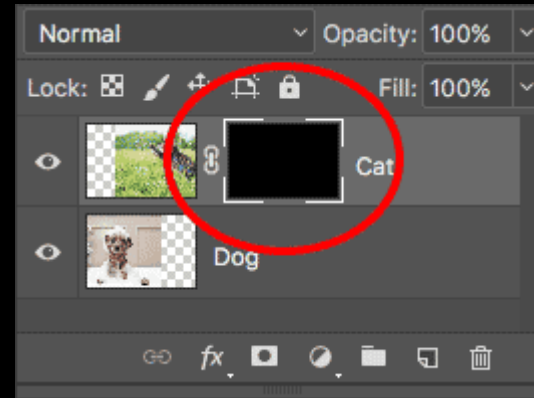
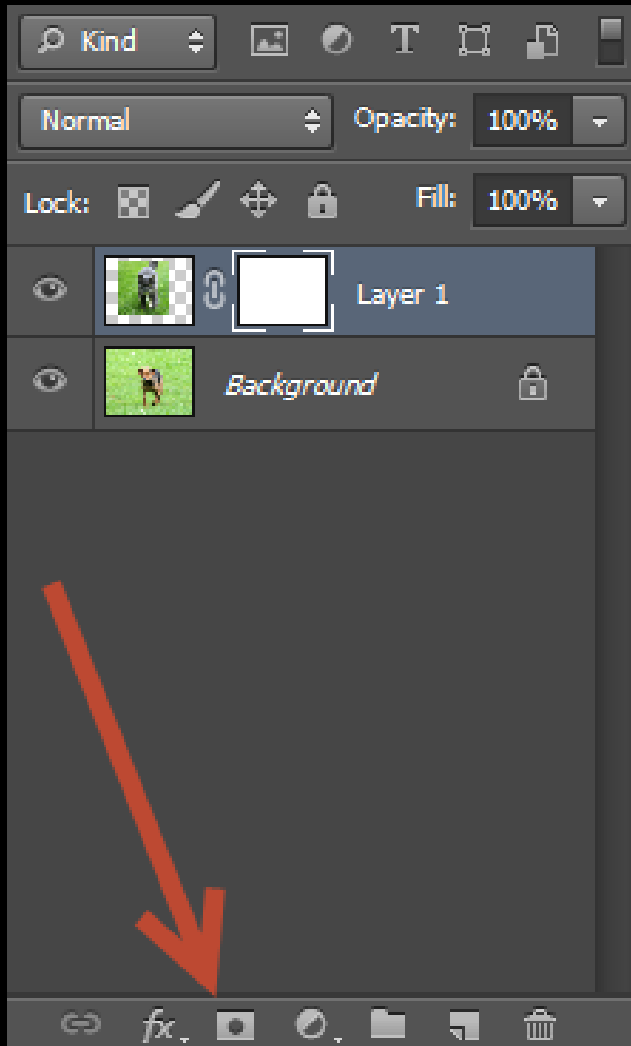




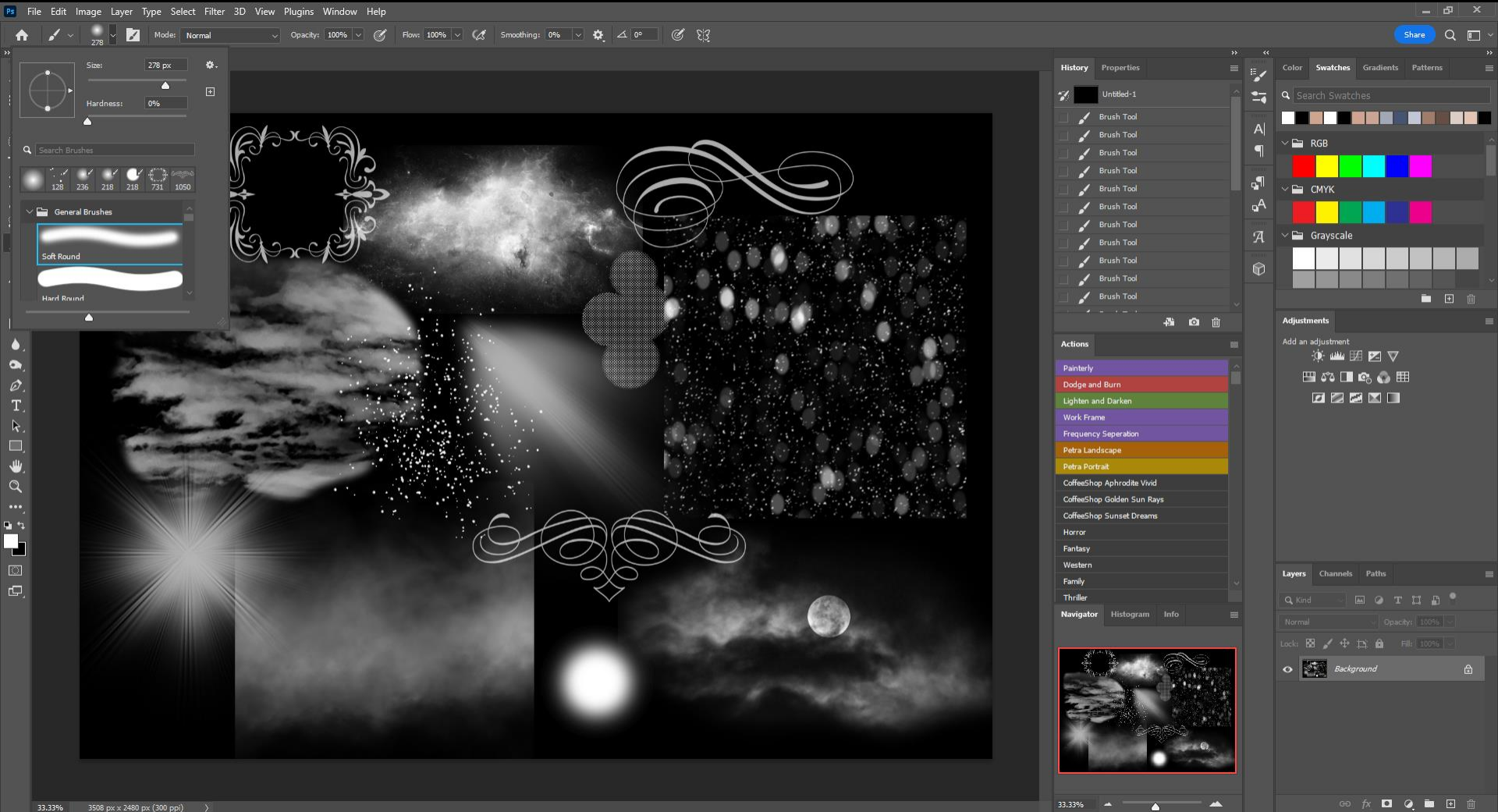
# Layer Mask

Use black brush to remove

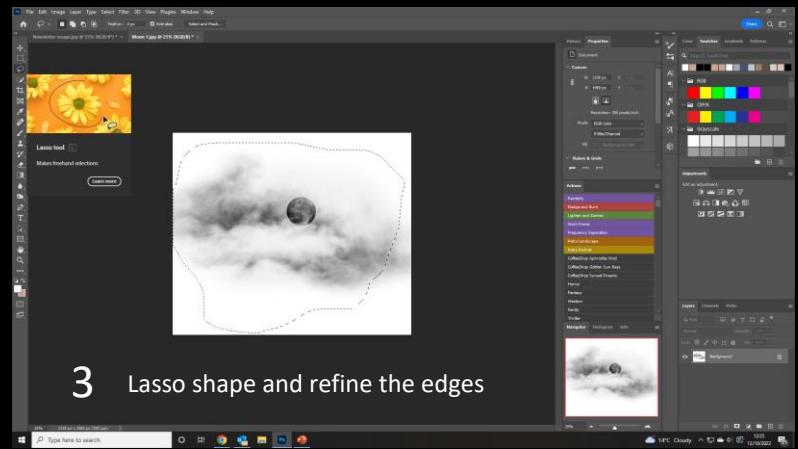
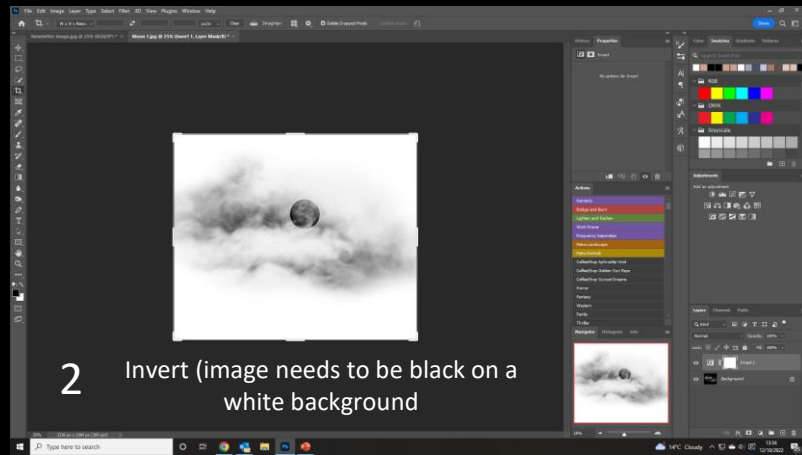
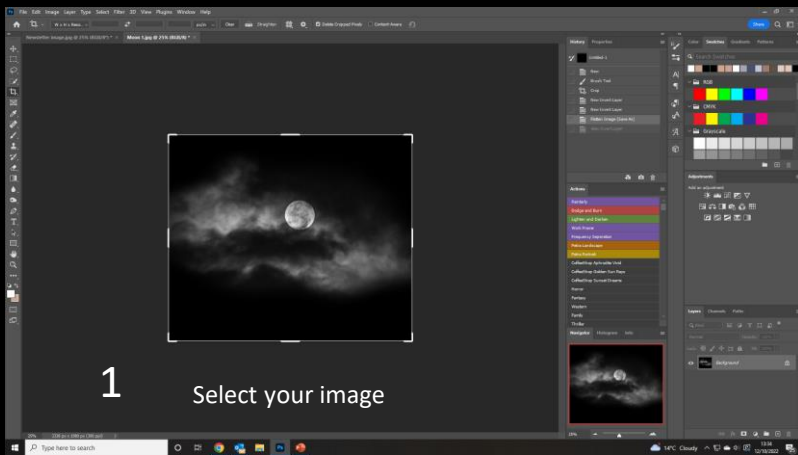
Ctrl I to invert – use white brush to add



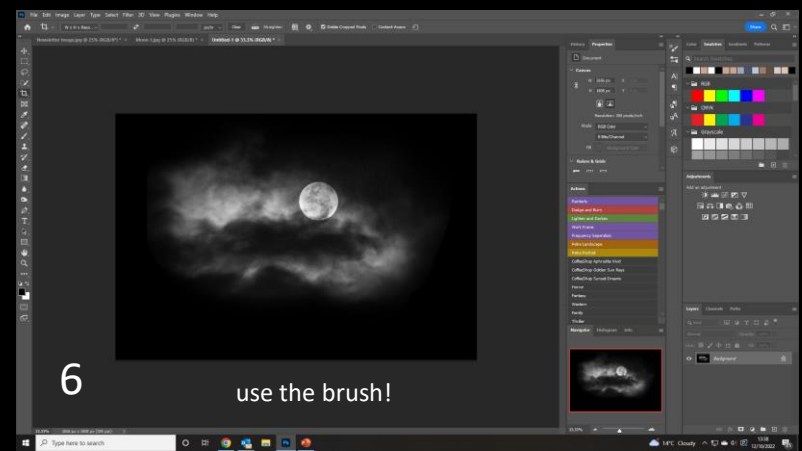
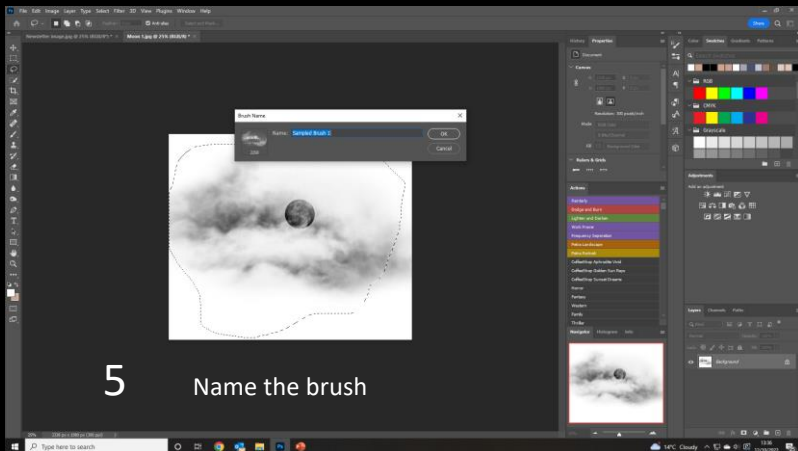
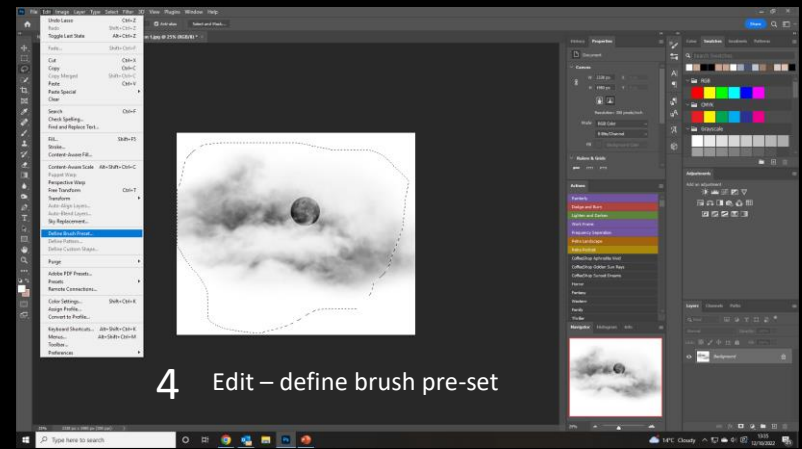
# Brushes



<https://www.brusheezy.com/>



# Making Your Own Brushes



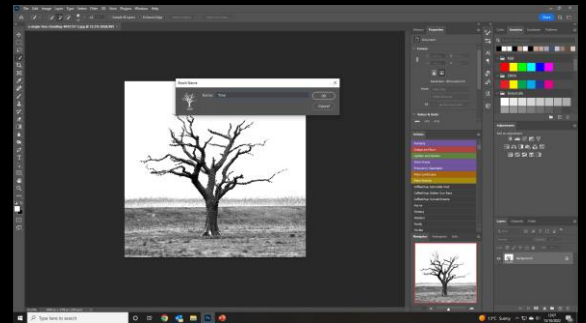
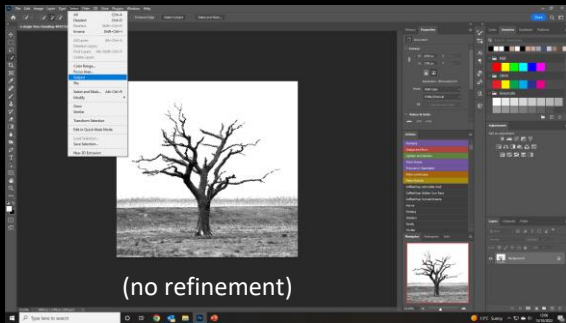




Convert to black and white



Select subject



Define Brush Pre-set

Name the brush



Base Image



Clone out the people



Dodge the angel





Burn in some shadows



Select a texture

Select your blend mode



Hard Light 100%



Hard Light 75%



Multiply 100%



Multiply 75%





Linear Burn 100%



Linear Burn 75%



Linear Light 100%



Linear Light 75%

Multiply 95% Opacity



Mask the texture off the angel





Tweak the levels, brightness and dark tones



Fog brush in the sky to make wispy clouds





Darken the levels





Add a gradient (right hand side on this image)



Increase the brightness



Before





After







Web: [www.heatherburnsphotography.co.uk](http://www.heatherburnsphotography.co.uk)  
Email: [mrsbass@sky.com](mailto:mrsbass@sky.com)

