

COVERS
PHOTO SHOP
3.0

006

Photoshop Techniques

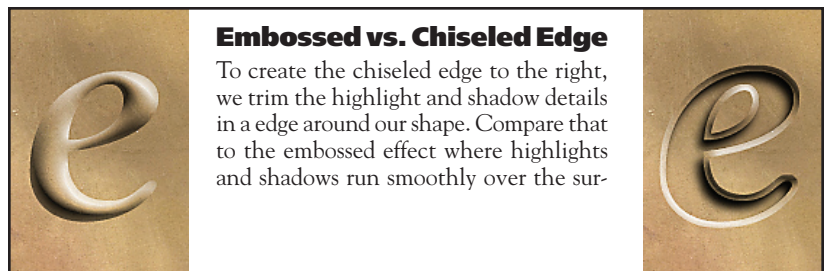
How to

CREATE A CHISELED OBJECT.

In Technique #005, we cover how to create an embossed object in Adobe Photoshop. This issue takes that technique a little further by creating a carved or “chiseled” effect. As with embossing, the secret lies in creating highlights and shadows that work together to create the illusion of depth.

This technique combines the use layers and channels to create the chiseled effect. Follow the instructions carefully—And don’t worry about grasping every step. You do not have to understand the complete process for this technique to work.

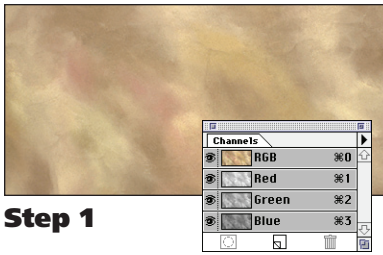
Use these step-by-step instructions as training wheels as you learn about layers and channels. For the best education, repeat this technique a few times. Walk through this technique several times in a row, and you will learn a lot about using layers and channels.



Embossed vs. Chiseled Edge

To create the chiseled edge to the right, we trim the highlight and shadow details in a edge around our shape. Compare that to the embossed effect where highlights and shadows run smoothly over the sur-

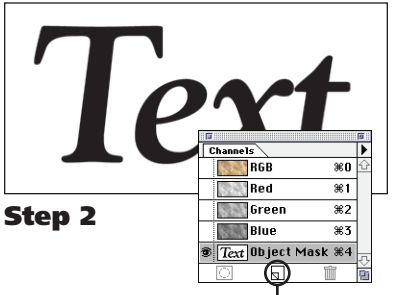
Chiseling into stone



Step 1

Open the background you want to chisel.

Scanned sections of fabric, marble or textured papers are useful to collect for this type of technique.



Step 2

Create an "Object Mask" channel.

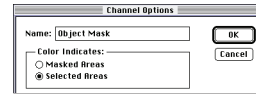
This first channel holds the art you want to carve into your image.

A: Click on the New Channel icon in the Channels palette.

Enter the settings below and click OK.

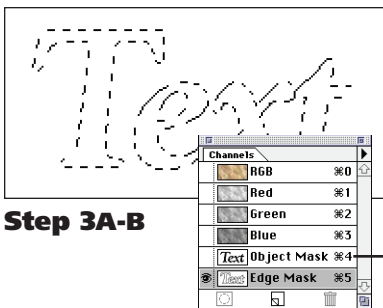
Name: Object Mask

Color Indicates: Selected Areas.



B: Create or place the artwork you want to carve.

We created this example with Photoshop's type tool.



Step 3

Create the "Edge Mask" channel.

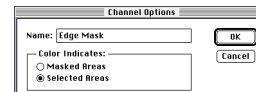
This second channel will hold the edge of our chiseled object.

A: Click on the New Channel icon in the Channels palette.

Enter the settings below and click OK.

Name: Edge Mask

Color Indicates: Selected Areas.



B: Option-click on the Object Mask channel.

PC Users: ALT-Click.

Option-clicking on a channel loads it as a selection. You should see a dotted outline of your object on the screen.

C: Set the foreground color to black.

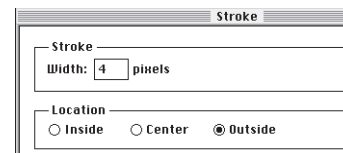
Shortcut: Press D to reset colors to default (black and white).

D: Choose Stroke from the Edit menu.

This stroke will become the mask to isolate the edge of your chiseled object.

Width: 4 pixels in example.

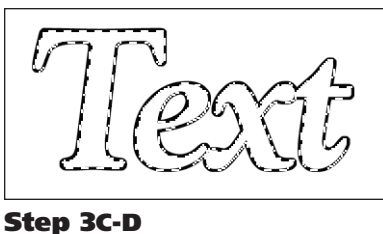
Location: Outside.



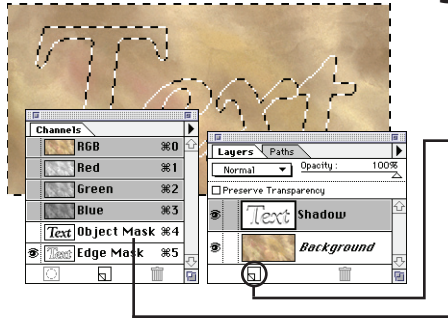
E: Switch back to the composite color channel.

Shortcut: Press ⌘-0 (⌘-zero) to switch back to the color image.

PC Users: Press CNTL-0.



Step 4A-B



Step 4

Build the "Shadow" Layer.

This layer holds the recessed shadow inside the chiseled letters.

A: Click on the New Layer icon in the Layers palette.
Name: Shadow.

B: Option-click on "Object Mask" in the Channels palette.
PC Users: ALT-Click.

You should see the dotted outline of the object you placed on the "Object Mask" channel in Step 2.

Note: You can move the Channels palette into its own window by dragging the Channels tab.

C: Choose Inverse from the Select menu.
This selects the background instead of the object itself.

D: Choose Fill from the Edit menu.
This fills the background with black.

Use: Black.
Opacity: 100%.
Transparency: Not Checked.

E: Choose None from the Select menu.
Shortcut: Press ⌘-D to deselect the outline. (PC: CNTL-D)

F: Choose Blur → Gaussian Blur from the Filter menu.
Radius: Blur to taste (example 3 pixels).

G: Move the Layer down and to the left.
Shortcut: Press V (Move tool); cursor keys move 1-pixel increments.

H: Option-click on "Object Mask" in the Channels palette.
(Repeat of Step 4b) This loads the object selection again.

I: Choose Inverse from the Select menu.

J: Press the Delete key.
This erases the background, leaving a shadow inside our type.



Step 4C-D



Step 4E-G



Step 4H-J



Step 5

Build the "Edge" Layer.

This second layer will contain the beveled edge of our chiseled object.

A: Click on the New Layer icon in the Layers palette.
Name: Edge.

B: Option-click on "Object Mask" in the Channels palette.
PC Users: ALT-click.

As before, option-clicking loads the object's outline.

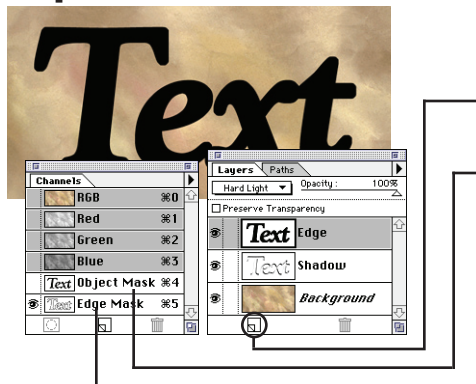
C: Option-Shift-click on "Edge Mask" in the Channels palette.
PC Users: ALT-Shift-click.

Adding the shift key, adds to our selection. In this case, we added the extra width for our beveled edge.

D: Choose Fill from the Edit menu.
Use: Black.
Opacity: 100%.
Transparency: Not Checked.

E: Choose None from the Select menu.
Shortcut: Press ⌘-D to deselect the outline. (PC: CNTL-D)

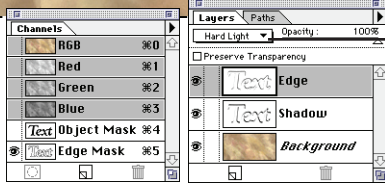
Step 5



Step 6A-B



Step 6C-F



Step 6F



Step 6

Emboss the chiseled edge.

To finish the effect, we emboss our shape and trim it within the Edge Mask channel to isolate the beveled edges.

A: Choose **Blur** → **Gaussian Blur** from the **Filter** menu.

Radius: Blur to taste (6 pixels in example).

B: Choose **Stylize** → **Emboss** from the **Filter** menu.

Angle: Your pick.

Height: Use the blur amount from Step A.

Amount: 300%.

C: Choose **Hard Light** from the **Mode** pop-up menu.

The mode pop-up menu is found at the top of the Layers palette. The mode controls how a layer mixes with the images below it.

D: Option-click on “**Edge Mask**” in the **Channels** palette.

This loads a selection around the object’s edge.

E: Choose **Inverse** from the **Select** menu.

F: Press the **Delete** Key

This trims your embossed effect inside the object’s edge shape.