

COVERS
PHOTOSHOP

3.0

019

Photoshop Techniques

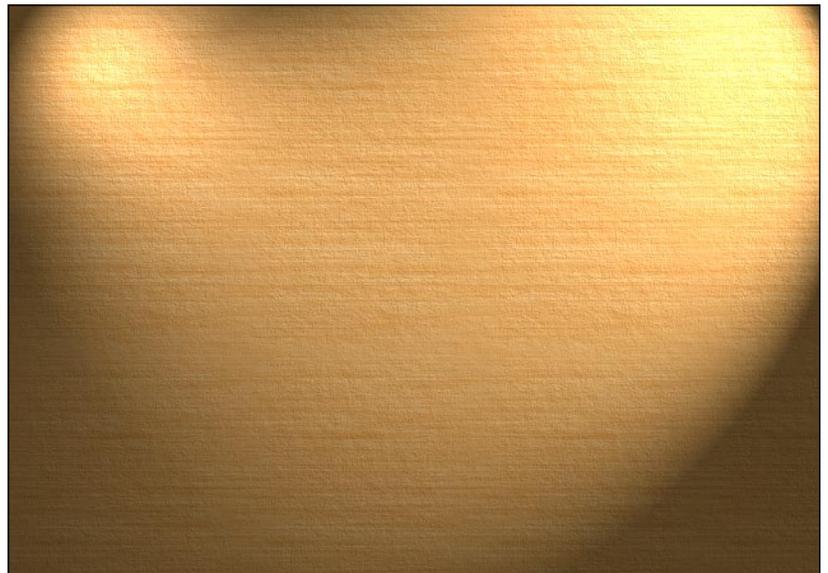
How to use

PHOTOSHOP'S NEW LIGHTING EFFECTS.

The Lighting Effects filter is one of the more exciting additions to Photoshop 3.0. This new tool provides a staggering amount of effects and techniques to play with.

Unfortunately, it also sports one of the most confusing and intimidating interfaces of any of Photoshop's tools. This issue of *Photoshop Techniques* cuts through some of the confusion. Follow these step-by-step instructions and you will quickly be up and running. Use this issue to inspire your own exploration.

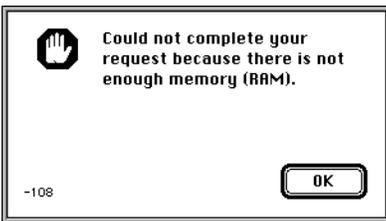
Once you've covered the basics, turn to issue #020. There we cover one of the many ways that this filter can produce some amazing special effects.



Casting Lights



Step 1



Note: The Lighting Effects filter is especially sensitive to low memory.

Step 1

Choose the Lighting Effects filter.

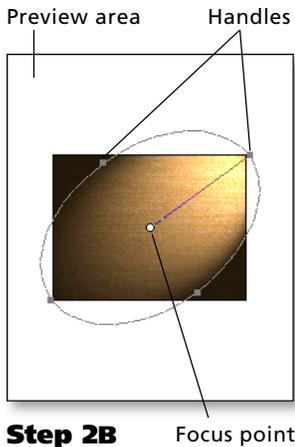
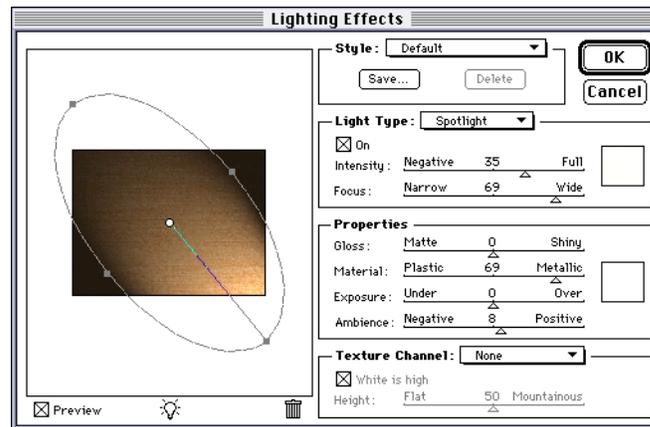
A: Open an image in Photoshop.

In this example, we have opened a generic background texture.

Note: The Lighting Effects filter works only on RGB images. If your image is Grayscale or CMYK, the filter will not be available.

B: Choose Render → Lighting Effects from Filter menu.

Photoshop will bring up the Lighting Effects dialog box.



Step 2B

Focus point

Step 2

Position and adjust your first light.

When the dialog box comes up, a single light should already be selected.

A: Choose a light type from the pop-up menu.

You can use one of three types of lamps:

Spotlight: Creates an angled light source that is bright and focused at the source and tapers off gradually.

Omni: Creates a round direct light. Looks much like a flashlight pointed directly at the paper.

Directional: Least dramatic. Creates a consistent angled light source from far away.

B: Position the light in the preview area.

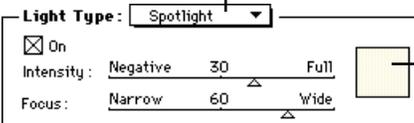
Use the control handles to position and aim your light. You can rotate, widen, or focus the light as desired. Move the light by dragging the white focus point.

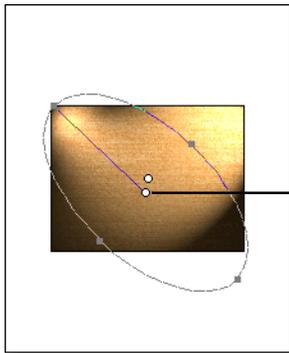
C: Assign the light's color if desired.

Click on the color swatch to assign your light a color. You can choose your color from Photoshop's standard color picker.

D: Adjust the Intensity and Focus of your light.

These controls will vary with the type of light you are working with. They control the brightness of your light.





Step 3

Step 3

Add new lights and repeat Step 2. (optional)

You can add as many lights as you want to your image. In this example, we've added one additional spotlight crossing from the opposite side.

A: Drag the light icon onto the preview area.

 On the opposite page you can see that there is a light icon directly below the preview area. Drag this light icon onto the thumbnail of your image to add an additional light.

B: Repeat Step 2 for each additional light.

You can select and adjust only one light at a time.

Tip: To switch between multiple lights, press **Tab** on your keyboard.

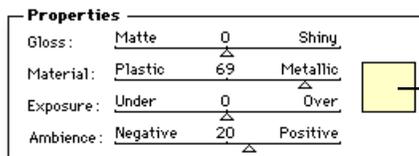


Tip: To delete a light, drag its focus point to the trash icon located to the right of the light icon.

Step 4

Adjust the environmental controls.

The section titled “properties” controls the overall lighting environment. Here you can control reflections, overall brightness and ambient light.



A: Assign the material's color if desired.

This sets the reflection color of your image surface. (See comments on “material” in Step 4B.)

Note: This is not the most intuitive setting. Play with it and see what type of results you can get.

B: Adjust the other setting.

Gloss: This controls how reflective the surface of your image is.

Material: This setting is a bit vague. If you set your material slider to plastic, it will reflect back the light's color. If you set the material slider to metallic, it will reflect back the color you set in Step 4A. Play with it.

Exposure: The exposure control works as a universal dimmer switch for all your lights. Dragging to the right brightens them, while dragging to the left dims them.

Ambience: The ambience slider lets you brighten or dim the entire image.

Note: In this example we increased Ambience slightly to lighten our shadow areas.



Step 5

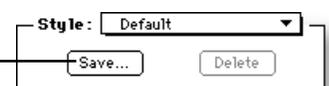
Step 5

Save the settings if desired and apply the filter.

After all this work, you can save your settings for future use.

A: Click Save... (optional)

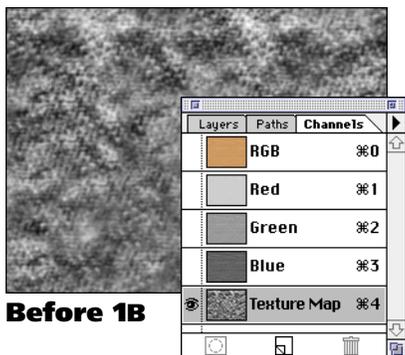
Name your lighting effect.



B: Click OK to apply the filter.

Photoshop will apply the lighting effect.

Option: Adding a texture map



Before 1B

You can enhance the filter by adding texture to your effect.

Add before Step 1B

Creating a texture map channel.

A: Create a new channel.

Click on the new channel icon in the Channels palette. Name the new channel “Texture Map” and click OK.

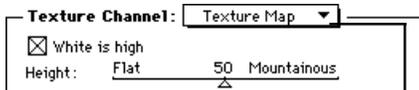
B: Fill the channel with a texture.

For a step-by-step procedure refer to issues #008, or #018.

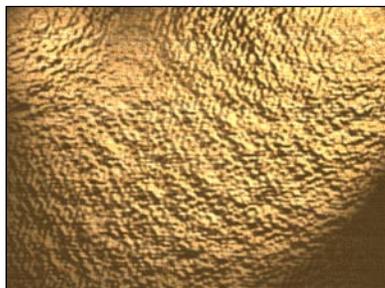
C: Click on RGB in the Channels palette.

Shortcut: Press Command + 0 (PC: CTRL + 0)

Photoshop will hide the Texture Map channel and display the original image.



Before Step 5



Result

Add before Step 5

Choose the Texture in the Lighting filter.

Choose “Texture Map” from the pop-up menu.

The Texture Channel controls are located in the lower right corner of the dialog box. (See example to the left.)



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