

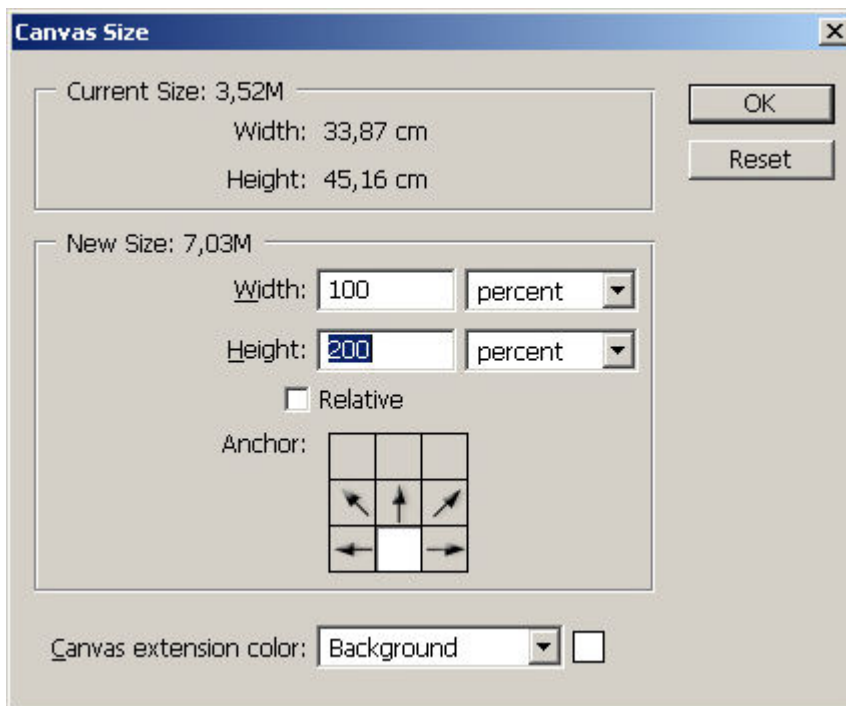


### At The End...Digital Manipulation

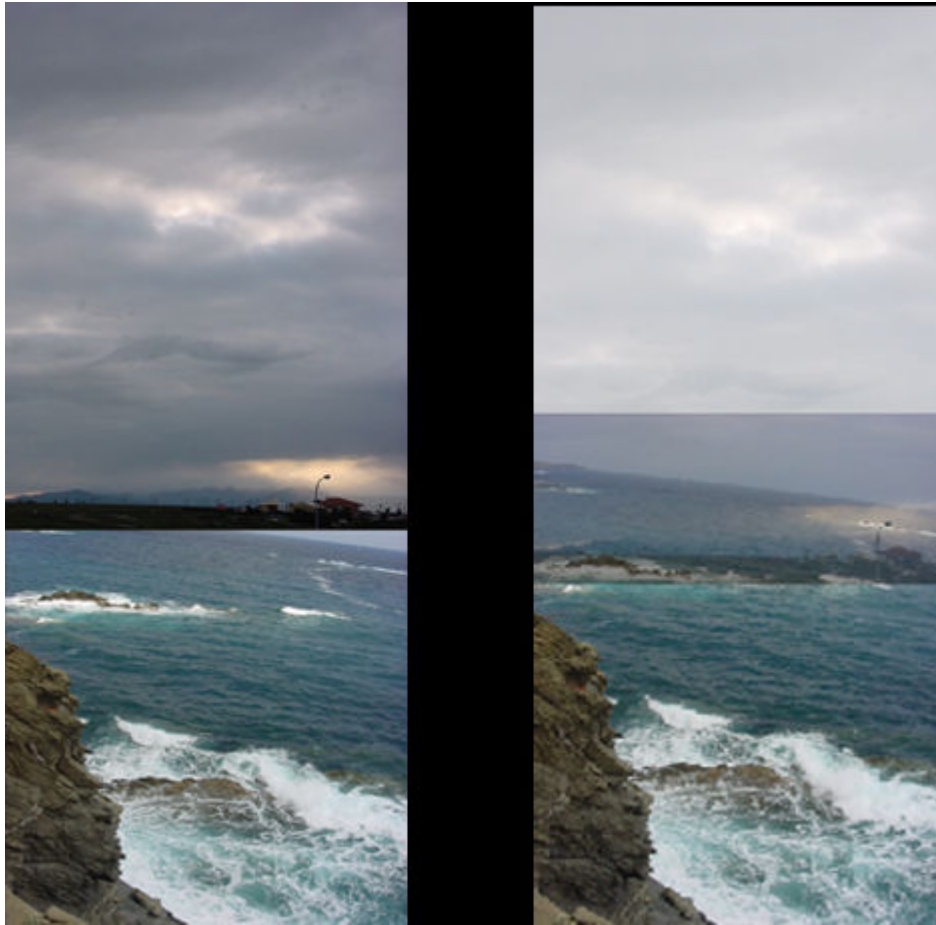
this tutorial we are gonna make one perfect scenery merging two base shots so the first step is obviously choosing two shots :D



The second step is duplicate the canvas height over the base shot ( in this case the sea shot ) rename the layer to base shot.



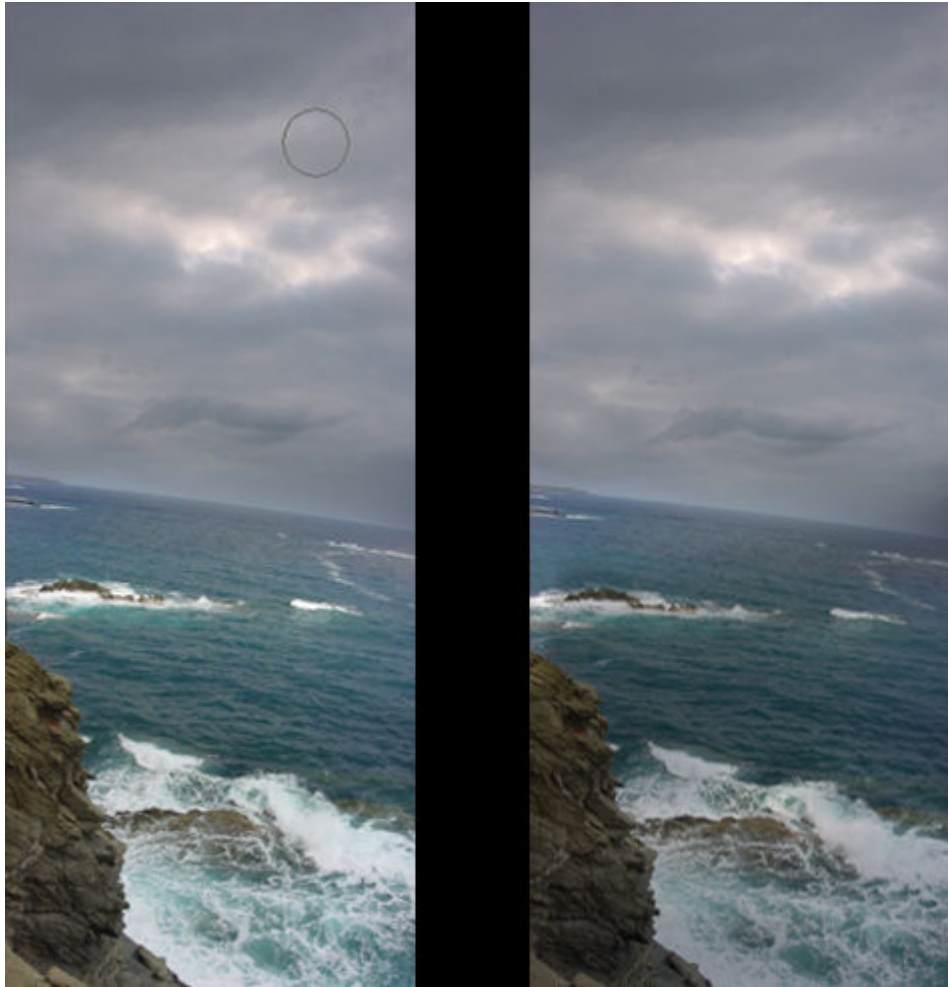
The third step is to paste the sky shot on a new layer, we have to try to adjust the layer to the base image, so change the opacity to view the base layer through this new layer.



Erase some not desired zones on the sky layer to simplify the merging , play with the opacity of the eraser tool to leave zones semi-deleted Delete part of the sky of the base layer too with low opacity, to increase the merging effect



As you can see there are some ugly transparent zones. You can make them disappear with the help of the clone stamp tool. On the sky layer start to clone some zones with low opacity and a sufficient sized pencil to recreate the right illumination on the sea duplicate the sky layer, flip vertical and blend by multiply, change the opacity to 67%



Now is time to play with the overexposure tool to dark some zones.

Once the image is like you wanted to be is time to flatten the image and apply the glow effect filter, in the distort menu :P and its done :D



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