



Digital Image

01

First of all, you need to find a picture (you may also take your scanned photo). In this example, we use a 300x240

If your image is not big enough, you can zoom it in for easier manipulation. In this case, I zoom the picture into 500x375.

02

The image is initially locked when you open it. Double-clicking on its layer allows you to rename and unlock it, let's call it "Original".

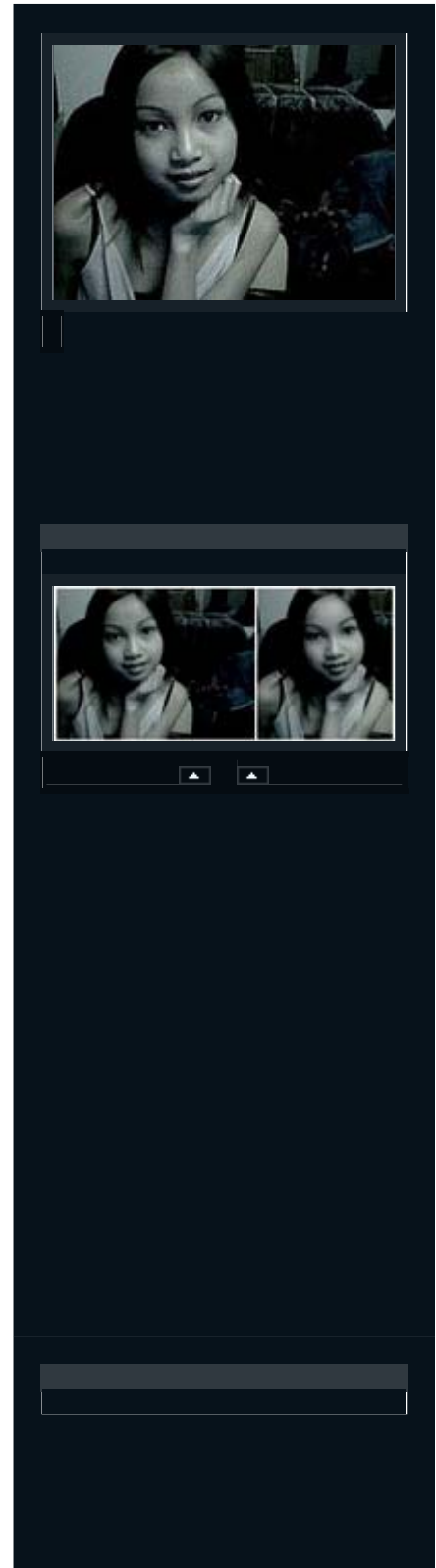
Duplicate the layer and name it "Blur" (right-click on layer > Duplicate Layer...), and click the Eye icon beside the layer Original to hide it.

If your image does not have a good quality, you should use the Blur tool (r), Brush tool (b), Dodge tool or Burn tool to make it look better. For the image we use, select the Blur tool (r) with a 30% Strength and slip slightly over the pixels that affect the picture's quality, then select the Brush tool (b) and slip it over the mouth, eyes, eyebrows, or any other area that you want to have more contrast.

Duplicate the working layer and call it Image01 (this is to prevent from accidentally saving the image). Since this is a black-and-white picture, use Dodge tool (o) make the tint of some area of the image brighter.

03

Hide all layer except the one you are working on, then



use the Lasso tool (L) to cut the unused part of the picture. See this Image to compare the result until now. Create a new layer under the layer Image01, name it Back and fill it with a color of your choice, and in the Layers Tab, drag the layer Back downward to put it under the layer Image01 (the layers' order in the image corresponds to that in the Layer Tab).

04

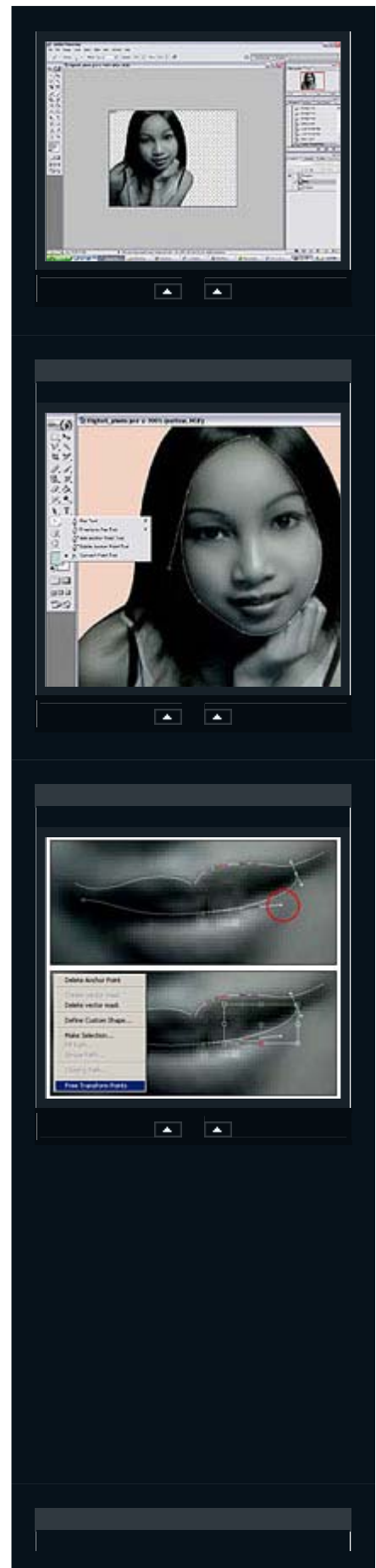
Zoom in the image to 200% to make the task easier. Select the Brush tool, set the brush size to 1px, 2px or 3px, put the mode to Normal or Screen if you want to have a little glow only, and chose a foreground color. This setting is for the glow of your contour line. In this example, I choose a brush size 3 and the color white.

05

Duplicate this layer and name it Outline. Select the Pen tool or Free Form Pen tool and start to create paths for the outline. Switch to Delete Anchor Point tool to delete a point or Add Anchor Point tool to add a path,

- Delete Anchor Point tool to delete a point,
- Add Anchor Point tool to add a new path,
- Convert Point tool to change the path's form, and/or
- Right-click > Free Transform Points to move the points within the path.

Once the path's editing is finished, right-click > Stroke Path > Brush (it will automatically chose the brush that you set earlier) to make it glow. Note that every time you want to create a new path, you have to hide (Ctrl+h) or delete (right-click > Delete Path) the old path. Now let's draw the contours for the mouth, eyes, etc. See this image to make sur that you are on the right track.

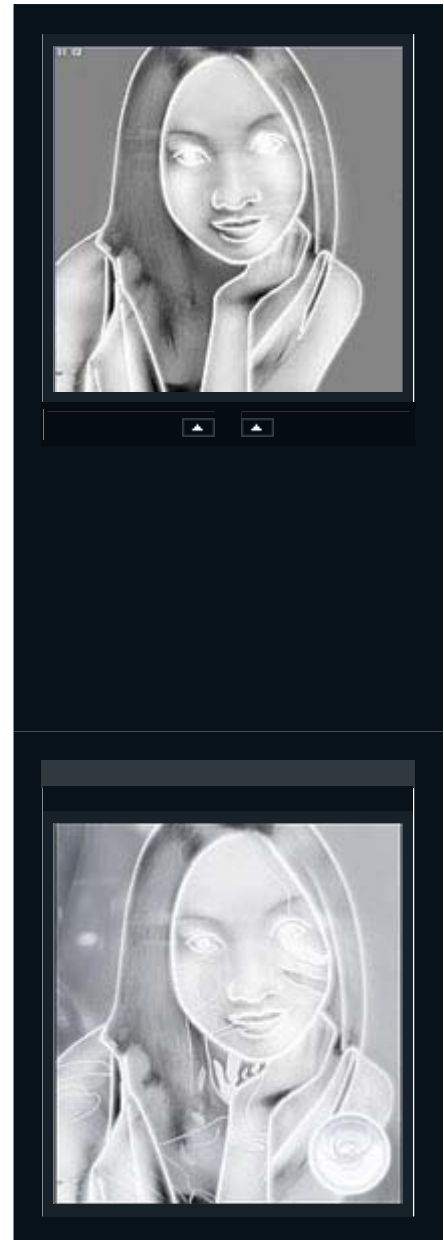


06

Once you've finish creating all contours, duplicate the layer Outline and name it Outline Glow, and in the Layers Tab, set the Fill field to 35%. Then, select the Move tool (v) and move the new layer 1px or 2px rightward using the arrow key.

Duplicate the layer Image01, name it Image Gray, and hide all other layers (by clicking on the Eye icon). Go to Image > Adajustments > Hue > Saturation or Ctrl+u, and set Saturation to -100.

Edit the image using the tools mentionned in step 3. Note that there are 3 ranges in the Dodge and Burn tools, those are: Shadows, Midstones, and Hightlights. You are strongly suggested to try those ranges one by one, they are very useful for your futur designs or drawings



07

Create a new layer and name it Texture. Draw creative lines using the Pen tool and make them glow (follow the steps above). You may create textures like the picture below or do it as your preference. Show all layers (Eye icon) to see you final product. Enjoy your new experience!!!

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