

Incorporating graphics into Photoshop images

You can easily add a graphic created in a drawing program to a Photoshop image. This is an effective method, for example, for seeing how a logo might look applied to a real object. The following technique demonstrates how you can integrate a graphic created in Adobe Illustrator® with a photographic image.



1 Open the Graphcs1.psd file located in the Tutorial/Artfiles folder.

2 Choose File > Place. Select the file Royale.ai located in the Tutorial/Artfiles folder, and click Place. Notice that Photoshop automatically creates a new layer for the placed artwork.



3 Position the pointer outside the bounding box (the pointer turns into a curved arrow) and drag clockwise to rotate the logo, aligning it with the bottom of the skateboard.



4 Shift-drag a corner handle to scale the logo to fit on the skateboard.



5 Move the pointer inside the bounding box and drag to reposition the logo. Make any necessary rotation or scaling adjustments, and then press Return (Macintosh®) or Enter (Windows®) to rasterize the logo.

Rasterizing the artwork converts it from the mathematically defined lines of Illustrator to the pixels of Photoshop. Because the vector artwork is resolution independent, adjusting it before rasterizing it enables you to maintain the highest image quality. Now you'll distort the logo to compensate for the angle of the skateboard.

6 Choose Layer > Transform > Distort. Experiment by dragging the handles of the bounding box to distort the logo. To undo the last handle adjustment, choose Edit > Undo. To cancel the transformation, press the Escape key. To apply the transformation, press Return (Macintosh) or Enter (Windows).



Now you'll make the logo appear integrated with the grain of the wood using blending modes.

7 In the Layers palette, set the blending mode to Multiply and change the opacity to 90%.

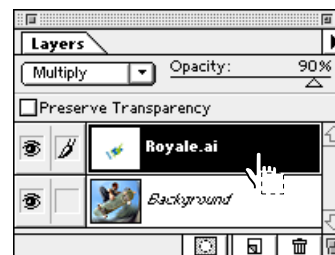


8 Experiment with other blending modes and opacity settings, such as Hard Light and Color Burn.



You can also edit the image in the shape of the logo.

9 Hold down Command (Macintosh) or Control (Windows) and click the Royale.ai layer in the Layers palette. This creates a selection based on the transparency in the layer.



10 Hide the Royale.ai layer, and make the Background layer active. The transparent selection is now active on the background.



You can create any number of effects by altering the selected area. For example, you can adjust color or saturation, apply a filter (we used Dark Strokes), invert the color, paint within the selected area, or adjust levels or curves.



You can also use the selection as a target area into which you can paste another image. Try copying a texture from another image and using the Edit > Paste Into command to clip the texture to the selected outline of the logo.

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