

Online Discussion: Find 3 web sites on Channels or Neon in Photoshop. See *WebCT* for more information.

Client 8 is trying to sell a commercial property in Petaluma. The building is rather ugly and they are having a hard time convincing buyers that the building has potential. They would like you to digitally clean it up and do a “make over” for buyers to look at—perhaps turn it into a night club, restaurant or coffee house and have a neon sign lit up at night. They would like to see 1 example by next week.

- 1 Use the file Building.Tif and any of the files in the 8Client folder. You may also add images of your own or find some on the web.
- 2 In Photoshop select the Measure tool to straighten the building. With the Crop tool crop off any excess so the image is no smaller than 8.4 inches. Use the Clone Stamp tool or other techniques to remove the garbage cans and crates or cover them up with other images.
- 3 Find pictures of lamps, lights, people or animals. plants, cars or anything you want to add to the building image. Try to make the building look better than it is.
- 4 Look up a tutorial on Neon lights on the web to make a neon sign for the building.
- 5 Add lights to the building similar to the example.
- 6 Create a new surface to replace the brick surface, or paint it with a new color.
- 7 Put plants or decorations in front or on the building.
- 8 Replace the sky with a new one.
- 9 Put images in the windows.
- 10 Place objects or people/animals in front of the building, being sure to put drop shadows under them.
- 11 Under Window> Channels. Click on the Create new channel at the bottom of the channels window. Double-click on the new channel to access the channel options window. Call the channel Lights and for color click on the color chip and choose black from the color picker window. For Opacity: type 80%. Click the eyeball on in the RGB channel so all channels are visible at once.
- 12 On the keyboard press the D key for the default colors of black and white. Be sure black is the foreground color. Working on the Lights channel use the different tools, marquee, lasso and polygonal lasso to clear areas where the lights are located and where light illuminates. When finished under Filter> Blur> Gaussian Blur for Radius: choose a high number between 12–18.
- 13 When finished with the Lights channel uncheck the eyeball. In the Layers window be on the top layer then load the Lights channel as a selection by command/control clicking on the Lights channel. Under Select> Inverse. On the menu under Layer> New Adjustment Layer, choose Hue/Saturation. In the Hue/Saturation dialog box, in the Lightness type -80 or a setting of your own, click OK.
- 14 Print out and turn in at the next class meeting. Also put a **FLATTENED** copy of the file in the Turn In folder on the network.

This assignment is worth 10 points.

