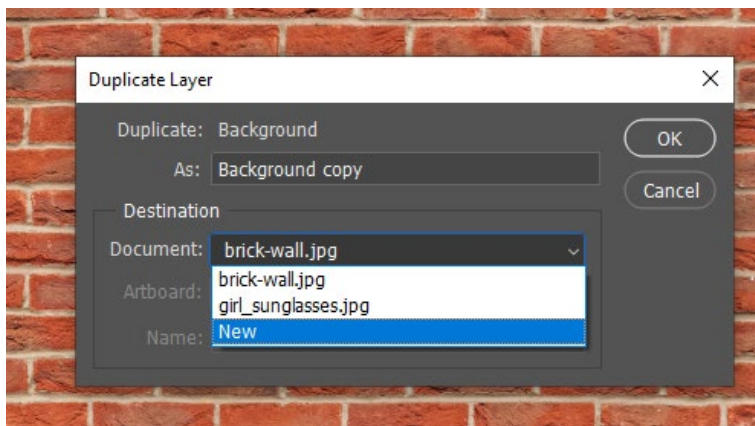
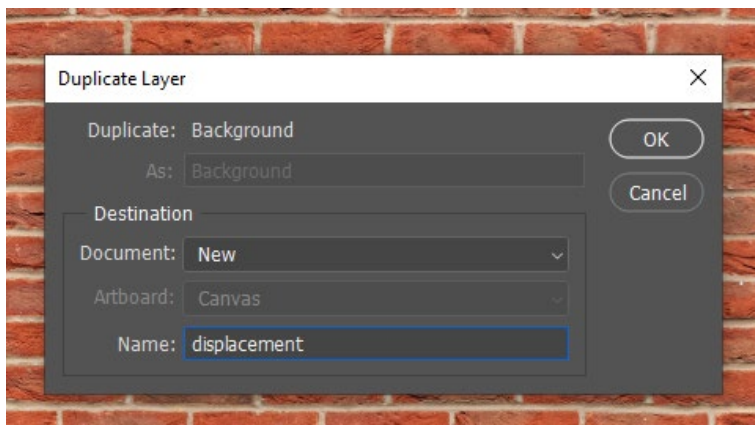


## Vaja v Photoshopu – GRAFIT

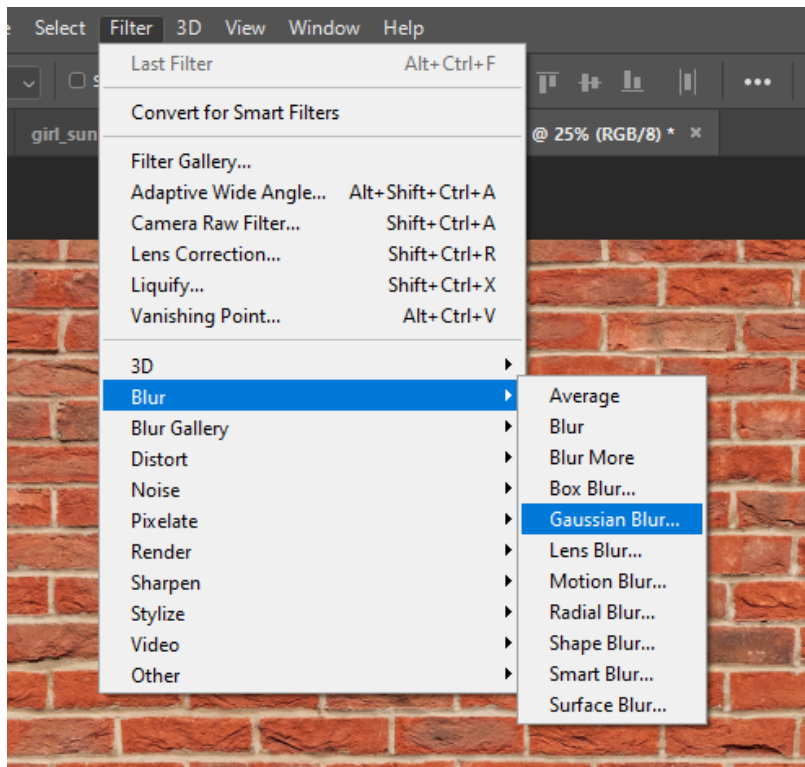
1. Iz spletne učilnice prenesi fotografiji *girl\_sunglasses.jpg* in *brick-wall.jpg* in ju odpri v Photoshopu.
2. Za fotografijo *brick-wall.jpg* ustvari Displacement map:
  - desno klikni na layer in izberi Duplicate layer
  - izberi Document: New



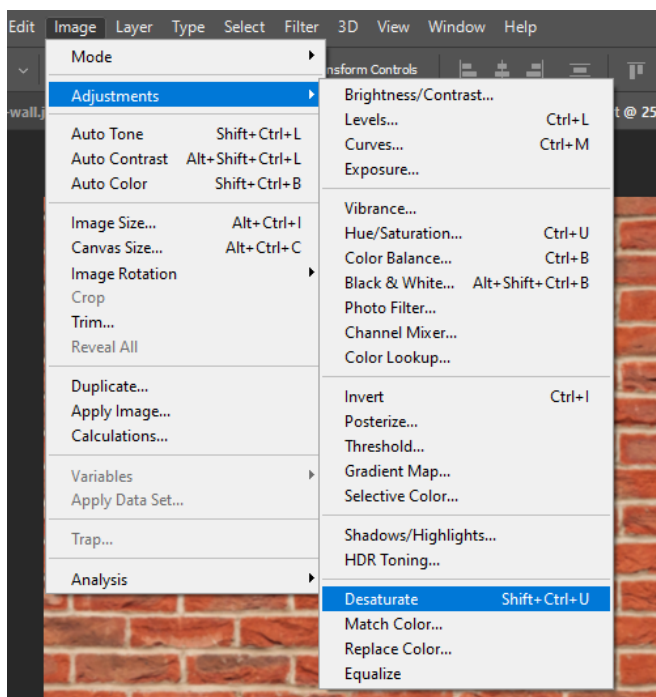
- poimenuj »displacement« in potrdi OK



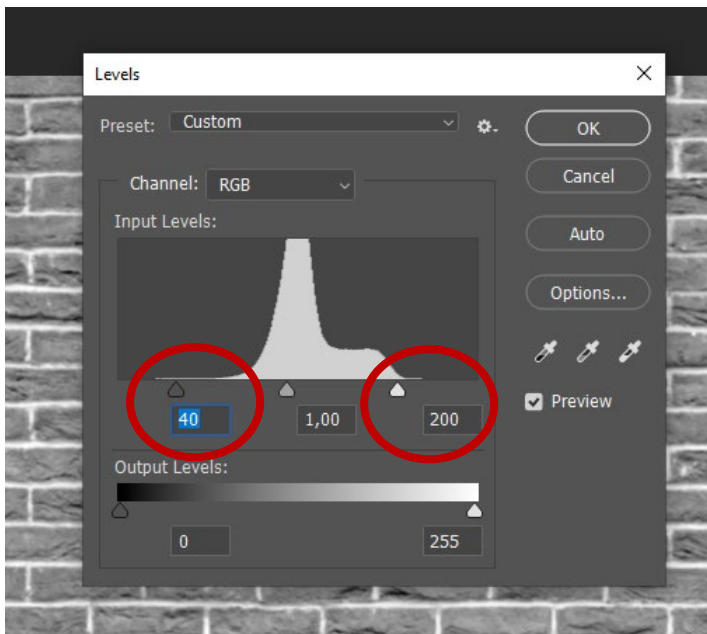
3. Ostani v dokumentu *displacement* in izberi Filter → Blur → Gaussian Blur ter določi radij (Radius) na 3.0 piklsov. S tem dosežemo zameglitev.



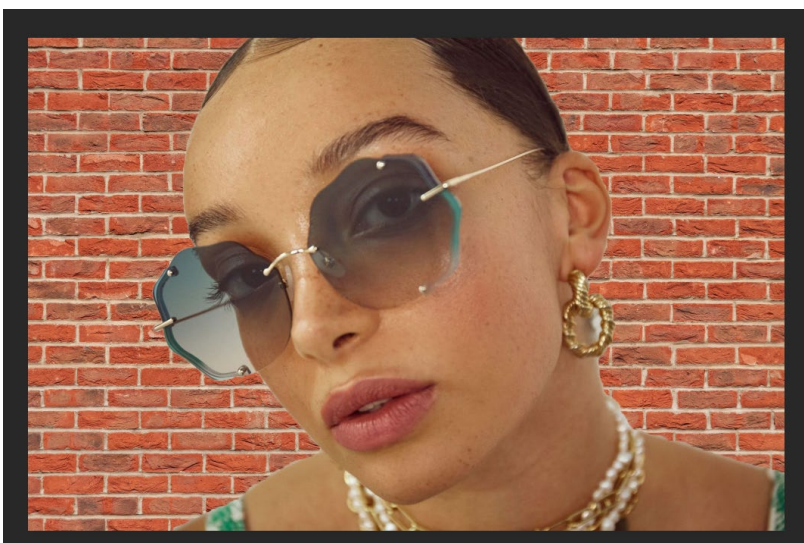
4. Zidu odvzemi vse barve: Image → Adjustments → Desaturate (bližnjica CTRL+SHIFT+U).



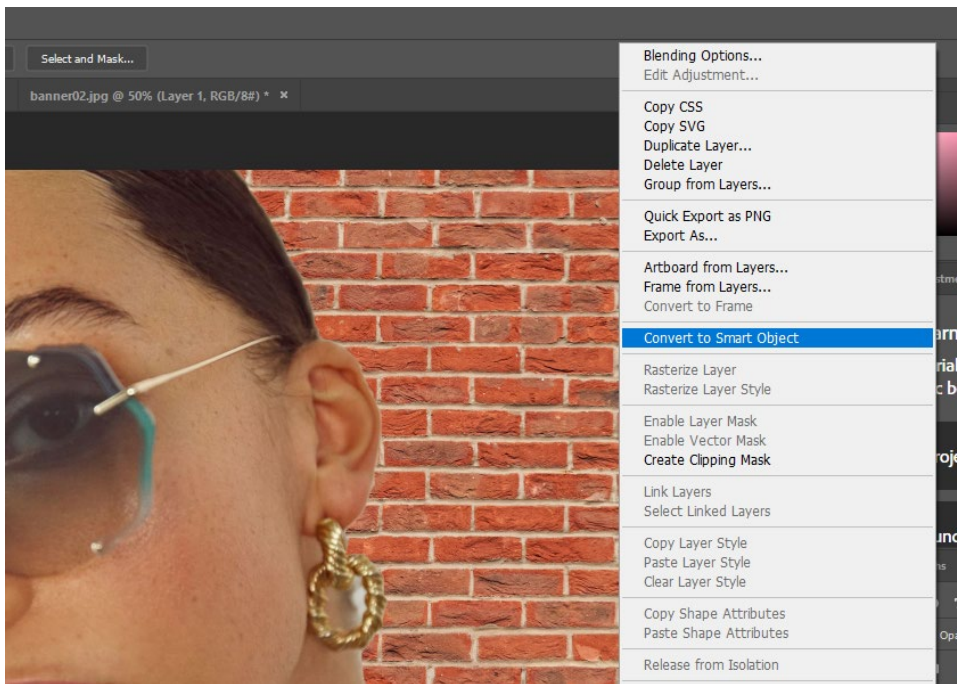
5. Nastavi še nivoje sivin: Image → Adjustments → Levels (bližnjica CTRL+L). Desno ročico pomakni na 200, levo na 40 in potrdi OK.



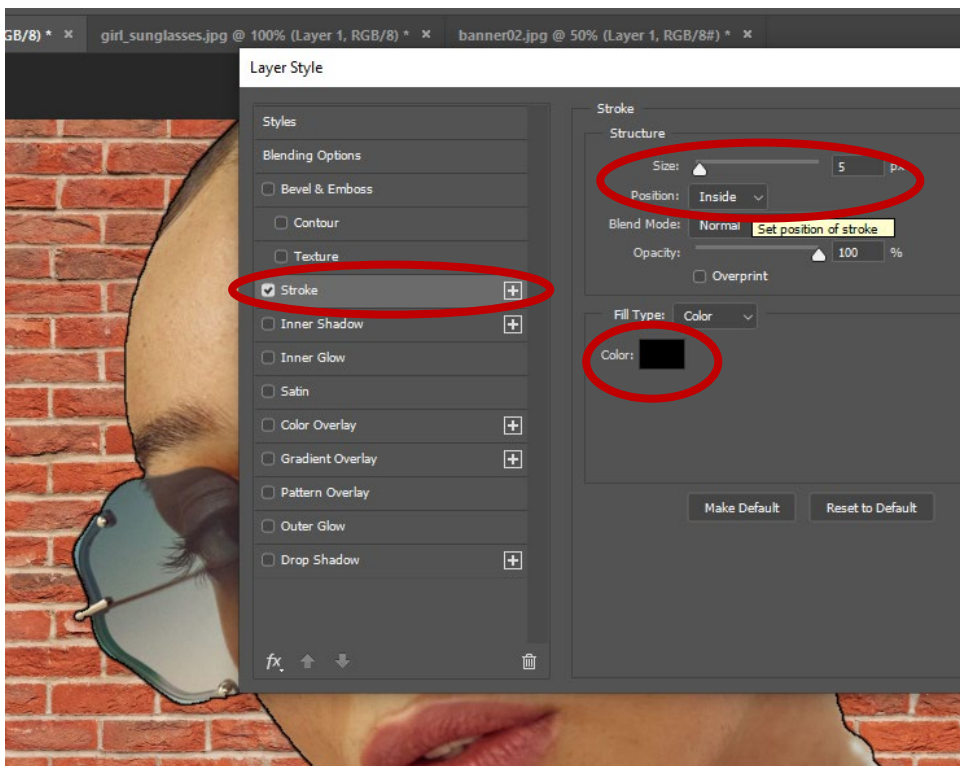
6. Shrani dokument *displacement* (File → Save As) v *psd* formatu na namizje in ga nato zapri.
7. S Quick Selection Tool označi žensko (brez ozadja) na fotografiji *girl\_sunglasses.jpg*, nato pritisni CTRL+J, da dobiš kopijo ženske na praznem layerju. Označi cel layer (CTRL+A), ga kopiraj (CTRL+C) in ga prilepi (CTRL+V) na ozadje z opeko. S Transform Tool (CTRL+T) povečaj žensko čez cel zid.



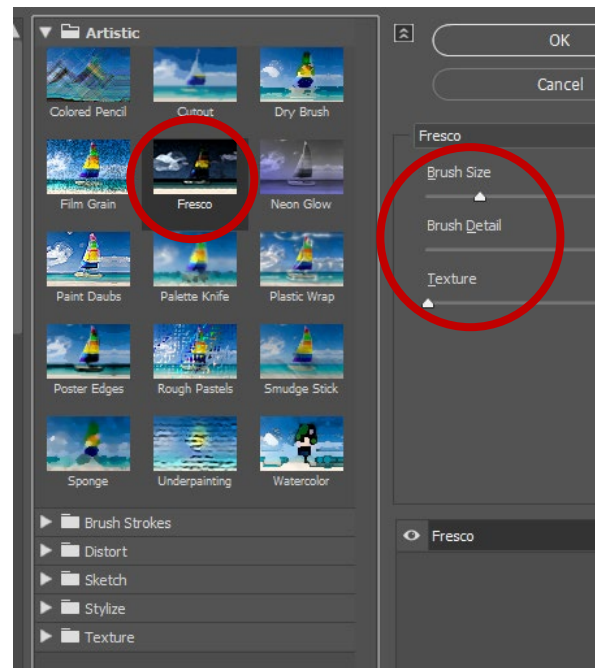
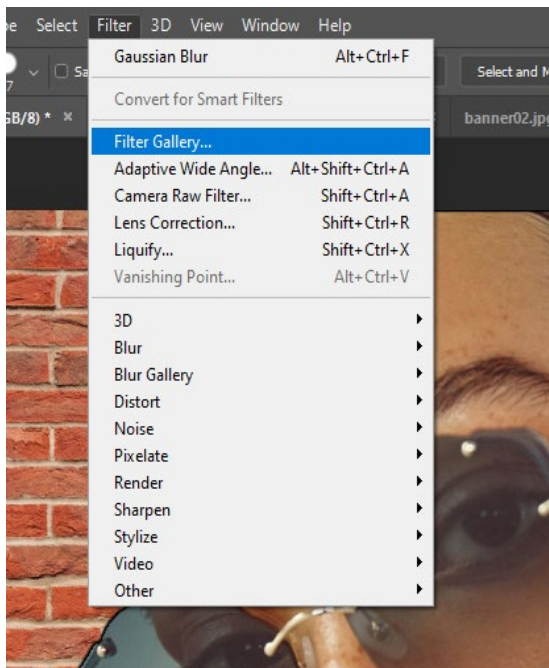
8. Desno klikni na layer z žensko in ga spremeni v pametni objekt (Convert to Smart Object).



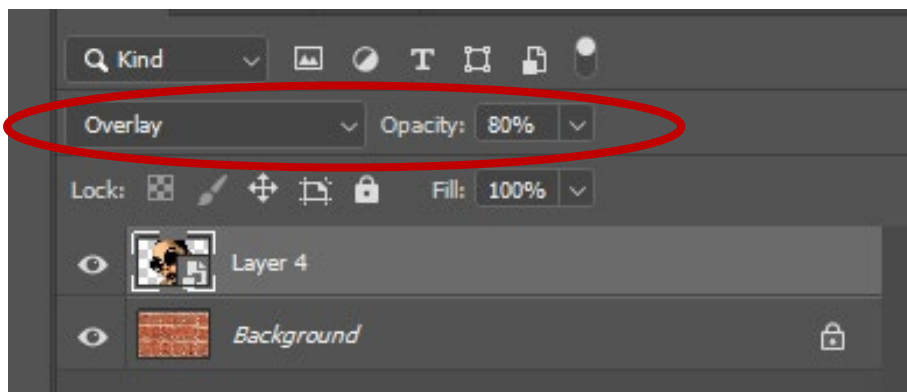
9. Dvojno klikni na layer z žensko in izberi Stroke, Size: 5px, Position: Inside, črna barva.



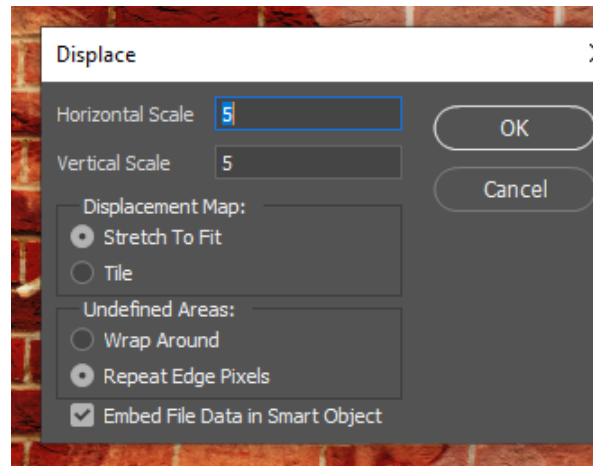
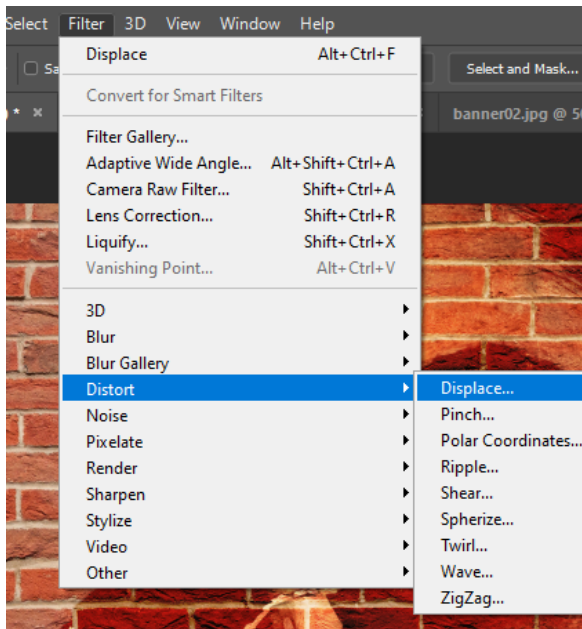
10. Izberi Filter → Filter Gallery → Artistic → Fresco, nastavi Brush Size 1, Brush Detail 10, Texture 1 in potrdi OK.



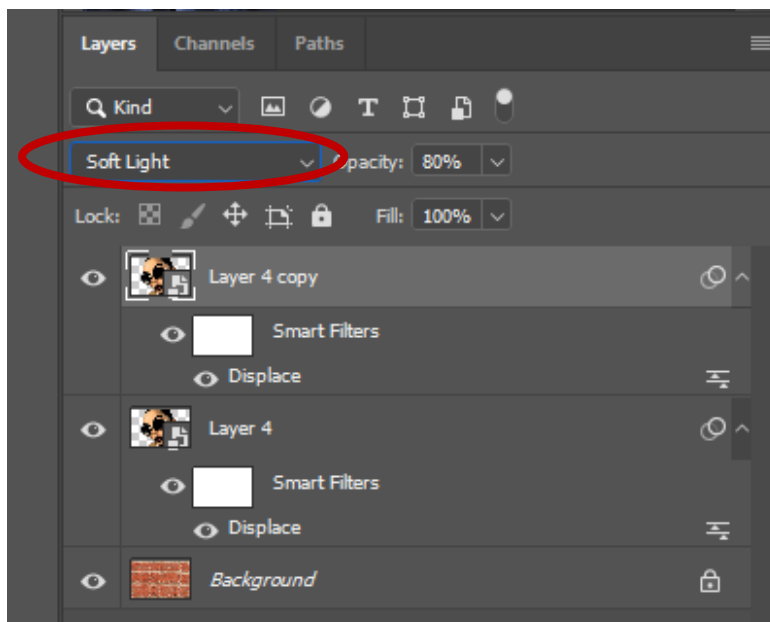
11. Desno klikni na layer z žensko in izberi Convert to Smart Object. Nad seznamom layerjev nastavi Blending Mode na Overlay in zmanjšaj vidljivost layerja (Opacity) na 80%.



12. Izberi Filter → Distort → Displace in nastavi Horizontal Scale 5, Vertical Scale 5, Stretch to Fit, Repeat Edge Pixels in potrdi OK. Na namizju izberi datoteko *displacement* in izberi Odpri.



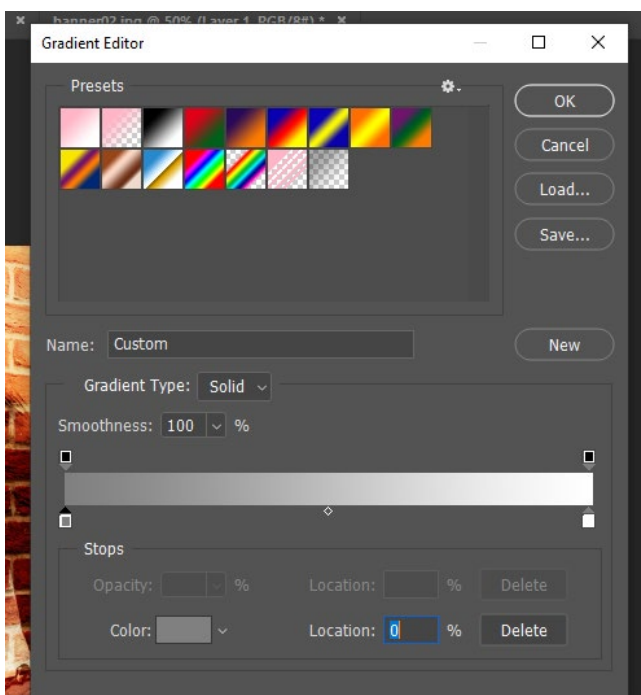
13. Z bližnjico CTRL+J kopiraj layer in mu nastavi Blending Mode na Soft Light.



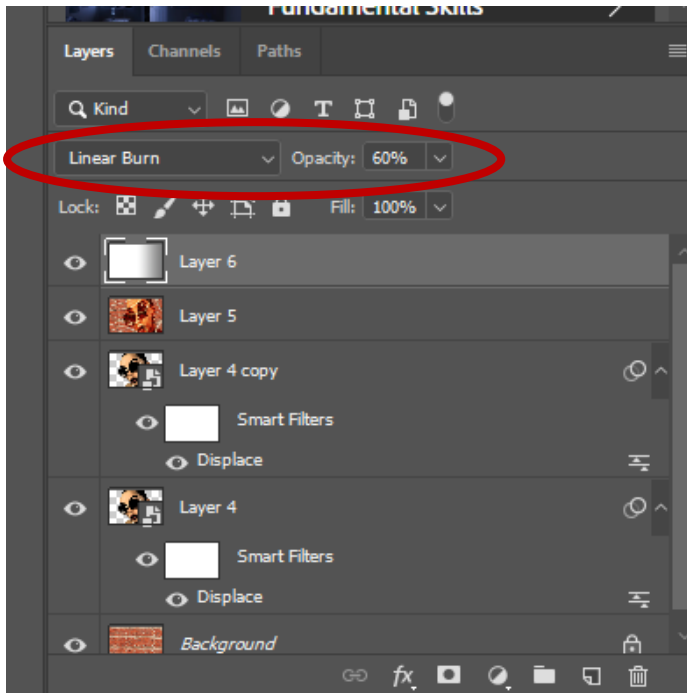
14. Z bližnjico CTRL+SHIFT+ALT+E združi vse layerje v en sam nov layer. Izberi Edit → Transform → Perspective in na levi strani premakni spodnjo ročico navzdol, da spremeniš perspektivo zidu in freske. Za izhod iz Transform Tool pritisni Enter.



15. Ustvari nov prazen layer, izberi orodje za preliv Gradient Tool in izberi črno bel preliv, začetno barvo nastavi na sivo, končno pa na belo. Potrdi OK. Smer preliva naj bo od desne proti levi.



16. Layerju s prelivom nastavi Blending Mode na Linear Burn, Opacity pa na 60%. S tem dosežemo učinek senčenja z desne strani.



17. Končan izdelek shrani z imenom *grafit\_priimek.jpg* in ga oddaj v spletno učilnico.

