

TCS170A

Exercise 2

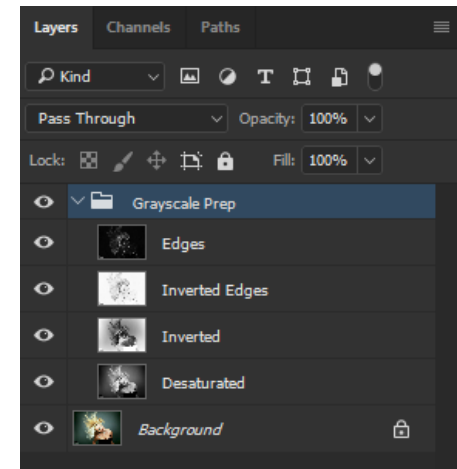
Flame Woman

Adapted from Pluralsights 'Playing with Fire' Lesson



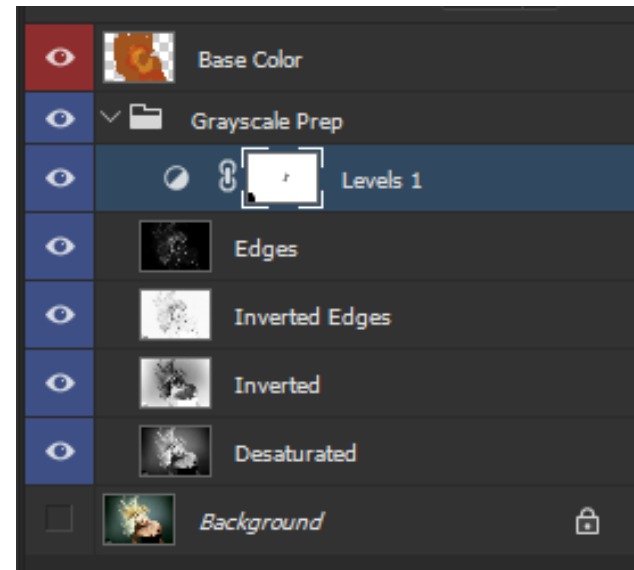
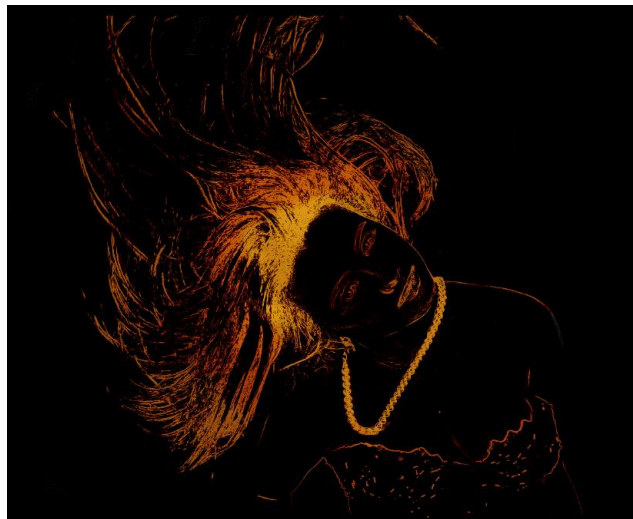
Grayscale Prep

- 1- Crop out logo in bottom left
- 2- Duplicate background layer, and desaturate it (Image > Adjustments> Desaturate).
- 3- Copy desaturated layer and invert it.
- 4- Copy inverted layer and apply Filter > Stylize > Find Edges. Add a levels adjustment layer and increase the whiteness in the image.
- 5- Copy edges layer and invert it. Group all copied layers..



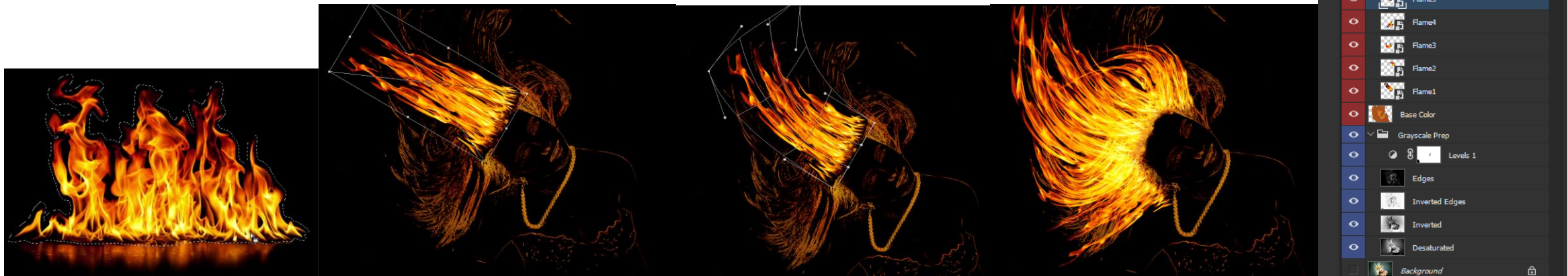
Apply base color to subject

- Create new layer, use orange to paint over subject. Change blend mode to linear burn.
- Adjust Levels 1 as needed, and layer mask to cover eyes.



Blocking in flames on hair.

- Select flames from flames.jpg and copy into working area. Convert to smart object. Transform to scale and move into place, then warp to simulate hair (Edit > Transform > Warp).
- Change blend mode to screen.
- Repeat several times.



Layer in Additional Flames

- Look for parts of the flame image that have the same shape as remaining hair, and copy and paste them into the image, warping as needed.



Add cracked lava skin

- Open rust image. Add levels adjustment and increase the contrast.
- Use the clone tool to copy from the rust image onto the subject's skin, using a new layer.

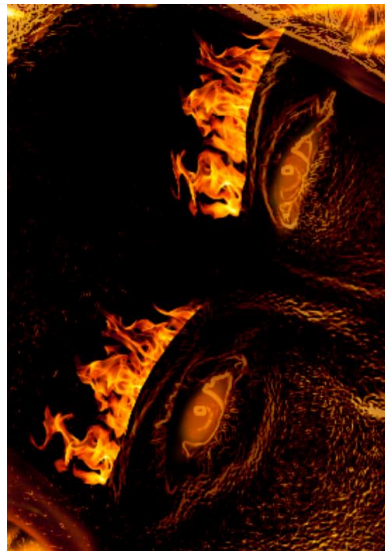
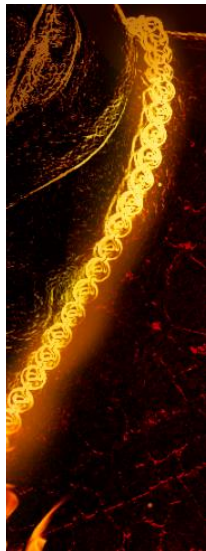


Add flames to body



Add radiating heat

- Create a new layer and, with a very small opacity and soft brush, start painting red, yellow, and orange heat colors around the body. Change blend mode to screen.
- Create a new layer and paint heat for the necklace.
- Create a new layer and paint heat for the eyes. Continue as needed.



Add flying sparks using brush tool

On a new layer, use a brush to add bits of red, yellow, and orange. Use a motion blur (Filter > Blur > Motion Blur) and blur in the direction the sparks are flying. Then transform and warp to get final position.



Add floating sparks

- Create another layer and add sparks around dress and body flames, and to the right of the subject. Motion blur them in ways that make sense. You can select an area to apply targeted motion blurring.



Paint on additional skin cracks, if desired



Paint to touch up the flames



Add a final Brightness/Adjustment Layer, with layer mask for hair if wanted. Finished!

