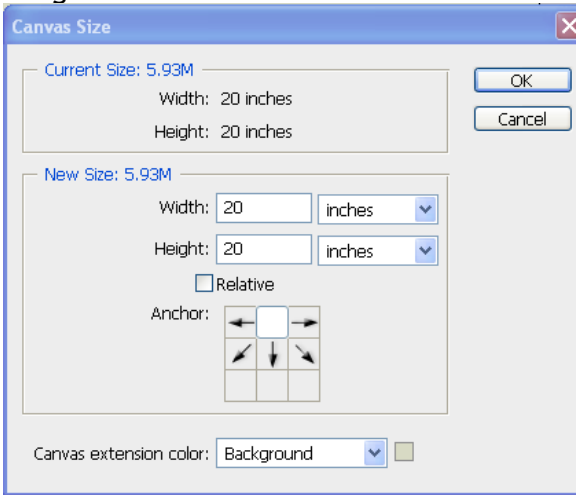


TUTORIAL GRAPHIC STAIRS PhyllisPicardi

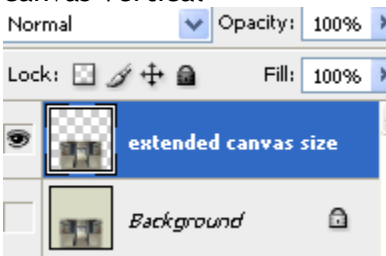
First open the photo you want to use.



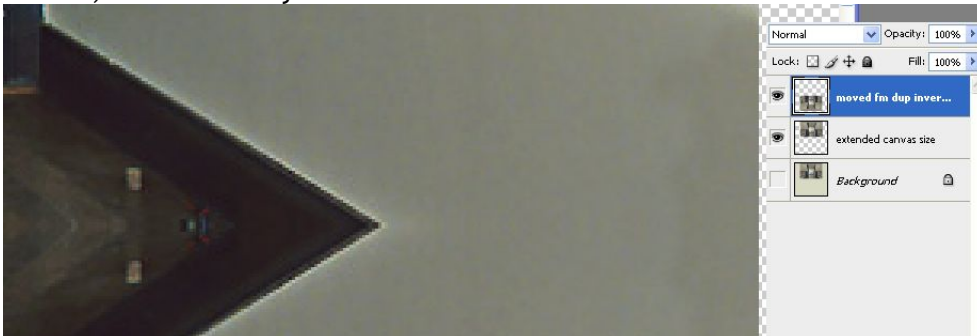
Next increase canvas size, placing image location at center top. Use a color from your image as the extension color.



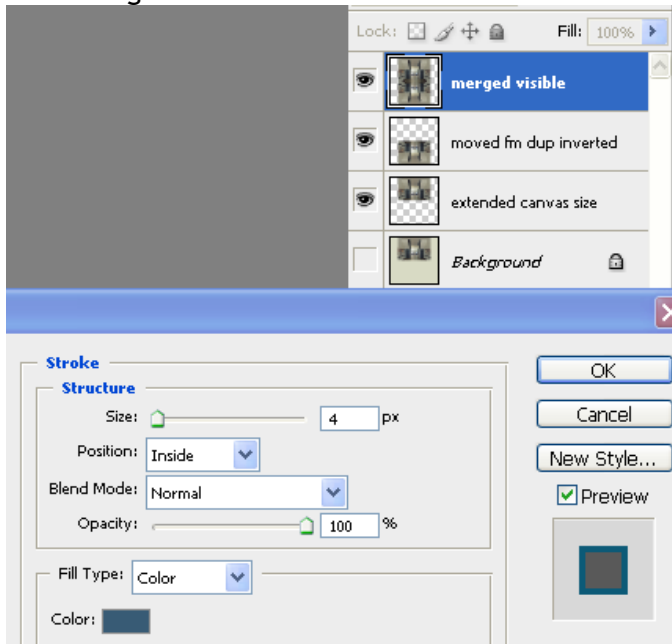
Image>duplicate image. Turn off eyeball of background layer. Image>Rotate image>Flip canvas Vertical



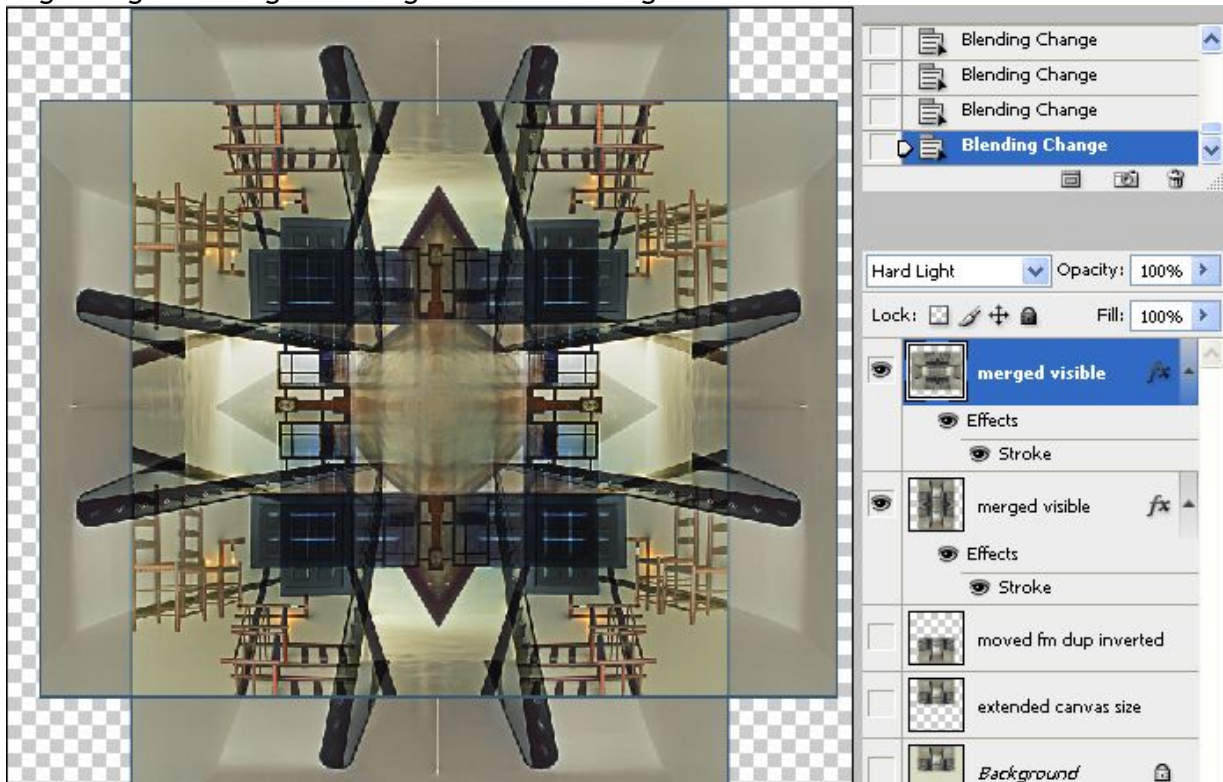
Now you are ready to drag inverted image onto the original canvas, use arrow keys to control exact match.



Turn off eyeball of Background & merge visible layers. Add an inside stroke, using color from image.

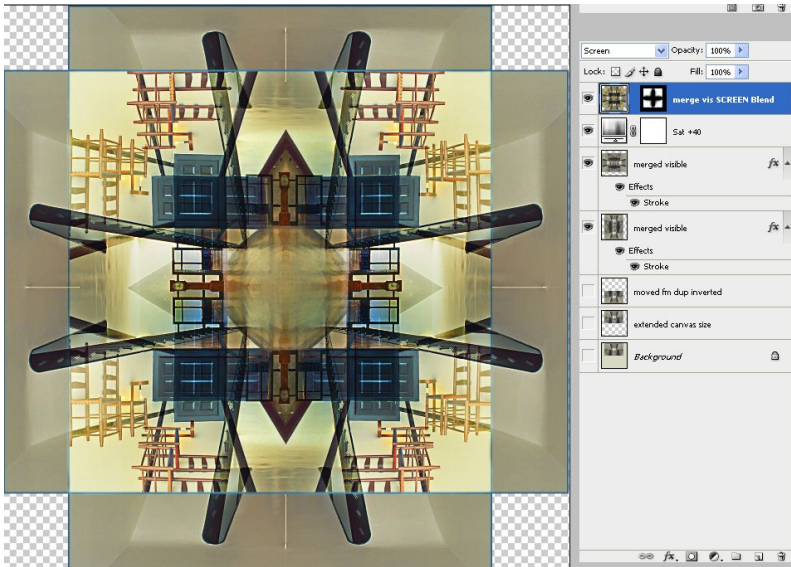


Turn off eyeballs on all but the “merged visible” layer, then- Image>duplicate image>RotateCanvas 90 degrees. Now drag this layer to the top layer of the image that you have been building. Use guides and arrow keys to align images. Change blending mode to Hard Light for effect.

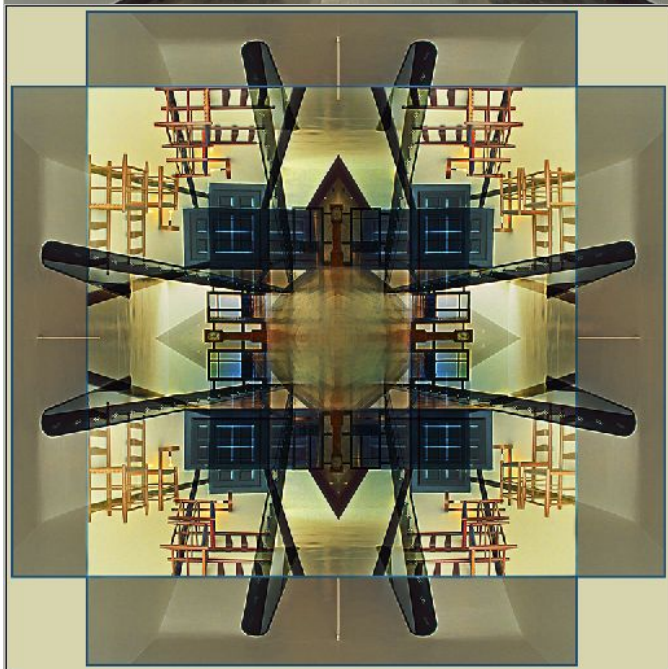


Next add a saturation layer to punch up image, I used 40%.

Then I added a layer, merging visible, and chose the desired effect from the blending modes using my arrow keys. In this case I liked what the screen mode did for parts of the image, so I masked in the areas that I did not want affected by the blending mode change.



Then I made a new layer, merged visible and changed the blending mode to 50% Multiply, sized, sharpened, and turned on the eyeball of the background layer to give edge shade.
original



final abstract