



# Toolbox Tuesdays Training Materials

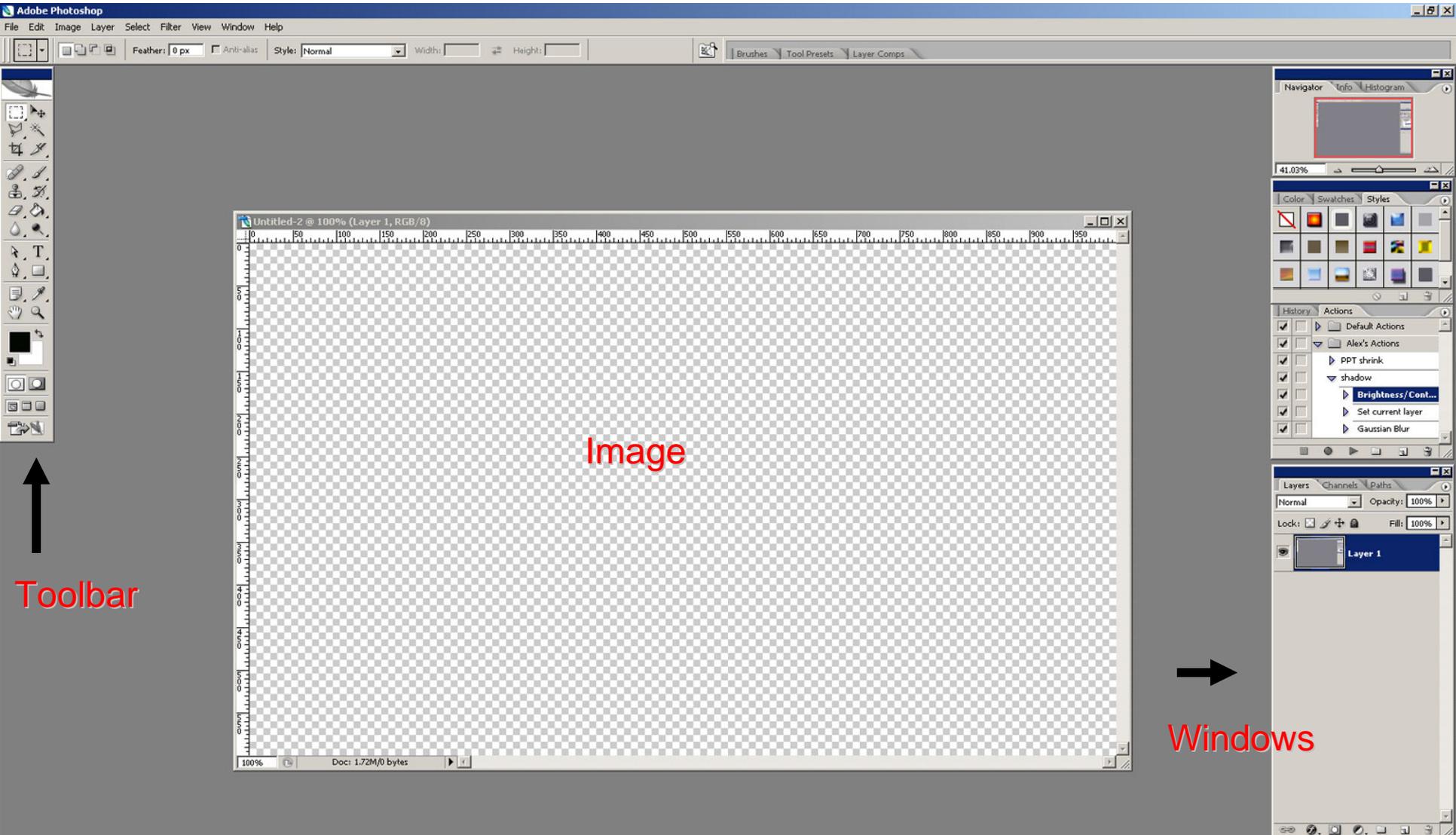
## **COMMUNICATIONS IN PLANNING: BEGINNING VISUALIZATIONS**



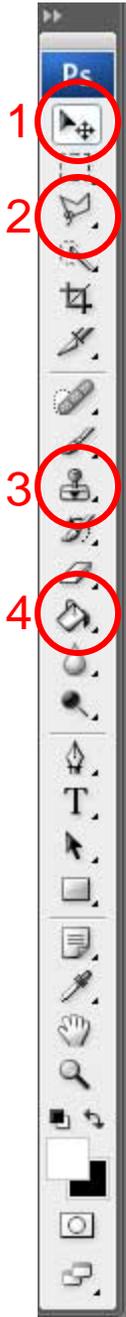
# Creating Photomorphs

## Lesson 1

# Basic Photoshop Interface



# Basic Photoshop Interface



Toolbar (on left)

Tools we will use in this lesson:



1. Select Tool



2. Polygon Lasso Tool



3. Clone Tool



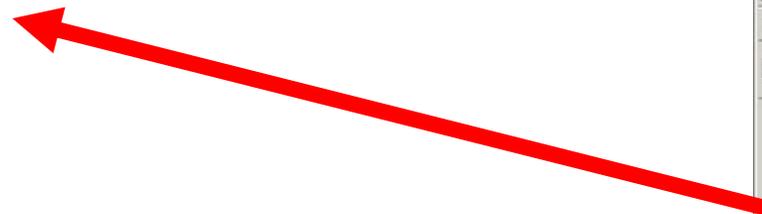
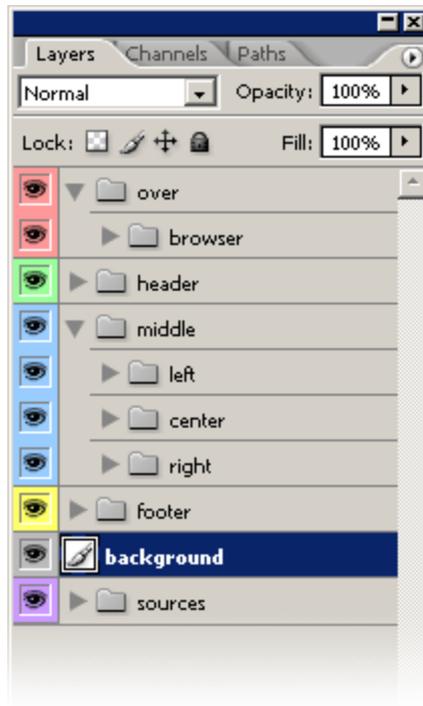
4. Paint Bucket

# Basic Photoshop Interface

Windows we will use in this lesson

Windows (on Right)

Layer window:





# Step 1. Clean and Add in Streetscape Elements

- a) Understanding Layering (Copy Base image)
- b) Clean Pavement (Clone Tool)
- c) Create Crosswalk Striping (Select, Paint tools)
- d) Add in Wide Sidewalk (Polygon Select, Copy, Transform tools)
- e) Add People and Trees (Browse, Transform tools)
- f) Create Shadows (Brightness/Contrast, Opacity, Gaussian Blur, Transform tools)





## Step 2. Add in Buildings

- a) Select Building (Polygon Select, Copy/Paste, Transform tools)
- b) Adjust Coloring (Shadow/Highlights, Brightness/Contrast)
- c) Exporting Sequence (Save for Web)

# Base Image



# Step 1a. Understanding Layering

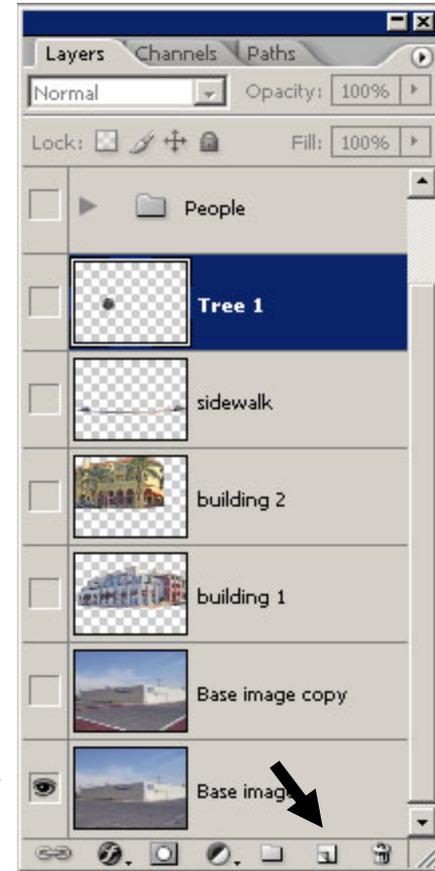
The order of the layers is how they will appear in the project

i.e.- Tree is over sidewalk, is over building 2, is over building 1 etc.

## Copy Base image

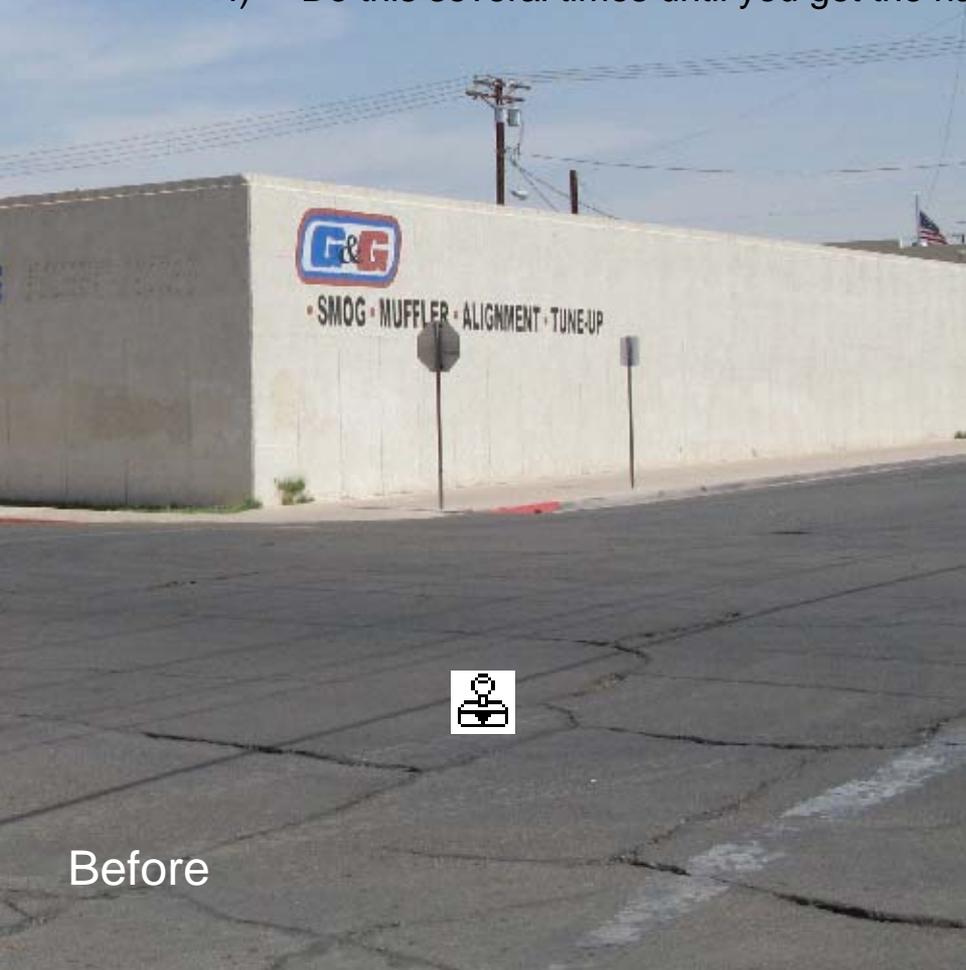
Drag Base image onto  
“Create a new layer” button

This creates a copy of the layer above the original:  
“Base image copy”

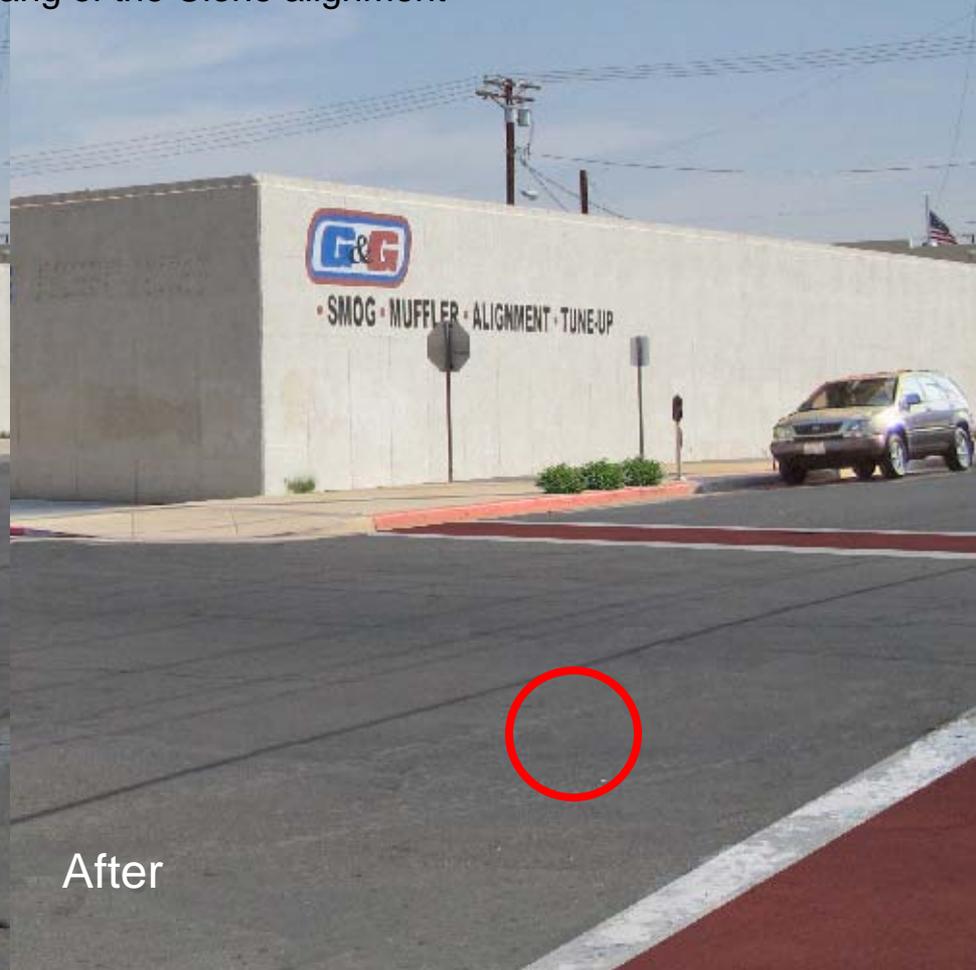


## Step 1b. Clean Pavement (Clone Tool)

- a) Select the Layer you want to clean
- b) Select Clone Tool from left Toolbar 
- c) Hold the Alt key, find a clean area next to area you wish to clean
- d) Click left mouse button and release Alt key (this tells the program where to clone from)
- e) Move mouse to where you wish to clean, click the left button and start painting over the cracks
- f) Do this several times until you get the hang of the Clone alignment



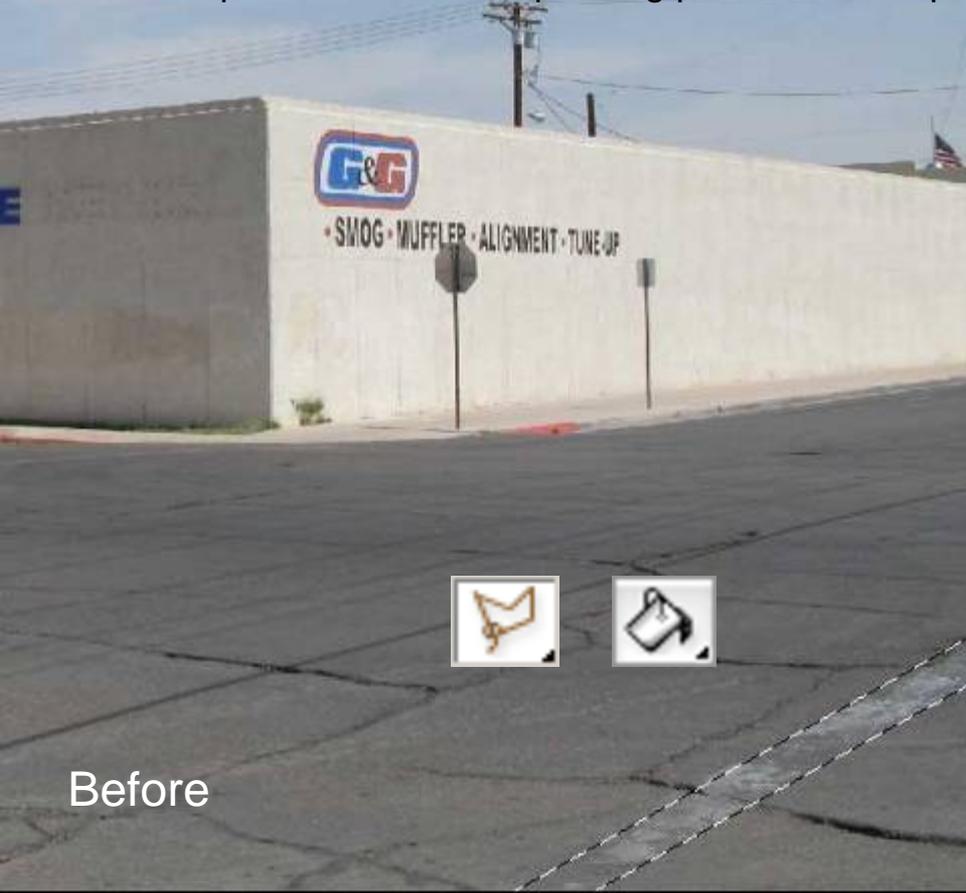
Before



After

## Step 1c) Create Crosswalk Striping (Select, Paint tools)

1. Select the Layer that contains the copy of your base image
2. Select the Polygonal Lasso Tool from the left toolbar (under Lasso Tool)
3. Select the area around the existing, faded crosswalk
4. Select the Paint Bucket tool from the left toolbar (under Gradient Tool)
5. Paint inside the selection
  - a) Experiment with the Mode settings (on the options menu at top of screen) to achieve better realism. Try Soft Light or Multiply etc.
6. Repeat selection and painting process to complete the other cross walk stripings



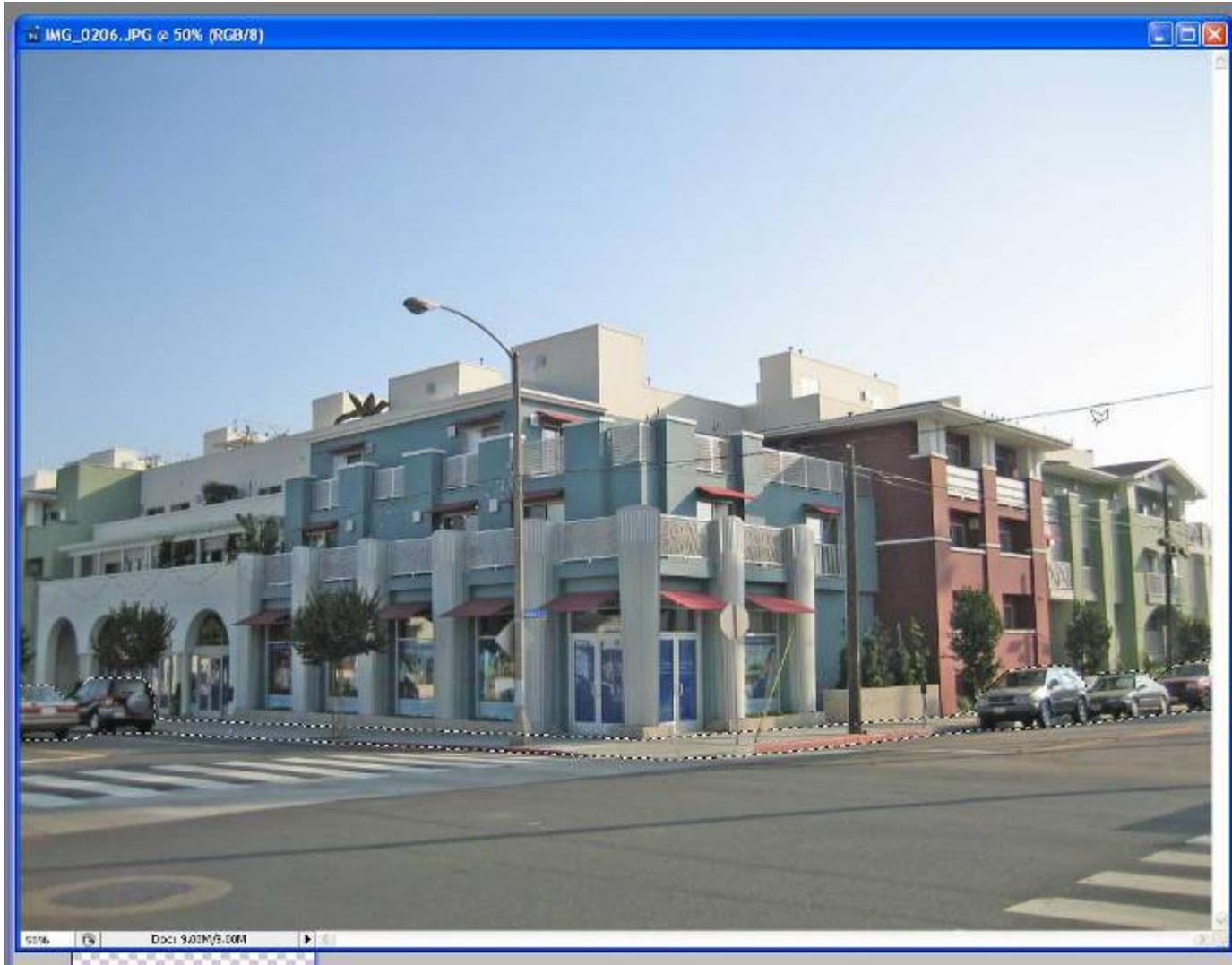
Before



After

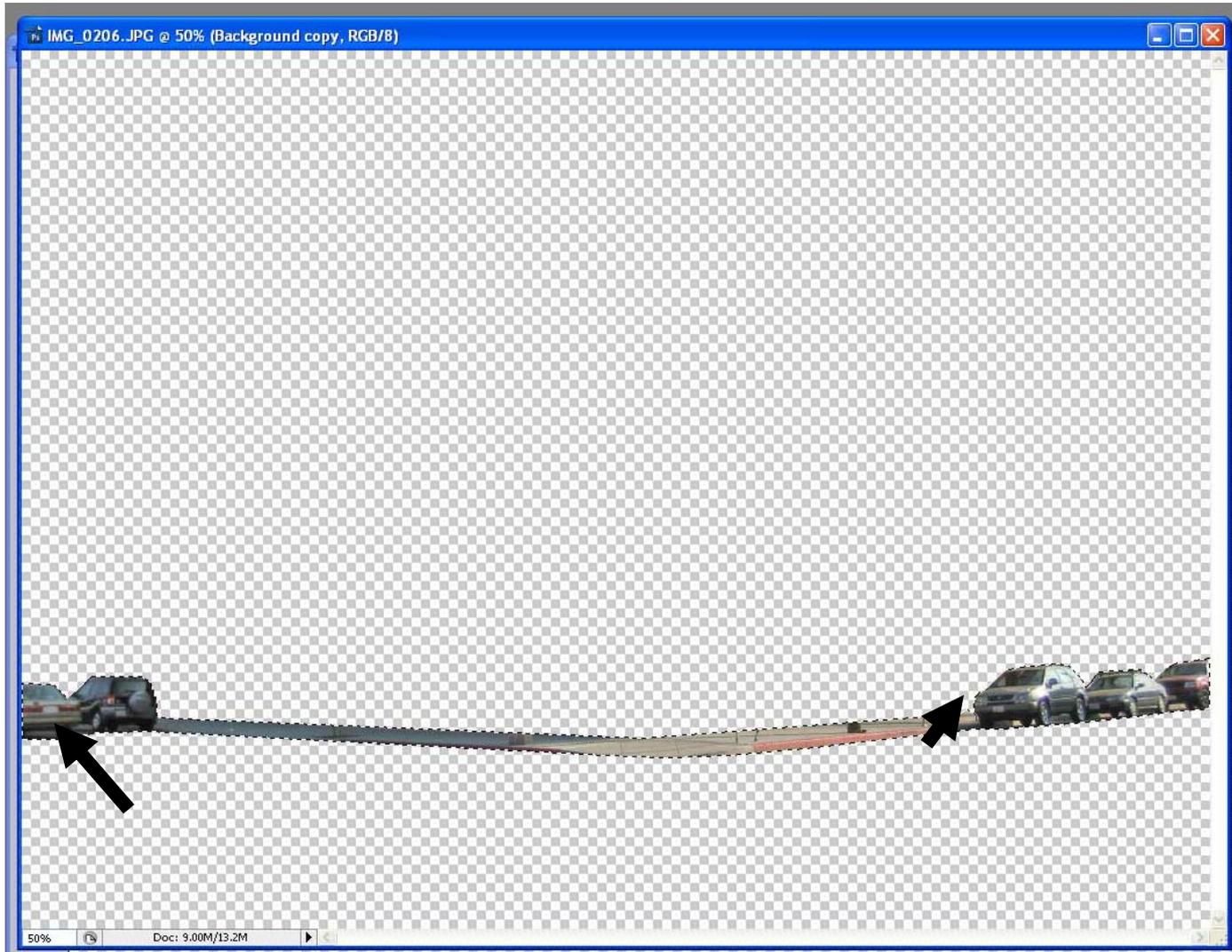
# Step 1d) Add in Wide Sidewalk (Polygon Select, Copy, Transform tools)

1. Open an image that has a good example of a wide sidewalk and has a similar angle of view



# Step 1d) Add in Wide Sidewalk (Polygon Select, Copy, Transform tools)

2. Select around the sidewalk area using the Polygonal Select tool 
3. Include any additional elements you want to show up in your photomorph (cars, lamp posts, etc)



# Step 1d) Add in Wide Sidewalk (Polygon Select, Copy, Transform tools)

5. Copy the selection and Paste it into your photomorph project
6. Select the layer that contains your copied sidewalk
7. Select the Distort option from the Transform file menu under the Edit menu (Edit > Transform > Distort)
8. Manipulate the sidewalk layer by pulling and pushing on the square boxes at the edge  
-- Note: Hold the Shift key while scaling to proportionately scale any object
9. Try your best to align the sidewalk and get the perspective correct
10. Experiment with other Transform options to achieve the desired result (Scale, Rotate, Skew, Perspective etc)

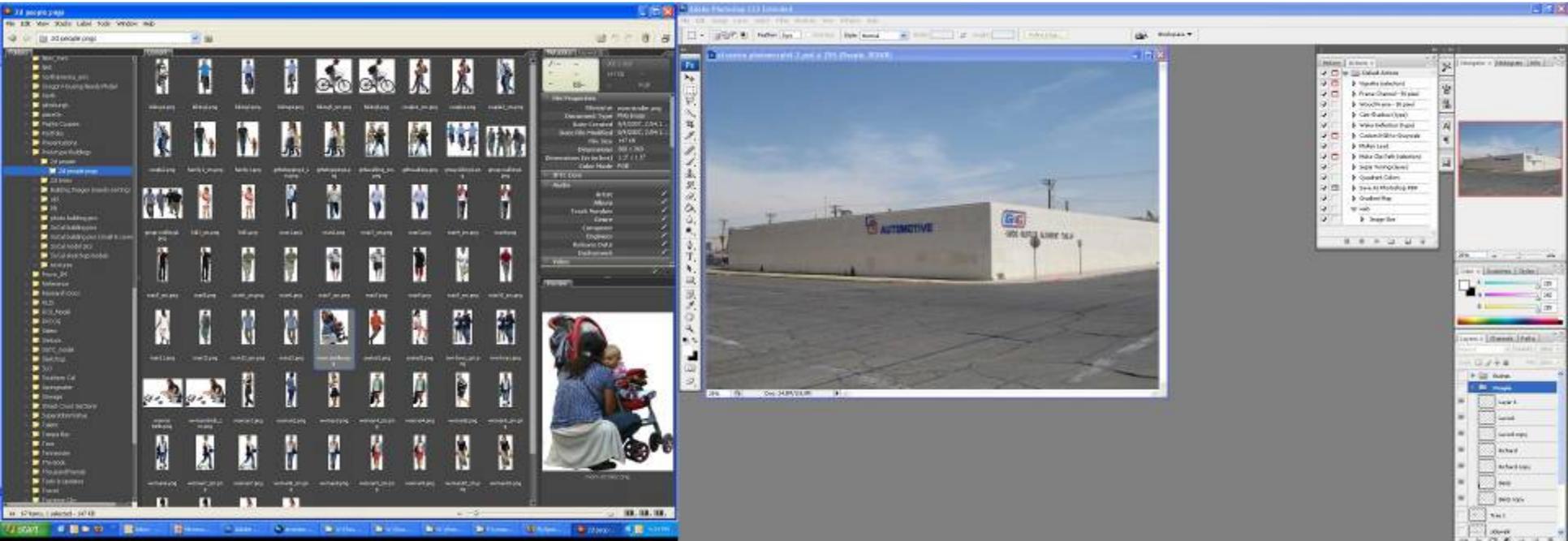


# Step 1d) Add in Wide Sidewalk (Polygon Select, Copy, Transform tools)



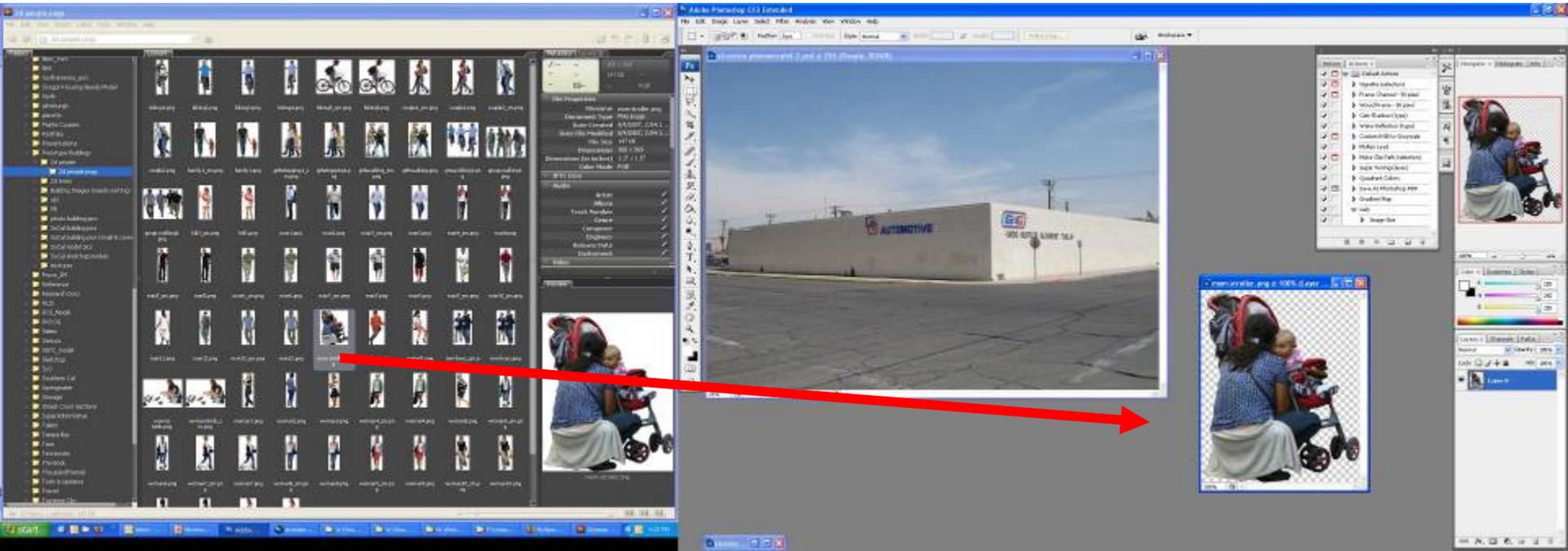
# Step 1e) Add People and Trees (Browse, Transform tools)

1. Select Browse from the File menu (File > Browse)
2. Browse to the file location of the “PNG Trees” or “PNG People”
3. Click and drag over a person you want to add to your photomorph
4. Using the Move tool, click on the person and drag them into your photomorph document
5. Select the Free Transform option under the Edit menu on the top toolbar
6. Scale the person to the appropriate size and move the person to where you want them.



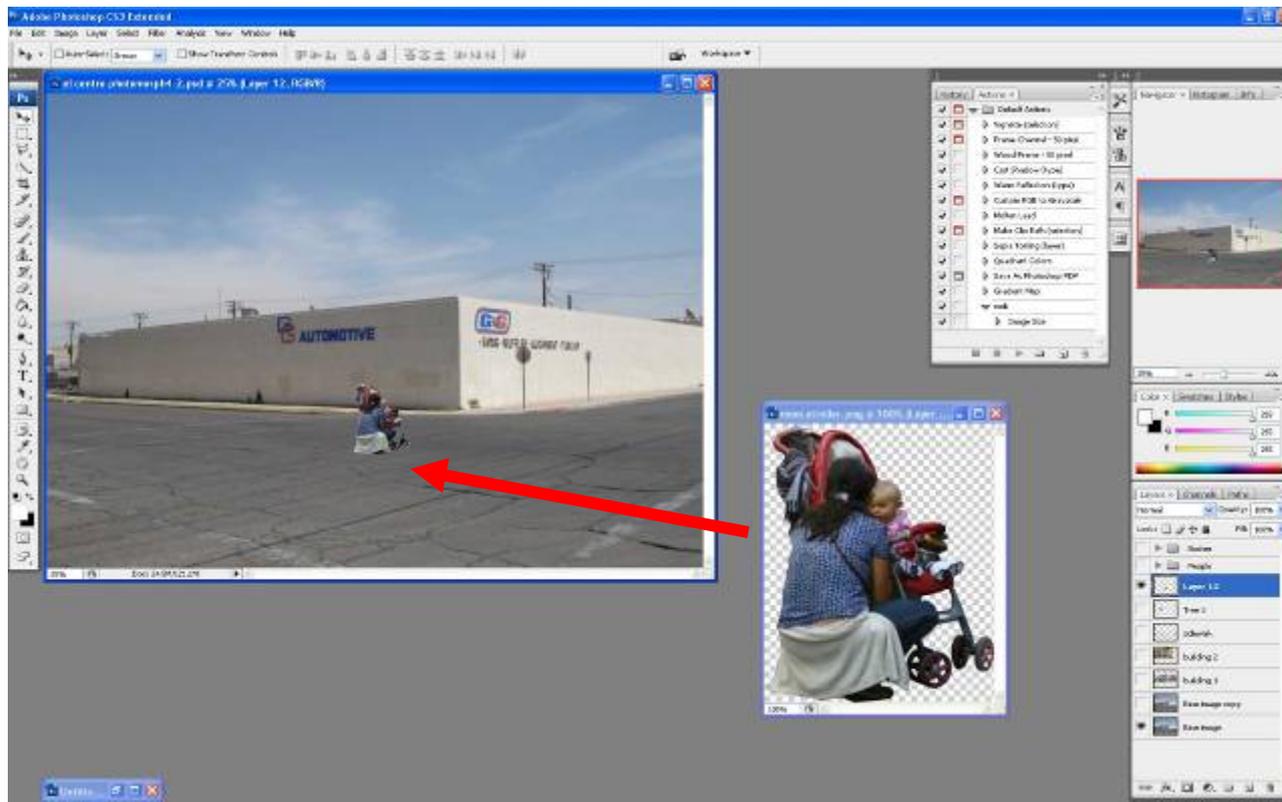
# Step 1e) Add People and Trees (Browse, Transform tools)

1. Select Browse from the File menu (File > Browse)
2. Browse to the file location of the “PNG Trees” or “PNG People”
- 3. Click and drag over a person you want to add to your photomorph
4. Using the Move tool, click on the person and drag them into your photomorph document
5. Select the Free Transform option under the Edit menu on the top toolbar
6. Scale the person to the appropriate size and move the person to where you want them.



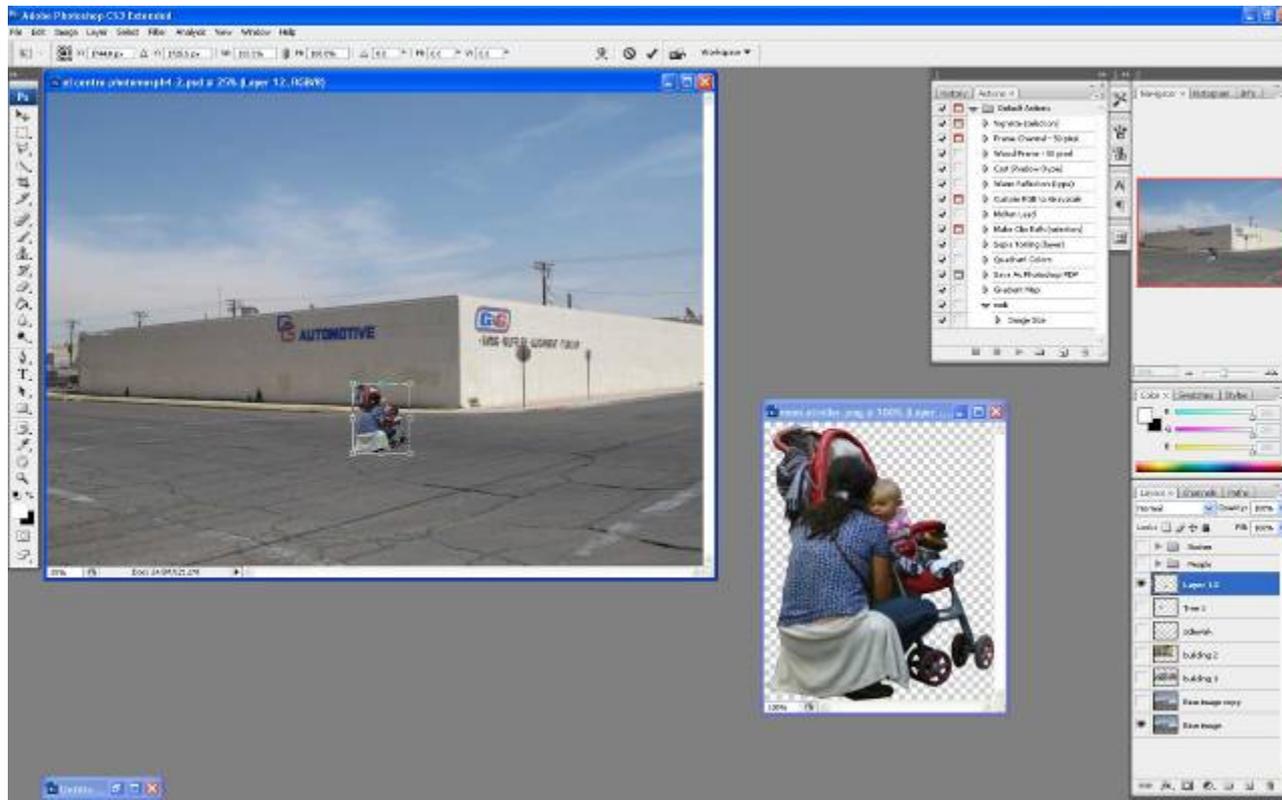
# Step 1e) Add People and Trees (Browse, Transform tools)

1. Select Browse from the File menu
2. Browse to the file location of the PNG Trees or PNG People
3. Click and drag over a person you want to add to your photomorph
- 4. Using the Move tool, click on the person and drag them into your photomorph document 
5. Select the Free Transform option under the Edit menu on the top toolbar
6. Scale the person to the appropriate size and move the person to where you want them.



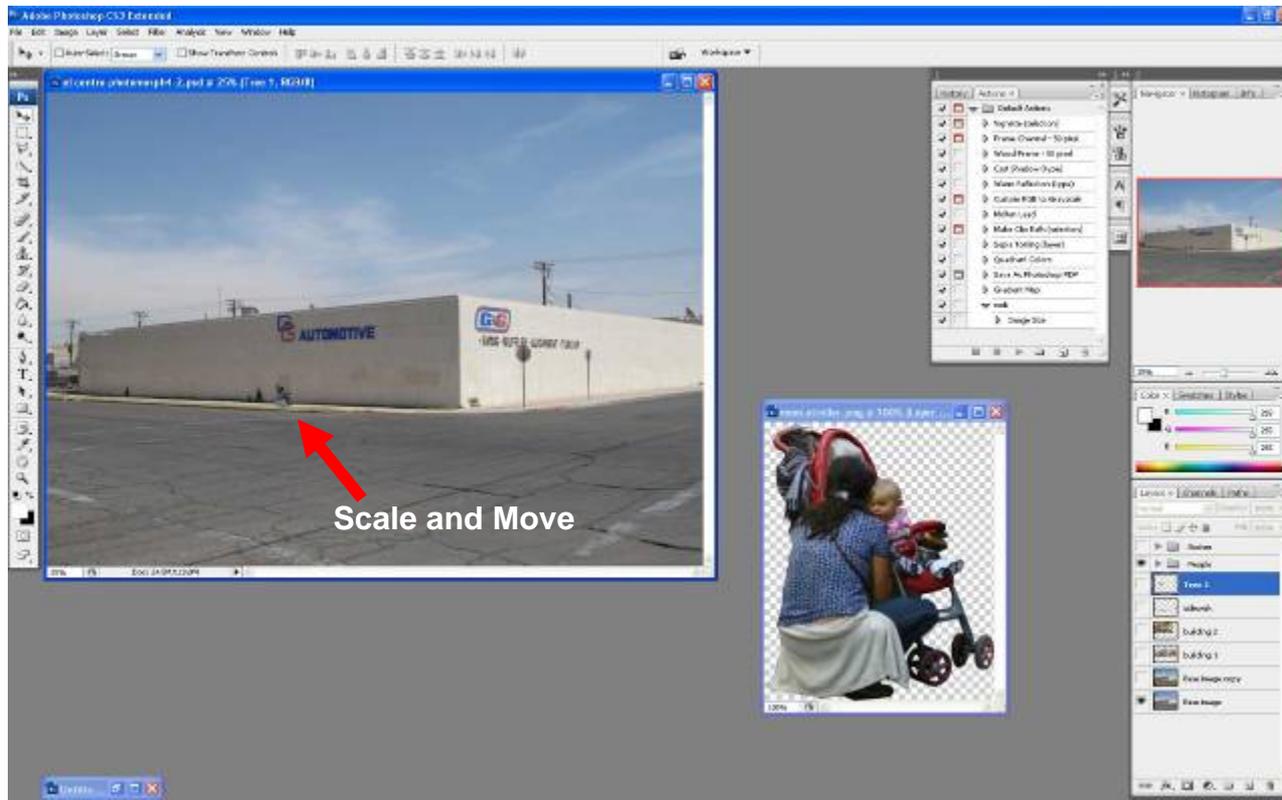
# Step 1e) Add People and Trees (Browse, Transform tools)

1. Select Browse from the File menu
2. Browse to the file location of the PNG Trees or PNG People
3. Click and drag over a person you want to add to your photomorph
4. Using the Move tool, click on the person and drag them into your photomorph document
- 5. Select the Free Transform option under the Edit menu on the top toolbar
6. Scale the person to the appropriate size and move the person to where you want them.



# Step 1e) Add People and Trees (Browse, Transform tools)

1. Select Browse from the File menu
2. Browse to the file location of the PNG Trees or PNG People
3. Click and drag over a person you want to add to your photomorph
4. Using the Move tool, click on the person and drag them into your photomorph document
5. Select the Free Transform option under the Edit menu on the top toolbar
6. Scale the person to the appropriate size and move the person to where you want them.



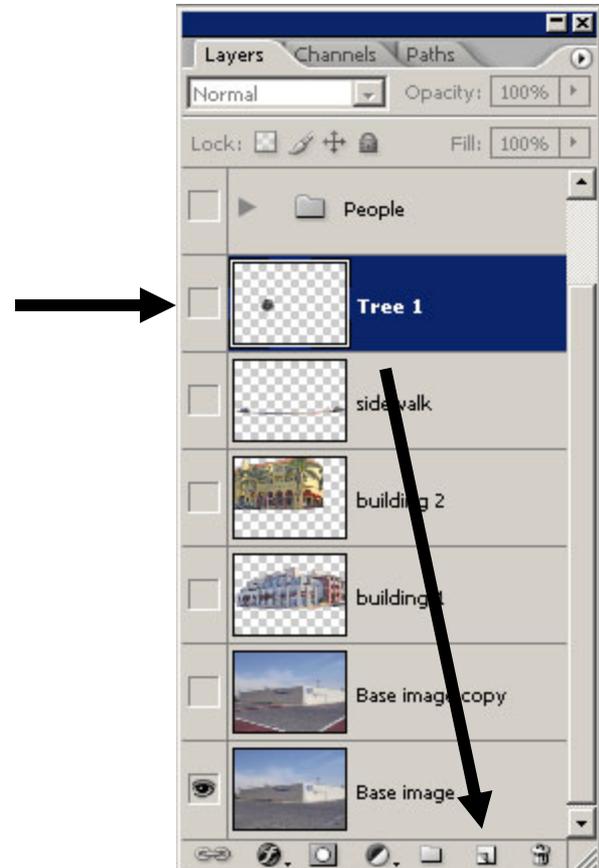
# Step 1f) Create Shadows (Brightness/Contrast, Opacity, Gaussian Blur, Transform tools)

1. Select the layer that contains the object you want to create a shadow for
2. Make a copy of the layer by dragging it onto the “Create a new layer” button
3. Select the new layer (ie- “[layer name] copy”)

## How to copy layer you want to add shadow to:

Drag layer onto “Create a new layer” button

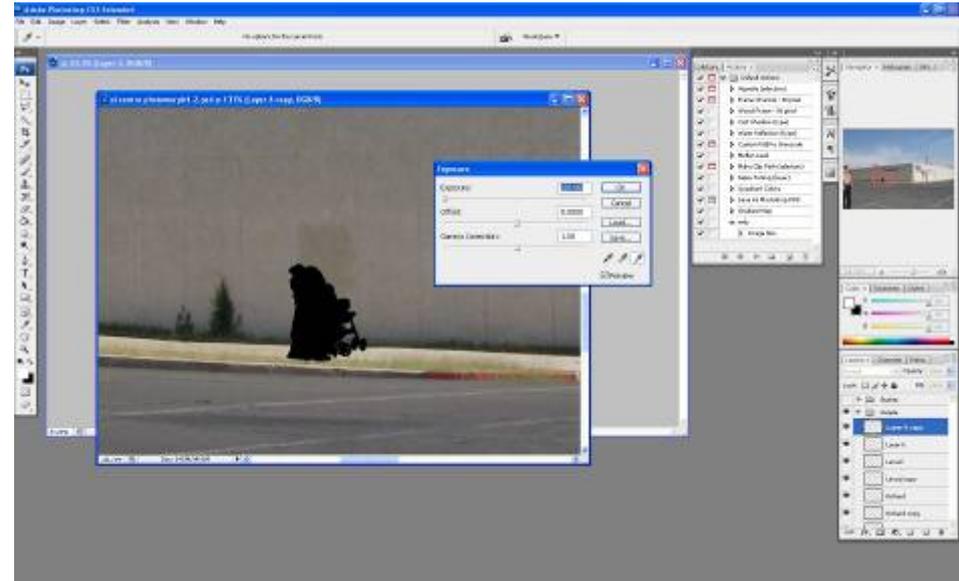
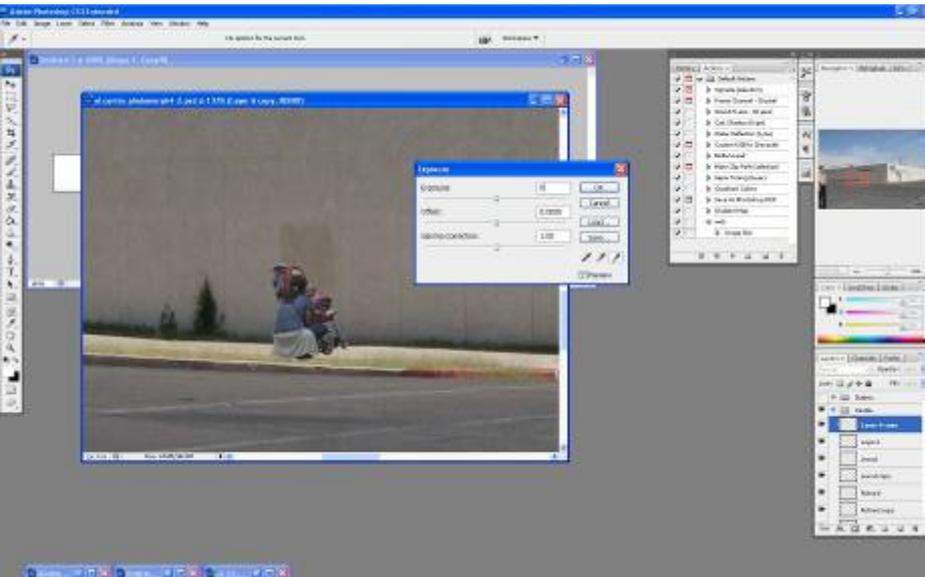
This creates a copy of the layer above the original:  
“[layer name] copy”



# Step 1f) Create Shadows (Brightness/Contrast, Opacity, Gaussian Blur, Transform tools)

## Making your shadow Black

1. Turn the new layer black by adjusting the Exposure all the way down
2. First click on the Image menu, then selecting Adjustments, then Exposure (Image > Adjustments > Exposure)
3. Turn the Exposure all the way down (to the left), click OK

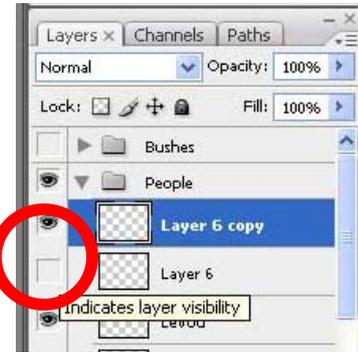


# Step 1f) Create Shadows (Brightness/Contrast, Opacity, Gaussian Blur, Transform tools)

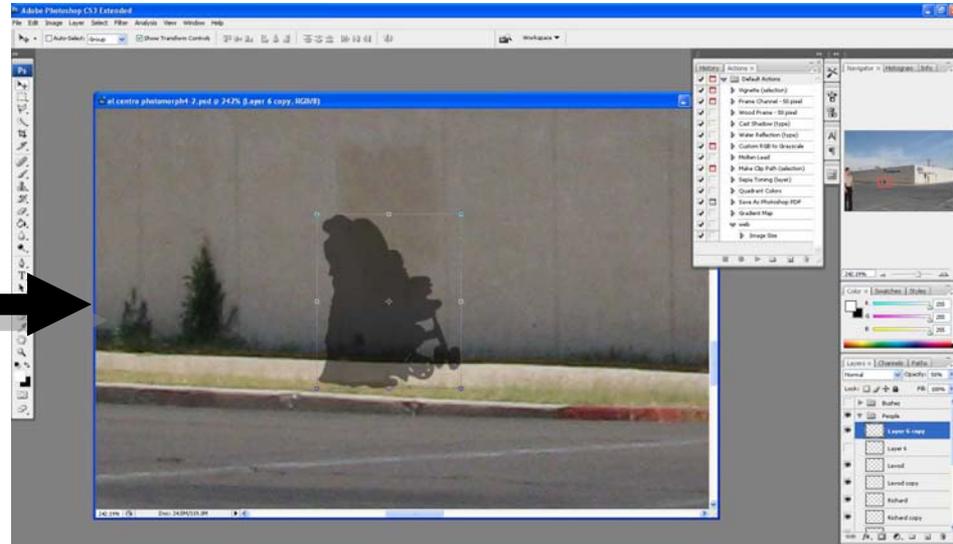
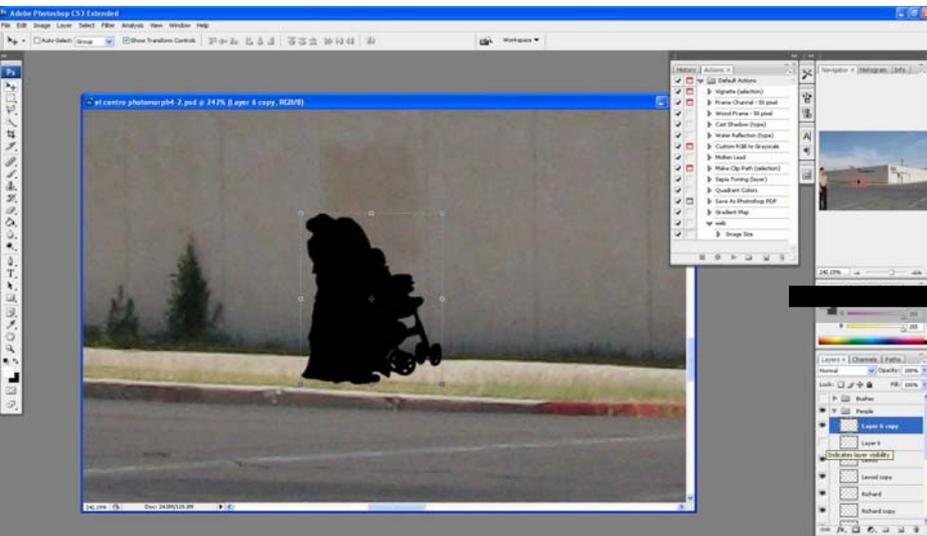
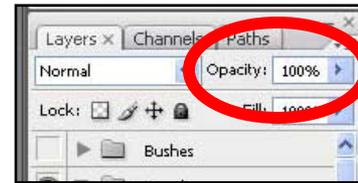
## Making your shadow Transparent

1. Turn off the original layer you copied in order to see the transparency adjustment

a) Click on the eyeball to the left of the layer



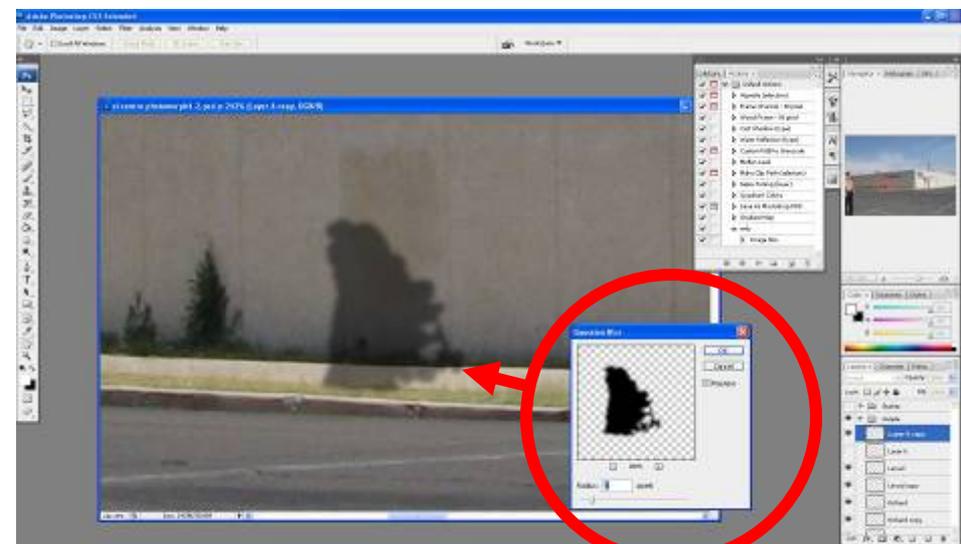
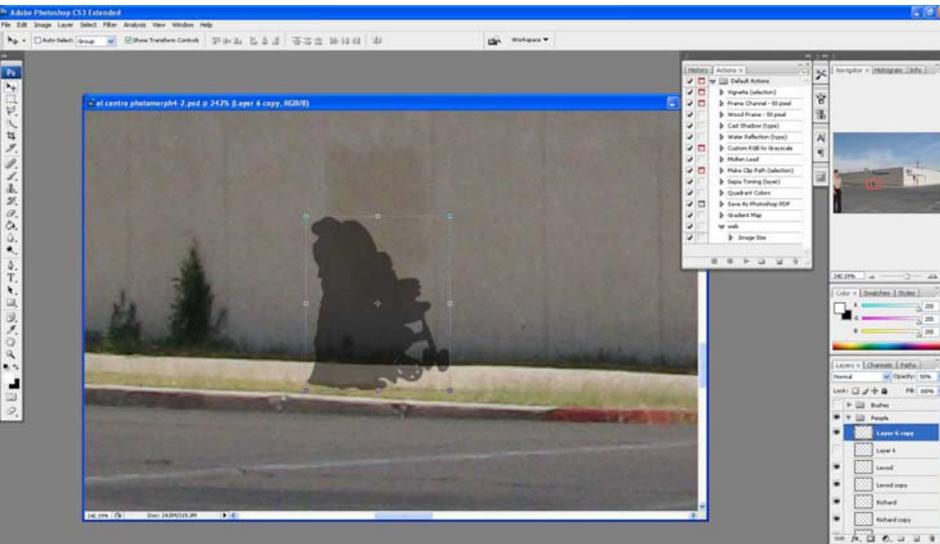
2. Adjust the Opacity in the Layers window to the right (ie- 50%)



# Step 1f) Create Shadows (Brightness/Contrast, Opacity, Gaussian Blur, Transform tools)

## Making your shadow Blurry

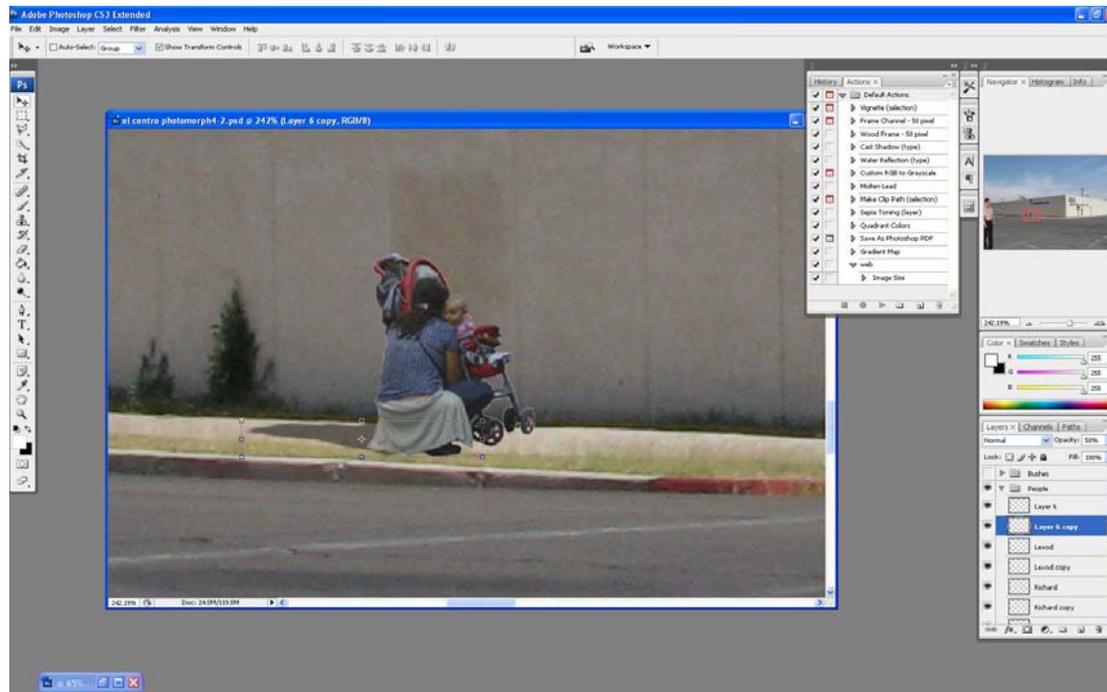
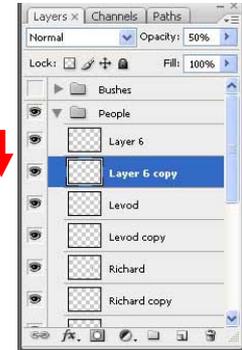
1. Select Gaussian Blur by clicking on Filter, then Blur, then Gaussian Blur (Filter > Blur > Gaussian Blur)
2. Adjust the amount of blur based on brightness of light, time of day, etc



# Step 1f) Create Shadows (Brightness/Contrast, Opacity, Gaussian Blur, Transform tools)

Lay your shadow on the ground below the original image

1. Click and drag the shadow layer below the original image
2. Transform the shadow with the Distort option
  - a) Click: Edit > Transform > Distort
3. Distort the shadow to achieve the appearance of alignment with the ground





## Step 2. Add in Buildings

- a) Select Building (Polygon Select, Copy/Paste, Transform tools)
- b) Adjust Coloring (Shadow/Highlights, Brightness/Contrast)
- c) Exporting Sequence (Save for Web)

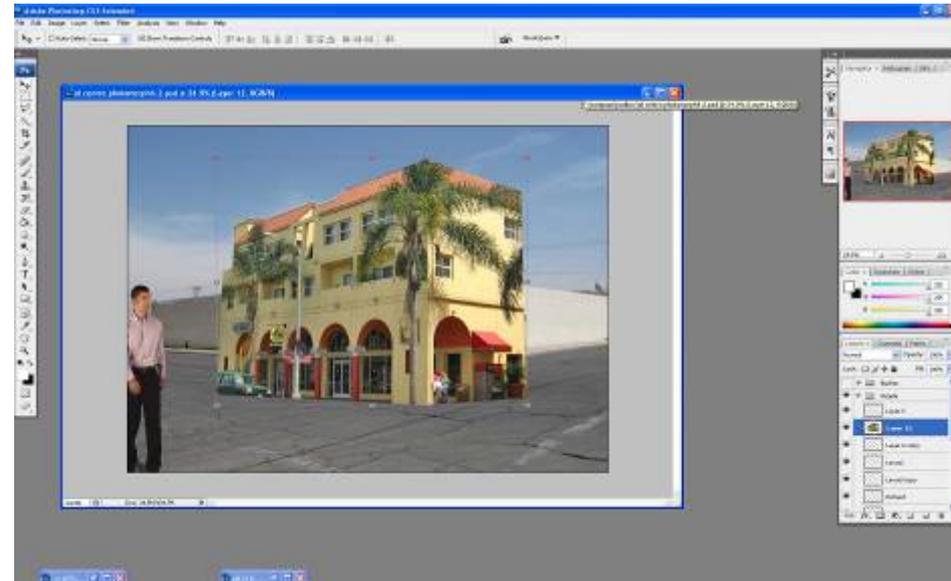
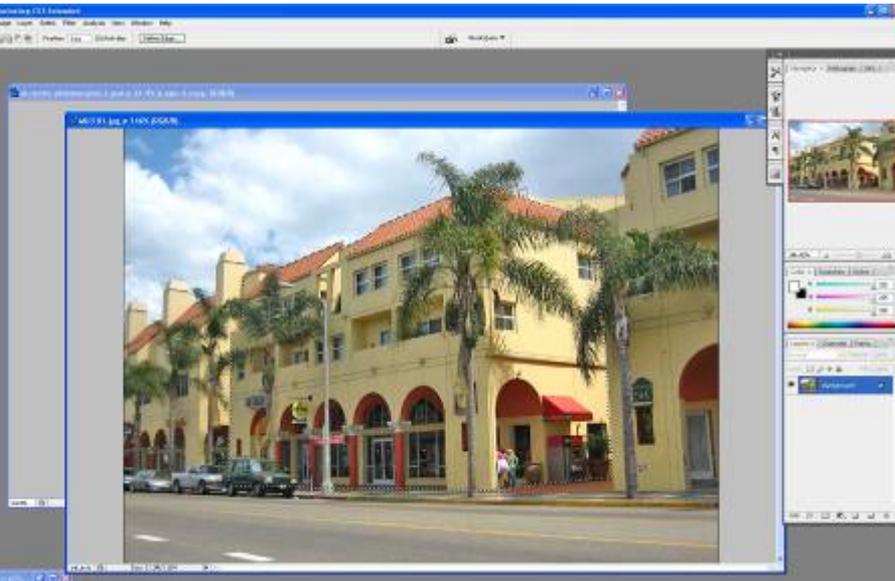
## Step 2a. Select Building (Polygon Select, Copy/Paste)

1. Open a picture of a building that has a similar perspective as the base image
2. Select around the building. Be sure to select both visible sides of the building.
3. Copy the selection and paste it into your photomorph project

Select



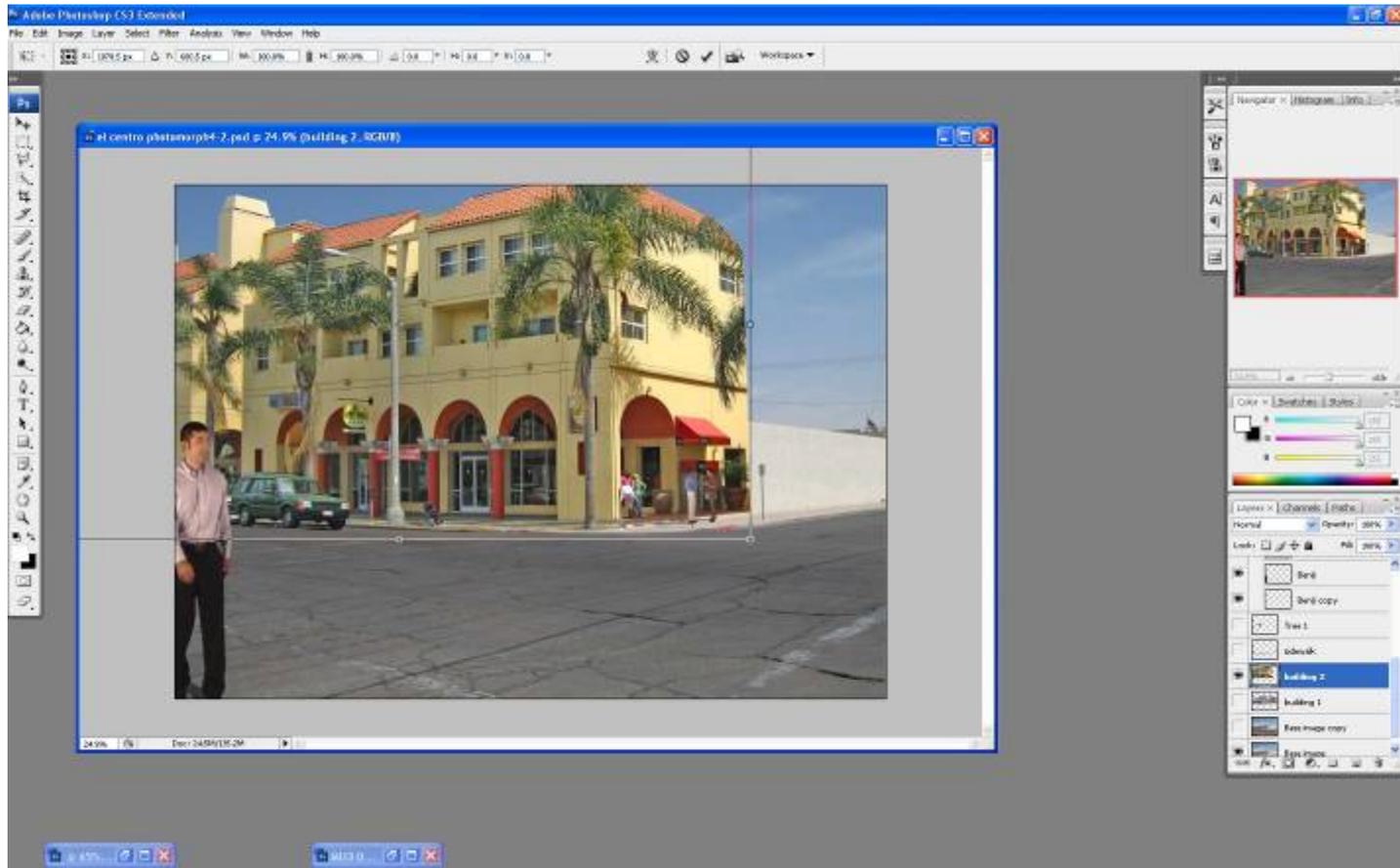
Paste



## Step 2a. Distort Building (Transform tools)

1. Use the Distort (and other Transform options) to tweak the perspective to match the base image
2. Move the building layer behind foreground elements such as trees and people
  - a) Click on the building layer and drag it up the list of layers

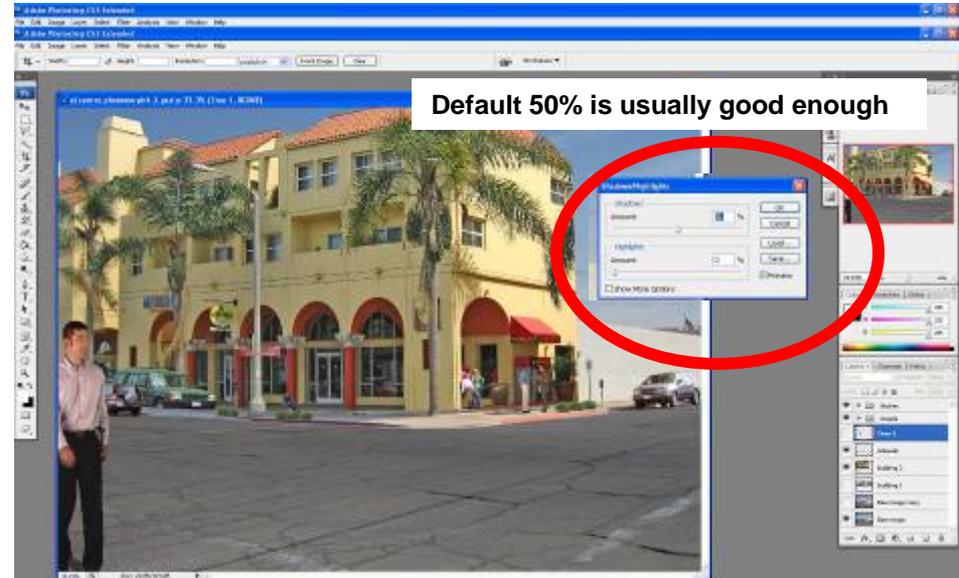
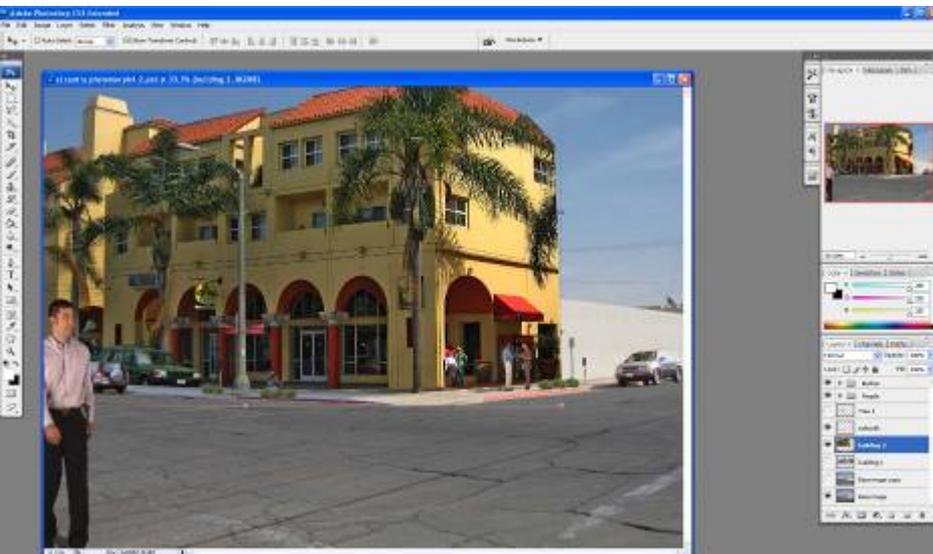
Correct perspective on building (Transform tool)



## Step 2b. Adjust Coloring (Shadow/Highlights, Brightness/Contrast)

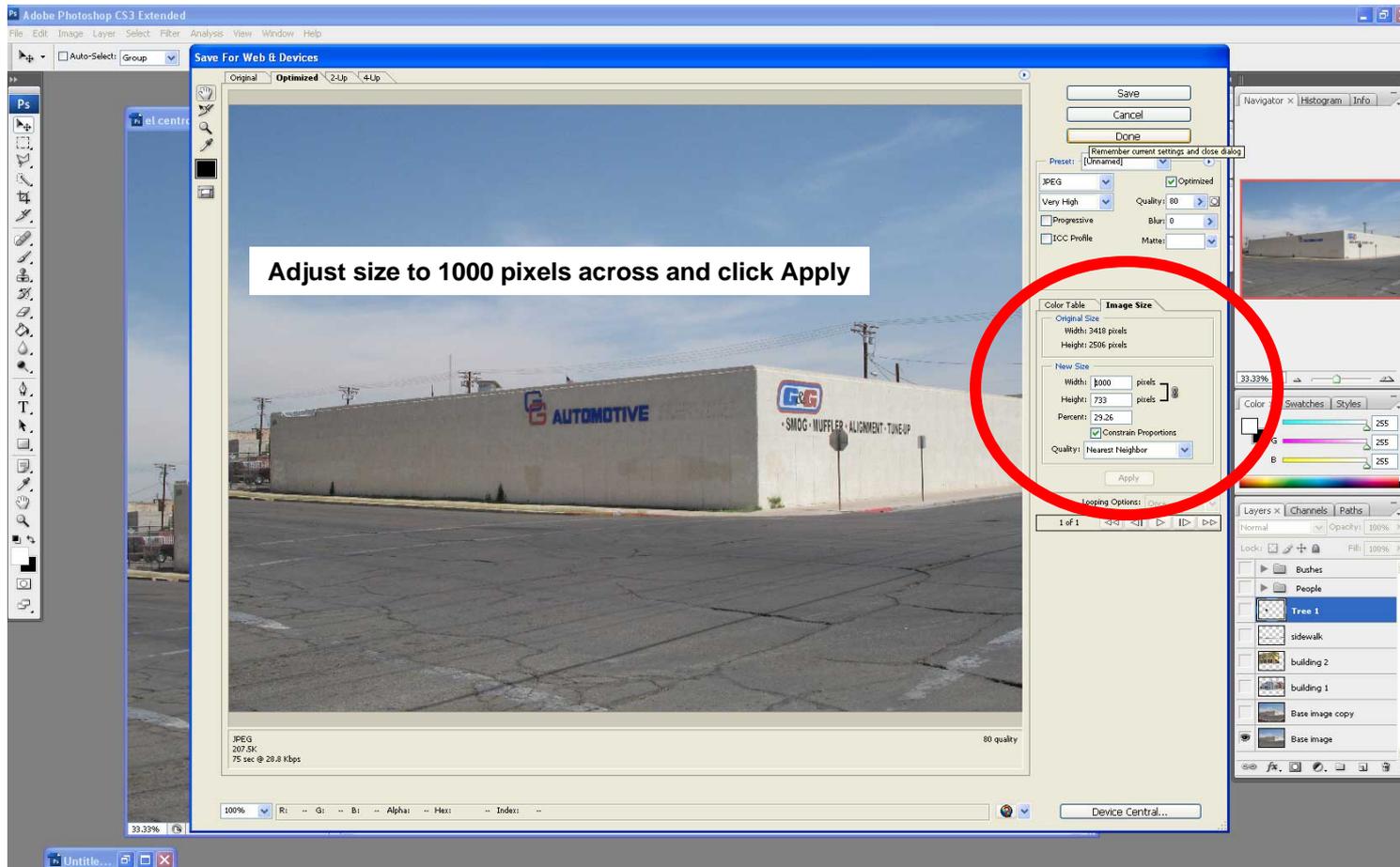
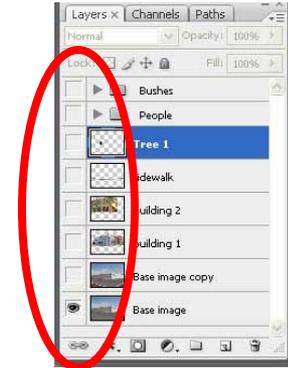
1. To improve realism, adjust the Shadow/Highlights and Brightness/Contrast of each element you add to your photomorph
2. Select the layer you want to adjust
3. Click on the Shadow/Highlights to brighten shadowy areas - good overall light balance for darker images.
  - a) Click: Image > Adjustments > Shadow/Highlights
4. To adjust Brightness or Contrast, click on Brightness/Contrast (also in the Adjustments menu)

**Shadow/Highlight** – a good tool to balance light and dark areas for more uniform light



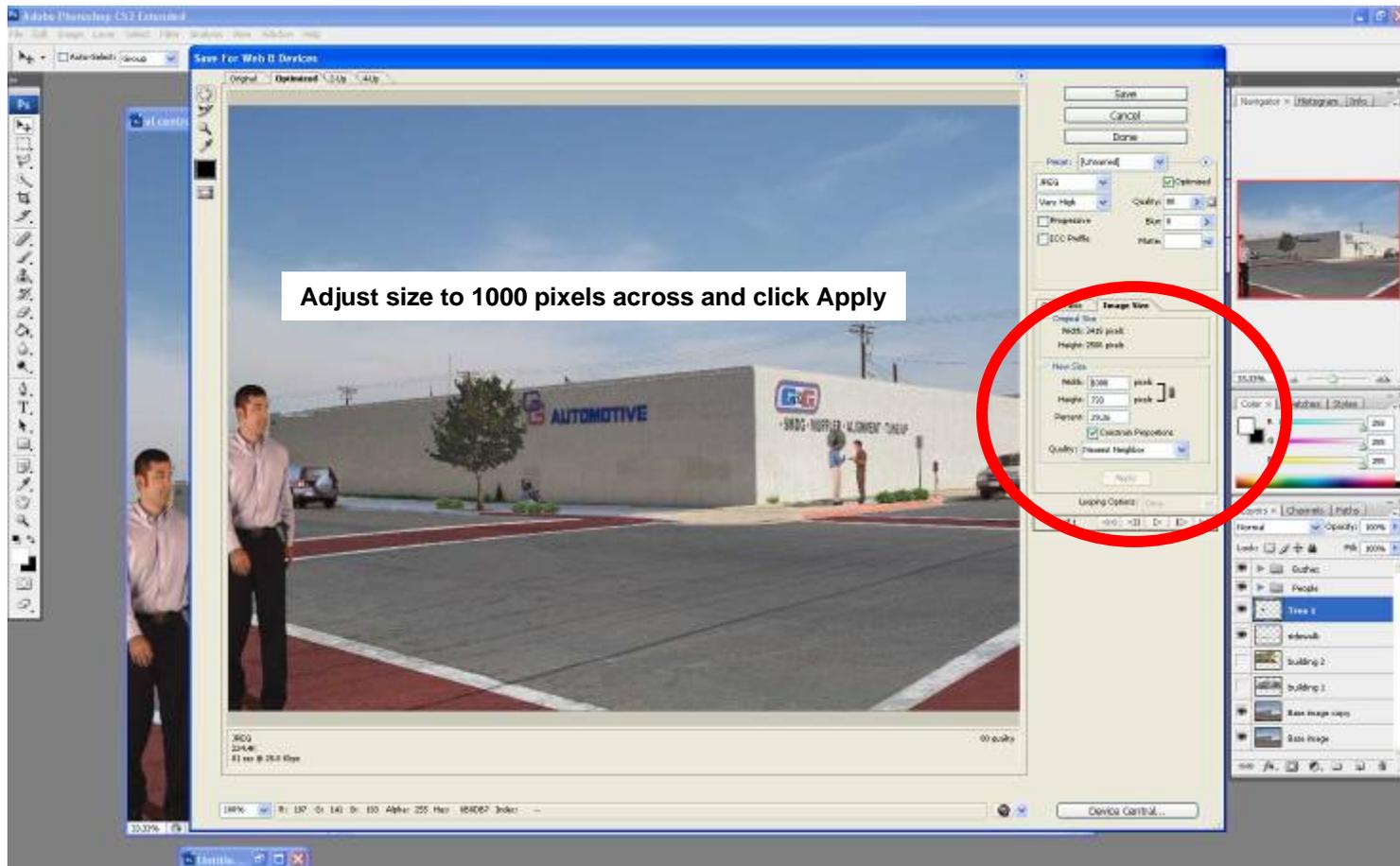
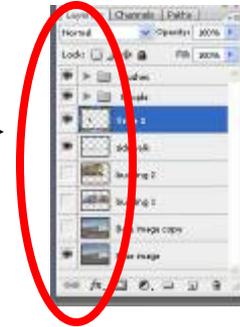
# Step 2b. Exporting Sequence (Save for Web)

1. Start by exporting the base image (unenhanced image)
  - a) Uncheck all layers except your base image
2. If the sequence is for Powerpoint or web, click File > Save for Web
3. Adjust size to 1000 pixels across (click on Image Size tab)
4. Then click Save on top right of box



## Step 2b. Exporting Sequence (Save for Web)

1. Next turn on the layers for street improvements, people and trees →
2. Click File > Save for Web
3. Adjust to 1000 pixels across, click Apply
4. Click Save on top right



# Step 2b. Exporting Sequence (Save for Web)

1. Next turn on the building layers
2. Click File > Save for Web
3. Adjust to 1000 pixels across, click Apply
4. Click Save on top right

