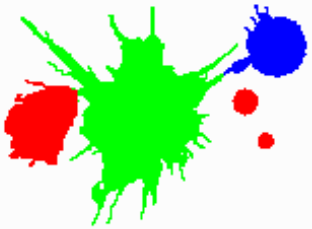
Sisteme software de prelucrarea imaginilor

Lucrul cu straturi (layere)

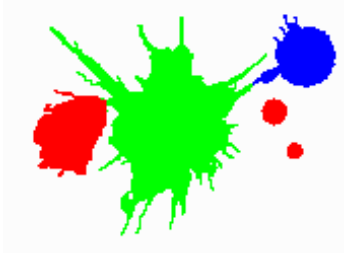


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LAPI

Lucrul cu masti



- Punctul de start: 3 poze facute in acelasi loc



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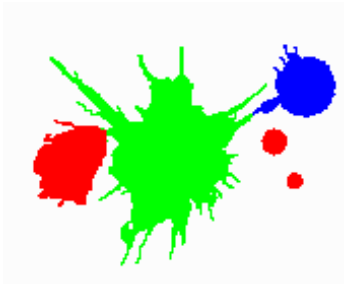
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Lucrul cu masti

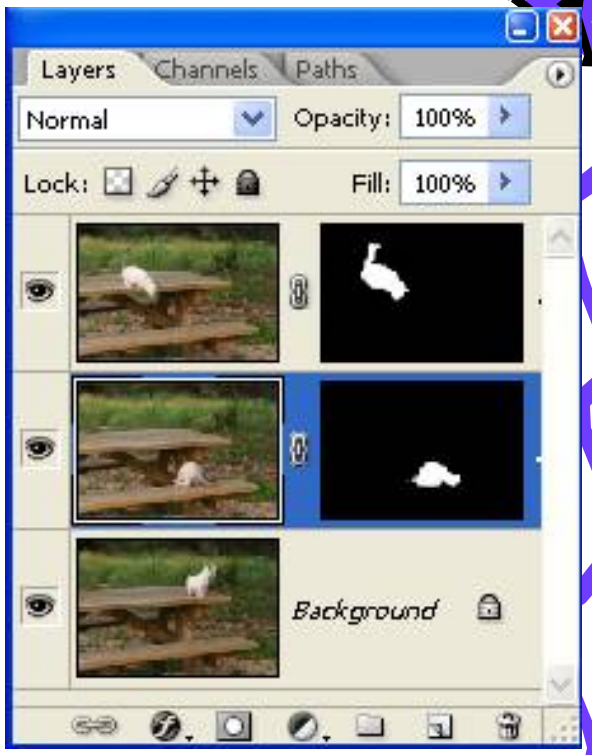


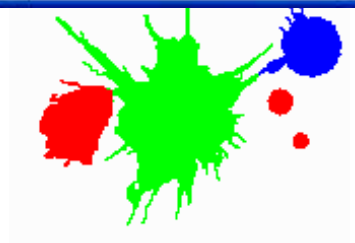
- Se deschid cele 3 poze
- Se selecteaza una dintre poze si se copiaza celelalte doua ca layere noi peste ea (*Select All, Copy, Paste*)
- La layerele noi adaugate se adauga masti de tip *Hide all* (negre)
- Se picteaza cu alb pe mastile adaugate astfel incat sa se faca vizibila pisica in fiecare din cele trei poze



Lucrul cu masti



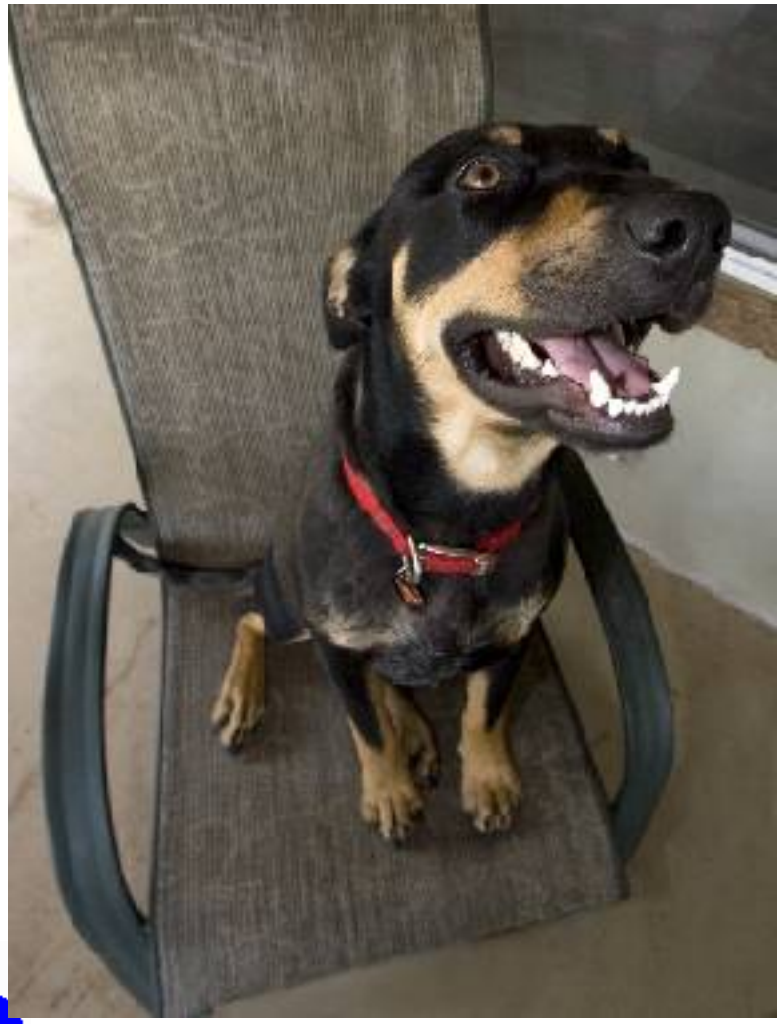




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Lucrul cu masti

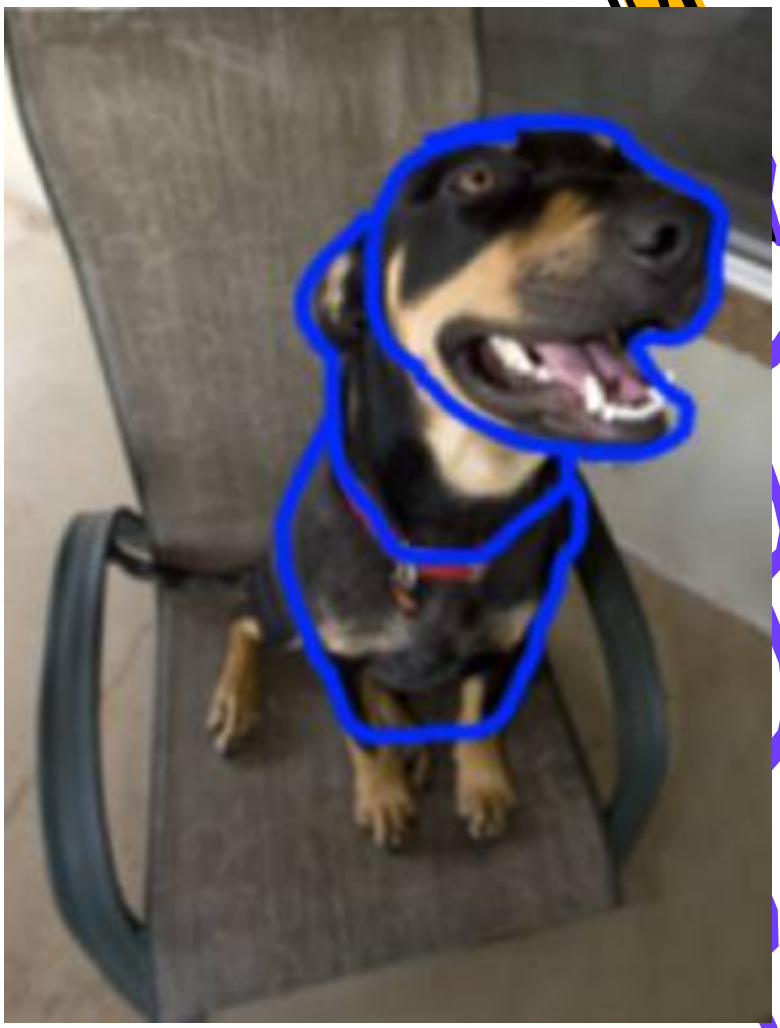


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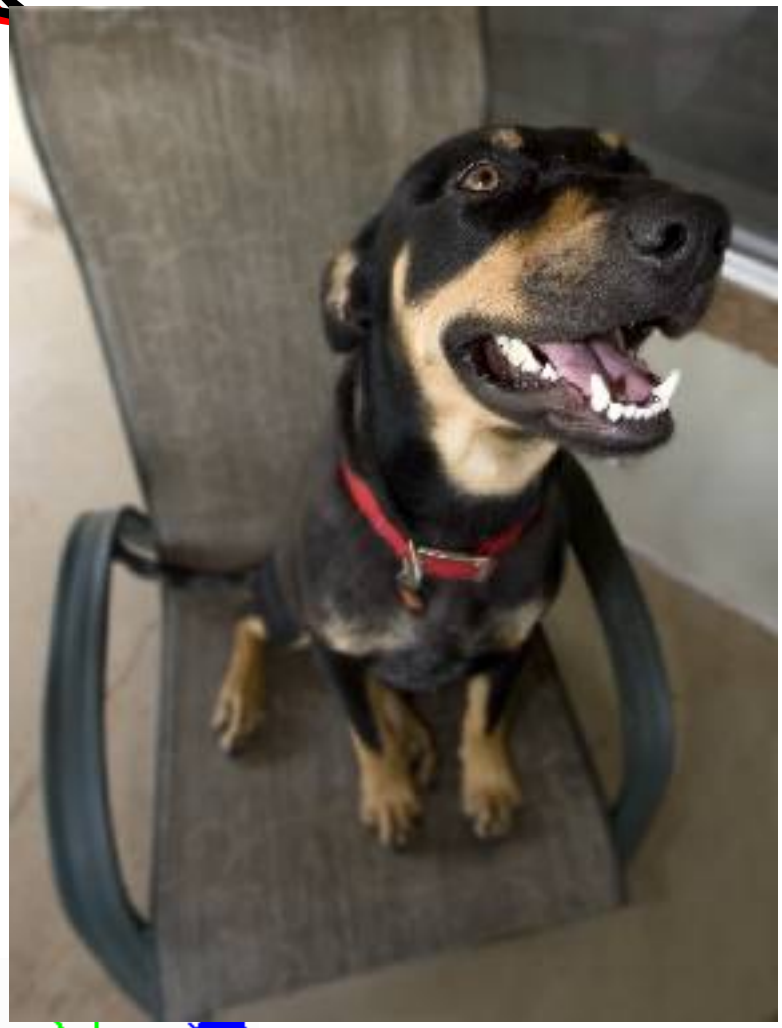
Lucrul cu masti

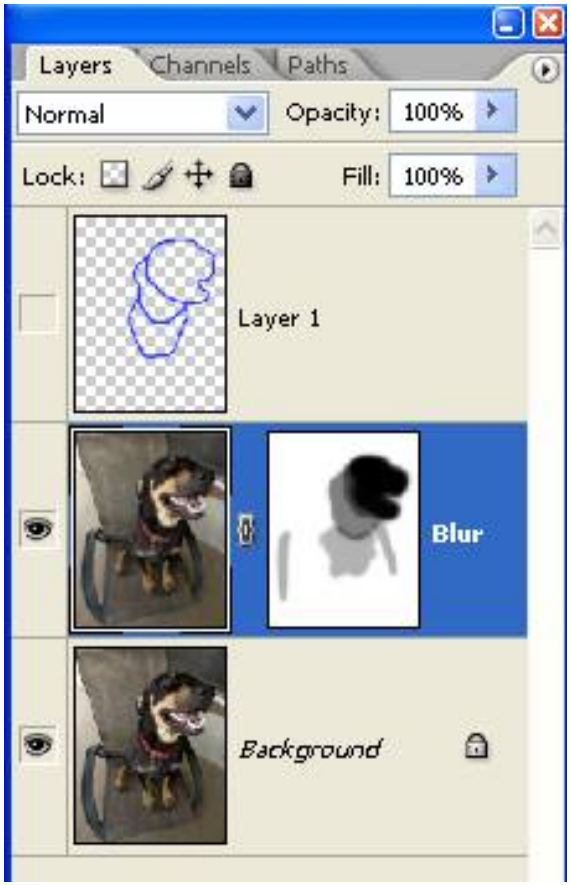
- Se doreste blurarea progresiva astfel incat sa dea impresia de adancime

- Se face un layer nou prin copierea background-ului. Acest layer se blureaza.
- Se face un layer nou pe care se vor marca zonele ce vor fi blurate/clare
- Se creaza o masca pe care se va desena cu niveluri de gri corespunzatoare zonele ce vor ramane blurate/clare



Lucrul cu masti





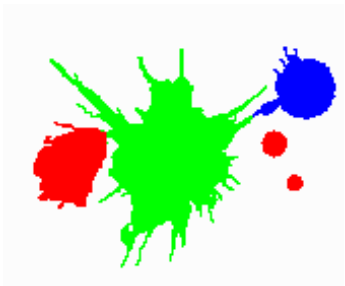
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Mixarea a doua imagini







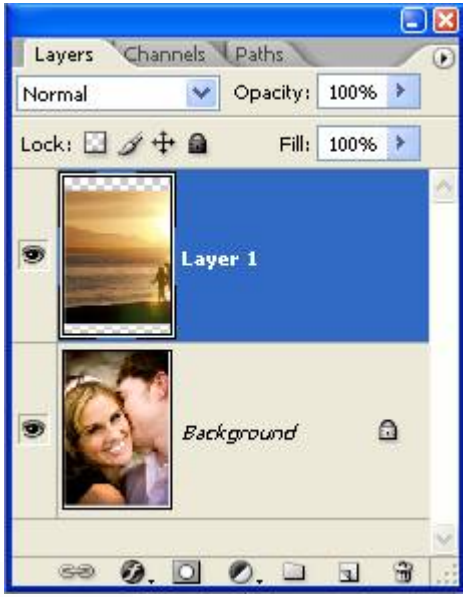


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Mixarea a doua imagini

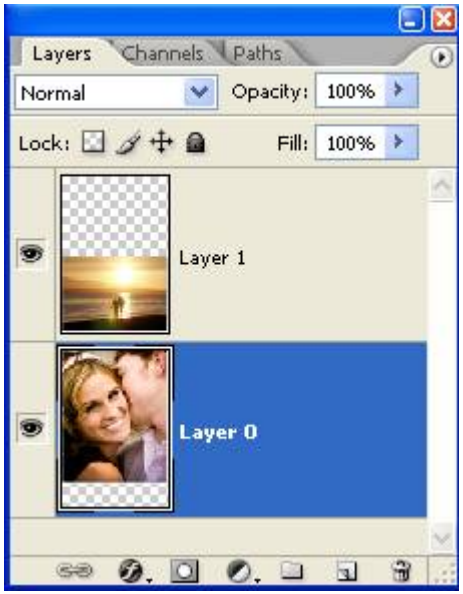
- Se deschid cele doua imagini si se copiaza una peste cealalta in acelasi document





Mixarea a doua imagini

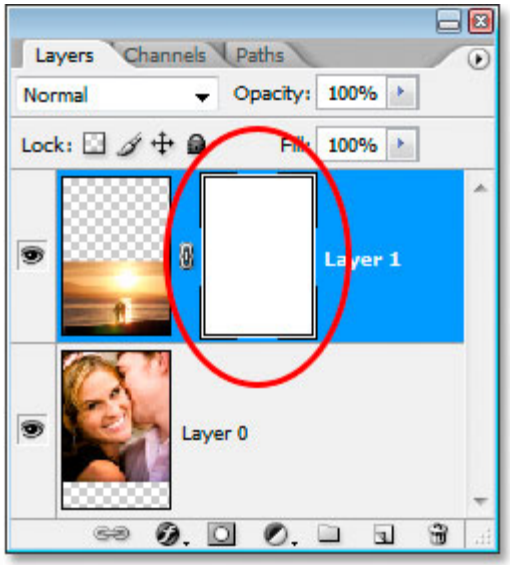
- Se transforma background-ul in layer si se modifica pozitiile (cu ajutorul instrumentului *Move*) si dimensiunile celor doua layere (*Edit->Transform*) astfel incat acestea sa se suprapuna in modul dorit





Mixarea a doua imagini

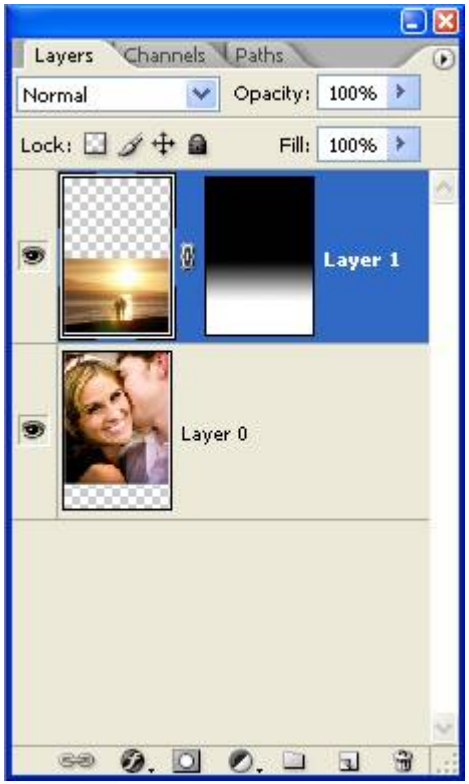
- Se adauga layerului de deasupra o masca ce va contine un gradient de la negru la alb

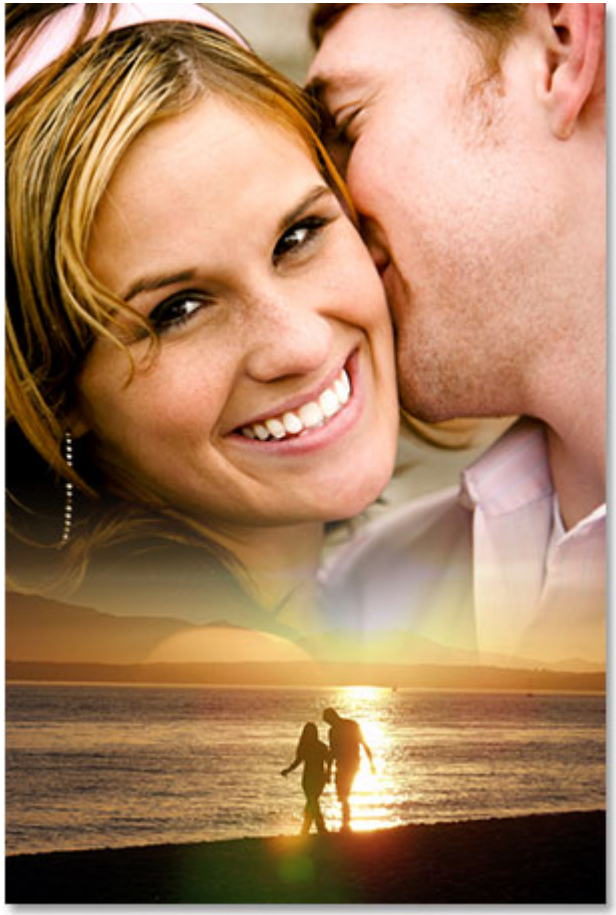


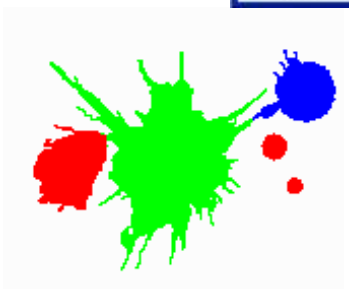




Mixarea a doua imagini



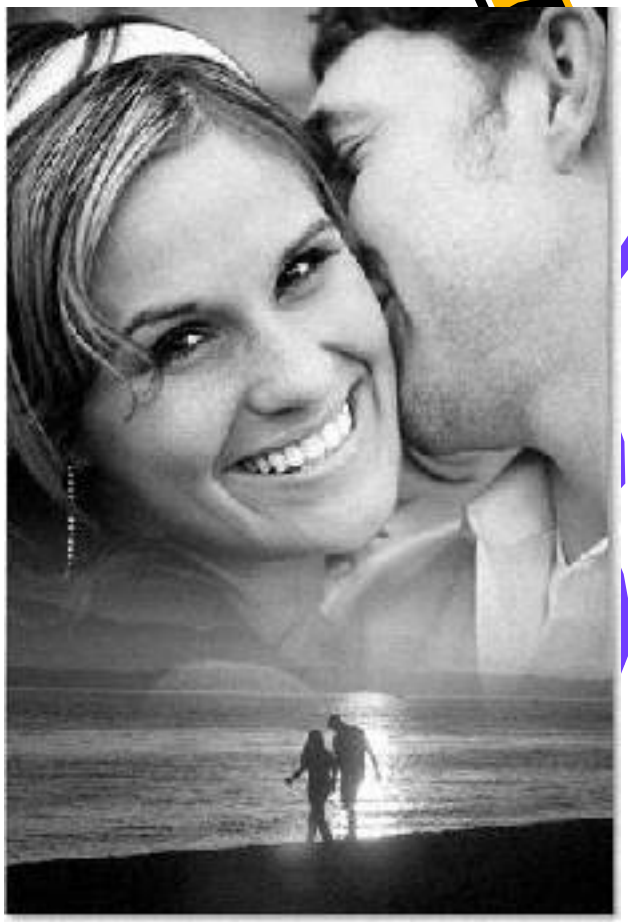




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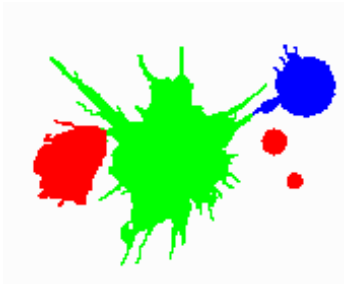
Mixarea a doua imagini



- Cele doua layere se unesc intr-unul singur (Layer->Merge Visible)

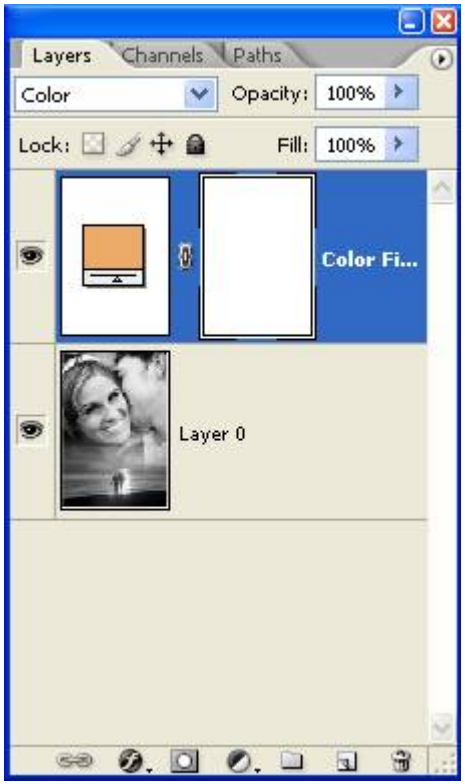
- Se desatureaza (*Image->Adjustments->Desaturate*)

- I se adauga zgomot monocromatic, gaussian (*Filter->Noise->Add noise*)



Mixarea a doua imagini

- Se adauga un nou layer de ajustare de tip *Solid Color* si i se seteaza modul de amestecare pe *Color*

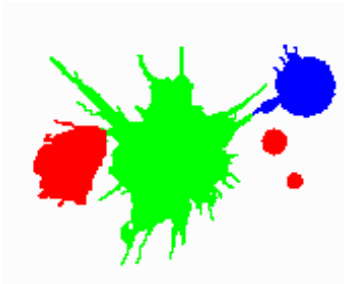




Adaugarea de cer





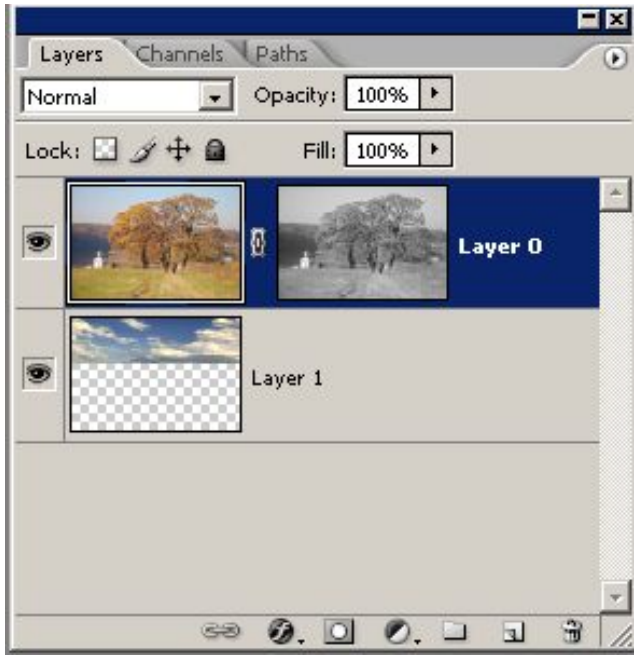


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Adaugarea de cer

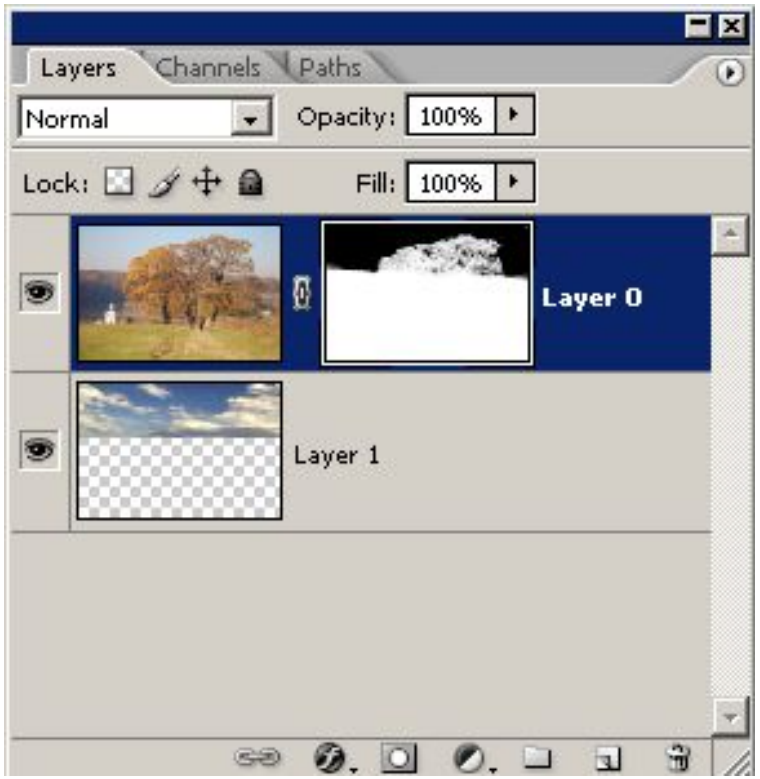
- Se copiaza imaginea 'peisaj' si imaginea 'cer' ca layere diferite in aceeasi imagine
- Pentru layerul 'peisaj' se adauga o masca noua
- Se selecteaza (*Ctrl+a*) tot layerul 'peisaj' si se copiaza (*Ctrl+c*)
- Se vizualizeaza separat masca peisajului (*Alt + click pe pictograma mastii*) si se lipeste peisajul copiat in masca (*Ctrl+v*)



Adaugarea de cer

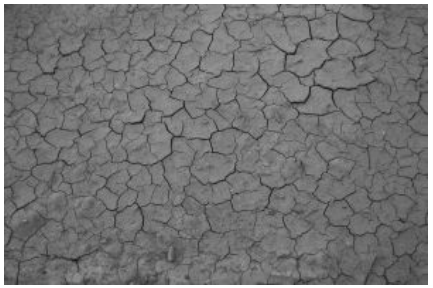
- Se modifica masca peisajului:
  - Se negativeaza
  - Se modifica cu *Levels* si cu *Brush* astfel incat sa arate bine imaginea finala



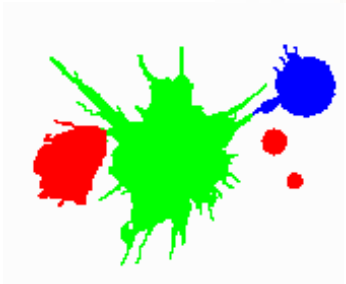


Adaugarea de texturi









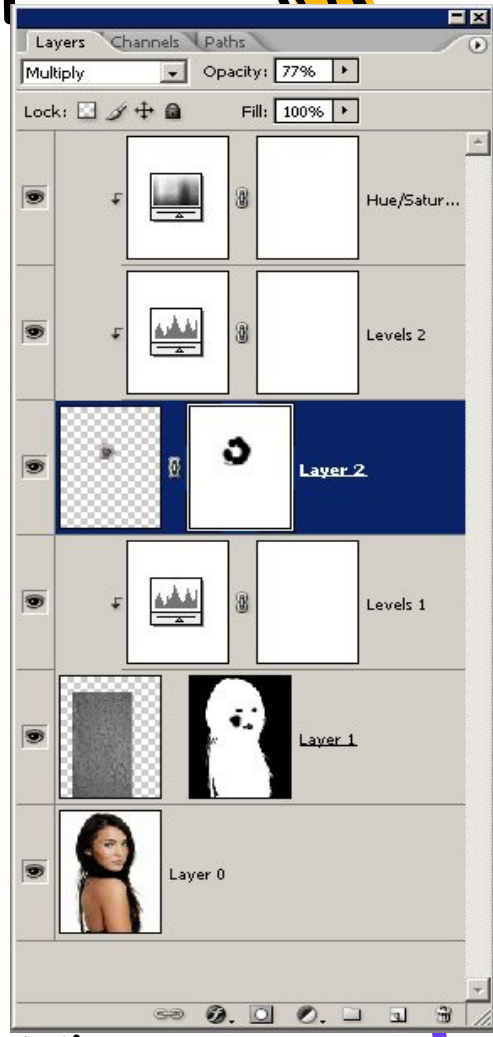
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Adaugarea de texturi

- Texturile se suprapun ca layere noi, mod de amestecare *Multiply*, opacitate 50-75% peste masca de piele
- Pentru fiecare textura se modifica *levels* si *hue/saturation* (aici facut cu layere de ajustare de tip clipping)





Bibliografie

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- http://www.photoshopsupport.com
- http://www.adobepress.com/
- http://www.photoshopessentials.com/

