

## Figure in Alley

This figure photo was taken to make selection easy.

The DOF is right for merging the two images.

Notice any differences in light?

Angle OK. Color not OK.

### **Background Image Prep**

Adjustments > HDR Toning

Photorealistic High Contrast

Turn down exposure

### **Spot Healing Brush**

Click on content aware and paint over Balls

Or use the patch tool.

Darken the outside with **Lens Correction > Vignette**.

Or layer > Curves and use a mask

### **Selecting The Figure**

First copy the background layer. When we cut, we can cut to transparent.

Secondly **increase the exposure** a bit to give more contrast to the edge of the figure. This makes the next step easier

Use the **Quick Selection** tool to quickly “paint” a selection using an adjustable round brush tip. As you drag along the inside edge of the object, the selection expands outward and automatically finds and follows defined edges in the image.

1. Select the Quick Selection tool under the Magic Wand tool.
2. In the options bar, notice the selection options: New, Add To, or Subtract From. When creating a selection, press the right bracket (]) to increase the Quick Selection tool brush tip size; press the left bracket ([) to decrease the brush tip size.
3. Choose Quick Selection options.  
**Sample All Layers** Creates a selection based on all layers instead of just the currently selected layer.  
**Auto-Enhance** Reduces roughness and blockiness in the selection boundary.
4. Paint inside the part of the image you want to select.  
The selection grows as you paint. If updating is slow, continue to drag to allow time to complete work on the selection. As you paint near the edges of a shape, the selection area extends following contours of the shape edge. If you stop dragging and then click or drag in a nearby area, the selection will grow to include the new area.

- To subtract from a selection, click the Subtract icon in the options bar, then drag over the existing selection.
- To temporarily switch between add and subtract modes, hold down the Alt (Windows) or Option (Mac) key.

(Optional) Click Refine Edge to further adjust the selection boundary.

### **Refine the edges as needed with quick mask.**

Work around with a hard-edged tool.

Then use Refine **Edge > Send to Layer**

**Also find it under Select > Refine Edge.**

**Or Select > Select & Mask**

Or cut the background.

Then reduce the exposure.

### **Matching the color palette**

Match the figure to the background.

In the figure images, select Image > Adjustments > Match color.

Find the background image listed in Source > menu. Adjust if necessary. Or after next step.

### **Bringing Together**

Use the **Move tool** to drag the figure to the background.

Name the new layer Figure.

Use **Edit > Free Transform** to make the figure the right relative size. About 60%

Move so there are **no mergers with face**.

### **Now fine tune the lighting:**

Use Layer Effects, and, to keep the effect bearing on only one layer, alt+click the line between the Effect layer and the figure layer.

Use **Curves** on the figure layer to balance with the background.

Use Color Balance to bring up yellow?

Create a **new layer** for his shadow.

Paint (soft air-brush) black with 30% opacity around feet.

Darken shoes appropriately using Burn.

Trim the figure selection if needed.