

Forum:[Hack Forums](#)

Thread: [Wiz Khalifa -- Double Exposure](#)

Decim - October 6, 2016, 6:43 am

Experimenting with double exposure on CS6.

8miles - October 6, 2016, 6:47 am

Thats sick bro!

Keep the good work up

Jeffexilelv - October 6, 2016, 10:36 am

OMFG it's f*cking amazing!!!

Enivois - October 6, 2016, 11:47 am

I'm a big fan of Wiz <3

I think it's f#cking amazing mate!

Well done :)

Keep it going!

Decim - October 7, 2016, 4:26 pm

Thanks for the feedback folks, appreciate it.

Swax - October 8, 2016, 10:46 am

On the left eye (by the ring) it looks like its bad cropped but its not its the background other than that i think it looks pretty nice.

Decim - October 8, 2016, 11:28 pm

(Oct 8, 2016 10:46 AM)Swax Wrote: [\[CITE\]](#) On the left eye (by the ring) it looks like its bad cropped but its not its the background other than that i think it looks pretty nice.

If you're talking about the white platform, just above the left eye, it's part of the factory. It does look pretty out of place but I wasn't sure on what to do with it.

Strafe - October 9, 2016, 12:25 am

Sorry if this comes across as rude, but I do not believe this would count as a true double exposure.

This more or less just looks like an erase at eye line and another photo placed there. (The two Exposures never overlap)

Spoiler [\(Click to View\)](#)

To me this is a true double exposure since it plays on the Light/Dark parts of the images.

However it is still a great job, all that smoke especially suites the subject. Only real downside is the the whole factory thing is commonly used for this, but for once it's being used appropriately.

Would have been cool to me if you could have found a way to merge the smoke from the J to smoke from the factories.

Thorius - October 9, 2016, 5:33 am

Very nice, while I can't see the concept of the design appealing to many it definitely required some skill to make a design like this. Very impressive.

Decim - October 9, 2016, 5:40 am

(Oct 9, 2016 12:25 AM)Strafe Wrote: [\[CITE\]](#) Sorry if this comes across as rude, but I do not believe this would count as a true double exposure.

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You're actually right. I started off wanting to create a double exposure effect but ended up with something different.

(Oct 9, 2016 05:33 AM)Thorius Wrote: [\[CITE\]](#) Very nice, while I can't see the concept of the design appealing to many it definitely required some skill to make a design like this. Very impressive. Thanks, glad you liked it.

Biker BoyZ - October 9, 2016, 5:46 am

that would be a great cover for a new album, i think he would personally pay for that haha.

NieR - October 9, 2016, 7:42 pm

(Oct 8, 2016 11:28 PM)Arcanecfg Wrote: [\[CITE\]](#) If you're talking about the white platform, just above the left eye, it's part of the factory. It does look pretty out of place but I wasn't sure on what to do with it.

You can leave a little more of the above part part of his eye fading into the factory like you do with the rest of his head. I feel that is the only part that seems off.

Strafe - October 9, 2016, 8:21 pm

(Oct 9, 2016 05:40 AM)Arcanecfg Wrote: [\[CITE\]](#) You're actually right. I started off wanting to create a double exposure effect but ended up with something different.

Thanks, glad you liked it.

You're awesome, being able to handle criticism is huge when it comes to creative fields & I can tell you will only improve by being able to handle it respectfully.

The one thing I notice now looking back at this is that my is partially drawn to the smoke from the factory as the clouds are very detailed, a very slight blur on the clouds may bring the focal point back to Wiz's face.

However don't fixate on it if you can't get it to your liking, the way it is now is still very good.

I would be interested in seeing what you would be able to do with this by adding some colour in, but I do have a feeling your B/W choice was the best option.

Motusora - October 9, 2016, 8:26 pm

i only like the concept . anyway you failed on the upper left eyes ..

trashbag - October 27, 2016, 4:30 am

Looks fucking amazing, keep up the good work.

Motusora - October 27, 2016, 5:15 am

(Oct 27, 2016 04:30 AM)trashbag Wrote: [\[CITE\]](#) Looks fucking amazing, keep up the good work. of course it's amazing , it was featured in HF news recently.

Decim - October 28, 2016, 4:15 am

(Oct 9, 2016 08:21 PM)Strafe Wrote: [\[CITE\]](#) You're awesome, being able to handle criticism is huge when it comes to creative fields & I can tell you will only improve by being able to handle it respectfully.

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I would be interested in seeing what you would be able to do with this by adding some colour in, but I do have a feeling your B/W choice was the best option.

Looking back it now, there are a couple more things I probably could have done better - the smoke coming from the joint kinda fades in an awkward way.

(Oct 27, 2016 05:15 AM)Motusora Wrote: [\[CITE\]](#) of course it's amazing , it was featured in HF news recently.

Really? That's pretty cool.

fader - October 28, 2016, 4:55 am

Broken link on my side :(